Tackle Least Square, approximation. Here proflem: Find he quadratic equation through the origin that is a lost-fet for he points (1,1), (2,5), (-1,-2) Lets se Fit how the equadratic equation will love like. Ct+dt2=y Me: Pit was just any gradratic Equation Den we have Castart term, but Through Origin, just Mean Costart (9m C). Next Step, Lots set up a matrix Equation.

Jecond Cartino first coordinate of 3 points, and put in first column of his malors Thy's the matrix schip like this? => muttiply A7, her First Coordinate, is 1 times C ad 1 time of 15 Same as plugging in the lofthad side of equation ct + dt2 Simolyly, of take 2rd Cardinate,

- 2 times & C

- 4 hims & Cl y cardinates of 3 pants

Remember we can't solve AX = bi we need to find he best approximation to it. Ax= projection & b onto the Column-space of A. : really same as solving: ATA X = ATB ". Computation! $ATA = \begin{pmatrix} 1 & 2 & 1 \\ 1 & 4 & 4 \end{pmatrix} \begin{pmatrix} 2 & 4 \\ -1 & 4 \end{pmatrix} = \begin{pmatrix} 6 & 8 \\ 8 & 10 \end{pmatrix}$ A76 = (12-1)(5) = (13) $\begin{pmatrix} 68 \\ 810 \end{pmatrix} x = \begin{pmatrix} 13 \\ 19 \end{pmatrix} \sim using Elimerahan.$ $\begin{pmatrix} 6 & 8 \\ 0 & -2 \end{pmatrix} x = \begin{pmatrix} 13 \\ 15 \end{pmatrix}$ $d = -\frac{1}{2}, C = \frac{1}{2}$ y= /2t- 5/2 through

B

Kenew Cay Stops; Fort get great from of the Equation: ct+dt=y Destunte ito matrices. A solitorely tops of section of the => 3) Schop Projection Egnordan - ATAIZ=ATS => 3then just do Canpulata

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Page 1 of 11