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Textbook problem 18.17
Develop, debug, and test a program in either a high-level language or macro
language of your choice to implement Newton's interpolating polynomial based
on Fig. 18.7.
@author: Jacob Needham
#necessary libaries
import numpy as np
Main fucntion takes input data from table with x and y values and runs Fdd function.
def Main():
    #put numbers here
    x = []
    V = []
    n = len(x)
    Xi = 2
                        #input x value to solve for here
    FddMatrix(x,y,n,Xi)
1.1.1
FddMatrix takes in vectors x, y from table and solves for linear fit between points
def FddMatrix(x,y,n,Xi):
    #initilizing Fdd matrix and placeholder matrix for y
    Fdd = np.matrix([[0 for x in range(n)] for y in range(n)],dtype = 'float')
    y_working = np.zeros((n,1), dtype = 'float')
    for i in range(n):
                                                   #For loop coppies y value into first
        Fdd[i,0] = y[i]
                                                   #column.
    for j in range(1,n):
                                                   #For loop fills A matrix using modified
                                                   #Eq. 18.2 for linear interpolation from
        for i in range(0,n-j):
            Fdd[i,j] = (Fdd[i+1,j-1] - Fdd[i,j-1])/(x[i+j]-x[i])
                                                                            #the book.
    #initializing necessary place-holding matricies
    x temp = [1]
    y \text{ working}[0] = Fdd[0,0]
    for order in range(1,n):
        x temp.append(x temp[order-1]*(Xi - x[order-1]))
        y working[order] = y working[order-1] + Fdd[0,order]*x temp[order]
    #formating output and printing solution
    final y = str(y working[n-1])
    final y = final y.strip(' /[/]')
    print('At x =',Xi,' the interpolated y value is: ', final y, sep = '')
Main()
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Textbook problem 18.18
Test the program you developed in Prob. 18.17 by duplicating
the computation from Example 18.5.
@author: Jacob Needham
#necessary libaries
import numpy as np
Main fucntion takes input data from table with x and y values and runs Fdd function.
def Main():
    #put numbers here
    x = [1,4,6,5,3,1.5,2.5,3.5]
    y = [0,1.3862944,1.7917595,1.6094379,1.0986123,0.4054641,0.9162907,1.2527630]
    n = len(x)
    Xi = 2
    FddMatrix(x,y,n,Xi)
FddMatrix takes in vectors x, y from table and solves for linear fit between points
def FddMatrix(x,y,n,Xi):
    #initilizing Fdd matrix and placeholder matrix for y
    Fdd = np.matrix([[0 for x in range(n)] for y in range(n)],dtype = 'float')
    y working = np.zeros((n,1), dtype = 'float')
                                                  #for loop coppies y value into first
    for i in range(n):
        Fdd[i,0] = y[i]
                                                  #column
    for j in range(1,n):
                                                  #for loop fills A matrix using modified
        for i in range(0, n-j):
                                                  #Eq. 18.2 for linear interpolation from
                                                                       #the book
            Fdd[i,j] = (Fdd[i+1,j-1] - Fdd[i,j-1])/(x[i+j]-x[i])
    #initializing necessary place-holding matricies
    x temp = [1]
    y working[0] = Fdd[0,0]
    for order in range(1,n):
        x temp.append(x temp[order-1]*(Xi - x[order-1]))
        y working[order] = y working[order-1] + Fdd[0,order]*x temp[order]
    #formating output and printing solution
    final y = str(y working[n-1])
    final y = final y.strip(' /[/]')
    print('OUTPUT')
    print('At x=',Xi,' the interpolated y value is: ', final y, sep = '')
Main()
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Textbook problem 18.23
Develop, debug, and test a program in either a high-level language or macro
language of your choice to implement cubic spline interpolation based on
Fig. 18.18. Test the program by duplicating
Example 18.10. (table 18.1)
@author: Jacob Needham
import numpy as np
1.1.1
Main function defines data series of points and what X is to be found and calls
the cubic spline interpolation to find corresponding Y value.
def Main():
    #put data here:
    x = np.matrix([3,4.5,7,9], dtype = 'float')
    y = np.matrix([2.5,1,2.5,.5], dtype = 'float')
    n = x.size
    find x = 5
    CubicSplineInt(x,y,n,find x)
Function takes data series x,y and the length of the data set, n, and finds a
coresponding Y value (y eval) for an input X value (x eval).
def CubicSplineInt(x,y,n,x eval):
    #initilzing matrix A, solution vector b, and 2nd derivates vector Fpp
    A = np.matrix([[0 for x in range(n)] for y in range(n)], dtype = 'float')
    A[0,0] = 1
    A[n-1,n-1] = 1
    Fpp = np.matrix([None]*n, dtype = 'float')
    b = np.matrix([None]*n, dtype = 'float')
    b[0,0] = 0
    b[0,n-1] = 0
    #Populating the A matrix with left hand side of equation 18.37 from book
    #and b matrix with right hand side of same equation.
    for i in range(1,n-1):
        A[i,i-1] = x[0,i] - x[0,i-1]
        A[i,i] = 2*(x[0,i+1] - x[0,i-1])
        A[i,i+1] = x[0,i+1] - x[0,i]
        b[0,i] = (6*(y[0,i+1]-y[0,i]))/(x[0,i+1]-x[0,i]) \setminus
                 + (6*(y[0,i-1]-y[0,i]))/(x[0,i]-x[0,i-1])
    #linear algebra to solve for Fpp vector using Fpp = A^{-1*b}
    Fpp = np.dot(np.linalg.inv(A),np.transpose(b))
    #calculating the interpolated point for the chosen x value x eval
    for i in range(n-1):
        if (x[0,i-1] \le x \text{ eval and } x[0,i] \ge x \text{ eval}):
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Textbook problem 18.24
@author: Jacob Needham
import numpy as np
#two data sets from problems 18.5 and 18.6
problem5 = 18.5
x 185 = np.matrix([1.6,2,2.5,3.6,4,4.5], dtype = "float")
y 185 = \text{np.matrix}([2,8,14,15,8,2], \text{ dtype} = "float")
problem6 = 18.6
x 186 = np.matrix([1,2,3,5,7,8], dtype = "float")
y 186 = \text{np.matrix}([3,6,19,99,291,444], \text{ dtype} = "float")
Main function defines data series of points and what X is to be found and calls
the cubic spline interpolation to find corresponding Y value.
def Main(x,y,find x,problem):
    #put data here:
    n = x.size
    CubicSplineInt(x,y,n,find x,problem)
Function takes data series x,y and the length of the data set, n, and finds a
coresponding Y value (y eval) for an input X value (x eval).
def CubicSplineInt(x,y,n,x eval,problem):
    #initilzing matrix A, solution vector b, and 2nd derivates vector Fpp
    A = np.matrix([[0 for x in range(n)] for y in range(n)], dtype = 'float')
    A[0,0] = 1
    A[n-1,n-1] = 1
    Fpp = np.matrix([None]*n, dtype = 'float')
    b = np.matrix([None]*n, dtype = 'float')
    b[0,0] = 0
    b[0,n-1] = 0
    #Populating the A matrix with left hand side of equation 18.37 from book
    #and b matrix with right hand side of same equation.
    for i in range(1,n-1):
        A[i,i-1] = x[0,i] - x[0,i-1]
        A[i,i] = 2*(x[0,i+1] - x[0,i-1])
        A[i,i+1] = x[0,i+1] - x[0,i]
        b[0,i] = (6*(y[0,i+1]-y[0,i]))/(x[0,i+1]-x[0,i]) \setminus
                  + (6*(y[0,i-1]-y[0,i]))/(x[0,i]-x[0,i-1])
    #linear algebra to solve for Fpp vector using Fpp = A^{-1*b}
    Fpp = np.dot(np.linalg.inv(A),np.transpose(b))
    #calculating the interpolated point for the chosen x value x eval
    for i in range(n-1):
        if (x[0,i-1] \le x \text{ eval and } x[0,i] \ge x \text{ eval}):
```