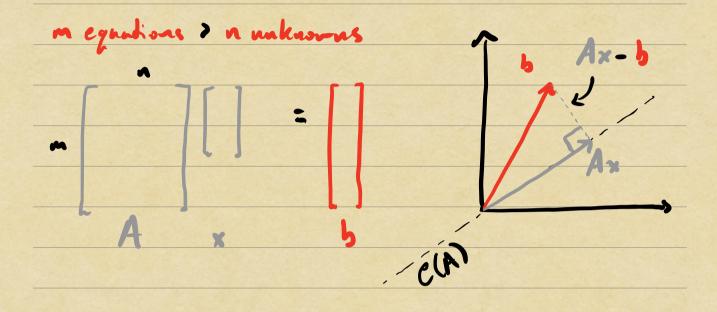
Overdetermined Least-Squares



"Least-squares solution"

To find Xx, we have 2 steps:

1) Project d=Pb orthogonal projection onto 2) Solve Axx: d

Three ways to solve (P1)

Normal Equations: Ax-b 1 C(A)

(18.06) Which of 4 fundamental subspaces does r live in? => mllspace (A*)!

 $A^*r = 0 \quad (=) \quad A^*A \times = A^*b$ where C(A)

 $X_{A} = (A^{A}A)^{-1}A^{A}b$ nonsingular Iff

rank (A) = N (full col. rank)

Numerically tricky, usually avoid this formulation

A' = (A*A) 'A*b

"Pseuds inverse"

Singular Value Decomposition: A=UEV*

diagonalize y=V*x d=U*b

11 UEV*x - 611, = 11 Ey - 21/2

minimize over y instead of x (equiv.)

$$= \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} G_{1}^{1} & G_{2}^{1} \end{bmatrix} \begin{bmatrix} -u_{1}^{*} - J \\ -u_{2}^{*} - J \end{bmatrix} \begin{bmatrix} b_{1} \\ b_{2}^{*} \end{bmatrix} \begin{bmatrix} b_{2}^{*} \\ b_{3}^{*} \end{bmatrix} \begin{bmatrix} b_{4}^{*} \\ -u_{2}^{*} - J \end{bmatrix} \begin{bmatrix} b_{1} \\ b_{2}^{*} \end{bmatrix}$$

pseudoinverse

(New!) QR Decomposition:

Diagonalization (SVD) is expansive, can we work with orthogonal transforms but cut cost? => Triangularize A.

A = QR

orthogonal J L upper triangular
basis for matrix

C(A)

Stop 1: Project de QQ*b

Step 2: Solve Ax=d

(2R) x= QQ*6

solve => Rx= Q*b

Pseudoinverse Xx = R⁻¹Q⁺b

A⁺

Conditioning ! Sensitivity

Sensitivity w/respect to perturbed b + 5b

$$X_{*} + S_{**} = A^{+}(b + Sb)$$

$$S_{**} = A^{+}Sb$$
Touchien

Conolition **

(relative) $K_{A}(b) = \frac{||A^{+}||}{||x_{A}||/||b||} = \frac{||A^{+}||}{||A_{A}||} \frac{||b||}{||A_{A}||} \frac{||A_{A}||}{||X_{A}||}$ $= \frac{||A^{+}|| ||A||}{||X_{COS}\Theta|} = \frac{G_{1}/G_{1}}{||X_{COS}\Theta|}$

cos $\theta = \frac{||Ax||}{||b||}$ and $\eta = \frac{||A|| ||x||}{||Ax||}$ t angle between Ax and b

0:0:7 1:7:6, 1:6/20

Roughly corresponds to 2-step solution:

- 1) Orthogonal projection de Ph
- 2) Solve reduced noon system for xx

0 = 7, Step 1 is ill-weekthoused

61/6 131, Step 2 is ill-conditioned.