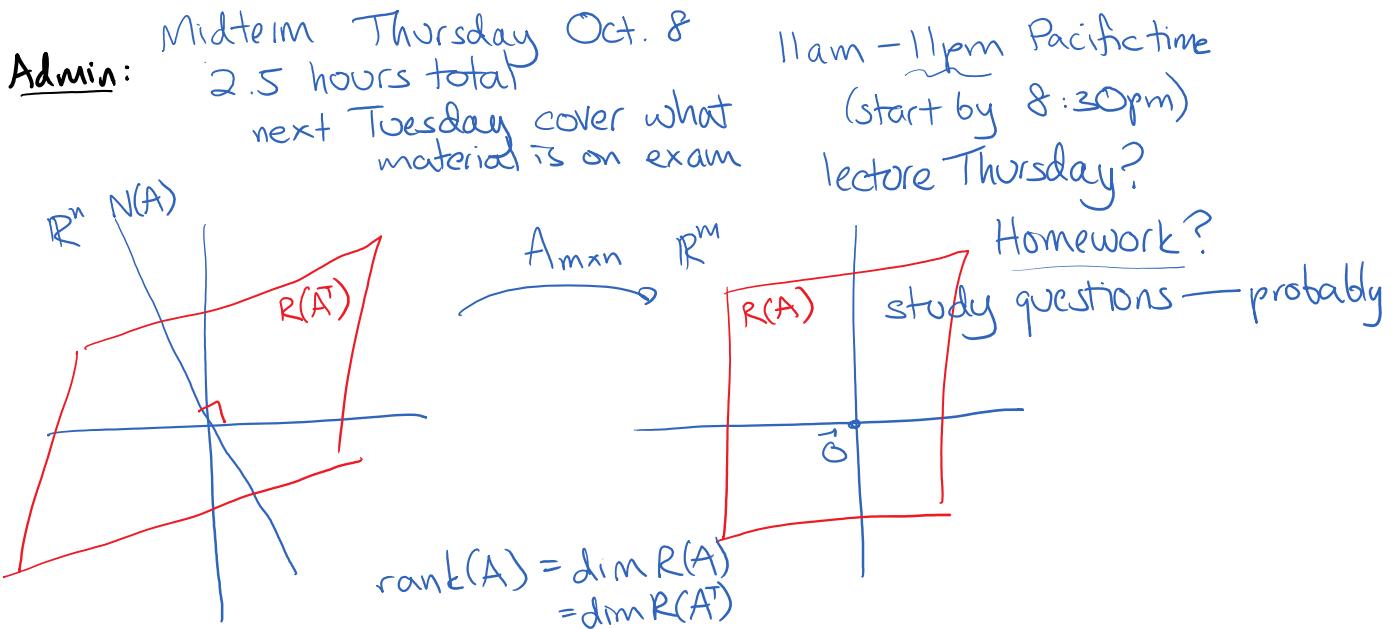


Lecture 11: Orthogonal bases (class)



PAIRWISE ORTHOGONAL SETS OF VECTORS

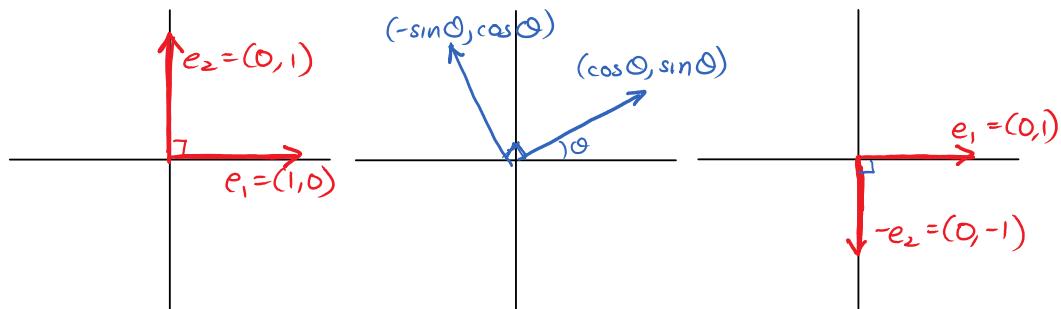
EXAMPLES:

① Standard basis in \mathbb{R}^n

$$\vec{e}_1 = (1, 0, \dots, 0), \dots, \vec{e}_n = (0, \dots, 0, 1)$$

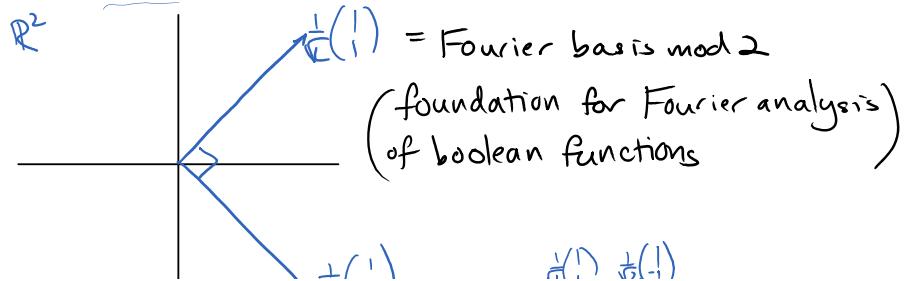
$$\vec{e}_i \cdot \vec{e}_j = \delta_{ij} = \begin{cases} 1 & \text{if } i=j \\ 0 & \text{if } i \neq j \end{cases}$$

② Rotations/reflections of the standard basis



③ Hadamard basis

$$\frac{1}{\sqrt{2}}(1, 1), \frac{1}{\sqrt{2}}(1, -1)$$



$$\begin{array}{c} | \\ \downarrow \frac{1}{\sqrt{2}}(-1) \end{array}$$

change-of-basis matrix $H = \frac{1}{\sqrt{2}} \begin{pmatrix} e_1 & e_2 \\ e_2 & -e_1 \end{pmatrix}_{2 \times 2}$

Hadamard basis in dimension 4:

$$H_4 = \frac{1}{2} \begin{pmatrix} H & H \\ H & -H \\ H & H \\ H & -H \end{pmatrix}_{4 \times 4}$$

In dimensions $n = 2^k$:

$$H_{2^k} = \frac{1}{\sqrt{2}} \begin{pmatrix} H_{2^{k-1}} & H_{2^{k-1}} \\ H_{2^{k-1}} & -H_{2^{k-1}} \end{pmatrix}$$

Applications: Coding, control theory, statistics, quantum computing, Fourier analysis of boolean functions

Conjecture (1936): If n is a multiple of 4, then there is a Hadamard basis for \mathbb{R}^n .

Open: Find a Hadamard basis for $n = 668$.

④ Haar wavelet basis

$$(1, 1, 1, 1)$$

$$(1, 1, -1, -1) \quad \text{for } \mathbb{R}^4$$

$$(1, -1, 0, 0)$$

$$(0, 0, 1, -1)$$

$$\begin{aligned} &\frac{1}{8}(1, 1, 1, 1, 1, 1, 1, 1) \\ &\frac{1}{8}(1, 1, 1, 1, -1, -1, -1, -1) \\ &\frac{1}{2}(1, 1, -1, -1, 0, 0, 0, 0) \\ &\frac{1}{2}(1, -1, 0, 0, 0, 0, 0, 0) \quad \text{for } \mathbb{R}^8 \\ &\frac{1}{2}(0, 0, 1, -1, 0, 0, 0, 0) \\ &\frac{1}{2}(0, 0, 0, 0, 1, 1, -1, -1) \\ &\frac{1}{2}(0, 0, 0, 0, 1, -1, 0, 0) \\ &\frac{1}{2}(0, 0, 0, 0, 0, 0, 1, -1) \end{aligned}$$

-used in image compression

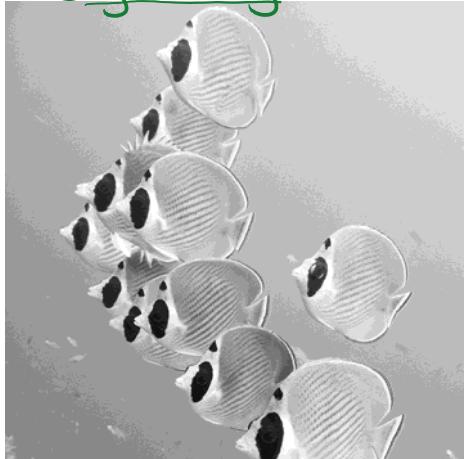
a vector in \mathbb{R}^n with few jumps will have a sparse representation in this basis, e.g.,

$$(1, 1, 1, 0, -2, -2, -2, -2)$$

$$\begin{aligned} &= -\frac{5}{8}(1, 1, 1, 1, 1, 1, 1, 1) \\ &+ \frac{11}{8}(1, 1, 1, 1, -1, -1, -1, -1) \\ &+ \frac{1}{4}(1, 1, -1, -1, 0, 0, 0, 0) \end{aligned}$$

$$+ \frac{1}{2} (0, 0, 1, -1, 0, 0, 0, 0)$$

Original image



... after discarding 0.9n
smallest-magnitude Haar
basis coordinates



⑤ Fourier basis for \mathbb{C}^n

- used everywhere!

$$(\vec{v}_0, \vec{v}_1, \dots, \vec{v}_{n-1})$$

$$\text{where } \vec{v}_j = \frac{1}{\sqrt{n}} \sum_{k=0}^{n-1} \exp\left(\frac{2\pi i}{n} j k\right) \vec{e}_k = \frac{1}{\sqrt{n}} \sum_{k=0}^{n-1} \omega^{(k-j)j} = 0$$

$$\vec{v}_j \cdot \vec{v}_k = \frac{1}{n} \sum_{l=0}^{n-1} (\vec{v}_j)_l (\vec{v}_k)_l$$

$$= \frac{1}{n} \sum_l \omega^{jl} \omega^{kl}$$

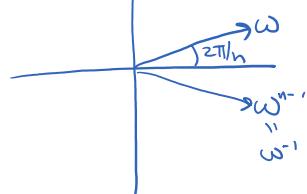
$$f \neq k$$

$$\omega = e^{2\pi i h} \bmod n$$

$$\omega^n = 1$$

$$\rightarrow \text{std basis} \quad \vec{v}_j = \frac{1}{\sqrt{n}} \begin{pmatrix} \vec{v}_0 & \vec{v}_1 & \vec{v}_2 & \vec{v}_3 & \cdots & k \\ | & | & | & | & & | \\ 1 & \omega & \omega^2 & \omega^3 & \cdots & \omega^k \\ | & | & | & | & & | \\ \omega & \omega^2 & \omega^4 & \omega^6 & & \omega^{2k} \\ | & | & | & | & & | \\ \omega^2 & \omega^4 & \omega^8 & \omega^{16} & & \vdots \\ | & | & | & | & & | \\ \vdots & \vdots & \vdots & \vdots & & \vdots \\ | & | & | & | & & | \\ \omega^{n-1} & \omega^{n-2} & \omega^{n-3} & \omega^{n-4} & & \omega^{n-1} \end{pmatrix}_{n \times n}$$

$$\text{where } \omega = \exp\left(\frac{\pi i}{n}\right) = \cos\frac{2\pi}{n} + i \sin\frac{2\pi}{n}$$



$$\Rightarrow \vec{v}_j \cdot \vec{v}_{j'} = \frac{1}{n} \sum_{k=0}^{n-1} \exp\left(\frac{2\pi i}{n} (-jk + j'k)\right) (\vec{e}_k \cdot \vec{e}_{k'})$$

$$\delta_{kk'}$$

$$= \frac{1}{n} \sum_{k=0}^{n-1} \exp\left(\frac{2\pi i}{n} k(j' - j)\right)$$

$$\text{case } j = j': \quad \vec{v}_j \cdot \vec{v}_j = \frac{1}{n} (1 + 1 + \cdots + 1) = 1$$

case $j \neq j'$:

$$\vec{v}_j \cdot \vec{v}_{j'} = \frac{1}{n} \cdot \left(\text{geometric series} \right)$$

$$1 + \omega^{j'-j} + \omega^{2(j'-j)} + \cdots + \omega^{(n-1)(j'-j)}$$

$$\text{where } \omega = e^{\frac{2\pi i}{n}} = \cos\frac{2\pi}{n} + i \sin\frac{2\pi}{n}$$

$$1 + r + r^2 + \cdots + r^{n-1} = \frac{1 - r^n}{1 - r}$$

$$= 0 \quad \text{since } \omega^n = 1$$

⑥ Various bases for functions

e.g., Hermite, Laguerre, Chelyshov
sines and cosines,

There are lots of named examples because

PAIRWISE ORTHOGONAL SETS OF VECTORS ARE NICE!!

$$\{\vec{v}_1, \dots, \vec{v}_n\}$$

with $\vec{v}_i \cdot \vec{v}_j = 0$ for $i \neq j$

① Simplifies deciding linear independence

Normally, to check if $S = \{\vec{v}_1, \dots, \vec{v}_n\}$ is lin. indep.,
compute $N(\vec{v}_1 | | | \vec{v}_n) = \{\vec{0}\}$.

Lemma:

$$S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\}$$

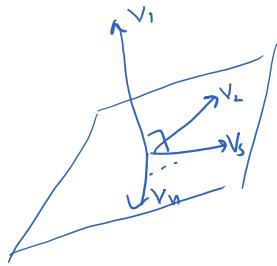
$\sum_j \vec{v}_j \in S$

non zero, pairwise orthogonal

$\vec{v}_i \cdot \vec{v}_j = 0$ for $i \neq j$

S is linearly independent

Intuition:



Proof: Assume

$$a_1 \vec{v}_1 + a_2 \vec{v}_2 + \dots + a_n \vec{v}_n = \vec{0}$$

Trick: dot both sides with \vec{v}_j

$$a_1 \vec{v}_j \cdot \vec{v}_1 + a_2 \vec{v}_j \cdot \vec{v}_2 + \dots + a_n \vec{v}_j \cdot \vec{v}_n = \vec{v}_j \cdot \vec{0} = 0$$

simplifies to $a_j \vec{v}_j \cdot \vec{v}_j = a_j \|v_j\|^2$

$\Rightarrow a_j = 0$

Goal:
show
 $a_1 = \dots = a_n = 0$

② Pairwise Lity simplifies deciding if S is a basis

Corollary: In an n-dimensional space, any set of n pairwise orthogonal vectors forms a basis.

(because any n linearly indep. vectors is a basis)

Definition: **Orthogonal basis** = basis of pairwise orthogonal vectors

Orthonormal basis = basis of orthogonal, length-one vectors

→ **Orthonormal basis** = basis of orthogonal, length-one vectors

$$\vec{v}_j \rightarrow \frac{\vec{v}_j}{\|\vec{v}_j\|}$$

③ Simplifies computing inner products & lengths

Let $\vec{u} = a_1 \vec{v}_1 + a_2 \vec{v}_2 + \dots + a_m \vec{v}_m$

Q: What is $\|\vec{u}\|$?

A: $\|\vec{u}\|^2 = \vec{u} \cdot \vec{u} = (\sum_j a_j \vec{v}_j) \cdot (\sum_k a_k \vec{v}_k)$

$$= \sum_{jk} a_j^* a_k (\vec{v}_j \cdot \vec{v}_k)$$

If the basis v_1, \dots, v_m is orthogonal

$$= \sum_{j=1}^m |a_j|^2 \|\vec{v}_j\|^2 \quad \leftarrow m \text{ terms to add}$$

If orthonormal ($\|\vec{v}_j\|=1$)

$$= \sum_j |a_j|^2$$

MORAL: Orthonormal bases behave just like the standard basis.

If $\vec{u} = \sum_{j=1}^m a_j \vec{v}_j$ and $\vec{w} = \sum_j b_j \vec{v}_j$

for orthogonal basis: $\vec{u} \cdot \vec{w} = \sum_j a_j^* b_j \|\vec{v}_j\|^2$

O.N. basis: $\vec{u} \cdot \vec{w} = \sum_j a_j^* b_j$

④ Simplifies basis expansions

Let $B = (\vec{v}_1, \vec{v}_2, \dots, \vec{v}_m)$ be a basis for $V \subseteq \mathbb{R}^n$, and $\vec{u} \in V$.

What is the expansion of \vec{u} in the basis B ?

In general: Solve the equations

$$\vec{u} = x_1 \vec{v}_1 + x_2 \vec{v}_2 + \dots = \begin{pmatrix} | & | & \dots & | \\ \vec{v}_1 & \vec{v}_2 & \dots & \vec{v}_m \\ | & | & \dots & | \end{pmatrix} \begin{pmatrix} | \\ x_1 \\ | \\ \vdots \\ | \\ x_n \\ | \end{pmatrix} = \vec{u}$$

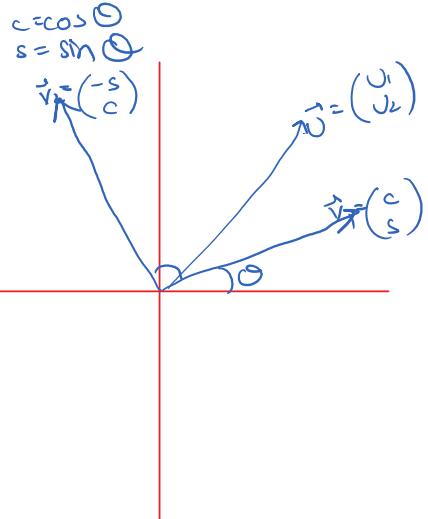
If B is ^{goal} orthonormal:

use the trick to solve (Trick: dot both sides with \vec{v}_j)

$$\vec{v}_j \cdot \vec{u} = x_j \cdot \left(\sum_k x_k \vec{v}_k \right) = x_j \|\vec{v}_j\|^2$$

$$\Rightarrow \vec{u} = \sum_{j=1}^m \frac{\vec{v}_j \cdot \vec{u}}{\|\vec{v}_j\|^2} \vec{v}_j = \sum_{j=1}^m (\vec{v}_j \cdot \vec{u}) \vec{v}_j$$

if orthonormal



$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix}_S = \begin{pmatrix} u_1 c + u_2 s \\ -u_1 s + u_2 c \end{pmatrix}_{\vec{v}_1, \vec{v}_2}$$

$$\Rightarrow \vec{u} = \sum_{j=1}^m (\vec{v}_j \cdot \vec{u}) \vec{v}_j$$

- just compute these inner products
- needn't solve any equations!

Example: Haar wavelet basis for \mathbb{R}^8

v_1	(1, 1, 1, 1, 1, 1, 1, 1)	Pairwise \perp ↓ Linearly independent ↓ Must be a basis!
v_2	(1, 1, 1, 1, -1, -1, -1, -1)	
v_3	(1, 1, -1, -1, 0, 0, 0, 0)	
v_4	(1, -1, 0, 0, 0, 0, 0, 0)	
v_5	(0, 0, 1, -1, 0, 0, 0, 0)	
v_6	(0, 0, 0, 0, 1, 1, -1, -1)	
v_7	(0, 0, 0, 0, 1, -1, 0, 0)	
v_8	(0, 0, 0, 0, 0, 0, 1, -1)	

$\|\vec{v}\|^2 = 19$

Exercise: Expand $(1, 1, 1, 0, -2, -2, -2, -2)$
in the above basis.

Answer:

$v_1 \cdot u = -5$	$\Rightarrow \vec{u} = \sum_{j=1}^8 \frac{\vec{v}_j \cdot \vec{u}}{\ \vec{v}_j\ ^2} \vec{v}_j$
$v_2 \cdot u = 11$	$= -\frac{5}{8} \vec{v}_1 + \frac{11}{8} \vec{v}_2 + \frac{1}{4} \vec{v}_3 + \frac{1}{2} \vec{v}_5 + \dots$
$v_3 \cdot u = 1$	$\left(\frac{-5}{8}\right)^2 \ \vec{v}_1\ ^2 + \left(\frac{11}{8}\right)^2 \ \vec{v}_2\ ^2 +$
$v_4 \cdot u = 0$	$\frac{1^2}{4} + \frac{1^2}{2} = 19$
$v_5 \cdot u = 1$	
\vdots	

We could compute $v_0 \cdot u$, $y_2 \cdot u$, $y_3 \cdot u$ — and it's easy.

— but in fact, observe
 $\|u\|^2 = 19$

$$\text{and } \frac{|v_1 \cdot u|^2}{\|v_1\|^2} + \frac{|v_2 \cdot u|^2}{\|v_2\|^2} + \frac{|v_3 \cdot u|^2}{\|v_3\|^2} + \frac{|v_5 \cdot u|^2}{\|v_5\|^2}$$

$$= \frac{25}{8} + \frac{121}{8} + \frac{1}{4} + \frac{1}{2}$$

$$= 19$$

\Rightarrow all other coefficients must be 0, since
all of i 's length is accounted for!
(This is a common trick, to save time.)

④ Simplifies matrix basis expansions

$$f: U \rightarrow V$$

$B_U = \{\vec{u}_1, \dots, \vec{u}_n\}$ $B_V = \{\vec{v}_1, \dots, \vec{v}_m\}$
orthonormal basis

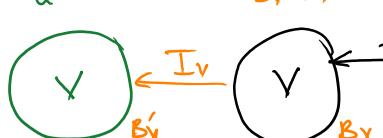
$$\Rightarrow [f]_{B_u \rightarrow B_v} = \begin{pmatrix} 1 & & & \\ & \ddots & & \\ & & \text{v}_i(f(\beta_j)) & \\ & & & \vdots \\ & & & 0 \end{pmatrix}_{m \times n}$$

$$\text{since } f(\vec{u}_j) = \sum_{i=1}^m (\vec{v}_i \cdot f(\vec{u}_j)) \vec{r}_i$$

⑤ Simplifies changing basis

Recall: $f: U \rightarrow V$ linear
 bases bases
 B_U, B_U B_V, B_V

$$\left[\begin{matrix} f \\ \vdots \end{matrix} \right] = \left[\begin{matrix} I \\ \vdots \end{matrix} \right] \left[\begin{matrix} f \\ \vdots \end{matrix} \right]_{B_u \rightarrow B_Y} \left[\begin{matrix} I \\ \vdots \end{matrix} \right]_{B_u' \rightarrow B_u}$$



if $U = V$,

$$[f]_{B' \rightarrow B'} = [I]_{B \rightarrow B'} [f]_{B \rightarrow B} [I]_{B' \rightarrow B}$$

$\stackrel{''}{\left([I]_{B' \rightarrow B} \right)^{-1}}$

Example:

Say $S : \hat{e}_1, \dots, \hat{e}_n$

$B : \vec{v}_1, \dots, \vec{v}_n$ orthonormal

$$[B \rightarrow S] = e^{\int_{v_n}^{v_i} v_i dv_i}$$

$$[S \rightarrow B] = \begin{pmatrix} & & & \\ & & 1 & \\ & i & & \\ & & & x_i \circ e_j \\ & & & \end{pmatrix}$$

$$[B \rightarrow S] = \overline{[S \rightarrow B]}^T$$

$$(\leftarrow \rightarrow_{B' \rightarrow B})$$

Example:

Consider the 2×2 complex matrix $S: \vec{e}_1, \vec{e}_2$

$$A = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

Write this matrix in the basis $C = \left\{ \frac{1}{\sqrt{2}}(1, i), \frac{1}{\sqrt{2}}(1, -i) \right\}$.

$$\begin{aligned} [A]_C &= [S \rightarrow C] A [C \rightarrow S] \\ &= \begin{pmatrix} \frac{1}{\sqrt{2}}(1, i) & \frac{1}{\sqrt{2}}(1, -i) \\ \frac{1}{\sqrt{2}}(1, -i) & \frac{1}{\sqrt{2}}(1, i) \end{pmatrix} \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}}(1, i) & \frac{1}{\sqrt{2}}(1, -i) \\ \frac{1}{\sqrt{2}}(1, -i) & \frac{1}{\sqrt{2}}(1, i) \end{pmatrix} \\ &= \frac{1}{2} \begin{pmatrix} 1 & -i \\ 1 & i \end{pmatrix} \cdot \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \cdot \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix} // \text{FullSimplify // MatrixForm} \\ &\stackrel{\text{MatrixForm}}{=} \begin{pmatrix} e^{-i\theta} & 0 \\ 0 & e^{i\theta} \end{pmatrix} \quad \text{diagonal!} \quad A \vec{x}_1 = e^{-i\theta} \vec{x}_1, \quad A \vec{x}_2 = e^{i\theta} \vec{x}_2 \\ &\qquad\qquad\qquad \begin{matrix} \text{eigenvectors} \\ \text{eigenvalues} \end{matrix} \end{aligned}$$

Answer: Initial basis $B = \{(1, 0), (0, 1)\}$.

New basis $C = \left\{ \frac{1}{\sqrt{2}}(1, i), \frac{1}{\sqrt{2}}(1, -i) \right\}$.

Observe: C is orthonormal!

$$\begin{aligned} \left\| \frac{1}{\sqrt{2}}(1, \pm i) \right\|^2 &= \frac{1}{2} \|(1, \pm i)\|^2 \\ &= \frac{1}{2} (1 + |\pm i|^2) = 1 \checkmark \\ \frac{1}{\sqrt{2}}(1, i) \cdot \frac{1}{\sqrt{2}}(1, -i) &= \frac{1}{2} (1 + i^*(-i)) \\ &= \frac{1}{2} (1 + i^2) = 0 \checkmark \end{aligned}$$

$C \rightarrow B$ basis change:

$$(1, 0) \begin{pmatrix} \frac{1}{\sqrt{2}}(1, i) & \frac{1}{\sqrt{2}}(1, -i) \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{i}{\sqrt{2}} & \frac{-i}{\sqrt{2}} \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix}$$

$B \rightarrow C$ basis change

$$\frac{1}{\sqrt{2}}(1, i) / \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix} \perp (1, -i)$$

$$B \rightarrow C \text{ basis change}$$

$$\begin{pmatrix} \frac{1}{\sqrt{2}}(1,i) & (1,0) \\ \frac{1}{\sqrt{2}}(1,-i) & (0,1) \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & -i \\ 1 & i \end{pmatrix}$$

since, e.g., $\frac{1}{\sqrt{2}}(1,i) \cdot (0,1) = \frac{-i}{\sqrt{2}}$

Check: $(1,0) = \frac{1}{\sqrt{2}} \left(\frac{1}{\sqrt{2}}(1,i) + \frac{1}{\sqrt{2}}(1,-i) \right) \checkmark$

$(0,1) = \frac{1}{\sqrt{2}} \left(\frac{-i}{\sqrt{2}}(1,i) + \frac{i}{\sqrt{2}}(1,-i) \right) \checkmark$

$$\Rightarrow [A]_{C \rightarrow C} = [B \rightarrow C] \cdot [A]_{B \rightarrow B} \cdot [C \rightarrow B]$$

(read this right to left)

$$= \frac{1}{2} \begin{pmatrix} 1 & -i \\ 1 & i \end{pmatrix} \begin{pmatrix} e^{i\theta} & 0 \\ 0 & e^{-i\theta} \end{pmatrix} \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix}$$

In[1]:= $\frac{1}{2} \begin{pmatrix} 1 & -i \\ 1 & i \end{pmatrix} \cdot \begin{pmatrix} e^{i\theta} & 0 \\ 0 & e^{-i\theta} \end{pmatrix} \cdot \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix} // \text{FullSimplify} // \text{MatrixForm}$

Out[1]/MatrixForm= $\boxed{\begin{pmatrix} \cos[\theta] & i \sin[\theta] \\ i \sin[\theta] & \cos[\theta] \end{pmatrix}}$ (Mathematica)

Observe: 1. This was really easy!

2. $\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix} \cdot \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & -i \\ 1 & i \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$

— they're inverses

3. They differ only by transpose
and complex conjugate.

In general,

If B, C are each orthonormal:

$$B = \{\vec{b}_1, \dots, \vec{b}_n\}, C = \{\vec{c}_1, \dots, \vec{c}_n\}.$$

$$[I]_{C \rightarrow B} = \sum_i \begin{pmatrix} \vec{c}_j \\ \cdots \\ \vec{b}_i \cdot \vec{c}_j \end{pmatrix} \quad \text{since } \vec{c}_j = \sum_{i=1}^n (\vec{b}_i \cdot \vec{c}_j) \vec{b}_i$$

$$[I]_{B \rightarrow C} = \sum_j \begin{pmatrix} \vec{b}_i \\ \cdots \\ \vec{c}_j \cdot \vec{b}_i \end{pmatrix} \quad \text{since } \vec{b}_i = \sum_{j=1}^n (\vec{c}_j \cdot \vec{b}_i) \vec{c}_j$$

$$\Rightarrow [I]_{B \rightarrow C} = ([I]_{C \rightarrow B})^\dagger$$

"adjoint"
= transpose
+ complex conjugate
(same as transpose
for real matrices)

(6.5) "Better for choosing random vectors"

How to compute projections onto
any subspace

① Compute an O.N. basis for V
 $\vec{v}_1, \dots, \vec{v}_m$

② The projection matrix is

$$\sum_j \vec{v}_j \vec{v}_j^T \quad \text{in particular} \\ \text{Proj}_V(\vec{u}) = \sum_j \vec{v}_j (\vec{v}_j \cdot \vec{u})$$

Why this works?

$$\text{Projection}_{\text{xy-plane}}(\vec{u}) = (\underbrace{u_1, u_2, 0, \dots, 0}_{\vec{u}})$$

↑ "std basis isn't special"

⑦ Simplifies computing projections

Problem: How can we project onto a higher-dimensional subspace?

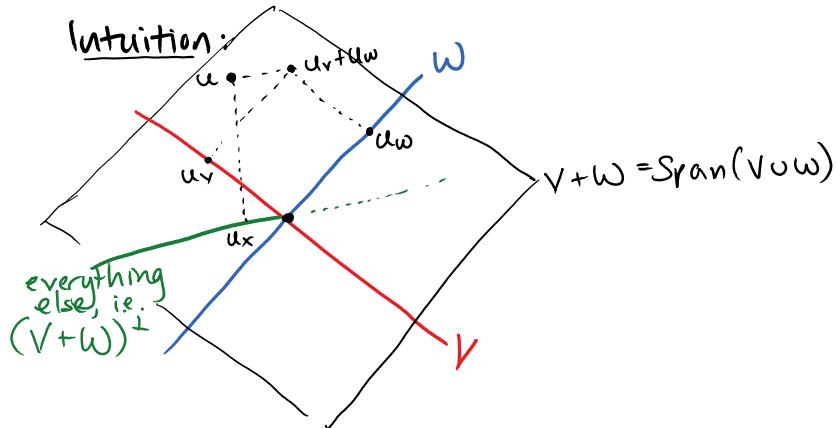
Example: $P_{\text{xy-plane}} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}$

$$= \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

$$P_{x\text{-axis}} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}(100) \quad P_{y\text{-axis}} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}(010)$$

Key property: If $V \perp W$,

$$P_V + P_W = P_{V+W}$$



⇒ To project into any space:
"Split" it into orthogonal lines,
and add up those projections

FACT: For a subspace $\mathcal{U} \subseteq \mathbb{R}^n$ with orthonormal basis
 $\{\vec{u}_1, \dots, \vec{u}_k\}$,
orthogonal projection onto \mathcal{U}

$$P_{\mathcal{U}} = \left[\sum_{j=1}^k \underbrace{\vec{u}_j \vec{u}_j^T}_{n \times n \text{ matrix}} \right]$$

Proof: $P_{\mathcal{U}} = P_{\text{Span}\{\vec{u}_1, \dots, \vec{u}_{k-1}\}} + P_{\text{Span}\{\vec{u}_k\}}$
 $\qquad\qquad\qquad \parallel \vec{u}_k \vec{u}_k^T$

Exercise: Compute the projection of $e_1 = (1, 0, 0, \dots)$
onto a random 50-dimensional subspace of \mathbb{R}^{100} .

Answer:

$$\begin{aligned} n &= 100; \\ d &= 50; \end{aligned}$$

$$\begin{aligned} v &= \text{zeros}(n, 1); \\ v(1) &= 1; \end{aligned}$$

```
A = randn(n, d);    # choose d random vectors in R^n,
                     # with normally distributed coordinates
[Q,R] = qr(A,0);   # generate Q, whose columns form an
                     # orthonormal basis for R(A),
                     # the span of A's columns

```

we'll explain this function later

$Q(:,1), Q(:,2), \dots, Q(:,d)$ form an orthonormal basis for $R(A)$

① First approach

projectedv = zeros(n,1);

for i = 1:d

 projectedv += Q(:,i) * (Q(:,i)' * v);

end for;

projectedv

build sum $\sum_{i=1}^d q_i q_i^T v$
one term at a time

② Second try: Note: $Q = \sum_{i=1}^d q_i e_i^T$ where $q_i = Q(:,i)$
 i th column

$$\begin{aligned} \Rightarrow Q Q^T &= \left(\sum_i q_i e_i^T \right) \left(\sum_j e_j q_j^T \right) \\ &= \sum_{i,j} q_i (e_i^T e_j) q_j^T \\ &\quad \text{if } i \neq j \\ &\quad \text{if } i = j \\ &= \sum_{i=1}^d q_i q_i^T \end{aligned}$$

projectedv2 = Q * (Q' * v);

sum(abs(projectedv2 - projectedv))

Trick:
To check that two vectors
are the same, add up the
absolute values of the coord.
differences

⑤ Check the answer:

1. Is projectedv in $R(A)$?

x = A\projectedv; # Solve for a linear comb. of the columns of A

err = A*x - projectedv # that gives projectedv

sum(abs(err))

2. Is v-projectedv perpendicular to $R(A)$?

(v - projectedv)' * A

(Question: What is the expected squared length)
of the projection? $\text{projectedv}' * \text{projectedv}$

Key Example: If $V = \mathbb{R}^n$, "resolution of the identity" is

$$\left[\sum_{j=1}^n \vec{v}_j \vec{v}_j^T = I \right] \text{identity matrix}$$

This gives an easy derivation of the other facts:

Example: I forgot, is

$$\vec{u} = \sum_j (\vec{v}_j \cdot \vec{u}) \vec{v}_j \quad \text{or} \quad \vec{u} = \sum_j (\vec{u} \cdot \vec{v}_j) \vec{v}_j ?$$

over \mathbb{C} , they're different!

$$\begin{aligned} \vec{u} &= I\vec{u} \\ &= \sum_i \vec{v}_i \vec{v}_i^T \vec{u} = \sum_i \vec{v}_i (\vec{v}_i^T \vec{u}) = \sum_i (\vec{v}_i \cdot \vec{u}) \vec{v}_i \end{aligned}$$

$$\vec{u} = I\vec{u}$$

$$= \sum_j v_j v_j^T \vec{u} = \sum_j v_j (v_j^T \vec{u}) = \boxed{\sum_j (\vec{v}_j \cdot \vec{u}) \vec{v}_j}$$

Example:

$$\begin{aligned}\|\vec{u}\|^2 &= \vec{u}^T \vec{u} \\ &= \vec{u}^T I \vec{u} \\ &= \vec{u}^T \sum_j v_j v_j^T \vec{u} \quad \Rightarrow \|\vec{u}\|^2 = \sum_j |\vec{u} \cdot \vec{v}_j|^2 \\ &= \sum_j (\vec{u}^T v_j) (v_j^T \vec{u})\end{aligned}$$

Any basis expansion can be done by inserting
 $I = \sum_j v_j v_j^T$.

Even changes of basis:

$$B = \{\vec{b}_1, \dots, \vec{b}_n\} \quad C = \{\vec{c}_1, \dots, \vec{c}_n\}$$

↑ orthonormal sets

$$\begin{aligned}I &= I \cdot I \\ &= \sum_i c_i c_i^T \sum_j b_j b_j^T \\ &= \sum_{i,j} \vec{c}_i (c_i \cdot b_j) b_j^T\end{aligned}$$

⑧ Orthonormal bases simplify many arguments

- If you prove something for the standard basis, it most likely holds for any orthonormal basis.
 Intuition and arguments are usually basis independent.

Example: If $V \perp W$,

$$P_{V+W} = P_V + P_W.$$

Why? Work in an orthonormal basis

$$\underbrace{\{\vec{b}_1, \dots, \vec{b}_p\}}_{\text{basis for } V}, \underbrace{\{\vec{b}_{p+1}, \dots, \vec{b}_{p+q}, \vec{b}_{p+q+1}, \dots, \vec{b}_n\}}_{\text{basis for } W}$$

$$P_V = \begin{pmatrix} I_p & & & \\ \hline & 0 & 0 & \\ & 0 & 0 & \\ & 0 & 0 & \\ \hline & 0 & 0 & 0 \end{pmatrix} \quad P_W = \begin{pmatrix} 0 & 0 & 0 \\ \hline 0 & I_q & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

$$P_V + P_W = \begin{pmatrix} I_p & & & \\ \hline & 0 & 0 & \\ & 0 & I_q & 0 \\ & 0 & 0 & 0 \end{pmatrix}$$

Example: If $V \subseteq W$,

$$P_V P_W = P_W P_V = P_V.$$

Check this.

But how do we find orthonormal bases for spaces?

(How does Matlab's qr function work?)