$$\begin{bmatrix} 1 & t_1 & t_1/2 \\ 1 & t_2 & t_2/2 \\ 1 & t_3 & t_3/2 \end{bmatrix} \begin{bmatrix} X_0 \\ V_0 \\ \alpha \end{bmatrix} = \begin{bmatrix} X_1 \\ X_2 \\ X_3 \end{bmatrix}$$

The system is linear because we can write it as a matrix, and the t² values are known values.

- (a) Dt=5s suggests the best conditioning because R is at its maximum. This is what I expected because the more spread out the t's are, it usually means error will have less of an impact and thus conditioning will be better.
- d) The value of to that suggests best conditioning is 4.75. At this point, R is at its greatest (2.4). This is better than what I obtained in the events spaced interval because R is higher (2.38 vs 2.37).
- e) The best fit personeters are the same

Strategy I ofters bedter accuracy.
This is what I predicted became the

Conditioning at to =5 is better that

that at to =1.

Problem 2

- all of the coefficients are represented in either the upper right triangle or lower left triangle. You can arrange these by staking linear combinations of the rows of A and b of a Ax=b system. We like to triangularize it because then we can use formal or backward substitution to find the x elements.
- When you input the matrices as written, there is a division by zero error. This occurs because the pivot element is 0. To get around this, you can simply swap the left & Zel rows of A & b.

Problem 3.

Land U. My friends, however, the have small differences in the Aze motive. This might be because they snapped the 3rd by 4th rows in their Az and by from the problem before (in addition to swapping rows 162), Or, it could be due to the limits of modine precision. Either way, the differences are so small, they can be rounded to 0.