$r2knowle_a2q4$

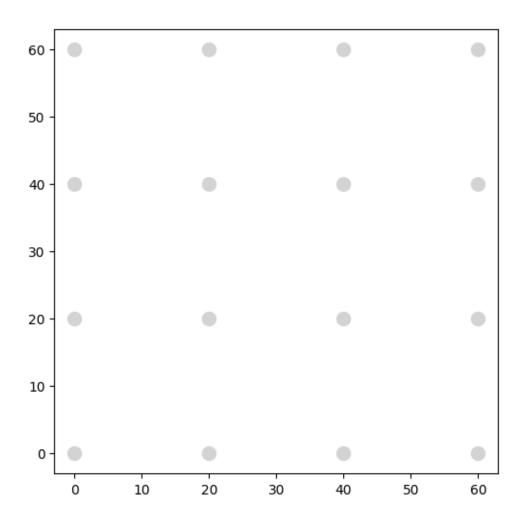
February 4, 2023

1 A2-Q4: Unlock Code

```
[1]: import numpy as np
  from scipy.interpolate import make_interp_spline
  import matplotlib.pyplot as plt

[2]: # Display grid of 16 circles
  def DrawGrid():
     plt.figure(figsize=(6,6))
       [gx, gy] = np.meshgrid([0, 20, 40, 60], [0, 20, 40, 60])
       plt.plot(gx, gy,'o', color='lightgray', markersize=10); plt.axis('square');

[3]: DrawGrid()
```



1.1 (a) Fit Points with a Spline

```
[7]: # === YOUR CODE HERE ===
    time = [0, 878, 1424, 1969, 2737]
    x_points = [1, 60, 32, 29, 44]
    y_points = [59, 24, 22, 42, 62]

# use spline from Q1
def MySpline(x, y):
    '''
    S = MySpline(x, y)

Input:
    x and y are arrays (or lists) of corresponding x- and y-values,
    specifying the points in the x-y plane. The x-values
    must be in increasing order.
```

```
Output:
   S is a function that takes x or an array (or list) of x-values
     It evaluates the cubic spline and returns the interpolated value.
 Implementation:
  Hence...
     a[0] = a_0
                  b[0] = b_1 c[0] = c_1
                      b[1] = b_2
     a[1] = a_1
                                        c[1] = c_2
     a[n-2] = a_n(n-2) b[n-2] = b_n(n-1) c[n-2] = c_n(n-1)
     a[n-1] = a_n(n-1)
   The polynomial piece is evaluated at xx using
    p_i(xx) = a[i]*(x[i+1]-xx)**3/(6*hi) + a[i+1]*(xx-x[i])**3/(6*hi) +
              b[i]*(x[i+1]-xx) + c[i]*(xx-x[i])
  where hk = x[k+1] - x[k] for k = 0, ..., n-2
111
n = len(x)
h = np.zeros(n-1)
b = np.zeros(n-1)
c = np.zeros(n-1)
a = np.zeros(n)
M = np.zeros((n,n))
r = np.zeros(n)
# === YOUR CODE HERE ===
# Determine h first:
for i in range(0, n-1):
   h[i] = x[i+1] - x[i]
# Now we need to determine a, starting with the first matrix
M[0][0] = h[0]/3
M[0][1] = h[0]/6
for i in range(1, n-1):
   M[i][i-1] = h[i-1]/6
   M[i][i] = (h[i-1] + h[i])/3
```

```
M[i][i+1] = h[i]/6
M[n-1][n-2] = h[0]/6
M[n-1][n-1] = h[0]/3
# Now we need to determine the second matrix:
for i in range (1, n-1):
   r[i] = (y[i+1] - y[i])/h[i] - (y[i] - y[i-1])/h[i-1]
# Lets now solve the array for the values of a
a = np.linalg.solve(M, r)
a[0] = 0
                 # make sure ending points are zero for natural BCs
a[n-1] = 0
                 # make sure ending points are zero for natural BCs
# Now we can determine both b and c
for i in range(0, n-1):
   b[i] = y[i]/h[i] - a[i]*h[i]/6
for i in range(0, n-1):
   c[i] = y[i+1]/h[i] - a[i+1]*h[i]/6
#-----
# This is the function that gets returned.
# It evaluates the cubic spline at xvals.
def spline(xvals, x=x, a=a, b=b, c=c):
    S = spline(xvals)
    Evaluates the cubic spline at xvals.
    Inputs:
     xvals can be list-like, or a scalar (**must be in ascending order**)
     S is a list of values with the same number of elements as x
    # Turn non-list-like input into list-like
   if type(xvals) not in (list, np.ndarray,):
       xvals = [xvals]
   S = [] # The return list of values
```

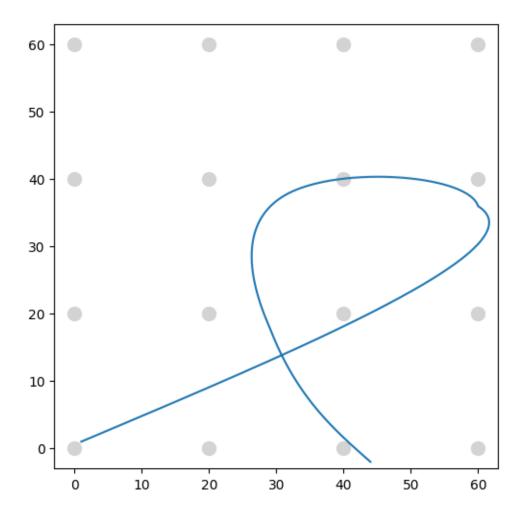
```
#
                                         k = 0 # this is the current polynomial piece
                                         hk = x[k+1] - x[k]
                                         print(x)
                                         for xx in xvals:
                                                               # If the next x-value is not on the current piece...
                                                               if xx>x[k+1]:
                                                                                    # ... Go to next piece
                                                                                   k += 1
                                                                                   hk = x[k+1] - x[k]
                                                               S_{of_x} = a[k]*(x[k+1]-xx)**3/(6*hk) + a[k+1]*(xx-x[k])**3/(6*hk) + a[k
      b[k]*(x[k+1]-xx) + c[k]*(xx-x[k])
                                                               S.append(S_of_x)
                                         return S
                      return spline
xcalc = MySpline(time, x_points)
ycalc = MySpline(time, y_points)
```

1.2 (b) Plot the Spline

```
[11]: # === YOUR CODE HERE ===
DrawGrid()

#bottom left is (0,0) so we need to make the y values negative
points = np.linspace(time[0], time[-1], 2000)
plt.plot(xcalc(points), list(map(lambda vals: 60-vals, ycalc(points))))

[0, 878, 1424, 1969, 2737]
[0, 878, 1424, 1969, 2737]
[11]: [<matplotlib.lines.Line2D at 0x1ffabf79a80>]
```



1.3 (c) Unlock Pattern

=== YOUR ANSWER HERE ===

```
[]: The order of points is:
    1, 7, 12, 11, 3
So the overall pattern is 1-7-12-11-3
```