Projections and Least Squares

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Intro

Why do we want to project vectors onto spaces. The simplest answers to this quesion is that we want to approximate or have a best solution to equation Ax = b when there is no solution to it. When you have many data points/equations but fewer variables there is no solution to the equation. Meaning dimension of left null space (m-r for a A_{mxn} matrix) being at least 1. Because if this was not the case we would be on the column space and wouldn't need a projection to begin with.

Let's start with a 2D example for visualization and better understanding:

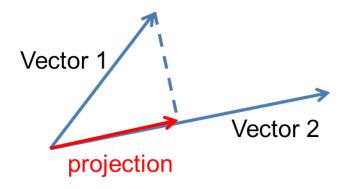


Figure 1: 2D Projection

Let:

• a: Vector2

• b: Vector1

• p: projection

From the figure we can see that projection is just a vector on a which means it is a multiple of a:

$$p = xa$$

The dotted line, the closest distance from b to a, which we will call error can be then defined as:

$$e = b - ax$$

We know that if two vectors are perpendicular then their dot product should be 0:

$$a^{T}(b - ax) = 0$$

$$a^{T}b = a^{T}ax$$

$$\hat{x} = \frac{a^{T}b}{a^{T}a}$$
(1)

Knowing that p=ax then $p=a\frac{a^Tb}{a^Ta}$, and \hat{x} is our best approximation to x with minimum error.

Of course this is the case for rank 1 matrices or vectors in other words. For greater dimensions we need to introduce to matrix form.

Let:

- A be the matrix in equation $A\hat{x} = p$
- P be the proejction matrix that acts on b and gives us the projection p, Pb = p

Then we can introduce the error and the other equations as follows:

- e = b Ax
- $A^T(b-Ax)=0$
- $A^Tb = A^TAx$
- $\bullet \quad \hat{x} = (A^T A)^{-1} A^T b$

The final equation is our least squares approximation, then:

- $p = A(A^TA)^{-1}A^Tb$
- $P = A(A^TA)^{-1}A^T$

Notice that projection matrix P lives in column space of A since any linear combination of a matrix will live in the same column space. Also, notice that the error vector (b - Ax) which is perpendicular A lives in the left null space of A, $N(A^T)$.