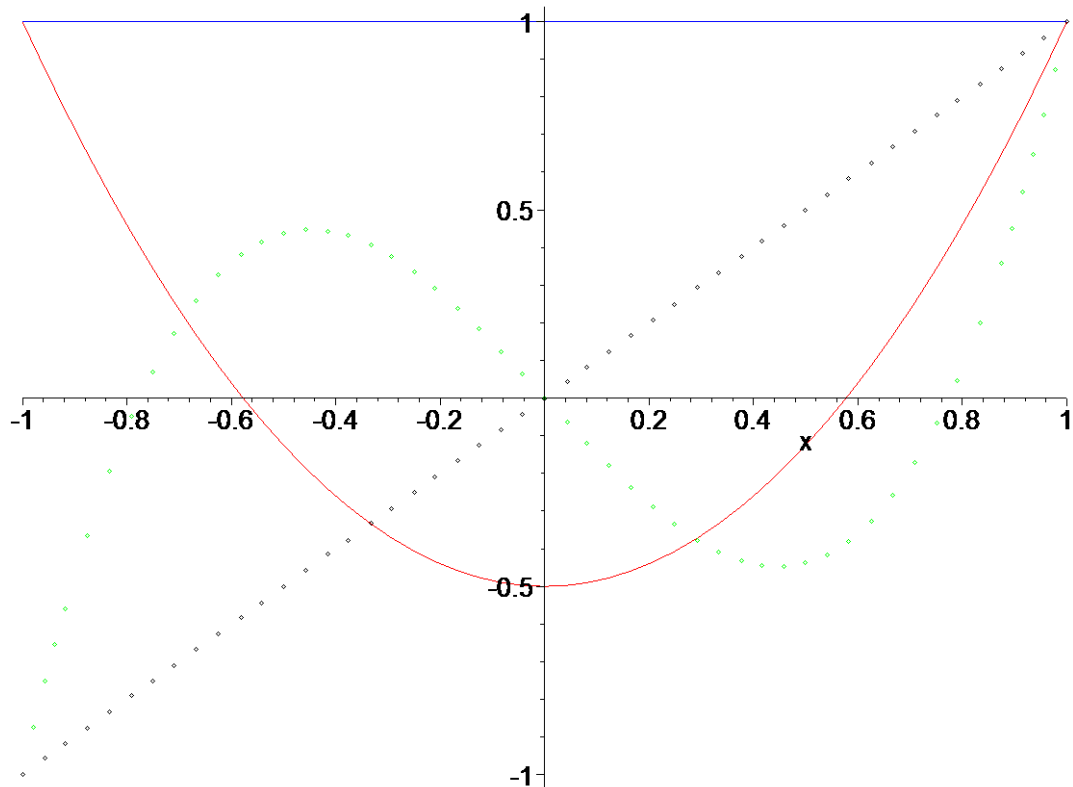


POLINÔMIOS DE LEGENDRE: METODO DOS MÍNIMOS QUADRADOS

```
[ > restart;
[ > with(plots):
[ > with(linalg):
Warning, new definition for norm
Warning, new definition for trace
[ > f:= x-> exp(x);
                                     f := exp
[ > f(x):=exp(x);
                                     f(x) := ex
[ > P0:= x->1;
                                     P0 := 1
[ > P1:=x-> x;
                                     P1 := x → x
[ > P2:=x-> 3/2*x^2-1/2;
                                     P2 := x →  $\frac{3}{2}x^2 - \frac{1}{2}$ 
[ > P3:=x-> 5/2*x^3-3/2*x;
                                     P3 := x →  $\frac{5}{2}x^3 - \frac{3}{2}x$ 
[ > PL0(x):=1;
                                     PL0(x) := 1
[ > PL1(x):= x;
                                     PL1(x) := x
[ > PL2(x):=3/2*x^2-1/2;
                                     PL2(x) :=  $\frac{3}{2}x^2 - \frac{1}{2}$ 
[ > PL3(x):= 5/2*x^3-3/2*x;
                                     PL3(x) :=  $\frac{5}{2}x^3 - \frac{3}{2}x$ 
[ > L0:=plot([PL0(x)], x=-1.0..1.0, color=[blue], style=[line]):
[ > L1:=plot ([PL1(x)], x=-1.0..1.0, color=[black], style=[point]):
[ > L2:=plot ([PL2(x)], x=-1.0..1.0, color=[red], style=[line]):
[ > L3:=plot ([PL3(x)], x=-1.0..1.0, color=[green], style=[point]):
[ > display(L0,L1,L2,L3);
```



CALCULANDO OS POLINÔMIOS DE FORMA A SER O POLINÔMIO QUE AJUSTA A CURVA PELO MÉTODO DOS QUADRADOS MÍNIMOS.

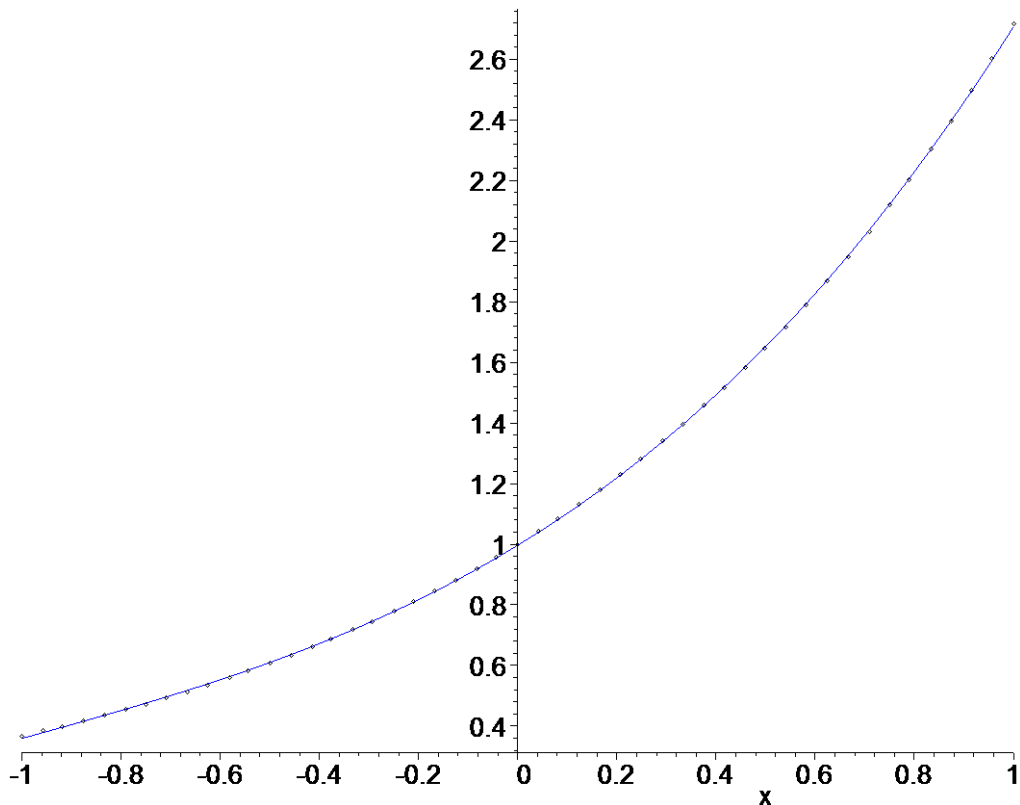
POLINÔMIOS ORTOGONAIS: CASO CONTÍNUO

```
> int0:=simplify(int(P0*P0, x=-1..1));
                                int0 := 2
> int1:=simplify(int(P1(x)*P1(x), x=-1..1));
                                int1 := 2/3
> int2:=simplify(int(P2(x)*P2(x), x=-1..1));
                                int2 := 2/5
> int3:=simplify(int(P3(x)*P3(x), x=-1..1));
                                int3 := 2/7
> b0:=simplify(int(P0(x)*f(x), x=-1..1));
                                b0 := -(-1 + e(-2)) e
> b1:=simplify(int(P1(x)*f(x), x=-1..1));
                                b1 := 2 e(-1)
> b2:=simplify(int(P2(x)*f(x), x=-1..1));
                                b2 := -(-1 + 7 e(-2)) e
> b3:=simplify(int(P3(x)*f(x), x=-1..1));
                                b3 := (-5 + 37 e(-2)) e
```

```

> a0:=evalf(b0/int0);
                                a0 := 1.175201194
> a1:=evalf(b1/int1);
                                a1 := 1.103638324
> a2:=evalf(b2/int2);
                                a2 := .3578143523
> a3:=evalf(b3/int3);
                                a3 := .07045561698
> PL:=x-> a0*P0(x)+a1*P1(x)+a2*P2(x)+a3*P3(x);
                                PL := x → a0 P0(x) + a1 P1(x) + a2 P2(x) + a3 P3(x)
> f(x):=exp(x);
                                f(x) := ex
> PL(x):=a0*P0(x)+a1*P1(x)+a2*P2(x)+a3*P3(x);
                                PL(x) := .9962940178 + .9979548985 x + .5367215285 x2 + .1761390425 x3
> z14:=plot([PL(x)], x=-1.0..1.0, color=[blue], style=[line]):
> z13:=plot ([f(x)], x=-1.0..1.0, color=[black], style=[point]):
> display(z13,z14);

```



POLINÔMIOS ORTOGONAIS: CASO DISCRETO

Ajuste de curvas por polinômios de grau 1 e 2.

Recorrência: $P_{i+1} = (x - \alpha_{i+1})P_i + \beta_i P_{i-1}$

POLINÔMIOS DE GRAU 1

```

[ > x[1]:=-1.0;;
[ > x[2]:=-0.8:
[ > x[3]:=-0.6:
[ > x[4]:=-0.4:
[ > x[5]:=-0.2:
[ > x[6]:=-0.0:
[ > x[7]:=0.2:
[ > x[8]:=0.4:
[ > x[9]:=0.6;;
[ > x[10]:=0.8:
[ > x[11]:=1.0:
[ >
[ > N:=11:
[ > f(x):=exp(x);
[
[ > f(x[1]);;
[ > f(x[2]);;
[ > f(x[3]);;
[ > f(x[4]);;
[ > f(x[5]);;
[ > f(x[6]);;
[ > f(x[7]);;
[ > f(x[8]);;
[ > f(x[9]);;
[ > f(x[10]);;
[ > f(x[11]);;
[ > P_0:=x->1;
[
[ > ALPHA1:=0;
[
[ > ALPHA1:=ALPHA1+(1/N)*(x[1]+x[2]+x[3]+x[4]+x[5]+x[6]+x[7]+x[8]+x[
9]+x[10]+x[11]);
[
[ > P_1:=x->x-ALPHA1;
[
[ > a11:=0:
[ > a22:=0:
[ > b1:=0:
[ > b2:=0:
[ > for i from 1 to N do
[ > a11:=a11 +1;
[ > a22:=a22+(P_1(x[i]))^2;
[ > b1:=b1+f(x[i]):
[ > b2:=b2+f(x[i])*P_1(x[i]):
[ > od;;

```

$$f(x) := e^x$$

$$P_0 := 1$$

$$ALPHA1 := 0$$

$$ALPHA1 := 0$$

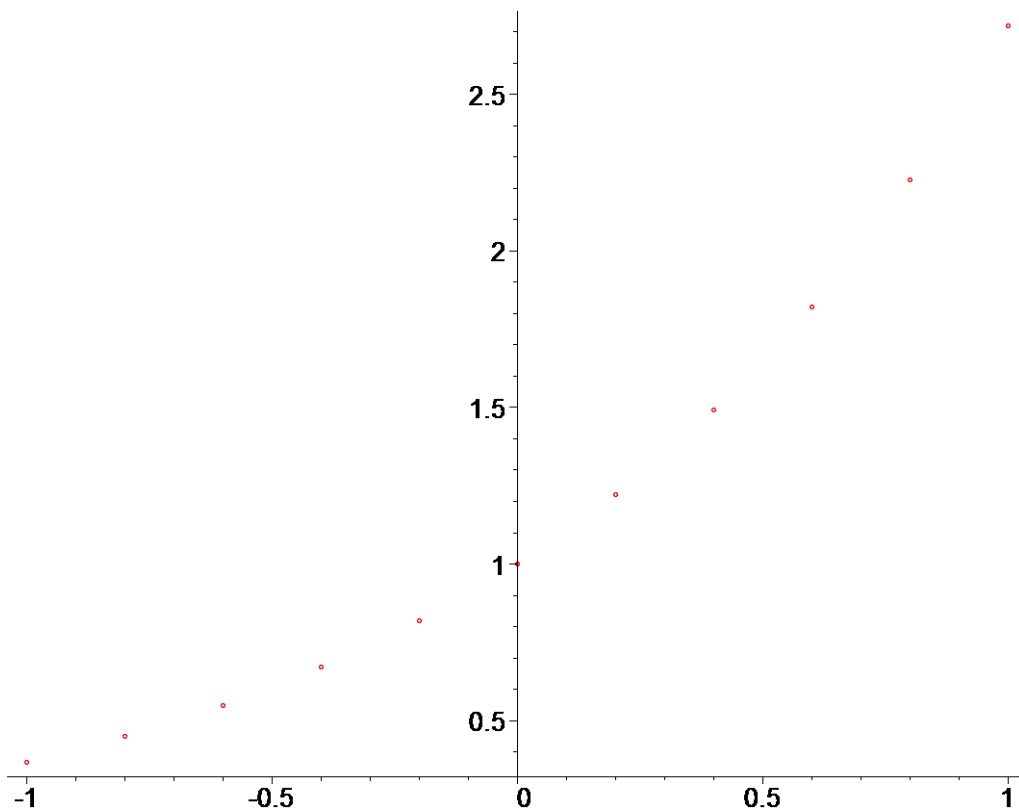
$$P_1 := x \rightarrow x - ALPHA1$$

```

> a_0:=b1/a11;
                                a_0 := 1.212203623
> a_1:=b2/a22;
                                a_1 := 1.123748300
> Q1(x):=a_0+a_1*P_1(x);
                                Q1(x) := 1.212203623 + 1.123748300 x
> L:= vector([f(x[1]),f(x[2]), f(x[3]),
f(x[4]),f(x[5]),f(x[6]),f(x[7]),f(x[8]),f(x[9]),f(x[10]),f(x[11]
)]);
L := [.3678794412, .4493289641, .5488116361, .6703200460, .8187307531, 1, 1.221402758,
1.491824698, 1.822118800, 2.225540928, 2.718281828]
> X:=vector([x[1],x[2],x[3],x[4],x[5],x[6],x[7],x[8],x[9],x[10],x[
11]]);
                                X := [-1.0, -.8, -.6, -.4, -.2, 0, .2, .4, .6, .8, 1.0]
> ZZ1:= [[ X[j], L[j]] $j=1..11];

ZZ1 := [[-1.0, .3678794412], [-.8, .4493289641], [-.6, .5488116361], [-.4, .6703200460],
[-.2, .8187307531], [0, 1], [.2, 1.221402758], [.4, 1.491824698], [.6, 1.822118800],
[.8, 2.225540928], [1.0, 2.718281828]]
> plot(ZZ1,style=point,symbol=circle);

```



POLINÔMIO DE GRAU 2

USANDO POLINÔMIOS ORTOGONAIS

Recorrência: $P_{i+1} = (x - \alpha_{i+1})P_i + \beta_i P_{i-1}$

```
> BETA0:=0.0;
```

```

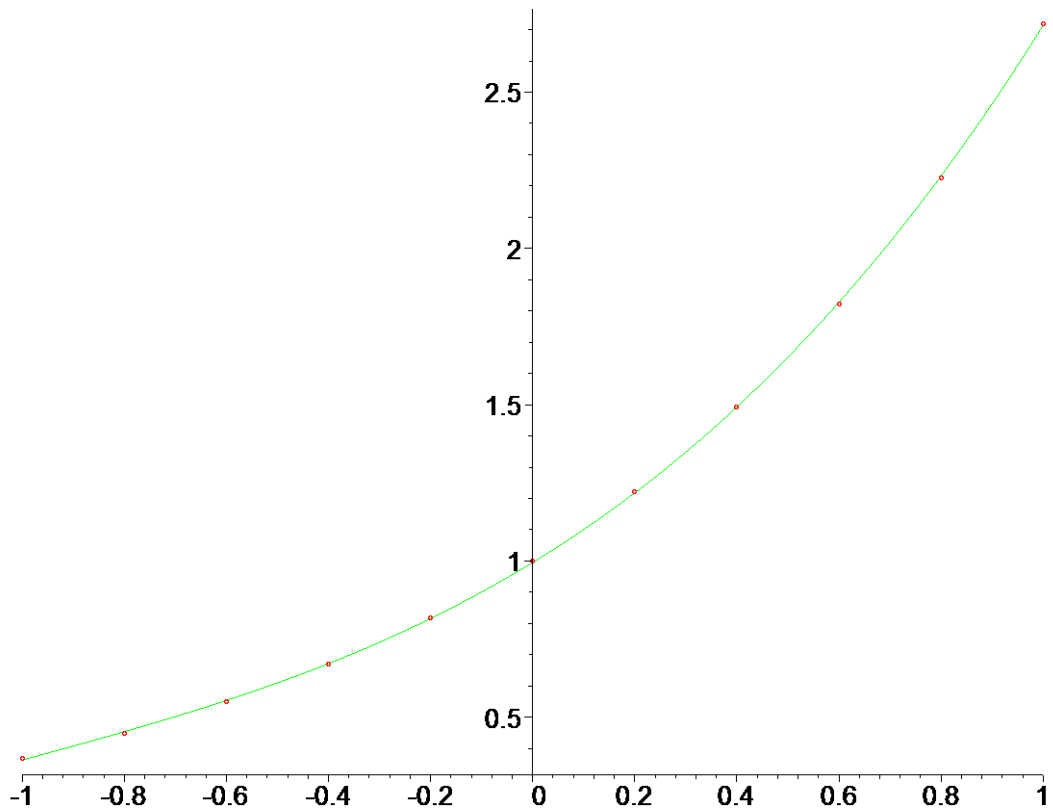
[ > gama0:=0;;
[ > gama1:=0;;
[ > Q1 := x ->a_0+a_1*P_1(x);
                                Q1 := x → a_0 + a_1 P_1(x)
[ > for i from 1 to N do
[ > BETA0:=BETA0+x[i]*(P_1(x[i]));
[ > gama0:=gama0+(x[i]*(P_1(x[i])^2));
[ > gama1:=gama1+(P_1(x[i])^2):
[ > od;;
[ > BETA1:=(1/N)*BETA0;
                                BETA1 := .4000000000
[ > ALPHA2:=gama0/gama1;
                                ALPHA2 := 0
[ > P_2:=x ->(x-ALPHA2)*P_1(x)-BETA1*P_0(x);
                                P_2 := x → (x - ALPHA2) P_1(x) - BETA1 P_0(x)
[ > P_2(x):=(x-ALPHA2)*P_1(x)-BETA1*P_0(x);
                                P_2(x) := x2 - .4000000000
[ > a33:=0:
[ > b3:=0:
[ > for i from 1 to N do
[ > a33:=a33+(P_2(x[i]))^2:
[ > b3:=b3+f(x[i])*P_2(x[i]):
[ > od;;
[ > a_2:=b3/a33;
                                a_2 := .5430255796
[ > Q_2:=x->a_0+a_1*P_1(x)+a_2*P_2(x);
                                Q_2 := x → a_0 + a_1 P_1(x) + a_2 P_2(x)
[ > Q_2(x):=a_0+a_1*P_1(x)+a_2*P_2(x);
                                Q_2(x) := .9949933912 + 1.123748300 x + .5430255796 x2
[ >
[ >
                                POLINÔMIO DE GRAU 3
[ > P_0:= x->1;
                                P_0 := 1
[ > P_1:=x-> x-ALPHA1;
                                P_1 := x → x - ALPHA1
[ > P_2:=x ->(x-ALPHA2)*P_1(x)-BETA1*P_0(x);
                                P_2 := x → (x - ALPHA2) P_1(x) - BETA1 P_0(x)
[ > P_2(x):=(x-ALPHA2)*P_1(x)-BETA1*P_0(x);
                                P_2(x) := x2 - .4000000000
[ > BETA2:=0;;
[ > BETA3:=0;;
[ > ALPHA3:=0;;
[ > ALPHA4:=0;;

```

```

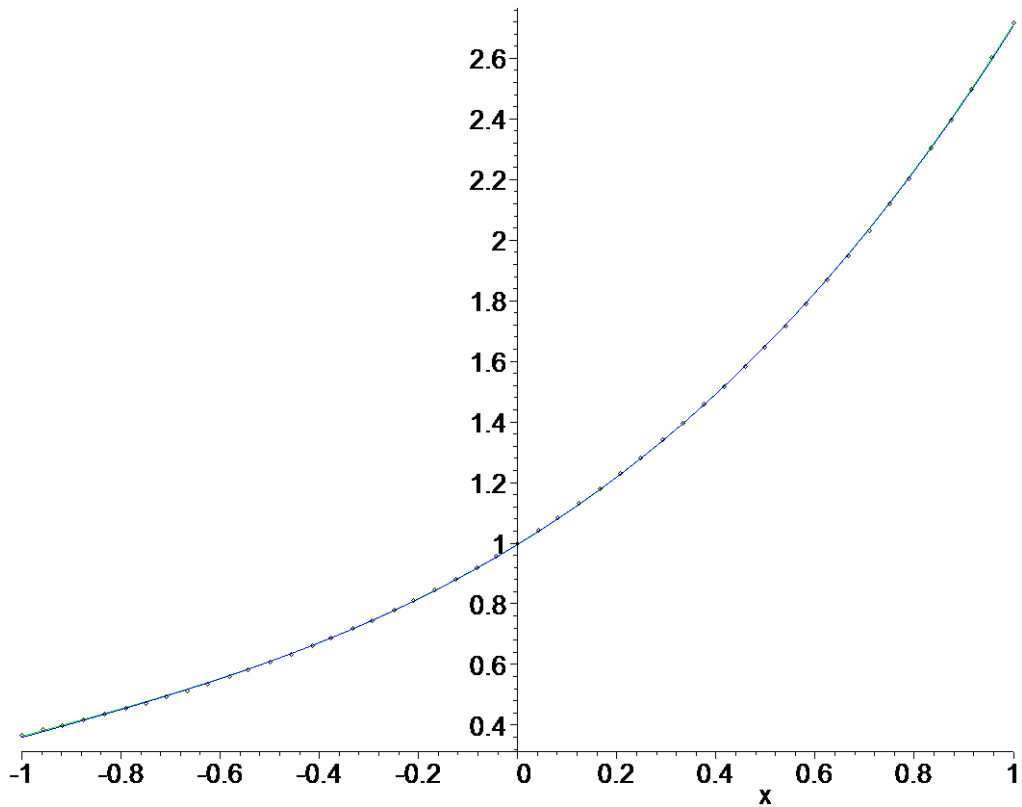
[ > for i from 1 to N do
[ > BETA2:=BETA2+(x[i]*(P_2(x[i]))*(P_1(x[i])));
[ > BETA3:=BETA3+(P_1(x[i]))^2;
[ > ALPHA3:=ALPHA3+(x[i]*(P_2(x[i]))^2);
[ > ALPHA4:=ALPHA4+ (P_2(x[i])^2);
[ > od;
[ > BETA4:=BETA2/BETA3;
[
[ BETA4 := .3120000000
[ > ALPHA5:=ALPHA3/ALPHA4;
[
[ ALPHA5 := 0
[ >
[ >
[ > P_3:=x-> (x-ALPHA5)*P_2(x)-BETA4*P_1(x);
[
[ P_3 := x → (x - ALPHA5) P_2(x) - BETA4 P_1(x)
[ > P_3(x):=(x-ALPHA5)*P_2(x)-BETA4*P_1(x);
[
[ P_3(x) := x (x^2 - .4000000000) - .3120000000 x
[ > a44:=0:
[ > b4:=0:
[ > for i from 1 to N do
[ > a44:=a44+(P_3(x[i])^2):
[ > b4:=b4+f(x[i])*(P_3(x[i]));
[ > od;
[ > a3:=b4/a44;
[
[ a3 := .1774967739
[ > Q3:=x-> a_0+a_1*P_1(x)+a_2*P_2(x)+a3*P_3(x);
[ >
[ > Q_3(x):=a_0+a_1*P_1(x)+a_2*P_2(x)+a3*P_3(x);
[ Q_3(x) :=
[ .9949933912 + 1.068369307 x + .5430255796 x^2 + .1774967739 x (x^2 - .4000000000)
[ >
[ > zb3:=plot([Q3(x)], x=-1.0..1.0, color=[green], style=[line]);
[ >
[ > display(plot([ZZ1],style=[point],symbol=circle),zb3);

```



>

> `display(z13,z14,zb3);`



> `Q_3(x) :=`

`.9949933912+1.068369307*x+.5430255796*x^2+.1774967739*x*(x^2-.400000000);`

`Q_3(x) :=`

$$.9949933912 + 1.068369307 x + .5430255796 x^2 + .1774967739 x (x^2 - .4000000000)$$

> **PL(x) :=**

$$.9962940178 + .9979548985 * x + .5367215285 * x^2 + .1761390425 * x^3;$$

$$PL(x) := .9962940178 + .9979548985 x + .5367215285 x^2 + .1761390425 x^3$$

>

Observe que os polinômios de grau três de quadrados mínimos para o caso contínuo e caso discreto são praticamente iguais.

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