

Wang Laboratories, Inc.

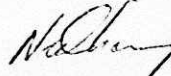
LOCI User Application Reply #1

We thank you for your prompt reply, giving us your full address. The details of the application are enclosed as you requested.

Please remember that if you have any applications of general interest, we shall be happy to distribute it.

Sincerely,

WANG LABORATORIES, INC.



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Manager, LOCI Division

NC/bw
Enc. L29-66

LOCI Engineering Application # 5

(Curve Fitting and Interpolation)

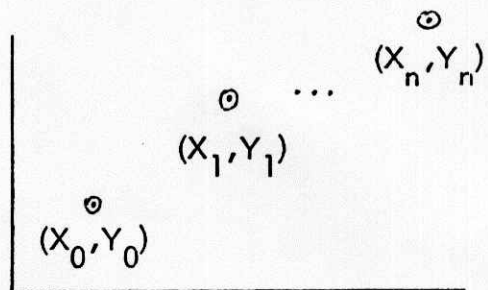
Lagrangian Interpolation

Unequal Spacing

A problem which often occurs in engineering analysis and statistics is to interpolate between known data points. A simple classical technique for doing this is the method of Lagrangian Interpolation. Suppose we use n points taken from observations:

$$(X_0, Y_0), (X_1, Y_1), \dots, (X_n, Y_n)$$

The method gives an $(n-1)$ -th degree polynomial approximation $p(x)$ to the points in-between. The polynomial is given as follows:



$$p(x) = a_0(X-X_1)(X-X_2)\dots(X-X_n) + a_1(X-X_2)\dots(X-X_n) + \dots + a_n(X-X_0)(X-X_1)\dots(X-X_{n-1}),$$

$$a_0 = \frac{Y_0}{(X_0-X_1)(X_0-X_2)\dots(X_0-X_n)},$$

$$a_1 = \frac{Y_1}{(X_1-X_0)(X_1-X_2)\dots(X_1-X_n)}$$

$$\vdots$$

$$a_n = \frac{Y_n}{(X_n-X_0)(X_n-X_1)\dots(X_n-X_{n-1})}.$$

The interpolation is generally excellent for points that fall within the intervals between the known points.

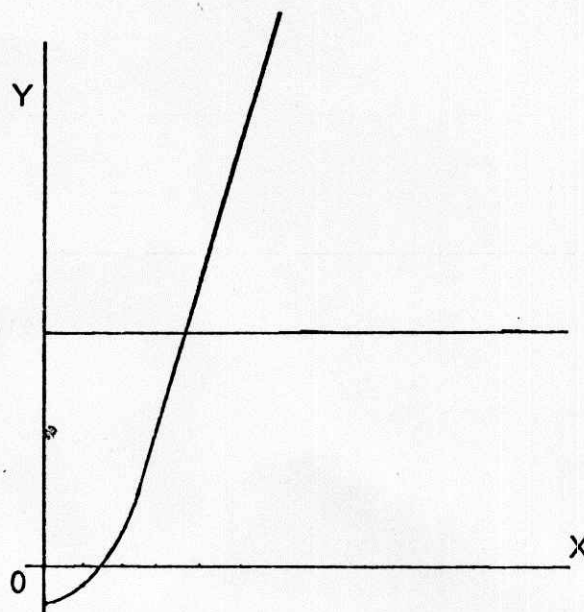
The LOCI program S123 uses seven points for a 6th degree polynomial interpolation. Consider the following example, where we are given seven points.

Given:

X	Y
1	-1.75
2	-1
4	2
5	4.25
6	7
10	23
11	28.25

Want:

X	Y
3	?
4.5	?
7	?
8	?
9	?



The first card in program S123 is used to calculate the coefficients a_0, \dots, a_6 . Once this is done, the second card is used to make any number of calculations, for example, to interpolate at the points $X = 3, 4.5, 7, 8,$ and 9 .

Operation Instructions

Card #1 To operate the first card, key in a Y value, follow it with the corresponding X value, then follow that with all of the other X-values. Do this for all seven of the Y's. The coefficient values $a_0 - a_6$ are automatically stored properly.

1. AUTO DISP down, **PRIME**, card in reader
2. **1** **·** **7** **5** **±** **Po** (Y₀)
3. **1** **RUN** (X₀)
4. **2** **RUN** (X₁)
5. **4** **RUN** (X₂)
6. **5** **RUN** (X₃)
7. **6** **RUN** (X₄)
8. **1** **0** **RUN** (X₅)
9. **1** **1** **RUN** (X₆)
10. **1** **±** **RUN** (Y₁)
11. **2** **RUN** (X₁)
12. **1** **RUN** (X₀)
13. **4** **RUN** (X₂)
14. **5** **RUN** (X₃)
15. **6** **RUN** (X₄)
16. **1** **0** **RUN** (X₅)
17. **1** **1** **RUN** (X₆)
18. **2** **RUN** (Y₂)
19. **4** **RUN** (X₂)
20. **1** **RUN** (X₀)
21. **2** **RUN** (X₁)
22. **5** **RUN** (X₃)
23. **6** **RUN** (X₄)
24. **1** **0** **RUN** (X₅)
25. **1** **1** **RUN** (X₆)

$$\text{for } a_0 = \frac{Y_0}{(X_0 - X_1)(X_0 - X_2) \dots (X_0 - X_6)}$$

(-.00032407)

$$\text{for } a_1 = \frac{Y_1}{(X_1 - X_0)(X_1 - X_2) \dots (X_1 - X_6)}$$

(.00057870)

$$\text{for } a_2 = \frac{Y_2}{(X_2 - X_0)(X_2 - X_1)(X_2 - X_3) \dots (X_2 - X_6)}$$

Repeat for all Y's.

0	4	8	12
S0	a ₂	a ₄	a ₆
S1	X ₂	X ₄	X ₆
S2	a ₁	a ₃	a ₅
S3	X ₀	X ₁	X ₃

$$a_0 = \frac{Y_0}{(x_0 - x_1)(x_0 - x_2) \dots (x_0 - x_6)}$$

$$a_1 = \frac{Y_1}{(x_1 - x_0)(x_1 - x_2) \dots (x_1 - x_6)}$$

$$\vdots$$

$$\vdots$$

$$a_6 = \frac{Y_6}{(x_6 - x_0)(x_6 - x_1) \dots (x_6 - x_5)}$$

- (1) **PRIME**, AUTO DISP down
 (2) Key in Y₀, **Pol**,
 (3) Key in X₀, **RUN**,
 (4) Key in X₁, **RUN**,
 (5) Repeat (4) for all X_i
 (6) Key in Y₁, **RUN**,
 (7) Key in X₁, **RUN**,
 (8) Key in X₀, **RUN**,
 (9) Key in X₂, **RUN**,
 (10) Repeat (9) for all X_i.
- Repeat (6) - (10) for all remaining X-Y combinations.

No.	Cmd	Code	Comment	No.	Cmd	Code	Comment	No.	Cmd	Code	Comment
00	X	12	Y ₀	40	+	17		60			
1	3	23	23	41	Dec	66		61			
2	2	22	22	42	DC=0	70		62			
3	Store	64		43	3	23		63			
4	W→S2	54	a ₀	44	6	26		64			
05	S1→W	53		45	W→PC	40		65			
6	W→S3	56	x ₀	46	Ln ⁻¹	14		66			
7	MS	10		47	W→A	44		67			
8	Restore	65		48	Restore	65		68			
9	W→S2	54	a ₁	49	3	23	23	69			
10	S1→W	53		50	W→PC	40		70			
11	W→S3	56	x ₁	51				71			
12	Restore	65		52				72			
13	A→S0	50	a ₂	53				73			
14	MS	10		54				74			
15	Restore	65		55				75			
16	W→S2	54	a ₃	56				76			
17	S1→W	53		57				77			
18	W→S3	56	x ₃	58				78			
19	Restore	65		59				79			

Card # 2 The second card performs the interpolation. For our example:

1. PRIME 3 Po (Interpolate for X = 3.)
2. Read answer: .2499999266
3. PRIME 4 . 5 Po (Interpolate for X = 4.5)
4. Read answer: 3.062499965
5. PRIME 7 Po (Interpolate for X = 7)
6. Read answer: 10.24999986
7. PRIME 8 Po (Interpolate for X = 8)
8. Read answer: 14.00000063
9. PRIME 9 Po (Interpolate for X = 9)
10. Read answer: 18.24999921

Notes: The known data were, in fact, points on the curve

$$Y = 1/4 X^2 - 2.$$

The quality of the above interpolations is evident.

Note that because of the programming procedure used, the points corresponding to $X_0, X_1, X_2, \dots, X_6$ cannot be used.

0	4	8	12
S0	\sum	a_2	a_4
S1	X	X_2	X_4
S2	a_0	a_1	a_3
S3	X_0	X_1	X_3
			a_5
			X_5

$$p(x) = \left(\frac{a_6}{x-x_6} + \frac{a_0}{x-x_0} + \frac{a_1}{x-x_1} + \dots + \frac{a_5}{x-x_5} \right) \Pi$$

$$= \left(\sum \frac{a_i}{x-x_i} \right) \Pi$$

$$\Pi = (x-x_6)(x-x_0)(x-x_1)(x-x_2)(x-x_3)(x-x_4)(x-x_5)$$

$$x_0 \neq x_1 \neq x_2 \neq x_3 \neq x_4 \neq x_5 \neq x_6$$

To find p(x): AUTO DISP down

- (1) Prime
- (2) Key in X
- (3) Po

Program no good for

$$x = x_0, x_1, x_2, \dots, x_6$$

No.	Cmd	Code	Comment	No.	Cmd	Code	Comment	No.	Cmd	Code	Comment
00	A→S0	50		20	CLW	02		40	S1→W	53	X
1	W→A	44	X	21	DC=O	70		41	W→A	44	
2	W→S1	52		22	6	26	1st time	42	MS	10	
3	2	22		23	1	21		43	Restore	65	
4	W→DC	42		24	P2	62	Go find TT	44	S1→W	53	X0,2,4
05	3	23		25	S0→A	51	2nd time	45	-	15	
6	Store	64	X ₆	26	A→W	45		46	+	17	
7	Restore	65	X ₀	27	X	12		47	S0→A	51	a _{0,2,4}
8	Restore	65	X ₁	28	Ln ⁻¹	14		48	A→W	45	
9	MS	10		29	Stop	37		49	X	12	a _i /(X - Xi)
10	Restore	65	X ₂	30	S3→W	57		50	CLW	02	
11	MS	10		31	-	15	X - X _{6,1,3,5}	51	S0→A	51	\sum
12	Restore	65	X ₃	32	+	17		52	Ln ⁻¹	14	
13	MS	10		33	S2→W	55	a _{6,1,3,5}	53	+	13	
14	MS	10		34	X	12		54	A→S0	50	
15	Restore	65	X ₄	35	CLW	02		55	S1→W	53	X
16	MS	10		36	S0→A	51	a _i /(X - Xi)	56	W→A	44	
17	MS	10		37	Ln ⁻¹	14		57	MS	10	
18	Restore	65	X ₅	38	+	13	\sum	58	Restore	65	
19	DEC	66		39	A→S0	50		59	3	23	
								60	W→PC	40	
								61	S3→W	57	
								62	-	15	X - Xi
								63	X	12	TT (X - Xi)
								64	CLW	02	
								65	S1→W	53	X
								66	W→A	44	
								67	MS	10	
								68	Restore	65	
								69	S1→W	53	
								70	-	15	X - Xi
								71	X	12	TT (X - Xi)
								72	CLW	02	
								73	S1→W	53	
								74	W→A	44	
								75	MS	10	
								76	Restore	65	
								77	6	26	
								78	1	21	
								79	W→PC	40	