

1. Mathematical background

i. Linear Regression

Using minima squares is possible to compute a straight line that approximate in the best way all point given, where that line is described by $y = mx + b$. That before, for at least three pair of points.

To compute the values of m and b we follow the next equations (deductions left to the reader):

$$m = \frac{N \sum_{i=1}^N x_i y_i - \left(\sum_{i=1}^N x_i \right) \left(\sum_{i=1}^N y_i \right)}{N \sum_{i=1}^N x_i^2 - \left(\sum_{i=1}^N x_i \right)^2} \quad (1)$$

$$b = \frac{\left(\sum_{i=1}^N y_i \right) \left(N \sum_{i=1}^N x_i^2 \right) - \left(\sum_{i=1}^N x_i \right) \left(\sum_{i=1}^N x_i y_i \right)}{N \sum_{i=1}^N x_i^2 - \left(\sum_{i=1}^N x_i \right)^2} \quad (2)$$

How the line approximate the numbers given is measured by the factor r , and when its is equal to 1 all values are described by the line. That factor can be computed by:

$$r = \frac{\sum_{i=1}^N x_i y_i - N^{-1} \left(\sum_{i=1}^N x_i \right) \left(\sum_{i=1}^N y_i \right)}{\sqrt{\left[\sum_{i=1}^N x_i^2 - N^{-1} \left(\sum_{i=1}^N x_i \right)^2 \right] \left[\sum_{i=1}^N y_i^2 - N^{-1} \left(\sum_{i=1}^N y_i \right)^2 \right]}} \quad (3)$$

When the r is not 1 (majority of cases) is useful know the uncertainties for m and b , which can be computed by:

$$u_m = \sqrt{\frac{N \sum_{i=1}^N (y_i - mx_i - b)^2}{(N - 2) \left[N \sum_{i=1}^N x_i^2 - \left(\sum_{i=1}^N x_i \right)^2 \right]}} \quad (4)$$

$$u_b = \sqrt{\frac{\left[\sum_{i=1}^N (y_i - mx_i - b)^2 \right] \left[\sum_{i=1}^N x_i^2 \right]}{(N - 2) \left[N \sum_{i=1}^N x_i^2 - \left(\sum_{i=1}^N x_i \right)^2 \right]}} \quad (5)$$

ii. Polynomial Regression

It is also know that given $n + 1$ pair points is possible to compute a polynomial curve at n^{tm} grade that satisfies all the pairs. Also is computable a $n - m$ polynomial regression with $m < n$, where the approach of the points by the curve can be modified in way of the grade polynomial.

Given n pairs: $\{(x_1, y_1), (x_2, y_2), \dots, (x_m, y_m)\}$ a polynomial regression can be computed as: $y = a_n x^n + a_{n-1} x^{n-1} + \dots + a_2 x^2 + a_1 x + a_0$

where the coefficients are determined by the following system of linear equations.

$$\begin{aligned}
 na_0 &+ (\sum x_i)a_1 + (\sum x_i^2)a_2 + \dots + (\sum x_i^n)a_n = \sum y_i \\
 (\sum x_i)na_0 &+ (\sum x_i^2)a_1 + (\sum x_i^3)a_2 + \dots + (\sum x_i^{n+1})a_n = \sum x_i y_i \\
 (\sum x_i^2)na_0 &+ (\sum x_i^3)a_1 + (\sum x_i^4)a_2 + \dots + (\sum x_i^{n+2})a_n = \sum x_i^2 y_i \\
 &\vdots \\
 (\sum x_i^n)na_0 &+ (\sum x_i^{n+1})a_1 + (\sum x_i^{n+2})a_2 + \dots + (\sum x_i^{2n})a_n = \sum x_i^n y_i
 \end{aligned} \tag{6}$$

Therefore, is possible to solve polynomial regression by solving the linear system.

2. Code

The two cases described above are in two different files (`linear.f90` and `polynomial.f90`). The first one about a linear regression was easy to code since all expression are fixed. Doing the additions by DO loops and the square root is a native function in **fortran** was not necessary import any library.

For the second case, about the polynomial regression the code is little bit more complicated, since is necessary not only a solver for the linear equation, is also necessary compute the values for the linear system. Then, was written two SUBROUTINES, one for compute the values and another one to solve the system.

Before compute, there are a conditional to know if the system can be solved or not, if not the program stops and gives a suggestion for a better try.

3. Examples

We can do a polynomial regression with the next pairs: *i*) (1,1), (2,4), (3,4), (5,1), (6,2), and *ii*) (-3,4), (-1,1), (0,0), (1,2), (2,5). At 3th grade we have:

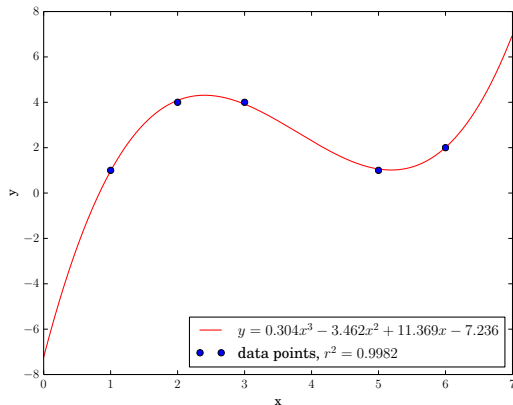


Figure 1: Example *i*.

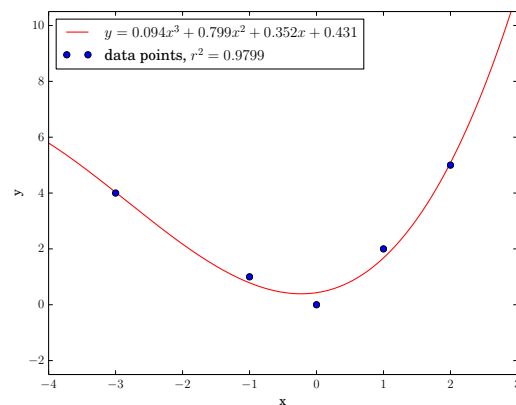


Figure 2: Example *ii*.

Also we can compute for: $(-\pi/2, 0)$, $(-\pi/3, 1/2)$, $(0, 1)$, $(\pi/3, 1/2)$, $(\pi/2, 0)$. And compare with the function $\cos(\pi/4)$. Getting a approximation of the Taylor expansion for $\cos(x)$.

$$\cos(x) = \sum_{n=0}^{\infty} (-1)^n \frac{x^{2n}}{(2n)!} = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \dots \approx 0.966 - 0.397x^2$$

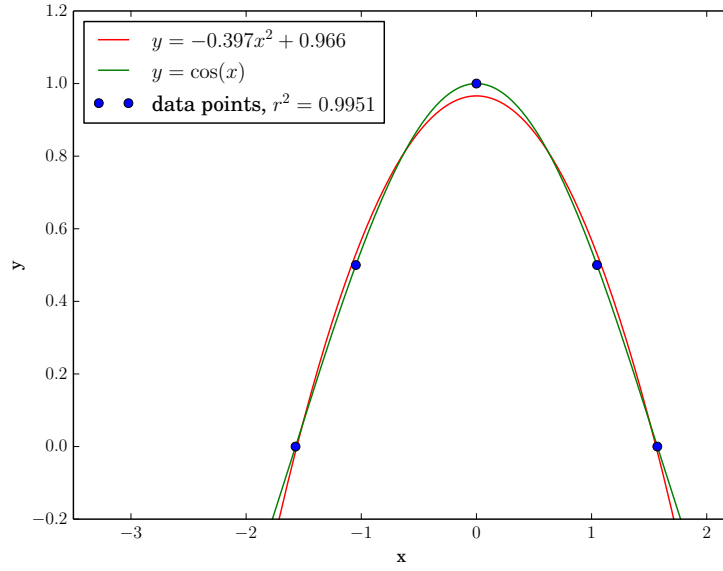


Figure 3: Example *iii*.