

# BASIC TECHNIQUES FOR COMPUTER SIMULATIONS WPO – 4<sup>TH</sup> SESSION

## INTERPOLATION AND EXTRAPOLATION

# INTRODUCTION

- You are given the following data set for the values of (an unknown) function  $f(x)$  at points  $x_i$ :

|             |   |    |    |     |
|-------------|---|----|----|-----|
| <b>x</b>    | 0 | 20 | 50 | 100 |
| <b>f(x)</b> | 1 | 4  | 6  | 7   |

- What is the value of the function  $f$  at  $x = 30$  ?

→ INTERPOLATION : estimate the desired value of  $f(x)$  that lies inside the range of the known base points  $x_1, x_2, \dots, x_n$

- What is the value of the function  $f$  at  $x = 150$  ?

→ EXTRAPOLATION : estimate the desired value of  $f(x)$  that lies outside the range of the known base points  $x_1, x_2, \dots, x_n$

We can express function  $f$  in the form of a polynomial  
and then use this polynomial to determine the desired values.

# POLYNOMIAL INTERPOLATION

- Method used to create the unique  $(n-1)^{\text{th}}$  order polynomial that fits  $n$  data points.

$$f(x) = P_{n-1}(x) = a_0 x^0 + a_1 x^1 + a_2 x^2 + \dots + a_{n-1} x^{n-1}$$

|             |   |    |    |     |
|-------------|---|----|----|-----|
| <b>x</b>    | 0 | 20 | 50 | 100 |
| <b>f(x)</b> | 1 | 4  | 6  | 7   |

Step 1: Determine the order of the polynomial:

$$f(x) = P_3(x) = a_0 x^0 + a_1 x^1 + a_2 x^2 + a_3 x^3$$

Step 2: The polynomial passes through each one of the  $n$  points of the dataset:

$$a_0 1 + a_1 0^1 + a_2 0^2 + a_3 0^3 = 1$$

$$a_0 1 + a_1 20^1 + a_2 20^2 + a_3 20^3 = 4$$

$$a_0 1 + a_1 50^1 + a_2 50^2 + a_3 50^3 = 6$$

$$a_0 1 + a_1 100^1 + a_2 100^2 + a_3 100^3 = 7$$

System of 4 linear algebraic equations with 4 unknowns:  $a_0, a_1, a_2, a_3$

# POLYNOMIAL INTERPOLATION

Step 3: Solve the system for the unknowns **a** :

$$[x] = \begin{bmatrix} 1 & 0^1 & 0^2 & 0^3 \\ 1 & 20^1 & 20^2 & 20^3 \\ 1 & 50^1 & 50^2 & 50^3 \\ 1 & 100^1 & 100^2 & 100^3 \end{bmatrix} \quad [a] = \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix} \quad [y] = \begin{bmatrix} 1 \\ 4 \\ 6 \\ 7 \end{bmatrix}$$

$$xa=y$$

(in the form of  $Ax=b$ )

Solve for **a**

## PYTHON

def main(): Define matrix **x** and vectors **a** and **y**

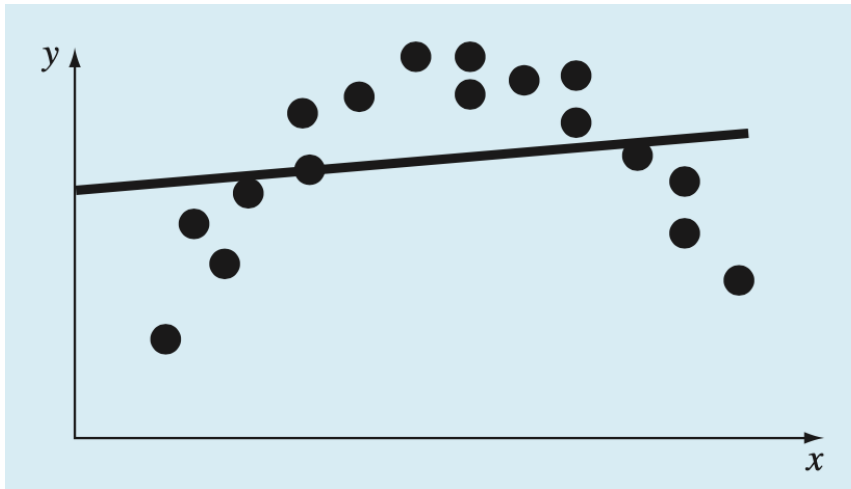
def polynomial\_inter(..): 1) Solve for **a**

2) Create the polynomial  $P_3(x)$  (can be done with `numpy.poly1d`) using the obtained elements of **a**

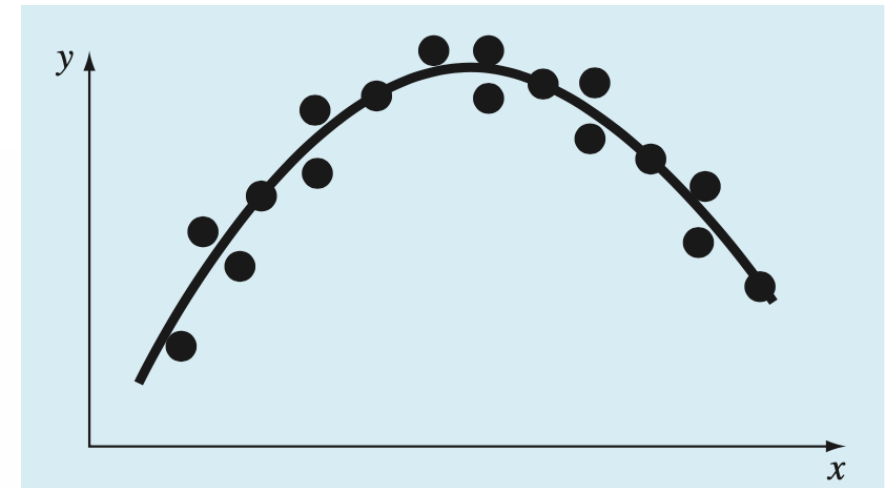
# LEAST-SQUARES FIT

- Finding the best-fitting curve to a given set of points, by minimizing the sum of the square of the offsets of the points from the curve.

Linear



Nonlinear



source: Chapra SC. Applied numerical methods with MATLAB for engineers and scientific, 2008.

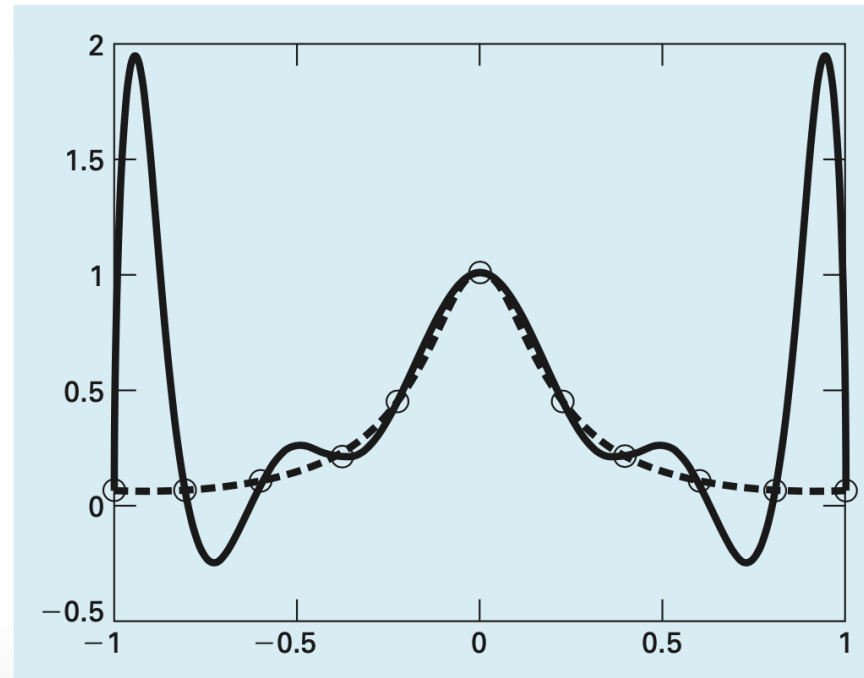
**PYTHON** : **numpy.polyfit** to find the polynomial's coefficients  
**numpy.poly1d** to create the polynomial

! Order of regression (degree of polynomial) has to be defined, when calling polyfit

# DANGERS OF HIGHER ORDER REGRESSION

- Runge's function:  $f(x) = \frac{1}{1+25x^2}$
  - 11 equally spaced points in the range  $[-1, 1]$ :  $x = -1, -0.8, -0.6, \dots, 1$
- 10<sup>th</sup> order polynomial  $P_{10}(x) = a_0 + a_1x^1 + a_2x^2 + \dots + a_{10}x^{10}$

dashed line:  $f(x)$   
line:  $P_{10}(x)$



bad interpolation

source: Chapra SC. Applied numerical methods with MATLAB for engineers and scientific, 2008.

# PIECEWISE INTERPOLATION : CUBIC SPLINES

- Given a set of  $n$  data "base" points  $(x_i, f(x_i))$ , cubic spline  $S(x)$  derives a 3<sup>rd</sup> order polynomial  $C_i(x)$  for each interval between points  $x_0, x_1, \dots, x_n$

$$C_i(x) = a_i + b_i x + c_i x^2 + d_i x^3$$

- $$S(x) = \begin{cases} C_1(x) & , x_0 \leq x \leq x_1 \\ \vdots & \\ C_i(x) & \dots , x_{i-1} \leq x \leq x_i \\ \vdots & \\ C_n(x) & \dots , x_{n-1} \leq x \leq x_n \end{cases}$$

- In order to determine  $S(x)$ , we need to determine  $a_i, b_i, c_i, d_i$  for every polynomial  $C_i(x)$  ( $4n$  unknowns in total)

## OTHER PIECEWISE INTERPOLATION METHODS

- Linear: Straight lines (first-order polynomials) connect points  $x_1, x_2, \dots, x_n$

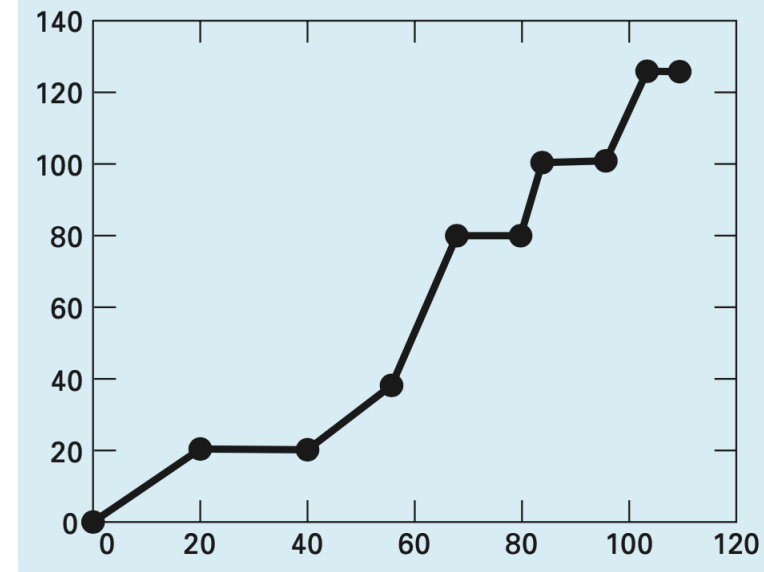
$$C_i(x) = f(x_i) + \frac{f(x_{i+1}) - f(x_i)}{x_{i+1} - x_i} (x - x_i)$$

- Nearest-neighbor: Sets the value of an interpolated point to the value of the nearest existing data point. The interpolation looks like a series of plateaus, which can be thought as zero-order polynomials.

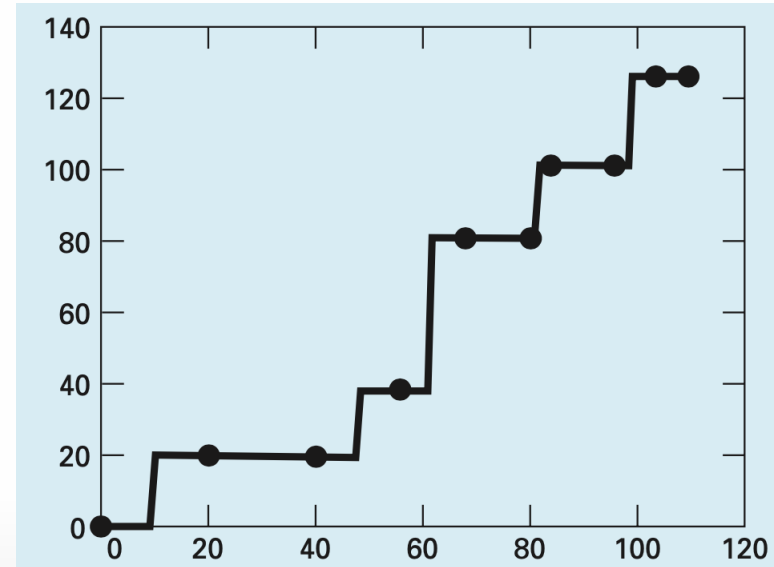
**PYTHON** : `scipy.interpolate.interp1d` (see theory .pdf p. 37)

`kind = 'linear', 'nearest' or 'cubic' (cubic splines)`

! For **extrapolation**: `scipy.interpolate.interp1d(..., fill_value='extrapolate')` !



source: Chapra SC. Applied numerical methods with MATLAB for engineers and scientific, 2008.





# INTERPOLATION IN SIMULATIONS

Meshing: the computational domain is divided into discrete cells.

Solution: properties are calculated at discrete points, located at the corners or centres of the mesh cells.

Post-processing: Interpolation is used to estimate the properties (pressure, temperature, stress etc.) at points within these cells.

