

Newton interpolation scheme -backward finite difference

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x0:= 0      //starting x value
h:= 0.5     //step
xn:= 2      //end x point

X:= x0, x0+h..2 //equidistant X (this must be satisfied!!!)
n:= length(X) //number of points
                //Y given
                X:= augment(X, Y)
                Y:=

$$X = \begin{pmatrix} 0 \\ 0.5 \\ 1 \\ 1.5 \\ 2 \end{pmatrix} \quad Y = \begin{pmatrix} 5.485 \\ 4.403 \\ 3.414 \\ 2.518 \\ 1.717 \end{pmatrix}$$

                //Matrix A - the first two columns are X,Y
                for i ∈ 1..n
                | Ai 1 := Xi
                | Ai 2 := Yi

// The rest of the A columns are backward finite differences
for j ∈ 2..n
for i ∈ j..n
Ai j+1 := Ai j - Ai-1 j

A = 
$$\begin{pmatrix} 0 & 5.485 & 0 & 0 & 0 & 0 \\ 0.5 & 4.403 & -1.082 & 0 & 0 & 0 \\ 1 & 3.414 & -0.989 & 0.093 & 0 & 0 \\ 1.5 & 2.518 & -0.896 & 0.093 & 0 & 0 \\ 2 & 1.717 & -0.801 & 0.095 & 0.002 & 0.002 \end{pmatrix}$$


nx:= 5      //starting point (pay attention - the last point!)
                //in this case we are going from the bottom of the table

m:= 2      //order of polynomial
                //- note the fin.dif. of order 2 are
                //close to each other (behaves like polynomial of order 2)
                //Try to put maximal order (4)

//Making the given polynomial (Newton backward finite difference)
for i ∈ 1..cols(A)
ci := Anx i

yn:= c2    z:= 1
α := 
$$\frac{x - A_{nx 1}}{h}$$


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for j ∈ 1..m
| z := z ·  $\frac{(\alpha + j - 1)}{j}$ 
| yn := yn + cj+2 · z

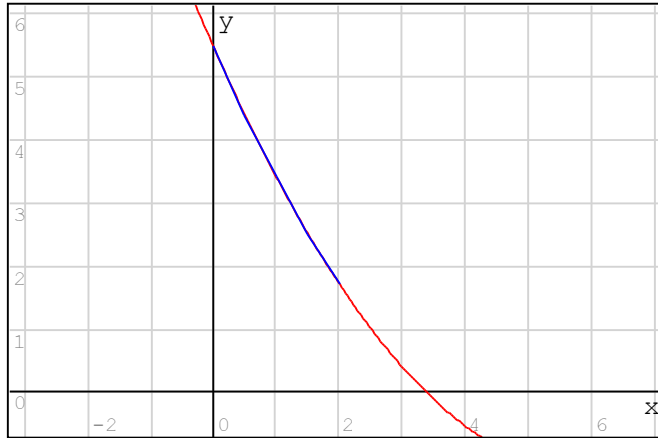
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y(x) := yn

//Symbolically given

$$y(x) \rightarrow \frac{200 \cdot (858500 - 801000 \cdot (-2 + x)) + 9500000 \cdot (-2 + x) \cdot (1 + 2 \cdot (-2 + x))}{100000000}$$

//Plotting will show quite good interpolation



$\left\{ \begin{array}{l} XY \\ y(x) \end{array} \right.$