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Question 4 (Part A):
 restart:
> maple_f_z := Interp([1,2,3,4],[0,5,5,0],z) mod 7;
                          maple f z := z^2 + 2z + 4
                                                                          (1)
> printf("\nInputs:\n"):
  x := [1,2,3,4];
  y := [0,5,5,0];
  p := 7;
Inputs:
                              x := [1, 2, 3, 4]
                              y := [0, 5, 5, 0]
                                  p := 7
                                                                          (2)
                                 Step 1:
> (* Expanding the product M(z) *)
  m z := 1:
  for i from 1 to nops(x) do
      m_z := m_z * (z - x[i]):
  od:
  m_z := expand(m_z) \mod 7;
                          m z := z^4 + 4z^3 + 6z + 3
                                                                          (3)
                                 Step 2:
> (* Solving L_i(z) = M(z) / (z - x_i) for i = 1 to n *)
  l_z_i := Array(1..nops(x)):
  for i from 1 to nops(x) do
      l_z_i[i] := expand(Divide(m_z, z - x[i], 'q')) mod 7:
      lzi[i] := q:
      printf("\nL[%a] = %a.\n", i, l_z_i[i]):
  od:
L[1] = z^3+5*z^2+5*z+4.
L[2] = z^3+6*z^2+5*z+2.
L[3] = z^3+6
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L[4] = z^3+z^2+4*z+1
                                Step 3:
> (* Set alpha_i := L_i(x_i) *)
  alpha := Array(1..nops(x)):
  for i from 1 to nops(x) do
      alpha[i] := eval(l_z_i[i], z = x[i]) \mod 7:
      printf("\nalpha[%a] = %a.\n", i, alpha[i]):
  od:
alpha[1] = 1.
alpha[2] = 2.
alpha[3] = 5.
alpha[4] = 6.
                                Step 4:
> (* Set beta_i := y_i * inverse(alpha_i) *)
  beta := Array(1..nops(x)):
  for i from 1 to nops(x) do
      beta[i] := y[i] * (1/alpha[i]) mod 7:
      printf("\nbeta[%a] = %a.\n", i, beta[i]):
  od:
beta[1] = 0.
beta[2] = 6.
beta[3] = 1.
beta[4] = 0.
                                Step 5:
> (* Set f = sum(beta_i * L_i(z)) for i from 1 to n *)
  interp_poly := 0:
  for i from 1 to nops(x) do:
      interp poly := interp poly + (beta[i] * l z i[i]) mod 7:
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od:
  unique_interp_poly := interp_poly;
                       unique interp poly := z^2 + 2z + 4
                                                                        (4)
                         Question 4 (Part B):
> lag interpolation := proc(x val, y val, id var, prime p)
  local x, y, z, p, m_z, l_z, i, n, a, b, f_z, int_pol:
  x := x_val:
  y := y_val:
  z := id_var:
  p := prime p:
  m z := z - x[1] \mod p:
  n := nops(x):
  lz := Array(1..n):
  a := Array(1..n):
  b := Array(1..n):
  for i from 2 to n do
      m_z := expand(m_z * (z - x[i])) mod p:
  od:
  for i from 1 to n do
      l z[i] := expand(Divide(m z, z - x[i], 'q')) mod p:
      l z[i] := q:
      printf("\nL[%a] = %a.\n", i, l z[i]):
  od:
  for i from 1 to n do
      a[i] := eval(l z[i], z = x[i]) mod p:
  od:
  for i from 1 to n do
      b[i] := y[i] * (1/a[i]) mod p:
  od:
  f z := 0:
  for i from 1 to n do:
      f z := f z + (b[i] * l z[i]) mod p:
  od:
  int_pol := f_z:
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return printf("\nInterpolating Polynomial: %a.", int_pol):
    end proc:
> lag_interpolation([1,2,3,4], [0,5,5,0], z, 7);b:

L[1] = z^3+5*z^2+5*z+4.

L[2] = z^3+6*z^2+5*z+2.

L[3] = z^3+6.

L[4] = z^3+z^2+4*z+1.

Interpolating Polynomial: z^2+2*z+4.
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