











Dealing with jitter Maple code Here is the Maple code: > restart; > n := 4:> ts := seq(k, k = -n..-1); # -4, -3, -2, -1 > ys := seq( y | | (-k),  $k = -n \dots -1$ ): # y4, y3, y2, y1 > # curve expr := a1\*t + a0: > curve expr := a2\*t^2 + a1\*t + a0: > pt := CurveFitting:-LeastSquares( [ts, 0], [ys, y0], t, 'curve' = curve expr ): > at := eval( pt, t = 0): > assume( delta::real ); > p := CurveFitting:-LeastSquares( [ts, delta], [ys, y], t, 'curve' = curve expr ): > a := simplify( eval(p, t = 0 ), size): > y0 := simplify( solve( at = a, y0 ), 'size' ): > series( y0, delta = 0, 3);









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