3.3	Projections	and	Least	Swares
	John			7

- · For more equations than the unknowns, there is usually no solution. > overconstrained cases.
- A: mxn matrix (m >n).
- $Ax = b \Rightarrow b$ is not in the olumn space, C(A)

· How to Find an optimal (best) solution? Heart squares.

> minimizing errors, || Ax -b|| = E

$$2x = b_1$$

$$3x = b_2$$

$$4x = b_3$$

$$\begin{vmatrix} 2 \\ b_1 \\ b_2 \end{vmatrix}$$

$$\begin{vmatrix}
b & b \\
b & b
\end{vmatrix} = \begin{vmatrix}
b & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
b & b \\
b & b
\end{vmatrix} = \begin{vmatrix}
b & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
b & b \\
b & b
\end{vmatrix} = \begin{vmatrix}
b & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} = \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
b & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c & b \\
c & b
\end{vmatrix} + \begin{vmatrix}
c$$

then there is a solution $x = \frac{b_1}{3} = \frac{b_2}{3} = \frac{b_3}{4}$.

$$\vec{E} = (2x - b_1)^2 + (3x - b_2)^2 + (4x - b_3)^2 \rightarrow 2-nd \text{ order equation of } x.$$

$$\frac{d\vec{E}}{dx} = 0 \rightarrow \hat{x} = \frac{2b_1 + 3b_2 + 4b_3}{2^2 + 3^2 + 4^2} = \frac{a^7b}{a^7a}$$

 \Rightarrow Least sphare solution of 1 mknown, $\hat{x} = \underbrace{a^Tb}$ \Rightarrow projectin ento a^Ta the line a.

orthogonality of a and e. → The error vector e connecting b $a^{\mathsf{T}}(b-\hat{\alpha}a) = a^{\mathsf{T}}b - a^{\mathsf{T}} \underline{a}^{\mathsf{T}}\underline{b} \underline{a} = 0.$ Least Square Problems with Several Variables to project b onto a subspace. $\Rightarrow m \times n : A \quad (m > n)$ $E = 1 Ax - b \parallel$ 京: solution of least squares. e = (b-Ax) 1 space. Since column space is perpondicular to left nullspace, b-Ax is in the left nullspace, or ATA & = ATb. $A^{T}(b-A\hat{\alpha})=0$ The error vector must be orthogral to each column rector, $a_i^{\mathsf{T}}(b-A\hat{x})=0$

 $A^{\mathsf{T}} [b - A\hat{x}] = A^{\mathsf{T}}b = A^{\mathsf{T}}A\hat{x}.$

$$E^{2} = \|Ax - b\|^{2} = (Ax - b)^{T} (Ax - b)$$

$$\frac{dE^{2}}{dx}, A^{T}(Ax-b) + (Ax-b)^{T}A^{T} = 0$$

$$\Rightarrow$$
 ATA $x = A^Tb$ $+ x^TA^TA - L^TA$

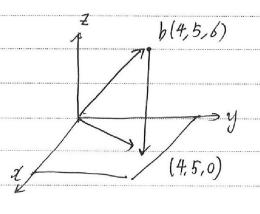
o Normal equation
$$\Rightarrow$$
 $A^{T}A\widehat{x} = A^{T}b$

• Projection
$$\Rightarrow p = A\hat{x} = A(A^{T}A)^{T}A^{T}b$$
.

$$A = \begin{bmatrix} 1 & 2 \\ 1 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 4 & 7 \\ 5 & 39 \\ 6 \end{bmatrix}$$

$$\Rightarrow$$
 column space : $p x-y$ plane $m R^3$
 $\Rightarrow b$: $\Rightarrow a x-y$ plane $\Rightarrow a x-y$ pl



$$\hat{x} = (A^{T}A)^{T}A^{T}b = \begin{bmatrix} 13 & 5 \\ 5 & 13 \end{bmatrix}, \qquad \hat{x} = (A^{T}A)^{T}A^{T}b = \begin{bmatrix} 13 & 5 \\ -5 & 2 \end{bmatrix} \begin{bmatrix} 1 & 1 & 0 \\ 2 & 3 & 0 \end{bmatrix} \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

projection
$$p = A\hat{z} = \begin{bmatrix} 1 & 3 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ 5 \\ 0 \end{bmatrix}_{n}$$

12 Remark 1. If b is in $C(A) \rightarrow b = Ax$ \Rightarrow The projection of b is still b, $P = A(A^TA)^TA^Tb$ $= A (A^T A)^T A^T A x$ $= A \mathcal{X} = b$. Remark 2. If b is perpendicular to every column, ATb = 0 -> b in left nullspace, P = A (ATA) = AT b = 0 → projected onto zero// Remark 3. A is square & invertible, \rightarrow C(A) is the whole space. $P = b \Rightarrow P = A^{\dagger} (ATA)^{\dagger} A^{\dagger} b = A (A^{\dagger}) (AD^{\dagger} A^{\dagger} b) = b$ Remark 4 ATA has the same nullspace as A. $Ax = 0 \rightarrow A^{T}Ax = 0.$ $A^{T}Ax = 0 \rightarrow x^{T}A^{T}Ax = ||Ax||^{2} = 0 \rightarrow A^{T}Ax = Ax = 0.$ O Projection Matrix. P $P = A(A^TA)^TA^T$ b b is projected onto column space of A. $P = Pb \rightarrow C(A)$ e = b-Pb is orthogonal to C(A) orthogonal complement. element of → ∈ N(AT) - left nullspace.

MOOKEUK