Hints exercise

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Pen and Paper

Problem 1

- Formulate A and z with the help of the w vector (Aw = z)
- Plug in the matrices in the usual formula

Problem 2

- Really hard problem
- Express α^* , α_0 , β^* and β_0 with formula 1.13 in the script.

Coding

$\mathbf{2.1}$

- Generate own data with noise for least squares and try to recover the default values.
- Observe behaviour of LSQ in different situations.
- Implement least squares on 3D data by formulating the matrix and vectors.
- np.vander might be useful

2.2

- Implement LSQ with SVD decomposition
- np.linalg.svd and np.linalg.pinv might be useful