CMPSC/Math 451, Numerical Computation

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Chapter 2: Polynomial Interpolation

In this Chapter we study how to interpolate a data set with a polynomial.

Problem description:

Given (n+1) points, say (x_i, y_i) , where $i = 0, 1, 2, \dots, n$, with distinct x_i , not necessarily sorted, we want to find a polynomial of degree n,

$$P_n(x) = a_n x^n + a_{n-1} x^{n-1} + \dots + a_1 x + a_0$$

such that it interpolates these points, i.e.,

$$P_n(x_i) = y_i, \qquad i = 0, 1, 2, \cdots, n$$

The goal is to determine the coefficients $a_n, a_{n-1}, \dots, a_1, a_0$.

NB! The total number of data points is 1 larger than the degree of the polynomial.

Why should we do this? Here are some reasons:

- Find the values between the points for discrete data set;
- To approximate a (probably complicated) function by a polynomial;
- Then, it is easier to do computations such as derivative, integration etc.

Example 1. Interpolate the given data set with a polynomial of degree 2:

Answer. Let

$$P_2(x) = a_2 x^2 + a_1 x + a_0$$

We need to find the coefficients a_2 , a_1 , a_0 .

By the interpolating properties, we have 3 equations:

$$x = 0, y = 1$$
 : $P_2(0) = a_0 = 1$
 $x = 1, y = 0$: $P_2(1) = a_2 + a_1 + a_0 = 0$
 $x = 2/3, y = 0.5$: $P_2(2/3) = (4/9)a_2 + (2/3)a_1 + a_0 = 0.5$

Here we have 3 linear equations and 3 unknowns (a_2, a_1, a_0) .

The equations:

$$a_0 = 1$$
 $a_2 + a_1 + a_0 = 0$
 $\frac{4}{9}a_2 + \frac{2}{3}a_1 + a_0 = 0.5$

In matrix-vector form

$$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 1 & 1 \\ \frac{4}{9} & \frac{2}{3} & 1 \end{pmatrix} \begin{pmatrix} a_2 \\ a_1 \\ a_0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0.5 \end{pmatrix}$$

Easy to solve in Matlab, or do it by hand:

$$a_2 = -3/4$$
, $a_1 = -1/4$, $a_0 = 1$.

The general case. For the general case with (n+1) points, we have

$$P_n(x_i) = y_i, \qquad i = 0, 1, 2, \dots, n$$

We will have (n + 1) equations and (n + 1) unknowns:

$$P_n(x_0) = y_0$$
 : $x_0^n a_n + x_0^{n-1} a_{n-1} + \dots + x_0 a_1 + a_0 = y_0$
 $P_n(x_1) = y_1$: $x_1^n a_n + x_1^{n-1} a_{n-1} + \dots + x_1 a_1 + a_0 = y_1$
 \vdots
 $P_n(x_n) = y_n$: $x_n^n a_n + x_n^{n-1} a_{n-1} + \dots + x_n a_1 + a_0 = y_n$

Putting this in matrix-vector form

$$\begin{pmatrix} x_0^n & x_0^{n-1} & \cdots & x_0 & 1 \\ x_1^n & x_1^{n-1} & \cdots & x_1 & 1 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ x_n^n & x_n^{n-1} & \cdots & x_n & 1 \end{pmatrix} \begin{pmatrix} a_n \\ a_{n-1} \\ \vdots \\ a_0 \end{pmatrix} = \begin{pmatrix} y_0 \\ y_1 \\ \vdots \\ y_n \end{pmatrix}$$

$$\mathbf{X} \vec{a} = \vec{y}$$

X: $(n+1) \times (n+1)$ matrix, given

(It's called the van der Monde matrix)

 \vec{a} : unknown vector, with length (n+1)

 \vec{y} : given vector, with length (n+1)

Theorem: If x_i 's are distinct, then **X** is invertible, therefore \vec{a} has a unique solution.

In Matlab, the command vander(x), where is a vector that contains the interpolation points $x=[x_1, x_2, \cdots, x_n]$, will generate this matrix.

Bad news: X has very large condition number for large n, therefore not effective to solve if n is large.

Other more efficient and elegant methods include

- Lagrange polynomials
- Newton's divided differences