

## FACULTÉ DES SCIENCES MONTPELLIER

## Programmation 1 - HAX816X - 2021/2022

## EVALUATION 4 - TEMPLATES

les fichiers à rendre à l'issue de cette évaluation sont indiqués en rouge. merci de respecter la dénomination demandée. Merci de ne déposer sur l'ENT qu'un seul fichier (dossier compressé) contenant l'ensemble de vos unités de compilation.

## **Exercice 1. Polynomial Interpolation**

Given a set of n+1 values  $\{y_i\}_{i=1}^{n+1}$  of a function f at n+1 distinct points  $\{x_i\}_{i=1}^{n+1}$ , where n is a positive integer, we focus in this exercise on polynomial interpolation, in which a polynomial  $p_n(x)$  of degree n is constructed to approximate f(x), that satisfies the conditions  $y_i = p_n(x_i)$ ,  $i = 0, 1, \ldots, n$ .

The approximating polynomial  $p_n(x)$  can be written in the Lagrange form as follows:

$$p_n(x) = \sum_{i=0}^n y_i L_i^n(x),$$

where each  $L_i^n$  is a polynomial of degree n and depends only on the  $\{x_i\}$  as follows:

$$L_i^n(x) = \prod_{\substack{j=0\\j\neq i}}^n \frac{x - x_i}{x_j - x_i}.$$

In the following we want to implement this polynomial as a **template** function. Indeed, some applications require more accuracy than others, so with a template function, a user may conveniently choose single, double, long double, or other precisions.

(1) define, in a file named lagrange.hpp, a template function with the following prototype:

template<typename T> T lagrange(T\* vx, T\* vy, T x\_in, const int n)

in which the arrays vx and vy store, respectively, the given  $\{x_i\}_{i=1}^{n+1}$  and  $\{y_i\}_{i=1}^{n+1}$  coordinates of the interpolation points and n stands for the polynomial degree of  $p_n$ . The function template computes and return the polynomial  $p_n$  value at point x\_in. In practice, the template parameter T may be either **float**, **double**, or any other required precision,

(2) test your function in a main\_lagrange.cpp program, by considering the interpolation problem given by  $x_i = 1 + i/4.0$ ,  $y_i = \exp(x_i)$ , pour i = 0, 1, 2, 3 and use your function template to find an approximate function value at x = 1.4.