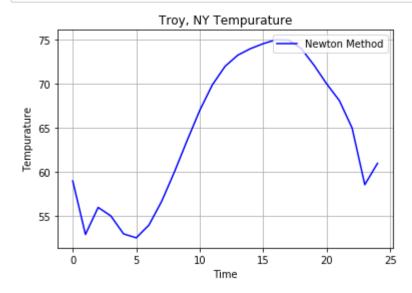
In [1]: import numpy as np

from matplotlib import pyplot as plt

x = [0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24]

y = [59, 56, 53, 54, 60, 67, 72, 74, 75, 74, 70, 65, 61]

```
In [2]: def newton_val(x, y):
            points = len(x)
            counter = 1
            coeffs = [y[0]]
            iter_yvals = y
            while counter < points:</pre>
                                         #Coefficients
                iterdata = []
                for i in range(len(iter_yvals)-1):
                     change_y = iter_yvals[i+1]-iter_yvals[i]
                     change_x = x[i+counter]-x[i]
                     iterval = (change_y/change_x)
                    iterdata.append(iterval)
                     if i==0:
                         coeffs.append(iterval)
                iter_yvals = iterdata
                counter+=1
            def value(i):
                                           #Values
                terms = []
                retval = 0
                for j in range(len(coeffs)):
                     iterval = coeffs[j]
                    iterxvals = x[:j]
                    for k in iterxvals:
                         iterval = iterval * (i-k)
                    terms.append(iterval)
                     retval+=iterval
                return(retval)
            return(value)
```



```
In [ ]: | #https://medium.com/eatpredlove/natural-cubic-splines-implementation-with-python-edf68feb57aa
        import pandas as pd
        import numpy as np
        def jacobi(A, b, x0, tol, n_iterations=300):
            Performs Jacobi iterations to solve the line system of
            equations, Ax=b, starting from an initial guess, ``x0``.
            Returns:
            x, the estimated solution
            n = A.shape[0]
            x = x0.copy()
            x_prev = x0.copy()
            counter = 0
            x diff = tol+1
            while (x diff > tol) and (counter < n iterations): #iteration level</pre>
                for i in range(0, n): #element wise level for x
                     s = 0
                    for j in range(0,n): #summation for i !=j
                         if i != j:
                            s += A[i,j] * x_prev[j]
                    x[i] = (b[i] - s) / A[i,i]
                #update values
                counter += 1
                x diff = (np.sum((x-x prev)**2))**0.5
                x prev = x.copy() #use new x for next iteration
            print("Number of Iterations: ", counter)
            print("Norm of Difference: ", x_diff)
            return x
        def cubic_spline(x, y, tol = 1e-100):
            Interpolate using natural cubic splines.
```

Generates a strictly diagonal dominant matrix then applies Jacobi's method.

```
Returns coefficients:
b, coefficient of x of degree 1
c, coefficient of x of degree 2
d, coefficient of x of degree 3
x = np.array(x)
y = np.array(y)
### check if sorted
if np.any(np.diff(x) < 0):
    idx = np.argsort(x)
    x = x[idx]
    y = y[idx]
size = len(x)
delta x = np.diff(x)
delta y = np.diff(y)
### Get matrix A
A = np.zeros(shape = (size, size))
b = np.zeros(shape=(size,1))
A[0,0] = 1
A[-1,-1] = 1
for i in range(1,size-1):
    A[i, i-1] = delta x[i-1]
    A[i, i+1] = delta x[i]
    A[i,i] = 2*(delta x[i-1]+delta x[i])
### Get matrix b
    b[i,0] = 3*(delta_y[i]/delta_x[i] - delta_y[i-1]/delta_x[i-1])
### Solves for c in Ac = b
print('Jacobi Method Output:')
c = jacobi(A, b, np.zeros(len(A)), tol = tol, n iterations=1000)
### Solves for d and b
d = np.zeros(shape = (size-1,1))
b = np.zeros(shape = (size-1,1))
for i in range(0,len(d)):
    d[i] = (c[i+1] - c[i]) / (3*delta x[i])
    b[i] = (delta_y[i]/delta_x[i]) - (delta_x[i]/3)*(2*c[i] + c[i+1])
```

return b.squeeze(), c.squeeze(), d.squeeze()

In [6]: #https://stackoverflow.com/questions/43458414/python-scipy-how-to-get-cubic-spline-equations-from-cubicspline

```
In [110]: |#Note: S(x) = S_j(x) = a_j + b_j(x - x_j) + c_j(x - x_j)^2 + d_j(x - x_j)^3 for x_j <= x <= x_j + 1
           #INPUT n; x_0, x_1, ..., x_n; a_0 = f(x_0), a_1 = f(x_n)
           def nat_cubic_spline(x, y):
               n = len(x)
               h = [None] * n
               a = v
               1 = [None] * n
               u = [None] * n
               z = [None] * n
               c = [None] * n
               b = [None] * n
               d = [None] * n
           \#STEP1 \ For \ i = 0, 1, ..., n - 1 \ set \ h_i = x_i + 1 - x_i
               for i in range(0, n - 1):
                   h[i] = x[i + 1] - x[i]
           \#STEP2 \; For \; i = 1 \; 2, \; ..., \; n \; - \; 1 \; set
               \#a_i = (3/h_i)(a_i+1 - a_i) - (3/h_i-1)(a_i - a_i-1)
               for i in range (1, n - 1):
                    a[i] = (3/h[i]) * (a[i]+1 - a[i]) - (3/h[i-1]) * (a[i] - a[i-1])
           \#STEP3 Set l 0 = 1;
               # u 0 = 0;
               # z 0 = 0;
               1[0] = 1
               u[0] = 0
               z[0] = 0
           \#STEP4 \; For \; i = 1, 2, ..., n - 1
               \#Set\ l\ i = 2(x\ i+1 - x\ i-1) - h\ i-1 * u\ i-1
               #ui = hi / li;
               \#z \ i = (a \ i - h \ i-1 * z \ i-1)/l \ i
               i = 1
               while i < (n - 1):
                   l[i] = 2 * (x[i+1] - x[i-1]) - (h[i-1] * u[i-1])
                    u[i] = h[i] / l[i]
                   z[i] = (a[i] - h[i-1] * z[i-1])/l[i]
                   i = i + 1
           \#STEP5 Set l n = 1;
               \#z n = 0;
               \#c n = 0
               1.append(1)
               z.append(0)
               c.append(0)
           \#STEP6 \ For \ j = n-1, n-2, \ldots, 0
```

```
# set c_j = z_j - u_j * c_j+1;
# b_j = (a_j+1 - a_j)/h_j - h_j(c_j+1 + 2c_j)/3;
# d_j = (c_j+1 - c_j)/(3h_j).
j = n - 1
while j > 0:
    c[j] = z[j] - u[j] * c[j+1]
    b[j] = (a[j+1] - a[j])/h[j] - h[j]*(c[j+1] + 2*c[j])/3
    d[j] = (c[j+1] - c[j])/(3*h[j])
    j = j - 1
#STEPT OUTPUT (a_j, b_j, c_j, d_j for j = 0, 1, ..., n-1) STOP
    for j in range(0, n-1):
        return a[j]
        return b[j]
        return c[j]
        return d[j]
```

```
In [111]: nat_cubic_spline(x, y)
```

TypeError: unsupported operand type(s) for \*: 'NoneType' and 'int'

```
In [154]: n = len(x)
          h = [None] * n
          a = y
          l = [None] * n
          u = [None] * n
          z = [None] * n
          c = [None] * n
          b = [None] * n
          d = [None] * n
          for i in range(0, n - 1):
              h[i] = x[i + 1] - x[i]
          for i in range (1, n):
              a[i] = (3/h[i]) * (a[i]+1 - a[i]) - (3/h[i-1]) * (a[i] - a[i-1])
          1[0] = 1
          u[0] = 0
          z[0] = 0
          i = 1
          for i in range (1, n):
              l[i] = 2 * (x[i+1] - x[i-1]) - (h[i-1] * u[i-1])
              u[i] = h[i] / l[i]
              z[i] = (a[i] - h[i-1] * z[i-1])/l[i]
          l[n] = 1
          z.append(0)
          c.append(0)
          j = n - 1
          while i > 0:
              c[j] = z[j] - u[j] * c[j+1]
              b[j] = (a[j+1] - a[j])/h[j] - h[j]*(c[j+1] + 2*c[j])/3
              d[j] = (c[j+1] - c[j])/(3*h[j])
              j = j - 1
```

TypeError: unsupported operand type(s) for /: 'int' and 'NoneType'