

[Total No. of Questions - 9] [Total No. of Printed Pages - 4]
(2125)

15089

B. Tech 4th Semester Examination
Computer Based Numerical Analysis (OS)
AS/ME-4004

Time : 3 Hours

Max. Marks : 100

The candidates shall limit their answers precisely within the answer-book (40 pages) issued to them and no supplementary/continuation sheet will be issued.

Note : Attempt Five questions selecting one question from each section A, B, C and D. Section E is compulsory.

SECTION - A

1. (a) Derive Lagrange's Interpolation formula. (10)
- (b) By means of Newton's divided difference formula, find the values of $f(8)$ and $f(15)$ from the following table:
- | | | | | | | |
|-------|----|-----|-----|-----|------|------|
| x: | 4 | 5 | 7 | 10 | 11 | 13 |
| f(x): | 48 | 100 | 294 | 900 | 1210 | 2028 |
- (10)
2. (a) Use Gauss's forward formula to find a polynomial, which takes the following values of the function $f(x)$:
- | | | | | | |
|-------|---|----|---|----|---|
| x: | 1 | 2 | 3 | 4 | 5 |
| f(x): | 1 | -1 | 1 | -1 | 1 |
- (10)
- (b) Show that $\Delta^n e^{ax+b} = (e^a - 1)^n e^{ax+b}$ where the interval of differencing taken to be unity. (10)

[P.T.O.]

2

15089

SECTION - B

3. (a) Solve the following system of equations using Gauss-Seidel method:
- $$10x + y + 2z = 44$$
- $$2x + 10y + z = 51$$
- $$x + 2y + 10z = 61 \quad (10)$$
- (b) Using Newton-Raphson method, find the real root of the equation $3x = \cos x + 1$ correct to three decimal places. (10)
4. (a) Explain Jacobi's method to solve system of linear equations. (10)
- (b) Using Relaxation method, solve the system of equations
- $$10x - 2y - 3z = 205$$
- $$-2x + 10y - 2z = 154$$
- $$-2x - y + 10z = 120 \quad (10)$$

SECTION - C

5. (a) Find the first and second derivatives of the function $y=f(x)$ from the following table at the point $x=1$ using Newton's forward difference interpolation formula:
- | | | | | | | |
|---------|---|---|----|----|-----|-----|
| x: | 1 | 2 | 3 | 4 | 5 | 6 |
| y=f(x): | 1 | 8 | 27 | 64 | 125 | 216 |
- (10)
- (b) Evaluate $\int_0^6 \frac{dx}{1+x^2}$ using
- (i) Simpson's 3/8th rule (ii) Trapezoidal rule (iii) Weddle's rule. (4+3+3=10)

6. (a) Write a computer program in C or C++ for Simpson's 1/3 rule. (10)
- (b) Evaluate $\int_0^3 \frac{dx}{x^4 + 4}$ using Romberg's Integration method. Also approximate the value of π . (10)

SECTION - D

7. (a) Solve the partial differential equation $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = -10(x^2 + y^3 + 10)$ over the square with sides $x = 0, y = 0, x = 3, y = 3$ with $u = 0$ on the boundary and mesh length = 1 unit. (10)
- (b) Use Crank-Nicholson method to solve $\frac{\partial u}{\partial t} = \frac{\partial^2 u}{\partial x^2}$ subject to $u(x,0) = 0, u(0,t) = 0$ and $u(1,t) = t$, taking $h = \frac{1}{4}, k = \frac{1}{8}$ for one time step. (10)
8. (a) Solve $\frac{\partial u}{\partial t} = 2 \frac{\partial^2 u}{\partial x^2}$, using Schmidt' method given $u(0,t) = 0, u(4,t) = 0, u(x,0) = x(4-x)$, assume $h=1$ find the value u up to $t = 5$. (10)
- (b) Find Dufort-Frankel scheme to solve one dimensional heat equation using finite differences. (10)

SECTION - E

9. (a) What are the assumptions, we make when Lagrange 's formula is used?
- (b) Find the divided difference table for the following data.

x	2	5	10
y	5	29	109

- (c) Distinguish Algebraic equations and Transcendental equations.
- (d) What is meant by Diagonally Dominant system?
- (e) Gauss - Seidal method is better than Gauss Jacobi method why?
- (f) Define Numerical Differentiation and Numerical Integration.
- (g) Write down standard five point formula for Laplace Equation $\nabla^2 u = 0$.
- (h) From the following table find the area bounded by the curve and the x-axis from $x = 2$ to $x = 7$ using trapezoidal rule.

x:	2	3	4	5	6	7
f(x):	8	27	64	125	216	343

- (i) State the five point formula to solve the Poisson equation $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 100$.
- (j) Find the third divided difference with arguments 2, 4, 9, 10 of the function $f(x) = x^3 - 2x$. (10×2=20)