

LAB-7

Q1) • when $x = \begin{bmatrix} 0 & 1 & 3 & 4 & 8 \end{bmatrix}$
 $y = \begin{bmatrix} 8 & 12 & 2 & 6 & 0 \end{bmatrix}$

$$p(x) = -0.2607x^4 + 3.58x^3 - 13.95x^2 + 14.628x + 8$$

• when $x = \begin{bmatrix} 0 & 1 & 3 & 8 \end{bmatrix}$
 $y = \begin{bmatrix} 8 & 12 & 2 & 0 \end{bmatrix}$

$$p(x) = 0.457x^3 - 4.828x^2 + 8.371x + 8$$

• when $x = \begin{bmatrix} 0 & 1 & 8 \end{bmatrix}$
 $y = \begin{bmatrix} 8 & 12 & 0 \end{bmatrix}$

$$p(x) = -0.714x^2 + 4.714x + 8$$

• when $x = \begin{bmatrix} 0 & 8 \end{bmatrix}$
 $y = \begin{bmatrix} 8 & 0 \end{bmatrix}$

$$p(x) = \cancel{-x + 8} -x + 8$$

• For two points we obtain a linear line. On including more points, we obtain more higher degree terms. The method followed is Lagrange's Interpolation.

• On increasing the no. of points, we obtain a better approximation to the existing polynomial function. Hence we can also expect lower error for higher number of points.

• All graphs are attached at the end.

Q2) • Via Lagrange's Method:

$$p(x) = -0.00024x^{10} + 0.0023x^9 - 0.012x^8 + 0.0481x^7 - 0.155x^6 + 0.426x^5 - 0.971x^4 + 1.767x^3 - 2.413x^2 + 3.197x - 1$$

• Via Newton's Interpolation:

$$p(x) = 2.97x - 1.94$$

$$\begin{aligned} & -1 + 2.97x - 1.945x(x-0.1) + 1.27x(x-0.1)(x-0.2) + \\ & -0.6308x(x-0.1)(x-0.2)(x-0.3) + 0.248x(x-0.1)(x-0.2)(x-0.3)(x-0.4) \\ & - 0.818x(x-0.1)(x-0.2)(x-0.3)(x-0.4)(x-0.5) + 0.23x(x-0.1)(x-0.2)(x-0.3)(x-0.4)(x-0.5)(x-0.6) \\ & - 0.0056x(x-0.1)(x-0.2)(x-0.3)(x-0.4)(x-0.5)(x-0.6)(x-0.7) + 0.0012x(x-0.1)(x-0.2)(x-0.3)(x-0.4)(x-0.5)(x-0.6)(x-0.7)(x-0.8) \\ & - 0.00024x(x-0.1)(x-0.2)(x-0.3)(x-0.4)(x-0.5)(x-0.6)(x-0.7)(x-0.8)(x-0.9) \end{aligned}$$

On expanding, both the polynomial turn out to be the same.

This can be seen from the Graph as well

• On using Bisection Method for 30 iterations, we obtain a root $x = 0.408$

• Another interesting observation is that, all 3 graphs almost coincide. This can be attributed to the fact that since we have 11 points between 0 to 1 (relatively high), hence we have a greater accuracy while approximating. (Although the above fact is not always necessary - Runge Phenomenon)

~~Graph attached at the end.~~

• Graph attached at the end.

- 03) Runge Phenomenon is the problem of oscillation at the edges when using polynomial interpolation with polynomials of high degree. The above phenomenon can be clearly seen from the graphs.

Observations:

A) Error Plots:

- as we increase n from 5 to 15, the error at the edge points increases significantly, but the error at the midpoints decreases to a considerable extent.

This can be clearly seen from the error plots.

B) Polynomials:

- The interpolated polynomials (via Newton's Methods), also display a similar property like the error plots. Higher ' n ' polynomials oscillate wildly at the edges, but have a better estimation in the mid part.

In contrast, lower ' n ' values, have low error at the edges, but have a poor estimation in the midpoints. This can also be seen from the polynomial plot.

- For $n = 5$ & $n = 15$, the interpolated & actual polynomials are technically ^{also} supposed to meet at $x = 0$, and have only one intersection point, but due to MATLAB's ^{three} accuracy/precision limitation, the interpolated polynomial graph shifts slightly down and it now intersects with the actual graph at $x = -\delta$ to $x = +\delta$, leading to an extra intersection point (which should technically not be there).