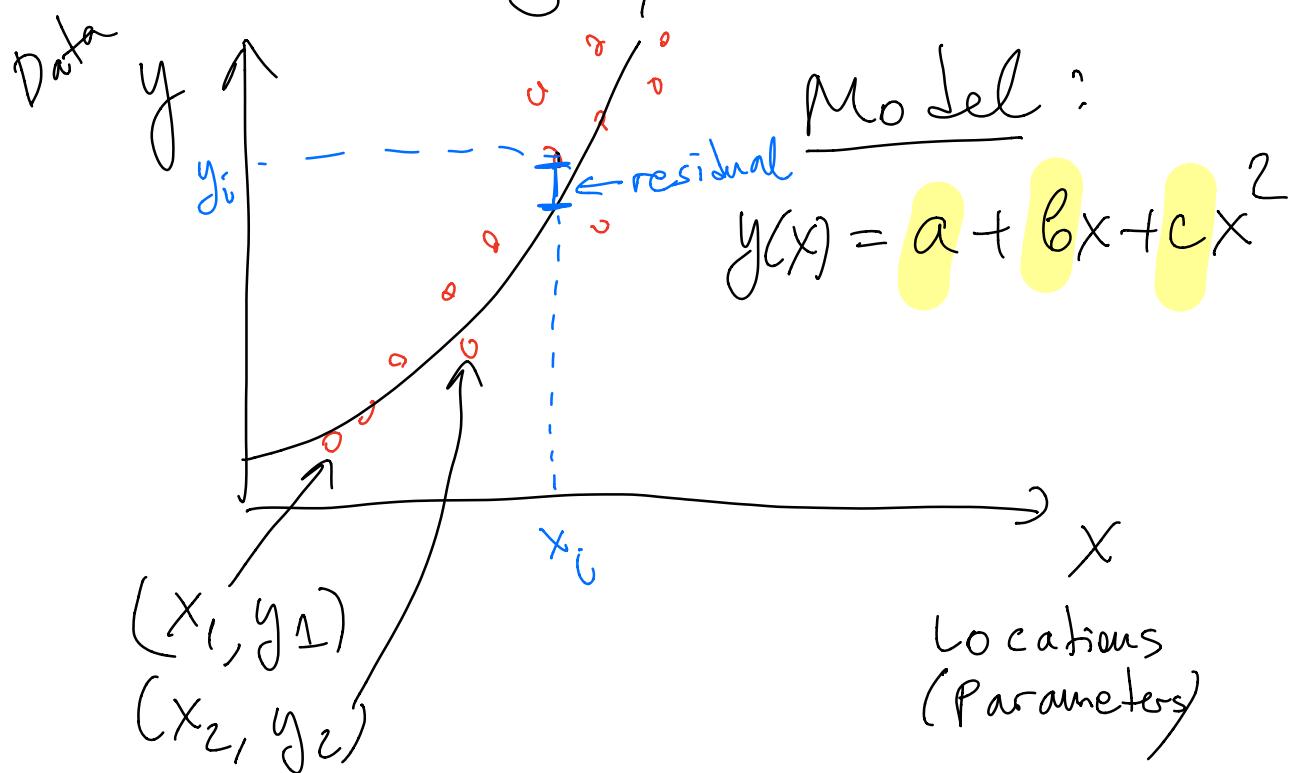


Linear Least Squares

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Fitting / regression



$$y_i = a + b x_i + c x_i^2 + \epsilon_i$$

$|\epsilon_i| \ll |y_i|$ "noise" or "modeling error"

"Best fit"

$$r_i = y_i - (a + b x_i + c x_i^2) \equiv \epsilon_i$$

↑ residual

$$(a, b, c)_{\text{best}} = \arg \min_{a, b, c} \|\vec{r}\|_2^2$$

Least squares fit

$$\sum_{i=1}^n |r_i|^2$$

$$\vec{X} = \begin{bmatrix} 1 & x_1 & x_1^2 \\ 1 & x_2 & x_2^2 \\ \vdots & \vdots & \vdots \\ 1 & x_n & x_n^2 \end{bmatrix}$$
$$\vec{P} = \begin{bmatrix} a \\ b \\ c \end{bmatrix}$$
$$\vec{r} = \vec{X} \vec{P} - \vec{y}$$

$$r_1 = (a + b x_1 + c x_1^2) - y_1$$

$$\vec{y}_{\text{model}}(\vec{p}) = \underbrace{\vec{X} \vec{p}}$$

linear mapping
linear least squares

Instead: ~~$y = e^{-ax} \cdot \cos(bx)$~~
non linear least squares

$$y = a \cos(x) + b e^x \quad \checkmark$$

$$\vec{p} = \arg \min_{\vec{p}} \left\| \vec{X} \vec{p} - \vec{y} \right\|_2^2$$

How to find \vec{p} ?

$$\vec{y} = \vec{X} \vec{p} \quad (\text{notation})$$

Over determined

" p solves $y = Xp$ in the least squares sense"

$$p = X \setminus y \quad \text{in Matlab works}$$

$$A x = b$$

Formula for
the fit
and x data
 $m > n$

$$A = [m \times n]$$

$$x = [n \times 1] \quad \text{unknown parameters}$$

$$b = [m \times 1] \quad y \text{ data}$$

Linear
Space of all solutions is $\text{im}(A)$

If $b \in \text{im}(A)$ there $\exists x$

$$\begin{cases} Ax_1 = b \\ Ax_2 = b \end{cases}$$

Imagine
two distinct
solutions

$$Ax_1 - Ax_2 = 0$$

If A is
full-rank
 $x_1 = x_2$

$$A(x_1 - x_2) = 0$$

$$Ax = 0$$

→ infinitely many
nonzero solutions

1	2
1	2
1	2

$$A = [m \times n] \quad m > n$$

If cols are linearly
independent, then $\text{rank}(A) = n$
(full-rank matrix)

$$\Rightarrow x = 0$$

\Rightarrow If A is full-rank,
and $b \in \text{im}(A)$,
then x is unique

$$y = a \cancel{x} + bx^2 + cx$$

$$= (a+c)x + bx^2$$

$\Rightarrow a/c$ not unique

$$A = \begin{bmatrix} x_1 & x_1^2 & x_1 \\ x_2 & x_2^2 & x_2 \\ \vdots & \vdots & \vdots \\ x_n & x_n^2 & x_n \end{bmatrix}$$

$$y = x_1 f(x) + x_2 g(x) + x_3 h(x) \dots$$

$f(x)$, $g(x)$ and $h(x)$ are linearly independent

$$\begin{aligned} f(x) &= \cos(x) \\ g(x) &= \sin(x) \\ h(x) &= \cos(x + \pi/4) \\ &= \dots \cos(x) + \dots \sin(x) \end{aligned}$$

$$Ax = b, \quad A = [u \ v]$$

$m > n$
full-rank

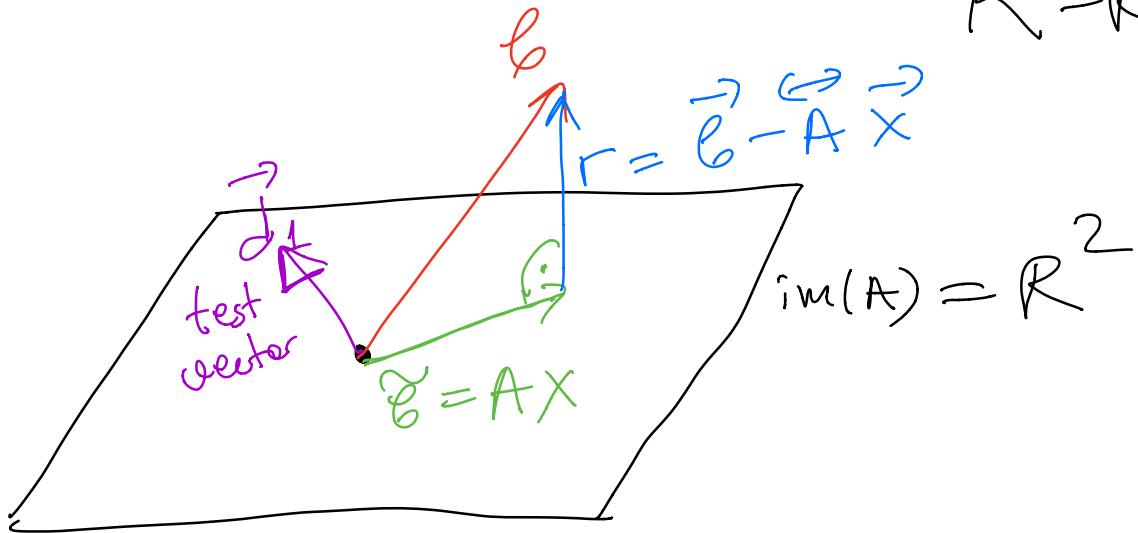
If $b \in \mathbb{R}^m \Rightarrow x$ is unique

$$Ax = \tilde{b} = P_{\text{proj}_{\text{im}(A)}} b$$

!!! equivalent

least squares problem

$$\mathbb{R}^m = \mathbb{R}^3$$



$$r \perp \text{im}(A)$$

$$(b - Ax) \perp \text{im}(A)$$

$$r \perp \text{im}(A) = 0$$

$$\left\{ \begin{array}{l} r \cdot d_1 = 0 \\ r \cdot d_2 = 0 \end{array} \right.$$

d_1 & d_2 lin. md.
 $\{d_1, d_2\}$ is a basis $\text{im}(A)$

$\{a_1, a_2, \dots, a_n\}$ are the basis of $m(A)$

$$a_i \cdot (b - Ax) = 0 \quad \forall i$$

\uparrow
columns of A

$i = 1, \dots, n$

\parallel
rows of A^T

$$\begin{bmatrix} & 1 & & \\ & | & & \\ & | & & \\ & | & & \\ & | & & \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \end{bmatrix}$$

$$A^T(b - Ax) = 0$$

$(n \times m)(m \times 1) = (n \times 1)$

$$(A^T A)x = A^T b$$

normal equations

$$A^T A = [n \times m][m \times n] = [n \times n]$$

Square linear system of size n

[If A is full-rank \Rightarrow
 $A^T A$ is non-singular

$$B = A^T A$$

$$B^T = (A^T)(A^T)^T = A^T A = B$$

$B^T = B$, B is symmetric
positive definite

(all eigs are real & positive)

$$B = L L^T$$

Cholesky factorization

diagonal entries of L are positive

In Matlab

$$(A^T A)x = A^T b$$

$$x = \underbrace{(A' * A) \setminus (A' * b)}_{\text{will use Cholesky}} \times \quad \times$$

computes the same answer as

$$x = A \setminus b \quad \checkmark$$

Cost of normal equations
method

$$B = A^T A$$

$$A = [m \times n]$$

$$A^T = [n \times m]$$

$$3 \left[\begin{array}{c} - \\ - \\ - \\ - \end{array} \right]$$

$$\text{FLOPS} = O(m n^2)$$

n^2 answers

$$\tilde{b} = A^T b = O(mn) \text{ FLOPs}$$

$$[n \times m] \times [m \times 1]$$

$$\underline{mn^2} > mn$$

$$Bx = \tilde{b} \xrightarrow{\text{solve}} O(n^3)$$

$$[n \times n] \times [n \times 1]$$

$$\begin{cases} mn^2 > n^3 \\ m \gg n \end{cases}$$

Total cost $\approx O(mn^2)$

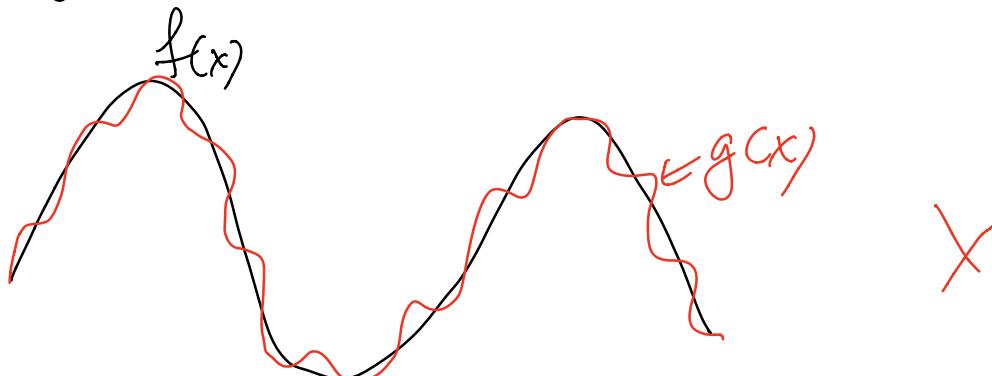
QR Factorization

$$K_2(A^T A) \underset{=}{\approx} (K(A))^2$$

$$K(A^T A) = 10^6 \Rightarrow K(A) = 10^3$$

Ill-conditioned even if
 $Ax = b$ is well conditioned

$$y(x) = \underline{a} f(x) + \underline{b} g(x)$$



General idea: Use orthogonal matrices

$$\text{if } Q^T Q = I, \quad K_2(Q) = 1$$

Q is perfectly well-conditioned

$$K_2 \geq 1$$

Fnd orthonormal basis for $\text{im}(A)$

$$\{q_1, \dots, q_n\}$$

$$q_i \cdot q_j = \begin{cases} 1 & \text{if } i=j \\ 0 & \text{otherwise} \end{cases}$$

$$Q = [q_1 | \dots | q_n]$$

$$Q^T Q = I = Q Q^T$$

$$Q^{-1} = Q^T$$

Understand :

$\rightarrow Ax = b$, A is square & invertible

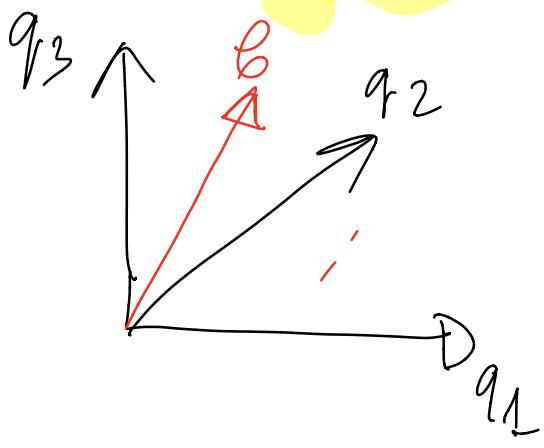
Finding x means:

Express b in the basis

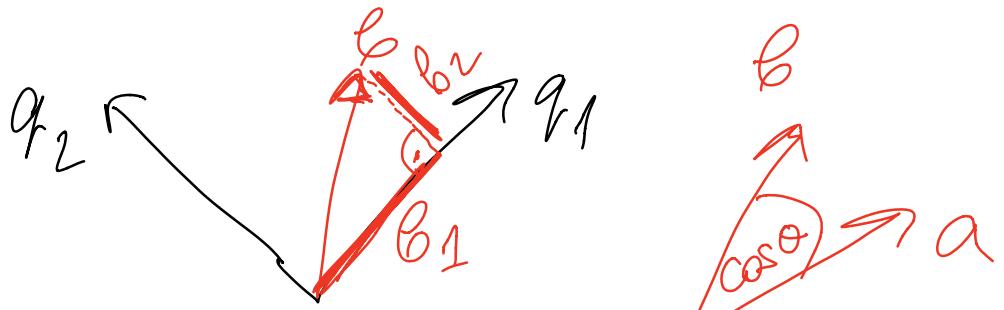
formed by columns of A

$$\begin{aligned} x_i &= \vec{b} \cdot q_i \\ x &= Q \vec{b} \end{aligned}$$

$$Qx = b$$



$$\begin{aligned} b &= (\vec{b} \cdot \vec{q}_1) \vec{q}_1 \\ &\quad + (\vec{b} \cdot \vec{q}_2) \vec{q}_2 \\ &\quad + (\vec{b} \cdot \vec{q}_3) \vec{q}_3 \end{aligned}$$

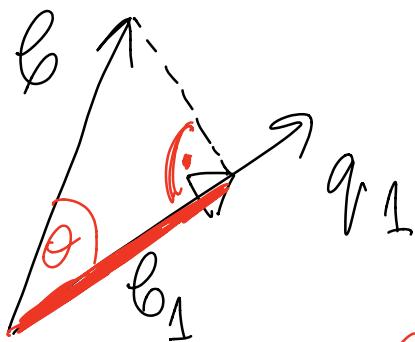


$$\cos \theta = \frac{a \cdot b}{ab}$$

$$\underline{\underline{a \cdot b = ab \cos \theta}}$$

$$b_1 = b \cdot q_1$$

$$b_2 = b \cdot q_2$$



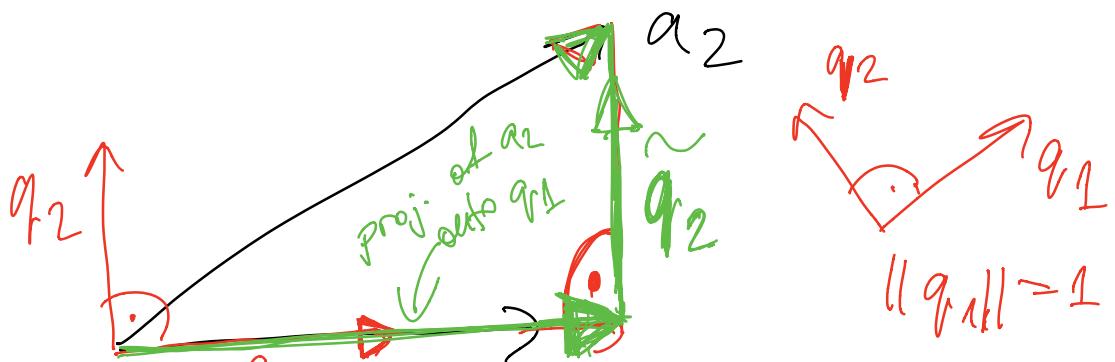
$$\|b_1\| = \|b\| \cos \theta$$

\equiv

$$\frac{b \cdot q_1}{\|b\| \|q_1\|^2}$$

$$\|b_1\| = b \cdot q_1$$

$$\left. \begin{array}{l} m(A) = m(\theta) \\ Q^{-1} = Q^T \end{array} \right\}$$



$$\tilde{q}_1 = \frac{\vec{a}_1}{\|\vec{a}_1\|}$$

$$\tilde{q}_2 = \vec{a}_2 - (\vec{a}_2 \cdot \tilde{q}_1) \tilde{q}_1$$

$$q_2 = \frac{\tilde{q}_2}{\|\tilde{q}_2\|}$$

$$\tilde{q}_3 = \vec{a}_3 - (\vec{a}_3 \cdot \vec{q}_1) \vec{q}_1$$

$$- (\vec{a}_3 \cdot \vec{q}_2) \vec{q}_2$$

$$\tilde{q}_3 = \frac{\vec{q}_3}{\|\vec{q}_3\|}$$

Gram-Schmidt process

$$\vec{q}_1 = \frac{\vec{a}_1}{\|\vec{a}_1\|}$$

\sim

$$\vec{q}_{k+1} = \vec{a}_{k+1} - \sum_{j=1}^k (\vec{a}_{k+1} \cdot \vec{q}_j) \vec{q}_j$$

$$q_{k+1} = \frac{q_{k+1}}{\|q_{k+1}\|}$$

Standard GS

unstable to roundoff

error

$$\vec{q}_{k+1} \cdot \vec{q}_2 \neq 0$$

Lookup in Wiki: Modified GS

$$r_{11} = \| \alpha_1 \|_2$$

$$r_{12} = \alpha_2 \cdot q_1$$

$$r_{22} = \| \alpha_2 - r_{12} q_1 \|$$

$$R \approx \begin{bmatrix} r_{11} & r_{12} & \dots & r_{1n} \\ & \ddots & \ddots & \vdots \\ & & \ddots & \vdots \\ & & & r_{nn} \end{bmatrix}$$

Upper triangular

$$A = Q R$$

QR factorization
of matrix A

$$[m \times n] = \underbrace{[m \times n]}_{\text{orthogonal columns}} \cdot \underbrace{[n \times n]}_{\text{upper triangular}}$$

$$A x = b$$

take A square & invertible

$$A = Q R$$

$$A^{-1} = R^{-1} Q^{-1} = \underline{R^{-1} Q^T}$$

$$x = A^{-1} b = R^{-1} Q^T b$$

$$x = R^{-1} Q^T b$$

MATLAB

$$\begin{cases} [Q, R] = qr(A) \quad O(mn^2) \\ \xrightarrow{\text{if}} x = R \setminus (Q' * b) \end{cases}$$

$$x = A^{-1}b$$

forward substitution
 $O(n^2)$ cheap

Claim: Same code works for linear least squares

$$\begin{aligned} & \left\{ \begin{array}{l} y = Q^T b \\ \text{solve } Rx = y \end{array} \right. \quad \begin{array}{l} [n \times n] [n \times 1] \\ = [n \times 1] \end{array} \\ & \text{solve } \begin{array}{c} \uparrow \quad \uparrow \\ (n \times n) (n \times 1) = (n \times 1) \end{array} \end{aligned}$$

$$(A^T A)x = A^T b \quad \begin{array}{l} (\text{normal}) \\ \text{eqs.} \end{array}$$

$$(R^T Q^T \underbrace{Q R}_{\text{Identity}})x = R^T Q^T b$$

$$R^{-T} | R^T R x = R^T Q^T b$$

$R X = Q^T b$ ✓
 { Theorem: If A is full rank
 then R is invertible

$$A^T A X = A^T b$$

$$\min \| A x - b \|_2^2$$

$$\begin{aligned}
 & \min_x (A x - b)^T (A x - b) = \\
 &= (\underbrace{x^T A^T - b^T}_{(Ax, b)})(\underbrace{A x - b}) = \\
 &= x^T A^T A x - \underbrace{x^T A^T b}_b \\
 &\quad - \underbrace{b^T A x}_{(Ax, b)} + b^T b
 \end{aligned}$$

$$\underset{\vec{x}}{\min} \quad \vec{x}^T A^T A \vec{x} - 2 \vec{x}^T A^T b + b^T b$$

$$f(x, y) \quad \left\{ \begin{array}{l} \frac{\partial f}{\partial x} = 0 \\ \frac{\partial f}{\partial y} = 0 \end{array} \right.$$

nable $\rightarrow \nabla_x \left(\vec{x}^T A^T A \vec{x} - 2 \vec{x}^T A^T b + b^T b \right)$

$$\cancel{\frac{\partial}{\partial} A^T A \vec{x}} - \cancel{\frac{\partial}{\partial} A^T b} = 0$$

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

$$\nabla_x (\vec{x} \cdot b) = b$$

$$\nabla_x (\vec{x}^T A \vec{x}) = A \vec{x}$$

