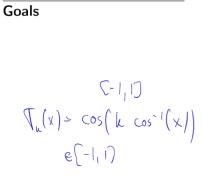
#### November 19, 2024 Announcements

- Exan 4



Review - Monomials / eya ispaced rorthogonal - conditioning land rorthogonal - Lebesgine constant A= Unax [[p\_1.]]oo = Function in F use A= y+0 [[g]]oo = vector inf hon ×

#### Chebyshev Interpolation

], (x) = cos ( le cos ' ( y)

What is the Vandermonde matrix for Chebyshev polynomials?

$$\begin{aligned} \chi_{i} &= \cos\left(\frac{i}{k}\pi\right) \quad (i=0,\ldots,k) \\ V_{ij} &= T_{i}^{i}\left(\chi_{i}\right) &= \cos\left(j\cos\left(\frac{i}{k}\pi\right)\right) \\ T &= \cos\left(\frac{j}{k}\pi\right) \\ OCT &= \cos\left(\frac{j}{k}\pi\right) \\ V_{d} &= \frac{i}{2} \\ V_{sing} \quad FFT, \quad unit ve_{c} \\ in verse - anoply \\ T &= O\left(n \log h\right) \end{aligned}$$

# Chebyshev Nodes

Might also consider roots (instead of extrema) of  $T_k$ :

$$x_i = \cos\left(rac{2i-1}{2k}\pi
ight) \quad (i=1\ldots,k).$$

Vandermonde for these (with  $T_k$ ) can be applied in  $O(N \log N)$  time, too.

Edge-clustering seemed like a good thing in interpolation nodes. Do these do that?

Demo: Chebyshev Interpolation [cleared] (Part I-IV)

# Chebyshev Interpolation: Summary

- Chebyshev interpolation is fast and works extremely well
- http://www.chebfun.org/ and: ATAP
- ▶ In 1D, they're a very good answer to the interpolation question
- But sometimes a piecewise approximation (with a specifiable level of smoothness) is more suited to the application

### Truncation Error in Interpolation

74-1

If f is n times continuously differentiable on a closed interval I and  $p_{n-1}(x)$  is a polynomial of degree at most p that interpolates f at n distinct points  $\{x_i\}$  (i = 1, ..., n) in that interval, then for each x in the interval there exists  $\xi$  in that interval such that

$$\mathcal{R}(\mathbf{x}) = \mathbf{p}_{n-1}(\mathbf{x}) = \begin{pmatrix} f^{(n)}(\xi(\mathbf{x})) \\ n! \\ n! \\ (\mathbf{x} - \mathbf{x}_1)(\mathbf{x} - \mathbf{x}_2) \cdots (\mathbf{x} - \mathbf{x}_n) \\ \mathbf{x} \\ \mathbf{x} \\ \mathbf{y} \\ \mathbf{x} \\ \mathbf{x} \\ \mathbf{y} \\ \mathbf{x} \\ \mathbf{x}$$

Truncation Error in Interpolation: cont'd.

$$Y_{x}(t) = R(t) - \frac{R(x)}{W(x)}W(t) \text{ where } W(t) = \prod_{i=1}^{n} (t - x_{i})$$

$$Y_{x} = \frac{h_{x,x}}{h_{x,x}} + \frac{h_{x,x}}{h_{x,x}}$$

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. .

## Error Result: Connection to Chebyshev

What is the connection between the error result and Chebyshev interpolation?

Way nicely bounded for theeb hodes **Demo:** Chebyshev Interpolation [cleared] (Part V)

# Error Result: Connection to Chebyshev

What is the connection between the error result and Chebyshev interpolation?

- ► The error bound suggests choosing the interpolation nodes such that the product |∏<sup>n</sup><sub>i=1</sub>(x x<sub>i</sub>)| is as small as possible. The Chebyshev nodes achieve this.
- If nodes are edge-clustered, ∏<sup>n</sup><sub>i=1</sub>(x − x<sub>i</sub>) clamps down the (otherwise quickly-growing) error there.
- Confusing: Chebyshev approximating polynomial (or "polynomial best-approximation"). Not the Chebyshev interpolant.

Chebyshev nodes also do not minimize the Lebesgue constant.

**Demo:** Chebyshev Interpolation [cleared] (Part V)

### Error Result: Simplified Form

Boil the error result down to a simpler form.

T= (a, 5)

Demo: Interpolation Error [cleared]

Demo: Jump with Chebyshev Nodes [cleared]

## Going piecewise: Simplest Case

Construct a piecewise linear interpolant at four points.

Why three intervals?