

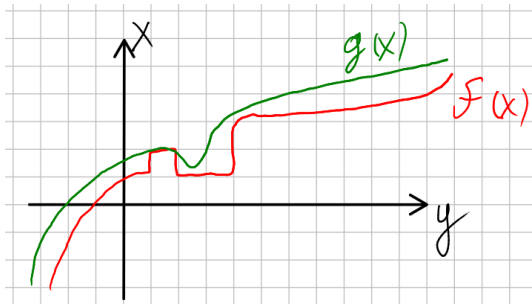
# Mathematical Foundations of Computing

Serhii Denysov

February 2026

# Approximation problem intuition

- Let  $f(x)$  represent a process / data / simulation.
- Often  $f(x)$  is "**bad**"
- We want a "**good**" function  $g(x)$ , such that  $g(x) \approx f(x)$  in the our domain, for example  $\forall x \in [a, b]$



# Good versus evil again – is it a Philosophy course???

- What is a **bad** function  $f(x)$ ?
- What is a **good** function  $g(x)$ ?

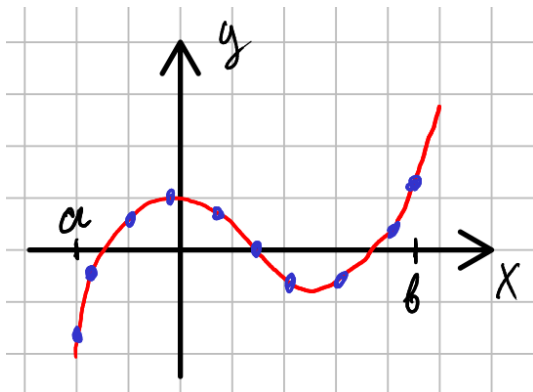
# Good versus evil again – is it a Philosophy course???

- What is a **bad** function  $f(x)$ ?
- What is a **good** function  $g(x)$ ?
- Some ideas of "bad":
  - Very complicated – can't compute in reasonable time. Imagine salary-performance relation.
  - Not smooth. No derivatives.
  - No formula. Can not reason with mathematical toolset.
- Some ideas of "good":
  - $g(x)$  is easy to compute.
  - Smooth enough - has enough derivatives ( $g'(x)$ ,  $g''(x)$  etc. – works for optimization, ODEs, PDEs)
  - Easy to deal with mathematically.

How to build function, which could be approximately equal?

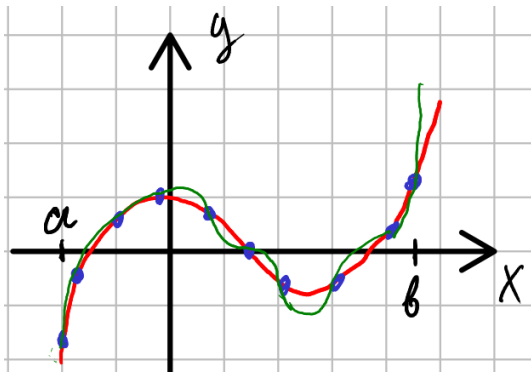
How to build function, which could be approximately equal?

Force to go through the same points – **interpolation** idea!



# Interpolation approach to approximation problem

Force to go through the same points – **interpolation** idea!



# Interpolation – formal

## Interpolation problem (statement)

- Given some segment  $[a, b]$  – where we need to approximate  $f$
- Select a set of  $x$  points  $x_i, x_i \in [a, b], x_0 = a, x_n = b, x_{i+1} > x_i$
- And calculate  $(x_0, y_0), (x_1, y_1), \dots, (x_n, y_n)$  where  $y_i = f(x_i)$
- Now we need a "good" function  $g(x)$  such that:

$$g(x_i) = y_i \text{ for all } i = 0, \dots, n.$$

**What type of the simplest function comes to you mind?**

*What if we have 2 or 3 points?*



# Polynomial interpolation

We can choose  $g(x)$  as a **polynomial**!

$$p_n(x) = c_0 + c_1x + c_2x^2 + \cdots + c_nx^n.$$

- If we have **2 points** – what is the simplest polynomial?

# Polynomial interpolation

We can choose  $g(x)$  as a **polynomial**!

$$p_n(x) = c_0 + c_1x + c_2x^2 + \cdots + c_nx^n.$$

- If we have **2 points** – what is the simplest polynomial?
- **Degree 1** – line,  $g(x) = c_0 + c_1x$ .
- If we have **3 points** – what is the simplest polynomial?

# Polynomial interpolation

We can choose  $g(x)$  as a **polynomial**!

$$p_n(x) = c_0 + c_1x + c_2x^2 + \cdots + c_nx^n.$$

- If we have **2 points** – what is the simplest polynomial?
- **Degree 1** – line,  $g(x) = c_0 + c_1x$ .
- If we have **3 points** – what is the simplest polynomial?
- **Degree 2** – parabola,  $g(x) = c_0 + c_1x + c_2x^2$ .
- If we have **4 points**, it will be  $g(x) = c_0 + c_1x + c_2x^2 + c_3x^3$

**Is it always unique? Under which condition?**

# Polynomial interpolation

So let  $g(x)$  be a polynomial:

$$p_n(x) = c_0 + c_1x + c_2x^2 + \cdots + c_nx^n.$$

- Unknowns: coefficients  $c_0, \dots, c_n$ .
- Conditions:  $p_n(x_i) = y_i$  for  $i = 0, \dots, n$ .

*What we got here?*

# Polynomial interpolation

So let  $g(x)$  be a polynomial:

$$p_n(x) = c_0 + c_1x + c_2x^2 + \cdots + c_nx^n.$$

- Unknowns: coefficients  $c_0, \dots, c_n$ .
- Conditions:  $p_n(x_i) = y_i$  for  $i = 0, \dots, n$ .

*What we got here?*

**SLE** with  $n + 1$  equations for  $n + 1$  unknowns!

# Polynomial interpolation – 3 points

## Parabola through 3 points

Let  $p_2(x) = c_0 + c_1x + c_2x^2$ .

Conditions:

$$p_2(x_0) = y_0, \quad p_2(x_1) = y_1, \quad p_2(x_2) = y_2.$$

This is a **SLE (linear system)** for  $c = (c_0, c_1, c_2)$ .

$$\begin{cases} c_0 + c_1x_0 + c_2x_0^2 = y_0 \\ c_0 + c_1x_1 + c_2x_1^2 = y_1 \\ c_0 + c_1x_2 + c_2x_2^2 = y_2 \end{cases}$$

# Polynomial interpolation – SLE matrix

The matrix of SLE:

$$\begin{bmatrix} 1 & x_0 & x_0^2 \\ 1 & x_1 & x_1^2 \\ 1 & x_2 & x_2^2 \end{bmatrix} \begin{bmatrix} c_0 \\ c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} y_0 \\ y_1 \\ y_2 \end{bmatrix}.$$

General case –  $n + 1$  points:

$$V\mathbf{c} = \mathbf{y}, \quad V = \begin{bmatrix} 1 & x_0 & x_0^2 & \dots & x_0^n \\ 1 & x_1 & x_1^2 & \dots & x_1^n \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_n & x_n^2 & \dots & x_n^n \end{bmatrix}.$$

**$V$  is called a Vandermonde matrix.**

# Polynomial interpolation – SLE properties

## Unique solution

- If  $x_0, \dots, x_n$  are **distinct**, then  $V$  is non-singular (invertible).



# Polynomial interpolation – SLE properties

## Unique solution

- If  $x_0, \dots, x_n$  are **distinct**, then  $V$  is non-singular (invertible).
- So, the interpolation polynomial exists and is unique.

# Polynomial interpolation – SLE properties

## Unique solution

- If  $x_0, \dots, x_n$  are **distinct**, then  $V$  is non-singular (invertible).
- So, the interpolation polynomial exists and is unique.

## But we can have problems finding it with algorithms

- Sadly, **invertible** does not mean **numerically stable** – remember Hilbert matrix.
- Vandermonde matrices can have huge condition numbers.
- Especially for the most intuitive setup:
  - large degree  $n$
  - equally spaced nodes on a large interval
  - monomial basis  $1, x, x^2, \dots$

**Practice** – build parabola via SLE.

# Polynomial interpolation – more approaches

**Can we build  $p_n(x)$  without solving a system?**

- Construct  $p_n(x)$  directly from the nodes (data).
- **Idea:** Combine from terms which catch one node behavior only.
- What properties they could have?

# Polynomial interpolation – more approaches

**Can we build  $p_n(x)$  without solving a system?**

- Construct  $p_n(x)$  directly from the nodes (data).
- **Idea:** Combine from terms which catch one node behavior only.
- What properties they could have?

We need polynomials of degree  $n$   $L_0(x), \dots, L_n(x)$  such that:

$$L_i(x_j) = \delta_{ij} = \begin{cases} 1, & j = i, \\ 0, & j \neq i. \end{cases}$$

# Lagrange approach

- If we have such  $L_i$ , then we can write:

# Lagrange approach

- If we have such  $L_i$ , then we can write:

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

But how to build  $L_i(x)$  ?

Could we use our nodes (data)  $x_i$ ?

# Lagrange approach

- If we have such  $L_i$ , then we can write:

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

But how to build  $L_i(x)$  ?

Could we use our nodes (data)  $x_i$ ?

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



# Lagrange approach

- If we have such  $L_i$ , then we can write:

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

But how to build  $L_i(x)$  ?

Could we use our nodes (data)  $x_i$ ?

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

- $L_i(x_i) = 1$  (check - all factors become 1)
- if  $L_i(x_k) = 0, k \neq i$  (check - one factor becomes 0)

# Interpolation polynomial in Lagrange form

$$p_n(x) = \sum_{i=0}^n y_i L_i(x), \quad L_i(x) = \prod_{j \neq i} \frac{x - x_j}{x_i - x_j}.$$

**Same polynomial** as from Vandermonde system, but constructed directly.

*Let's practice!*