```
with(LinearAlgebra): with(ArrayTools):
n := 10
                                                        n := 10
                                                                                                                         (1)
f := x \rightarrow \sin(x);
xs := evalf\left(Array\left(1..(n+1), i \rightarrow \frac{i-1}{n}\right)\right);
h := Array(1..n, i \rightarrow (xs[i+1] - xs[i]));
ys := evalf(Array(1..(n+1), i \rightarrow f(xs[i])));
                                                   f := x \mapsto \sin(x)
  xs := \begin{bmatrix} 0. & 0.1000000000 & 0.2000000000 & 0.3000000000 & 0.4000000000 & 0.5000000000 & \cdots \end{bmatrix}
  h := \left[ \begin{array}{ccccccc} 0.1000000000 & 0.1000000000 & 0.1000000000 & 0.1000000000 & 0.1000000000 & (\cdots \end{array} \right]
  ys := \begin{bmatrix} 0. & 0.09983341665 & 0.1986693308 & 0.2955202067 & 0.3894183423 & 0.47942553 & \cdots \end{bmatrix}
my spline := \mathbf{proc}(f)
fill\ matrix := \mathbf{proc}(i, j)
   if (i = j) then return 2 \cdot (h[i] + h[i + 1])
   elif (abs(i-j) = 1) then return h[i+1]
  else return 0
   end if
end proc;
 A := Matrix(n-1, n-1, fill\ matrix)
v := Vector\left(n-1, i \to 3\left(\frac{(ys[i+2]-ys[i+1])}{h[i+1]} - \frac{(ys[i+1]-ys[i])}{h[i]}\right)\right);
 c := evalf(LinearSolve(A, v));
 c := Concatenate(1, 0, c, 0);
 a := evalf(seq(ys[i], i=1..n+1));
d := evalf\left(seq\left(\frac{c[i] - c[i-1]}{3 \cdot h[i-1]}, i = 2..n + 1\right)\right);
b := evalf\Big(seq\Big(\frac{ys[i] - ys[i-1]}{h[i-1]} - \frac{c[i] \cdot h[i-1]}{3} - \frac{2 \cdot c[i-1] \cdot h[i-1]}{3}, i = 2 \dots n\Big)
     +1);
S := seq\Big(a[i] + b[i] \cdot (x - xs[i]) + \frac{c[i]}{1} \cdot (x - xs[i])^2 + \frac{d[i]}{1} \cdot (x - xs[i])^3, i = 1
```

```
..n;
xs\_test := evalf\left(Array\left(1..(100+1), i \rightarrow \frac{i-1}{100}\right)\right);
S:
return piecewise(
0 \le x < 0.1, S[1],
0.1 \le x < 0.2, S[2],
0.2 \le x < 0.3, S[3],
0.3 \le x < 0.4, S[4],
0.4 \le x < 0.5, S[5],
0.5 \le x < 0.6, S[6],
0.6 \le x < 0.7, S[7],
0.7 \le x < 0.8, S[8],
0.8 \le x < 0.9, S[9],
0.9 \le x < 1, S[10]
);
end proc:
Warning, (in my spline) `fill matrix` is implicitly declared local
Warning, (in my spline) `A` is implicitly declared local
Warning, (in my spline) `v` is implicitly declared local
Warning, (in my spline) `c` is implicitly declared local
                           `a` is implicitly declared local
Warning, (in my spline)
Warning, (in my spline) `i` is implicitly declared local
Warning, (in my spline)
                           `d` is implicitly declared local
Warning, (in my spline) `b` is implicitly declared local
Warning, (in my spline) `S` is implicitly declared local
Warning, (in my spline) `xs test` is implicitly declared local
```

 $f \ splined := my \ spline(f)$ 

spline(xs, ys, x);

```
0.999999536619901\ x - 0.166537011990144\ x^3
0.000333074023980279 + 0.995003426260197\ x - 0.0499611035970433\ (x - 0.10000000000)^2 - 0.16481744
0.00265599433213806 + 0.980066682339310\ x - 0.0994063356118309\ (x - 0.20000000000)^2 - 0.16172897
0.00892014293523091 + 0.955333545882564\ x - 0.147925028955630\ (x - 0.3000000000)^2 - 0.155968698
0.0209905506478258 + 0.921069479130435\ x - 0.194715638565650\ (x - 0.4000000000)^2 - 0.152595227
0.0406512913021531 + 0.877548494595694\ x - 0.240494206781767\ (x - 0.50000000000)^2 - 0.132972591
0.0693661881079264 + 0.825460475486789\ x - 0.280385984307278\ (x - 0.6000000000)^2 - 0.166973905
0.109155844179996 + 0.764374061457149\ x - 0.330478155989122\ (x - 0.7000000000)^2 + 0.00577911417
0.158594647952309 + 0.698451803684614\ x - 0.328744421736234\ (x - 0.8000000000)^2 - 0.5869174510
0.229741053376043 + 0.615095395804396\ x - 0.504819657065941\ (x - 0.90000000000)^2 + 1.682732190
```

```
errors_arr_spline := Array \left(0..100, i \rightarrow abs\right) eval \left(f_splined, x = \frac{1}{100}\right)
     -\operatorname{evalf}\left(f\left(\frac{1}{100}\right)\right) ;;;
abs \ error \ spline := evalf(max(errors \ arr\_spline));
print(abs error spline);
                                   abs error spline := 0.8414709848
                                              0.8414709848
                                                                                                             (5)
my b spline := \mathbf{proc}(f)
 local n := 12, h := 0.1;
 xs := [seq(i, i = -0.2..1.2, h)];
c := (i) \rightarrow \text{piecewise} \left( i = 1, f(xs[1]), 1 < i \text{ and } i < n, -\frac{1}{2} \cdot f(xs[i+1]) + 2 \right)
     \cdot f\left(\frac{1}{2} \cdot xs[i+1] + \frac{1}{2} \cdot xs[i+2]\right) - \frac{1}{2} \cdot f(xs[i+2]), i = n, f(xs[n+1]) 
 B0 := (i, t) \rightarrow \text{piecewise}(t < xs[i], 0, xs[i] \le t \text{ and } t < xs[i+1], 1, xs[i+1]
     \leq t, 0);
B1 := (i, t) \rightarrow \frac{(t - xs[i]) \cdot B0(i, t)}{xs[i + 1] - xs[i]} + \frac{(xs[i + 2] - t) \cdot B0(i + 1, t)}{xs[i + 2] - xs[i + 1]};
B2 := (i, t) \rightarrow \frac{(t - xs[i]) \cdot B1(i, t)}{xs[i + 2] - xs[i]} + \frac{(xs[i + 3] - t) \cdot B1(i + 1, t)}{xs[i + 3] - xs[i + 1]};
 P := t \rightarrow sum(c(i) \cdot B2(i, t), i = 1 ... n)
 return P:
 end proc:
Warning, (in my b spline) `xs` is implicitly declared local
Warning, (in my b spline) `i` is implicitly declared local
Warning, (in my b spline) `c` is implicitly declared local
Warning, (in my b spline) `BO` is implicitly declared local
Warning, (in my b spline) `B1` is implicitly declared local
Warning, (in my b spline) `B2` is implicitly declared local
Warning, (in my b spline) `P` is implicitly declared local
f \text{ aprx} := my \text{ b spline}(f) ::
errors_arr := Array \left(0..100, i \rightarrow abs\left(evalf\left(f_{aprx}\left(\frac{i}{100}\right)\right) - evalf\left(f\left(\frac{i}{100}\right)\right)\right)\right) :;
abs error := evalf(max(errors arr)):
```

print(abs error);



