

Week 11 Assignment Solution

1. Interpolation provides a mean for estimating functions
 - a) At the beginning points
 - b) At the ending points
 - c) At the intermediate points
 - d) None of the mentioned

Solution: (c) At the intermediate points

Explanation: Interpolation provides a mean for estimating the function at the intermediate points.

2. To solve a differential equation using Runge-Kutta method, necessary inputs from user to the algorithm is/are
 - a) the differential equation dy/dx in the form x and y
 - b) the step size based on which the iterations are executed.
 - c) the initial value of y .
 - d) all the above

Solution: (d) The differential equation, step size and the initial value of y are required to solve differential equation using Runge-Kutta method.

3. A Lagrange polynomial passes through three data points as given below

x	5	10	15
$f(x)$	15.35	9.63	3.74

The polynomial is determined as $f(x) = L_0(x) \cdot (15.35) + L_1(x) \cdot (9.63) + L_2(x) \cdot (3.74)$

The value of $f(x)$ at $x = 7$ is

- a) 12.78
- b) 13.08
- c) 14.12
- d) 11.36

Solution: (b)

$$L_0(x) = \prod_{\substack{j=0 \\ j \neq 0}}^2 \frac{x - x_j}{x_0 - x_j} = \frac{(7 - 10)(7 - 15)}{(5 - 10)(5 - 15)} = \frac{24}{50} = 0.48$$

$$L_1(x) = \prod_{\substack{j=0 \\ j \neq 1}}^2 \frac{x - x_j}{x_1 - x_j} = \frac{(7 - 5)(7 - 15)}{(10 - 5)(10 - 15)} = \frac{-16}{-25} = 0.64$$

$$L_2(x) = \prod_{\substack{j=0 \\ j \neq 2}}^2 \frac{x - x_j}{x_2 - x_j} = \frac{(7 - 5)(7 - 10)}{(15 - 5)(15 - 10)} = \frac{-6}{50} = -0.12$$

$$\text{So } f(7) = 0.48 * 15.35 + 0.64 * 9.63 - 0.12 * 3.74 = 13.08$$

4. The value of $\int_0^{3.2} x e^x dx$ by using one segment trapezoidal rule is
 - a) 172.7
 - b) 125.6
 - c) 136.2
 - d) 142.8

Solution: (b)

$$\int_a^b f(x) dx = (b - a) \frac{f(b) + f(a)}{2}$$

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Here, $a = 0, b = 3.2, f(a) = 0$ and $f(b) = 78.5$. Hence, $\int_0^{3.2} x e^x dx = 125.6$

5. Accuracy of the trapezoidal rule increases when
- integration is carried out for sufficiently large range
 - instead of trapezoid, we take rectangular approximation function
 - number of segments are increased
 - integration is performed for only integer range

Solution: (c) Approximation increases with the increase of the number of segments between the lower and upper limit.

6. Solve the ordinary differential equation below using Runge-Kutta 4th order method.
Step size $h=0.2$.

$$5 \frac{dy}{dx} + xy^3 = \cos(x), y(0) = 3$$

The value of $y(0.2)$ is (upto two decimal points)

- 2.86
- 2.93**
- 3.13
- 3.08

Solution: (b)

7. Match the following
- | | |
|------------------------|--------------------------|
| A. Newton Method | 1. Integration |
| B. Lagrange Polynomial | 2. Root finding |
| C. Trapezoidal Method | 3. Differential Equation |
| D. RungeKutta Method | 4. Interpolation |
- A-2, B-4, C-1, D-3
 - A-3, B-1, C-2, D-4
 - A-1, B-4, C-3, D-2
 - A-2, B-3, C-4, D-1

Solution: (a)

8. The value of $\int_1^3 e^x (\ln x) dx$ calculated using the Trapezoidal rule with five subintervals is (* range is given in output rather than single value to avoid approximation error)
- 12.56 to 12.92
 - 13.12 to 13.66
 - 14.24 to 14.58
 - 15.13 to 15.45

Solution: (c) The 14.24 to 14.58

From the formula of trapezoidal rule we get, the following

$$\Delta x/2 = 1/5:$$

$$\int_1^3 e^x (\ln x) dx = (1/5)(0 + 2.72892440558099 + 7.11180421388169 + 14.2316766420315 + 25.7295115705906 + 22.066217688311) = 14.3736269040792$$

9. Consider the same recursive C function that takes two arguments

```
unsignedintfunc(unsigned int n, unsigned int r)
{
    if (n > 0) return (n%r + func (n/r, r ));
    else return 0;
}
```

What is the return value of the function foo when it is called as func(513, 2)?

- a) 9
- b) 8
- c) 5
- d) 2

Solution: (d) 2

func(513, 2) will return $1 + \text{func}(256, 2)$. All subsequent recursive calls (including func(256, 2)) will return $0 + \text{func}(n/2, 2)$ except the last call func(1, 2) . The last call func(1, 2) returns 1. So, the value returned by func(513, 2) is $1 + 0 + 0 + \dots + 0 + 1 = 2$.

10. What is the output?

```
#include <stdio.h>
int fun(int n)
{
    if (n == 4)
        return n;
    else return 2*fun(n+1);
}
int main()
{
    printf("%d ", fun(2));
    return 0;
}
```

- a) 4
- b) 8
- c) 16
- d) Error

Solution: (c) 16