Numerical Methods (NUM101) — Coursework 3

This coursework consists of one part. it is worth 17% of the credits for this unit. The maximum number of marks for this coursework is 17.

Deadline	hand-in or upload?	
12 May (Thu)	10:30 upload to Victory Assignment CW3	
	no hand-in of printouts at CAM office (changed!)	

Instructions and rules

- (Changed!) No material to be handed in to CAM.
- Material to be uploaded to Victory: function files AppEval.m, AppDeriv.m, AppInt.m, and, if you need them, function files of other functions that you call inside your main functions.
- Scripts and functions that generate Matlab errors receive provisionally 0 marks. The student then has to demonstrate in the lab session that the error is minor to justify partial credit.
- Credit:

100% code performs computation correctly and efficiently, is well structured and commented;

≥80% code performs computation correctly and efficiently

 \geq 60% code performs computation correctly but has problems¹;

≥40% code does not perform computations correctly but could be made to work with minor corrections;

20% the intentions behind the code are discernible with some effort.

- This is **individual** coursework. In cases where **two students collaborate** they must declare this at the top of their script and write on their printout "**Collaborated with xxxyyy**". (This must stand out visually!). These submissions are subject to particularly strict scrutiny for problematic constructions².
- For questions, clarifications and further help contact:

Jan Sieber (jan.sieber@port.ac.uk, office LG.146).

¹for example, the function works correctly most of the time but fails for some valid arguments ²more examples of problematic constructions (look also for warnings in the Matlab editor):

⁻ hard-coded 'magic' numbers spread throughout the code,

⁻ functions that should be general but only work for this example,

⁻ one part of the code is a repetition of another part,

⁻ stray brackets, misleading variable names or variable usages (say, using x(:) if x is scalar),

⁻ arrays grow inside a loop,

⁻ a variable is defined but not used.

Question 1: Numerical calculus — finding the values, derivatives and integrals of unknown functions

Write three functions, AppEval, AppDeriv and AppInt that approximate the value, the derivative and the integral of an unknown function f for which you are given only some unevenly spaced values. More specifically, the function AppEval has to be written in the file AppEval.m, and its first line looks like this:

```
function y=AppEval(x,xvals,yvals)
```

For any x from the interval [0,1] it should return (an approximation of) the function value y = f(x). You do not know the formula for f, but xvals and yvals are sample vectors of length approximately 120 (you cannot rely on the exact length but it will be larger than 100). For each element of xvals, the function value is in yvals: yvals(i) is f(xvals(i)). Note that the values in xvals cover the entire range from -0.1 to 1.1 but they are slightly unevenly spaced in a random manner.

Similarly, the function AppDeriv has to be written in the file AppDeriv.m, and its first line looks like this:

```
function y=AppDeriv(x,xvals,yvals)
```

For any x from the interval [0,1] it should return (an approximation of) the derivative y = f'(x) of the unknown function f. Again, xvals and yvals are sample vectors (same condition as for AppEval).

The function AppInt has to be written in the file AppInt.m, and its first line looks like this:

```
function y=AppInt(a,b,xvals,yvals)
```

For any a and b (you can assume $0 \le a < b \le 1$) it should return (an approximation of) the integral $\int_a^b f(x) \, \mathrm{d}x$. Again, xvals and yvals are sample vectors (same condition as for AppEval).

Total for Question 1: 17 marks

Hints and further instructions

- Marking scheme is in Table 1. The entries in the table mean that, for example, if the difference between AppEval(x,xvals,yvals) and the true f(x) is less than 10^{-4} for all functions f and all values $x \in [0,1]$ that I test then you will get 2 points for AppEval. Similarly, you can read off the points awarded for other accuracies and for AppDeriv and AppInt. Note that the number of points for the same accuracy is higher for AppDeriv, and that there is a gap from 10^{-6} to 10^{-10} for the highest score for AppEval and AppInt.
- If you use Matlab's built-in interpolation functions (spline, interp1, polyfit and the like) your score will be halved (and rounded down).
- You find a Matlab function file GenerateValues.m in the Victory folder for Coursework 3. This function generates examples of xvals and yvals. I will use these samples for testing your functions. Download the file into your folder and call it (for example, on the commandline or in your own testing script) like this:

[xvals,yvals]=GenerateValues();

This defines two (random) vectors xvals and yvals of valid samples. If you want to have an idea of how the underlying function looks like, you may call

to see a plot of the function values. For the purposes of your own testing (to see if you get good accuracy) you can also call GenerateValues with a function of your own choice. For example, if you want to test your functions using $y = f(x) = \exp(x) - x$, you can call

```
[xvals,yvals]=GenerateValues(@(x)exp(x)-x);
```

Then the xvals will be random but the yvals will be the function values corresponding to xvals. In this way, you know, for example, that after

y must approximate exp(x)-x. This helps you estimate the accuracy of AppEval.

	points for $e_{\rm eval}$	points for $e_{\rm deriv}$	points for e_{int}
$\leq 10^{-1}$	0	1	0
$\leq 10^{-2}$	0	2	0
$\leq 10^{-3}$	1	3	2
$\leq 10^{-4}$	2	4	3
$\leq 10^{-5}$	3	5	4
$\leq 10^{-6}$	4	6	
$\leq 10^{-10}$	5		6

where

$$\begin{aligned} e_{\text{eval}} &= \left| \text{AppEval}(\textbf{x}, \textbf{xvals}, \textbf{yvals}) - f(x) \right| \\ e_{\text{deriv}} &= \left| \text{AppDeriv}(\textbf{x}, \textbf{xvals}, \textbf{yvals}) - f'(x) \right| \\ e_{\text{int}} &= \left| \text{AppInt}(\textbf{x}, \textbf{xvals}, \textbf{yvals}) - \int_a^b f(x) \, \mathrm{d}x \right| \end{aligned}$$

Table 1: Marking scheme