

Inner Product (dot)

In \mathbb{R}^n space

$$\vec{a} = \begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix}$$

$$\vec{b} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{bmatrix}$$

$$\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a} = \vec{a}^T \vec{b} = \vec{a}^T \vec{b} = \sum_{i=1}^n a_i b_i = |\vec{a}| |\vec{b}| \cos \theta$$

θ = angle from \vec{a} to \vec{b}

\vec{a} and \vec{b} are perpendicular (\perp) $\Leftrightarrow \vec{a}^T \vec{b} = 0$

$(\vec{a}^T \vec{b})^2 \leq |\vec{a}|^2 |\vec{b}|^2$ because \cos is between -1 and 1

$$|\vec{a}|^2 = \vec{a} \cdot \vec{a}$$

Cauchy-Schwartz Inequality

$$(\vec{a} \cdot \vec{b})^2 \leq (\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b})$$

$$(\vec{a} \cdot \vec{b})^2 = (\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b}) \text{ when } \vec{a} = k\vec{b}$$

Example Use of CSI

Let $K_1, K_2, \dots, K_n \geq 0$

To Prove:

$$(1/K_1 + 1/K_2 + \dots + 1/K_n)(K_1 + K_2 + \dots + K_n) \geq n^2$$

$$\vec{a} = \begin{bmatrix} 1/\sqrt{K_1} \\ 1/\sqrt{K_2} \\ \vdots \\ 1/\sqrt{K_n} \end{bmatrix}$$

$$\vec{b} = \begin{bmatrix} \sqrt{K_1} \\ \sqrt{K_2} \\ \vdots \\ \sqrt{K_n} \end{bmatrix}$$

Plug into CSI, get what we want to prove

Outer Product

In \mathbb{R}^n space:

$$\vec{a} = \begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix}$$

$$\vec{b} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{bmatrix}$$

$\vec{a}^T \vec{b}$ = scalar

$\vec{b} \vec{a}^T$ = nxn matrix

Orthogonal Projection

Consider the \mathbb{R}^2 space

$$U = \text{span}\{\vec{b}\}$$

$\pi_U(\vec{a}) = P_U(\vec{a})$ = Closest point in U to \vec{a}

$$P_U(\vec{a}) = \lambda \vec{b}$$

$$\vec{b}^T (\vec{a} - \vec{b}\lambda) = 0$$

$$\vec{b}^T \vec{a} = \vec{b}^T \vec{b} \lambda$$

$$\lambda = (\vec{b}^T \vec{b})^{-1} \vec{b}^T \vec{a}$$

$$\vec{b}\lambda = \vec{b}(\vec{b}^T \vec{b})^{-1} \vec{b}^T \vec{a} = (\vec{b}(\vec{b}^T \vec{b})^{-1} \vec{b}^T) \vec{a}$$

$$\text{Projection Matrix} = \frac{\mathbf{b}(\mathbf{b}^T \mathbf{b})^{-1} \mathbf{b}^T}{\mathbf{b}^T \mathbf{b}} = \frac{\mathbf{b} \mathbf{b}^T}{\mathbf{b}^T \mathbf{b}} = \text{Outer Product} / \text{Inner Product}$$

Example 1

$$U = \text{span}\left\{\begin{bmatrix} 1 \\ 1 \end{bmatrix}\right\}$$

$$\mathbf{b} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\mathbf{a} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$\text{Outer Product} = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

$$\text{Inner Product} = 2$$

$$\text{Projection of } \mathbf{a} = (1/2) \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 3/2 \\ 3/2 \end{bmatrix}$$

In general

$$U = \text{span}\{\mathbf{b}_1, \mathbf{b}_2, \dots, \mathbf{b}_k\} = \text{subspace of } \mathbb{R}^n$$

$$k < n \text{ (for now)}$$

$$\mathbf{a} \in \mathbb{R}^n$$

$$\pi_U(\mathbf{a}) = P_U(\mathbf{a}) = \lambda_1 \mathbf{b}_1 + \lambda_2 \mathbf{b}_2 + \dots + \lambda_k \mathbf{b}_k = \mathbf{B} \begin{bmatrix} \lambda_1 \\ \lambda_2 \\ \vdots \\ \lambda_k \end{bmatrix} = \mathbf{B} \boldsymbol{\lambda}$$

$$(\mathbf{a} - (\lambda_1 \mathbf{b}_1 + \lambda_2 \mathbf{b}_2 + \dots + \lambda_k \mathbf{b}_k)) \text{ is perpendicular } \mathbf{b}_i \forall i$$

$$(\mathbf{a} - \mathbf{B} \boldsymbol{\lambda}) \text{ is perpendicular } \mathbf{b}_i \forall i$$

$$\mathbf{B} = [\mathbf{b}_1 \quad \mathbf{b}_2 \quad \dots \quad \mathbf{b}_k] \text{ (of size } n \times k)$$

$$\mathbf{b}_1^T (\mathbf{a} - \mathbf{B} \boldsymbol{\lambda}) = 0$$

$$\mathbf{b}_2^T (\mathbf{a} - \mathbf{B} \boldsymbol{\lambda}) = 0$$

...

$$\mathbf{b}_k^T (\mathbf{a} - \mathbf{B} \boldsymbol{\lambda}) = 0$$

$$B^T \vec{a} = (B^T B) \vec{\lambda}$$

$B^T B$ = of size $k \times k$ = Square Matrix = Invertible

$$B \vec{\lambda} = B(B^T B)^{-1} B^T \vec{a}$$

Projection Matrix = $B(B^T B)^{-1} B^T = B B^T / B^T B$ = Outer Product / Inner Product

Only works if the columns of B are linearly independent!

Projection Error of \vec{x} = distance between \vec{x} and its projection

Total Error = Sum of projection errors of all points

When $k = n$...

In \mathbb{R}^n space

$$U = \text{span}\{\vec{b}_1, \vec{b}_2, \dots, \vec{b}_n\} = \mathbb{R}^n$$

$$B = [\vec{b}_1 \quad \vec{b}_2 \quad \dots \quad \vec{b}_n]$$

Little Lemma...

If A and B are square matrices...

$$(AB)^{-1} = B^{-1} A^{-1}$$

Back to Before...

Sub into Projection Matrix...

$$\text{Projection Matrix} = B(B^T B)^{-1} B^T = B B^{-1} B^T B^T = I I = I$$