

# Least squares approximation

given  $t_1, t_2, t_3$  find  $a$  and  $b$   
 $y_1, y_2, y_3$

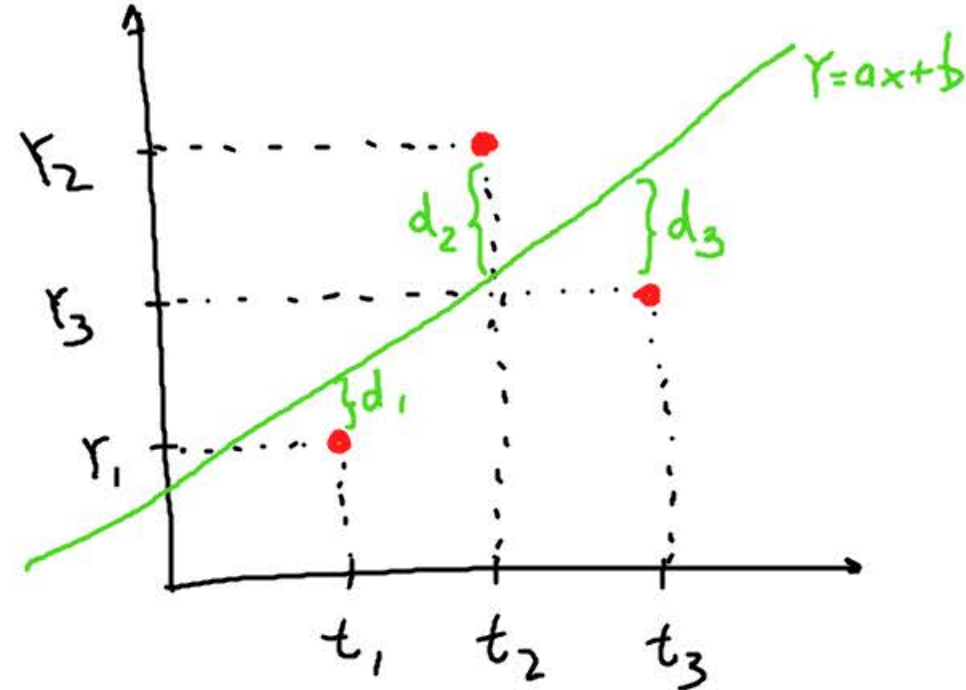
such that  $d_1^2 + d_2^2 + d_3^2$  is minimal

lost time

$$\|Av - b\|^2$$

where  $A = \begin{bmatrix} 1 & t_1 \\ 1 & t_2 \\ 1 & t_3 \end{bmatrix}$ ,  $v = \begin{bmatrix} a \\ b \end{bmatrix}$ ,  $b = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix}$

the sought-for  $v$  is given by  $Av = \text{proj}_{C(A)} b$   
 $v = (A^T A)^{-1} A^T b$



$$A^T A = \begin{bmatrix} 1 & 1 & 1 \\ t_1 & t_2 & t_3 \end{bmatrix} \begin{bmatrix} 1 & t_1 \\ 1 & t_2 \\ 1 & t_3 \end{bmatrix} = \begin{bmatrix} 3 & t_1 + t_2 + t_3 \\ t_1 + t_2 + t_3 & t_1^2 + t_2^2 + t_3^2 \end{bmatrix}$$

$$(A^T A)^{-1} = \frac{1}{3(t_1^2 + t_2^2 + t_3^2) - (t_1 + t_2 + t_3)^2} \begin{bmatrix} t_1^2 + t_2^2 + t_3^2 & -t_1 - t_2 - t_3 \\ -t_1 - t_2 - t_3 & 3 \end{bmatrix}$$

$$\begin{bmatrix} a \\ b \end{bmatrix} = \left( \begin{matrix} 2 \times 2 \text{ matrix} \end{matrix} \right) \cdot \begin{bmatrix} 1 & 1 & 1 \\ t_1 & t_2 & t_3 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix}$$

Orthogonality: suppose  $V, W \subset \mathbb{R}^n$

how do we encode  $V \perp W$ ?

pick a basis  $v_1, \dots, v_k$  of  $V$   
pick a basis  $w_1, \dots, w_L$  of  $W$

$$A = [v_1 \dots v_k]_{n \times k}$$

$$B = [w_1 \dots w_L]_{n \times L}$$

$$c(A) = V, \quad c(B) = W$$

a  $k \times L$  matrix  
is 0

$$A^T B = 0$$

$(k \times n) (n \times L)$

$$v_i \perp w_j \text{ for all } i, j$$

$$v_i^T w_j = 0 \text{ for all } i, j$$

$k \cdot L$  numbers are 0

Def: a collection of non-zero vectors  $g_1, \dots, g_n$  are called **orthogonal** if:

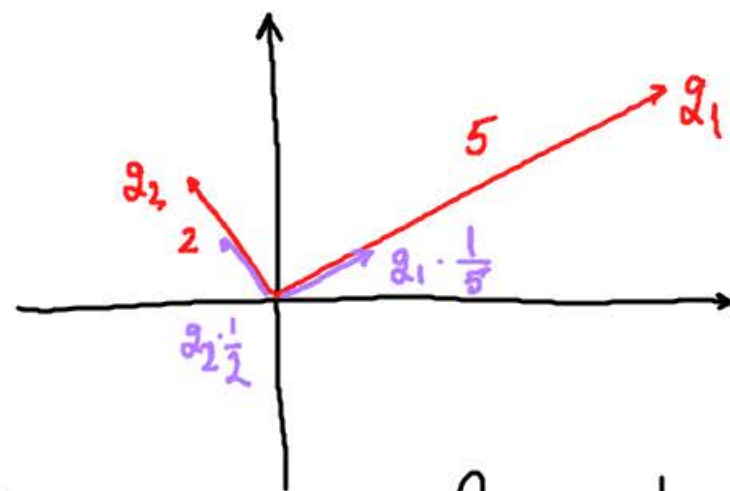
**orthonormal** if they

are orthogonal and length 1, i.e.  $\|g_i\| = 1$ , i.e.  $g_i^T g_i = [1]$  for all  $i$ .

$$g_i \perp g_j \text{ for all } i \neq j$$

$$g_i^T g_j = 0$$





$q_1, q_2$  are orthogonal

$\frac{q_1}{5}, \frac{q_2}{2}$  are orthonormal.

a basis of whatever vector space they span



(Fact): orthogonal vectors are always linearly independent

Can we encode the orthogonality/orthonormality of  $q_1, \dots, q_n \in \mathbb{R}^m$  as a matrix identity?

Yes: consider the  $m \times n$  matrix  $Q = [q_1 | \dots | q_n]$ ;

the  $q_i$ 's being orthogonal means that  $Q^T Q =$

the  $q_i$ 's ——— orthonormal means that  $Q^T Q = I_n$

$$\begin{bmatrix} d_1 & & & \\ & d_2 & & \\ & & \ddots & \\ & & & d_n \end{bmatrix}$$

$d_i = \|q_i\|^2$

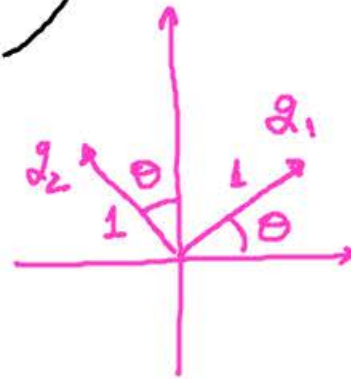
if  $m=n$  (i.e.  $Q$  is a square matrix), we call the matrix  $Q$  **orthogonal** if  $Q^T = Q^{-1} \Rightarrow Q^T Q = I_n$

only applies to square matrices

examples of orthogonal matrices:

- any permutation matrix  $P = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix}$   
(just multiply  $P^T P$ , you will get  $I_3$ )

- rotation matrix  $Q = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$   
(angle  $\theta$ )



$$Q^T Q = \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$= \begin{bmatrix} \cos \cdot \cos + \sin \cdot \sin & -\cos \cdot \sin + \sin \cdot \cos \\ -\sin \cdot \cos + \cos \cdot \sin & (-\sin)(-\sin) + \cos \cdot \cos \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I_2$$

Orthogonal matrices preserve:

- perpendicularity:  $v \perp w \iff Qv \perp Qw$

- lengths:  $\|Qv\| = \|v\|$

(more generally, they preserve angles)

Proof:  $\|Qv\|^2 = (Qv)^T Qv = v^T \underbrace{Q^T Q}_I v = v^T v = \|v\|^2$

Proof:  $v \perp w \iff v^T w = 0$

$Qv \perp Qw \iff (Qv)^T Qw = 0$

$\iff v^T \underbrace{Q^T Q}_I w = 0$

$\iff v^T w = 0$

back to rectangular matrices; why do we love the property  $Q^T Q = I_n \iff$  columns of  $Q$  are orthonormal

answer: because this makes the projection formula very simple

suppose we have  $V \subset \mathbb{R}^m$  and we want to compute  $P_V$ :

- before: picked a basis  $v_1, \dots, v_n$  of  $V$   
put it in a matrix  $A = [v_1 | \dots | v_n]$

$$\implies P_V = A (A^T A)^{-1} A^T$$

hard to invert this

- now: pick an orthonormal basis  $q_1, \dots, q_n$  of  $V$   
put it in a matrix  $Q = [q_1 | \dots | q_n]$

$$\implies P_V = Q \cdot Q^T$$

because  $Q^T Q = I_n \implies (Q^T Q)^{-1} = I_n$



Example:  $V \subset \mathbb{R}^3$ ,  $V = \left\{ \begin{bmatrix} x \\ y \\ z \end{bmatrix} \text{ s.t. } x+y+z=0 \right\} = N\left(\begin{bmatrix} 1 & 1 & 1 \end{bmatrix}\right)$

$\boxed{\text{compute } P_V}$

$\downarrow$   
2-dimensional

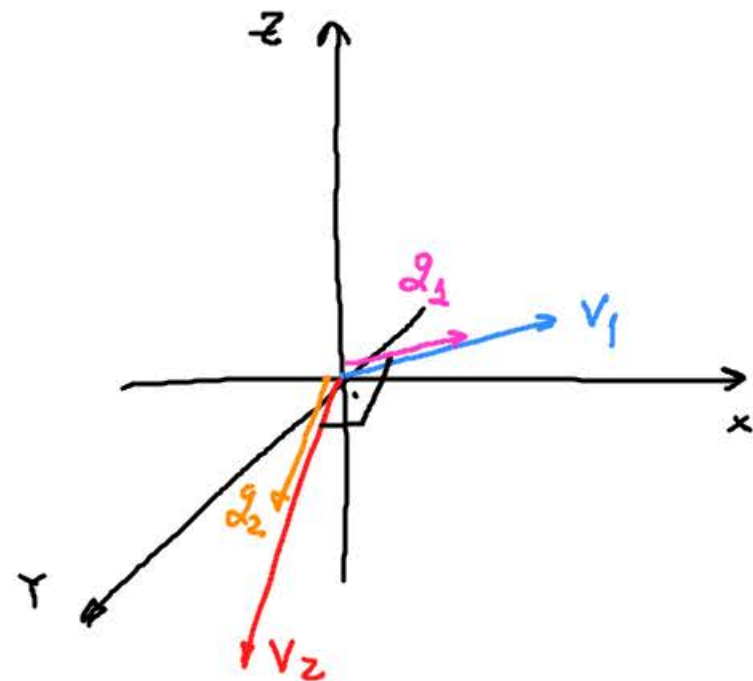
$\begin{bmatrix} 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = x+y+z$

$v_1 = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$ ; pick  $v_2 = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$  s.t.  $\begin{cases} v_1 \perp v_2 \\ v_2 \in V \end{cases} \Leftrightarrow \begin{cases} x=y \\ x+y+z=0 \end{cases}$ , e.g. pick  $v_2 = \begin{bmatrix} 1 \\ 1 \\ -2 \end{bmatrix}$

to make  $v_1, v_2$  orthonormal, rescale them by the inverses of their lengths

$$q_1 = \frac{1}{\|v_1\|} v_1 = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix} \Rightarrow \text{orthonormal basis}$$

$$q_2 = \frac{1}{\|v_2\|} v_2 = \frac{1}{\sqrt{6}} \begin{bmatrix} 1 \\ 1 \\ -2 \end{bmatrix}$$



$$Q = \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{6}} \\ -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{6}} \\ 0 & \frac{2}{\sqrt{6}} \end{bmatrix} \text{ satisfies } Q^T Q = I_2$$

$$P_V = Q \underbrace{(Q^T Q)^{-1}}_I Q^T = Q Q^T = \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{6}} \\ -\frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{6}} \\ 0 & \frac{2}{\sqrt{6}} \end{bmatrix} \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 \\ \frac{1}{\sqrt{6}} & \frac{1}{\sqrt{6}} & -\frac{2}{\sqrt{6}} \end{bmatrix}$$

• orthogonality of  $m$  vectors in  $n$ -dimensional space

• orthogonality of square matrices  
( $m=n$ )

$$\frac{1}{3} \begin{bmatrix} 2 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{bmatrix}$$