

# Direct Method of Interpolation

Major: All Engineering Majors

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Transforming Numerical Methods Education for STEM Undergraduates

# Direct Method of Interpolation

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# What is Interpolation ?

Given  $(x_0, y_0), (x_1, y_1), \dots, (x_n, y_n)$ , find the value of 'y' at a value of 'x' that is not given.

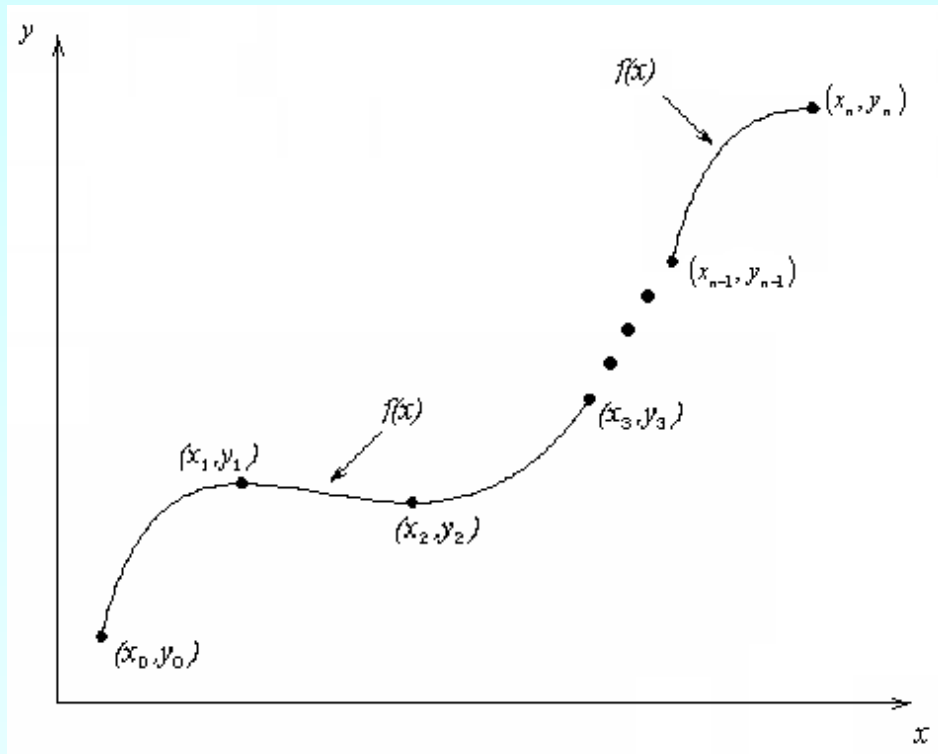


Figure 1 Interpolation of discrete.

# Interpolants

Polynomials are the most common choice of interpolants because they are easy to:

- Evaluate
- Differentiate, and
- Integrate

# Direct Method

Given 'n+1' data points  $(x_0, y_0), (x_1, y_1), \dots, (x_n, y_n)$ , pass a polynomial of order 'n' through the data as given below:

where  $a_0, a_1, \dots, a_n$  are real constants.

- Set up 'n+1' equations to find 'n+1' constants.
- To find the value 'y' at a given value of 'x', simply substitute the value of 'x' in the above polynomial.



# Example 1

The upward velocity of a rocket is given as a function of time in Table 1.

Find the velocity at  $t=16$  seconds using the direct method for linear interpolation.

Table 1 Velocity as a function of time.

0	0
10	227.04
15	362.78
20	517.35
22.5	602.97
30	901.67

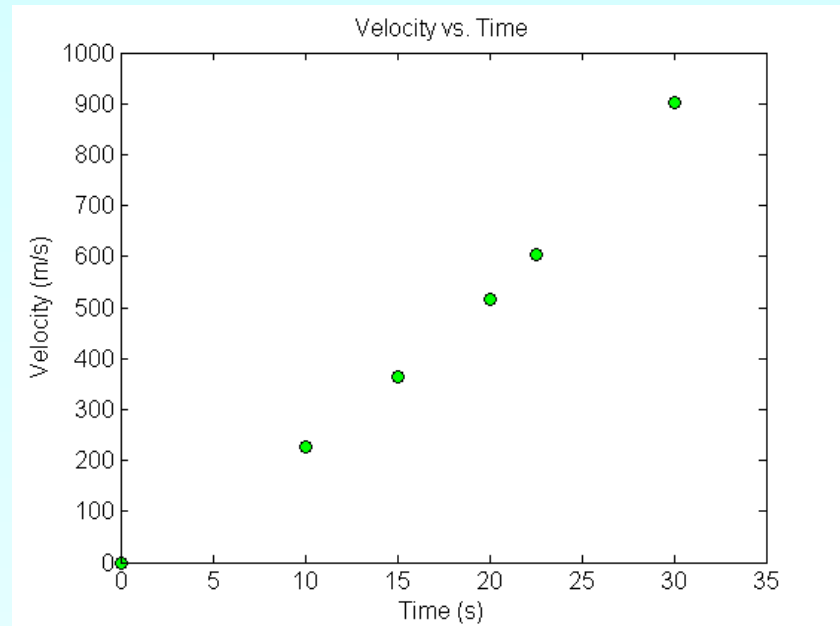


Figure 2 Velocity vs. time data for the rocket example

# Linear Interpolation

Solving the above two equations gives,

Hence

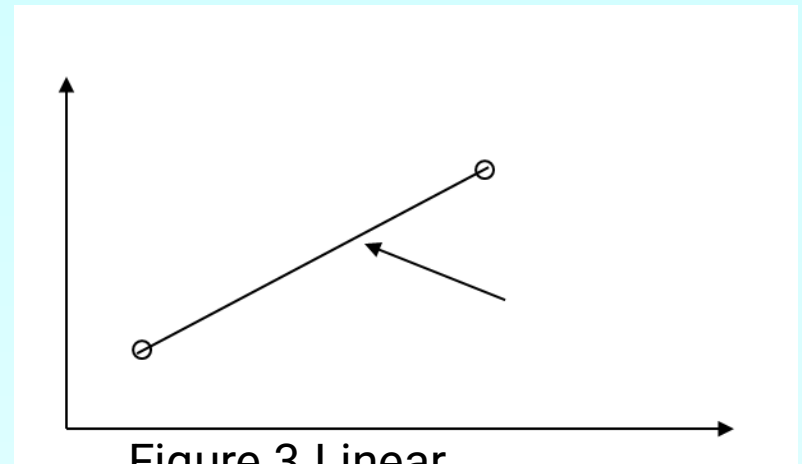


Figure 3 Linear interpolation.



## Example 2

The upward velocity of a rocket is given as a function of time in Table 2.

Find the velocity at  $t=16$  seconds using the direct method for quadratic interpolation.

Table 2 Velocity as a function of time.

0	0
10	227.04
15	362.78
20	517.35
22.5	602.97
30	901.67

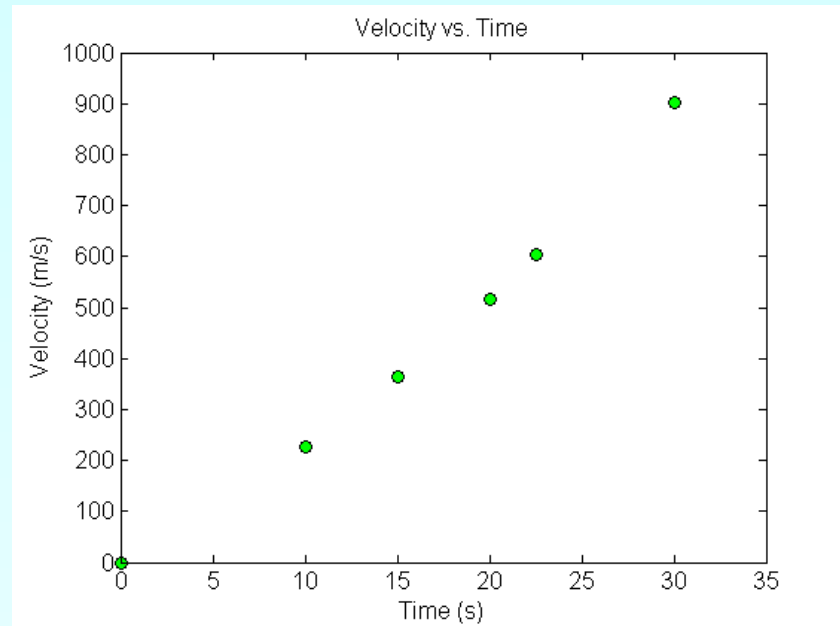


Figure 5 Velocity vs. time data for the rocket example



# Quadratic Interpolation

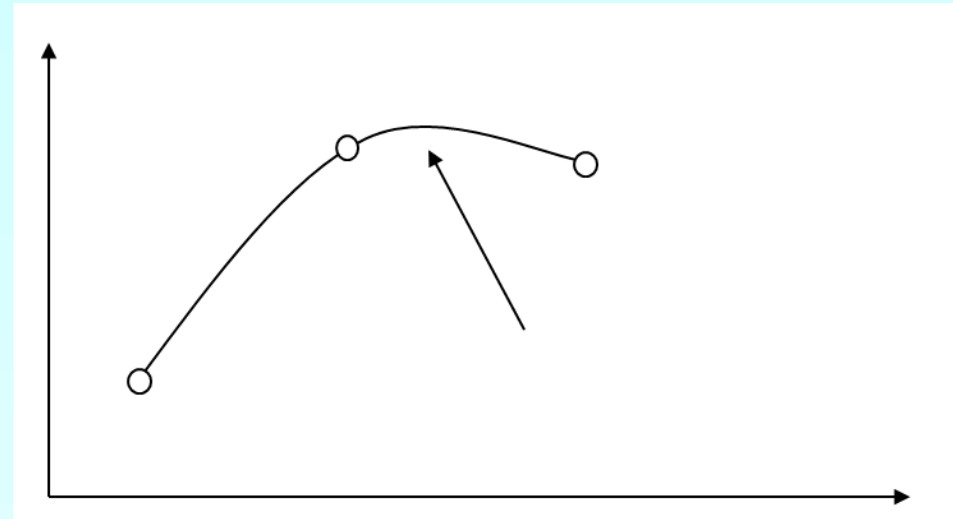


Figure 6 Quadratic interpolation.

Solving the above three equations  
gives

# Quadratic Interpolation (cont.)

The absolute relative approximate error obtained between the results from the first and second order polynomial is



## Example 3

The upward velocity of a rocket is given as a function of time in Table 3.

Find the velocity at  $t=16$  seconds using the direct method for cubic interpolation.

Table 3 Velocity as a function of time.

Time (s)	Velocity (m/s)
0	0
10	227.04
15	362.78
20	517.35
22.5	602.97
30	901.67

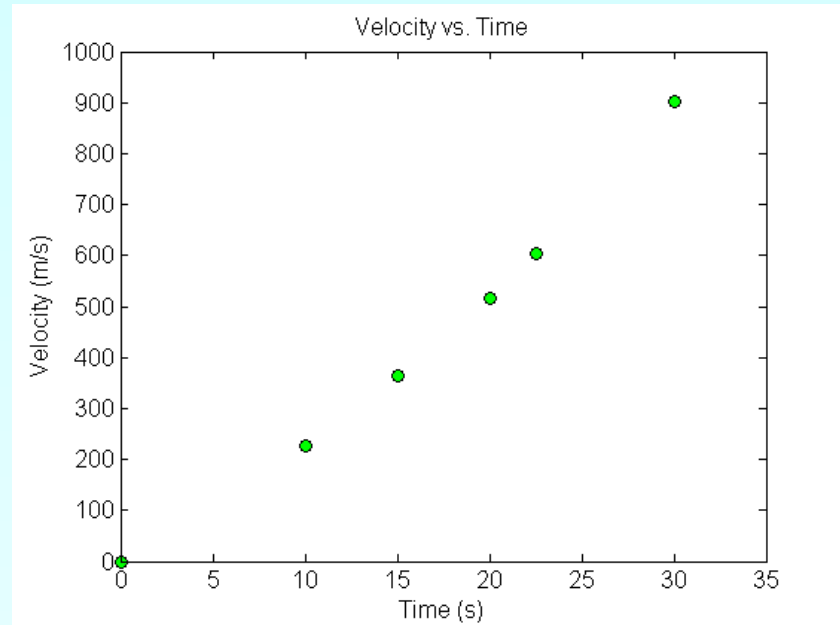


Figure 6 Velocity vs. time data for the rocket example

# Cubic Interpolation

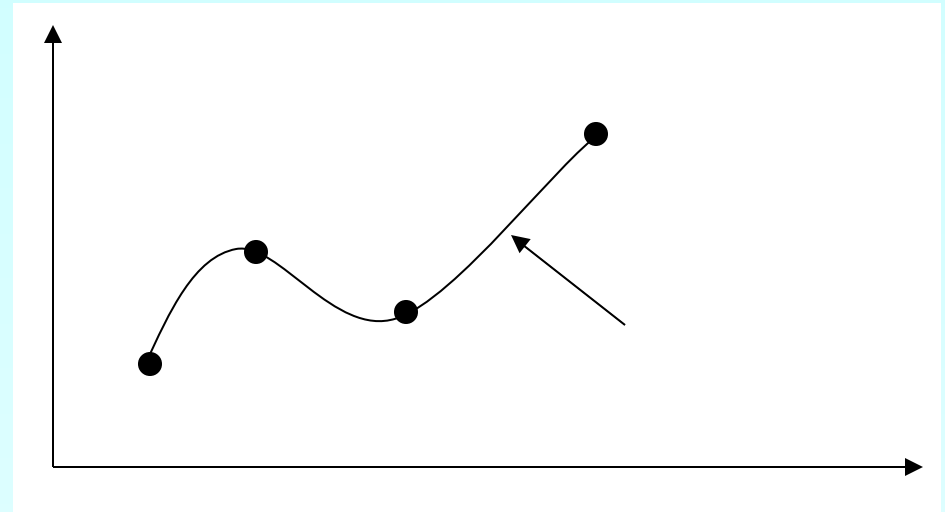


Figure 7 Cubic interpolation.

# Cubic Interpolation (contd)

The absolute percentage relative  
approximate error between  
second and third order polynomial is

# Comparison Table

Table 4 Comparison of different orders of the polynomial.

t(s)	v (m/s)
0	0
10	227.04
15	362.78
20	517.35
22.5	602.97
30	901.67

# Distance from Velocity Profile

Find the distance covered by the rocket from  $t=11\text{s}$  to  $t=16\text{s}$  ?

# Acceleration from Velocity Profile

Find the acceleration of the rocket at  $t=16\text{s}$  given that



# Additional Resources

For all resources on this topic such as digital audiovisual lectures, primers, textbook chapters, multiple-choice tests, worksheets in MATLAB, MATHEMATICA, MathCad and MAPLE, blogs, related physical problems, please visit

[http://numericalmethods.eng.usf.edu/topics/direct\\_method.html](http://numericalmethods.eng.usf.edu/topics/direct_method.html)

# THE END

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