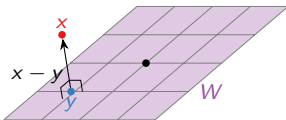


## Section 6.2

### Orthogonal Sets

## Best Approximation

Suppose you measure a data point  $x$  which you know for theoretical reasons must lie on a subspace  $W$ .



Due to measurement error, though, the measured  $x$  is not actually in  $W$ . Best approximation:  $y$  is the *closest* point to  $x$  on  $W$ .

How do you know that  $y$  is the closest point? The vector from  $y$  to  $x$  is orthogonal to  $W$ : it is in the *orthogonal complement*  $W^\perp$ .

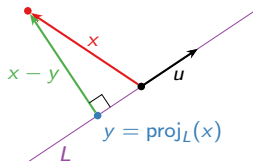
# Orthogonal Projection onto a Line

## Theorem

Let  $L = \text{Span}\{u\}$  be a line in  $\mathbf{R}^n$ , and let  $x$  be in  $\mathbf{R}^n$ . The closest point to  $x$  on  $L$  is the point

$$\text{proj}_L(x) = \frac{x \cdot u}{u \cdot u} u.$$

This point is called the **orthogonal projection of  $x$  onto  $L$** .



**Why?** Let  $y = \text{proj}_L(x)$ . We have to verify that  $x - y$  is in  $L^\perp$ . This means proving that  $u \cdot (x - y) = 0$ .

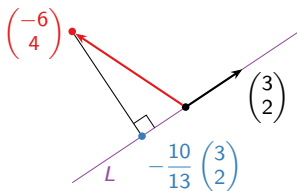
$$u \cdot (x - y) = u \cdot \left( x - \frac{x \cdot u}{u \cdot u} u \right) = u \cdot x - \frac{x \cdot u}{u \cdot u} (u \cdot u) = u \cdot x - x \cdot u = 0.$$

# Orthogonal Projection onto a Line

## Example

Compute the orthogonal projection of  $x = \begin{pmatrix} -6 \\ 4 \end{pmatrix}$  onto the line  $L$  spanned by  $u = \begin{pmatrix} 3 \\ 2 \end{pmatrix}$ .

$$y = \text{proj}_L(x) = \frac{x \cdot u}{u \cdot u} u = \frac{-18 + 8}{9 + 4} \begin{pmatrix} 3 \\ 2 \end{pmatrix} = -\frac{10}{13} \begin{pmatrix} 3 \\ 2 \end{pmatrix}.$$



# Orthogonal Sets

## Definition

A set of *nonzero* vectors is **orthogonal** if each pair of vectors is orthogonal. It is **orthonormal** if, in addition, each vector is a unit vector.

**Example:**  $B = \left\{ \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ -2 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} \right\}$  is an orthogonal set. Check:

$$\begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ -2 \\ 1 \end{pmatrix} = 0 \quad \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} = 0 \quad \begin{pmatrix} 1 \\ -2 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} = 0.$$

## Lemma

An orthogonal set of vectors is linearly independent.

Suppose  $\{u_1, u_2, \dots, u_m\}$  is orthogonal. We need to show that the equation

$$c_1 u_1 + c_2 u_2 + \cdots + c_m u_m = 0$$

has only the trivial solution  $c_1 = c_2 = \cdots = c_m = 0$ .

$$0 = u_1 \cdot (c_1 u_1 + c_2 u_2 + \cdots + c_m u_m) = c_1(u_1 \cdot u_1) + 0 + 0 + \cdots + 0.$$

Hence  $c_1 = 0$ . Similarly for the other  $c_i$ .

# Orthogonal Bases

An orthogonal set  $\mathcal{B} = \{u_1, u_2, \dots, u_m\}$  forms a basis for  $W = \text{Span } \mathcal{B}$ .

An advantage of orthogonal bases is it's *very easy* to compute the  $\mathcal{B}$ -coordinates of a vector in  $W$ .

## Theorem

Let  $\mathcal{B} = \{u_1, u_2, \dots, u_m\}$  be an orthogonal set, and let  $x$  be a vector in  $W = \text{Span } \mathcal{B}$ . Then

$$x = \sum_{i=1}^m \frac{x \cdot u_i}{u_i \cdot u_i} u_i = \frac{x \cdot u_1}{u_1 \cdot u_1} u_1 + \frac{x \cdot u_2}{u_2 \cdot u_2} u_2 + \cdots + \frac{x \cdot u_m}{u_m \cdot u_m} u_m.$$

In other words, the  $\mathcal{B}$ -coordinates of  $x$  are  $\left( \frac{x \cdot u_1}{u_1 \cdot u_1}, \frac{x \cdot u_2}{u_2 \cdot u_2}, \dots, \frac{x \cdot u_m}{u_m \cdot u_m} \right)$ .

**Why?** If  $x = c_1 u_1 + c_2 u_2 + \cdots + c_m u_m$ , then

$$x \cdot u_1 = c_1(u_1 \cdot u_1) + 0 + \cdots + 0 \implies c_1 = \frac{x \cdot u_1}{u_1 \cdot u_1}.$$

Similarly for the other  $c_i$ .

# Orthogonal Bases

Geometric reason

## Theorem

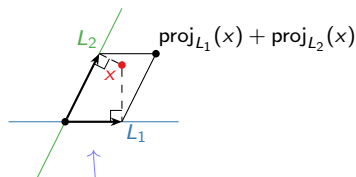
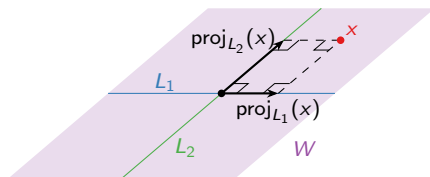
Let  $\mathcal{B} = \{u_1, u_2, \dots, u_m\}$  be an orthogonal set, and let  $x$  be a vector in  $W = \text{Span } \mathcal{B}$ . Then

$$x = \sum_{i=1}^m \frac{x \cdot u_i}{u_i \cdot u_i} u_i = \frac{x \cdot u_1}{u_1 \cdot u_1} u_1 + \boxed{\frac{x \cdot u_2}{u_2 \cdot u_2} u_2} + \cdots + \frac{x \cdot u_m}{u_m \cdot u_m} u_m.$$

$\swarrow$   $\text{proj}_{L_2}(u_2)$

If  $L_i$  is the line spanned by  $u_i$ , then this says

$$x = \text{proj}_{L_1}(x) + \text{proj}_{L_2}(x) + \cdots + \text{proj}_{L_m}(x).$$



**Warning:** This only works for an *orthogonal* basis.

# Orthogonal Bases

## Example

**Problem:** Find the  $\mathcal{B}$ -coordinates of  $x = \begin{pmatrix} 0 \\ 3 \end{pmatrix}$ , where

$$\mathcal{B} = \left\{ \begin{pmatrix} 1 \\ 2 \end{pmatrix}, \begin{pmatrix} -4 \\ 2 \end{pmatrix} \right\}.$$

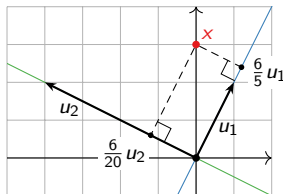
**Old way:**

$$\left( \begin{array}{cc|c} 1 & -4 & 0 \\ 2 & 2 & 3 \end{array} \right) \xrightarrow{\text{rref}} \left( \begin{array}{cc|c} 1 & 0 & 6/5 \\ 0 & 1 & 6/20 \end{array} \right) \Rightarrow [x]_{\mathcal{B}} = \begin{pmatrix} 6/5 \\ 6/20 \end{pmatrix}.$$

**New way:** note  $\mathcal{B}$  is an *orthogonal* basis.

$$x = \frac{x \cdot u_1}{u_1 \cdot u_1} u_1 + \frac{x \cdot u_2}{u_2 \cdot u_2} u_2 = \frac{3 \cdot 2}{1^2 + 2^2} u_1 + \frac{3 \cdot 2}{(-4)^2 + 2^2} u_2 = \frac{6}{5} u_1 + \frac{6}{20} u_2.$$

So the  $\mathcal{B}$ -coordinates are  $\frac{6}{5}, \frac{6}{20}$ .





# Orthogonal Bases

## Example

**Problem:** Find the  $\mathcal{B}$ -coordinates of  $x = (6, 1, -8)$  where

$$\mathcal{B} = \left\{ \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ -2 \\ 1 \end{pmatrix}, \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix} \right\}.$$

**Answer:**

$$\begin{aligned} [x]_{\mathcal{B}} &= \left( \frac{x \cdot u_1}{u_1 \cdot u_1}, \frac{x \cdot u_2}{u_2 \cdot u_2}, \frac{x \cdot u_3}{u_3 \cdot u_3} \right) \\ &= \left( \frac{6 \cdot 1 + 1 \cdot 1 - 8 \cdot 1}{1^2 + 1^2 + 1^2}, \frac{6 \cdot 1 + 1 \cdot (-2) - 8 \cdot 1}{1^2 + (-2)^2 + 1^2}, \frac{6 \cdot 1 + 1 \cdot 0 + (-8) \cdot (-1)}{1^2 + 0^2 + (-1)^2} \right) \\ &= \left( -\frac{1}{3}, -\frac{2}{3}, 7 \right). \end{aligned}$$

**Check:**

$$\begin{pmatrix} 6 \\ 1 \\ -8 \end{pmatrix} = -\frac{1}{3} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - \frac{2}{3} \begin{pmatrix} 1 \\ -2 \\ 1 \end{pmatrix} + 7 \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix}. \quad \checkmark$$