## Numerical Methods – HW8

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## **Environment**

• OS: Windows

• **CPU:** Intel Core i5-4200H

• Programming Language: Matlab R2018a

# Problem 8-1: Write a program which can solve general spline problems.

### Codes

my spline

- Return breaks and coefs so that later we can use Matlab's ppval to evaluate the result.
- Use a system to solve the parameter c.

```
function [breaks, coefs] = my_spline(x, y)
    breaks = x;
    [n, ~] = size(y);
    n = n - 1;

%% solve a
    a = y;

%% solve C
    h = x(2: n+1) - x(1: n);

tmp_system_A = zeros(n-1, n+1);
tmp_system_A(1:n-1, 1:n-1) = tmp_system_A(1:n-1, 1:n-1) ...
    + diag(h(1:n-1));
tmp_system_A(1:n-1, 2:n) = tmp_system_A(1:n-1, 2:n) ...
```

## Codes to Compare my spline and Matlab

• Use ppval to evaluate my\_spline and Matlab's spline

```
x = % ...
y = % ...
xx = % ...
[breaks, coefs] = my_spline(x, y);
pp = mkpp(breaks, coefs);
pp_vals = ppval(pp, xx);

[sp] = spline(x, y);
sp_vals = ppval(sp, xx);

hold on
sp_o = plot(x, y, 'o', 'Color', 'k');
pp_line = plot(xx, pp_vals, '-', 'Color', 'b');
sp_line = plot(xx, sp_vals, '-', 'Color', 'r');
hold off

legend([sp_o, pp_line, sp_line], ...
{'exact value given', 'My spline', "Matlab's spline"});
```

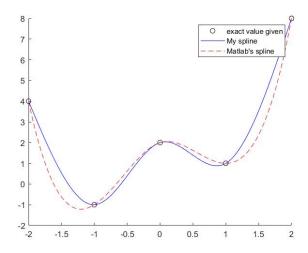
## Test your program by using some data and compare with the result of Matlab

#### Data 1

• Data:

```
x = [-2 -1 0 1 2]';
y = [4 -1 2 1 8]';
xx = linspace(-2, 2, 101);
```

• Graph:



## Data 2

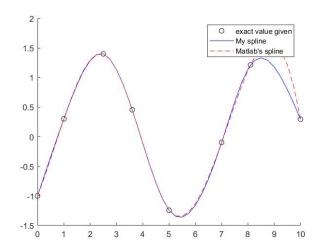
• Data:

```
x = [0 \ 1 \ 2.5 \ 3.6 \ 5 \ 7 \ 8.1 \ 10]';

y = \sin(x) - \cos(x);

xx = 0:.25:10;
```

• Graph:



## Problem 8-2

## Write down the three equations of $\nabla E = 0$

$$egin{aligned} 
abla E &= \left[ egin{array}{ccc} rac{\partial E}{\partial a} & rac{\partial E}{\partial b} & rac{\partial E}{\partial c} 
ight]^{ extsf{T}} = \left[ egin{array}{cccc} 0 & 0 & 0 
ight]^{ extsf{T}} \ rac{\partial E}{\partial a} &= \sum_{i=1}^m 2(y_i - (ax_i^2 + bx_i + c)) \cdot (-x_i^2) &= 0, \ rac{\partial E}{\partial b} &= \sum_{i=1}^m 2(y_i - (ax_i^2 + bx_i + c)) \cdot (-x_i) &= 0, \ rac{\partial E}{\partial c} &= \sum_{i=1}^m 2(y_i - (ax_i^2 + bx_i + c)) &= 0 \ \end{array} 
ight. \ \begin{cases} \sum_{i=1}^m y_i = a \left( \sum_{i=1}^m x_i^2 \right) + b \left( \sum_{i=1}^m x_i \right) + c \left( \sum_{i=1}^m 1 \right), \ \sum_{i=1}^m x_i y_i = a \left( \sum_{i=1}^m x_i^3 \right) + b \left( \sum_{i=1}^m x_i^2 \right) + c \left( \sum_{i=1}^m x_i \right), \ \sum_{i=1}^m x_i^2 y_i = a \left( \sum_{i=1}^m x_i^4 \right) + b \left( \sum_{i=1}^m x_i^3 \right) + c \left( \sum_{i=1}^m x_i^2 \right) \end{cases}$$

## Write a program doing quadratic least square

#### quadratic least square

• Use a system to solve the parameters a, b, c.

```
function [coefs] = qua_least_square (x, y)
    [m, ~] = size(x);

sum_x = sum(x);
sum_x_2 = sum(x .^ 2);
sum_x_3 = sum(x .^ 3);
sum_x_4 = sum(x .^ 4);

sum_x_y = sum(y);
sum_x_y = sum(x .* y);
sum_x_2_y = sum(x .* y);
sum_x_2_y = sum((x .^ 2) .* y);

system_A = [sum_x_2, sum_x, m;
sum_x_3, sum_x_2, sum_x;
sum_x_4, sum_x_3, sum_x_2];

system_b = [sum_y; sum_x_y; sum_x_2_y];
coefs = system_A \ system_b;
end
```

## Randomly generate some $(x_i, y_i)$ and draw a figure showing your approximation

## Testing Code

• Use polyval to evaluate the polynomial.

```
x = % ...
y = % ...
xx = % ...
[coefs] = qua_least_square(x, y);
pv = polyval(coefs, xx);

hold on
qua_o = plot(x, y, 'o', 'Color', 'k');
qua_line = plot(xx, pv, '-', 'Color', 'b');
hold off

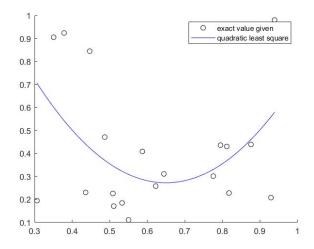
legend([qua_o, qua_line], {'exact value given', 'quadratic least square'})
```

### Data 1

• Data:

```
x = rand(20, 1);
y = rand(20, 1);
xx = linspace(min(x), max(x), 100);
```

• Graph:



## Data 2

• Data:

```
x = [2100 2300 2500 2700 2900 3100 3300 3500 3700 3900 4100 4300]';
y = [48 42 31 34 31 21 23 23 21 16 17 21]';
xx = 2100: 10: 4300;
```

• Graph:

