

Software Recipes

Proven Tools

by D. James Benton

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Just the Color Figures for Those Who Got the B&W Version

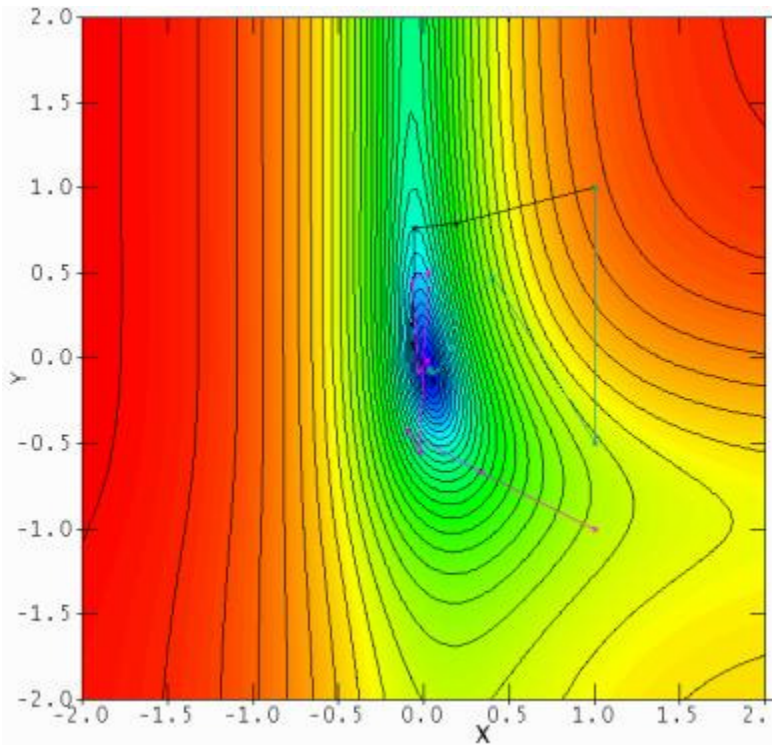


Figure 2. Finding the Minimum of a Function of Two Variables

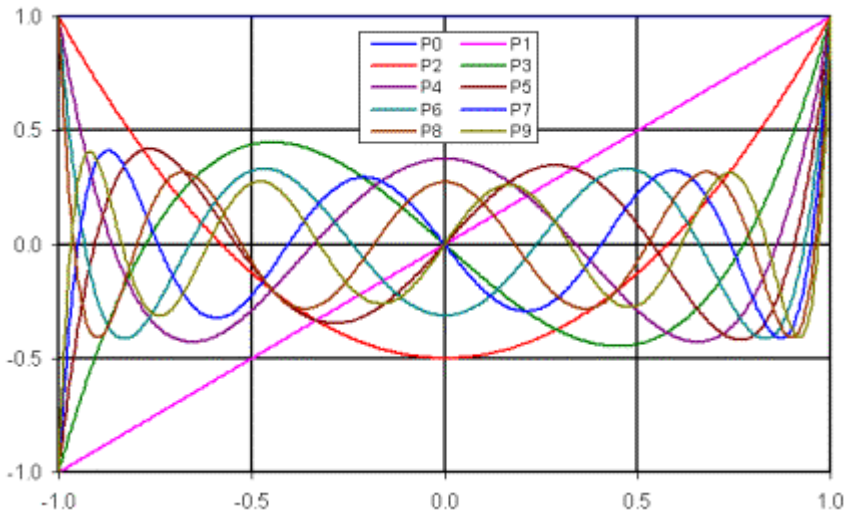


Figure 3. Legendre Polynomials

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	Chebyshev polynomials of the 1st kind								orthogonality test							
2	x	w	T0	T1	T2	T3	T4	T5	T0	T1	T2	T3	T4	T5		
3	-1.00	4.11	1.000	-1.000	1.000	-1.000	1.000	-1.000	1.000	62	0	-1	0	0	0	
4	-0.95	3.20	1.000	-0.950	0.805	-0.580	0.296	0.017	T1	0	31	0	0	0	1	
5	-0.90	2.29	1.000	-0.900	0.620	-0.216	-0.231	0.632	T2	-1	0	31	0	0	0	
6	-0.85	1.90	1.000	-0.850	0.445	0.094	-0.604	0.933	T3	0	0	0	32	0	1	
7	-0.80	1.67	1.000	-0.800	0.280	0.352	-0.843	0.997	T4	0	0	0	0	32	0	
8	-0.75	1.51	1.000	-0.750	0.125	0.563	-0.969	0.891	T5	0	1	0	1	0	33	
9	-0.70	1.40	1.000	-0.700	0.030	0.738	-0.999	0.874								

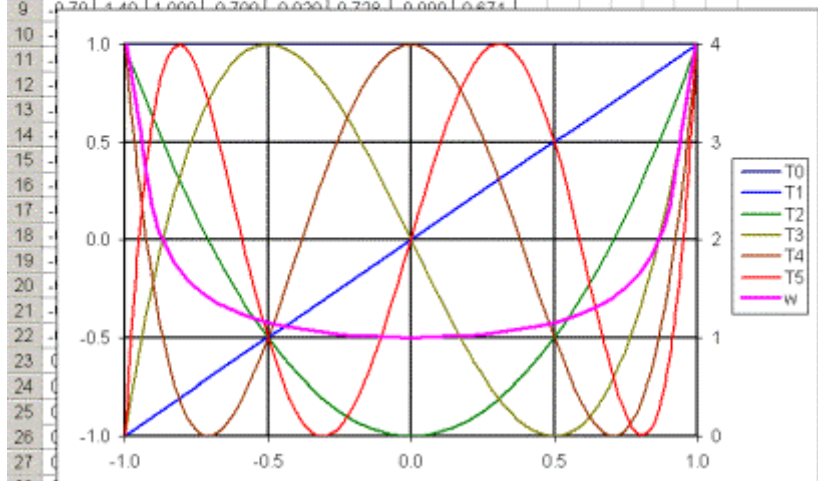


Figure 4. Chebyshev Polynomials

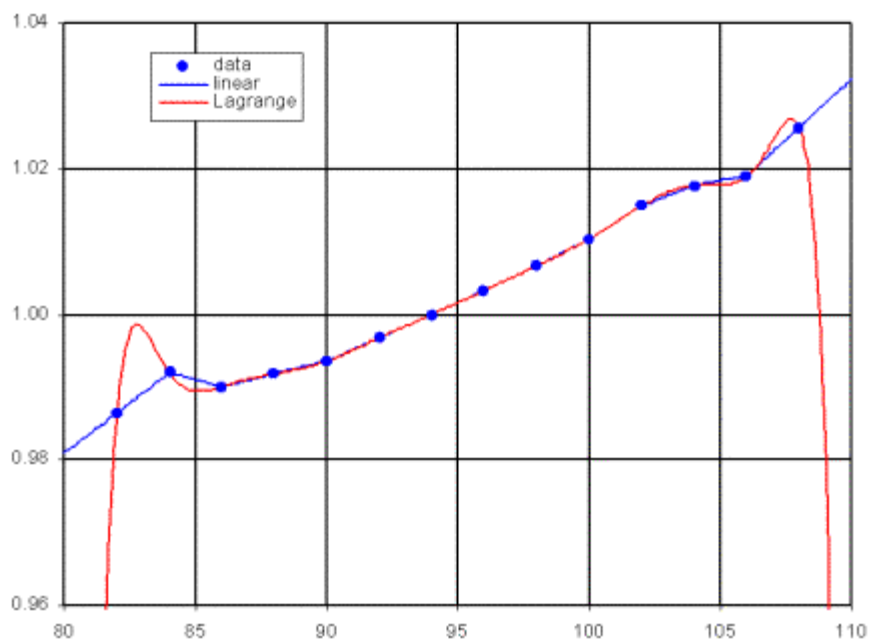


Figure 5. Interpolation

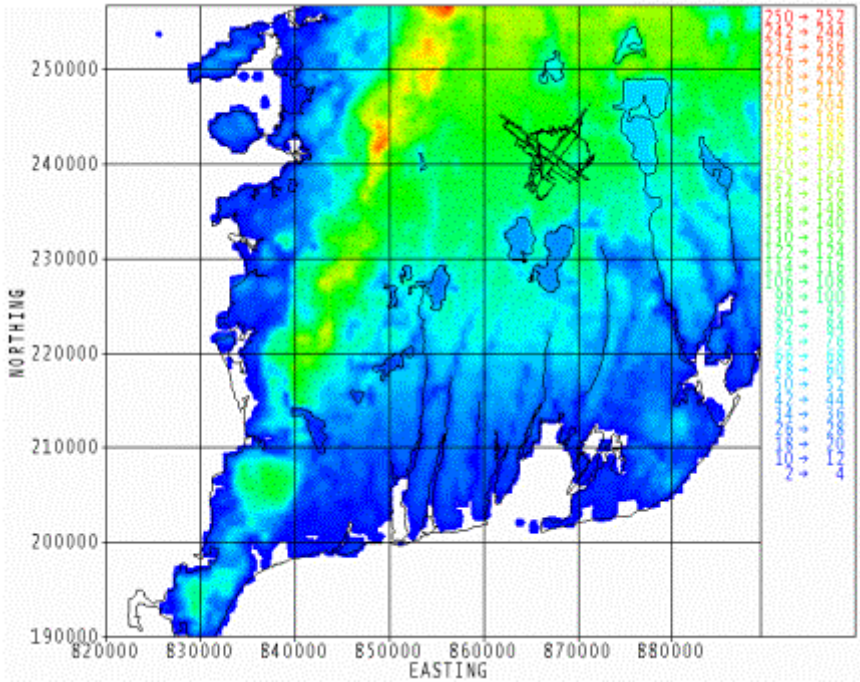


Figure 8. Western Cape Cod Elevations

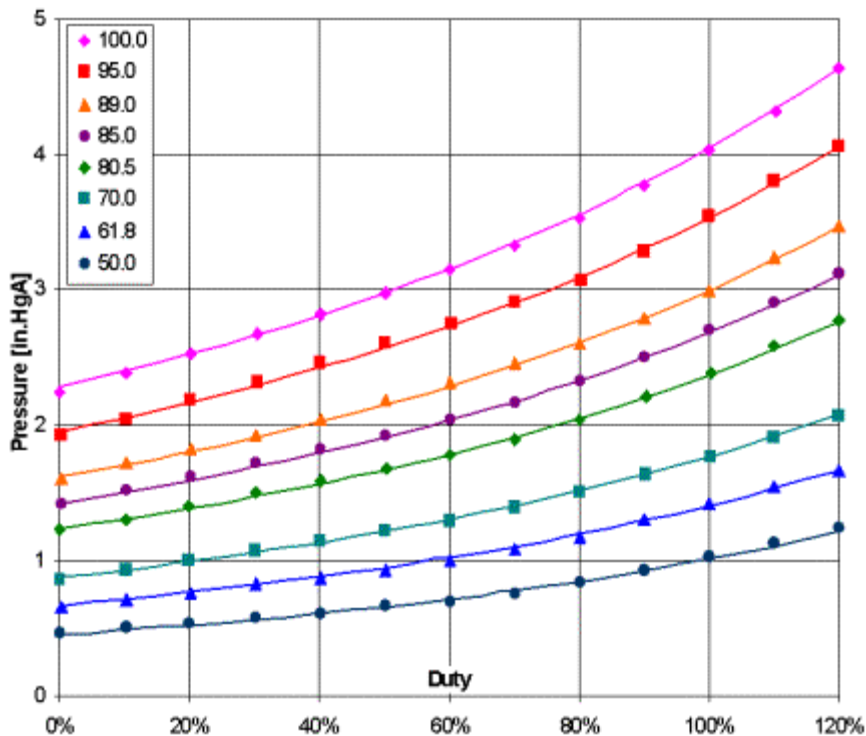


Figure 21. Digitized Points and Regression Curves

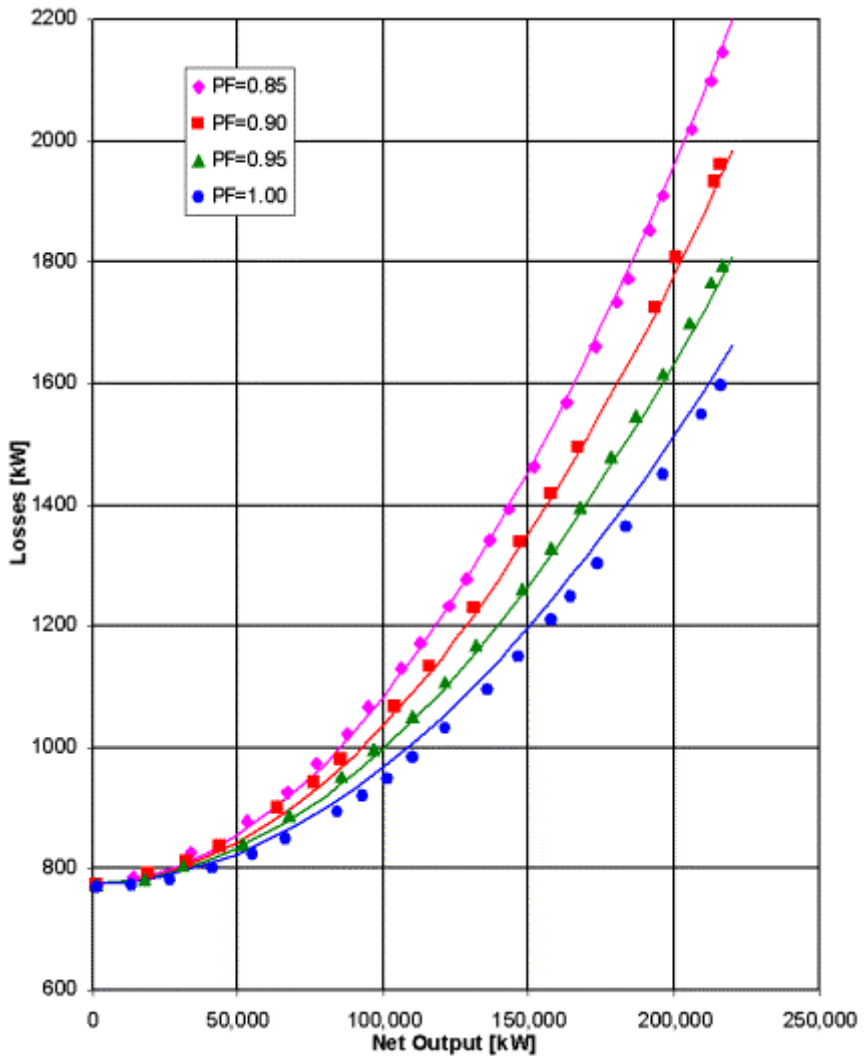


Figure 25. Generator Digitized Points and Regression Results

	A	B	C	D	E	F	G	H	I	J	K	L
1	data		least sq.		min/max		4th order	approximations				
2	x	y	fit	err	fit	err	least-squares	x	sq	mm		
3	-5.99	0.49	0.61	0.12	-0.56	1.05	4.491900028	-6.0	0.62	-0.55		
4	-4.56	0.19	0.15	0.04	-0.38	0.58	0.580399094	-5.9	0.51	-0.60		
5	-3.40	1.82	1.04	0.78	0.71	1.11	-0.21789963	-5.8	0.41	-0.64		
6	-2.24	1.20	2.36	1.16	2.10	0.90	-0.01543159	-5.7	0.32	-0.67		
7	-1.41	3.75	3.30	0.45	3.08	0.67	0.003181404	-5.6	0.25	-0.69		
8	-0.70	3.72	3.98	0.26	3.79	0.07	4th order	-5.5	0.19	-0.70		
9	0.07	5.22	4.53	0.69	4.39	0.83	min/max	-5.4	0.14	-0.70		
10	0.79	4.15	4.81	0.66	4.73	0.58	4.345230041	-5.3	0.10	-0.69		
11	1.99	4.43	4.71	0.28	4.78	0.35	0.655767257	-5.2	0.08	-0.67		
12	3.49	5.04	3.68	1.36	3.94	1.10	-0.19945184	-5.1	0.06	-0.65		
13	4.39	1.91	2.72	0.81	3.02	1.12	-0.01463946	-5.0	0.06	-0.62		
14	5.32	2.04	1.64	0.40	1.88	0.16	0.002358918	-4.9	0.07	-0.57		
15	6.02	0.27	0.90	0.63	0.97	0.70		-4.8	0.08	-0.53		
16	7.61	0.36	0.16	0.20	-0.76	1.12		-4.7	0.11	-0.47		
17		max=	1.36	>	1.12			-4.6	0.14	-0.41		
18		sumsq=	6.32	<	9.31			-4.5	0.18	-0.34		

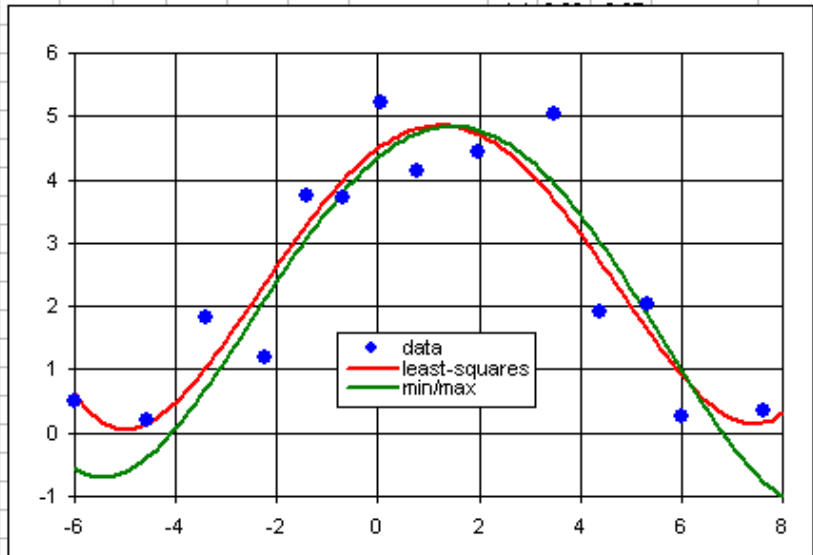


Figure 26. Example of Min/Max Fit

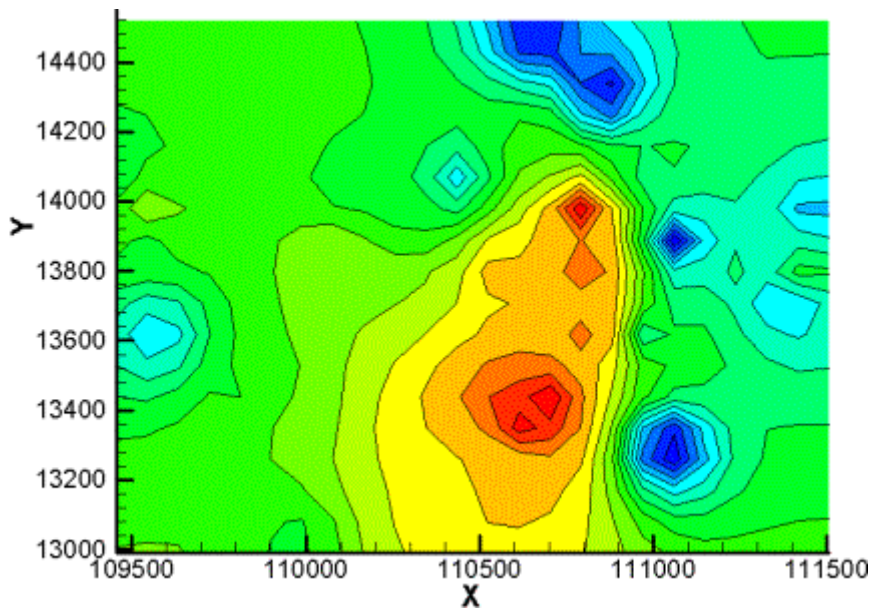


Figure 31. Typical Results of Inverse Distance Interpolation

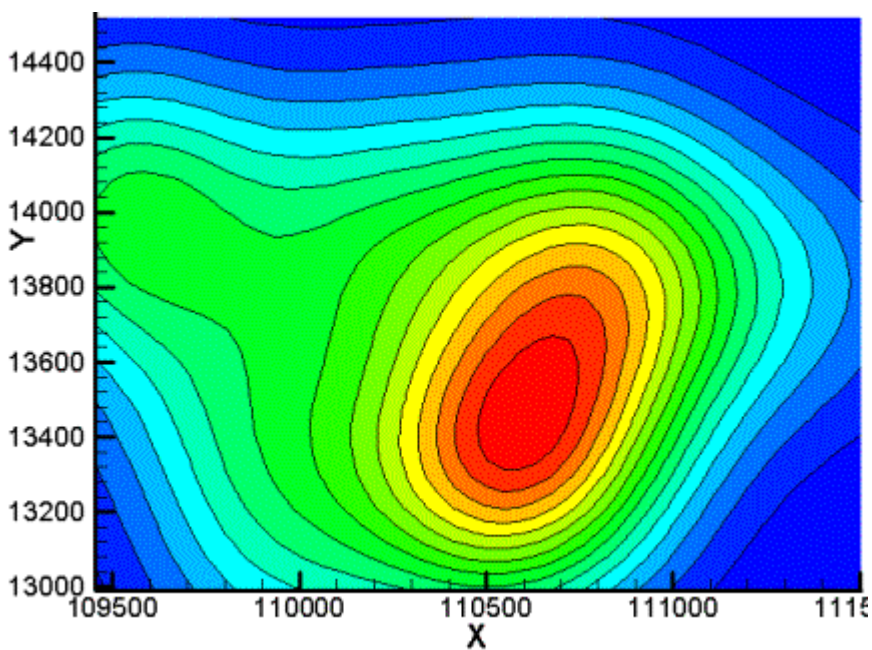


Figure 32. Typical Results of Kriging

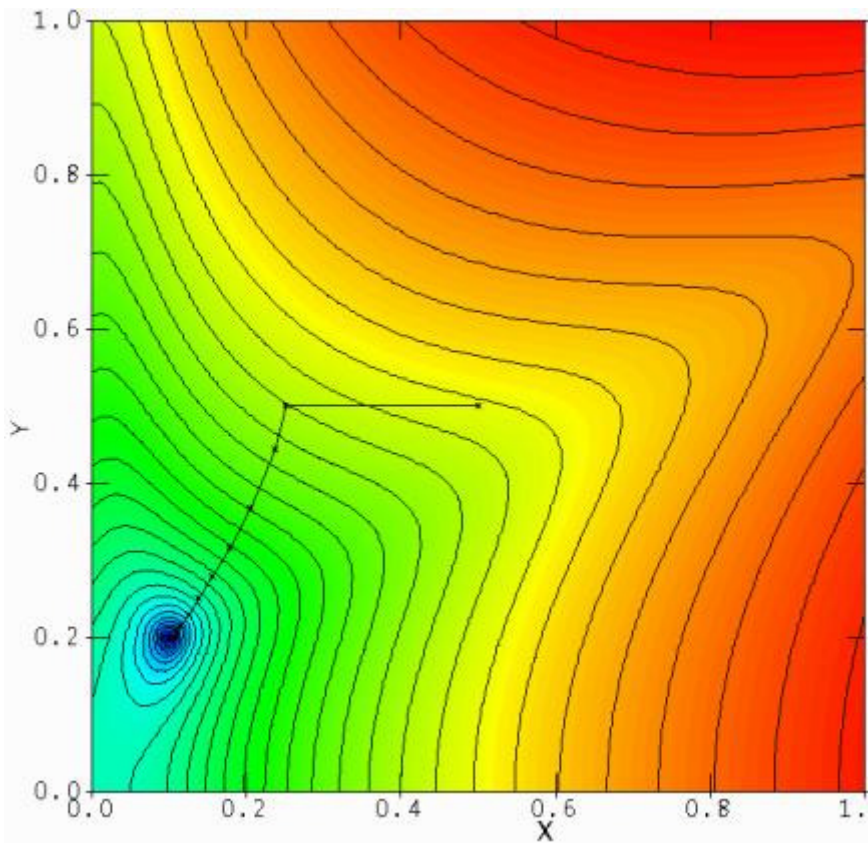


Figure 34. Example of Broyden's Method in 2D

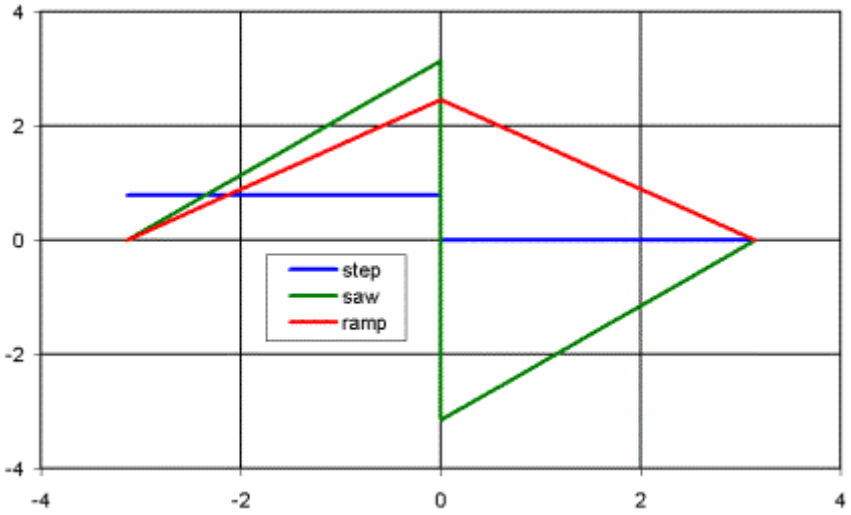


Figure 35. Example Shapes for FFT

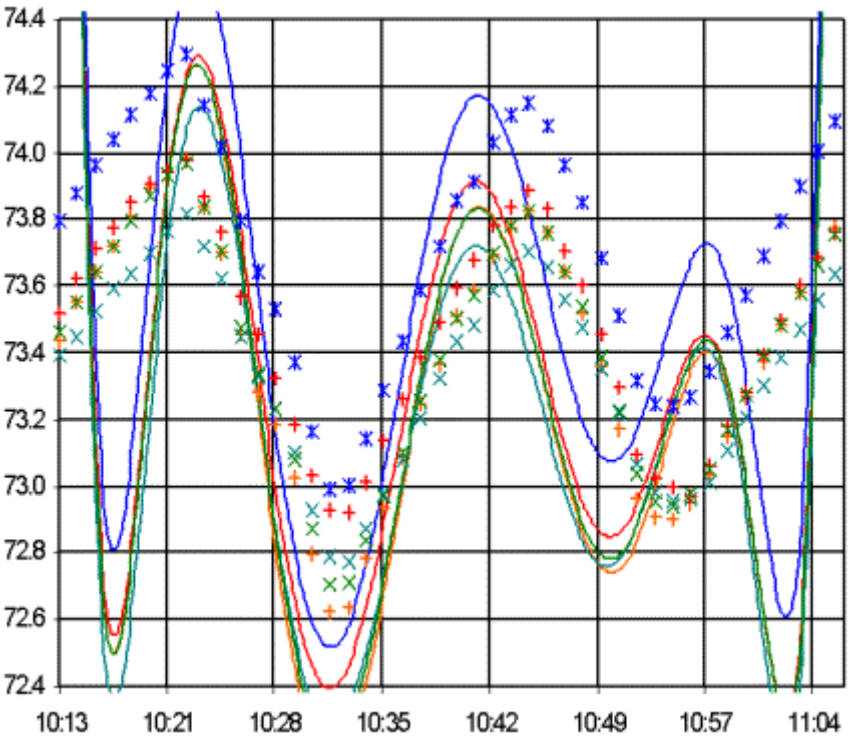


Figure 36. Example of Approximation Using Legendre Polynomials

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
1	Jacobi polynomials								orthogonality test							0.75 α	
2	x	w	P0	P1	P2	P3	P4	P5		P0	P1	P2	P3	P4	P5		0.25 β
3	-1.00	0.00	1.000	-1.250	1.406	-1.523	1.619	-1.700		P0	33	0	0	0	0	0	
4	-0.95	0.78	1.000	-1.175	1.188	-1.096	0.929	-0.707		P1	0	18	0	-1	0	-1	
5	-0.90	0.91	1.000	-1.100	0.981	-0.727	0.398	-0.056		P2	0	0	12	0	-1	0	
6	-0.85	0.99	1.000	-1.025	0.788	-0.412	0.007	0.328		P3	0	-1	0	9	0	-1	
7	-0.80	1.04	1.000	-0.950	0.606	-0.148	-0.264	0.507		P4	0	0	-1	0	7	0	
8	-0.75	1.08	1.000	-0.875	0.437	0.068	-0.434	0.537		P5	0	-1	0	-1	0	6	
9	-0.70	1.10	1.000	-0.800	0.284	0.240	-0.510	0.484									

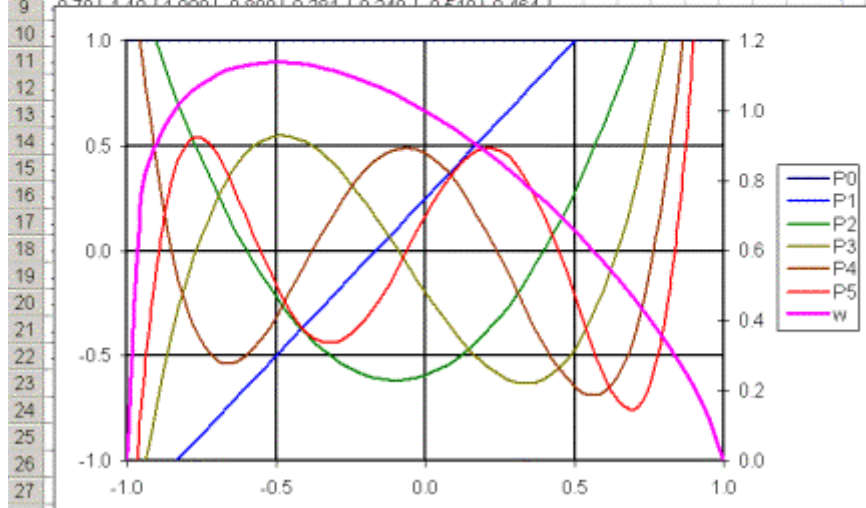


Figure 37. Jacobi Polynomials

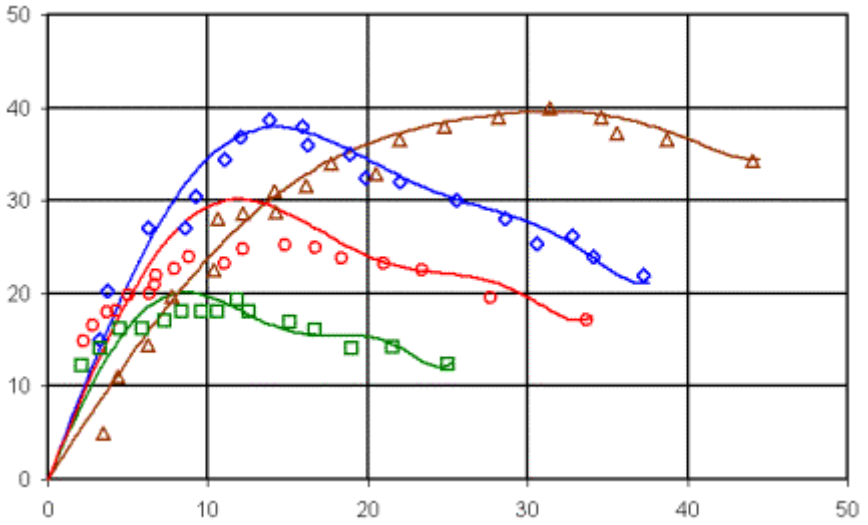


Figure 38. Approximation with Chebyshev Polynomials

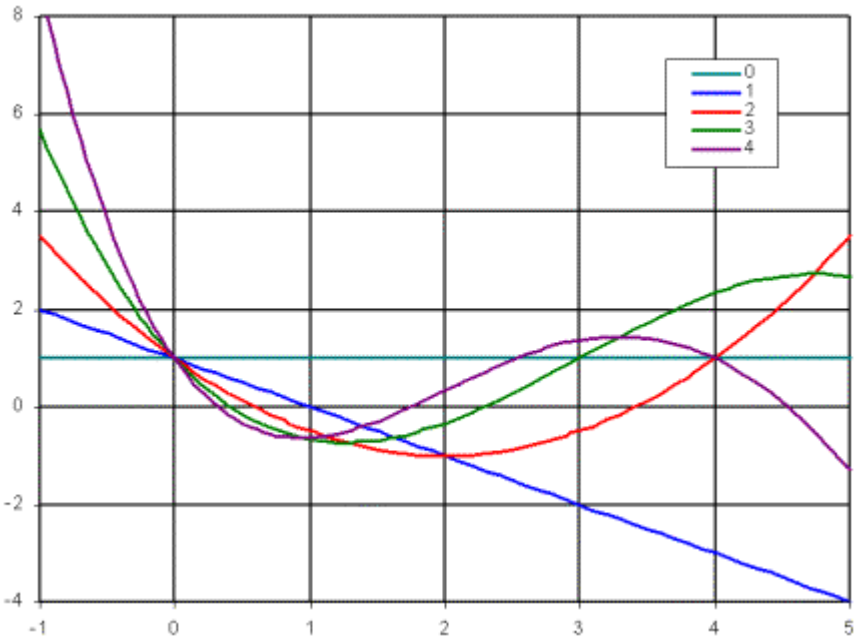


Figure 39. Laguerre Polynomials

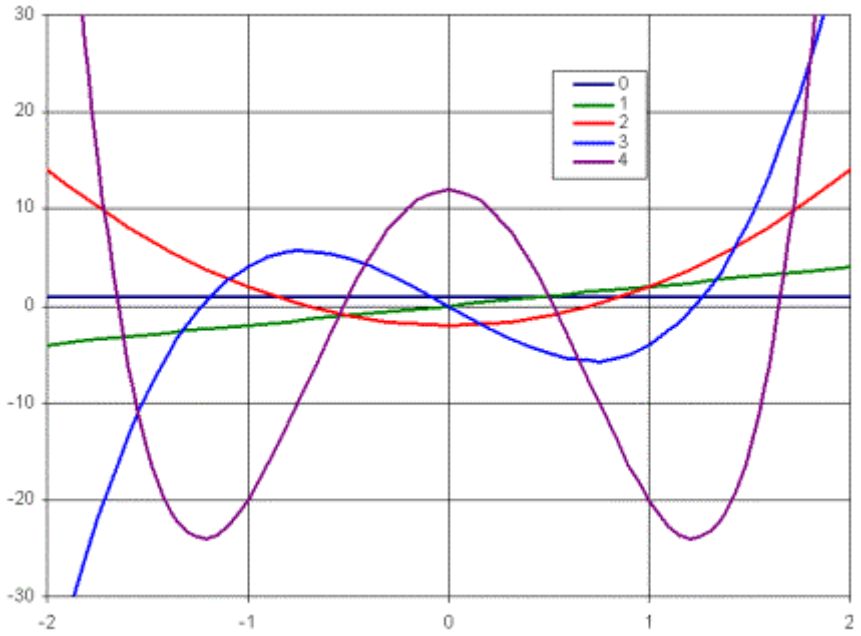


Figure 40. Hermite Polynomials

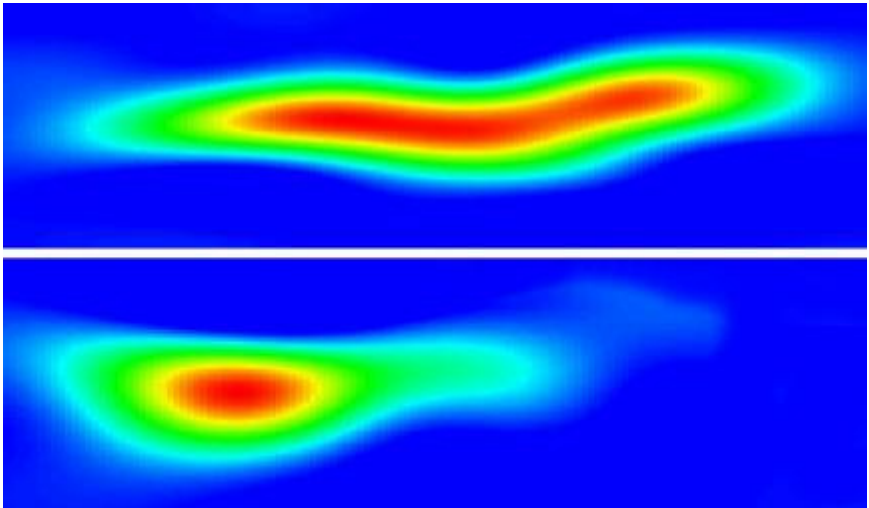


Figure 41. Approximated Contaminant Plumes

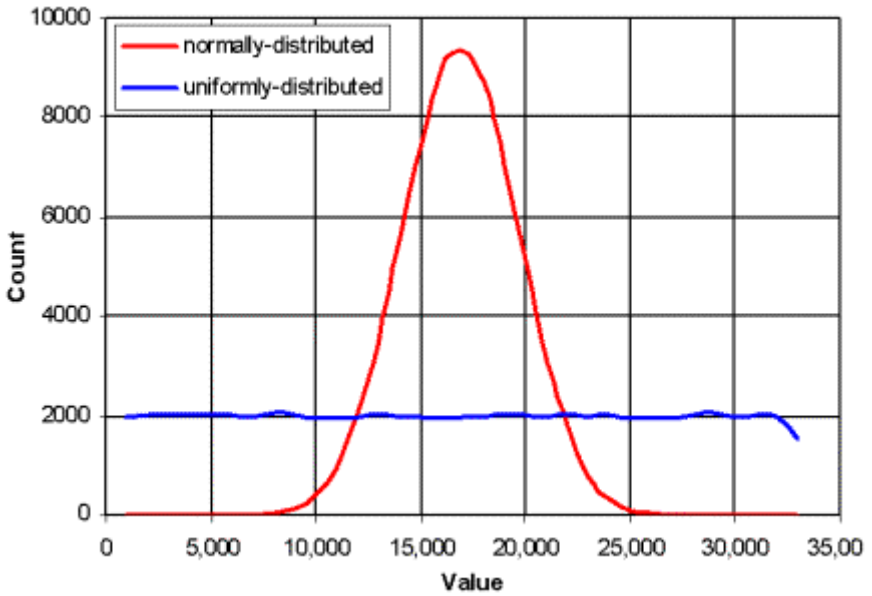


Figure 42. 65,534 Random Integers

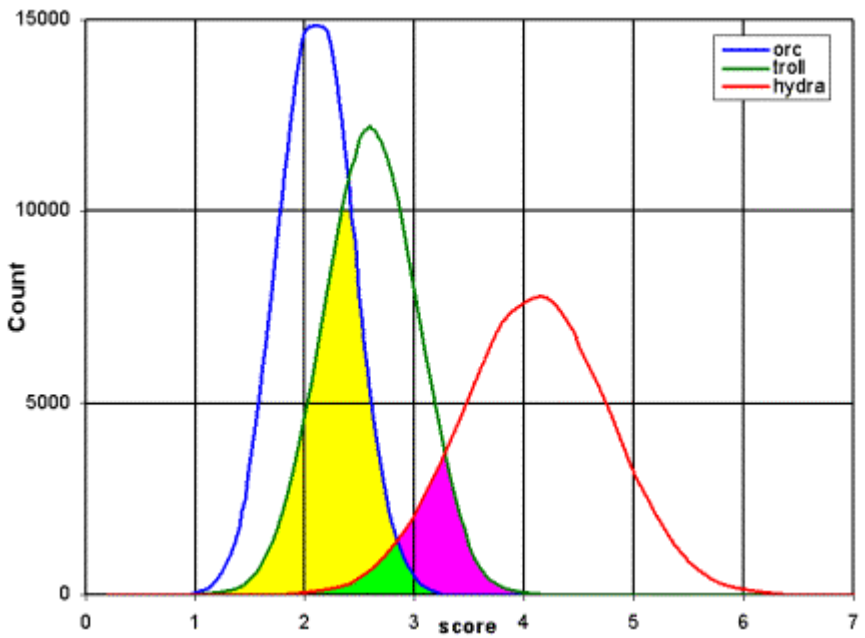


Figure 43. Battling Monsters' Chances of Winning

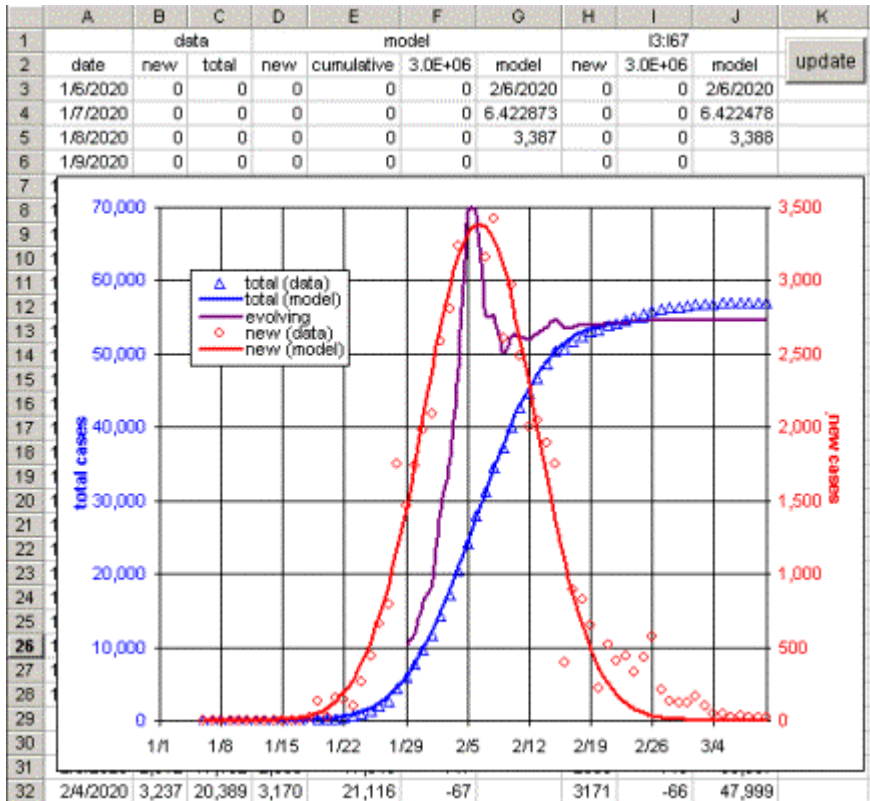


Figure 44. COVID Spreadsheet

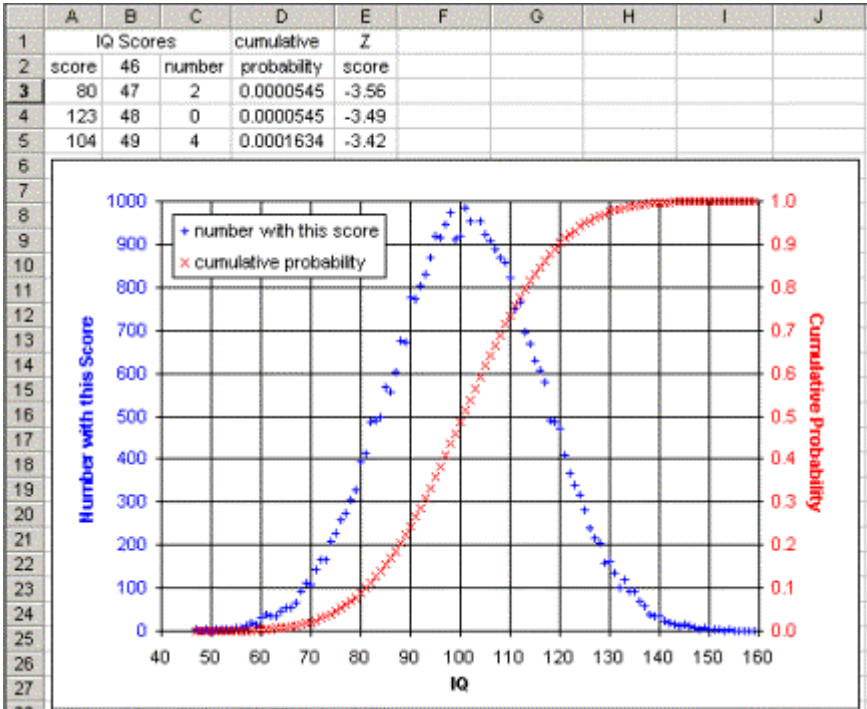
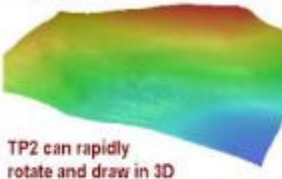


Figure 45. Typical IQ Scores Forming Bell-Shaped Curve

	NORMINV			NORMSINV		
x	z	z	check	z	check	
20	-5.333	???	20.00	???	-5.333	
30	-4.667	29.59	30.00	-4.694	-4.667	
40	-4.000	40.00	40.00	-4.000	-4.000	
50	-3.333	50.00	50.00	-3.333	-3.333	
60	-2.667	60.00	60.00	-2.667	-2.667	
70	-2.000	70.00	70.02	-2.000	-1.999	
80	-1.333	80.00	79.91	-1.333	-1.340	
90	-0.667	90.00	90.18	-0.667	-0.654	
100	0.000	100.00	100.00	0.000	0.000	
110	0.667	110.00	109.82	0.667	0.654	
120	1.333	120.00	120.09	1.333	1.340	
130	2.000	130.00	129.98	2.000	1.999	
140	2.667	140.00	140.00	2.667	2.667	
150	3.333	150.00	150.00	3.333	3.333	
160	4.000	160.00	160.00	4.000	4.000	
170	4.667	170.41	170.00	4.694	4.667	
180	5.333	???	180.00	???	5.333	

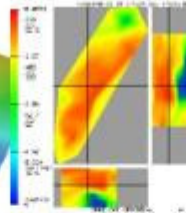
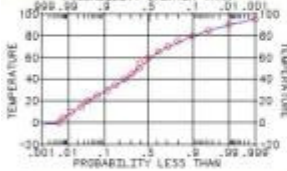
Figure 53. Comparison of Reverse (Inverse) Functions

Display a 3D Surface



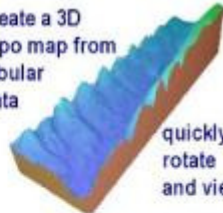
TP2 can rapidly rotate and draw in 3D

TP2 plots linear, log, and probability axes with multiple scales and symbols.



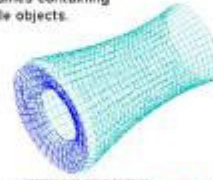
TP2 can generate 3D fields from scattered or regularly-spaced data.
3 views show cross-sectional slicing.

create a 3D topo map from tabular data



quickly rotate and view

TP2 can rapidly rotate and draw 3D wireframes containing multiple objects.



TP2 plots velocity vectors with optional color and irregular geometries.

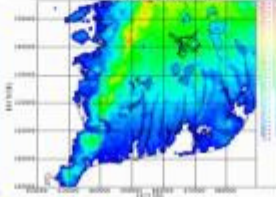
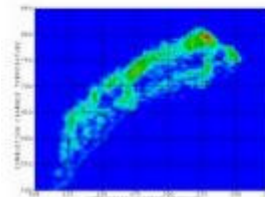


Figure 58. TP2 Samples (all included)

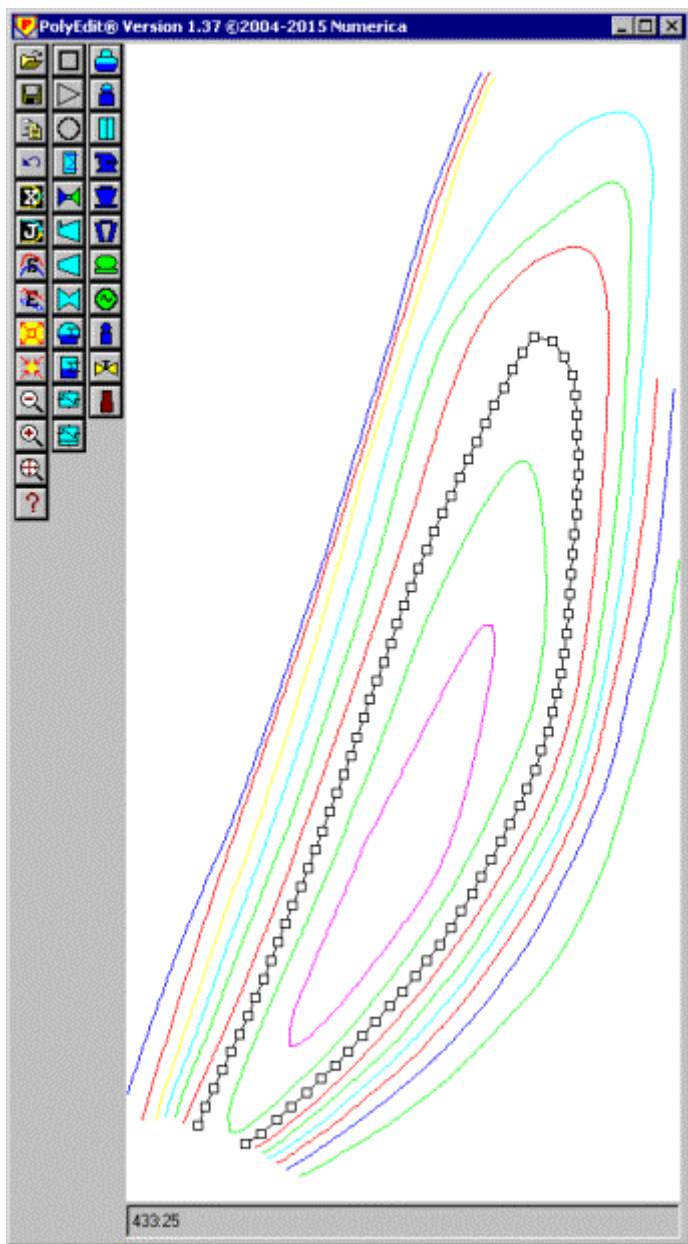


Figure 61. Turbocharger Curves in PolyEdit

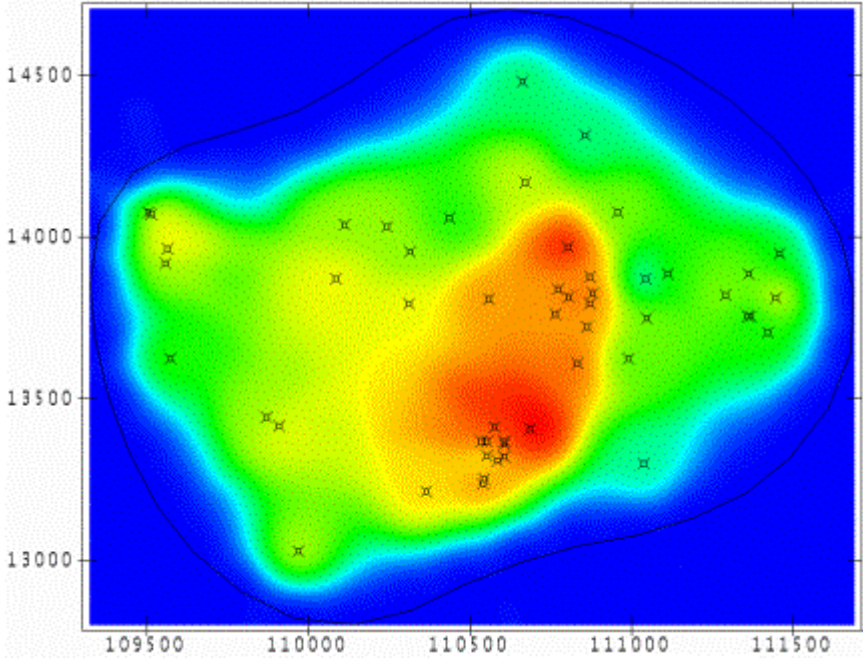


Figure 62. Typical Field or Surface

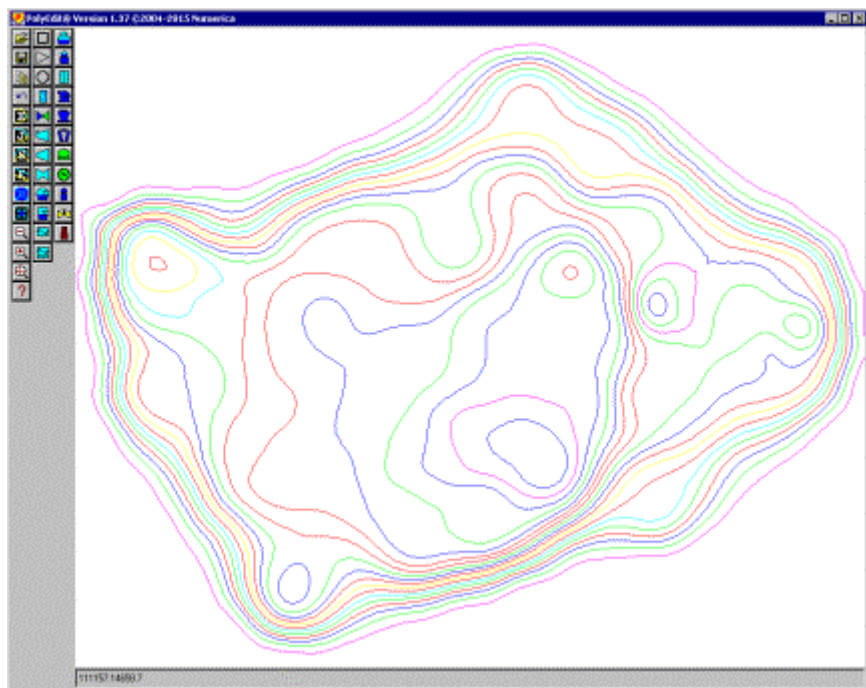


Figure 63. Extracted Contours