

4.4

15 pages \rightarrow orthonormal good!

Main reason: makes it easier to find $\vec{p} = A\vec{x}$

orthonormal: if a set of vectors is
orthonormal that means the
vectors are orthogonal to each other
and normal (unit vectors, length is 1)

orthogonal: v_1, \dots, v_n
 $v_i \cdot v_j = 0$ if $i \neq j$

normal: $\|v_i\| = 1$ or $v_i \cdot v_i = 1$

If the columns of A are orthonormal,
then $A^T A = I$

Book uses Q to represent an orthonormal
matrix

* Permutations

Permutation matrix, ~~swap~~ Rows of I
are swapped

$$P = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \leftarrow \text{orthonormal matrix}$$

Remember: $P^T = P^{-1}$ for permutation matrices

Goal: Given matrix A , normalize and orthogonalize the columns

• this makes least square solution easier to find

$A\vec{x} = \vec{b}$ \leftarrow use least squares when no solution (\vec{b} is not in the col. space of A)

$A\hat{x} = \vec{b}$ $\hat{x} \rightarrow$ projection of \vec{b} onto A , closest thing to \vec{b} in $C(A)$

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

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

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

$$\boxed{\vec{P}} = A\hat{x} = A(A^T A)^{-1} A^T \vec{b} \quad \text{projection matrix}$$

If instead we have $PQ\vec{x} = \vec{b}$

Q is orthonormal

then $Q^T Q \vec{x} = \vec{x}$
 $\hat{x} = Q^T \vec{b}$

$$Q\hat{x} = Q Q^T \vec{b}$$

Projection matrix is $Q Q^T = P$

before: Proj. matrix was $\underbrace{A(A^T A)^{-1} A^T}_{P}$

use Gram-Schmidt

- Start with 3 linearly independent vectors $\vec{a}, \vec{b}, \vec{c}$

- We want to construct 3 independent, orthonormal vectors $\vec{A}, \vec{B}, \vec{C}$

Start with $\vec{a} = \vec{A}$ (normalize at end)
First direction is accepted

Then \vec{B} must be orthogonal to \vec{A}

$$\vec{B} = \vec{b} - \text{proj}_{\vec{A}} \vec{b}$$

$$= \vec{b} - \frac{\underbrace{\vec{A}^T \vec{b}}_{\text{scalar}}}{\underbrace{\vec{A}^T \vec{A}}_{\text{scalar}}} \underbrace{\vec{A}}_{\text{vector}}$$

$$= \vec{b} - (\text{part of } \vec{b} \text{ that goes in the direction of } \vec{A})$$

Now, \vec{C} must be orthogonal to $\vec{A} + \vec{B}$

$$\vec{C} = \vec{c} - \text{proj}_{\vec{A}} \vec{c} - \text{proj}_{\vec{B}} \vec{c}$$

$$\vec{C} = \vec{c} - \frac{\vec{A}^T \vec{c}}{\vec{A}^T \vec{A}} \vec{A} - \frac{\vec{B}^T \vec{c}}{\vec{B}^T \vec{B}} \vec{B}$$

orthonormal ~~basis~~ set of vectors

$$\frac{\vec{A}}{\|\vec{A}\|}, \frac{\vec{B}}{\|\vec{B}\|}, \frac{\vec{C}}{\|\vec{C}\|} \leftarrow \text{big } C$$