

多項式補間(polynomial interpolation)

```

> restart;
X:=[0,1,2,3]:
Y:=[1,2,3,-2]:

> with(LinearAlgebra):with(plots):
Warning, the name changecoords has been redefined

> list1:=[X,Y];
list1 := [[0, 1, 2, 3], [1, 2, 3, -2]]

> A:=Matrix(4,4):
for i from 1 to 4 do
for j from 1 to 4 do
A[i,j]:=X[i]^(j-1);
end do;
end do;

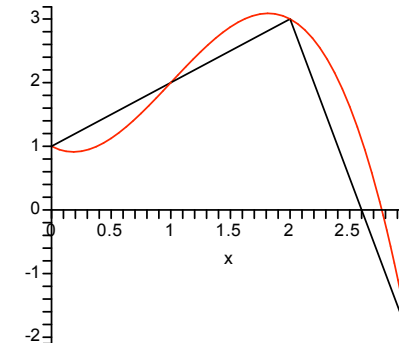
> A;
      1  0  0  0
      1  1  1  1
      1  2  4  8
      1  3  9  27

> a1:=MatrixInverse(A).Transpose(Matrix(Y));
a1 :=
      1
      -1
      3
      -1

> f1:=unapply(add(a1[ii,1]*x^(ii-1),ii=1..4),x);
f1 := x → 1 - x + 3x2 - x3

> f1p:=plot(f1(x),x=0..3):
l1p:=listplot(Transpose(Matrix(list1))):
display(f1p,l1p);

```



ニュートンの補間公式の導出.

関数 $F(x)$ を x の多項式として展開. その時の, 係数の取るべき値と, 差商公式で得られる値が一致.

```

> restart;
F:=x->f0+(x-x0)*f1p+(x-x0)*(x-x1)*f2p;
F := x → f0 + (x - x0)f1p + (x - x0)(x - x1)f2p

> F(x1);
s1:=solve(F(x1)=f1,f1p);
f0 + (x1 - x0)f1p
s1 := - (f0 - f1) / (x1 - x0)

```

$f20$ の取るべき値の導出

```

> s2:=solve(F(x2)=f2,f2p);
fac_f2p:=factor(subs(f1p=s1,s2));
s2 := - (f0 + f1p x2 - f1p x0 - f2) / ((x2 - x0)(x2 - x1))
fac_f2p := - (f0 x1 + x2 f0 - x2 f1 + x0 f1 + f2 x1 - f2 x0) / ((x1 - x0)(x2 - x0)(x2 - x1))

```

ニュートンの差分商公式を变形

```

> ff11:=(f0-f1)/(x0-x1);
ff12:=(f1-f2)/(x1-x2);
ff2:=(ff11-ff12)/(x0-x2);
fac_newton:=factor(ff2);
ff11 := (f0 - f1) / (x0 - x1)
ff12 := (f1 - f2) / (x1 - x2)

```

$$ff2 := \frac{\frac{f0 - f1}{x0 - x1} - \frac{f1 - f2}{x1 - x2}}{-x2 + x0}$$

$$fac_newton := \frac{-f0 x1 + x2 f0 - x2 f1 + x0 f1 + f2 x1 - f2 x0}{(x1 - x0)(x2 - x0)(x2 - x1)}$$

二式が等しいかどうかをevalbで判定

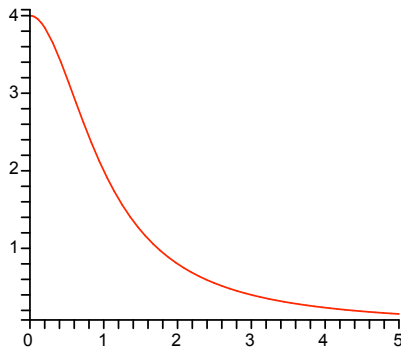
```
> evalb(fac_f2p=fac_newton);
```

true

Numerical integration

```
> restart;
f1:=x->4/(1+x^2);
plot(f1(x),x=0..5);
```

$$f1 := x \rightarrow \frac{4}{1+x^2}$$



```
> int(f1(x),x=0..1);
```

π

```
> int(1/(1+x^2),x);
```

arctan(x)

```
> N:=8;
x0:=0;
xn:=1;
Digits:=20;
```

Midpoint rule(中点法)

```
> h:=(xn-x0)/N;
S:=0;
for i from 0 to N-1 do
```

```
xi:=x0+(i+1/2)*h;
dS:=h*f1(xi);
S:=S+dS;
end do;
evalf(S);
```

3.1428947295916887799

Trapezoidal rule(台形公式)

```
> h:=(xn-x0)/N;
S:=f1(x0)/2;
for i from 1 to N-1 do
xi:=x0+i*h;
dS:=f1(xi);
S:=S+dS;
end do;
S:=S+f1(xn)/2;
evalf(h*S);
```

3.1389884944910890093

Simpson's rule(シンプソンの公式)

```
> M:=N/2;
h:=(xn-x0)/(2*M);
Seven:=0;
Sodd:=0;
for i from 1 to 2*M-1 by 2 do
xi:=x0+i*h;
Sodd:=Sodd+f1(xi);
end do;
for i from 2 to 2*M-1 by 2 do
xi:=x0+i*h;
Seven:=Seven+f1(xi);
end do;
evalf(h*(f1(x0)+4*Sodd+2*Seven+f1(xn))/3);
```

3.1415925024587069144

Derivation of Simpson's rule

```
> restart;
f:=x->a*x^2+b*x+c;
e1:=expand(subs(x1=x0+h,int(f(x),x=x0..x1)));
```

$$f := x \rightarrow ax^2 + bx + c$$

$$e1 := ax^2h + ax_0h^2 + \frac{1}{3}ah^3 + bx_0h + \frac{1}{2}bh^2 + ch$$

```
> e2:=expand(h/6*(f(x0)+4*f(x0+h/2)+f(x0+h)));
```

$$e2 := ax^2h + ax_0h^2 + \frac{1}{3}ah^3 + bx_0h + \frac{1}{2}bh^2 + ch$$

```
> evalb(e1=e2);
```

true

