

Question Analysis

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Numerical Analysis:

Newton forward Interpolation(proof + math)*****

forward difference operator*

construct forward difference table**

Lagrange interpolation ****

Newton divided formula *

Euler (math + description+derivation)***

Modified Euler (how it improves accuracy)* Taylor ** (skipped) Range CUTE AAAA** absolute error+relative error**, overflow and underflow* find percentage of error math* chopping, general equation of chopping* find absolute and relative error* Numerical Differentiation * (skipped) simson 1/3 **** trapezoidal rule(def^n + math)*** Bisection (description, explanation, proof) *** Newton raphson (math + equation)**** trancendental equation and characteristics (*) Gauss method (describe)* LU decomposition ** Curve(math + diff)** numerical integration (proof+defn)* * (skipped) find first and second derivative *** iretative method* gauss seidel method* gauss-jordan* taxonomoy of error* shifting operator basic

Errors:

Error, in applied mathematics, the difference between a true value and an estimate, or approximation, of that value

.

Taxonomy of error:



*truncation

Absolute Error

Absolute error is the difference between measured and the actual value of a quantity.

Keyword: measured value - actual value

If x is the actual value of a quantity and x0 is the measured value of the quantity, then the absolute error value can be calculated using the formula

 $\Delta x = |x0-x|.$

Here, Δx is called an absolute error.

For example, 24.13 is the actual value of a quantity and 25.09 is the measure or inferred value, then the absolute error will be:

```
Absolute Error = |25.09 – 24.13|
= 0.86
```

Relative Error

The relative error is defined as the ratio of the absolute error of the measurement to the actual measurement.

Keyword: absolute error/actual error

If x is the actual value of a quantity, x0 is the measured value of the quantity and Δx is the absolute error, then the relative error can be measured using the below formula.

Relative error = $(x0-x)/x = (\Delta x)/x$

Rounding Error

Rounding error is the difference between a rounded-off numerical value and the actual value.

As an example of rounding error, consider the <u>speed of light</u> in a vacuum. The official value is 299,792,458 meters per second. In <u>scientific (power-of-10)</u> <u>notation</u>, that quantity is expressed as 2.99792458 x 108. Rounding it to three decimal places yields 2.998 x 108. The rounding error is the difference between the actual value and the rounded value, in this case (2.998 - 2.99792458) x 108, which works out to 0.00007542 x 108

. Expressed in the correct scientific notation format, that value is 7.542×103 .

Rounding error = |rounded-off numerical value - actual value|

Percentage of Error

To see how the calculation works, let's look at a quick example.

While measuring the layout for a pool, a landscaper accidentally records 8m. What is the percentage error if the actual length is 10m?

To solve for this, we'll use the formula:

Percentage Error = ((Estimated Number – Actual Number)/ Actual number) x 100

- Where the Actual Value = 10m
- And the estimated value = 8m.

Step 1. Subtract the actual value from the estimated value.

8m – 10m = -2m

Step 2. Divide the results with the actual value

-2m/10m = -0.2

Step 3. To find the percentage error, multiply the results by 100 $-0.2 \times 100 = -20\%$

The percentage error in the measurement was -20%

Percentage Error = $8 - 10/10 \times 100 = -2/10 \times 100 = -20\%$.

(Take absolute value)

Summary:

- Absolute Error = |Experimental Measurement Actual Measurement|
- Relative Error= Absolute Error/Actual Measurement
- Percentage Error = Decimal Form of Relative Error x 100.

Truncation error

A truncation error is the difference between an actual and a <u>truncated</u>, or cut-off, value.

A truncated quantity is represented by a numeral with a fixed number of allowed digits, with any excess digits chopped off -- hence, the expression *truncated*

Example:

Consider the <u>speed of light</u> in a vacuum. The official value is 299,792,458 meters per second (m/s). In <u>scientific (power-of-10) notation</u>, it is expressed as 2.99792458 x 108 m/s. But truncating it to only two decimal places yields 2.99 x 108 m/s.

Since the truncation error is the difference between the actual value and the truncated value, in this case, it comes to the following:

2.99792458 x 108 - 2.99 x 108 = 0.00792458 x 108 m/s

Chopping Error:

- a type of round-off error
- truncated or chopping the last digit or last k digit of a rounding value

(IT"S NOT A TURNCATION ERROR)

Transcendental Functions

The transcendental function can be defined as a function that is **not algebraic** and **cannot be expressed in terms of a finite sequence** of algebraic operations such as sin x.

Keyword: function which output is an infinite sequence

Transcendental equation

A transcendental equation is an equation **into which transcendental functions** (such as *exponential, logarithmic, trigonometric, or inverse trigonometric*) of one of the variables (s) have been solved for.

A transcendental equation is an <u>equation</u> over the <u>real</u> (or <u>complex</u>) numbers that is not <u>algebraic</u>, that is, if at least one of its sides describes a <u>transcendental function</u>. [<u>1</u>]

Keyword: the equation which contains transcendental function

Characteristics (NOT SURE)

- non-algebraic
- infinite
- contains transcendental functions

(learn more : https://www.britannica.com/science/transcendental-function)

(If you are more interested about Errors, learn from : <u>https://graphics.stanford.edu/courses/cs205a-13-fall/assets/notes/chapter1.pdf</u> . Anyways, I haven't read the PDF yet. All of them are collected from different articles.)

Bisection Method

The bisection method is an approximation method to find the roots of the given equation by **repeatedly dividing the interval**. This method will divide the interval until the resulting interval is found, which is extremely small.

More:

- used to find the roots of a polynomial equation
- · based on intermediate theorem on continuous function
- work by narrowing the gap between positive and negative interval until closes in on the correct answer

Theory & Proof: (From Rupa)

Harriens if
$$f(x)$$
 be continuous of in $a \pm x \pm B$
and $i + f(a)$ and $-f(b)$ are opposite signs;
then there exists at least one most of
 $f(x)=0$, say x_0 , $f(x_0)=0$, $a < x_0 < B$.
Proof: Let $f(a)$ be negetive and $f(b)$ be
positive in the interval $[a, B]$. Then at deast
one most of the equation $f(x)$ lies in $[a, B]$.
The most be $x_0 = \frac{1}{2}(a+B)$, which is obtained
by deviding the distance between the points
 $A(A_{20}) & B(b, 0)$ into equal parts. It's given
if $f(x_0)=0$, then x_0 is the most of the given
 $f(x_0)$ is positive on negative.
 $f(x_0)$ is positive on negative.
 $b = \frac{1}{2}(a+2_0)$



Iterative Method

$$\begin{array}{l} & \frac{1}{\sqrt{n^{n}}} \frac{1}{\sqrt{n^{n$$

 $\begin{aligned} \chi_{5} &= \varphi(\chi_{4}) = 0.75176 \\ \chi_{6} &= \varphi(\chi_{5}) = 0.75187 \\ \chi_{7} &= \varphi(\chi_{6}) = 0.75187 \\ \chi_{7} &= \varphi(\chi_{6}) = 0.75188 \\ \chi_{8} &= \varphi(\chi_{6}) = 0.75188 \\ \chi_{8} &= \varphi(\chi_{7}) = 0.75188 \\ \chi_{9} &= 0.75188 \\$ · · · the required too f is = 0.75488 (18) = 2" $x_2 = q(x_2)$

Newton Rapson Method

Theory & Proof : (from Rupa)

$$\frac{y \operatorname{Newley Paper Paper Protocol}}{p}$$

$$\frac{y \operatorname{Newley Paper Pape$$

$$\begin{split} & \text{We} \quad -\int ind \quad Rapson \; nachod \; , \\ & \text{X}_{n+1} = \text{X}_{n} - \frac{1}{7} (2n) \\ & = \text{X}_{n} - \left[\frac{2\pi_{n}^{3} - 32n^{-6}}{6\pi_{n}^{5} - 3} \right] \\ & = \text{X}_{n} - \left[\frac{2\pi_{n}^{3} - 32n^{-6}}{6\pi_{n}^{5} - 3} \right] \\ & \text{X}_{n+1} = \frac{1}{2} - \frac{1}{6\pi_{n}^{5} + \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2} - \frac{1}{2\pi_{n}^{3} + \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2} - \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2} - \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} + \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac{1}{2\pi_{n}^{5} - \frac{1}{6\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac{1}{2\pi_{n}^{5} - \frac{1}{2\pi_{n}^{5} - 3}} \\ & \text{X}_{n+1} = \frac{1}{2\pi_{n}^{5} - \frac$$

Shifting Operator

Shift Operator (E)

$$\begin{split} &Ef(x) = f(x+h) \\ &E^n f(x) = f(x+nh) \\ &E^{-1} f(x) = f(x-h) \\ &E^{-n} f(x) = f(x-nh) \\ & \bigtriangleup f(x) = f(x+h) - f(x) \ \text{[forward difference operator]} \\ & \bigtriangledown f(x) = f(x) - f(x-h) \ \text{[backward difference operator]} \end{split}$$

Forward Difference Table

Construct Forward Difference Table : (from Rupa)

$$\nabla \mathcal{Y}_{0} = \mathcal{Y}_{1} - \mathcal{Y}_{0} = \nabla \mathcal{Y}_{1} - \nabla \mathcal{Y}_{0} - \nabla \mathcal{Y}_{0} = \nabla \mathcal{Y}_{1} - \nabla \mathcal{Y}_{0}$$

$$\nabla \mathcal{Y}_{0} = \mathcal{Y}_{1} - \mathcal{Y}_{0} = \nabla \mathcal{Y}_{1} - \nabla \mathcal{Y}_{0} - \nabla \mathcal{Y}_{0}$$

$$\nabla \mathcal{Y}_{1} = \mathcal{Y}_{2} - \mathcal{Y}_{1} = \nabla \mathcal{Y}_{2} - \nabla \mathcal{Y}_{1}$$

$$\nabla \mathcal{Y}_{1} = \mathcal{Y}_{2} - \mathcal{Y}_{1} = \nabla \mathcal{Y}_{2} - \nabla \mathcal{Y}_{1} - \nabla \mathcal{Y}_{0} - \nabla \mathcal{Y}_{0}$$

$$\nabla \mathcal{Y}_{2} = \mathcal{Y}_{3} - \mathcal{Y}_{2} \qquad \nabla \mathcal{Y}_{n-1} = \nabla \mathcal{Y}_{n} - \nabla \mathcal{Y}_{n-1} - \nabla \mathcal{Y}_{n-1} = \nabla \mathcal{Y}_{n-1} - \nabla \mathcal{Y}_{n$$

Interpolation

In short, interpolation is a process of determining the unknown values that lie in between the known data points

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x = 3 5 7 9 11 y= 2 6 8 12 13

The difference between x_i and x_{i+1} is equal. 2 for this example. if, x= 3.5 (at starting) \rightarrow we will use Newton Forward Interpolation x= 5.1 - 7.9 \rightarrow we will use Central Difference Interpolation (Out of syllabus) x=9.5 (at end) \rightarrow we will use Newton Backward Interpolation

Newton Forward Interpolation

Proof (from Rupa):

Theory Neuron's formula for formeared m polation with equal interval (15)++++)}--(x)+++ $\int (x + hu) = -f(x) + u + u + f(x) + u(u-i) + u(u-i)(u-2)$ $\Delta^{2} f(a) + - - + u(u +)(u - 2) - - - (u - n + 1) - - - f(u)$ proof: Let y= f(x) and yo, y, y, -... y are values - controsponding to point to, xoth xo+2h, ---, xoth. Suppose we find to (f(x)=y at - point $\chi = \chi_0 + uh \left(\left(\psi = \frac{\eta_- \chi_0}{h} \right) \right) \left(\left(\alpha + 1 \right) - \left(n \right) \right) + \frac{1}{2}$ we know that By definition of E Eff(x) = f(x+uh) log ous g bins finion? $\neq E^{\forall} f(x_0) = f(x_0 + uh)$ $\Rightarrow f(x_0 + uh) = f(x_0)$ $f(x) = y, \quad \neq f(x_0) = y_0$

Math : (from Rupa)

Procedure:

- Create a difference table
- Use the formula and calculate
 - h = difference b/w two contiguous x
 - $f(a), f^2(a), \dots \rightarrow \text{upper value (1st row)}$

AY AY AY 0.312 0.0187 0.0010 20.0003 F. 91 - 6-90-16-18-1 20 23 0.3907 0.0177 _0.0013 26 0.1381 0.0161 29 0.1818 29 Hero, U= R-Xo $=\frac{21-20}{3}=0.3333$

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according to Newston's for warral formula, tor) = - b $y(z) = y_0 + \frac{y_0}{2y_0} + \frac{y_0(u-1)}{2y_0} \Delta y_0 + \frac{y_0(u-1)}{2y_0} + \frac{y_0(u-1)}{2y_$ $= 0.312 + 0.3333 \times 0.0487 + 0.3333 (0.3333-1) (-0.0010)$ $= 0.312 + 0.3333 \times 0.0487 + 0.3333 (0.3333-1) (-0.0010)$ = 0.3333 (0.3333-1) (0.3333-2) (-0.0003) $= 0.0003 \times (-0.0003)$ $= 0.0003 \times (-0.0003)$ $= 0.0003 \times (-0.0003)$ $= 0.0003 \times (-0.0003)$

Newton Backward Interpolation

less important

- starting from below
- '+' sign instead of '-'

(start taking the value of y from bottom \rightarrow lower value)

Newton's Backward Difference formula

$$p = \frac{x \cdot x_n}{h}$$

$$y(x) = y_n + p \nabla y_n + \frac{p(p+1)}{2!} \cdot \nabla^2 y_n + \frac{p(p+1)(p+2)}{3!} \cdot \nabla^3 y_n + \frac{p(p+1)(p+2)(p+3)}{4!} \cdot \nabla^4 y_n + \dots$$

Missing Term in Interpolation

(YT: <u>https://www.youtube.com/watch?</u> v=P7fvPqdNOjM&ab_channel=B.K.TUTORIALS)

From Mishu:

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Elles Frank

÷

$$D^{2} J_{0} = 0$$

$$=) (E-2)^{2} J_{0} =$$

$$=) (E-2)^{2} J_{0} =$$

$$=) (E^{2} - 2c_{1} E^{2-2} + 2c_{2} E^{2-2}) J_{0} = 0$$

$$=) (E^{2} - 2E' + 2) f(m) = 0$$

$$=) f(m+2m) - 2f(m+1m) + f(m) = 0$$

$$=) f(m+1m) - 2f(m+1m) + f(m) = 0$$

$$=) f(m+1m) - 2f(m+1m) + f(m) = 0$$

putting
$$n=0$$
 in (1)
 $f(30) - 2f(5) + f(0) = 0$
 $=> 18 - 2f(5) + 7 = 0$
 $=> -2f(5) = -25$
 $=> f(6) = 12.5$
putting $n=5$ in (1)
 $f(16) - 2f(10) + f(5) = 0$
 $=> f(15) - 30 + 12.5 = 0$
 $=> f(15) = 20.5$

Question Analysis

Newton Divided Difference

f(x) = f(x0) + (x-x0) f(x0, x1) + (x-x0) (x-x2) f(x0, x3, x2) + + (x-20) (x-212) (x-22) -... (x-27-2) f(x, 2-2) x: 4 = 7 = 20 = 23: 23 = f(3)f(3): 48 = 200 = 294 = 900 = 2028 = f(35)x f(x) $\Delta f(x) = D^2 f(x) = D^3 f(x) = D^4 f(x) = D^5 f(x)$ $\frac{\frac{160-48}{5-4}=59}{\frac{12}{5-4}=59} = \frac{97-59}{7-4} = 15 \qquad \frac{21-15}{10-4} = 1$ $\frac{\frac{293+300}{7-5}=97}{\frac{202-97}{10-5}=21} \qquad \frac{10-4}{10-4} = 1$ $\frac{\frac{11-4}{10-4}=202}{\frac{210-202}{10-5}=21} \qquad \frac{27-91}{10-5}=1$ $\frac{\frac{11-4}{10-9}=0}{\frac{11-3}{10-10}=23} = \frac{27}{10-5} = 1$ $\frac{1-1}{10-5}=0$ $\frac{2028-1000}{10-10} = 409$ 48 4 200 5 4 294-10 900 1210 22 2028 13-11 13 CS CamScanner Using Newton's interpolation for unequal interval f(8) = 48 + (8-4) × 52 + (8-4) (8-5) × 15 + (8-4) (8-5) (8-7) × 2 = 448 $f(36) = 48 + (15 - 4) \times 52 + (15 - 4) (15 - 5) \times 15 + (15 - 4) (15 - 5) (15 - 7) \times 15$ = 3150

What is Curve Fitting ?

(mark 4)

Curve fitting is *the process of constructing a curve, or mathematical function, that has the best fit to a series of data points*

Advantages:

- Simplicity: It is very easy to explain and to understand
- Applicability: There are hardly any applications where least squares doesn't make sense
- Theoretical Underpinning: It is the maximum-likelihood solution and, if the Gauss-Markov conditions apply, the best linear unbiased estimator

Disadvantages/Drawbacks:***

- Sensitivity to outliers
- Test statistics might be *unreliable* when the data is not normally distributed (but with many datapoints that problem gets mitigated)
- Tendency to overfit data (LASSO or Ridge Regression might be advantageous)
- It can be quite sensitive to the choice of starting values.
- It is not readily applicable to censored data

Numerical Integration

Numerical Integration is a process of evaluating or obtaining a definite integral from a set of numerical values of the integrand f(x).

$$h = rac{b-a}{n}$$

n = stripe, (generally, it's 6. why 6 ? \Rightarrow because 6 is divisible by 2 and 3 ? Why 2 & 3 ? Check below ?)

Trapezoidal Rule

$$\int_a^b f(x)dx=h(rac{y_0+y_n}{2}+y_1....+y_n)$$

Applicable for any no. interval.

Simpson one-third rule

 $\int_a^b f(x) dx = rac{h}{3} (y_0 + y_n + 4(y_1 + y_3 + ...) + 2(y_2 + y_4 + ...))$

Applicable for only even intervals.

Simpson three-by-eight rule

 $\int_a^b f(x)dx = rac{3h}{8}(y_0+y_n+3(y_1+y_2+y_4+y_5...)+2(y_3+y_6+...))$ Applicable for only **multiple of 3 intervals**.

WHY 6 ? \Rightarrow Because 6 is an even \cap multiple of 3. And it's the minimum which fillup both conditions.

Lagrange Interpolation

The **Lagrange interpolation** formula is a way to find a polynomial which takes on certain values at arbitrary points

(*) Apply inverse logrange's method to find the value of x
when
$$f(x) = 15$$
 from the given data.
 $\pi': 5 = 6 = 4 = 11$
 $f(x) = 12 = 13 = 14 = 16$
= Criven: $y = 15 = 10$ find π_s
 $\pi_0 = 5 = \pi_1 = 6$, $\pi_2 = 4$, $\pi_3 = 11$
 $y_0 = 12$, $y_0 = 73$, $y_0 = 14$, $y_0 = 11$
 $y_0 = 12$, $y_0 = 73$, $y_0 = 14$, $y_0 = 11$
 $g(y - 3x)(y - 3y)(y - 3y)(x - y - (y - 3x)(y -$

also find f(4) and f'(4)

Solving the equation for y and removing common factor

$$J = \frac{(n-n_2)(n-n_2)\cdots(n-n_1)}{(n_0-n_2)(n_0-n_2)\cdots(n_0-n_1)} \times J_0 + \dots$$

$$\frac{(n-n_0)(n-n_2)\cdots(n-n_0)}{(n_1-n_0)(n_1-n_2)\cdots(n_1-n_1)} \times J_n$$

$$\frac{(n-n_0)(n-n_2)\cdots(n-n_2)\cdots(n-n_{n-1})}{(n_1-n_0)(n_1-n_2)\cdots(n_1-n_1)} \times J_n$$
This equation is called Lagrange's equation for
interpolation.

Approaches to Prove Lagrange:

* Way to priove Lagrange 1) fre ... 20 "x1 # x2 x3... xn 70 21 2 J30 Jn 2) $f(x_1, x_0, ..., x_n) = 0$...(i) 3) $f(x_1, x_0, ..., x_n) = \frac{f(x)}{(x - x_0) - ... (x - x_n)} + 0$...(i) 40)=> 0 $= \frac{f(x)}{(x-x_0)(x-x_m)} + \cdots$ 4) Transposing all except first to the right side $\frac{\frac{1}{(x-x_0)\cdots (x-x_n)}}{(x_0-x_0)} = \frac{\frac{1}{30}}{(x_0-x_1)} + \cdots$ 5) Solving - the eag forz J, J = (x-x1) ... (x-xn) Jo + ... (70-3) (x-xn) Jo + ... (PTLOVE).

LU Decomposition Factorization

Fromple 7:2: Foolonize the matrix

$$A = \begin{bmatrix} 2 & 3 & 1 \\ 2 & 2 & 3 \\ 3 & 4 & 2 \end{bmatrix}$$

$$P = \begin{bmatrix} 2 & 3 & 1 \\ 2 & 2 & 3 \\ 3 & 3 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 3_{23} & 1 & 0 \\ 3_{23} & 1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 3_{23} & 1 & 0 \\ 3_{23} & 1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 3_{23} & 1 & 0 \\ 3_{23} & 1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 3_{23} & 1 & 0 \\ 3_{23} & 1 & 2 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 3_{23} & 1 & 0 \\ 3_{23} & 1 & 2 \end{bmatrix} = \begin{bmatrix} 0_{33} & 0.12 & 0.12 & 0.13 \\ 0.132 & 0.122 & 0.123 + 0.12 & 0.133 \\ 0.132 & 0.123 + 0.123 & 0.133 \\ 0.132 & 0.123 + 0.123 + 0.123 \\ 0.133 & 0.124 + 0.123 + 0.123 \\ 0.133 & 0.124 + 0.123 + 0.123 \\ 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 + 0.124 \\ 0.134 + 0.124 + 0.124 + 0.124 +$$

To solve the Equation using LU Decomposition:

$$\begin{array}{c} \mathcal{L}\mathcal{U} \\ \mathcal{U} \\$$

Least Square Method

(<u>https://byjus.com/maths/least-square-method/#:~:text=The least square method</u> <u>is,the points from the curve</u>.)

The **least square method** is the process of finding the **best-fitting curve** or line of **best fit for a set of data points** by reducing the sum of the squares of the points from the curve.

The equation of least square line is given by Y = a + bX

Normal equation for 'a':

∑Y = na + b∑X

Normal equation for 'b':

 $\sum XY = a \sum X + b \sum X2$

Question 1.: Find a straight line that fits the following data

| Xi | 8 | 3 | 2 | 10 | 11 | 3 | 6 | 5 | 6 | 8 |
|----------------|---|----|---|----|----|---|---|---|---|----|
| y _i | 4 | 12 | 1 | 12 | 9 | 4 | 9 | 6 | 1 | 14 |

 $\gamma = 0$

Solution:

Straight line equation is y = a + bx.

The normal equations are

∑y = an + b∑x

 $\sum xy = a\sum x + b\sum x^2$

| х | У | x ² | ху |
|---------|---------|----------------|-----------|
| 8 | 4 | 64 | 32 |
| 3 | 12 | 9 | 36 |
| 2 | 1 | 4 | 2 |
| 10 | 12 | 100 | 120 |
| 11 | 9 | 121 | 99 |
| 3 | 4 | 9 | 12 |
| 6 | 9 | 36 | 54 |
| 5 | 6 | 25 | 30 |
| 6 | 1 | 36 | 6 |
| 8 | 14 | 64 | 112 |
| ∑x = 62 | ∑y = 72 | ∑x² = 468 | ∑xy = 503 |

Substituting these values in the normal equations,

10a + 62b = 72....(1) 62a + 468b = 503....(2) $(1) \times 62 - (2) \times 10$, 620a + 3844b - (620a + 4680b) = 4464 - 5030 -836b = -566 b = 566/836 b = 283/418 b = 0.677 Substituting b = 0.677 in equation (1), 10a + 62(0.677) = 72 10a + 41.974 = 72 10a = 72 - 41.974 10a = 30.026 a = 30.026/10 a = 3.0026 Therefore, the equation becomes, y = a + bx

Question 2 :

- y=something-something convert it to y=a+bx, and find new A, X, Y
- Create table
- Use those two formula and get the value of A,b ... convert A to a.

From Fayaz:

$$y_{z=x^{b}}$$

Euler Method:

The Euler's method is a first-order numerical procedure for **solving ordinary differential equations** (ODE) with a given initial value.

$$n = \frac{b - x_0}{h}$$

$$y_{i+1} = y_i + hf(x_i, y_i)$$

where,

- y_{i+1} is the next estimated solution value;
- y_i is the current value;
- h is the interval between steps;
- $f(x_i, y_i)$ is the value of the derivative at the current (x_i, y_i) point.

Euler proof (Approach) :

$$= \sum_{n=1}^{\infty} Ay = Anton0$$

$$= \sum_{n=1}^{\infty} Ay = Anton0$$

$$= \sum_{n=1}^{\infty} Ay = Ant(\frac{dy}{dx})_{0}$$

$$= \sum_{n=1}^{\infty} y_{0} + An f(\frac{dy}{dx})_{0}$$

$$= \sum_{n=1}^{\infty} y_{0} + h f(n, y_{0})$$

Modified Euler Method:

(https://www.youtube.com/watch?v=xLGDGeFZTnQ)

Instead of approximating f(x, y) by as in Euler's method. In the Modified Euler Method: we have the iteration formula

$$y_1^{(0)} = y_0 + hf(x_0, y_0)$$

$$y_1^{(n+1)} = y_0 + \frac{h}{2} [f(x_0, y_0) + f(x_1, y_1^{(n)})], n = 0, 1, 2 \dots$$

Take n = 1 to solve it by one step.

Accuracy

Euler method has a **truncation error.** To solve this problem modified Euler method is introduced. How ? \rightarrow

• It takes arithmetic average of an interval (Xi, Xi+1) instead of a point. bla bla bla....

Range Kutta Method

(<u>https://www.youtube.com/watch?v=fll1HdYy6vk&t=696s</u> - 2nd Order) (<u>https://www.youtube.com/watch?v=JhI6cLRjKHY</u> - 4th Order)

Runge–Kutta method is **an effective and widely used method for solving the initial-value problems of differential equations**. Runge–Kutta method can be used to construct high order accurate numerical method by functions' self without needing the high order derivatives of functions.

4th Order from Mishu:

Therefore,
Fourth order of Runge-butta method,

$$y_2 = y_0 + \frac{f}{6} (tx_1 + 2k_2 + 2k_3 + k_4)$$

when,
 $k_2 = hf(\pi_0, y_0)$
 $k_2 = hf(\pi_0, y_0)$
 $k_3 = hf(\pi_0, y_0 + \frac{1}{2}k_2)$
 $k_3 = hf(\pi_0, y_0 + \frac{1}{2}k_1)$
 $k_4 = hf(\pi_0, y_0 + k_3)$

Gauss Seidel Method

The Jacobi and Gauss-Seidel Iterative Methods

Iterative methods Jacobi and Gauss-Seidel in numerical analysis are based on the idea of successive approximations. This iterative method begins with one or two initial

https://byjus.com/maths/iterative-methods-gauss-seidel-and-jacobi/



Solve the system of equations using the Gauss-Seidel Method

 $45x_1 + 2x_2 + 3x_3 = 58$

 $-3x_1 + 22x_2 + 2x_3 = 47$

 $5x_1 + x_2 + 20x_3 = 67$

Obtain the result correct to three decimal places.

Solution:

First, check for the convergence of approximations,

45 > 2 + 3

22 > - 3 + 2

20 > 5 + 1

Hence, the given system of equations are strongly diagonally dominant, which ensures the convergence of approximations. Let us take the initial approximation, $x_1^{(0)} = 0$, $x_2^{(0)} = 0$ and

x₃⁽⁰⁾ = 0

First Iteration:

 $x_1^{(1)} = 1/45[58 - 2 \times 0 - 3 \times 0] = 1.28889$

 $x_2^{(1)} = 1/22[47 + 3 \times 1.28889 - 2 \times 0] = 2.31212$

 $x_3^{(1)} = 1/20[67 - 5 \times 1.28889 - 1 \times 2.31212] = 2.91217.$

Second Iteration:

 $x_1^{(2)} = 1/45[58 - 2 \times 2.31212 - 3 \times 2.91217] = 0.99198$ $x_2^{(2)} = 1/22[47 + 3 \times 0.99198 - 2 \times 2.91217] = 2.00689$

 $x_3^{(2)} = 1/20[67 - 5 \times 0.99198 - 1 \times 2.00689] = 3.00166.$

Likewise there will be modification in approximation with each iteration.

| kth iteration | 0 | 1 | 2 | 3 | 4 |
|----------------|-------|---------|---------|---------|---------|
| x ₁ | 0.000 | 1.28889 | 0.99198 | 0.99958 | 1.0000 |
| x ₂ | 0.000 | 2.31212 | 2.00689 | 1.99979 | 1.99999 |
| x ₃ | 0.000 | 2.91217 | 3.00166 | 3.00012 | 3.00000 |

After the fourth iteration, we get $|x_1^{(4)} - x_1^{(3)}| = |1.0000 - 0.99958| = 0.00042$

 $|x_2^{(4)} - x_2^{(3)}| = |1.99999 + 1.99979| = 0.00020$

 $|x_3^{(4)} - x_3^{(3)}| = |3.0000 - 3.00012| = 0.00012$

Since, all the errors in magnitude are less than 0.0005, the required solution is

Y₂ = 1 0 Y₂ = 1 99999 Y₂ = 3 0

Preferred Initial value, x1=x2=x3=0

Numerical Differentiation:

- Create Forward Difference Table
- Use the formulae for 1st, 2nd and 3rd derivative

*
$$f(a+xh) = f(a) + x \Delta f(a) + \frac{x(x-1)}{2!} \Delta f(a) + \frac{x(x-1)(x-2)}{5!} \Delta f(a)$$

 $= f(a) + x \Delta f(a) + \frac{x^2 - x}{2!} \Delta^2 f(a) + \frac{x^2 - x^2 - x^2 + 2x}{3!} \Delta^2 f(a)$
 $+ x \Delta f(a) + \frac{x^2 - x}{2!} \Delta^2 f(a) + \frac{x^2 - x^2 - x^2 + 2x}{3!} \Delta^2 f(a)$
 $+ \frac{x^2 - x^2 - x^2 - x^2 + 2x}{3!} \Delta^2 f(a)$
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 $+ \frac{x^2 - x^2 - x^2 - x^2 - x}{3!} \Delta^2 f(a)$
 $+ \frac{x^2 - x^2 -$

Different between Gauss Elimination Method & Gauss Jordan Method

(<u>https://www.geeksforgeeks.org/difference-between-gauss-elimination-method-and-gauss-jordan-method-numerical-method/</u>)

In mathematics, the Gaussian elimination method is known as the row reduction algorithm for solving linear equations systems.

| Gauss Elimination Method | Gauss Jordan Method |
|---------------------------------------------------------------|---------------------------------------------------------------------------------|
| upper triangular system | reduces to diagonal matrix |
| For large systems, Gauss Elimination Method is not preferred. | For large systems, Gauss Jordan Method is preferred to Gauss Elimination Method |
| It does not seem to be easier | It seems to be easier |
| it requires about 50 percent fewer operation than | requires about 50 percent more operations than Gauss elimination Method. |

EXTRA:

Divided Difference Proof Idea and finding nth Divided Difference

Brid, $f(a,b,c,d) = \frac{f(b,c,d) - f(a,b,c)}{d-a}$ if f(x) is given, then find the value of f(a), f(b) and solve this

Taylor:

(https://www.youtube.com/watch? v=82IDoaiYU0c&ab_channel=MKSTUTORIALSbyManojSir) . 7

* Taylor Method

-

$$d_{n+1} = d_n + h d'_n + \frac{h^2}{2!} d''_n + \frac{h^3}{3!} d'''_n +$$

where, h= x-xo

$$\begin{aligned} \chi_{2} = \chi_{1} + \eta_{1} = 1.1 + 0.1103 = 1.2103 \\ J_{1}'' = \Lambda + J_{1}' = 1 + 1.2103 = 2.2103 \\ J_{1}'' = 0 + J_{1}'' = 2.2103 \\ \\ J_{2} = J(1.2) = J_{1} + h J_{2}' + \frac{h^{2}}{2!} J_{1}'' + \frac{h^{3}}{3!} J_{1}'' + \cdots \\ = \Box \end{aligned}$$

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Some interesting way to prove :

* Newton Raptison



Equation of largest, $\exists - \exists 0 = \exists (x_0)(x - x_0)$ $\Rightarrow x = x_0 - \frac{\exists (x_0)}{\exists (x_0)} [\exists = 0]$

* Secont & Regula Falsi

