

## nag\_2d\_scatt\_eval (e01sbc)

### 1. Purpose

**nag\_2d\_scatt\_eval (e01sbc)** evaluates at given points the two-dimensional interpolant function computed by **nag\_2d\_scatt\_interpolant (e01sac)**.

### 2. Specification

```
#include <nag.h>
#include <nage01.h>

void nag_2d_scatt_eval(Nag_Scatt_Struct *comm, Integer n, double px[],
                      double py[], double pf[], NagError *fail)
```

### 3. Description

This function takes as input the parameters defining the interpolant  $F(x, y)$  of a set of scattered data points  $(x_r, y_r, f_r)$ , for  $r = 1, 2, \dots, m$ , as computed by **nag\_2d\_scatt\_interpolant (e01sac)**, and evaluates the interpolant at each of the points  $(px_k, py_k)$ , for  $k = 1, 2, \dots, n$ .

When **method** = **Nag\_RC**, the derivatives stored in **comm** will be used to compute the interpolant if necessary. A triangle is sought which contains the point  $(px_k, py_k)$ , and the vertices of the triangle along with the partial derivatives and  $f_r$  values at the vertices are used to compute the value  $F(px_k, py_k)$ . If the point  $(px_k, py_k)$  lies outside the triangulation defined by the input parameters, the returned value is obtained by extrapolation. In this case, the interpolating function  $F$  is extended linearly beyond the triangulation boundary. The method is described in more detail in Renka and Cline (1984) and the code is derived from Renka (1984).

Alternatively, if **method** = **Nag\_Shep**, then all points that are within distance of  $(px_k, py_k)$ , along with the corresponding nodal functions stored in **comm**, will be used to compute a value of the interpolant, if necessary.

**nag\_2d\_scatt\_eval** must only be called after a call to **nag\_2d\_scatt\_interpolant (e01sac)**.

### 4. Parameters

#### **comm**

Pointer to a communication structure of type **Nag\_Scatt\_Struct** which must be unchanged from the previous call of **nag\_2d\_scatt\_interpolant (e01sac)**.

#### **n**

Input: the number of points at which the evaluation of the interpolant is required.  
Constraint:  $n \geq 1$ .

#### **px[n]**

#### **py[n]**

Input: the  $x$ - and  $y$ -coordinates of the  $k$ th point  $(px_k, py_k)$ , for  $k = 1, 2, \dots, n$ , at which the interpolant is to be evaluated.

#### **pf[n]**

Output: the values of the interpolant evaluated at the points  $(px_k, py_k)$ , for  $k = 1, 2, \dots, n$ .

#### **fail**

The NAG error parameter, see the Essential Introduction to the NAG C Library.

### 5. Error Indications and Warnings

#### **NE\_NO\_SETUP**

The setup function **nag\_2d\_scatt\_interpolant (e01sac)** has not been called.

#### **NE\_SETUP\_ERROR**

The call to setup function **nag\_2d\_scatt\_interpolant (e01sac)** produced an error.

**NE\_STRUCT\_CORRUPT**

The structure  $\langle value \rangle$  has been corrupted since the previous call to  $\langle value \rangle$ .

**NE\_INT\_ARG\_LT**

On entry,  $\mathbf{n}$  must not be less than 1:  $\mathbf{n} = \langle value \rangle$

**NW\_VALUE\_EXTRAPOLATED**

The evaluation point  $(\langle value \rangle, \langle value \rangle)$  of  $(px, py)$  lies outside the triangulation boundary. The returned value,  $\langle value \rangle$ , of  $\mathbf{pf}$  was computed by extrapolation.

**NE\_BAD\_INTERPOLANT**

On entry, the interpolant cannot be evaluated because the evaluation point  $(px, py)$  of  $(\langle value \rangle, \langle value \rangle)$  is outside the support region of the input data points defined by **optional.rnw**  $\langle value \rangle$  as set in nag\_2d\_scatter\_interpolant (e01sac).

**6. Further Comments**

The time taken for a call of nag\_2d\_scatter\_eval is approximately proportional to the number of data points,  $m$ , used by nag\_2d\_scatter\_interpolant (e01sac).

The results returned by this function are particularly suitable for applications such as graph plotting, producing a smooth surface from a number of scattered points.

**6.1. Accuracy**

Computational errors should be negligible in most practical situations.

**6.2. References**

Franke R and Nielson G (1980) Smooth Interpolation of Large Sets of Scattered Data *Internat. J. Num. Methods Engrg.* **15** 1691–1704.

Renka R L (1984) Algorithm 624: Triangulation and Interpolation of Arbitrarily Distributed Points in the Plane *ACM Trans. Math. Softw.* **10** 440–442.

Renka R L and Cline A K (1984) A Triangle-based  $C^1$  Interpolation Method *Rocky Mountain J. Math.* **14** 223–237.

Shepard D (1968) A Two-dimensional Interpolation Function for Irregularly Spaced Data *Proc. 23rd Nat. Conf. ACM Brandon/Systems Press Inc, Princeton* pp 517–523.

**7. See Also**

nag\_2d\_scatter\_interpolant (e01sac)

**8. Example**

See the example program for nag\_2d\_scatter\_interpolant (e01sac).