

NAG Toolbox

nag_interp_4d_scat_shep (e01tk)

1 Purpose

`nag_interp_4d_scat_shep` (e01tk) generates a four-dimensional interpolant to a set of scattered data points, using a modified Shepard method.

2 Syntax

```
[iq, rq, ifail] = nag_interp_4d_scat_shep(x, f, nw, nq, 'm', m)
[iq, rq, ifail] = e01tk(x, f, nw, nq, 'm', m)
```

3 Description

`nag_interp_4d_scat_shep` (e01tk) constructs a smooth function $Q(\mathbf{x})$, $\mathbf{x} \in \mathbb{R}^4$ which interpolates a set of m scattered data points (\mathbf{x}_r, f_r) , for $r = 1, 2, \dots, m$, using a modification of Shepard's method. The surface is continuous and has continuous first partial derivatives.

The basic Shepard method, which is a generalization of the two-dimensional method described in Shepard (1968), interpolates the input data with the weighted mean

$$Q(\mathbf{x}) = \frac{\sum_{r=1}^m w_r(\mathbf{x}) q_r}{\sum_{r=1}^m w_r(\mathbf{x})},$$

where $q_r = f_r$, $w_r(\mathbf{x}) = \frac{1}{d_r^2}$ and $d_r^2 = \|\mathbf{x} - \mathbf{x}_r\|_2^2$.

The basic method is global in that the interpolated value at any point depends on all the data, but `nag_interp_4d_scat_shep` (e01tk) uses a modification (see Franke and Nielson (1980) and Renka (1988a)), whereby the method becomes local by adjusting each $w_r(\mathbf{x})$ to be zero outside a hypersphere with centre \mathbf{x}_r and some radius R_w . Also, to improve the performance of the basic method, each q_r above is replaced by a function $q_r(\mathbf{x})$, which is a quadratic fitted by weighted least squares to data local to \mathbf{x}_r and forced to interpolate (\mathbf{x}_r, f_r) . In this context, a point \mathbf{x} is defined to be local to another point if it lies within some distance R_q of it.

The efficiency of `nag_interp_4d_scat_shep` (e01tk) is enhanced by using a cell method for nearest neighbour searching due to Bentley and Friedman (1979) with a cell density of 3.

The radii R_w and R_q are chosen to be just large enough to include N_w and N_q data points, respectively, for user-supplied constants N_w and N_q . Default values of these arguments are provided by the function, and advice on alternatives is given in Section 9.2.

`nag_interp_4d_scat_shep` (e01tk) is derived from the new implementation of QSHEP3 described by Renka (1988b). It uses the modification for high-dimensional interpolation described by Berry and Minser (1999).

Values of the interpolant $Q(\mathbf{x})$ generated by `nag_interp_4d_scat_shep` (e01tk), and its first partial derivatives, can subsequently be evaluated for points in the domain of the data by a call to `nag_interp_4d_scat_shep_eval` (e01tl).

4 References

- Bentley J L and Friedman J H (1979) Data structures for range searching *ACM Comput. Surv.* **11** 397–409
- Berry M W, Minser K S (1999) Algorithm 798: high-dimensional interpolation using the modified Shepard method *ACM Trans. Math. Software* **25** 353–366
- Franke R and Nielson G (1980) Smooth interpolation of large sets of scattered data *Internat. J. Num. Methods Engrg.* **15** 1691–1704
- Renka R J (1988a) Multivariate interpolation of large sets of scattered data *ACM Trans. Math. Software* **14** 139–148
- Renka R J (1988b) Algorithm 661: QSHEP3D: Quadratic Shepard method for trivariate interpolation of scattered data *ACM Trans. Math. Software* **14** 151–152
- Shepard D (1968) A two-dimensional interpolation function for irregularly spaced data *Proc. 23rd Nat. Conf. ACM* 517–523 Brandon/Systems Press Inc., Princeton

5 Parameters

5.1 Compulsory Input Parameters

- 1: **x(4, m)** – REAL (KIND=nag_wp) array
x(1 : 4, r) must be set to the Cartesian coordinates of the data point \mathbf{x}_r , for $r = 1, 2, \dots, m$.
Constraint: these coordinates must be distinct, and must not all lie on the same three-dimensional hypersurface.
- 2: **f(m)** – REAL (KIND=nag_wp) array
f(r) must be set to the data value f_r , for $r = 1, 2, \dots, m$.
- 3: **nw** – INTEGER
The number N_w of data points that determines each radius of influence R_w , appearing in the definition of each of the weights w_r , for $r = 1, 2, \dots, m$ (see Section 3). Note that R_w is different for each weight. If **nw** ≤ 0 the default value **nw** = min(32, **m** – 1) is used instead.
Constraint: **nw** \leq min(50, **m** – 1).
- 4: **nq** – INTEGER
The number N_q of data points to be used in the least squares fit for coefficients defining the quadratic functions $q_r(\mathbf{x})$ (see Section 3). If **nq** ≤ 0 the default value **nq** = min(38, **m** – 1) is used instead.
Constraint: **nq** ≤ 0 or $14 \leq \mathbf{nq} \leq \min(50, \mathbf{m} - 1)$.

5.2 Optional Input Parameters

- 1: **m** – INTEGER
Default: the dimension of the array **f** and the second dimension of the array **x**. (An error is raised if these dimensions are not equal.)
m, the number of data points.
Constraint: **m** ≥ 16 .

5.3 Output Parameters

- 1: **iq(2 \times m + 1)** – INTEGER array
Integer data defining the interpolant $Q(\mathbf{x})$.

- 2: **rq**($15 \times \mathbf{m} + 9$) – REAL (KIND=nag_wp) array
Real data defining the interpolant $Q(\mathbf{x})$.
- 3: **ifail** – INTEGER
ifail = 0 unless the function detects an error (see Section 5).

6 Error Indicators and Warnings

Errors or warnings detected by the function:

ifail = 1

Constraint: $\mathbf{m} \geq 16$.

Constraint: $\mathbf{nq} \leq 0$ or $\mathbf{nq} \geq 14$.

Constraint: $\mathbf{nq} \leq \min(50, \mathbf{m} - 1)$.

Constraint: $\mathbf{nw} \leq \min(50, \mathbf{m} - 1)$.

ifail = 2

There are duplicate nodes in the dataset.

ifail = 3

On entry, all the data points lie on the same three-dimensional hypersurface. No unique solution exists.

ifail = -99

An unexpected error has been triggered by this routine. Please contact NAG.

ifail = -399

Your licence key may have expired or may not have been installed correctly.

ifail = -999

Dynamic memory allocation failed.

7 Accuracy

On successful exit, the function generated interpolates the input data exactly and has quadratic precision. Overall accuracy of the interpolant is affected by the choice of arguments **nw** and **nq** as well as the smoothness of the function represented by the input data.

8 Further Comments

8.1 Timing

The time taken for a call to `nag_interp_4d_scatter_shep` (e01tk) will depend in general on the distribution of the data points and on the choice of N_w and N_q parameters. If the data points are uniformly randomly distributed, then the time taken should be $O(m)$. At worst $O(m^2)$ time will be required.

8.2 Choice of N_w and N_q

Default values of the arguments N_w and N_q may be selected by calling `nag_interp_4d_scatter_shep` (e01tk) with $\mathbf{nw} \leq 0$ and $\mathbf{nq} \leq 0$. These default values may well be satisfactory for many applications.

If non-default values are required they must be supplied to `nag_interp_4d_scatter_shep` (e01tk) through positive values of `nw` and `nq`. Increasing these argument values makes the method less local. This may increase the accuracy of the resulting interpolant at the expense of increased computational cost.

9 Example

This program reads in a set of 30 data points and calls `nag_interp_4d_scatter_shep` (e01tk) to construct an interpolating function $Q(\mathbf{x})$. It then calls `nag_interp_4d_scatter_shep_eval` (e01tl) to evaluate the interpolant at a set of points.

Note that this example is not typical of a realistic problem: the number of data points would normally be larger.

See also Section 10 in `nag_interp_4d_scatter_shep_eval` (e01tl).

9.1 Program Text

```
function e01tk_example

fprintf('e01tk example results\n\n');

x = [0.81, 0.91, 0.13, 0.91, 0.63, 0.10, 0.28, 0.55, 0.96, 0.96, ...
     0.16, 0.97, 0.96, 0.49, 0.80, 0.14, 0.42, 0.92, 0.79, 0.96, ...
     0.66, 0.04, 0.85, 0.93, 0.68, 0.76, 0.74, 0.39, 0.66, 0.17;
     0.15, 0.96, 0.88, 0.49, 0.41, 0.13, 0.93, 0.01, 0.19, 0.32, ...
     0.05, 0.14, 0.73, 0.48, 0.34, 0.24, 0.45, 0.19, 0.32, 0.26, ...
     0.83, 0.70, 0.33, 0.58, 0.29, 0.26, 0.26, 0.68, 0.52, 0.08;
     0.44, 0.00, 0.22, 0.39, 0.72, 0.77, 0.24, 0.04, 0.95, 0.53, ...
     0.16, 0.36, 0.28, 0.58, 0.64, 0.12, 0.03, 0.48, 0.15, 0.93, ...
     0.41, 0.40, 0.15, 0.88, 0.88, 0.09, 0.33, 0.69, 0.17, 0.35;
     0.83, 0.09, 0.21, 0.79, 0.68, 0.47, 0.90, 0.41, 0.66, 0.96, ...
     0.30, 0.72, 0.75, 0.19, 0.57, 0.06, 0.68, 0.67, 0.13, 0.89, ...
     0.17, 0.54, 0.03, 0.81, 0.60, 0.41, 0.64, 0.37, 1.00, 0.71];

f = [6.3900;
     2.5000;
     9.3400;
     7.5200;
     6.9100;
     4.6800;
     45.4000;
     5.4800;
     2.7500;
     7.4300;
     6.0500;
     5.7700;
     8.6800;
     2.3800;
     3.7000;
     1.3400;
     15.1800;
     4.3500;
     1.5000;
     3.4300;
     3.1000;
     14.3300;
     0.3500;
     4.3000;
     3.7700;
     4.1600;
     6.7500;
     5.2200;
     16.2300,
     10.6200];

xe = [0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9;
      0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9;
      0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9;
```

```

    0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9];

% Generate the interpolant
nq = nag_int(0);
nw = nag_int(0);
[iq, rq, ifail] = e01tk(x, f, nw, nq);

% Evaluate the interpolant using e01tl
[q, qx, ifail] = e01tl(x, f, iq, rq, xe);

fprintf('\n | Interpolated Evaluation Points | Values\n');
fprintf('---|-----+-----\n');
fprintf('i | xe(i,1) xe(i,2) xe(i,3) xe(i,4) | q(i)\n');
fprintf('---|-----+-----\n');
for i=1:9
    fprintf(' %d |%8.4f %8.4f %8.4f %8.4f %8.4f \n', i, xe(:, i), q(i));
end

```

9.2 Program Results

e01tk example results

	Interpolated Evaluation Points				Values
i	xe(i,1)	xe(i,2)	xe(i,3)	xe(i,4)	q(i)
1	0.1000	0.1000	0.1000	0.1000	2.7195
2	0.2000	0.2000	0.2000	0.2000	4.3110
3	0.3000	0.3000	0.3000	0.3000	5.5380
4	0.4000	0.4000	0.4000	0.4000	6.5540
5	0.5000	0.5000	0.5000	0.5000	7.5910
6	0.6000	0.6000	0.6000	0.6000	8.7447
7	0.7000	0.7000	0.7000	0.7000	10.0457
8	0.8000	0.8000	0.8000	0.8000	11.5797
9	0.9000	0.9000	0.9000	0.9000	13.1997