

- Group formation
- Survey

Today

- Least squares + trilateration
- When does least squares fail?
- $\text{Null}(A^T A) = \text{Null}(A)$
- Model fitting, test data, validation data, training data.

LINEAR in \vec{x}

$$\textcircled{1} \quad \|\vec{x} - \vec{a}\|^2 = d_1^2$$

$$\textcircled{2} \quad \|\vec{x} - \vec{b}\|^2 = d_2^2$$

$$\textcircled{3} \quad \|\vec{x} - \vec{c}\|^2 = d_3^2$$

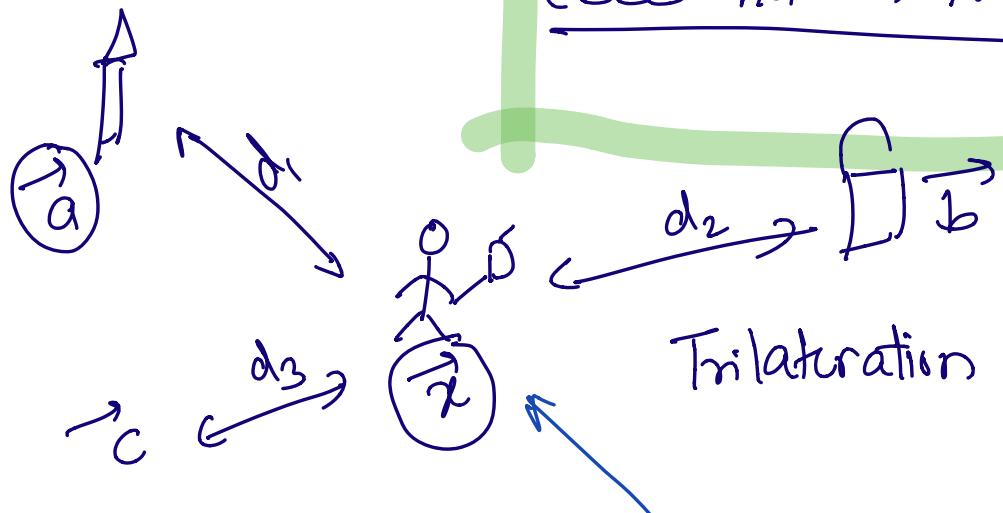
$$\textcircled{4} \quad \|\vec{x} - \vec{e}\|^2 = d_4^2.$$

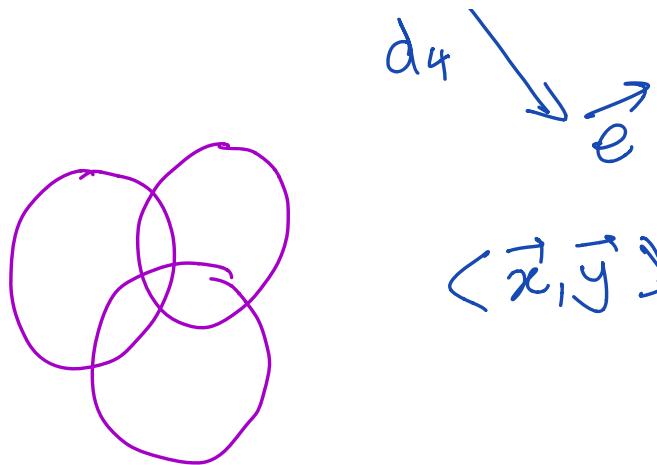
$$-2\langle \vec{x}, \vec{a} \rangle + 2\langle \vec{x}, \vec{c} \rangle \\ = d_1^2 - d_3^2 - \|\vec{a}\|^2 + \|\vec{c}\|^2$$

$$-2\langle \vec{x}, \vec{a} \rangle + 2\langle \vec{x}, \vec{b} \rangle \\ = d_1^2 - d_2^2 - \|\vec{a}\|^2 + \|\vec{b}\|^2$$

$$-2\langle \vec{x}, \vec{a} \rangle + 2\langle \vec{x}, \vec{e} \rangle \\ = d_1^2 - d_4^2 - \|\vec{a}\|^2 + \|\vec{e}\|^2.$$

(See note on Nov 17th)





$$\langle \vec{x}, \vec{y} \rangle = \vec{x}^T \vec{y} = \vec{y}^T \vec{x}$$

$$\rightarrow -2\vec{a}^T \vec{x} + 2\vec{c}^T \vec{x} = d_1^2 - d_3^2 - \|\vec{a}\|^2 + \|\vec{c}\|^2$$

$$\Rightarrow (-2\vec{a}^T + 2\vec{c}^T) (\vec{x}) = \underline{\quad \cdot \quad}$$

$$\begin{bmatrix} -2\vec{a}^T + 2\vec{c}^T \\ -2\vec{a}^T + 2\vec{b}^T \\ -2\vec{a}^T + 2\vec{e}^T \end{bmatrix} \begin{bmatrix} \vec{x} \end{bmatrix} = \begin{bmatrix} d_1^2 - d_3^2 - \|\vec{a}\|^2 + \|\vec{c}\|^2 \\ d_1^2 - d_2^2 - \|\vec{a}\|^2 + \|\vec{b}\|^2 \\ d_1^2 - d_4^2 - \|\vec{a}\|^2 + \|\vec{e}\|^2 \end{bmatrix}$$

$A \quad \vec{x} = \vec{b}$

$$\Rightarrow \hat{\vec{x}} = (A^T A)^{-1} A^T \vec{b}$$

$$\vec{a} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \quad \vec{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$-2\vec{a}^\top + 2\vec{c}^\top =$$

$$= -2 [a_1 \quad a_2] + 2 [c_1 \quad c_2]$$

$$= \begin{bmatrix} -2a_1 + 2c_1 & -2a_2 + 2c_2 \end{bmatrix}$$

$$\begin{bmatrix} -2a_1 + 2c_1 & -2a_2 + 2c_2 \\ -2a_1 + 2b_1 & -2a_2 + 2b_2 \\ -2a_1 + 2e_1 & -2a_2 + 2e_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} ? \\ ? \\ ? \end{bmatrix}$$

How do we know if $(A^\top A)^{-1}$ exists?

What if it does not???

Invertibility \longleftrightarrow Nullspaces

Square

Matrix A is invertible if* and only if

$$\text{Null}(A) = \{\vec{0}\}. (\text{Nullspace is})$$

(trivial).

Idea: Explore $\text{Null}(A^T A)$ to understand invertibility of $A^T A$.

• Thm: $\text{Null}(A^T A) = \text{Null}(A)$

Some reminders before the proof:

① Property of transposes:

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

$$A : n \times \underline{m}$$

$$B : \underline{m} \times k$$

$$AB : n \times k$$

$$\underline{(AB)^T : k \times n}$$

$$A^T : m \times n$$

$$B^T : k \times \underline{m}$$

Is $A^T B^T$ a valid multiplication?

Is $B^T A^T$ a valid multiplication?

$$\underline{B^T A^T : \underline{k} \times n}$$

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$$

$$B = \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix}$$

② Thm: If $\|\vec{x}\| = 0$, then $\vec{x} = \vec{0}$

Proof: $\|\vec{x}\| = 0$

$$\|\vec{x}\|^2 = 0$$

$$x_1^2 + x_2^2 + \dots + x_n^2 = \langle \vec{x}, \vec{x} \rangle = 0$$

$$x_1^2 + x_2^2 + \dots + x_n^2 = 0$$

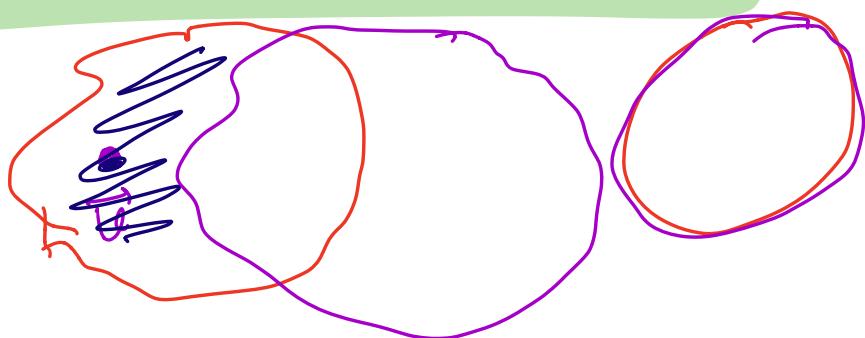
$\geq 0 \quad \geq 0 \quad \geq 0$

$$x_i^2 = 5 \rightarrow \text{not possible}$$

The only way to satisfy the equation is
to have all $x_1 = x_2 = \dots = x_n = 0$.

$$\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix} \Rightarrow \vec{x} \text{ is the 0 vector.}$$

Thm: $\text{Null}(A^T A) = \text{Null}(A)$



\rightarrow Say $\vec{v} \in \text{Null}(A^T A)$, then it had also better belong to $\text{Null}(A)$

Say $\vec{w} \in \text{Null}(A)$, then it had also better belong to $\text{Null}(A^T A)$

Formally:

- (i) If $\vec{w} \in \text{Null}(A)$, then $\vec{w} \in \text{Null}(A^T A)$
 - (ii) If $\vec{w} \in \text{Null}(A^T A)$, then $\vec{w} \in \text{Null}(A)$.
-

(i) Known: $\vec{w} \in \text{Null}(A)$

$$A \cdot \vec{w} = \vec{0} \quad \textcircled{1}$$

Want: $\vec{w} \in \text{Null}(A^T A)$

$$(A^T A) \vec{w} = \vec{0}$$

Multiply by A^T .

$$A^T (A \vec{w}) = A^T \cdot \vec{0} = \vec{0}$$

$$A^T A \cdot \vec{w} = \vec{0}$$

$$(A^T A) \vec{w} = \vec{0} \Rightarrow \vec{w} \in \text{Null}(A^T A)$$

$$\text{(ii) Known: } \vec{v} \in N(A^T A) \quad | \quad \begin{array}{l} \text{Want: } \vec{v} \in \text{Null}(A) \\ \underline{A^T A \vec{v} = \vec{0}} \end{array}$$

$$\text{Consider: } \|A\vec{v}\|^2$$

$$= \langle A\vec{v}, A\vec{v} \rangle$$

$$= (A\vec{v})^T (A\vec{v})$$

$$= \vec{v}^T A^T (A\vec{v})$$

$$= \vec{v}^T (A^T A \vec{v})$$

$$= \vec{v}^T \vec{0}$$

$$= 0$$

$$\Rightarrow \|A\vec{v}\|^2 = 0 \quad \Rightarrow \quad \|A\vec{v}\| = 0$$

$$\Rightarrow A\vec{v} = \vec{0}$$

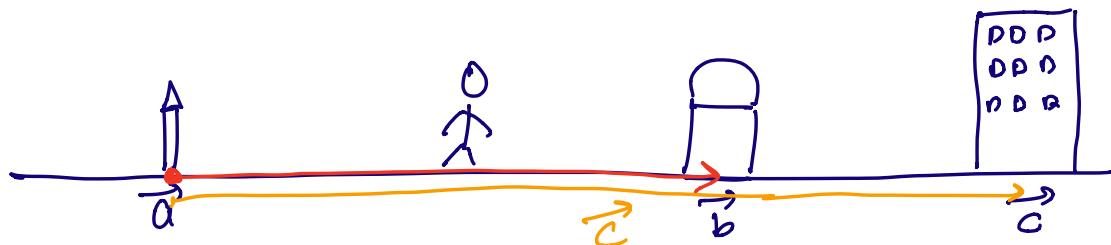


A : Columns of A are linearly dependant.

$\rightarrow \text{Null}(A) \Rightarrow \text{non-trivial.}$

Col's of A are lin. independant

$\text{Null}(A) \Rightarrow \text{trivial.}$



$$\vec{a} = \vec{0}$$

$$\vec{b} = \vec{b}$$

$$\vec{c} = 2\vec{b}$$

$$2 \begin{bmatrix} \vec{b}^\top - \vec{a}^\top \\ \vec{c}^\top - \vec{a}^\top \end{bmatrix}^\top \vec{x} = \begin{bmatrix} d_1^2 - d_2^2 - \|\vec{a}\|^2 \rightarrow \|\vec{b}\|^2 \\ d_1^2 - d_3^2 - \|\vec{a}\|^2 + \|\vec{c}\|^2 \end{bmatrix}$$

$$\Rightarrow 2 \begin{bmatrix} \vec{b}^\top \\ 2\vec{b}^\top \end{bmatrix}^\top \vec{x} = \begin{bmatrix} d_1^2 - d_2^2 + \|\vec{b}\|^2 \\ d_1^2 - d_3^2 + 4\|\vec{b}\|^2 \end{bmatrix}$$

$$\vec{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

\Rightarrow

The diagram shows a red oval containing a blue vector b with components b_1 and b_2 . An arrow labeled "2" points to a second red oval containing a blue vector b' with components $2b_1$ and $2b_2$. A blue arrow points from b to b' , indicating the scaling operation.

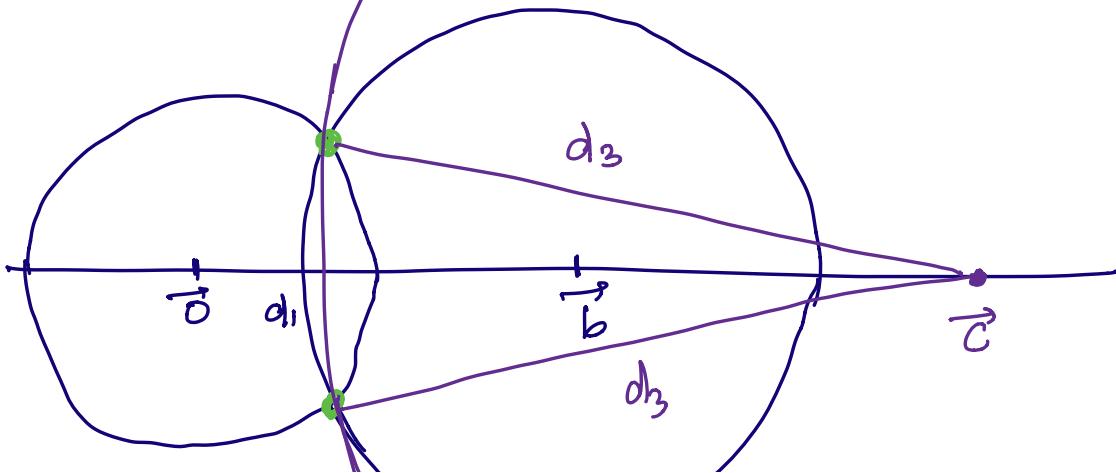
A

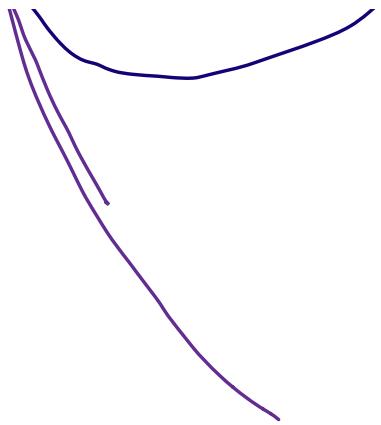
$\Rightarrow A$ lin dep. columns

$\Rightarrow A$ has non-trivial nullspace

$\Rightarrow (A^T A) - 1$

$(A^T A)$ is NOT invertible!





Machine learning : Using data to
understand the ~~reality~~ real world.

→ Making a model.

→ How do you know that your model
is any good ?!?