

L24: Least-Squares Linear Regression

Discussion and Applications; Lab 09; Other Topics

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E7 Spring 2017, University of California at Berkeley

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Version: release

Announcements

Lab 09 is due on March 24 at 12 pm (noon)

Today:

- ▶ Least-squares linear regression: discussion and applications
- ▶ Introduction to lab 09
- ▶ E7 programming project
 - ▶ A first glance
 - ▶ Forming teams

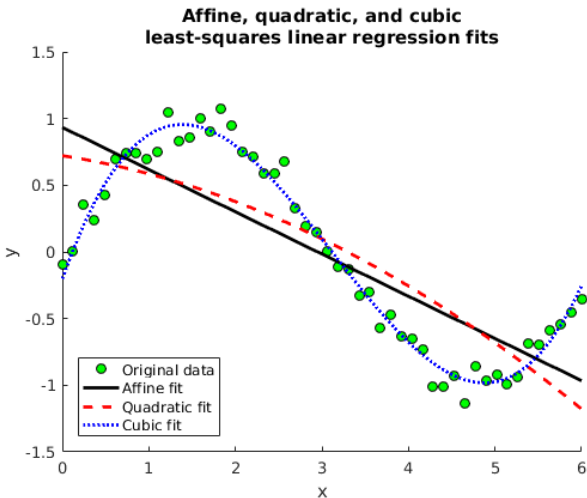
Next week:

- ▶ Monday: Interpolation (chapter 14)
- ▶ Wednesday: Series (chapter 15)
- ▶ Friday: Discussion
- ▶ Wednesday or Friday: presentation of the final programming project

One more example of least-squares linear regression

See function `my_multiple_regressions`

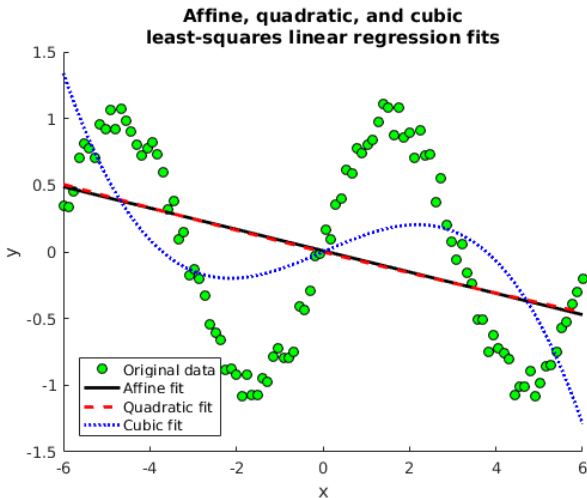
Here: the cubic line fits the original data nicely, but the other lines do not



One more example of least-squares linear regression

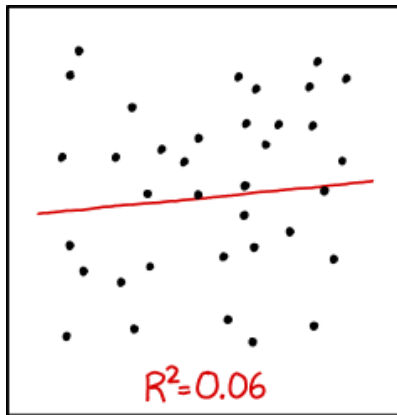
See function `my_multiple_regressions`

Here: none of the lines fit the original data nicely



“Unfittable” data

Sometimes, data just cannot be fitted in a way that makes sense...



I DON'T TRUST LINEAR REGRESSIONS WHEN IT'S HARDER
TO GUESS THE DIRECTION OF THE CORRELATION FROM THE
SCATTER PLOT THAN TO FIND NEW CONSTELLATIONS ON IT.

Topic:

Least-squares linear regression

Introduction to lab 09

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Before working on the lab:

Review the material from lectures L22 and L23

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Review the material from lectures L22 and L23

As you work on the lab, think about what the results mean

Look at the figures in the instructions

(note: your functions should **not** create figures)

Q3: Fitting with sines and cosines

Objective: given a set of x - and y -data, fit a function of the form:

$$f(x) = k + \sum_{i=1}^n a_i \sin(ix) + \sum_{i=1}^n b_i \cos(ix)$$

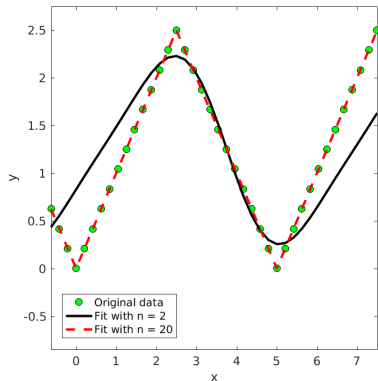
where n is an integer that is greater than zero, and where the coefficients to fit are k , $a_i, i = \{1, 2, \dots, n\}$, and $b_i, i = \{1, 2, \dots, n\}$

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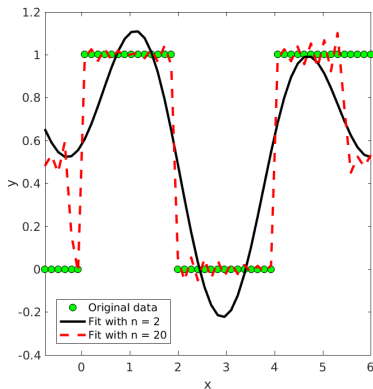
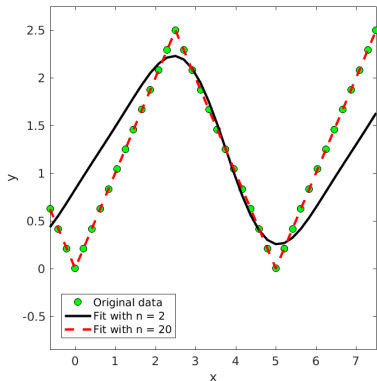


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(we don't want to make it bigger than “necessary”)
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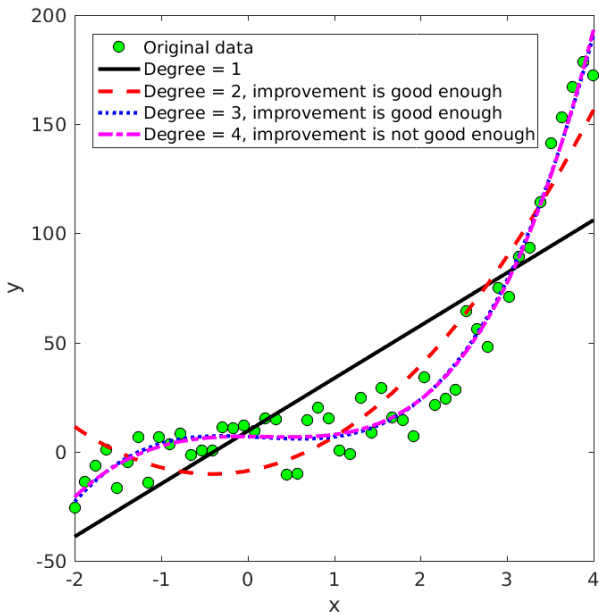
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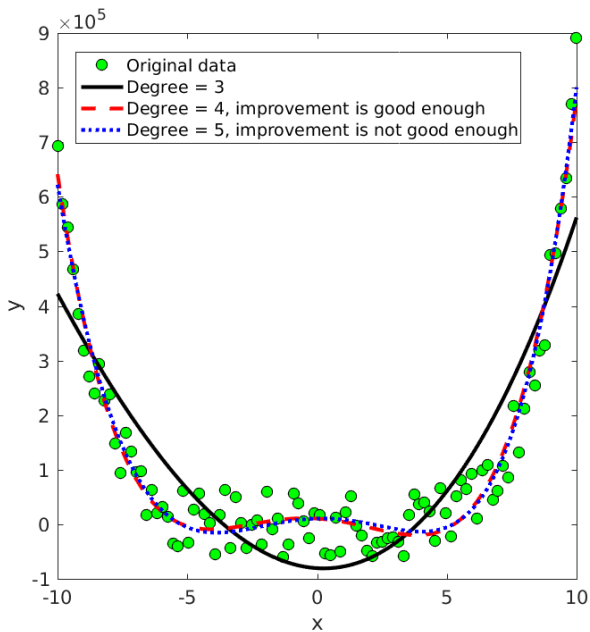
Note:

Fitting polynomial of higher and higher degrees reduces the square error

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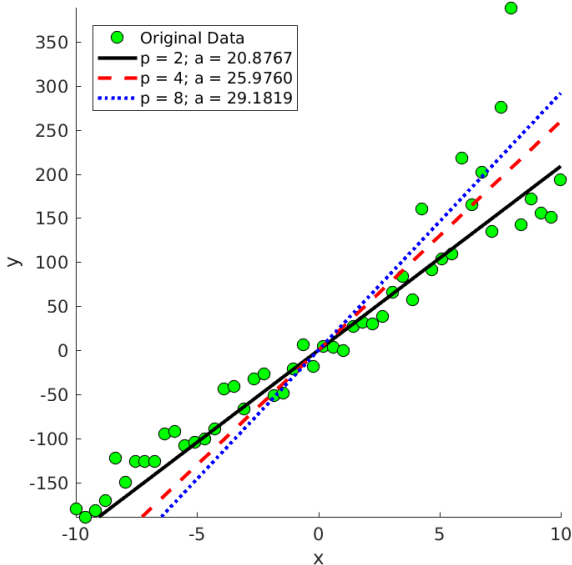
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by finding a such that:

$$E'_p(a) = \sum_{i=1}^m px_i(ax_i - y_i)^{p-1} = 0$$

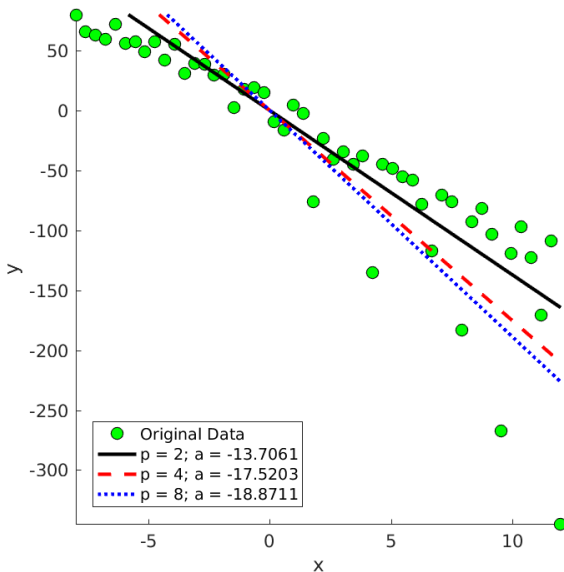
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You can code anything without using these functions (e.g., by using `for` loops instead), but using them might make your code shorter and/or more readable

Note: you do not need to use these functions for lab 09

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The grading will be based on various criteria, such as:

- ▶ Collecting scrap efficiently
- ▶ Avoiding (moving), asteroids, fixed obstacles, and/or nebulae

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By next Wednesday (March 22nd): **email/bCourses message your primary GSI with the name(s) of your teammate(s)**

If you cannot find teammates, let your GSI know, they will help you form a team