

Problem 2. (20 pts) Suppose that you want to use a Hermite cubic spline to approximate the function $f(x) = \cos(x)$ on the interval $[0, \frac{\pi}{2}]$. Suppose we use two Hermite cubics, $h_1(x)$ between points $x_0 = 0$ and $x_1 = \frac{\pi}{4}$, and $h_2(x)$ between $x_1 = \frac{\pi}{4}$ and $x_2 = \frac{\pi}{2}$.

a. Write down the conditions that the two Hermite cubics $h_1(x)$ and $h_2(x)$ must satisfy.

b. Write an explicit formula for the cubic $h_1(x)$. You may leave divided-differences unevaluated (if you use them).

c. Where will the errors in the spline be largest? Bound the error.

Problem 3. (40 pts) Consider the three points

| x_i | $f[x_i]$ |
|-----------|----------|
| $x_0 = 0$ | 1 |
| $x_1 = 2$ | 2 |
| $x_2 = 4$ | 1 |

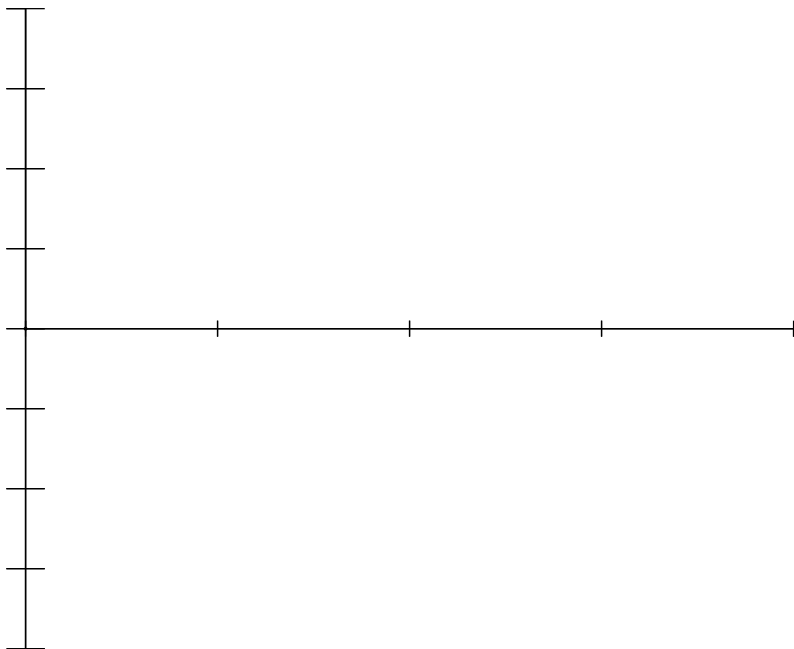
- Complete the divided-difference table.
- Write the Newton interpolating polynomial obtained by adding the points in the order x_2 , x_1 , and x_0 .
- Write the interpolating polynomial in Lagrange form.
- Write the interpolating polynomial in the very simplest and sensible form for computation.
- Write the interpolating polynomial expanded about $x = x_2$ using Horner's rule for evaluating polynomials.
- What is the difference between these polynomials?

g. (Problem 3, continued.) Suppose that x_0 , x_1 , and x_2 are the first three guesses for the (positive) root of $f(x)$.

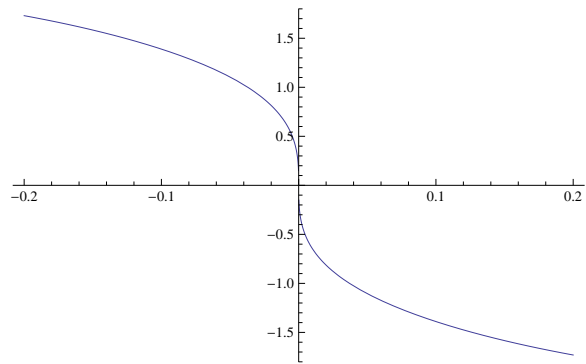
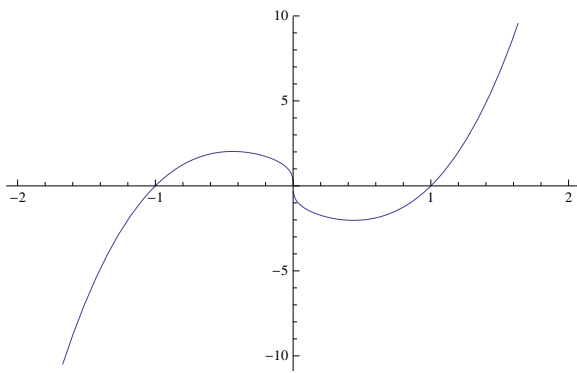
a. What would Muller's method give as the next guess?

b. Why could x_2 **not** be the guess provided by the secant method, using x_0 and x_1 ?

c. Draw a sample function interpolating the points x_0 , x_1 , and x_2 such that x_1 and x_2 would be the succession of iterates (guesses) provided by Newton's method starting from initial guess x_0 . Describe or show explicitly why your function works to produce these iterates.



Problem 5. (20 pts) Here are two graphs of the function $f(x) = 3\left(x^3 - x^{\frac{1}{3}}\right)$:



- a. Bisection: describe all starting intervals containing more than one root that will result in bisection producing the root $x = 0$. Why does bisection have so much trouble finding that root?
- b. Describe why Newton's method will never arrive at the root $x = 0$ (unless that's given as the starting guess!).
- c. What must be true of successive iterates x_i and x_{i+1} so that secant will find the root $x = 0$? Is it possible to have two such iterates?