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> We wanted to show how maple can simplify solving complex problems that can require many tedious steps and techniques from different areas of mathematics. We created a procedure that uses summations, matrix operations and linear algebra for statistical purposes. With concepts of regression analysis for polynomials, our procedure takes as inputs two data lists and an x-value X. Computes the sums needed to create a system of 3 linear equations which the uknowns yeild the coefficients of a least squares polynomial of degree 2. It then uses Gaussian elimination and backward substitution to find the unknowns and the resulting polynomial. It evaluates the quadratic model at the given x-value and outputs the result and a graph of the data points, including the point with the given x-value on the curve. This procedure can be used to predict any y-value corresponding to a given x-value for sets of data points that are appropriate for 2nd degree polynomial least squares approximation.

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> with (Student[LinearAlgebra]): #to bring the LinearAlgebra package
  to solve linear algebra problems.
  lsp:=proc(vecx,vecy,X); #lsp procedure takes in two data lists
  and an x-value X, creates a least sugares polynomial of degree 2
  with the given data, evaluates the least sugares polynomial at
  the given x-value and outputs the result and a graph of the data
  points on the polynomial.
  local sumx,sumx2,sumx3,sumx4,sumy,sumxy,sumx2y,a,b,c,w,x;
  if numelems(vecx)<>numelems(vecy) then print("Data lists must be
  of same length.")else #since data lists(vecx and vecy) must be of
  same length, we need to use an if statement to check it.
  #to create elements of 3 linear equations.
  sumx:=sum(vecx[n],n=1..numelems(vecx)); #sum of elements of
  sumx2:=sum(vecx[n]^2,n=1..numelems(vecx)); #sum of squared
  elements of vector x.
  sumx3:=sum(vecx[n]^3,n=1..numelems(vecx));
  sumx4:=sum(vecx[n]^4,n=1..numelems(vecx));
  sumy:=sum(vecy[n],n=1..numelems(vecy)); #sum of elements of
  vector v.
  sumxy:=sum(vecx[n]*vecy[n],n=1..numelems(vecx)); #sum of
  elements of vector x multiplied by coressponding elements of
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vector y.
  sumx2y:=sum((vecx[n]^2)*vecy[n],n=1..numelems(vecx));
  a:=Matrix([[numelems(vecx),sumx,sumx2,sumy],[sumx,sumx2,sumx3,
  sumxy],[sumx2,sumx3,sumx4,sumx2y]]); #putting 3 linear equations
  in the form of matrix.
  b:=ReducedRowEchelonForm(a); #This will reduce the matrix 'a' to
  row echelon form.
  c:=evalf(BackwardSubstitute(b)); #This will output the
  coefficients of the regression quadratic - c(3), c(2), c(1).
  w:=plots:-pointplot([seq([x,c(3)*x^2+c(2)*x+c(1)],x=min(vecx)..X))
  ]); #This will generate point-style plot of the regression
  quadratic 'y=c(3)*x^2+c(2)*x+c(1)' when x=vec(x) to X.
  return c(3)*X^2+c(2)*X+c(1),w; #The procedure will return the
  value of y when x=X and the plot.
  end if;
  end proc;
lsp := \mathbf{proc}(vecx, vecy, X)
                                                                                    (1)
   local sumx, sumx2, sumx3, sumx4, sumy, sumxy, sumx2y, a, b, c, w, x;
   if numelems(vecx) <> numelems(vecy) then
      print("Data lists must be of same length.")
   else
       sumx := sum(vecx[n], n = 1 ..numelems(vecx));
       sumx2 := sum(vecx[n]^2, n = 1..numelems(vecx));
       sumx3 := sum(vecx[n]^3, n = 1..numelems(vecx));
       sumx4 := sum(vecx[n]^4, n = 1 ..numelems(vecx));
       sumy := sum(vecy[n], n = 1 ..numelems(vecy));
       sumxy := sum(vecx[n] * vecy[n], n = 1 ..numelems(vecx));
      sumx2y := sum(vecx[n]^2 * vecy[n], n = 1 ...numelems(vecx));
       a := Matrix(\lceil \lceil numelems(vecx), sumx, sumx2, sumy \rceil, \lceil sumx, sumx2, sumx3, sumxy \rceil,
       [sumx2, sumx3, sumx4, sumx2v]]);
       b := Student.-LinearAlgebra:-ReducedRowEchelonForm(a);
       c := evalf(Student:-LinearAlgebra:-BackwardSubstitute(b));
       w := plots:-pointplot(\lceil seq(\lceil x, c(3) \mid x \land 2 + c(2) \mid x + c(1) \rceil, x = \min(vecx) ...X) \rceil);
       return c(3) * X^2 + c(2) * X + c(1), w
   end if
end proc
> lsp([-4,-3,-2,-1,0,1,2,3],[3.36,3.72,4.10,4.46,4.86,5.28,5.69,
  6.08],5);
```

To verify if our result is correct we will check with the built in LeastSquares command.

This confirms our result.