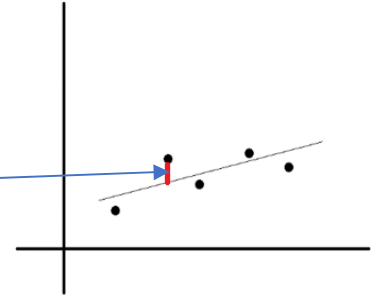


Consider a set P of n points p_1, p_2, \dots, p_n plotted on a two-dimensional plane. Point p_i has coordinates (x_i, y_i) , and we will assume that P is ordered by increasing x -values. An important problem in data analysis is "curve-fitting", that is, finding a function that, when plotted, seems to follow the pattern of the points. This problem deals with segmented linear curve-fitting, that is, trying to closely fit the set P with one or more straight line segments.

Here a single straight line seems a pretty good fit for the given set of points, where the straight line has the equation $y = ax + b$ for some constants a and b . Least squares curve-fitting involves measuring the differences in the y -values for a given x -value x_k between the point (x_k, y_k) and the line. Because we don't care whether the point falls above or below the line, we square that difference so that the result for a given point is never negative. Summing over n points, the error is therefore



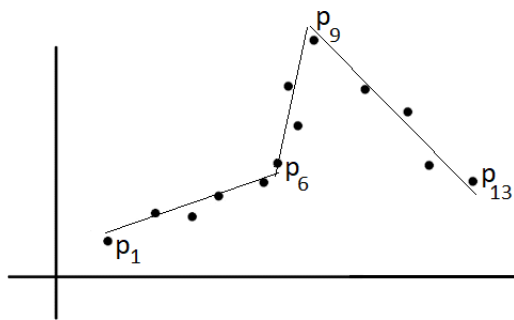
$$\text{err}(1, n) = \sum_k^n (y_k - (ax_k + b))^2 \quad (1)$$

In this formula, the point coordinates are known, so the values of a and b , which determine the straight line, are the unknowns. This error expression is a function of two variables, and we want to find the a and b values that minimize the error. These values are (see the last page):

$$a = \frac{n \sum \sum x_i y_i - \sum x_i \sum y_i}{n \sum x_i^2 - (\sum x_i)^2} \quad (2)$$

$$b = \frac{\sum y_i}{n} \quad (3)$$

where the summations again range from 1 to n . This solves the problem for curve-fitting with a single straight line.



But – what if the points look something like this? Here it seems that a single straight line would have a huge error, but perhaps 3 line segments would work pretty well, a segment from p_1 to p_6 , one from p_6 to p_9 , and one from p_9 to p_{13} . However, we are only guessing at partitioning P into these 3 segments because we're looking at the graph, but we would not ordinarily have such a visual cue. So we can't predetermine the optimum number of segments in the partition. Of course, for any set P , an

extreme case would be to fit a line through each pair of adjacent points; these lines would fit the points perfectly (minimum error in each case) but that's probably way too many segments. So we need to figure out how to partition P into a relatively small number of segments whose corresponding lines have minimal error value.

For a given partition, its *penalty* involves two things:

- (i) The number of segments in the partition times a fixed given cost factor $C > 0$.
- (ii) The sum of the error values of the optimal line through each segment.

We want to find a partition with a minimum penalty, but the parts contributing to a penalty are somewhat contradictory; increase the number of segments and part (i) of the penalty increases while part (ii) decreases. The constant C , which is added to the error of each segment in the partition, is an input value and its value can be set higher or lower to help control the penalty contribution of additional lines.

Any given partition can be described by the "breakpoints" that occur, as in p_1, p_6, p_9 , and p_{13} for the example given earlier. And for any given partition (and value of C), one can compute the penalty in linear time. Therefore a completely brute-force solution to finding an optimal partition of P is to try all possible partitions and find the one with minimum penalty. The partition is determined by the breakpoints, but p_1 and p_n are always breakpoints, so we want all possible subsequences of $p_2 \dots p_{n-1}$, of which there are 2^{n-2} - exponential solution, not good!

We can use dynamic programming to solve this problem (called the Segmented Least Squares problem). Some notation:

i) If a segment of P is p_i, p_2, \dots, p_j , then **err(i, j)** is the minimum error of the straight line through this segment; this is given by equations (1), (2), (3) where the summation limits are i and j rather than 1 and n .

ii) **OPT(j)** denotes the optimum solution for the points p_1, p_2, \dots, p_j . We ultimately want to find **OPT(n)**, which will be a recursive process. Define **OPT(0)** to have the value 0 (there is no point p_0) and define **OPT(1)** to have the value 0 (there is no segment from p_1 to p_1). The trivial **OPT(0)** and **OPT(1)** values are also needed to make the recursion work.

A recursive formula for the optimal solution **OPT(j)**, where $j > 1$, is

$$\text{OPT}(j) = \text{err}(i, j) + C + \text{OPT}(i) \quad (4)$$

Here we assume that p_i, p_{i+1}, \dots, p_j is a single segment with error $\text{err}(i, j)$ and cost factor C .

We have to try formula (4) for all possible values of i , that is, all possible "breakpoints" i , $1 \leq i < j$ to create the last segment of p_1, \dots, p_j . (We don't need $i = j$ because there is no segment from p_j to p_j .) But even for a specific value of i , we still need to find the optimum solution for the smaller segment of P from 1 to i . This suggests using a linear table structure, that is, an array $M[0, 1 \dots n]$, where $M[j] = \text{OPT}(j)$ for $j = 0, 1, \dots, n$, and walking through the table from left to right (similar to what was done in the rod-cutting problem), ultimately finding $M[n]$.

The general picture looks something like this:

$$\begin{array}{ccccccc}
 & & M[i] & & \text{err}(i,j) & & \\
 & & \underbrace{\hspace{1cm}} & & \underbrace{\hspace{1cm}} & & \\
 \text{The general picture looks something like this: } & p_1 & \dots & p_i & \dots & p_j & \dots & p_n
 \end{array}$$

2

Therefore pseudocode for this part of the algorithm is

```
M[0] = M[1] = 0
for (j = 2..n)
    M[j] = min1 ≤ i < j (err(i, j) + C + M[i])
```

You have to keep track of which value of i gives the minimum because this represents a breakpoint.

But before you do the computation given here, you must compute (and store for future reference) $err(i, j)$ for all possible pairs $i \leq j$. To do this, just fill in the upper triangular part of an $n \times n$ matrix, including the main diagonal, thus there are $O(n^2)$ such pairs, and for a given (i, j) , $err(i, j)$ can be computed in $O(n)$ time, so altogether computing the *err* matrix requires $O(n^3)$ work. Filling in the OPT M table (the above pseudocode) requires a for loop of order n , and each value of j requires finding the minimum for the i values between 1 and $j-1$, which is $O(n)$, so in total the pseudocode part is $O(n^2)$. Therefore the total work for this algorithm is $O(n^3)$, obviously an improvement over the brute-force approach.

Segmented Least Squares Example

P consists of 6 points, as follows:

1.4 2.3
1.5 2.6
1.7 3.1
2.2 3.5
2.7 2.8
2.84 2.2

First we need to compute $err(i, j)$ for all possible pairs $i \leq j$. Here is a 6×6 array where the work has already been done for you. Because $i \leq j$, the lower triangular part of the matrix is not used. If $i = j$, $e(i, j) = 0$ because there is no segment from i to j , so the main diagonal has all 0 values. If $i = j - 1$, that is, $j = i + 1$, then i and j are adjacent points that exactly determine a straight line curve fit so the error is 0, therefore the next diagonal also has all 0 values.

| <i>err</i> | 1 | 2 | 3 | 4 | 5 | 6 |
|------------|---|---|--------|--------|--------|--------|
| 1 | 0 | 0 | 0.0007 | 0.0801 | 0.6567 | 1.2143 |
| 2 | x | 0 | 0 | 0.0371 | 0.4405 | 0.8624 |
| 3 | x | x | 0 | 0 | 0.2017 | 0.4570 |
| 4 | x | x | x | 0 | 0 | 0.0601 |
| 5 | x | x | x | x | 0 | 0 |
| 6 | x | x | x | x | x | 0 |

Here I strongly suggest that you use Excel to compute the $\text{err}(1,4)$ value just so you understand how the calculations work.

And here is the completed OPT table, which also shows the corresponding index value (the minimum i that produced that OPT value). The segment penalty value is $C = 1$. Again, I strongly suggest you compute by hand, let's say, $\text{OPT}(4)$ to understand how the calculations work.

| j | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|--------|---|---|---|--------|--------|--------|--------|
| OPT(j) | 0 | 0 | 1 | 1.0007 | 1.0801 | 1.6567 | 2.1402 |
| index | x | x | 1 | 1 | 1 | 1 | 4 |

So, according to the index values (reading them from back to front), the segments in the optimal solution are p_4 - p_6 and p_1 - p_4 . And the corresponding lines for those segments have the following equations:

line for segment 4 through 6 is $y = -1.86396x + 7.64234$

line for segment 1 through 4 is $y = 1.42105x + 0.459211$

The actual program output is highlighted here

j OPT(j) breakpoint i

0 0 -858993460

1 0 -858993460

2 1 1

3 1.00071 1

4 1.08013 1

5 1.65675 1

6 2.14021 4

line for segment 4 through 6 is $y = -1.86396x + 7.64234$

line for segment 1 through 4 is $y = 1.42105x + 0.459211$

Finally, here is an Excel graph of the points and the resulting line segment:

