Problem 2:

We can generalize the design problem in problem 1 as follows.

 $y_{i} = \theta_{0} + \theta_{1}x_{i}^{2} + \theta_{2}x_{i}^{2} + \cdots + \theta_{p}x_{i}^{p} + \epsilon_{i}, \quad \hat{\iota}=1,...,n,$ $x_{i} \in [\alpha, b], \quad \epsilon_{i} \sim i.i.d \quad N(0, \sigma^{2}).$

[In problem 1: p=2, a=-1, b=1.]

- Try P=3, 4, 5, 6,...

 and [a, b] = [-2, 2], [0,1], [0,5],...
- Changes in optimal design problem

 * Define $U_i = a + (b-a)(i-1)/(N-1), i=1,2,...,N$.

* For i=1, ..., N, let

$$Ai = \begin{pmatrix} u_i \\ u_i^2 \end{pmatrix} \begin{pmatrix} 1 & u_i & u_i^2 & \dots & u_i^p \end{pmatrix} \qquad \begin{pmatrix} A_i : (p+1) \times (p+1) \\ u_i^2 \end{pmatrix} \qquad \begin{pmatrix} A_i : (p+1) \times (p+1) \\ u_i^2 \end{pmatrix}$$

* Try N=21, 51, 1001, 2001, 5001, -..

It is interesting to observe the computation times as N increases.