

- HERMITE INTERPOLATION
— match $f(x_i) \approx f'(x_i)$

• SPLINES: 3, 4

A spline function is a function that consists of polynomial pieces joined together w/ certain smoothness conditions.

Points where the function changes character - KNOTS
N-1 knots, N spline functions

LINEAR SPLINE



N+1 points
N-1 knots
N polynomials

2N unknowns $\rightarrow$ 2 unknowns per line $\times$ N lines

Contin of $\begin{cases} S_k(x_k) = y_k & \text{for } k=0, \dots, N-1 \text{ left edge of line} \\ S_k(x_{k+1}) = y_{k+1} & \text{for } k=0, \dots, N-1 \text{ right edge of line} \end{cases}$

2N eqns.

QUADRATIC SPLINES:

3N unknowns

— 3 unknowns per quadratic $\times$ N quadratics

Contin of $\begin{cases} S_k(x_k) = y_k, & k=0, \dots, N-1 \\ S_k(x_{k+1}) = y_{k+1}, & k=0, \dots, N-1 \end{cases}$

N eqns
N eqns

Contin of $\begin{cases} S'_k(x_{k+1}) = S'_{k+1}(x_{k+1}), & k=0, \dots, N-2 \end{cases}$ N-1 eqns
(interior knots)

Add the eqn. $S'(x_0) = 0$ for example
or $S'(x_N) = f'(x_N)$

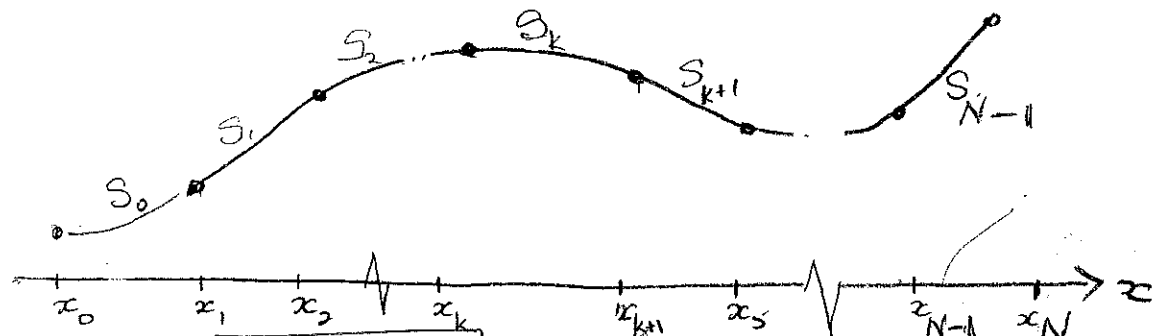
SPLINE

①

CUBIC SPLINE INTERPOLATION

Oscillatory nature of high-degree polynomials restricts their use.

Divide interval $[a, b]$ into subintervals and use approx. polynomial on each subinterval - PIECEWISE POLYNOMIAL APPROXIMATION



splines: $4N$ unknowns - 4 unknowns/cubic $\times N$ cubics

CONTINUOUS S $\left\{ \begin{array}{l} S_k(x_k) = y_k \quad \text{For } k=0, 1, 2, \dots, N-1 \quad (N \text{ eq's}) \\ S_k(x_{k+1}) = y_{k+1} \quad \text{For } k=0, 1, 2, \dots, N-1 \quad (N \text{ eq's}) \end{array} \right.$

CONTINUOUS S' $S'_k(x_{k+1}) = S'_{k+1}(x_{k+1}) \quad \text{For } k=0, 1, 2, \dots, N-2 \quad (N-1) \text{ eq's}$
interior knots

CONTINUOUS S'' $S''_k(x_{k+1}) = S''_{k+1}(x_{k+1}) \quad \text{For } k=0, 1, 2, \dots, N-2 \quad (N-1) \text{ eq's}$

$4N-2$ constraints - Need 2 more

Add : $S''(x_0) = 0 ; S''(x_N) = 0$ FREE OR NATURAL BDRY

OR

$S'(x_0) = \text{given} ; S'(x_N) = \text{given}$ CLAMPED BDRY

SPLINE

(2)

FREE/NATURAL Forcing a flexible elastic rod through the datapt but letting the slope at the ends be free to equilibrate to the position that minimizes oscillatory behaviour of curve.

PTO

WHY CUBIC SPLINES?

- Discontinuities in the third derivative cannot be detected visually.
- Experience has shown that using splines of degree > 3 seldom yields any advantage.

CUBIC SPLINE SMOOTHNESS

If S is the natural cubic spline function that interpolates $f \in C^2$ at the knots, then

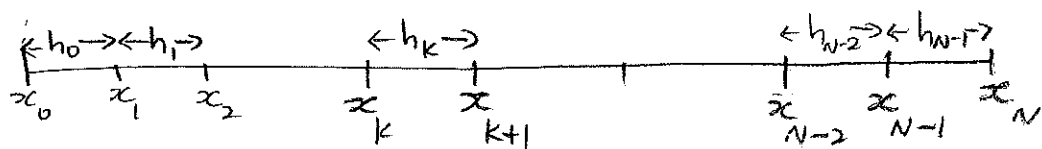
$$\int_a^b [S''(x)]^2 dx \leq \int_a^b [f''(x)]^2 dx$$

Avg Curvature of spline S is no larger than average curvature of any C^2 function which agrees w/ S at the knots

Oscillation $\Rightarrow$ rapid change in first deriv $\Rightarrow$ large 2nd deriv.
Cubic splines have "controlled" 2nd derivs.

look at `polyshow.m`
`splinetx.m`
`pchip.m`

- Changing data point has a global effect in that the entire curve is affected.



Given data (x_k, y_k) for $k=0, 1, \dots, N-1$

Find $S_k(x) = a_k + b_k(x-x_k) + c_k(x-x_k)^2 + d_k(x-x_k)^3$

which we use for $x_k \leq x \leq x_{k+1}$

for $k=0, 1, \dots, N-1$

i.e. Find the $4N$ unknowns a_k, b_k, c_k, d_k for $k=0, 1, \dots, N-1$ subject to the cubic spline conditions.

(i) $S_k(x_k) = y_k$ for $k=0, 1, \dots, N-1$

$\Rightarrow a_k = y_k$ for $k=0, 1, \dots, N-1$ Equation (i)

(ii) $S_k(x_{k+1}) = y_{k+1}$ for $k=0, 1, \dots, N-1$

$\Rightarrow a_k + h_k b_k + h_k^2 c_k + h_k^3 d_k = y_{k+1}$ for $k=0, 1, \dots, N-1$ Equation (ii)

(iii) $S'_k(x) = b_k + 2c_k(x-x_k) + 3d_k(x-x_k)^2$

So $S'_k(x_{k+1}) = S'_{k+1}(x_{k+1})$ for $k=0, 1, \dots, N-2$

$\Rightarrow b_k + 2c_k h_k + 3d_k h_k^2 = b_{k+1}$ for $k=0, 1, \dots, N-2$

Equation (iii')

(iv) $S''_k(x) = 2c_k + 6d_k(x-x_k)$

So $S''_k(x_{k+1}) = S''_{k+1}(x_{k+1})$ for $k=0, 1, \dots, N-2$

$\Rightarrow 2c_k + 6d_k h_k = 2c_{k+1} \Rightarrow c_k + 3d_k h_k = c_{k+1}$ for $k=0, \dots, N-2$ and $k=N-1$ Equation (iv)

Define $c_N \equiv \frac{1}{2} S''(x_N)$, so since $S''_{N-1}(x_N) = S''(x_N)$

Spline 4

$\Rightarrow 2c_{N-1} + 6d_{N-1} h_{N-1} = 2c_N$

$$\text{So } d_k = \frac{c_{k+1} - c_k}{3h_k} \quad \text{for } k=0, 1, \dots, N-2, N-1$$

eqn (iv')

where

$$c_N \equiv \frac{1}{2} S''(x_N)$$

So if you know c_k 's you can get your d_k 's

Putting (iv') & (i) in (ii) gives

$$y_k + h_k b_k + h_k^2 c_k + h_k^2 \frac{c_{k+1} - c_k}{3} = y_{k+1} \quad \text{for } k=0, 1, \dots, N-1$$

$$\Rightarrow b_k = \frac{y_{k+1} - y_k}{h_k} - \left(\frac{c_{k+1} + 2c_k}{3} \right) h_k$$

for $k=0, 1, \dots, N-1$
(eqn ii')

So if you know your c_k 's you can get your b_k 's

Eqn (iii) is $b_k + 2c_k h_k + 3d_k h_k^2 = b_{k+1}$ for $k=0, 1, \dots, N-2$

$$\left[\frac{y_{k+1} - y_k}{h_k} - \left(\frac{c_{k+1} + 2c_k}{3} \right) h_k \right] + 2c_k h_k + \left[h_k (c_{k+1} - c_k) \right] = \frac{y_{k+2} - y_{k+1}}{h_{k+1}} - \left(\frac{c_{k+2} + c_{k+1}}{3} \right) h_{k+1}$$

(using (iv')) (using (iv')) (using (ii'))

$$\Rightarrow \frac{h_k}{3} c_k + \frac{2(h_k + h_{k+1})}{3} c_{k+1} + \frac{h_{k+1}}{3} c_{k+2} = \frac{y_{k+2} - y_{k+1}}{h_{k+1}} - \frac{y_{k+1} - y_k}{h_k}$$

for $k=0, 1, \dots, N-2$

These are $N-1$ linear eqns involving $N+1$ unknowns $c_0, c_1, \dots, c_{N-1}, c_N$

Add 2 more conditions - eg Boundary Conditions -
and problem may give unique solution

$$h_k c_k + 2(h_k + h_{k+1})c_{k+1} + h_{k+1}c_{k+2} = \frac{3}{h_{k+1}}(y_{k+2} - y_{k+1}) - \frac{3}{h_k}(y_{k+1} - y_k)$$

for $k=0, 1, \dots, N-2$

$N-1$ eqns in $N+1$ unknowns $c_0, c_1, \dots, c_N$.

where $c_N = \frac{1}{2}S''(x_N)$.

(In general, $c_k = \frac{1}{2}S''(x_k)$)

Need 2 more conditions.

What will things look like in matrix-vector form.

Solve $A\vec{c} = \vec{b}$

$$\begin{bmatrix} * & & & & \\ h_0 & 2(h_0+h_1) & h_1 & & 0 \\ & h_1 & 2(h_1+h_2) & h_2 & \\ & & & \ddots & \\ & & & h_{N-2} & 2(h_{N-2}+h_{N-1}) & h_{N-1} \\ & & & & & * \end{bmatrix} \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ \vdots \\ c_{N-1} \\ c_N \end{bmatrix} = \begin{bmatrix} \vdots \\ \vdots \\ \vdots \\ \vdots \\ \vdots \\ \vdots \end{bmatrix}$$

$N+1$ eqns

$$= \begin{bmatrix} * \\ \frac{y_2 - y_1}{h_1} - \frac{y_1'' - y_0''}{h_0} \\ \frac{y_3 - y_2}{h_2} - \frac{y_2 - y_1}{h_1} \\ \vdots \\ \frac{y_N - y_{N-1}}{h_{N-1}} - \frac{y_{N-1} - y_{N-2}}{h_{N-2}} \\ * \end{bmatrix}$$

The other 2 conditions will complete the $(N+1) \times (N+1)$ matrix-vector system.

```

function [v,sigma] = splinetx(x,y,u)
%SPLINETX Textbook spline function.
% v = splinetx(x,y,u) finds the piecewise cubic interpolatory
% spline S(x), with S(x(j)) = y(j), and returns v(k) = S(u(k)).
% [v,sigma] = splinetx(...) also returns sigma(k) = S''(x(k))/6.
%
% Set up tridiagonal system.
% h = offdiagonal, d = diagonal, b = right hand side.
%
    h = diff(x);
    n = length(x);
    k = (2:n-1)';
    d = zeros(n,1);
    d(k) = 2*(h(k-1) + h(k));
    b = zeros(n,1);
    b(k) = diff(diff(y)./h);
    A = diag(h,-1) + diag(d,0) + diag(h,1);
%
% Not-a-knot end conditions.
%
    A(1,1:3) = [h(2) -(h(2)+h(1)) h(1)];
    A(n,n-2:n) = [h(n-1) -(h(n-2)+h(n-1)) h(n-2)];
%
% Solve tridiagonal system.
%
    sigma = A\b;
%
% Find interval indices.
%
    k = ones(size(u));
    for j = 2:n-1
        k(u > x(j)) = j;
    end
%
% Evaluate spline.
%
    s = (u - x(k))./h(k);
    t = 1-s;
    sigma = reshape(sigma,size(y));
    v = s.*y(k+1) + t.*y(k) + ...
        ((s.^3-s).*sigma(k+1) + (t.^3-t).*sigma(k)).*h(k).^2;

```