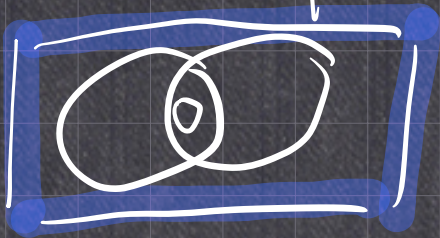


Orthogonal Projektion ✓

$$v = u + u^\perp$$

\downarrow \downarrow \downarrow
 $\dim(u)$ $\dim(v)$ $\dim(u^\perp)$

$u \rightarrow \mu u_1 + \mu u_2$ (Zerlegung)



Damit: Erhalte die Lösung x von $\|b - Ax\| = \min$ als Lösung von

$$A^T A x = A^T b$$

b ↗

$\overset{\text{iz 42}}{A} x = b$
 \wedge \wedge
 $-$ A^T

A^T

Anwendung von Linearmapping [考法]

① Bestimme die orthogonale

Projektion

$$u = P u(v)$$

wobei $v = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$

↓
空間

↓ 分解
対象
[向量]

$$u = \left\langle \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix}, \begin{pmatrix} 2 \\ 2 \\ 2 \end{pmatrix} \right\rangle$$

$$\|v - u\| \text{ min.}$$

$$\Rightarrow u_0 = A x_0 \text{ (折)}$$

$$A^T v = A^T A x_0$$

$2 \times 3 \quad 3 \times 2 \quad 2 \times 1$

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

1 2 2 1

$$A^T A = \begin{pmatrix} 2 & 3 \end{pmatrix}$$

$$A^T v = \begin{pmatrix} 1 & 0 & 1 \\ 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 4 \\ 6 \end{pmatrix}$$

$$\begin{matrix} \cancel{3 \times 1} & 3 \times 1 \\ \cancel{2 \times 3} & \sqrt{2 \times 2} \end{matrix}$$

$$\Rightarrow \begin{pmatrix} 2 & 2 \\ 2 & 3 \end{pmatrix} x_0 = \begin{pmatrix} 4 \\ 6 \end{pmatrix} \quad \begin{matrix} \xrightarrow{2 \times 1} \\ \xleftarrow{2 \times 1} \end{matrix} \quad \text{用 EKM}$$

$$\text{增广: } \left(\begin{array}{cc|c} 2 & 2 & 4 \\ 2 & 3 & 6 \end{array} \right)$$

$$\Rightarrow \left(\begin{array}{cc|c} 1 & 1 & 2 \\ 2 & 3 & 6 \end{array} \right)$$

$$\Rightarrow \left(\begin{array}{cc|c} 1 & 1 & 2 \\ 0 & 1 & 2 \end{array} \right)$$

$$\Rightarrow \left(\begin{array}{cc|c} 1 & 0 & 0 \\ 0 & 1 & 2 \end{array} \right)$$

$$x_0 = \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

$$A x_0 = \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

$2 \times 2 \quad 2 \times 1 \quad (3 \times 1)$

$$= \begin{pmatrix} 2 \\ 2 \end{pmatrix}$$

$$d = \left\| \begin{pmatrix} 1 \\ 2 \end{pmatrix} - \begin{pmatrix} 2 \\ 2 \end{pmatrix} \right\| = \left\| \begin{pmatrix} -1 \\ 0 \end{pmatrix} \right\| = \sqrt{1} = 1$$

② Lösung: Interpretation \angle \leq \leq

Das Problem: $Ax = b$

↑ b \rightarrow $\text{Satisfies } a, b$

\rightarrow Nicht lösbar

$$\begin{cases} x + y = 2 \\ x + y = 6.2 \\ x - y = 4 \end{cases} \Rightarrow \# \text{ Gleichung} > \# \text{ Var.}$$

\rightarrow a

ABER: Ersatzlösung

$$\text{N. } Ax = b$$

$$\text{Minimiere } \|b - Ax\| = \min.$$

\perp Das Überrest (Residuum)

$$A^T b = A^T A x$$

Bsp:

$$\begin{aligned} x &= 2 \\ x + y &= 2 \\ y &= 3 \end{aligned}$$

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

$$\begin{pmatrix} x \\ y \end{pmatrix}$$

$$\begin{aligned} x &= ? \\ b &= \begin{pmatrix} 2 \\ 2 \\ 3 \end{pmatrix} \end{aligned}$$

$$\|b - Ax\| = \min.$$

$$A^T A \underline{x} = A^T b$$

if ~~A~~ A :

$$A^T = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$

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

$$\begin{matrix} A^T & A \\ \downarrow & \downarrow \\ 2 \times 3 & 3 \times 2 \end{matrix} = \begin{pmatrix} 2 & 1 \\ 1 & 2 \end{pmatrix}$$

$$A^T b = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$$

$$\begin{matrix} 2 \times 3 & 3 \times 1 \\ & 2 \times 1 \end{matrix} = \begin{pmatrix} 3 \\ 5 \end{pmatrix}$$

$$\left(\begin{array}{cc|c} 2 & 1 & 3 \\ 1 & 2 & 5 \end{array} \right)$$

$$\begin{pmatrix} 1 & -1 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 2 & 2 & 5 \\ 2 & 1 & 3 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 2 & 5 \\ 0 & -3 & -7 \end{pmatrix}$$

$$y = \frac{7}{3}$$

$$x = 5 - 2 \times \frac{7}{3} = 5 - \frac{14}{3} = \frac{1}{3}$$

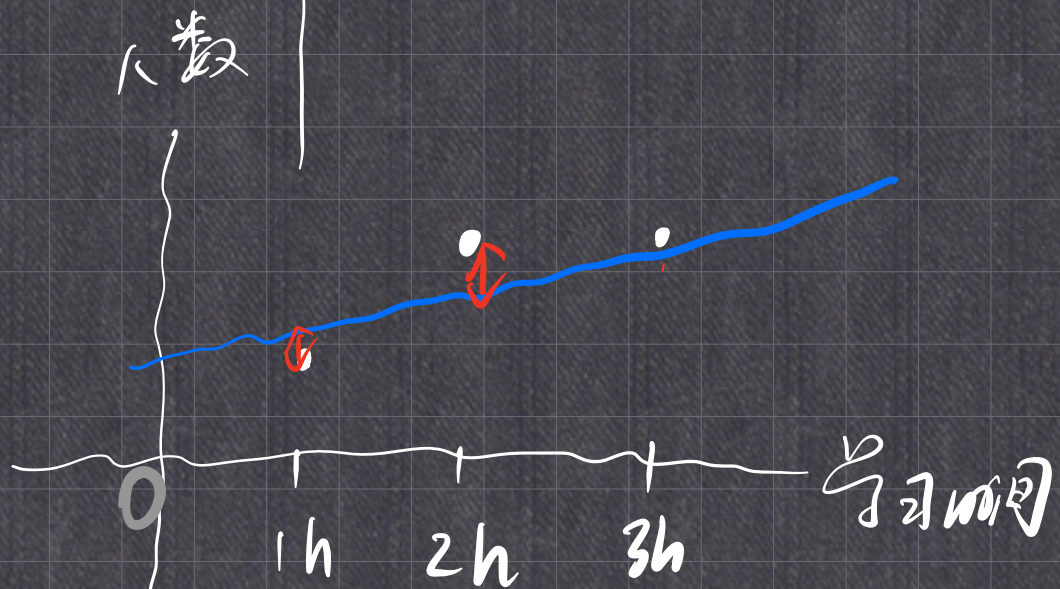
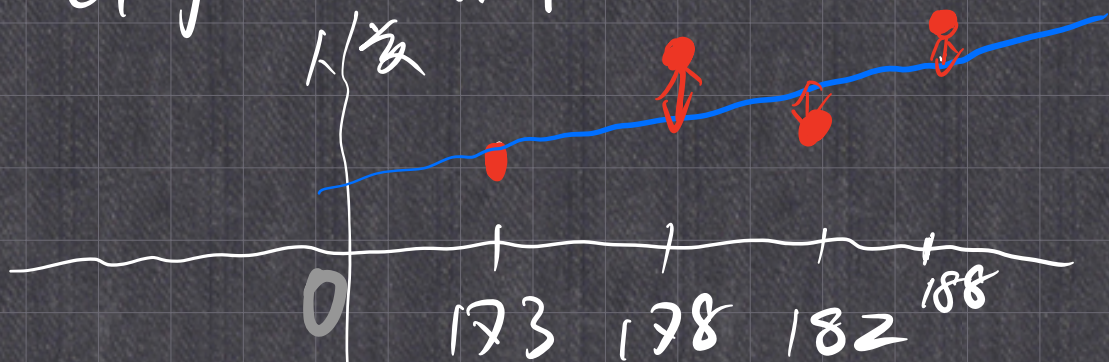
$$\begin{pmatrix} x = \frac{1}{3} \\ y = \frac{7}{3} \end{pmatrix}$$

③ 西塘子 MATLAB

Methode der Quadrate

Und zwar

Gegeben: "Punktwort"

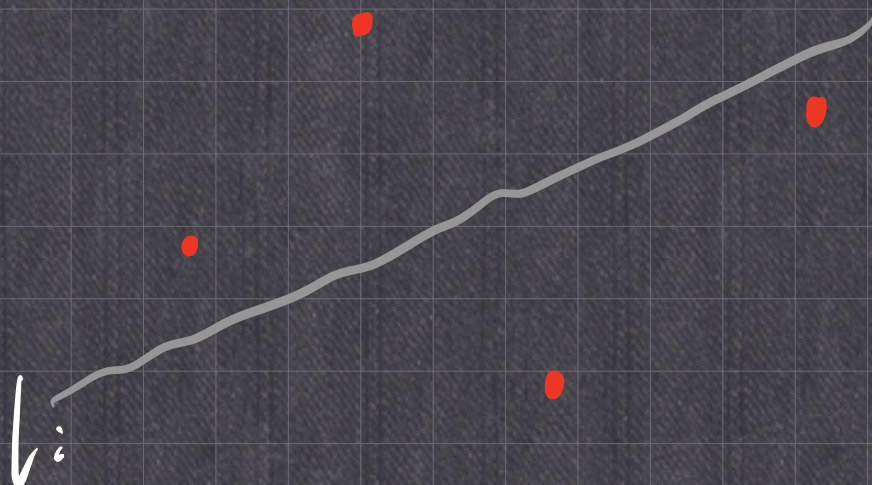




统计方式

为了规避符号, 采用平方d.

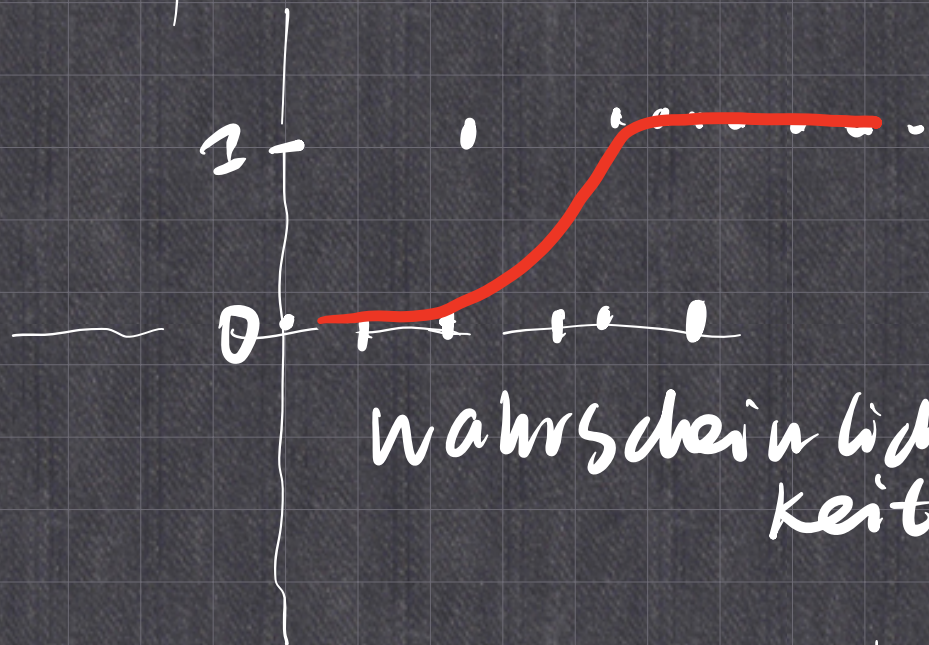
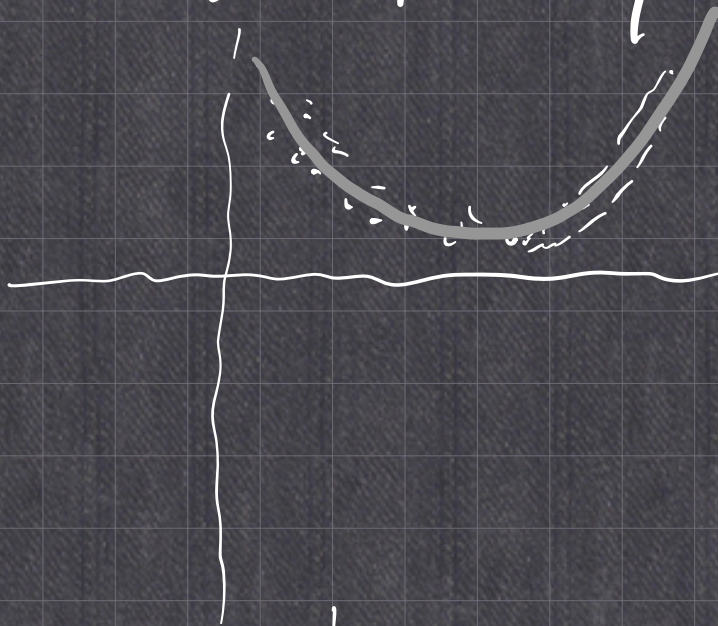
方差



linear Ausgleichsgerade
(Regressionsgerade)

$$l: g = \beta_0 + \beta_1 x$$

当然: $g = \beta_0 + \beta_1 x + \beta_2 x^2$



\Rightarrow beste Approximation
durch logistische Funktion

Basis funktionen:

f_1, f_2, \dots, f_r

$$\text{ex: } g = p_0 x^0 + p_1 x^1$$

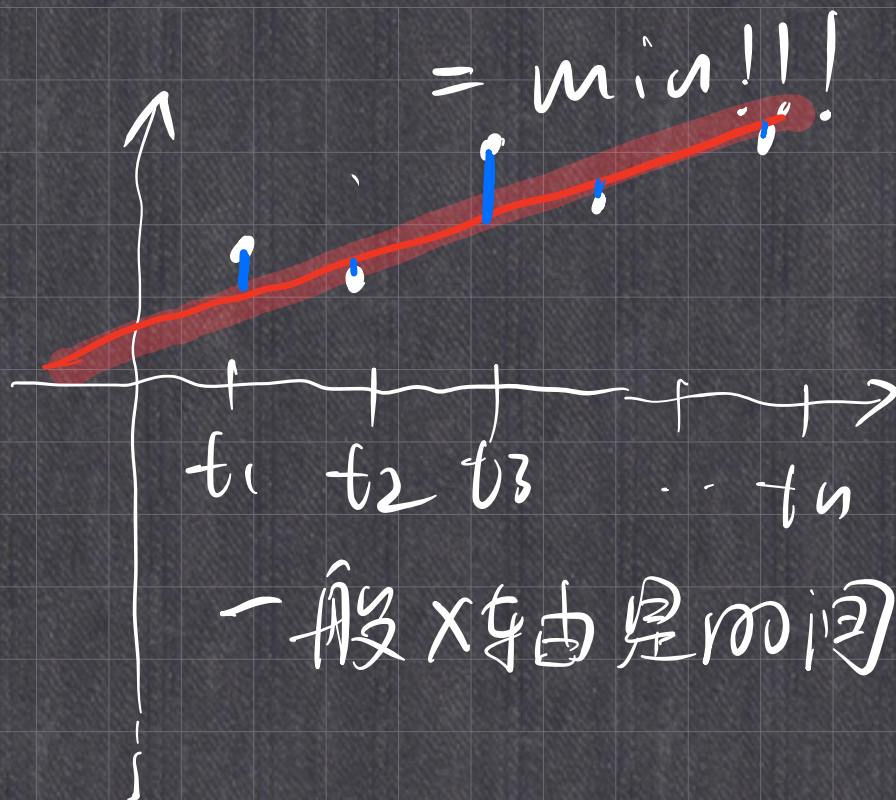
$$\begin{cases} f_1 = x^0 \\ f_2 = x^1 \end{cases}$$

从更高维度, 不止局限在

x^1, x^2, \dots

Dann: Minimiere

$$(g(t) - f(t_1))^2 + \dots + (g(t) - f(t_n))^2$$



$$A = \begin{pmatrix} f_1 & t_1 & 174 & \dots & f_n \\ 1 & 174 & \dots & f_n \\ 2 & 180 & \dots & f_{17} \\ 1 & 200 & \dots & f_{17} \end{pmatrix}$$

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

$$\left(\begin{matrix} 147 & -39 \\ 181 & 80 \end{matrix} \right) \left(\begin{matrix} 1 & 10 & 10 \\ 0 & 10 & 10 \end{matrix} \right)$$

$$A = \begin{pmatrix} 1 & 23^2 & 283 \\ 1 & 82 & 182 \\ 1 & 100 & 100^2 \end{pmatrix}$$

$$f_1 = 1 \quad f_2 = 1/x \quad f_3 = x^2$$

$$B = \begin{pmatrix} 20 \\ 90 \\ 80 \end{pmatrix}$$

$$Ax = B$$

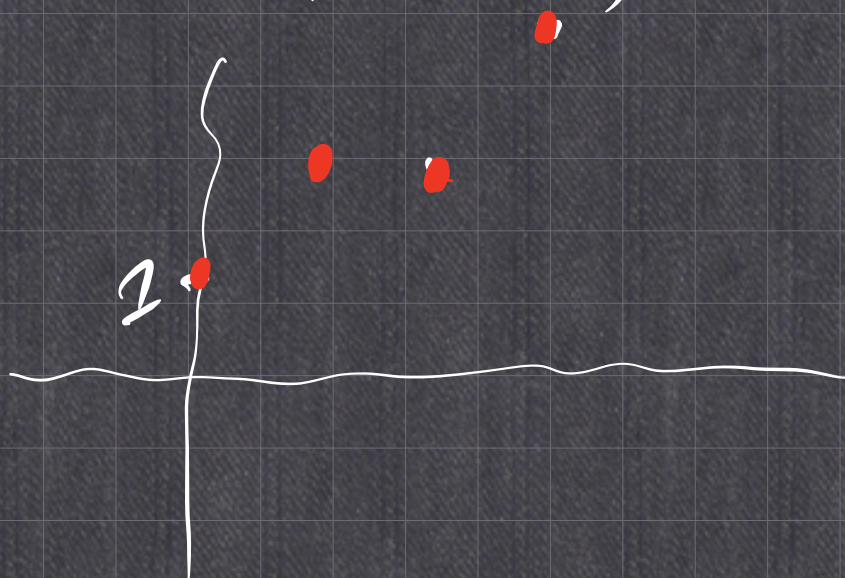
即解所解方程的系数

$Ax = b$ 是最好的
 Δ
 系数

$$\Rightarrow \|b - Ax\| = \text{方差和}$$

$\Rightarrow \min.$

Bsp: (0,2) (1,2) (2,2)
(3,4) (4,6)



f Basis: $f_1 = 1$
 $f_2 = x$

过程: $A = \begin{pmatrix} 1 & 0 \\ 1 & 1 \\ 1 & 2 \\ 1 & 3 \\ 1 & 4 \end{pmatrix} \quad b = \begin{pmatrix} 1 \\ 2 \\ 2 \\ 4 \\ 6 \end{pmatrix}$

1. 1. 1.

$$1 + \|x\| = b \quad \checkmark$$

5×2 2×1 5×1

$$\|b - Ax\| = \min.$$

$$A^T b = A^T A x$$

$$A^T = \begin{pmatrix} 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 2 & 3 & 4 \end{pmatrix}$$

$$A^T A = \begin{pmatrix} 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 2 & 3 & 4 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 1 \\ 2 \\ 3 \\ 4 \end{pmatrix}$$

2×5 5×2

$$= \begin{pmatrix} 5 & 10 \\ 10 & 30 \end{pmatrix}$$

$$A^T b = \begin{pmatrix} 15 \\ 32 \end{pmatrix}$$

$$\begin{pmatrix} 8 & 20 & | & 15 \\ 70 & 30 & | & 140 \end{pmatrix}$$

解得: $P_0 = 0.6$

$$P_1 = 1.2$$

$$y = 0.6 + 1.2x$$
