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**Deadline: 8th January 2021, 3:00pm (GMT)**

**Coursework 2 – Solution Template**

*Your solutions to the assessed coursework may be submitted using this template. Please cut and paste the output from your codes into the correct parts of this file and include your plots and responses to the questions where suggested. Once this template has been completed, you must then create a pdf file for submission. Under Windows or Mac you can use Texmaker + a LaTeX compiler; from the Windows Virtual Desktop this may be accessed as follows:*

Start > UoN Application > (UoN) Texmaker 5

*Open this file under File; to build the pdf file, click the arrow next to Quick Build; this will then generate the file coursework2\_submission.pdf.*

*You may use an alternative document processing system, such as Word, to produce a pdf file containing your results, plots and answers. However, if you do, you must format your answers in the same way as suggested below.*

*A single zip or tar file containing the file coursework2\_submission.pdf and all the files in the requested folders in the checklists below should be submitted on Moodle. Note that all parameters and values should be set within your codes: do NOT use inputs such as those obtained with `std::cin` or from the command line.*

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## Question 1(c)

### File checklist for folder Q1:

- AbstractApproximator.cpp, AbstractApproximator.hpp
- Driver.cpp
- Lagrange.cpp, Lagrange.hpp
- Vector.cpp, Vector.hpp
- For any additional files, provide a README.txt

1(c) Enter your output here (max 1 page, display only selected output if necessary).

Question 1ci

```
f1: inf-norm approximation = 8.88178e-16
f2: inf-norm approximation = 3.00357e-09
f3: inf-norm approximation = 0.298401
f4: inf-norm approximation = 0.0479874
```

Question 1cii

```
f1 approximation:
n = 1: inf-norm approximation = 0.384888
n = 2: inf-norm approximation = 0.048111
n = 3: inf-norm approximation = 2.22045e-16
n = 15: inf-norm approximation = 8.41439e-15
```

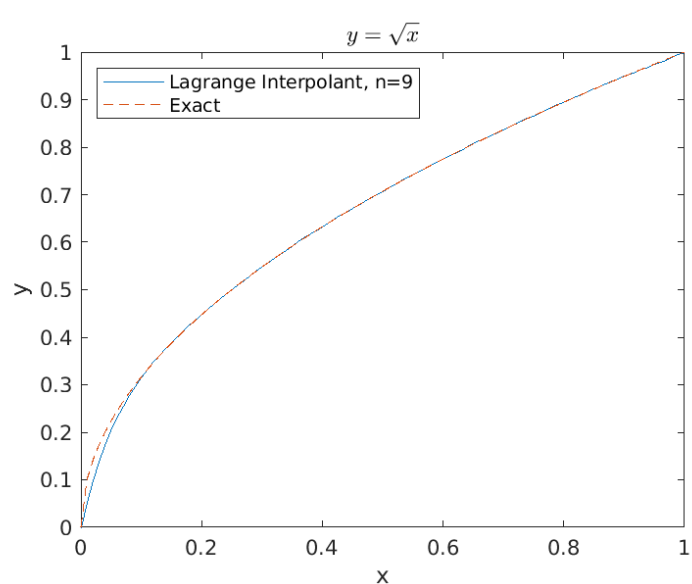
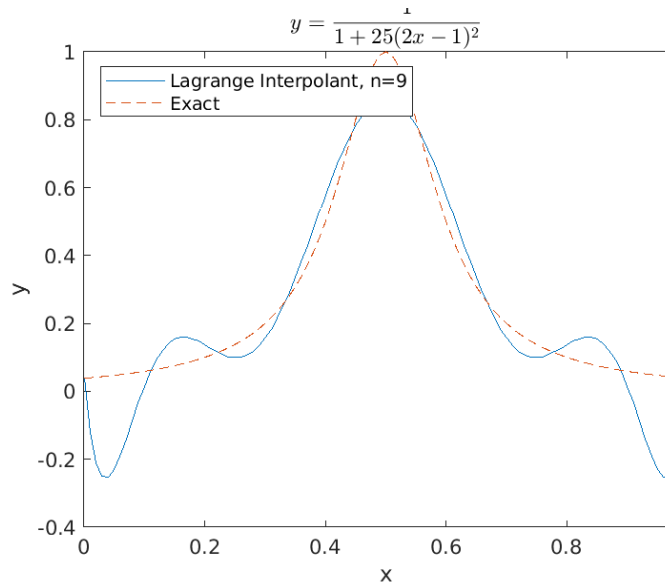
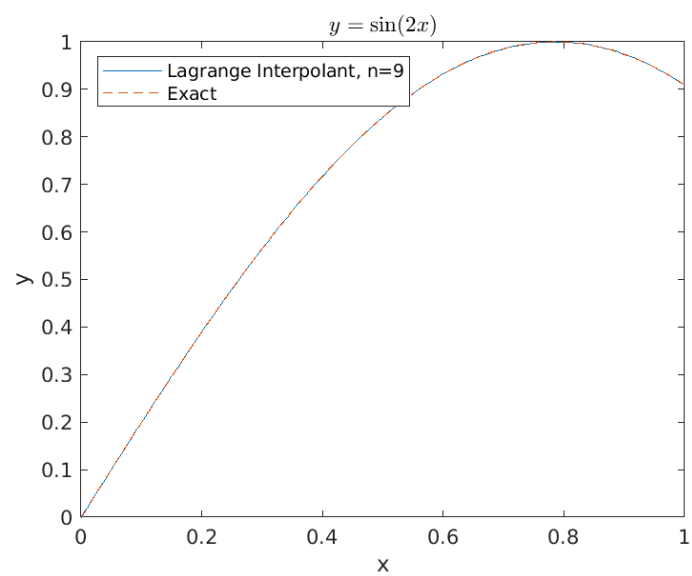
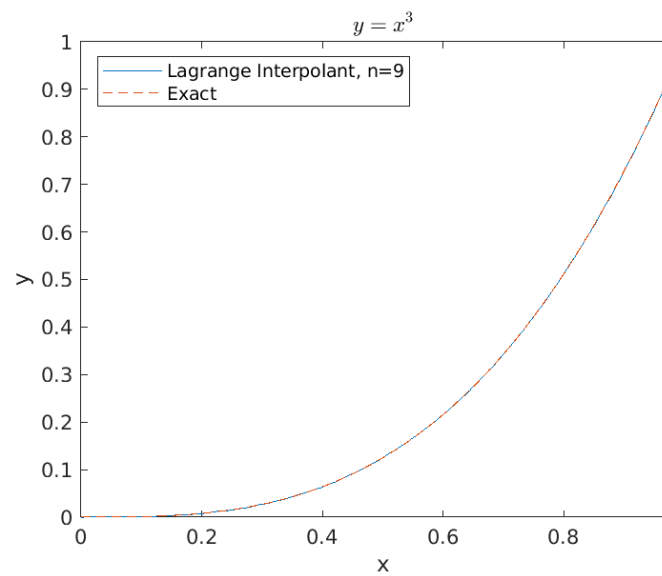
```
f2 approximation:
n = 1: inf-norm approximation = 0.391094
n = 2: inf-norm approximation = 0.0400074
n = 3: inf-norm approximation = 0.00718133
n = 7: inf-norm approximation = 6.11202e-07
```

```
f3 approximation:
n = 2: inf-norm approximation = 0.646154
n = 6: inf-norm approximation = 0.616668
n = 9: inf-norm approximation = 0.298401
n = 15: inf-norm approximation = 2.09903
```

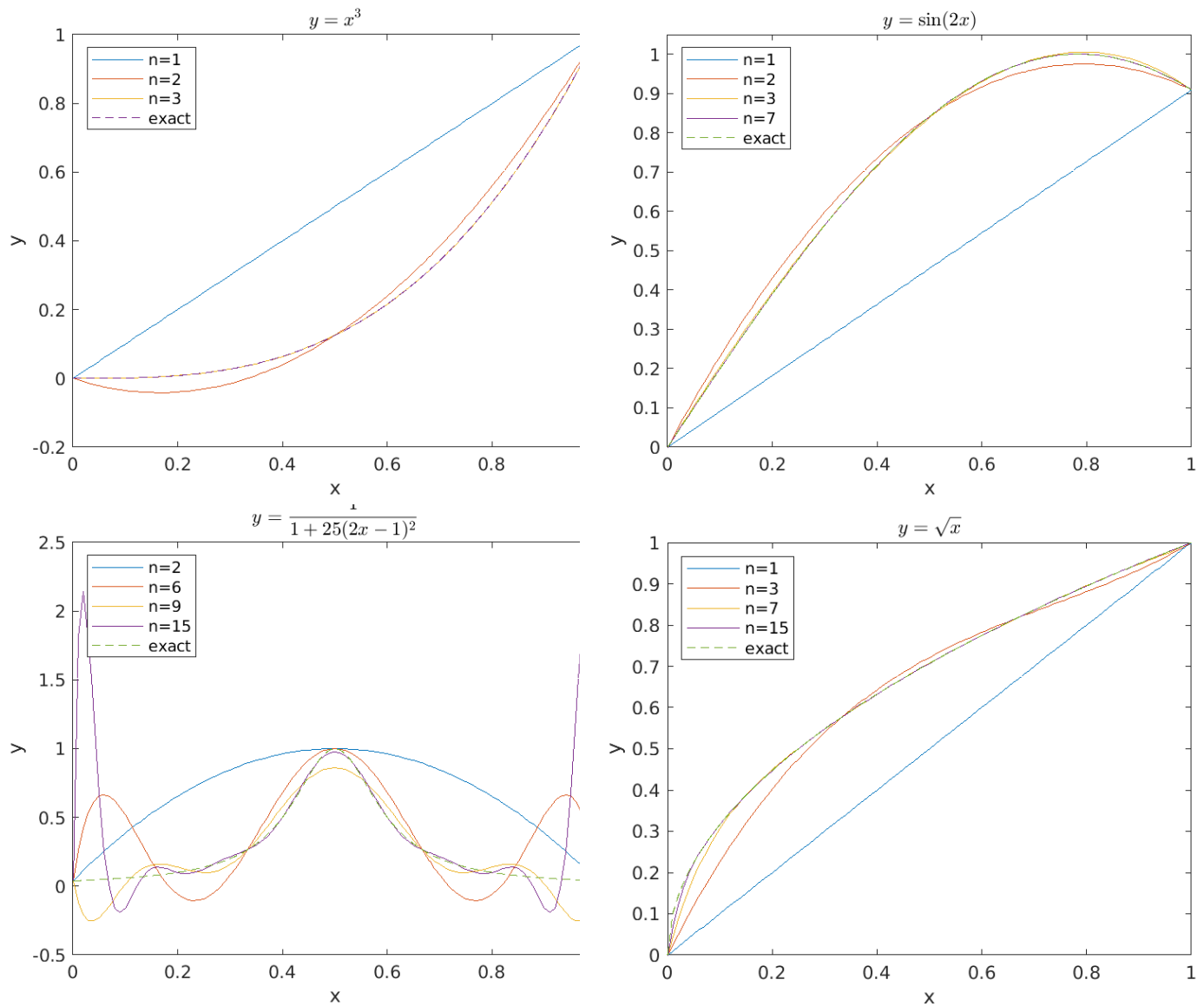
```
f4 approximation:
n = 1: inf-norm approximation = 0.25
n = 3: inf-norm approximation = 0.104336
n = 7: inf-norm approximation = 0.0560823
n = 15: inf-norm approximation = 0.0317475
```

1(c) Include your plots and comments here.

The 9<sup>th</sup> degree polynomials, constructed using 10 points, are displayed below for the functions  $f_1$ ,  $f_2$ ,  $f_3$  and  $f_4$ .



Polynomials of various degrees are displayed below for the functions  $f_1$ ,  $f_2$ ,  $f_3$  and  $f_4$ . Here,  $n$  denotes the degree of the polynomial (ie. the polynomial is generated using  $n + 1$  points).



Generally, the higher the degree of polynomial estimate, the better the approximation to the true function. This can clearly be seen in the decreasing infinity-norm estimates for the function  $f_1$ ,  $f_2$  and  $f_4$ .  $f_3$  does not follow this trend. This is known as Runge's phenomenon and occurs because the magnitude of the  $n$ -th order derivatives of this particular function grows quickly when  $n$  increases. The other functions, and all of their derivatives, are bounded on  $[0, 1]$  which avoids the Runge phenomenon.

Since  $f_1$  is a polynomial of degree 3, interpolation of any higher degrees is pointless, as the  $n = 3$  degree interpolation is already exact.  $f_2$  and  $f_4$  can be written as Taylor series and so a finite approximation to the Taylor series will provide a reasonable degree of accuracy for moderate  $n$  such as  $n = 7$ .

## Question 2(c)

### File checklist for folder Q2:

- AbstractQuadratureRule.cpp, AbstractQuadratureRule.hpp
- Driver.cpp
- Gauss4point.cpp, Gauss4point.hpp
- Matrix.cpp, Matrix.hpp
- Simpson.cpp, Simpson.hpp
- Vector.cpp, Vector.hpp
- For any additional files, provide a README.txt

2(c) Enter your output here (display only selected output if necessary).

Question 2ci - f integral approximations

Simpson's Rule:

f1: 0.25

f2: 0.71253

f3: 0.679487

f4: 0.638071

Gauss-4-Point Rule:

f1: 0.25

f2: 0.708073

f3: 0.185464

f4: 0.667828

Question 2cii - f\*L integral approximations

Simpson's Rule

Linear:

4.16667e-02

2.08333e-01

Quadratic:

0.00000e+00

8.33333e-02

1.66667e-01

Gauss-4-Point Rule

Linear:

5.00000e-02

2.00000e-01

Quadratic:

-1.66667e-02

1.33333e-01  
1.33333e-01

Question 2ciii - Li\*Lj integral approximations

Simpson's Rule

Linear:

3.33333e-01 1.66667e-01  
1.66667e-01 3.33333e-01

Quadratic:

1.66667e-01 0.00000e+00 0.00000e+00  
0.00000e+00 6.66667e-01 0.00000e+00  
0.00000e+00 0.00000e+00 1.66667e-01

Gauss-4-Point Rule

Linear:

3.33333e-01 1.66667e-01  
1.66667e-01 3.33333e-01

Quadratic:

1.33333e-01 6.66667e-02 -3.33333e-02  
6.66667e-02 5.33333e-01 6.66667e-02  
-3.33333e-02 6.66667e-02 1.33333e-01

Question 2civ - Gaussian Elimination

Simpson's Rule

Linear:

-2.50000e-01  
7.50000e-01

Quadratic:

0.00000e+00  
1.25000e-01  
1.00000e+00

Gauss-4-Point Rule

Linear:

-2.00000e-01  
7.00000e-01

Quadratic:

5.00000e-02  
1.25000e-01  
9.50000e-01

The estimate for  $f$  is exact using the Gauss-4-point algorithm as this provides exact solutions for polynomials up to degree 3, which  $f_1$  is. Simpson's quadrature rule uses 3 points and hence provides a quadratic polynomial approximation. As such, the Simpson's approximations are not as accurate as the Gauss-4-point approximations for  $f \times L$  integrals.

For the  $L_i \times L_j$  integration approximations required to calculate  $A$ , Simpson's rule is exact for the linear approximation, but not for the quadratic approximation. Whereas the Gauss-4-point rule is exact for the linear and quadratic approximations. This arises again from the nature of the algorithms and their ability to approximate polynomials of different degrees.

Finally, the Gauss-4-point provides for  $p$  the exact solution in both cases whereas Simpson's rule fails to capture all the information required to provide the exact solution. This is due to the inaccuracies in calculating  $f$  and  $A$  in the previous steps.

## Question 3(b)

### File checklist for folder Q3:

- AbstractApproximator.cpp, AbstractApproximator.hpp
- AbstractQuadratureRule.cpp, AbstractQuadratureRule.hpp
- BestL2Fit.cpp, BestL2Fit.hpp
- Driver.cpp
- Gauss4point.cpp, Gauss4point.hpp
- Matrix.cpp, Matrix.hpp
- Vector.cpp, Vector.hpp
- For any additional files, provide a README.txt

3(b) Enter your output here (display only selected output if necessary).

```
f1
maximum error: 2.22045e-16
2Norm: 5.47973e-17
```

```
f2
maximum error: 0.00851443
2Norm: 0.00266734
```

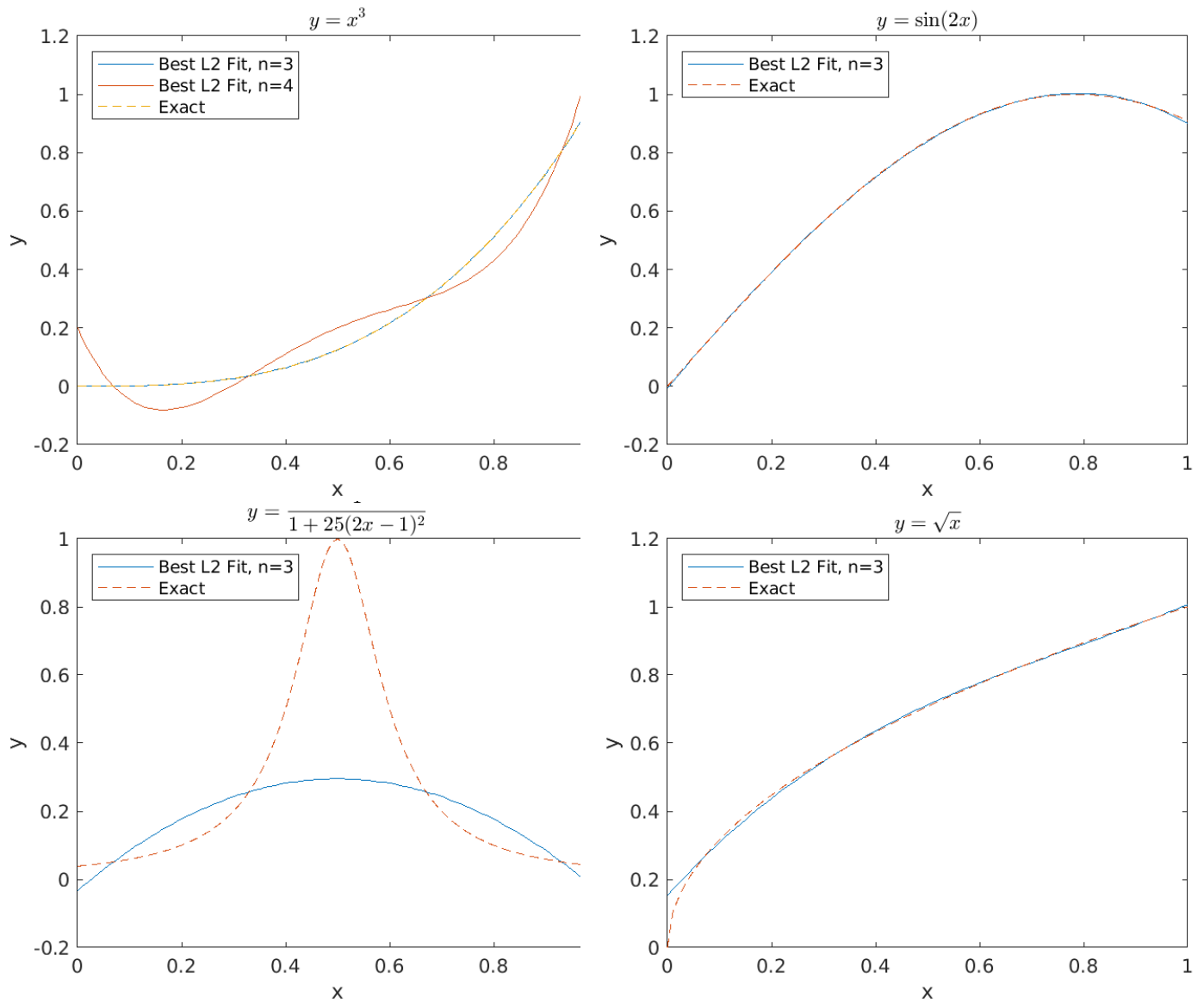
```
f3
maximum error: 0.704887
2Norm: 0.23882
```

```
f4
maximum error: 0.153048
2Norm: 0.0183238
```

```
f1 - Quartic approximation
maximum error: 0.2
2Norm: 0.0694467
```

3(b) Include your plots and comments here.





The polynomial of degree 3 estimates  $f_1$ ,  $f_2$  and  $f_4$ . The cubic L2 norm method does not work well for the  $f_3$ . This is reinforced by the large L2-norm and large maximum error of approximately 0.7.

We can also see that the quartic approximation to  $f_1$  does not work well with this method. The best fit method enforces the use of 4 quartic Lagrange polynomials as a basis which is why the cubic polynomial is not approximated well.

## Question 4(b)

### File checklist for folder Q4:

- AbstractApproximator.cpp, AbstractApproximator.hpp
- AbstractQuadratureRule.cpp, AbstractQuadratureRule.hpp
- Driver.cpp
- Gauss4point.cpp, Gauss4point.hpp
- LocalBestL2Fit.cpp, LocalBestL2Fit.hpp
- Matrix.cpp, Matrix.hpp
- Vector.cpp, Vector.hpp
- For any additional files, provide a README.txt

4(b) Enter your output here (display only selected output if necessary).

Question 4bi

f1, 5 intervals, linear approximation  
maximum error: 0.0184  
2Norm: 0.00538618

f2, 5 intervals, linear approximation  
maximum error: 0.0130564  
2Norm: 0.00474825

f3, 5 intervals, linear approximation  
maximum error: 0.284314  
2Norm: 0.079169

f4, 5 intervals, linear approximation  
maximum error: 0.121467  
2Norm: 0.0140787

Question 4bii

Linear Approximation, 2 intervals:

f1 - maximum error: 0.1, 2Norm: 0.0325559  
f2 - maximum error: 0.0816436, 2Norm: 0.029648  
f3 - maximum error: 0.287374, 2Norm: 0.137371  
f4 - maximum error: 0.192056, 2Norm: 0.028279

Linear Approximation, 4 intervals:

f1 - maximum error: 0.028125, 2Norm: 0.00845119  
f2 - maximum error: 0.020555, 2Norm: 0.00745211  
f3 - maximum error: 0.13887, 2Norm: 0.0467014  
f4 - maximum error: 0.135804, 2Norm: 0.0164819

Linear Approximation, 8 intervals:

f1 - maximum error: 0.007422, 2Norm: 0.0021081  
 f2 - maximum error: 0.00519501, 2Norm: 0.00184794  
 f3 - maximum error: 0.0606, 2Norm: 0.0109066  
 f4 - maximum error: 0.096028, 2Norm: 0.0104574

Cubic Approximation, 2 intervals:

f1 - maximum error: 2.22045e-16, 2Norm: 5.46126e-17  
 f2 - maximum error: 0.000588427, 2Norm: 0.000164499  
 f3 - maximum error: 0.17177, 2Norm: 0.0252179  
 f4 - maximum error: 0.108222, 2Norm: 0.0115399

Cubic Approximation, 4 intervals:

f1 - maximum error: 2.22045e-16, 2Norm: 5.46097e-17  
 f2 - maximum error: 3.69866e-05, 2Norm: 1.05823e-05  
 f3 - maximum error: 0.08556, 2Norm: 0.0133053  
 f4 - maximum error: 0.0765242, 2Norm: 0.00775632

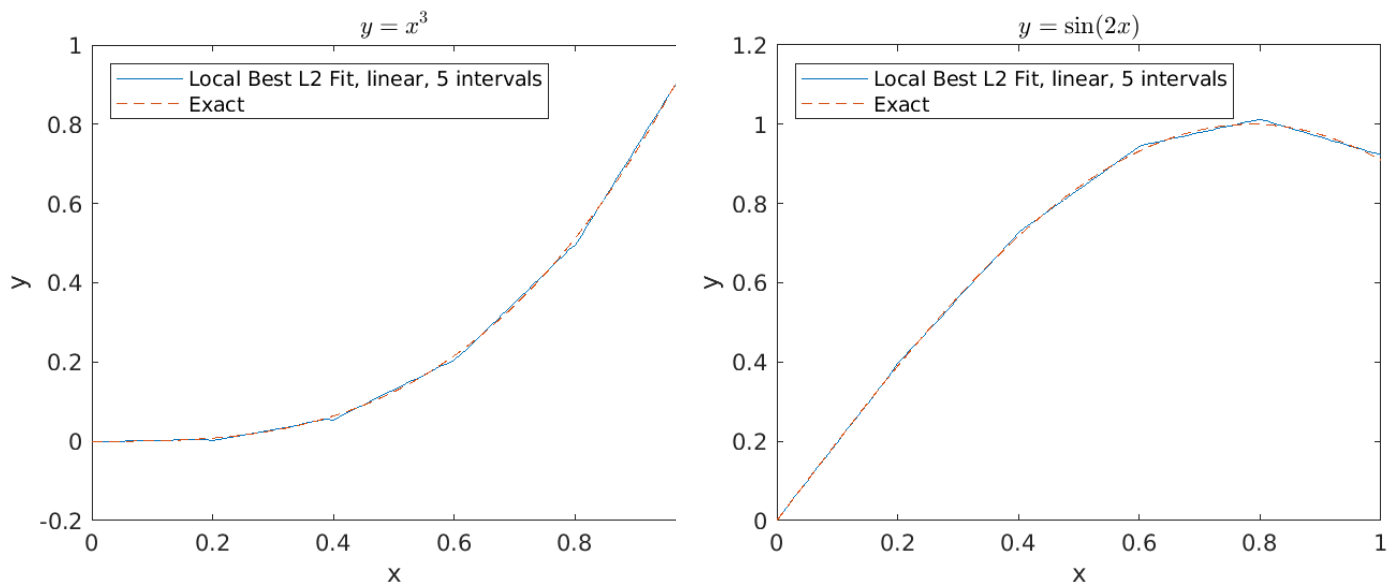
Cubic Approximation, 8 intervals:

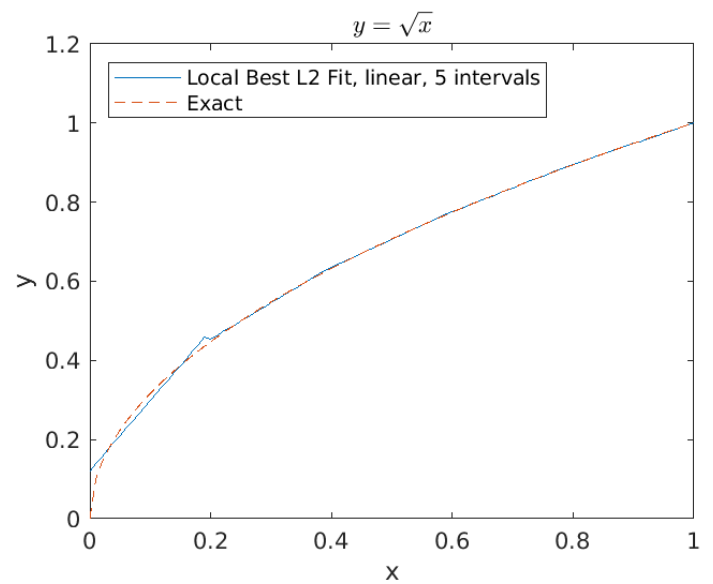
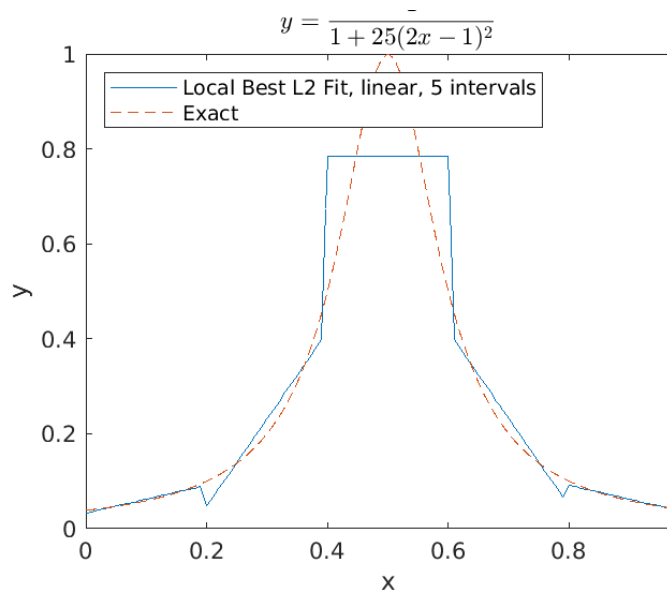
f1 - maximum error: 2.22045e-16, 2Norm: 5.46096e-17  
 f2 - maximum error: 2.42683e-06, 2Norm: 7.00906e-07  
 f3 - maximum error: 0.0072, 2Norm: 0.00168223  
 f4 - maximum error: 0.0541108, 2Norm: 0.00541437

4(b) Include your plots and comments here.

Question 4bi

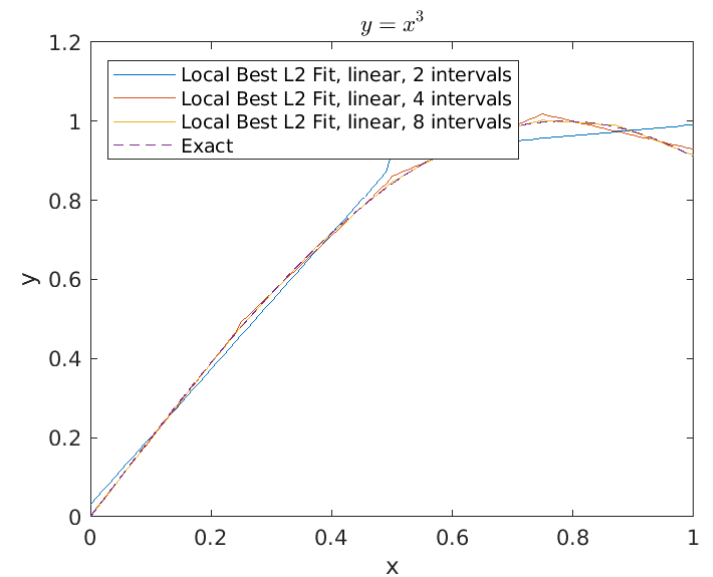
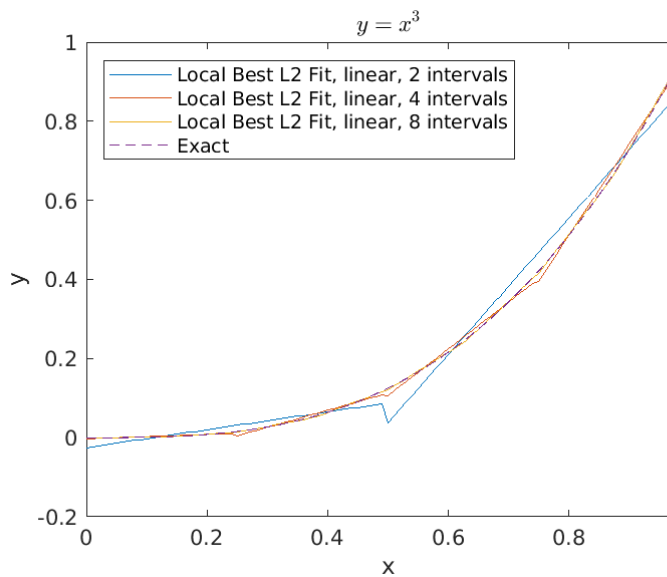
The 'joltyness' in all of these graphs is caused by MATLAB filling in the discontinuous function approximations. In some cases, the nature of the algorithms and the distinct subintervals are visually obvious, such as  $f_3$  using 5 subintervals with linear approximations.

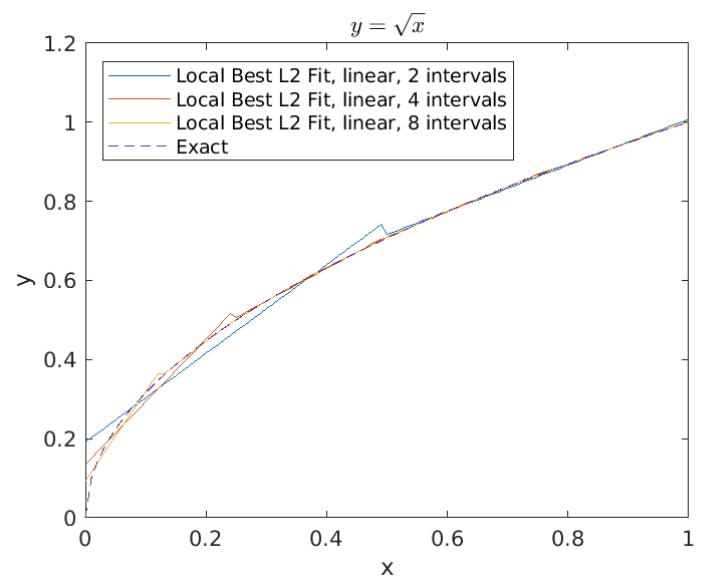
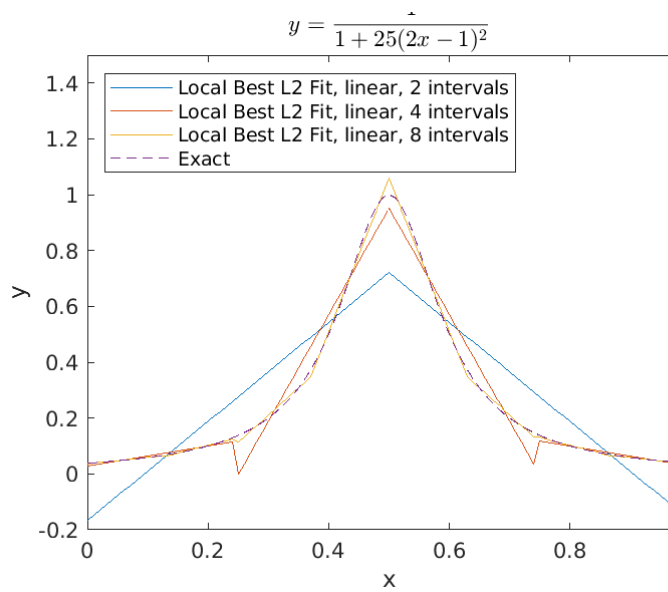




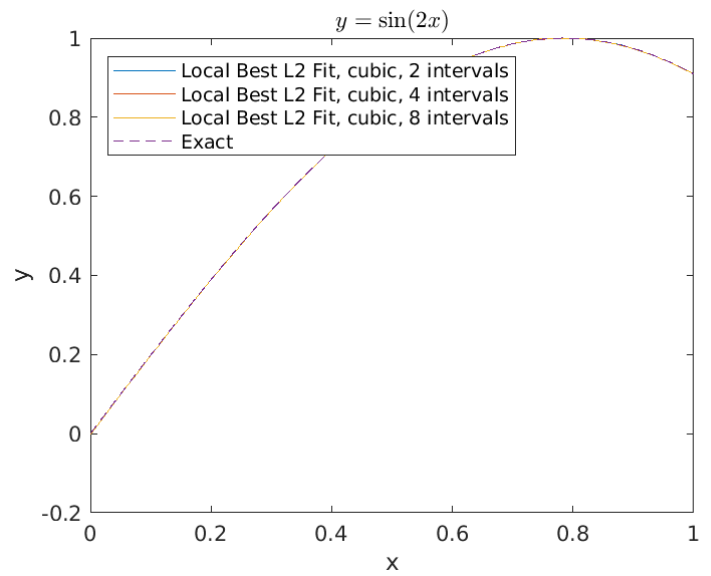
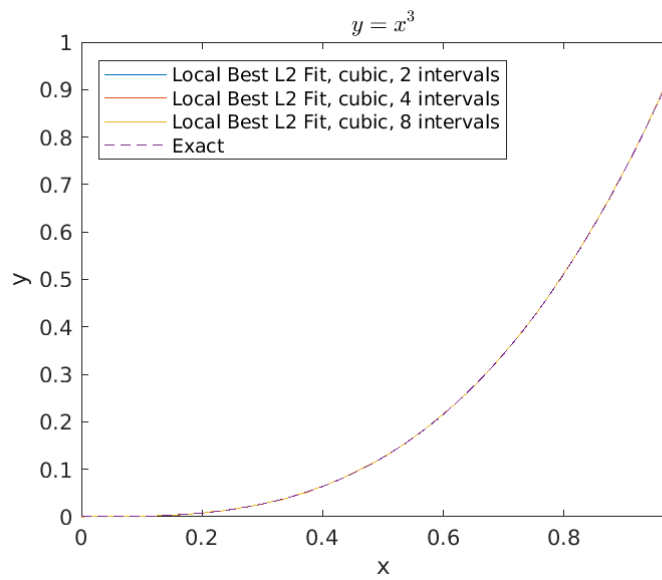
#### Question 4bii

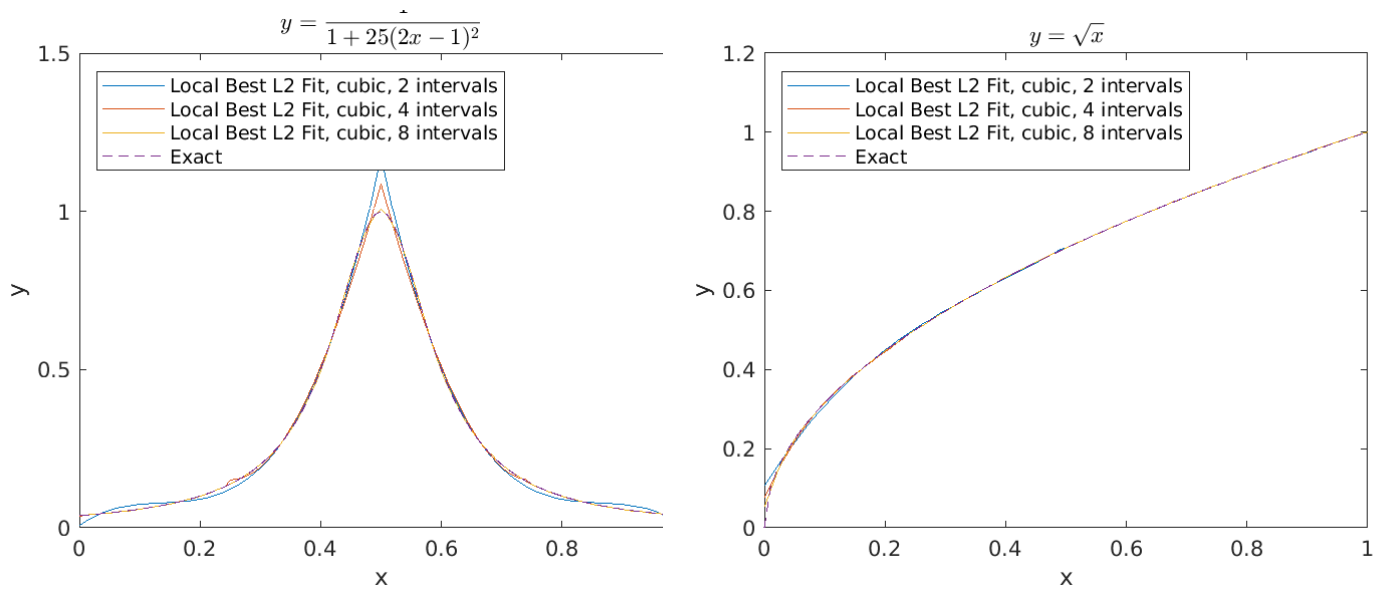
The following 4 plots are the linear approximations to the functions  $f_1$ - $f_4$  using 2, 4 and 8 intervals.





The following 4 plots are the cubic approximations to the functions  $f_1$ - $f_4$  using 2, 4 and 8 intervals.





All of these approximations are visually very similar to the functions being approximated. The approximation for  $f_1$  are of course all exact up to computational rounding as shown by the approximately 0 errors and 2-norm of the errors. The cubic  $f_2$  and  $f_4$  approximations are also very accurate. The biggest improvement over is in  $f_3$  where the cubic approximation are much more accurate than the linear counterparts. Even using 8 subintervals, the 2-norm decreases by almost a factor of 10 between the linear and cubic approximations from 0.0109066 to 0.00168223.

In all cases, the errors for the cubic approximations are better than the linear approximations using the same number of intervals. And in all cases, using more intervals decreases the approximation's error.

Some additional features can be picked out by analysing the errors. Considering the 2-norm for the cubic approximations to  $f_4$ , we have the following relationship:

$$\frac{\text{2norm using 8 intervals}}{\text{2norm using 4 intervals}} = \frac{0.00541437}{0.00775632} = 0.698059$$

$$\frac{\text{2norm using 4 intervals}}{\text{2norm using 2 intervals}} = \frac{0.00775632}{0.0115399} = 0.672131$$

$$0.698059 \approx 0.672131$$

This indicates a logarithmic relationship between the error and the number of intervals. Similar relationships also occur in the linear and cubic approximations to  $f_2$  and the linear approximations in  $f_1$ ,  $f_3$  and  $f_4$ . Cubic approximations to  $f_3$  do not follow this pattern.