Math 104A Homework #4 *

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- 1. Write a code to compute a natural spline S(x) which interpolates a collection of given points $(x_0, y_0), (x_1, y_1), ..., (x_n, y_n)$ where $x_0 < x_1 < x_2 < ... < x_n$ (do not assume they are equidistributed). (Extra credits will be given if you write your own tridiagonal solver for the resulting linear system of equations.)
- 2. One important application of spline interpolation is the construction of smooth curves that are not necessarily the graph of a function but that have a parametric representation x = x(t) and y = y(t) for $t \in [a, b]$. Hence one needs to determine two splines interpolating (t_j, x_j) and (t_j, y_j) (j = 0, 1, ...n).

The arc length of the curve is a natural choice for the parameter t. However, this is not known a priori and instead the t_i s are usually chosen as the distances of consecutive points:

$$t_0 = 0, \ t_j = t_{j-1} + \sqrt{(x_j - x_{j-1})^2 + (y_j - y_{j-1})^2}, \ j = 1, 2, ...n.$$

Use the values in Table 1 to construct a smooth parametric representation of a curve passing through the points (x_j, y_j) , j = 0, 1, ..., 8 by finding the two natural cubic splines interpolating (t_j, x_j) and (t_j, y_j) , j = 0, 1, ... 8, respectively. Tabulate the coefficients of the splines and plot the resulting (parametric) curve.

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Table 1

j	$ t_j $	x_j	y_j
0	0	1.50	0.75
1	0.618	0.90	0.90
2	0.935	0.60	1.00
3	1.255	0.35	0.80
4	1.636	0.20	0.45
5	1.905	0.10	0.20
6	2.317	0.50	0.10
7	2.827	1.00	0.20
8	3.330	1.50	0.25