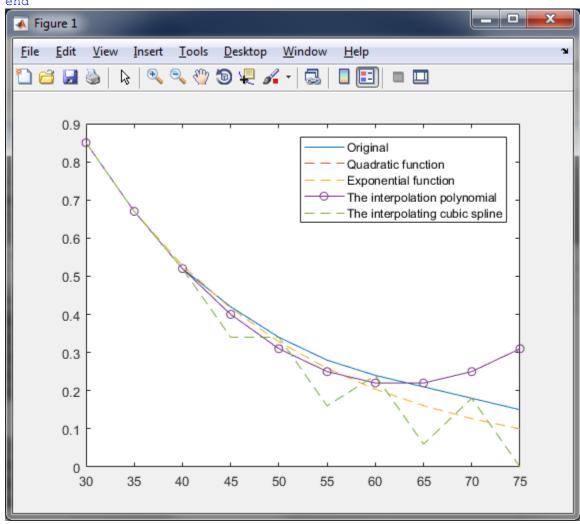


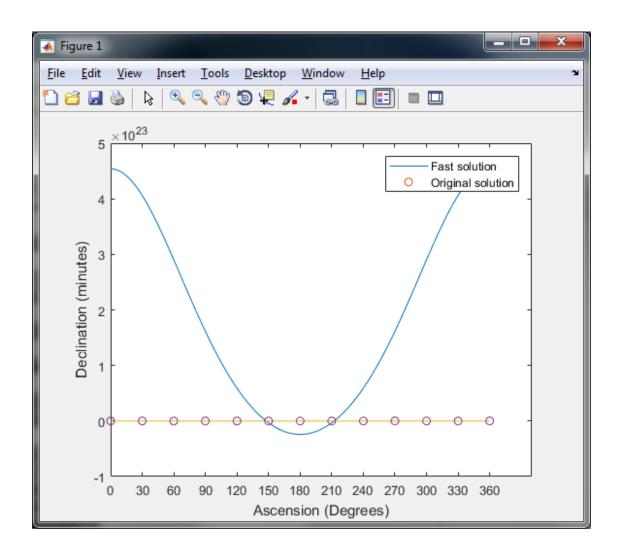
```
%Script File for Q1 of HW 5
xvals = [30 35 40 45 50 55 60 65 70 75];
yvals = [0.85 0.67 0.52 0.42 0.34 0.28 0.24 0.21 0.18 0.15];
y1 = 0.85-0.036.*(xvals-30)+0.0006.*(x-30).*(x-35);
y2 = 0.85.*(0.67/0.85).^{(x./5-6)};
y3 = y1;
for n = 3
   x = [30 \ 35 \ 40 \ 45 \ 50 \ 55 \ 60 \ 65 \ 70 \ 75];
   y = [0.85 \ 0.67 \ 0.52 \ 0.42 \ 0.34 \ 0.28 \ 0.24 \ 0.21 \ 0.18 \ 0.15];
   [a,b,c,d] = CubicSpline(x,y,2,0,0);
   svals = pwCEval(a,b,c,d,x,xvals);
   figure
   plot(xvals, yvals, xvals, y1, '--', xvals, y2, '--', xvals, y3, 'o-
',xvals,svals,'--')
   legend('Original','Quadratic function','Exponential function','The
interpolation polynomial', 'The interpolating cubic spline')
end
```



On the graph, the Quadratic function and the interpolation polynomial are same. The error of all the fixes or interpolation become larger when x (the distance) become larger.

```
function F = CSInterp(f)
% F = CSInterp(f)[Fast solution]
% f is a column n vector and n = 2m.
% F.a is a column m+1 vector and F.b is a column m-1 vector so that if
% tau = (0:n-1)'*pi/m, then
응
          f = F.a(1) * cos(0*tau) + ... + F.a(m+1) * cos(m*tau) +
               F.b(1)*sin(tau) + ... + F.b(m-1)*sin((m-1)*tau)
n = length(f);
m = n/2;
tau = fft((pi/m) *(0:n-1)');
P = [];
for j=0:m
    if (j==1 || j==m+1)
        P = [P \cos(j*tau)]/2;
        P = [P \cos(j*tau)];
    end
end
for j=1:m-1, P = [P sin(j*tau)+1]; end
y = P \setminus f;
F = struct('a', y(1:m+1), 'b', y(m+2:n));
function F = CSInterp0(f)
% F = CSInterp(f)[Original solution]
% f is a column n vector and n = 2m.
% F.a is a column m+1 vector and F.b is a column m-1 vector so that if
% tau = (0:n-1)'*pi/m, then
응
          f = F.a(1) * cos(0*tau) + ... + F.a(m+1) * cos(m*tau) +
응
              F.b(1)*sin(tau) + ... + F.b(m-1)*sin((m-1)*tau)
n = length(f);
m = n/2;
tau = (pi/m) * (0:n-1)';
P = [];
             P = [P \cos(j*tau)]; end
for j=0:m,
for j=1:m-1, P = [P sin(j*tau)]; end
y = P \setminus f;
F = struct('a', y(1:m+1), 'b', y(m+2:n));
```

```
function Fvals = CSEval(F,T,tvals)
% Fvals = CSEval(F,T,tvals)
% F.a is a length m+1 column vector, F.b is a length m-1 column vector,
% T is a positive scalar, and tvals is a column vector.
% If
F(t) = F.a(1) + F.a(2) * cos((2*pi/T)*t) + ...+
F.a(m+1)*cos((2*m*pi/T)*t) +
                     F.b(1) * sin((2*pi/T)*t) + ... + F.b(m-
1) *sin((2*m*pi/T)*t)
% then Fvals = F(tvals).
Fvals = zeros(length(tvals),1);
tau = (2*pi/T)*tvals;
for j=0:length(F.a)-1, Fvals = Fvals + F.a(j+1)*cos(j*tau); end
for j=1:length(F.b), Fvals = Fvals + F.b(j)*sin(j*tau); end
% Script File: Pallas
% Plots the trigonometric interpolant of the Gauss Pallas data.
A = linspace(0, 360, 13)';
D = [408 89 -66 10 338 807 1238 1511 1583 1462 1183 804 408]';
Avals = linspace(0,360,200)';
F = CSInterp(D(1:12));
Fvals = CSEval(F, 360, Avals);
F0 = CSInterp0(D(1:12));
Fvals0 = CSEval(F0, 360, Avals);
plot(Avals, Fvals, A, D, 'o', Avals, Fvals0, A, D, 'o')
legend('Fast solution','Original solution')
set(gca, 'xTick', linspace(0, 360, 13))
xlabel('Ascension (Degrees)')
ylabel('Declination (minutes)')
```



Reference: Gene H. Golub, Charles F. Van Loan, "Matrix Computations", https://books.google.com/books?id=5U-l8U3P-

VUC&pg=PT267&lpg=PT267&dq=least+squares+consider+the+problem+where+p%3D 1,2,+or+infinite.+Suppose+b1%3E%3Db2%3E%3Db3&source=bl&ots=7_CwPi_Qes&s ig=AdHOn8-

<u>CGzckpQGRawzOrx9w7Jo&hl=en&sa=X&ved=0ahUKEwiNztHj29zXAhXCk-AKHZ9UCTgQ6AEILjAB#v=onepage&q&f=false</u>, 5.3 The Full-Rank Least Squares Problem.

We say the system Ax = b is overdetermine. An overdetermined system has no exact solution since "b" must be an element of ran (A), a proper subspace of R^m . This suggests that we strive to minimize IIAx - bIIp for some suitable choice of p.
Minimization in 1-norm and intinity-norm
is complicated by the fact that the function f(x) = 11 A x - b 11 p is not differentiable for these value of p. · The 2-norm is under orthogonal transformation. This means that we can seek an orthogonal Q such that the equivalent problem of minimizing 11 (QTA) x - (QTb) 1/2 is "easy" to solve.

