## set3

## November 15, 2023

```
[]: import numpy as np
     import matplotlib.pyplot as plt
     import bisect
[]: def sin_x_2(x):
         return np.sin(x**2)
[]: x_i = np.sort(np.random.uniform(0, 3, 30))
     f_i = sin_x_2(x_i)
[]: plt.scatter(x_i, f_i)
     plt.show()
            1.00
            0.75
            0.50
            0.25
            0.00
           -0.25
           -0.50
           -0.75
           -1.00
                            0.5
                                      1.0
                                                1.5
                                                                   2.5
                  0.0
                                                          2.0
                                                                              3.0
```

```
[]: array([0.04980811, 0.74118599, 0.76694005, 0.80812407, 0.85743558,
            0.95288822, 1.06408208, 1.09667182, 1.12583208, 1.25622513,
            1.29252996, 1.30314072, 1.36071228, 1.41060267, 1.48347789,
            1.70326038, 1.71169464, 1.73359397, 1.82315724, 2.1695076,
            2.22152501, 2.27565563, 2.30087919, 2.37882791, 2.45139852,
            2.46553038, 2.51482677, 2.60027239, 2.93379899, 2.98685325])
[]: def find_nearest_neghbors(x_i_array, n, x):
         neighbors = []
         n_right = n_left = n//2
         index_of_first_right_neighbor = bisect.bisect_right(x_i, x)
         if 0 <= index_of_first_right_neighbor <= len(x_i_array) - 1:</pre>
             neighbors.append((index_of_first_right_neighbor,__

¬x_i_array[index_of_first_right_neighbor]))
         while n_right != 0:
             index = index_of_first_right_neighbor + n_right
             if index <= len(x_i_array) - 1:</pre>
                 neighbors.append((index, x_i[index]))
             n_right -= 1
         while n left != 0:
             index = index_of_first_right_neighbor - n_left
             if index >= 0:
                 neighbors.append((index, x_i[index]))
             n_left -= 1
         return neighbors
[]: def P(x, x_j, neighbors):
         pi = 1
         for _, x_k in neighbors:
             if x_j != x_k:
                 pi *= (x - x_k) / (x_j - x_k)
         return pi
[]: x_i = np.sort(np.random.uniform(0, 3, 30))
     f_i = sin_x_2(x_i)
     # f_i with noise:
     n_noise = 1
     random_indices = np.random.randint(0, len(f_i), size=n_noise)
     for i in random_indices:
```

[]: x\_i

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f_i[i] = np.random.uniform(-1, 1)
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```
[]: X = np.linspace(0, 3, 100)
n = 5

f_x = []
for x in X:
    summation = 0

neighbors = find_nearest_neghbors(x_i, n, x)
for j, x_j in neighbors:
    summation += f_i[j] * P(x, x_j, neighbors)

f_x.append(summation)
```

```
[]: plt.scatter(x_i, f_i, c='red', label='data points')
  plt.plot(X, sin_x_2(X), c='red', label='function')
  plt.plot(X, f_x, c='green', label='fitted function')
  plt.legend()
  plt.show()
```

