MATH 353: Engineering Mathematics III – Section 012

Spring 2014 (F.–J. Sayas)

Lab # 4

March 10

Open Matlab and move to the Desktop or to a folder where you can find your work at the end of thesession. Type these two lines

- >> diary myworkMarch10
- >> format long
- >> format compact

Download the functions evaluatelagrange.m from my website.

1. Here's an easy one. Open the editor and copy the following lines in a script. Save it as scriptMarch10.m

Now run the script. What did we do? What function are we interpolating? Where? What is the degree of the polynomial that we are plotting?

- 2. Add a line to the previous code so that you see the graph of the function f on top of everything. Make the plot in color red. (To do this, look for help plot or fplot. If you cannot figure it out, ask.)
- 3. Repeat everything, interpolating in the points 0, 1, 2, and 3/2.
- 4. **An infamous example.** We want to interpolate the function

$$f(x) = \frac{1}{1 + 12x^2}$$

on several equally spaced points in the interval [-1,1]. Exactly in these points

$$x_1 = -1$$
, $x_2 = -1 + \frac{2}{n}$, $x_3 = -1 + \frac{4}{n}$, ... $x_n = -1 + \frac{2n-2}{n}$, $x_n = 1 = -1 + \frac{2n}{n}$.

This can also be seen as

$$x_i = a + \frac{b-a}{n}(i-1)$$
 $i = 1, ..., n+1$, with $a = -1, b = 1$.

• We are going to try this with several different choices of n, so n should be defined to have a value right at the beginning of the script and we will change that later.

- Other than that, follow the same structure as the script we already had, but plot everything in the interval [-1,1]. You will need quite some points to plot (this is xx in the code).
- Once you are done, run the code for

$$n = 5,$$
 $n = 10,$ $n = 15,$ $n = 20.$

At each precise value of n, what is the degree of the interpolating polynomial? Can you see the train wreck?

5. The Chebyshev points. What happened in the previous example is a phenomenon that is very well understood and can be phrased as: interpolating a function in an increasing number of equidistant points may lead to a diverging approximation. One way to avoid this is to use the following collection of points. In order to approximate in the interval [a, b] we use the points

$$x_i = \frac{a+b}{2} + \frac{b-a}{2} \cos\left(\frac{(2i-1)\pi}{2n+2}\right)$$
 $i = 1, \dots, n+1.$

Repeat the previous example, substituting the atuomatic generation of the equispaced opoints by this new choice of points. Run again the code for increasing values of n.

6. The Lagrange polynomials. Given points x_1, \ldots, x_{n+1} (which we are going to suppose to be given in increasing order, although this is not important), we can define the polynomials

$$L_k(x) = \frac{x - x_1}{x_k - x_1} \dots \frac{x - x_{k-1}}{x_k - x_{k-1}} \frac{x - x_{k+1}}{x_k - x_{k+1}} \dots \frac{x - x_{n+1}}{x_k - x_{n+1}} \qquad k = 1, \dots, n+1.$$

The computation of these polynomials is at the heart (in the inner loop) of the function evaluatelagrange. Create a script that: uses the points

$$x_1 = 1$$
, $x_2 = 3$, $x_3 = 4$, $x_4 = 6$, $x_5 = 7$

and plots the polynomials $L_1(x), \ldots, L_5(x)$ (what is the degree of these polynomials, by the way?) in the interval [1,7]. **Hint.** A particular choice of values of y will give you each of the polynomials, and there's basically nothing to program. You just need to run evaluatelagrange five times.