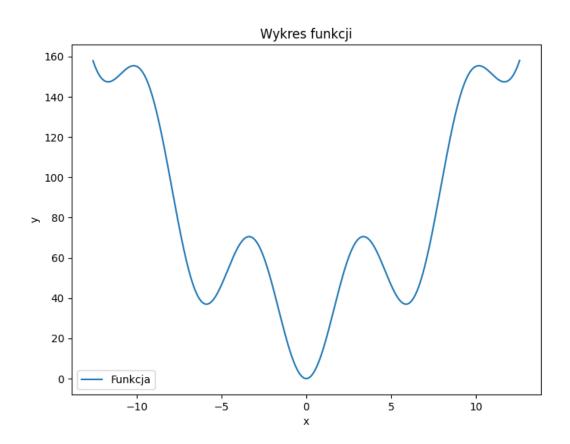
Podsumowanie dla metod przybliżania zadanej funkcji

Funkcja:

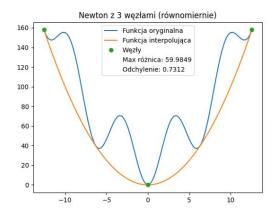
$$f(x) = 30 + x^2 - 30 * \cos(x)$$

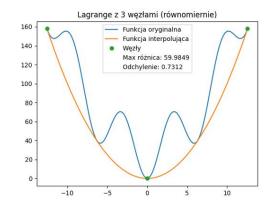
Dla przedziału: $[-4\pi, 4\pi]$



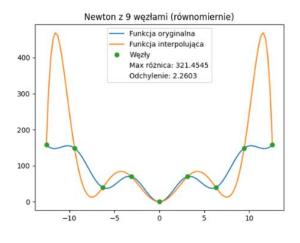
Interpolacja Newtona oraz Lagrange'a

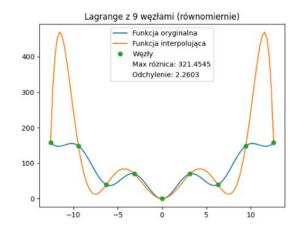
3 węzły

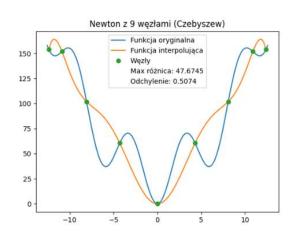


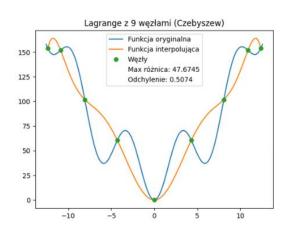


9 węzłów

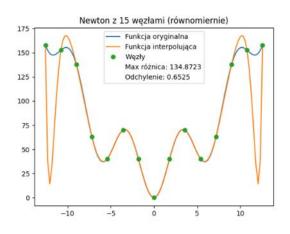


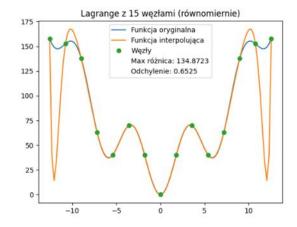


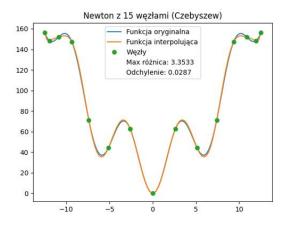


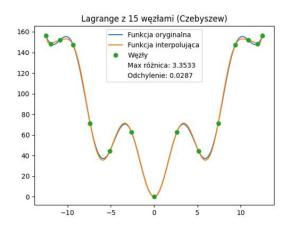


15 węzłów

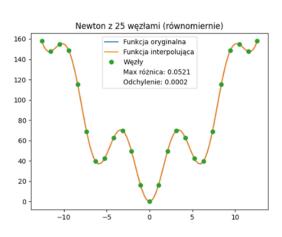


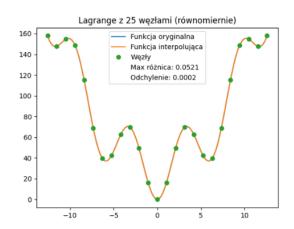


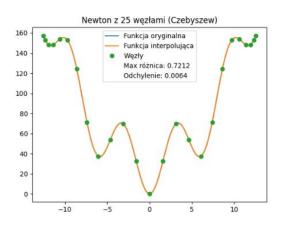


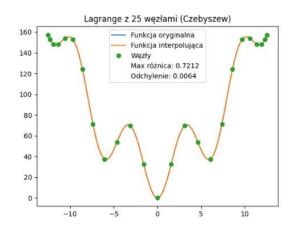


25 węzłów





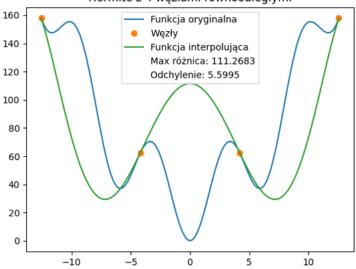




Interpolacja Hermite'a

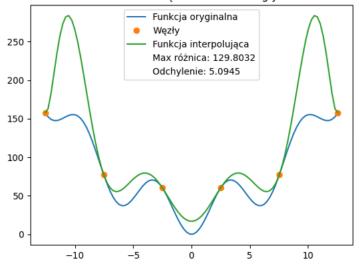
4 węzły

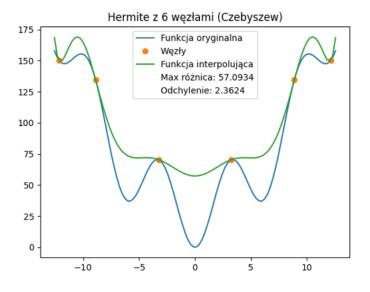
Hermite z 4 węzłami równoodległymi



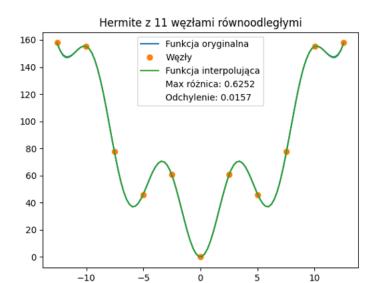
6 węzłów

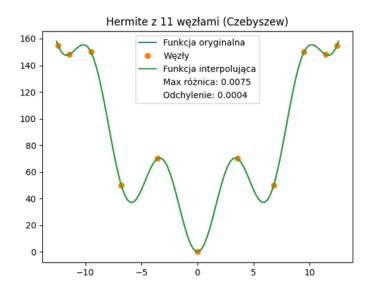
Hermite z 6 węzłami równoodległymi





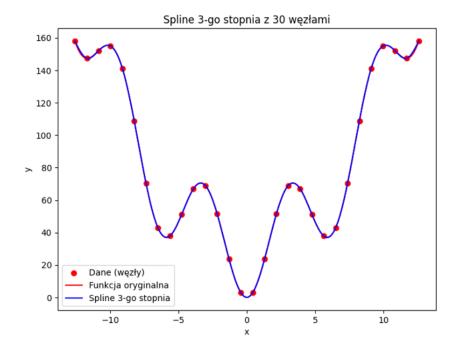
11 węzłów



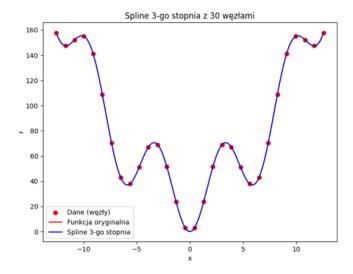


Funkcje sklejane

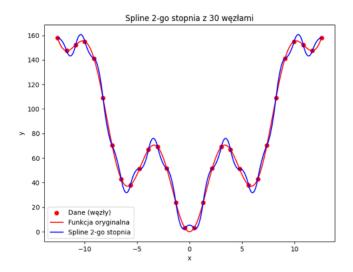
3 stopnia – natural spline (drugie pochodne funkcji interpolującej na krańcach są równe 0)



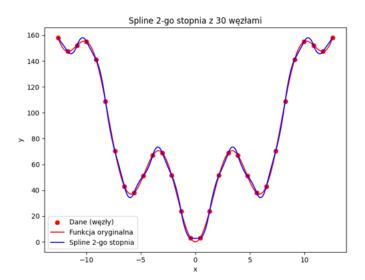
3 stopnia – cubic spline (przez pierwsze jak i ostatnie 4 punkty przechodzi jedna sześcienna funkcja)



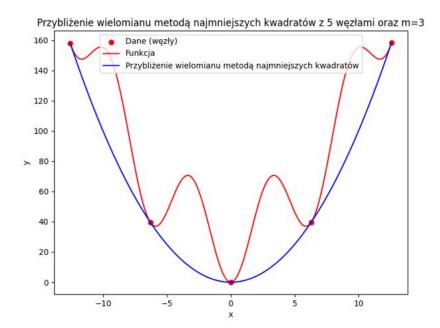
2-go stopnia - Natural spline (pochodne funkcji interpolującej na krańcach są równe 0)



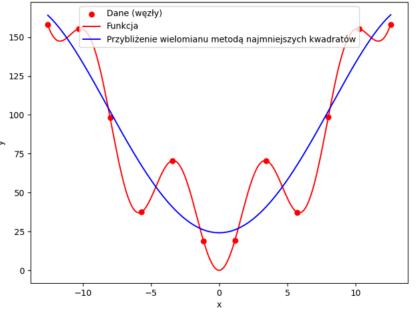
2-go stopnia - Clamped spline (pierwsza pochodna funkcji interpolującej jest przybliżona przy pomocy ilorazów różnicowych)



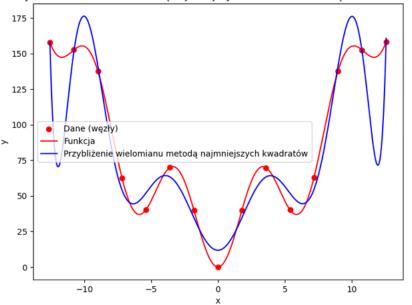
Aproksymacja

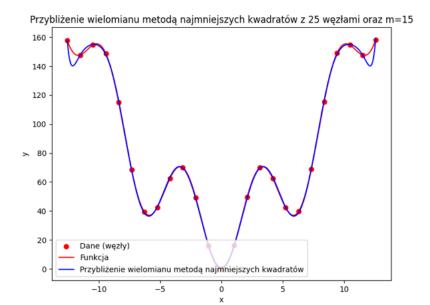


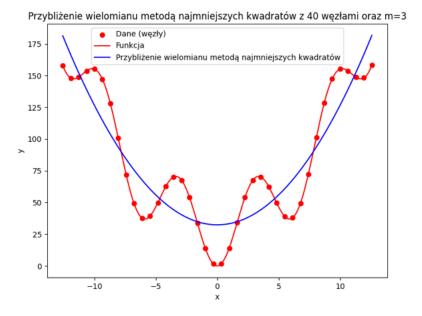












Aproksymacja trygonometryczna

