

JSpline1D.cc

The JSpline1D.cc program can be used to test the spline interpolation of a Gaussian function. The Gaussian function is taken from ROOT.

```
/**
 * Function g1().
 */
inline Double_t g1(const Double_t x)
{
    return TMath::Gaus(x, 0.0, 1.0, kTRUE);
}
```

With the following expression for its integral.

```
/**
 * Integral of g1().
 */
inline Double_t G1(const Double_t x)
{
    if (x < 0.0)
        return 0.5 * (TMath::Erfc(-sqrt(0.5)*x));
    else
        return 0.5 * (1.0 + TMath::Erf(sqrt(0.5)*x));
}
```

Definition and construction of spline interpolator.

```
typedef JSplineFunction1D_t JFunction1D_t;

JFunction1D_t f1;
JFunction1D_t F1;

const Double_t xmin = -5.5;
const Double_t xmax = +5.5;

for (Double_t x = xmin; x <= xmax; x += (xmax - xmin) / numberOfPoints) {
    f1[x] = g1(x);
}

f1.compile();

convertToIntegral(f1, F1);
```

The last statement directly converts the function object f1 to its integral F1. The number of points can be specified on the command line (option -n). Hence the result can be checked for different number of points.

Test of spline interpolation.

```
TH1D h0("h0", NULL, nx, xmin, xmax);
TH1D h1("h1", NULL, nx, xmin, xmax);

TH1D i0("i0", NULL, nx, xmin, xmax);
TH1D i1("i1", NULL, nx, xmin, xmax);

for (int i = 1; i <= h0.GetNbinsX(); ++i) {

    const Double_t x = h0.GetBinCenter(i);

    h0.SetBinContent(i, g1(x));
    i0.SetBinContent(i, G1(x));

    try {
        h1.SetBinContent(i, f1(x));
        i1.SetBinContent(i, F1(x));
    }
    catch(const exception& error) {
        ERROR(error.what() << endl);
    }
}
```

Typical output is:

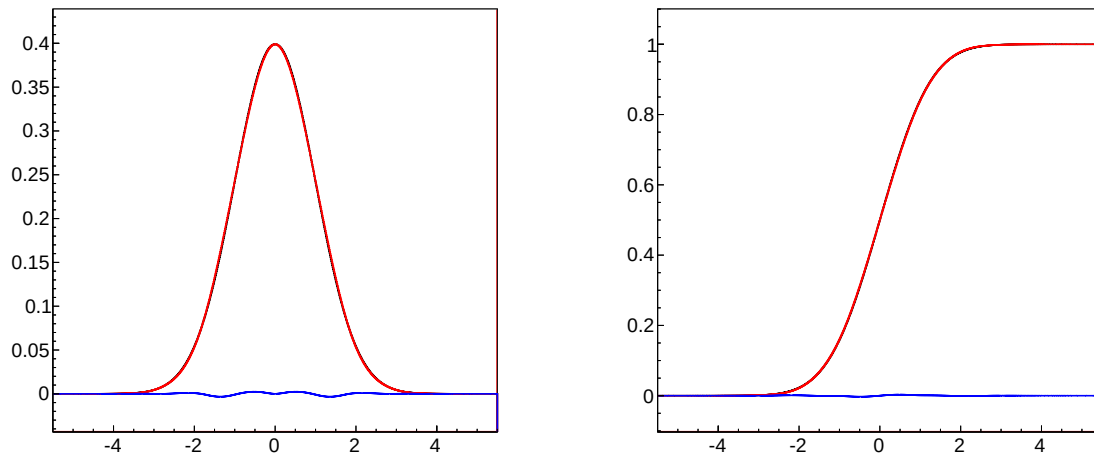


Figure 1: Left: Gauss function (analytical black; interpolated red; and differenc blue). Right: Erfc function (analytical black; interpolated red; and difference blue).