NM hw3 report

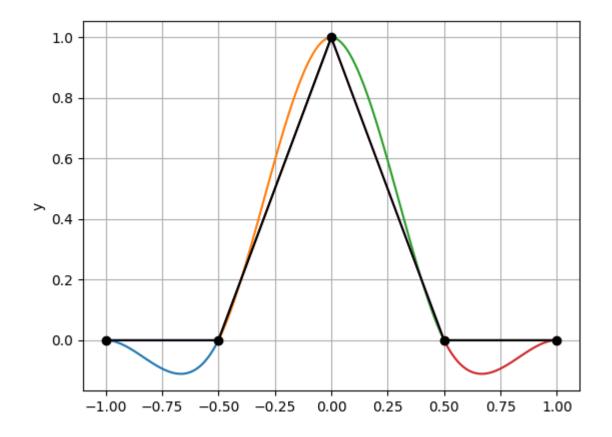
P1.

(c)
$$h = 0.12$$
 , $S = \frac{0.331 - 0.12}{0.17} \approx 0.435$
 $4(x) \approx 4(x) + 5 \circ f(x) + \frac{5(x-1)}{2} \circ \frac{1}{2}(x)$
 $\Rightarrow f(0.231) \approx 0.19188 + (0.725)(-0.01874) + (2975)(4.925-1) (-0.01129)$
 ≈ 0.194822
(b) $f(x) \approx f(x) + \frac{5(x-1)}{2} \circ \frac{1}{2}f(x) + \frac{5(x-1)(x-2)}{3} \circ \frac{1}{2}f(x)$
 $\Rightarrow \frac{5(x-1)(x-2)}{3} \circ \frac{1}{2}f(x) = \frac{(0.927)(-0.01874)(-0.025-2)}{6} \circ \frac{1}{2}f(x)$
 $\Rightarrow f(x) \approx 0.19482 + 0.0000(17) = 0.1942$
 $\Rightarrow f(x) \approx 0.19482 + 0.0000(17) = 0.0018 \approx -0.0000145$
 $\Rightarrow \frac{3(x-1)(x-1)}{2} \circ \frac{1}{2}f(x) \Rightarrow 0.0000(17) + 0.00018 \approx -0.0000145$
 $\Rightarrow \frac{3(x-1)(x-1)}{2} \circ \frac{1}{2}f(x) \Rightarrow 0.00012$
 $\Rightarrow f(0.34) = 0.0012$
 $\Rightarrow f(0.34) = 0.0012$

p2.

a.

b.



р3.

a.

先把10個控制點存在control_points,分成三段,每段套上bezier_curve公式,設定參數u 在[0,1] 上均勻取點,並分別將每段plot出來把 10 個控制點(x,y)分成三段,每段包含 4 個連續的控制點。針對每一段,套上 cubic Bezier 曲線的公式,並將每一小段分別畫出來。

```
import numpy as np
import matplotlib.pyplot as plt
 control_points = np.array([
        [10, 10],

[10, 10],

[50, 15],

[75, 60],

[90, 100],

[105, 140],

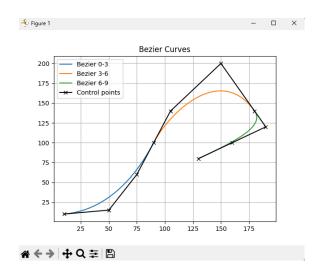
[150, 200],

[180, 140],

[190, 120],

[160, 100],

[130, 80]
])
x = control_points[:, 0]
y = control_points[:, 1]
 # 定義三段 Bezier 曲線公司
def bezier_curve(P, u):
        return (
	(1 - u) ** 3 * P[0] +
	3 * u * (1 - u) ** 2 * P[1] +
	3 * u**2 * (1 - u) * P[2] +
	u**3 * P[3]
# 第一段 (0,1,2,3)
b1 = bezier_curve(x[0:4], u)
b1_y = bezier_curve(y[0:4], u)
b2 = bezier_curve(x[3:7], u)
b2_y = bezier_curve(y[3:7], u)
# 第三段 (6,7,8,9)
b3 = bezier_curve(x[6:10], u)
b3_y = bezier_curve(y[6:10], u)
plt.plot(b1, b1_y, label='Bezier 0-3')
plt.plot(b2, b2_y, label='Bezier 3-6')
plt.plot(b3, b3_y, label='Bezier 6-9')
plt.plot(x, y, 'x-', label='Control points', color='black')
 plt.legend()
plt.title('Connected Bezier Curves')
 plt.grid(True)
```



b.

因為point 234 / 567都是colinear所以在point 3 / 6都會smoothly connect

C.

```
3.

(C)

P_0 - P_3 = b_0(u) = (I - u)^3 P_0 + 3u(I - u)^2 P_1 + 3u^2(I - u) P_2 + u^3 P_3, for u \in I_0, I]

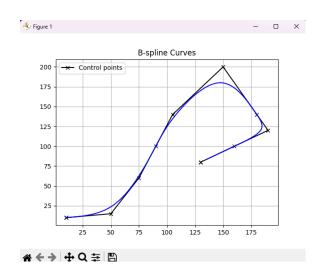
P_3 \sim I_6 : let = u + let = u + let = let = u + let = let = u + let =
```

P4

a.

使用 uniform cubic B-spline 的四個基底函數,新增 P(-2) = P(-1) = P(0) 以及 P(n+2) = P(n+1) = P(1) ,每次取 4 個連續的控制點 (i-2, i-1, i, i+1) 來組成一小段 曲線,設定參數u 在[0,1] 上均勻取點,並分別plot出來。

```
# u 在 [0,1] 之間
u = np.linspace(0, 1, 100)
# 定義 uniform cubic B-spline basis functions
def B_spline_basis(u):
    b0 = (1 - u)**3 / 6
    b1 = (3*u**3 - 6*u**2 + 4) / 6
    b2 = (-3*u**3 + 3*u**2 + 3*u + 1) / 6
    b3 = u**3 / 6
    return b0, b1, b2, b3
# 盡每一小段
for i in range(2,9):
    b0, b1, b2, b3 = B_spline_basis(u)
    g_x = b0 * x[i-2] + b1 * x[i-1] + b2 * x[i] + b3 * x[i+1]
    g_y = b0 * y[i-2] + b1 * y[i-1] + b2 * y[i] + b3 * y[i+1]
    plt.plot(g_x, g_y)
```



b.

b-spline本來就是C2 continuous,所以會smoothly connected

C.

給予p0-p3, p3-p6, p6-p9分別不同範圍的u,再丟入B spline basis矩陣運算時透過不同的位移值將其位移回[0,1]的範圍內,得出曲線與(a)相同

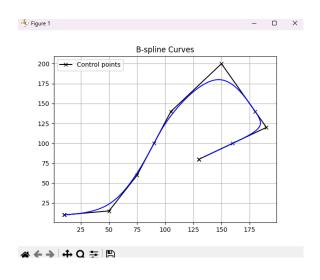
```
# u 在 [0,1] 之間

u = np.linspace(0, 1, 100)

u2 = np.linspace(1, 2, 100)

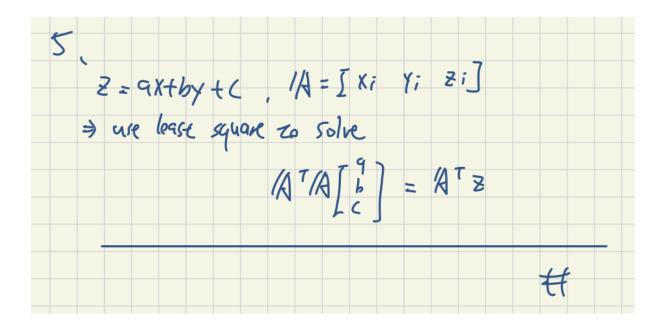
u3 = np.linspace(2, 3, 100)
```

```
for i in range(2, 12):
    if i <= 3:
        b0, b1, b2, b3 = 8_spline_basis(u)
        g_x = b0 * x[i-2] + b1 * x[i-1] + b2 * x[i] + b3 * x[i+1]
        g_y = b0 * y[i-2] + b1 * y[i-1] + b2 * y[i] + b3 * y[i+1]
    elif i <= 6:
        b0, b1, b2, b3 = 8_spline_basis(u2 - 1)
        g_x = b0 * x[i-2] + b1 * x[i-1] + b2 * x[i] + b3 * x[i+1]
        g_y = b0 * y[i-2] + b1 * y[i-1] + b2 * y[i] + b3 * y[i+1]
    else:
    b0, b1, b2, b3 = 8_spline_basis(u3 - 2)
        g_x = b0 * x[i-2] + b1 * x[i-1] + b2 * x[i] + b3 * x[i+1]
        g_y = b0 * y[i-2] + b1 * y[i-1] + b2 * y[i] + b3 * y[i+1]
    plt.plot(g_x, g_y, cotor='blue')</pre>
```



P5

a.



b.

```
# 題目絵的資料

x = np.array([0.40, 1.2, 3.4, 4.1, 5.7, 7.2, 9.3])
y = np.array([0.70, 2.1, 4.0, 4.9, 6.3, 8.1, 8.9])
z = np.array([0.031, 0.933, 3.058, 3.349, 4.870, 5.757, 8.921])

# (A^T A) a = A^T b
A = np.vstack([x, y, np.ones_like(x)]).T
b = z

# A^T A = A^T b
ATA = A.T @ A
ATb = A.T @ A
ATb = A.T @ B
ATD = A.T B
```

使用python的矩陣運算解出z為

```
res: z = 1.59609 x + -0.70238 y + 0.22067
```

C.

```
# residuals
z_pred = A @ x
residuals = z - z_pred
SSE = np.sum(residuals**2)
print(f"sum of the squares of the deviations: {SSE:.5f}")
```

計算每一個點和預測值的差距並平方相加

sum of the squares of the deviations: 0.31940

P6

6.
$$(35^{2}(X)) = [-X^{2} + \frac{1}{5}] X^{4} - \frac{2}{5} X^{5}$$

$$= \frac{a_{5}(a_{1}X + a_{2}X + a_{3}X + a_{4}X + a_{5}X +$$

P7