

# APPLICATIONS OF MATLAB IN ENGINEERING

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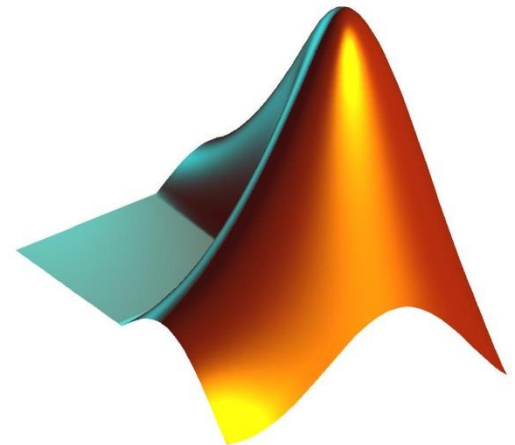
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Fall 2015

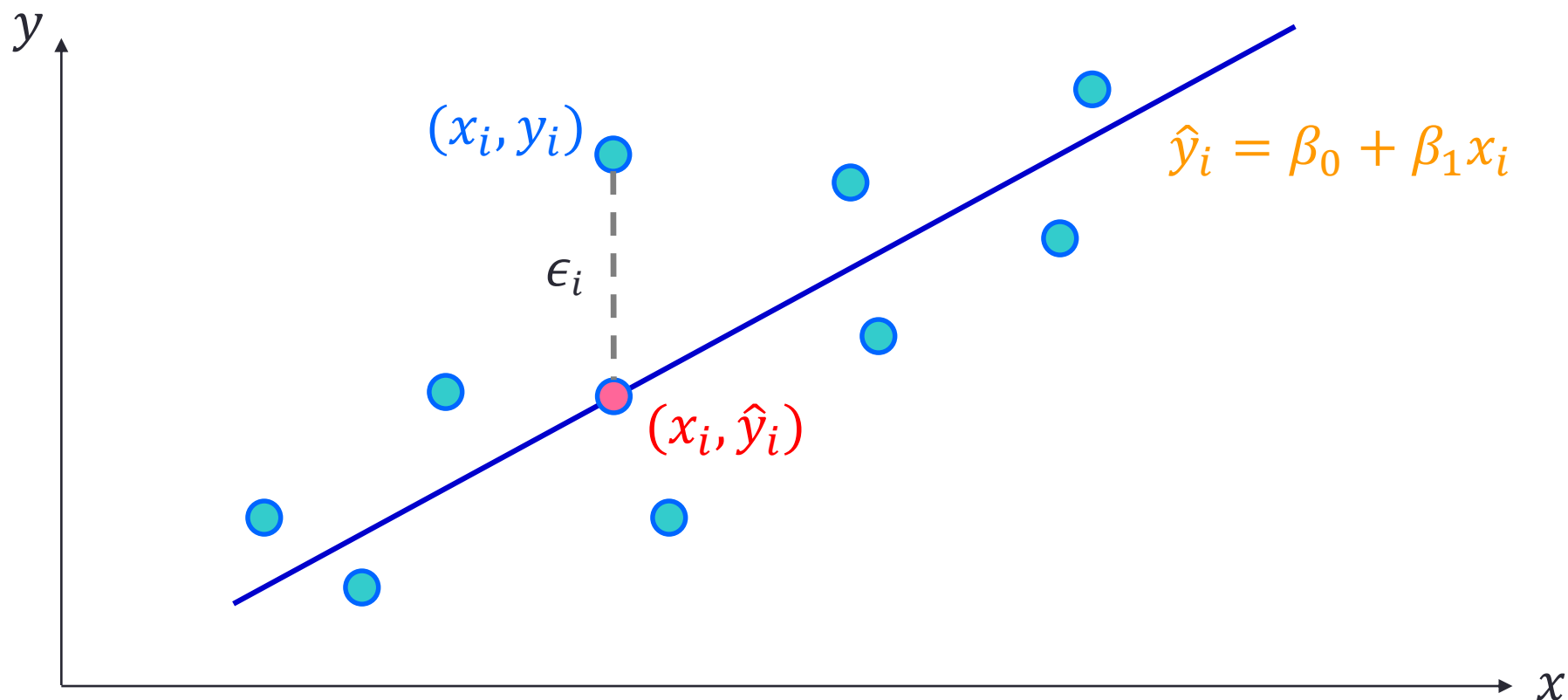
Today:

- Polynomial curve fitting
- Multiple regression
- Interpolation



# Simple Linear Regression

- A bunch of data points  $(x_i, y_i)$  are collected
- Assume  $x$  and  $y$  are linearly correlated



# Linear Regression Formulation

- Define sum of squared errors (*SSE*):

$$SSE = \sum_i \epsilon_i^2 = \sum_i (y_i - \hat{y}_i)^2$$

- Given that the regression model:  $\hat{y}_i = \beta_0 + \beta_1 x_i$ ,

$$SSE = \sum_i (y_i - \beta_0 - \beta_1 x_i)^2$$

- What variables are known and what are unknown?
- How do we obtain the optimal parameters?

# Solving Least-squares Problem

- $SSE$  is minimized when its gradient with respect to each parameter is equal to zero:

$$\frac{\partial \sum_i \epsilon_i^2}{\partial \beta_0} = -2 \sum_i (y_i - \beta_0 - \beta_1 x_i) = 0$$

$$\frac{\partial \sum_i \epsilon_i^2}{\partial \beta_1} = -2 \sum_i (y_i - \beta_0 - \beta_1 x_i) x_i = 0$$

# Least-squares Solution

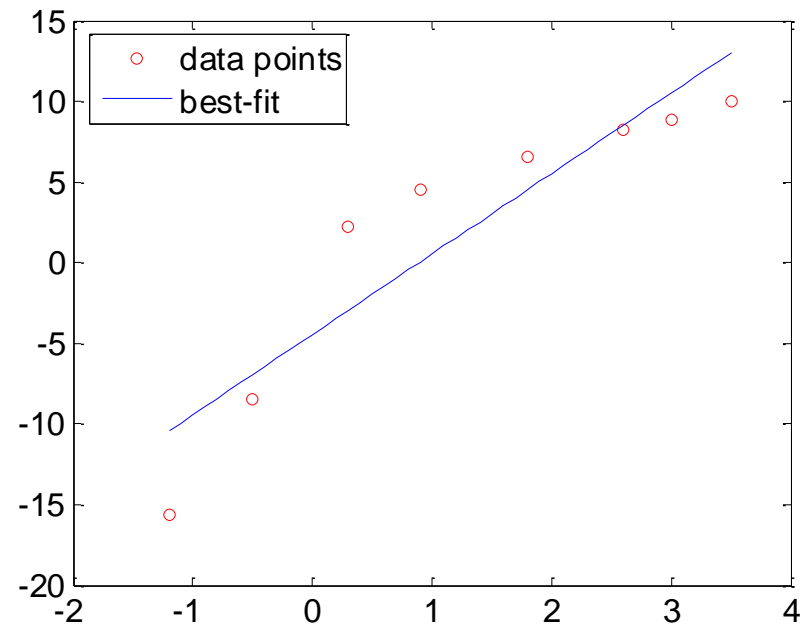
- Suppose there exists  $N$  data points:

$$\sum_{i=1}^N y_i = \beta_0 \cdot N + \beta_1 \sum_{i=1}^N x_i$$
$$\sum_{i=1}^N y_i x_i = \beta_0 \sum_{i=1}^N x_i + \beta_1 \sum_{i=1}^N x_i^2$$

$$\Rightarrow \begin{bmatrix} \sum y_i \\ \sum y_i x_i \end{bmatrix} = \begin{bmatrix} N & \sum x_i \\ \sum x_i & \sum x_i^2 \end{bmatrix} \begin{bmatrix} \beta_0 \\ \beta_1 \end{bmatrix}$$

# Polynomial Curve Fitting: `polyfit()`

- Curve fitting for polynomials of different orders



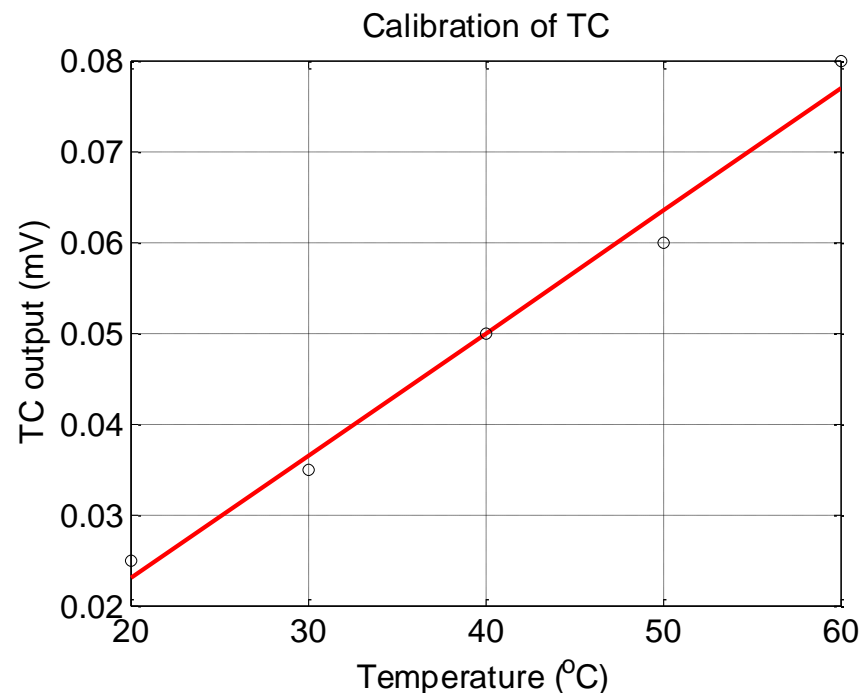
```
x = [-1.2 -0.5 0.3 0.9 1.8 2.6 3.0 3.5];  
y = [-15.6 -8.5 2.2 4.5 6.6 8.2 8.9 10.0];  
fit = polyfit(x,y,1);
```

```
xfit = [x(1):0.1:x(end)]; yfit = fit(1)*xfit + fit(2);  
plot(x,y,'ro',xfit,yfit); set(gca,'FontSize',14);  
legend(2,'data points','best-fit');
```

# Exercise

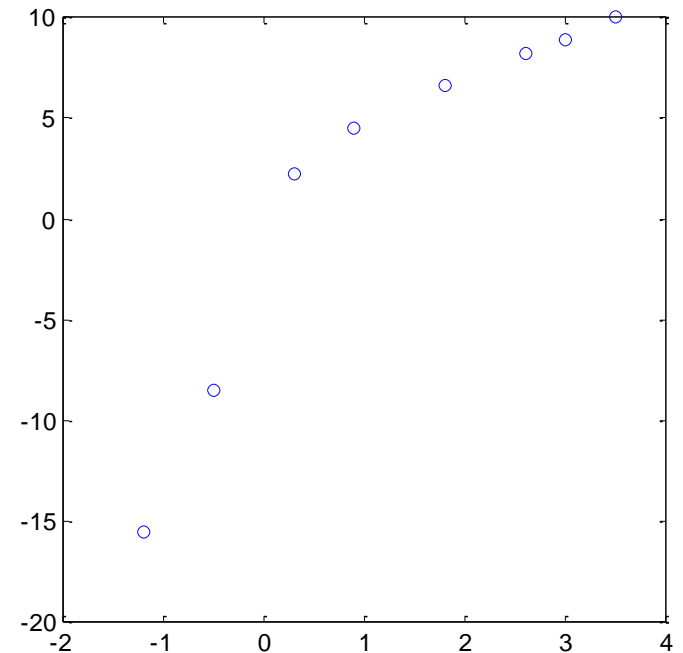
- Given the table below:
  1. Find the  $\beta_0$  and  $\beta_1$  of the regression line
  2. Plot the figure

TC Output (mV)	Temperature (°C)
0.025	20
0.035	30
0.050	40
0.060	50
0.080	60



# Are $x$ and $y$ Linearly Correlated?

- If not, the line may not well describe their relationship
- Check the linearity by using
  - `scatter()`: scatterplot
  - `corrcoef()`: correlation coefficient,  $-1 \leq r \leq 1$

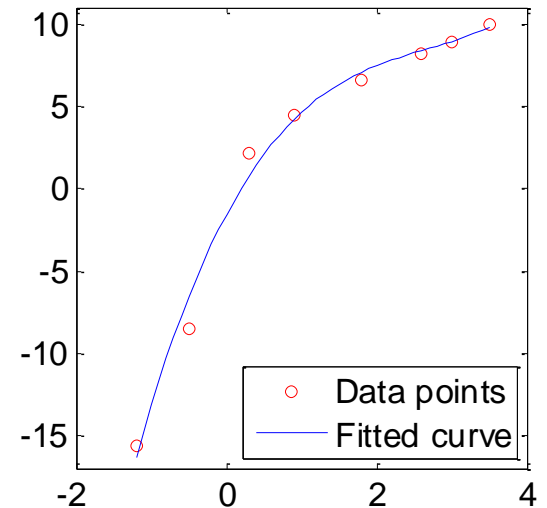
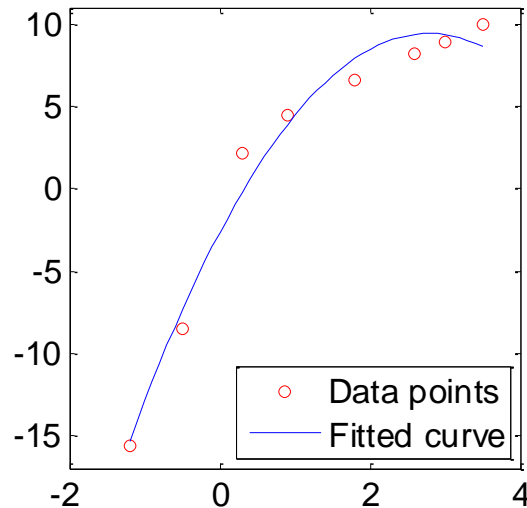
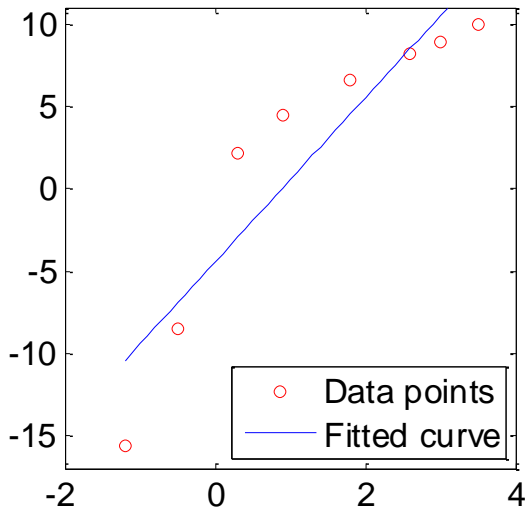


```
x = [-1.2 -0.5 0.3 0.9 1.8 2.6 3.0 3.5];  
y = [-15.6 -8.5 2.2 4.5 6.6 8.2 8.9 10.0];  
scatter(x,y); box on; axis square;  
corrcoef(x,y)
```



# Higher Order Polynomials

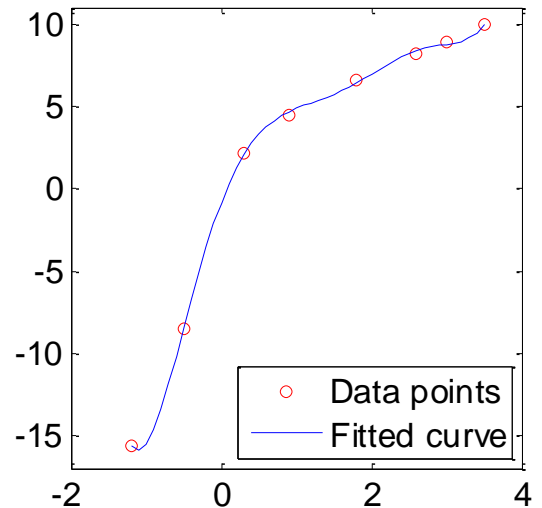
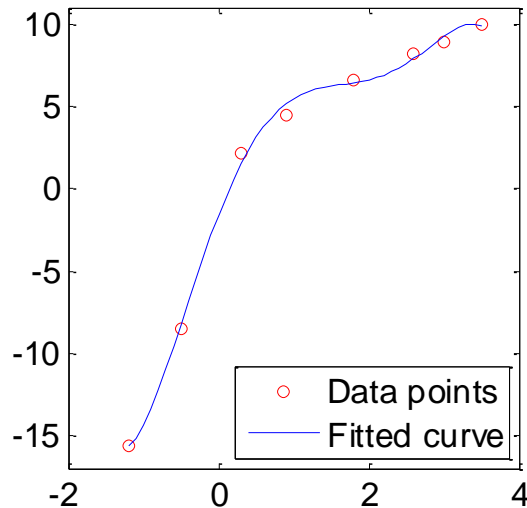
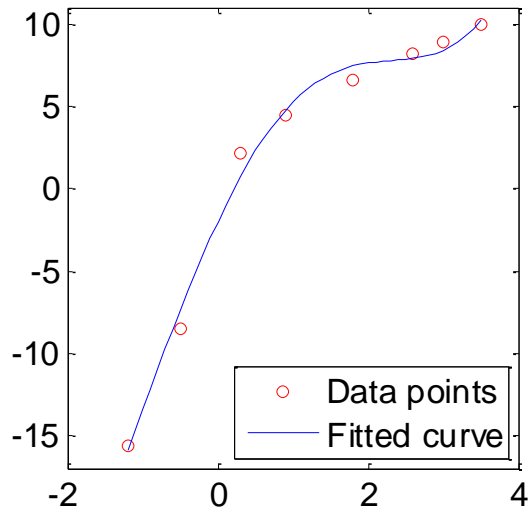
```
x =[-1.2 -0.5 0.3 0.9 1.8 2.6 3.0 3.5];  
y =[-15.6 -8.5 2.2 4.5 6.6 8.2 8.9 10.0];  
figure('Position', [50 50 1500 400]);  
for i=1:3  
    subplot(1,3,i); p = polyfit(x,y,i);  
    xfit = x(1):0.1:x(end); yfit = polyval(p,xfit);  
    plot(x,y,'ro',xfit,yfit); set(gca,'FontSize',14);  
    ylim([-17, 11]); legend(4,'Data points','Fitted curve');  
end
```



# Exercise

- Find the 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup>-order polynomials
- Is it better to use higher order polynomials?
- What if using 7<sup>th</sup>-order polynomials?

```
x = [-1.2 -0.5 0.3 0.9 1.8 2.6 3.0 3.5];  
y = [-15.6 -8.5 2.2 4.5 6.6 8.2 8.9 10.0];
```



# What If There Exists More Variables?

- Equations associated with more than one explanatory variables:

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2$$

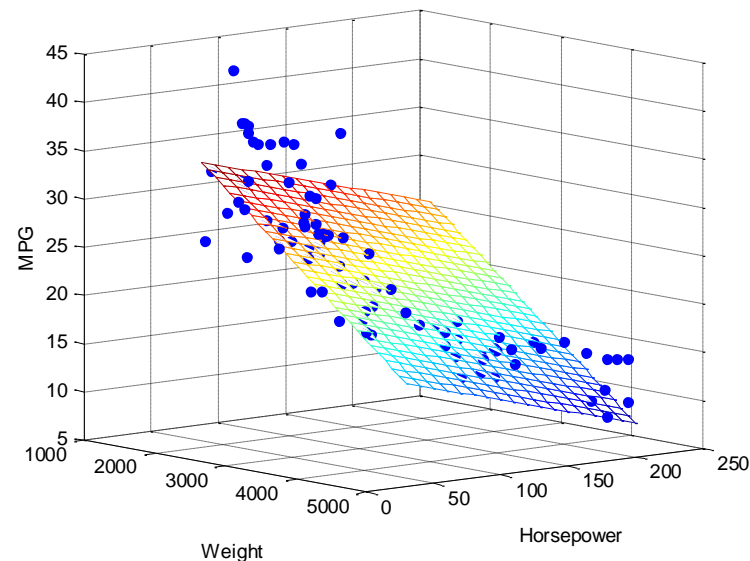
- Multiple linear regression: `regress()`
- Note: the function gives you more statistics (e.g.,  $R^2$ ) of the regression model

# Multiple Linear Regression: `regress()`

- How to obtain the coefficient of determination  $R^2$ ?

```
load carsmall;  
y = MPG;  
x1 = Weight; x2 = Horsepower;  
X = [ones(length(x1),1) x1 x2];  
b = regress(y,X);  
x1fit = min(x1):100:max(x1);  
x2fit = min(x2):10:max(x2);  
[X1FIT,X2FIT]=meshgrid(x1fit,x2fit);  
YFIT=b(1)+b(2)*X1FIT+b(3)*X2FIT;  
scatter3(x1,x2,y,'filled'); hold on;  
mesh(X1FIT,X2FIT,YFIT); hold off;  
xlabel('Weight');  
ylabel('Horsepower');  
zlabel('MPG'); view(50,10);
```

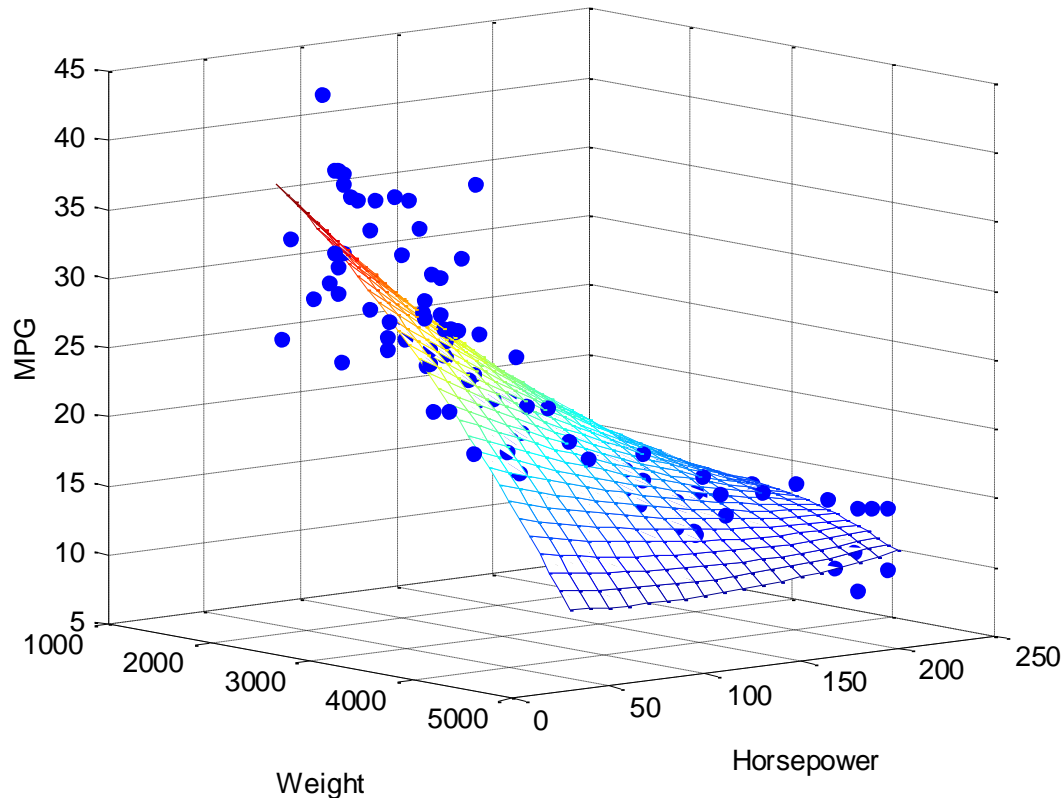
```
[b,bint,r,rint,stats]=regress(y,X);
```



# Exercise

- Fit the data using the formulation:

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_1^2 + \beta_4 x_2^2 + \beta_5 x_1 x_2$$



# What If the Equations Are NOT Linear?

- What are linear equations?

1.  $y = \beta_0 + \beta_1 x + \beta_2 x_2 + \beta_3 x_1^2 + \beta_4 x_2^2 + \beta_5 x_1 x_2$

2.  $y = \beta_0 + \beta_1 x + \beta_2 x^2$

3.  $y = \alpha_1 e^{\beta_1 x}$

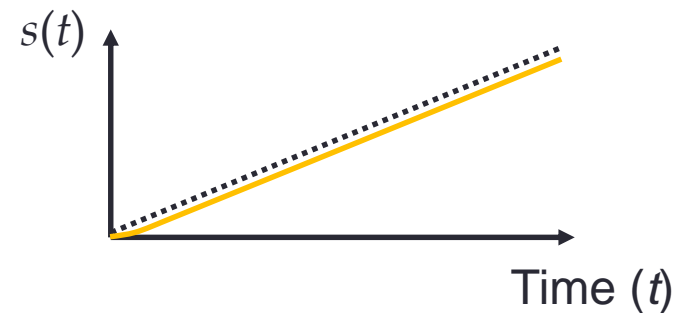
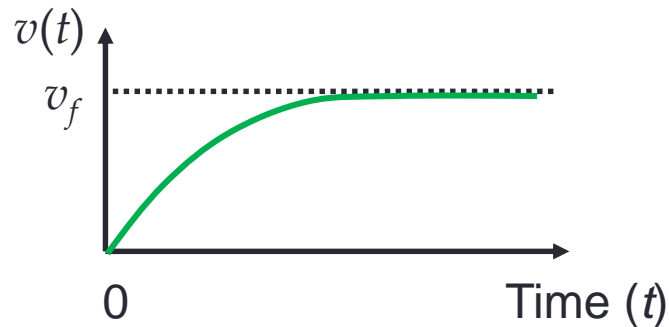
4.  $\ln y = \ln \alpha_1 + \beta_1 x$

5.  $y = \alpha_3 \frac{x}{\beta_3 + x}$

- How do we do curve fitting using nonlinear equations?

# DC Motor System Identification

- For a typical DC motor, the velocity  $v(t)$  and displacement  $s(t)$  profiles of a step responses of are



- The displacement  $s(t)$  profile is:

$$s(t) = \alpha t + \frac{\alpha e^{-\beta t}}{\beta} + \gamma,$$

where  $\beta$  is the time constant

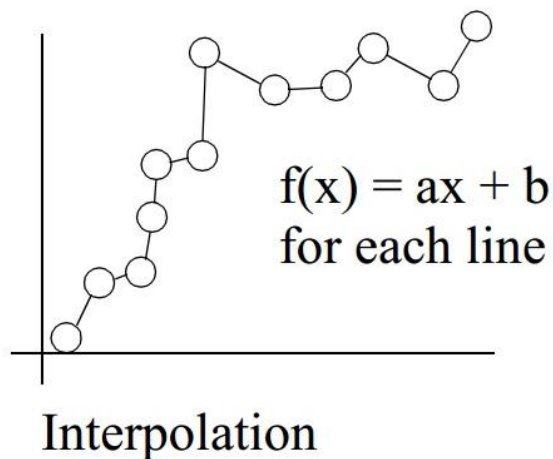




# Interpolation vs Regression

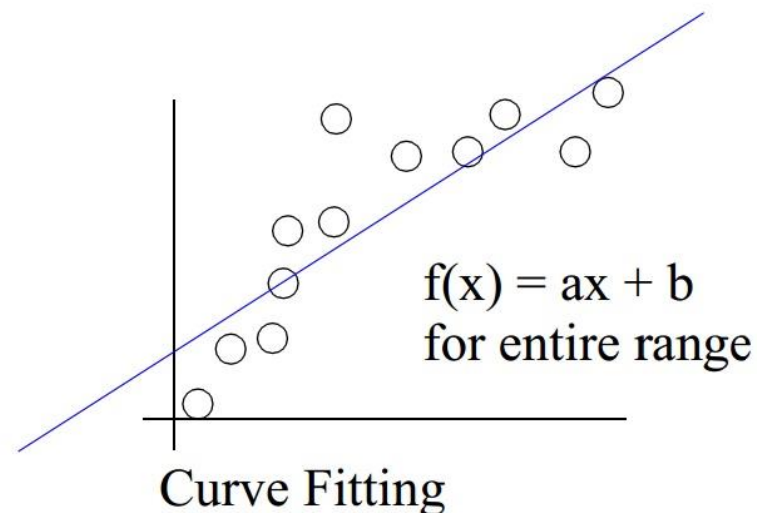
- Interpolation

- The process of finding an approximation of a function
- The fit does traverse all known points



- Regression

- The process of finding a curve of best fit
- The fit generally does not pass through the data points



# Common Interpolation Approaches

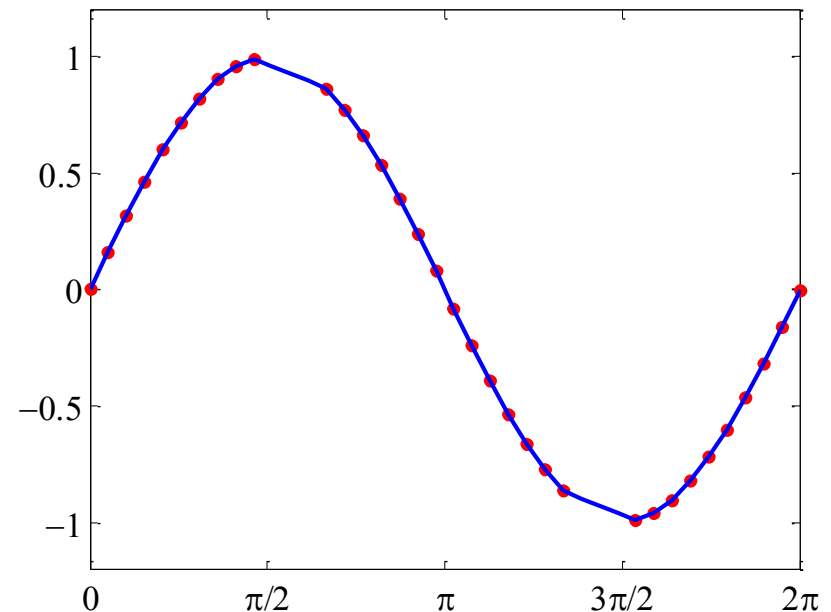
- Piecewise linear interpolation
- Piecewise cubic polynomial interpolation
- Cubic spline interpolation

<a href="#"><u>interp1()</u></a>	1-D data interpolation (table lookup)
<a href="#"><u>pchip()</u></a>	Piecewise Cubic Hermite Interpolating Polynomial
<a href="#"><u>spline()</u></a>	Cubic spline data interpolation
<a href="#"><u>mkpp()</u></a>	Make piecewise polynomial

# Linear Interpolation: `interp1()`

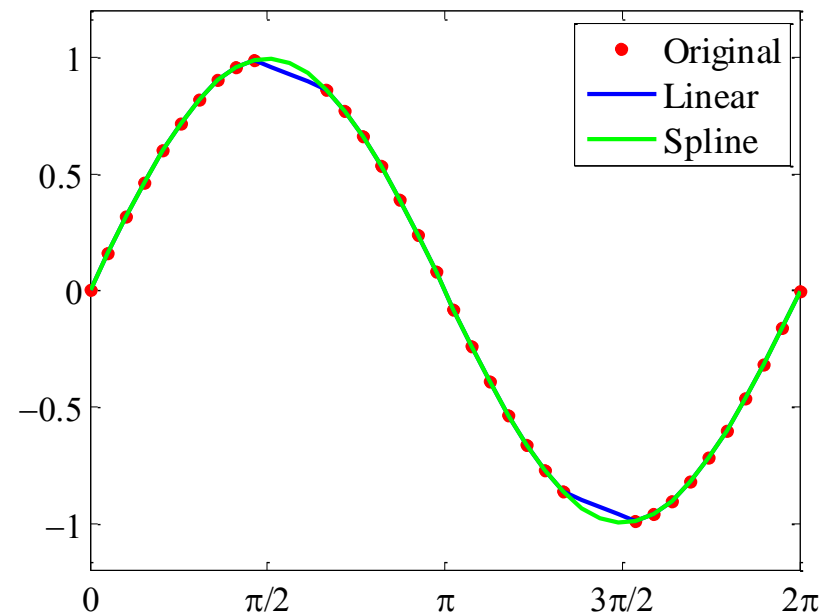
```
x = linspace(0, 2*pi, 40); x_m = x;  
x_m([11:13, 28:30]) = NaN; y_m = sin(x_m);  
plot(x_m, y_m, 'ro', 'MarkerFaceColor', 'r');  
xlim([0, 2*pi]); ylim([-1.2, 1.2]); box on;  
set(gca, 'FontName', 'symbol', 'FontSize', 16);  
set(gca, 'XTick', 0:pi/2:2*pi);  
set(gca, 'XTickLabel', {'0', 'p/2', 'p', '3p/2', '2p'});
```

```
m_i = ~isnan(x_m);  
y_i = interp1(x_m(m_i), ...  
             y_m(m_i), x);  
hold on;  
plot(x, y_i, '-b', ...  
     'LineWidth', 2);  
hold off;
```



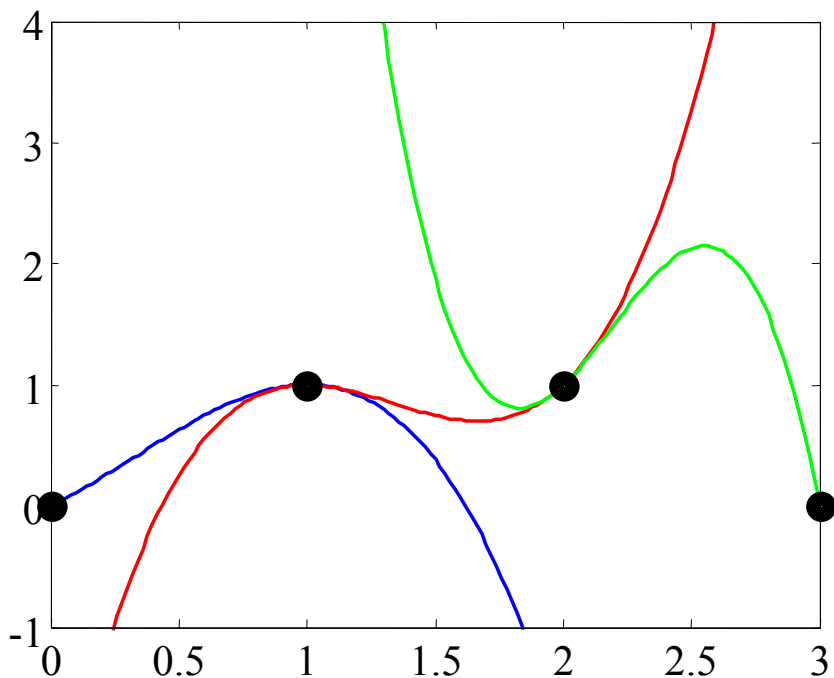
# Spline Interpolation: `spline()`

```
m_i = ~isnan(x_m);  
y_i = spline(x_m(m_i), y_m(m_i), x);  
hold on; plot(x, y_i, '-g', 'LineWidth', 2); hold off;  
h = legend('Original', 'Linear', 'Spline');  
set(h, 'FontName', 'Times New Roman');
```



# What Are Splines?

- Piecewise polynomial functions

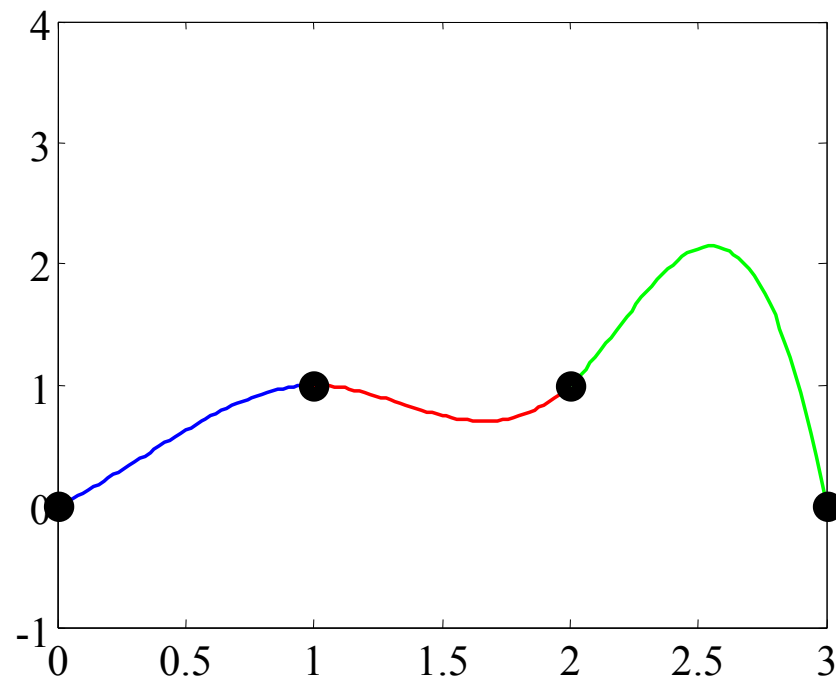


Three separate functions:

$$f(x) = -x^3 + x^2 + x$$

$$g(x) = 2x^3 - 8x^2 + 10x - 3$$

$$h(x) = -7x^3 + 46x^2 - 98x + 69$$



One function,  $s(x)$ , where:

$$s(x) = f(x) \text{ for } 0 \leq x \leq 1$$

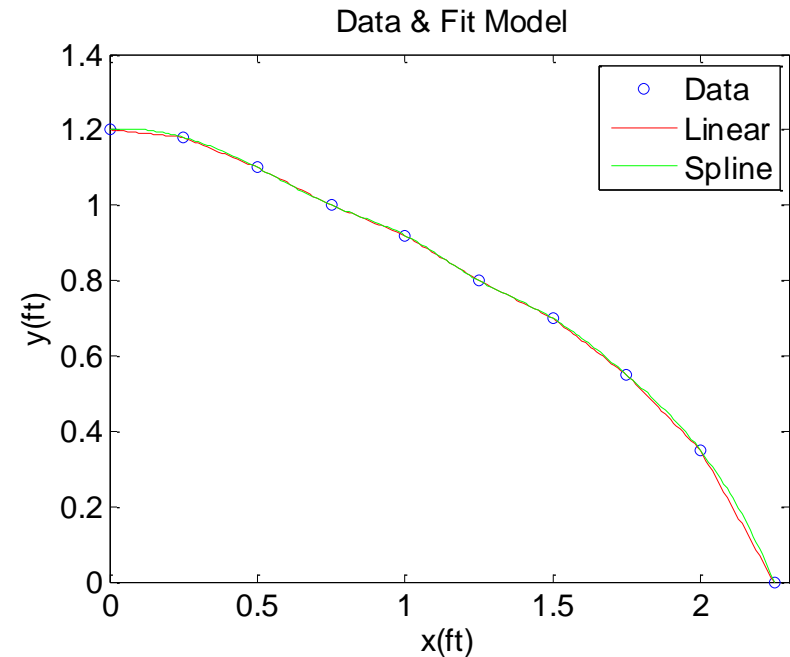
$$s(x) = g(x) \text{ for } 1 \leq x \leq 2$$

$$s(x) = h(x) \text{ for } 2 \leq x \leq 3$$

# Exercise

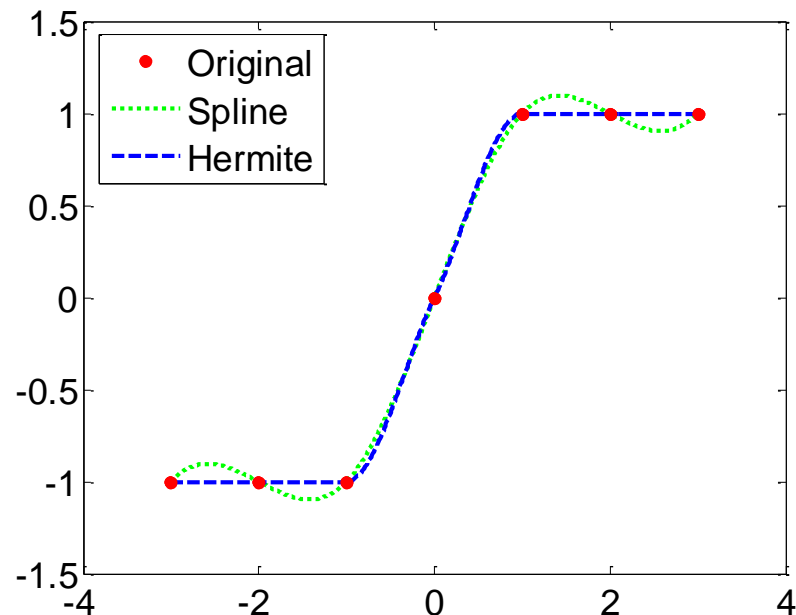
- Fit the data using linear lines and cubic splines

<b>x (ft)</b>	0	0.25	0.5	0.75	1.0	1.25	1.5	1.75	2.0	2.25
<b>y (ft)</b>	1.2	1.18	1.1	1	0.92	0.8	0.7	0.55	0.35	0



# Cubic Spline vs. Hermite Polynomial

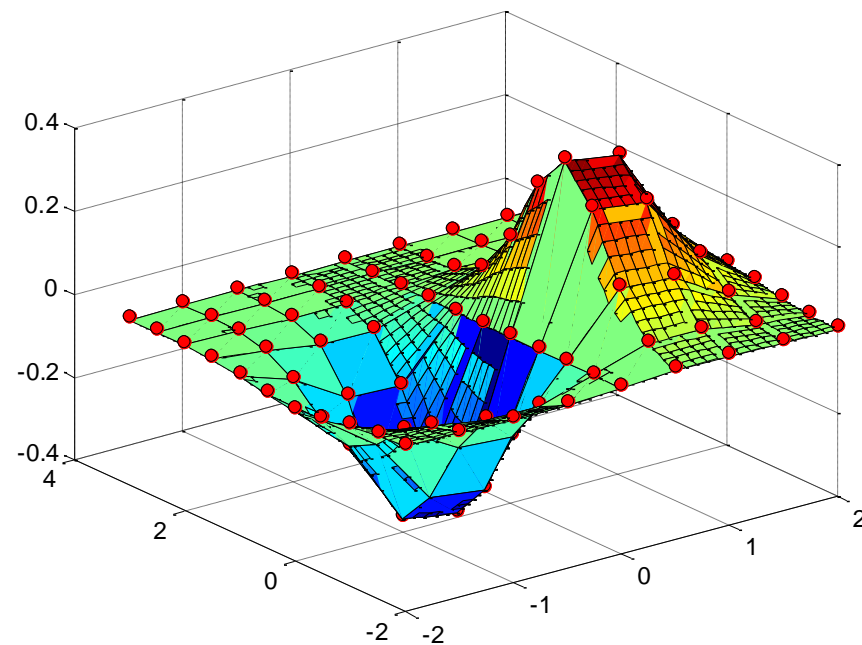
```
x = -3:3; y = [-1 -1 -1 0 1 1 1]; t = -3:.01:3;  
s = spline(x,y,t); p = pchip(x,y,t);  
hold on; plot(t,s,':g', 'LineWidth', 2);  
plot(t,p,'--b', 'LineWidth', 2);  
plot(x,y,'ro', 'MarkerFaceColor', 'r');  
hold off; box on; set(gca, 'FontSize', 16);  
h = legend(2, 'Original', 'Spline', 'Hermite');
```



# 2D Interpolation: `interp2()`

```
xx = -2:.5:2;   yy = -2:.5:3;  
[X,Y] = meshgrid(xx,yy);  
Z = X.*exp(-X.^2-Y.^2);  
surf(X,Y,Z); hold on;  
plot3(X,Y,Z+0.01,'ok',...  
      'MarkerFaceColor','r')
```

```
xx_i = -2:.1:2;   yy_i = -2:.1:3;  
[X_i,Y_i] = meshgrid(xx_i,yy_i);  
Z_i = interp2(xx,yy,Z,X_i,Y_i);  
surf(X_i,Y_i,Z_i); hold on;  
plot3(X,Y,Z+0.01,'ok',...  
      'MarkerFaceColor','r')
```

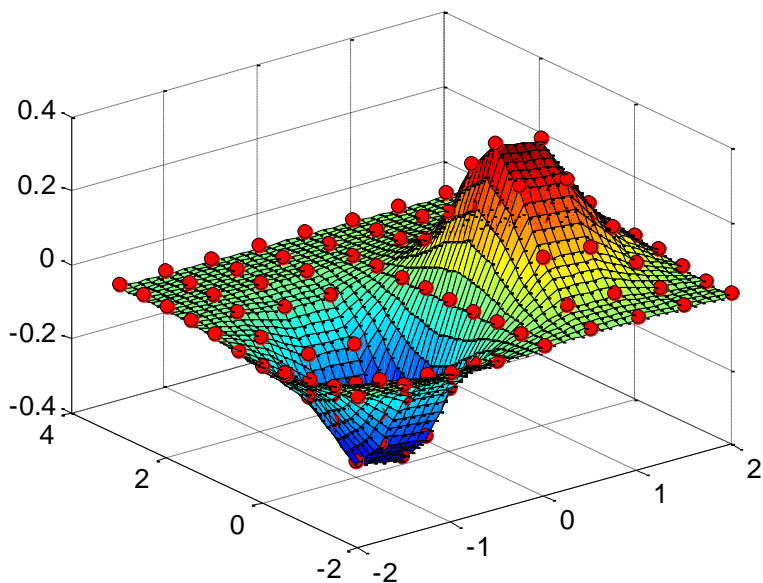




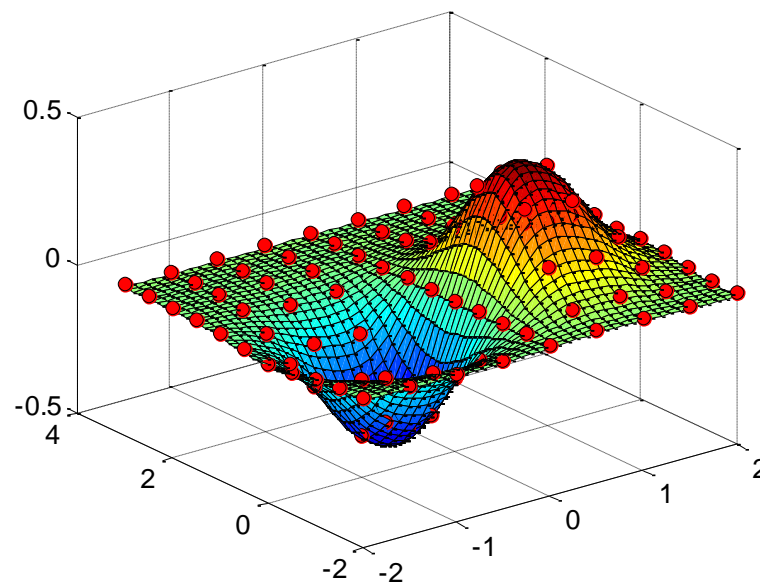
# 2D Interpolation Using Spline

```
xx = -2:.5:2; yy = -2:.5:3; [X,Y] = meshgrid(xx,yy);  
Z = X.*exp(-X.^2-Y.^2); xx_i = -2:.1:2; yy_i = -2:.1:3;  
[X_i,Y_i] = meshgrid(xx_i,yy_i);  
Z_c = interp2(xx,yy,Z,X_i,Y_i,'cubic');  
surf(X_i,Y_i,Z_c); hold on;  
plot3(X,Y,Z+0.01,'ok','MarkerFaceColor','r'); hold off;
```

Linear



Spline



# End of Class

