

LSQ Intro

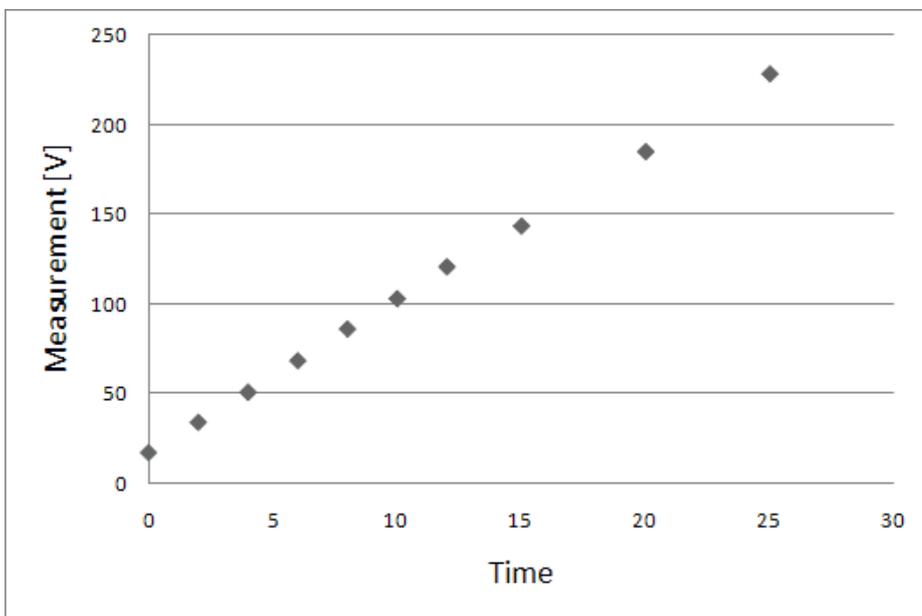
The LSQ application is a little tool to estimate parameters of a model. To do this, you need to follow three basic steps:

- Guess a mathematical model
- Compute consequences
- Check residuals

The first step requires intuition and experience, but in some cases it is simple, as we will see. The second step requires measurements from the real world to test our model. And in the third step we analyse our calculations and check if our model fits the real world.

LSQ can help you with each step. For a better illustration, let's try to calculate the parameters of a simple model.

Step 1



As we can see in the picture, the data points appear to follow a linear pattern. As a result, we formulate our mathematical model as:

$$l = m \cdot t + b$$

Where l is the measurement, t is the time and m and b are the actual unknowns of our mathematical model. Before we continue with step 2, it is important to outline the way you have to formulate your mathematical model, so that LSQ can understand and use it.

$$l + v = f(x_1, x_2, x_3, \dots, x_n, [t])$$

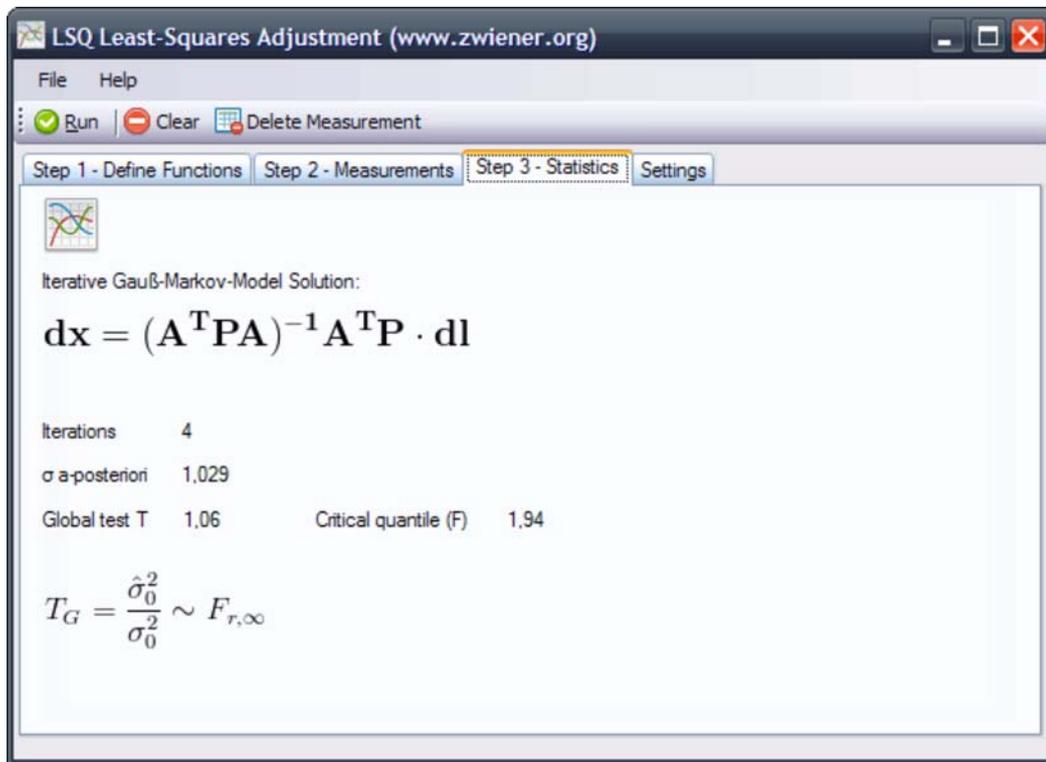
This is the basic way you have to express your mathematical model. You can read it like this: you take your unknowns, put them into a function and as a result you get your measurement and a residual v .

The residual v comes from the fact that no real world measurement is error free.

As you can see in this equation, the parameter t is indicated as optional. Not every mathematical model needs a time constant.

But in our example here, the time constant t is quite useful.

Let's start LSQ and go to the first tab:



Built in functions

Name	Argc.	Explanation
sin	1	sine function
cos	1	cosine function
tan	1	tangens function
asin	1	arcus sine function
acos	1	arcus cosine function
atan	1	arcus tangens function
sinh	1	hyperbolic sine function
cosh	1	hyperbolic cosine
tanh	1	hyperbolic tangens function
asinh	1	hyperbolic arcus sine function
acosh	1	hyperbolic arcus tangens function
atanh	1	hyperbolic arcus tangens function
log2	1	logarithm to the base 2
log10	1	logarithm to the base 10
log	1	logarithm to the base 10
ln	1	logarithm to base e (2.71828...)
exp	1	e raised to the power of x
sqrt	1	square root of a value
sign	1	sign function, -1 if x<0; 1 if x>0
rint	1	round to nearest integer
abs	1	absolute value
min	var.	min of all arguments
max	var.	max of all arguments
sum	var.	sum of all arguments
avg	var.	mean value of all arguments