APPM4600 HW # 8 Ower O'Connor

1) See code on Gittub

I couldn't get cabic spline code to work

Properly

2) See code on Gittub

Lagrange and Hermite Int for n=5

10⁻¹

10⁻²

10⁻⁴

10⁻⁴

True Function

Lagrange Int

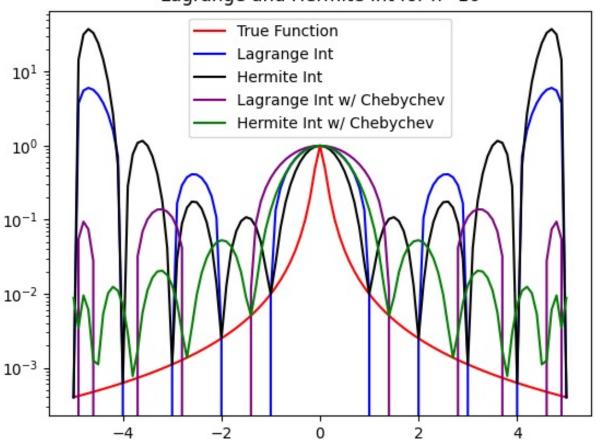
Hermite Int

Lagrange Int

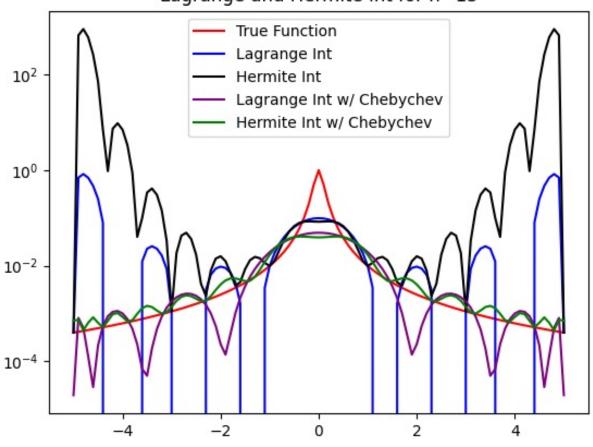
Lagrange Int w/ Chebychev

Hermite Int w/ Chebychev

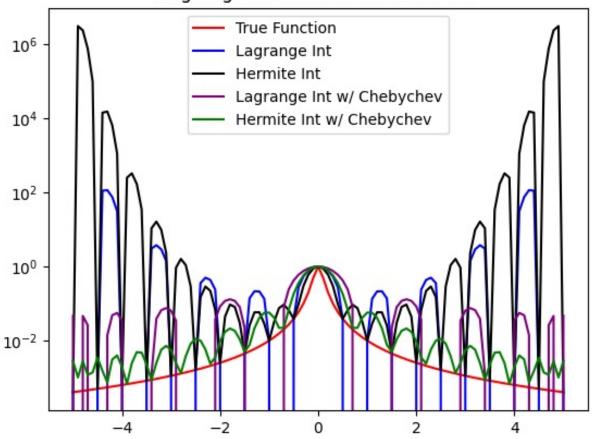
Lagrange and Hermite Int for n=10



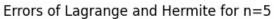


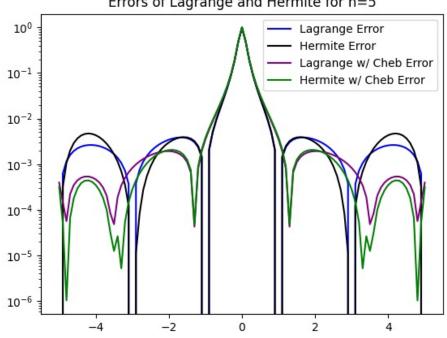


Lagrange and Hermite Int for n=20

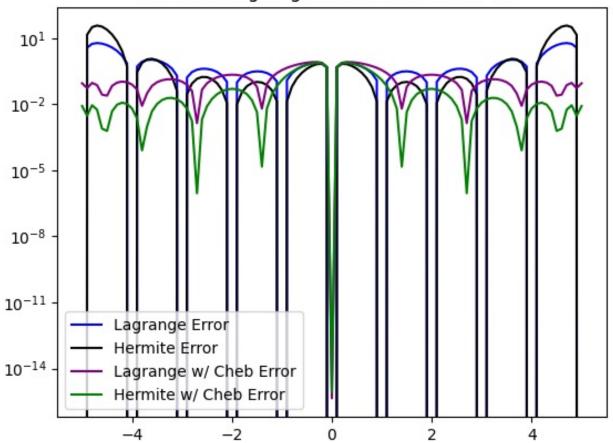


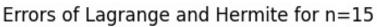
Orrors:

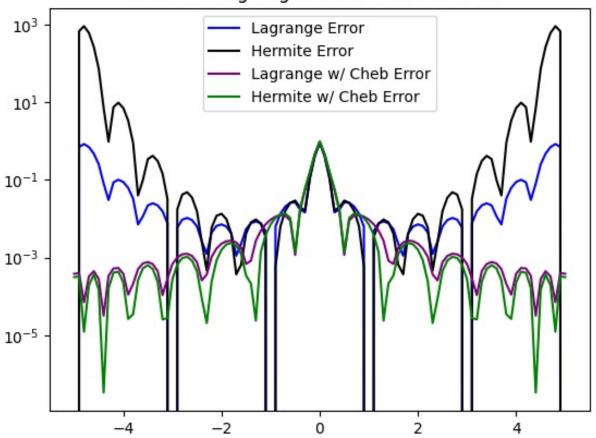




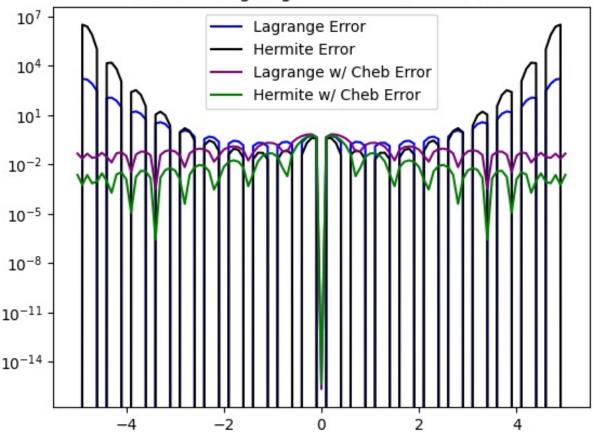
Errors of Lagrange and Hermite for n=10







Errors of Lagrange and Hermite for n=20



as seen in the graphs above, Hermite performs the best near courtral peak but is worse than Lagrange at end points, but When you use Chebyeter nodes, Hormite is better than Lagrange at end points.

3)
$$f(x=0) = f(x=2\pi)$$
 and $f'(x=0) = f'(x=2\pi)$ and $f''(x=0) = f''(x=2\pi)$

if we have N nodes then