

nag_running_median_smoother (g10cac)

1. Purpose

nag_running_median_smoother (g10cac) computes a smoothed data sequence using running median smoothers.

2. Specification

```
#include <nag.h>
#include <nagg10.h>

void nag_running_median_smoother(Nag_Smooth_Type smoother, Integer n,
    double y[], double smooth[], double rough[], NagError *fail)
```

3. Description

Given a sequence of n observations recorded at equally spaced intervals, `nag_running_median_smoother` fits a smooth curve through the data using one of two smoothers. They are based on the use of running medians and averages to summarize the overlapping segments. The fit is called the smooth, the residuals the rough and they obey the following:

Data = Smooth + Rough

The two smoothers are :

(1) 4253H, twice consisting of a running median of 4, then 2, then 5, then 3 followed by Hanning. Hanning is a running weighted average, the weights being 1/4, 1/2 and 1/4. The result of this smoothing is then reroughed by computing residuals, applying the same smoother to them and adding the result to the smooth of the first pass.

(2) 3RSSH, twice consisting of a running median of 3, two splitting operations named S to improve the smooth sequence, each of which is followed by a running median of 3, and finally Hanning. The end points are dealt with using the method described by Velleman and Hoaglin (1981). The full smoother 3RSSH, twice is produced by reroughing as described above.

The compound smoother 4253H, twice is recommended. The smoother 3RSSH, twice is popular when calculating by hand as it requires simpler computations and is included for comparison purposes.

4. Parameters

smoother

Input: **smoother** must specify the method to be used.

if **smoother** = **Nag_4253H**, 4253H, twice is used.

if **smoother** = **Nag_3RSSH**, 3RSSH, twice is used.

Constraint: **smoother** = **Nag_4253H** or **Nag_3RSSH**.

n

Input: the number, n , of the observations.

Constraint: $n > 6$.

If $n \leq 6$ then the sequence is not long enough to carry out smoothing.

y[n]

Input: the sample observations.

smooth[n]

Output: contains the smooth.

rough[n]

Output: contains the rough.

fail

The NAG error parameter, see the Essential Introduction to the NAG C Library.

5. Error Indications and Warnings

NE_BAD_PARAM

On entry, parameter **smoother** had an illegal value.

NE_INT_ARG_LE

On entry, **n** must not be less than or equal to 6: **n** = $\langle value \rangle$.

6. Further Comments

None.

6.1. Accuracy

Not applicable.

6.2. References

Tukey J W (1977) *Exploratory Data Analysis* Addison-Wesley.

Velleman P F and Hoaglin D C (1981) *Applications, Basics, and Computing of Exploratory Data Analysis* Duxbury Press, Boston, Massachusetts, ch 6.

8. Example

The example program reads in a sequence of 49 data taken from Tukey (1977), above. Results are obtained using the two smoothing methods described.

8.1. Program Text

```

/* nag_running_median_smoother(g10cac) Example Program
 *
 * Copyright 1994 Numerical Algorithms Group.
 *
 * Mark 3, 1994.
 */

#include <nag.h>
#include <stdio.h>
#include <nag_stdlib.h>
#include <nagg10.h>

#define NMAX 50

main()
{
    Integer i, isel, n;
    double rough[NMAX], smooth[NMAX], y[NMAX];
    Nag_Smooth_Type smoother;

    Vprintf("g10cac Example Program Results\n");
    /* Skip heading in data file */
    Vscanf("%*[\n]");

    Vscanf("%ld", &n);
    if (n>=1 && n<= NMAX)
    {
        for (i=0; i<n; ++i)
            Vscanf("%lf", &y[i]);

        for (isel = 1; isel <= 2; ++isel)
        {
            /* Select the smoothing method. */
            if (isel == 1)
                smoother = Nag_4253H;
            else if (isel == 2)
                smoother = Nag_3RSSH;

            if (smoother == Nag_4253H)
                Vprintf("\nExample 1: Data smoothing using 4253H method.\n\n");
            else if (smoother == Nag_3RSSH)

```

```

        Vprintf("\n\nExample 2: Data smoothing using 3RSSH method.\n\n");
        g10cac(smoother, n, y, smooth, rough, NAGERR_DEFAULT);
        Vprintf("    index        data        smooth        rough\n");
        for (i=0; i<n; ++i)
            Vprintf("%9ld%15.4f%15.4f%15.4f\n", i, y[i], smooth[i], rough[i]);
    }
}
else
{
    Vfprintf(stderr, "n is out of range:\n
n = %d\n", n);
    exit(EXIT_FAILURE);
}
exit(EXIT_SUCCESS);
}

```

8.2. Program Data

g10cac Example Program Data

49

```

569.0 416.0 422.0 565.0 484.0 520.0 573.0 518.0 501.0 505.0
468.0 382.0 310.0 334.0 359.0 372.0 439.0 446.0 349.0 395.0
461.0 511.0 583.0 590.0 620.0 578.0 534.0 631.0 600.0 438.0
516.0 534.0 467.0 457.0 392.0 467.0 500.0 493.0 410.0 412.0
416.0 403.0 422.0 459.0 467.0 512.0 534.0 552.0 545.0

```

8.3. Program Results

g10cac Example Program Results

Example 1: Data smoothing using 4253H method.

index	data	smooth	rough
0	569.0000	416.0000	153.0000
1	416.0000	416.0000	0.0000
2	422.0000	431.5000	-9.5000
3	565.0000	473.0000	92.0000
4	484.0000	509.5000	-25.5000
5	520.0000	520.6875	-0.6875
6	573.0000	521.5625	51.4375
7	518.0000	518.0000	0.0000
8	501.0000	510.0000	-9.0000
9	505.0000	496.5000	8.5000
10	468.0000	455.2500	12.7500
11	382.0000	387.5000	-5.5000
12	310.0000	339.7500	-29.7500
13	334.0000	334.9375	-0.9375
14	359.0000	353.9375	5.0625
15	372.0000	376.1250	-4.1250
16	439.0000	392.2500	46.7500
17	446.0000	396.2500	49.7500
18	349.0000	403.0000	-54.0000
19	395.0000	427.2500	-32.2500
20	461.0000	461.3750	-0.3750
21	511.0000	513.3125	-2.3125
22	583.0000	567.5625	15.4375
23	590.0000	590.0000	0.0000
24	620.0000	593.5000	26.5000
25	578.0000	595.2500	-17.2500
26	534.0000	590.9375	-56.9375
27	631.0000	566.8125	64.1875
28	600.0000	531.5000	68.5000
29	438.0000	516.0000	-78.0000
30	516.0000	516.0000	0.0000
31	534.0000	501.8750	32.1250
32	467.0000	473.6250	-6.6250
33	457.0000	457.0000	0.0000
34	392.0000	452.0000	-60.0000
35	467.0000	440.1250	26.8750

36	500.0000	421.3750	78.6250
37	493.0000	412.0000	81.0000
38	410.0000	412.0000	-2.0000
39	412.0000	412.0000	0.0000
40	416.0000	411.0625	4.9375
41	403.0000	410.6875	-7.6875
42	422.0000	422.0000	0.0000
43	459.0000	446.6250	12.3750
44	467.0000	476.3750	-9.3750
45	512.0000	509.0000	3.0000
46	534.0000	534.0000	0.0000
47	552.0000	545.0000	7.0000
48	545.0000	547.7500	-2.7500

Example 2: Data smoothing using 3RSSH method.

index	data	smooth	rough
0	569.0000	491.3750	77.6250
1	416.0000	491.3750	-75.3750
2	422.0000	491.3750	-69.3750
3	565.0000	498.8828	66.1172
4	484.0000	514.9375	-30.9375
5	520.0000	524.6602	-4.6602
6	573.0000	525.0352	47.9648
7	518.0000	521.1602	-3.1602
8	501.0000	512.5742	-11.5742
9	505.0000	493.1680	11.8320
10	468.0000	449.7422	18.2578
11	382.0000	391.6133	-9.6133
12	310.0000	353.4297	-43.4297
13	334.0000	343.8437	-9.8438
14	359.0000	355.1602	3.8398
15	372.0000	382.7930	-10.7930
16	439.0000	405.5469	33.4531
17	446.0000	411.8633	34.1367
18	349.0000	411.5586	-62.5586
19	395.0000	420.9375	-25.9375
20	461.0000	456.1250	4.8750
21	511.0000	513.8516	-2.8516
22	583.0000	565.2422	17.7578
23	590.0000	589.4687	0.5312
24	620.0000	594.7187	25.2813
25	578.0000	594.5625	-16.5625
26	534.0000	591.8125	-57.8125
27	631.0000	583.8437	47.1563
28	600.0000	569.0312	30.9688
29	438.0000	546.3437	-108.3437
30	516.0000	517.2578	-1.2578
31	534.0000	489.6445	44.3555
32	467.0000	471.2383	-4.2383
33	457.0000	463.4844	-6.4844
34	392.0000	464.1875	-72.1875
35	467.0000	468.4687	-1.4688
36	500.0000	470.6094	29.3906
37	493.0000	462.2617	30.7383
38	410.0000	438.5703	-28.5703
39	412.0000	416.1094	-4.1094
40	416.0000	408.8711	7.1289
41	403.0000	412.1836	-9.1836
42	422.0000	424.8750	-2.8750
43	459.0000	448.1445	10.8555
44	467.0000	478.7578	-11.7578
45	512.0000	510.0234	1.9766
46	534.0000	534.1250	-0.1250
47	552.0000	547.0000	5.0000
48	545.0000	550.9375	-5.9375