

# Algorithm for Constructing Piecewise Quintic Monotone Interpolating Splines

Thomas C.H. Lux

September 6, 2019

When provided data that has no assigned first and second derivative values, the derivative data is filled by a linear fit of neighboring data points. End points are set to be the slope between the end and its nearest neighbor.

The method finding a maximal value on a line is the Golden Section search. This will be referred to in pseudo code as `line_search(a,b)` where  $a$  and  $b$  are  $n$ -tuples for integer  $n$ .

After assigning function values and derivative values, an interpolating function is constructed by solving for the unique weights of a set of quintic B-splines in a linear system.

## 1 Verifying Monotonicity of a Quintic Polynomial

Let  $f$  be a quintic polynomial over a closed interval  $[x_0, x_1] \subset \mathbb{R}$ . Now  $f$  is uniquely defined by the evaluation tuples  $(x_0, f(x_0), f'(x_0), f''(x_0))$  and  $(x_1, f(x_1), f'(x_1), f''(x_1))$ . Assume without loss of generality that  $f(x_0) < f(x_1)$ , where the case of monotonic decreasing  $f$  uses the negated the function values. This algorithm will determine whether or not  $f$  is monotone increasing on the interval  $[x_0, x_1]$ .

---

**Algorithm 1a:** `is_monotone`

---

```
0: if ( $f'(x_0) = 0$  or  $f'(x_1) = 0$ ); return is_monotone_simplified
1: if ( $f'(x_0) < 0$  or  $f'(x_1) < 0$ ); return FALSE
```

*This can be seen clearly from the fact that  $f$  is analytic and there will exist some  $0 < \epsilon < x_1 - x_0$  such that either  $f'(x_0 + \epsilon)$  or  $f'(x_1 - \epsilon)$  will be negative.*

```
2:  $A = f'(x_0) \frac{x_1 - x_0}{f(x_1) - f(x_0)}$ 
3:  $B = f'(x_1) \frac{x_1 - x_0}{f(x_1) - f(x_0)}$ 
```

*The variables  $A$  and  $B$  correspond directly to the theoretical foundation for positive quartic polynomials laid in [2].*

$$\begin{aligned}
8: \gamma_0 &= 4 \frac{f'(x_0)}{f'(x_1)} (B/A)^{3/4} \\
9: \gamma_1 &= \frac{x_1 - x_0}{f'(x_1)} (B/A)^{3/4} \\
4: \alpha_0 &= 4(B/A)^{1/4} \\
5: \alpha_1 &= -\frac{x_1 - x_0}{f'(x_1)} (B/A)^{1/4} \\
6: \beta_0 &= 30 - \frac{12(f'(x_0) + f'(x_1))(x_1 - x_0)}{(f(x_1) - f(x_0))\sqrt{A}\sqrt{B}} \\
7: \beta_1 &= \frac{-3(x_1 - x_0)^2}{2(f(x_1) - f(x_0))\sqrt{A}\sqrt{B}}
\end{aligned}$$

The  $\gamma$ ,  $\alpha$ , and  $\beta$  terms with subscripts 0 and 1 are algebraic reductions of the original variables from [2] that give the computation of each corresponding variable the form  $v = v_0 + v_1c$ , where  $c$  is a term involving only the second derivative values.

$$\begin{aligned}
11: \gamma &= \gamma_0 + \gamma_1 f''(x_0) \\
10: \alpha &= \alpha_0 + \alpha_1 f''(x_1) \\
12: \beta &= \beta_0 + \beta_1 (f''(x_0) - f''(x_1)) \\
13: \text{if } (\beta \leq 6); \text{ return } \alpha > -(\beta + 2)/2 \\
14: \text{else; return } \gamma > -2\sqrt{\beta - 2}
\end{aligned}$$

### 1.1 Verifying Monotonicity of a Simplified Quintic

Consider the same initial conditions outlined in Section 1.

---

**Algorithm 1b:** `is_monotone_simplified`

---

- Compute

## 2 Enforcing Monotonicity of a Quintic Polynomial

---

**Algorithm 2a:** `make_monotone`

---

- Compute

## 3 Enforcing Monotonicity of a Simplified Quintic

---

**Algorithm 2b:** `make_monotone_simplified`

---

- Compute

This follows the simplified conditions outlined in proposition 2 of [1].

## 4 Constructing a Piecewise Quintic Monotone Spline

Let  $f : \mathbb{R} \rightarrow \mathbb{R}$  be a function in  $\mathcal{C}^2$ . Proceed given evaluation tuples  $(x_i, f(x_i), f'(x_i), f''(x_i))$  for  $i = 0, \dots, N$  such that  $x_i < x_{i+1}$  and (without loss of generality)  $f(x_i) \leq f(x_{i+1})$  for  $i = 1, \dots, N - 1$ .

---

**Algorithm 3:** `monotone.spline`

---

- Compute

## References

- [1] Schmidt, J.W., Hess, W.: Positivity of cubic polynomials on intervals and positive spline interpolation. *BIT Numerical Mathematics* **28**(2), 340–352 (1988)
- [2] Ulrich, G., Watson, L.T.: Positivity conditions for quartic polynomials. *SIAM Journal on Scientific Computing* **15**(3), 528–544 (1994)