

## Piecewise Interpolation (Introduction)

# Problem Statement

## General Interpolation Problem

Given a set of  $n$  data points  $\{(x_j, y_j) \mid j \in \mathbb{N}[1, n]\}$  with  $x_1 < x_2 < \dots < x_n$ , find a function  $p(x)$ , called the **interpolant**, such that

$$p(x_j) = y_j, \quad \text{for } j = 1, 2, \dots, n.$$

The ordered pair  $(x_j, y_j)$  is called the **data point**.

- $x_j$  is called the **abscissa** or the **node**.
- $y_j$  is called the **ordinate**.

# Polynomials

One approach is to find an interpolating *polynomial* of degree (at most)  $n - 1$ ,

$$p(x) = c_1 + c_2x + c_3x^2 + \cdots + c_nx^{n-1}.$$

- The unknown coefficients  $c_1, \dots, c_n$  are determined by solving the square linear system  $V\mathbf{c} = \mathbf{y}$  where

$$V = \begin{bmatrix} 1 & x_1 & \cdots & x_1^{n-2} & x_1^{n-1} \\ 1 & x_2 & \cdots & x_2^{n-2} & x_2^{n-1} \\ \vdots & \vdots & & \vdots & \vdots \\ 1 & x_n & \cdots & x_n^{n-2} & x_n^{n-1} \end{bmatrix}, \quad \mathbf{c} = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}, \quad \text{and} \quad \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}.$$

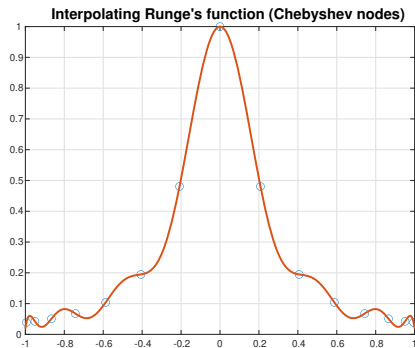
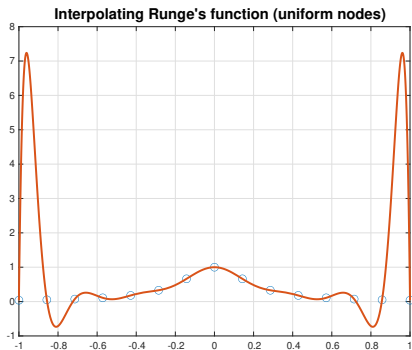
the matrix  $V$  is called the **Vandermonde matrix**; see Lecture 13.

- A polynomial interpolant has severe oscillations as  $n$  grows large, unless nodes are special; see illustration in the next slide.

# Illustration of Runge's Phenomenon

Polynomial Interpolation of 15 data points collected from the same function

$$f(x) = \frac{1}{1 + 25x^2}.$$



# Piecewise Polynomials

To handle real-life data sets with large  $n$  and unrestricted node distribution:

- An alternate approach is to use a low-degree polynomial between each pair of data points; it is called the **piecewise polynomial interpolation**.
- The simplest case is **piecewise linear interpolation** (degree 1) in which the interpolant is linear between each pair of consecutive nodes.
- The most commonly used method is **cubic spline interpolation** (degree 3).
- The endpoints of the low-degree polynomials are called **breakpoints** or **knots**.
- The breakpoints and the data points almost always coincide.

## MATLAB Function: `interp1`

In MATLAB, piecewise polynomials are constructed using `interp1` function. Suppose the  $x$  and  $y$  data are stored in vectors `xdp` and `ydp`. To evaluate the piecewise interpolant at `x` (an array):

- By default, it finds a piecewise linear interpolant.

```
y = interp1(xdp, ydp, x);
```

- To obtain a smoother interpolant that is piecewise cubic, use 'spline' option.

```
y = interp1(xdp, ydp, x, 'spline');
```

# Demonstration: Piecewise Polynomial Interpolation

To interpolate data obtained from <sup>1</sup>

$$f(x) = \frac{1}{1 + 25x^2}.$$

```
% Generate data and eval pts
n = 15;
xdp = linspace(-1,1,n)';
ydp = 1./(1+25*xdp.^2);
x = linspace(-1,1,400)';

% PL
plot(xdp,ydp,'o'), hold on
plot(x, interp1(xdp,ydp,x))

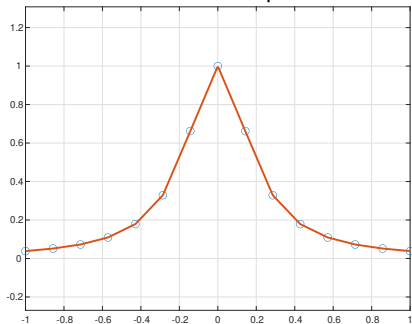
% Cubic spline
plot(xdp,ydp,'o'), hold on
plot(x, interp1(xdp,ydp,x,'spline'));
```

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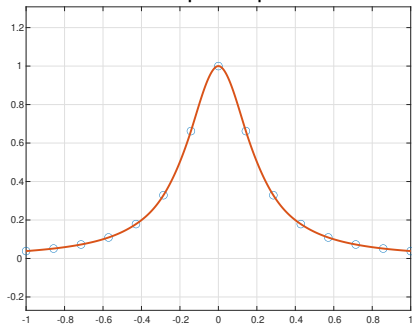
<sup>1</sup>This function is often called the Runge's function.

# Demonstration: Piecewise Polynomial Interpolation (cont')

Piecewise linear interpolation



Cubic spline interpolation





# Conditioning

## Set-up for analysis.

- Let  $(x_j, y_j)$  for  $j = 1, \dots, n$  denote the data points. Assume that the nodes  $x_j$  are fixed and let  $a = x_1$ ,  $b = x_n$ .
- View the interpolation problem as a mathematical function  $\mathcal{I}$  with
  - Input: a vector  $\mathbf{y}$  (ordinates, or  $y$ -data points)
  - Output: a function  $p(x)$  such that  $p(x_j) = y_j$  for all  $j$ .

(That is,  $\mathcal{I}$  is a *black box* that produces the interpolant from a data vector.)

- For the interpolation methods under consideration (polynomial or piecewise polynomial),  $\mathcal{I}$  is *linear*:

$$\mathcal{I}(\alpha \mathbf{y} + \beta \mathbf{z}) = \alpha \mathcal{I}(\mathbf{y}) + \beta \mathcal{I}(\mathbf{z}),$$

for all vectors  $\mathbf{y}, \mathbf{z}$  and scalars  $\alpha, \beta$ .

# Conditioning: Main Theorem

## Theorem 1 (Conditioning of General Interpolation)

*Suppose that  $\mathcal{I}$  is a linear interpolation method. Then the absolute condition number of  $\mathcal{I}$  satisfies*

$$\max_{1 \leq j \leq n} \|\mathcal{I}(\mathbf{e}_j)\|_{\infty} \leq \kappa(\mathbf{y}) \leq \sum_{j=1}^n \|\mathcal{I}(\mathbf{e}_j)\|_{\infty},$$

*where all vectors and functions are measured in the infinity norm.*

# Conditioning: Notes

- The functional infinity norm is defined by

$$\|f\|_{\infty} = \max_{x \in [a,b]} |f(x)|,$$

in a manner similar to vector infinity norm.

- The expression  $\mathcal{I}(\mathbf{e}_j)$  represents the interpolant  $p(x)$  which is *on* at  $x_j$  and *off* elsewhere, i.e.,

$$p(x_k) = \delta_{k,j} = \begin{cases} 1, & k = j \\ 0, & k \neq j \end{cases}.$$

Such interpolants are known as **cardinal functions**.

- The theorem says that the (absolute) condition number is larger than the largest of  $\|\mathcal{I}(\mathbf{e}_j)\|_{\infty}$ , but smaller than the sum of these.