CMSC 460 - HW3

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1.a

1.b

For each of the interpolation methods I evalueated the function at $x = -0.3$. In this case I prefer the result of *pchiptx*. Its smooth and makes no assumptions about the shape of the function.

piecelin
$$p(-0.3) = 0.42996$$

polyinterp
$$p(-0.3) = -0.999$$

splinetx
$$p(-0.3) = -0.1957$$

pchiptx
$$p(-0.3) = 0.43218$$

1.c

2

3