Error

- Define the error term as:

$$\varepsilon_n(x) = f(x) - p_n(x)$$

- If $f(x)$ is an $n^{\underline{th}}$ order polynomial $p_n(x)$ is of course exact.
- Otherwise, since there is a perfect match at $x_0, x_1, \ldots, x_n$
- This function has at least n+1 roots at the interpolation points.

$$\therefore \varepsilon_n(x) = (x - x_0)(x - x_1)\cdots(x - x_n)h(x)$$

Interpolation Errors

- Suppose we want to measure error at a point x
- To make polynomial go through x, add to existing polynomial divided difference term.
- This is the error we make using existing polynomial

$$x \notin \{x_0, x_1, \ldots x_n\}$$

$$\varepsilon_n(x) = f(x) - p_n(x) = f[x_0, x_1, \ldots x_n, x] \prod_{i=0}^{n} (x - x_i)$$

- Comparing with Taylor series

$$f[x_0, x_1, \ldots x_n] = \frac{1}{n!} f^{(n)}(\xi)$$

Interpolation Errors

$$\varepsilon_n(x) = f(x) - p_n(x) = \frac{1}{(n+1)!} f^{(n+1)}(\xi) \prod_{i=0}^{n} (x - x_i)$$

$$x \in [a,b], \xi \in (a,b)$$

- Looks a bit like Taylor series remainder
- Recall, first n+1 terms of the Taylor Series is also an $n^{\underline{\text{th}}}$ degree polynomial.

Efficient polynomial evaluation

- Given a polynomial in power form how many operations does it take to evaluate it?
- $a_p x^p + \cdots + a_1 x + a_0$

Horner's Rule

- Horner's rule (Horner, 1819) *recursively* evaluates the polynomial $a_p x^p + \cdots + a_1 x + a_0$ as:

$$((\cdots(a_p x + a_{p-1})x + \cdots)x + a_0.$$

- costs p multiplications and p additions, no extra storage.

  Reduces complexity from $O(p^2)$ to $O(p)$

Interpolation: the story so far

- Given a function at *N* points, find its value at other point(s)
- So far: polynomial interpolation
  - Polynomials are guaranteed to approximate any given function in an interval as accurately as we want
- Different polynomial bases
  - Monomial or Power basis
  - Newton and Lagrange basis
- For a given set of points and function values
  - interpolating polynomial is unique
- Interpolation problem requires solution of a linear system
  - System is dense for Monomial/Power basis
  - Newton and Lagrange forms allow the direct solution of the polynomial interpolation form
  - Newton form particularly convenient to add new values
- Error for interpolation with n points is related to the value of the $(n+1)^{th}$ derivative of the underlying function

Polyinterp

- Lagrange interpolation code
  - x,y are points and function values
  - u are points where vector

```
function v = polyinterp(x,y,u)
n = length(x);
v = zeros(size(u));
for k = 1:n
%Lagrange function k at u
    w = ones(size(u));
    for j = [1:k-1 k+1:n]
        w = (u-x(j))./(x(k)-x(j)).*w;
    end
    v = v + w*y(k);
end
```

$$p_n(x) = \sum_{i=1}^{n} L_i(x) f(x_i)$$

$$L_i(x) = \prod_{k=1,k\neq i}^{n} \frac{(x - x_k)}{(x_i - x_k)}$$

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

- Cost: 2 nested loops, so the cost is n^2.

- `k = 5, n =  9`
- `j= [1:k-1 k+1:n]`
- `j =  1  2  3  4  6  7  8  9`

Examples of polynomial interpolation

- Go to MATLAB demo
  - Vandermonde
  - Polynomial interpolation for small set
  - For larger set
- See that even for six points we have a problem
  - In between the data points, (especially in first and last subintervals), function shows excessive variation.
  - overshoots changes in the data values.
  - As a result, full-degree polynomial interpolation is hardly ever used for data and curve fitting.
- However we saw polynomial interpolation works well when degree is low

Piecewise linear interpolation

- Simple idea
  - Connect straight lines between data points
  - Any intermediate value read off from straight line
- The *local variable*, s, is
- $s = x - x_k$
- The *first divided difference* is
- $\delta_k = (y_{k+1} - y_k)/(x_{k+1} - x_k)$
- With these quantities in hand, the interpolant is
- $L(x) = y_k + (x - x_k)\,(y_{k+1} - y_k)/(x_{k+1} - x_k)$
- $= y_k + s\delta_k$
- Linear function that passes through (x_k, y_k) and (x_{k+1}, y_{k+1})

Piecewise linear interpolation

- Same format as all other interpolants
- Function diff finds difference of elements in a vector
- Find appropriate sub-interval
- Evaluate
- Jargon: x is called a "knot" for the linear spline interpolant

```
function v = piecelin(x,y,u)
%PIECELIN Piecewise linear interpolation.
% v = piecelin(x,y,u) finds piecewise linear L(x)
% with L(x(j)) = y(j) and returns v(k) = L(u(k)).
% First divided difference
delta = diff(y)./diff(x);
% Find subinterval indices k so that x(k) <= u <
x(k+1)
n = length(x);
k = ones(size(u));
for j = 2:n-1
k(x(j) <= u) = j;
end
% Evaluate interpolant
s = u - x(k);
v = y(k) + s.*delta(k);
```

How good is piecewise linear interpolation?

Recall from Polynomial interpolation: If $f \in \mathcal{C}^n[I]$, then

$$f(x) - p_{n-1}(x) = \frac{(x - x_1)\dots(x - x_n)f^{(n)}(\xi)}{n!}$$

for some point ξ in the interval containing I and x.

We need to apply this to a polynomial of degree $n - 1 = 1$, so we obtain

$$f(x) - p_1(x) = \frac{(x - x_i)(x - x_{i+1})f''(\xi)}{2}$$

- So we can reduce error by choosing small intervals where 2nd derivative is higher
  - If we can choose where to sample data
  - Do more where the "action" is more

Piecewise Cubic interpolation

- While we expect function not to vary, we expect it to also be smooth
- So we could consider piecewise interpolants of higher degree
- How many pieces of information do we need to fit a cubic between two points?
  - $y=a+bx+cx^2+dx^3$
  - 4 coefficients
  - Need 4 pieces of information
  - 2 values at end points
  - Need 2 more pieces of information
  - Derivatives?

Cubic interpolation

- ordinary cubic polynomials: 3 continuous nonzero derivatives.
- **cubic splines**: 2 continuous nonzero derivatives.
- **Hermite cubics**: 1 continuous nonzero derivative.

- However for Hermite, the derivative needs to be specified
- Cubic splines, the derivative is not specified but enforced