4.1 Orthogonality

4.1. Key Ideas

• Subspaces V and W are orthogonal if every \mathbf{v} in V is orthogonal to every \mathbf{w} in W.

Question 4.1.1. How do we know when two vectors are *orthogonal* to each other?

of in
$$\mathbb{R}^2$$

[b] is perp to $\mathbb{K}\begin{bmatrix} -b \\ a \end{bmatrix}$
 $y = \frac{-a}{b} \times b$
 $y = -a \times b$

otherwise if

• otherwise it 1.V=0 then rectors perpendicular

11.1 = | | | | | | | | | | | | | |

Definition 4.1.2. Two vectors in **u** and **v** in \mathbb{R}^n are orthogonal if $\mathbf{u} \cdot \mathbf{v} = 0$.

Definition 4.1.3. A vector \mathbf{u} in \mathbb{R}^n is orthogonal to a subspace V of \mathbb{R}^n if and only if it's orthogonal to every vector in V.

In English...

really only need to check for all VExample 4.1.4. Show that $\begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}$ is orthogonal to the column space of V.

Col A = Span
$$\left\{\begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}\right\}$$

[UST CNECK
$$\begin{bmatrix} -2 \\ -2 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ 3 \end{bmatrix} = 1 - 4 + 3 = 0$$

$$\begin{bmatrix} -2 \\ -2 \end{bmatrix} \cdot \begin{bmatrix} 4 \\ 5 \end{bmatrix} = 4 - 10 + 6 = 0$$

$$\Rightarrow \begin{bmatrix} -1 \\ -2 \end{bmatrix} \cdot \begin{bmatrix} 4 \\ 5 \end{bmatrix} = 4 - 10 + 6 = 0$$

Definition 4.1.5. Two subspaces V and W of \mathbb{R}^n are orthogonal if and only if every vector in V is orthogonal to every vector in W.

In English...

Example 4.1.6. Find all of the vectors that are orthogonal to the column space of

Definition 4.1.7. If A is an $m \times n$ matrix, the **transpose** of A is the $n \times m$ matrix, denoted A^T , whose columns are formed from the corresponding rows of A.

Example 4.1.8. Let
$$A = \begin{bmatrix} a & b & d \end{bmatrix}$$
, $B = \begin{bmatrix} 8 & 4 \\ 5 & 5 \\ 6 & 2 \end{bmatrix}$, and $C = \begin{bmatrix} 5 & -2 & 1 & 3 \\ 3 & 1 & 2 & -6 \end{bmatrix}$.

Find A^T , B^T , and C^T .

E.g.

$$A^T = \begin{bmatrix} a & b & d \end{bmatrix}^T = \begin{bmatrix} a \\ b \\ d \end{bmatrix}$$

$$A^T = \begin{bmatrix} a & b & d \end{bmatrix}^T = \begin{bmatrix} a \\ b \\ d \end{bmatrix}$$

$$C^T = \begin{bmatrix} 3 & 4 \\ 5 & 5 \end{bmatrix}^T = \begin{bmatrix} 4 & 5 & 6 \\ 4 & 5 & 2 \end{bmatrix}$$

$$C^T = \begin{bmatrix} 3 & -2 & 1 & 3 \\ 5 & 5 & 2 \end{bmatrix}^T = \begin{bmatrix} 5 & 3 & 3 \\ -2 & 1 & 2 \\ 3 & -6 & 3 \end{bmatrix}$$

In the last example, we found vectors ofth to ColA by Solving $A^T = 0$ by Solving $A^T = 0$ i.e. finding $A^T = 0$ (ColA is always ofth to Null A^T)

Observation 4.1.9. Using this notation, sometimes it's convenient to write the dot product as matrix multiplication

$$\mathbf{u} \cdot \mathbf{v} = \mathbf{u}^T \mathbf{v}$$

$$\begin{bmatrix} \frac{1}{2} \\ \frac{2}{3} \end{bmatrix} \cdot \begin{bmatrix} \frac{1}{2} \\ \frac{2}{3} \end{bmatrix} = 1 + 1 + 2 + 2 + 3 + 3$$

$$\begin{bmatrix} \frac{1}{2} \\ \frac{1}{3} \end{bmatrix} = 5 + 2 + 35 = 42$$

$$\begin{bmatrix} \frac{1}{2} \\ \frac{1}{3} \end{bmatrix} = \begin{bmatrix} 1 & 2 & 5 \\ \frac{1}{3} \end{bmatrix} = \begin{bmatrix} 1 & 5 + 2 & 1 + 5 & 7 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{1}{2} \\ \frac{1}{3} \end{bmatrix} = \begin{bmatrix} 1 & 5 + 2 & 1 + 5 & 7 \end{bmatrix}$$

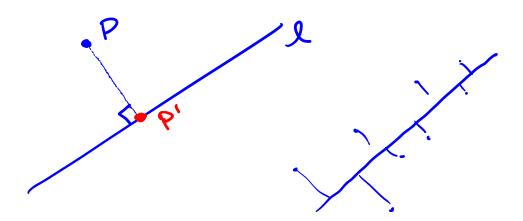
$$= \begin{bmatrix} 42 \\ -42 \end{bmatrix}$$

4.2 Projections

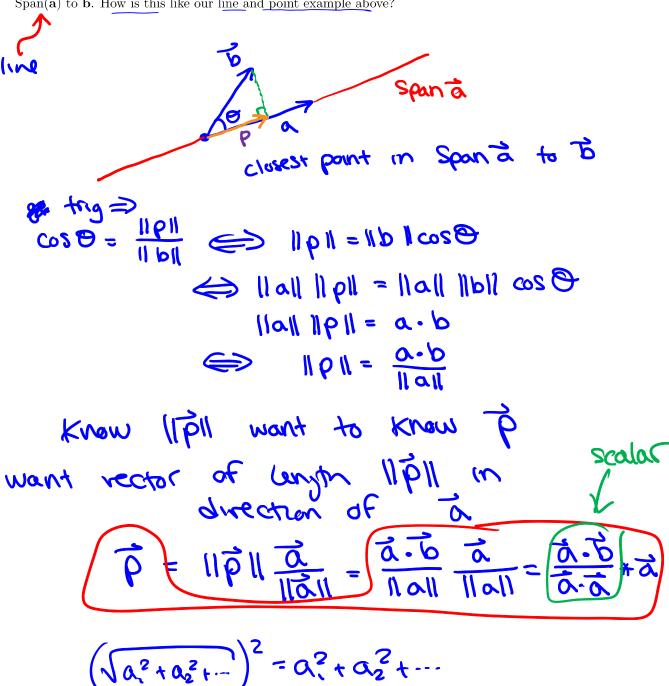
4.2. Key Ideas

- projection of a point onto a line
- projection of a point onto a space

Question 4.2.1. Given a point P and a line ℓ , how can we find the closest point on ℓ to P?



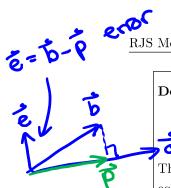
Question 4.2.2. Given two vectors **b** and **a** in \mathbb{R}^n , suppose we're interested in the closest point in Span(**a**) to **b**. How is this like our line and point example above?



lell= distance from to to Span(t)

RJS McDonald

MATH 118 Condensed Lecture Notes



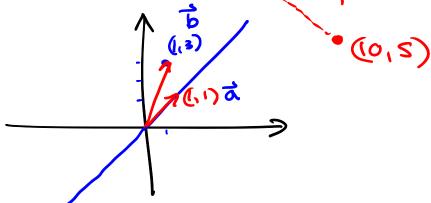
Definition 4.2.3. The **orthogonal projection** of **b** onto the span of **a** is

$$\mathbf{p} = \operatorname{proj}_{\mathbf{a}} \mathbf{b} = \frac{\mathbf{a} \cdot \mathbf{b}}{\mathbf{a} \cdot \mathbf{a}} \mathbf{a} = \frac{\mathbf{a}^T \mathbf{b}}{\mathbf{a}^T \mathbf{a}} \mathbf{a} = \frac{\mathbf{a} \mathbf{a}^T}{\mathbf{a}^T \mathbf{a}} \mathbf{b}$$
.

The **error** is the vector $\mathbf{e} = \mathbf{b} - \mathbf{p}$. It's the vector that's perpendicular to \mathbf{a} and has length equal to the distance from \mathbf{b} to \mathbf{p} .

The matrix $P = \frac{\mathbf{a}\mathbf{a}^T}{\mathbf{a}^T\mathbf{a}}$ is called the **projection matrix**.

Example 4.2.4. Find the closest point on the line y = x to (3) (3.5, 7.5)



closest point to B on Spain (2) is \$ (projection)

$$p = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} = \frac{[i] \cdot [i]}{[i] \cdot [i]} * [i] = \frac{4}{2} [i] + [i]$$

|| = || = || = || [2] - [3]]| = || - || = || = || = || = || distance from (1,3) to y=x

Projection mtx

0=[] b=[]

$$P = \frac{aaT}{a^{T}a} = \frac{\begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}}{\begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}} = \frac{\begin{bmatrix} 1 \\ 1 \end{bmatrix}}{2}$$



Example 4.2.5. Find the projection matrix P onto the line through $\mathbf{a} = (1, 2, 2)$, and use this to find the point on the line closest to (1, 1, 1).

From the line closest to
$$(1,1,1)$$
.

$$P = \frac{00}{00} = \frac{2}{122} =$$

$$DP = \begin{cases} \frac{3}{4} + \frac{1}{4} + \frac{1}{4} \\ \frac{1}{1} = \begin{cases} \frac{10}{4} \\ \frac{1}{2} \\ \frac{1}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{1}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{1}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{1}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \end{cases} = \frac{10}{2} \begin{cases} \frac{10}{4} \\ \frac{10}{4} \\ \frac{10}{4} \end{cases} = \frac{10}{2} \end{cases} = \frac{10}{2$$

Now for away from the [319] - [1] || = || [-419] || = 12 =

Question 4.2.6. Given a collection of vectors $\mathbf{a}_1, \ldots, \mathbf{a}_m$, and \mathbf{b} in \mathbb{R}^n , how could we find the closest point to **b** in Span $(\mathbf{a}_1, \dots, \mathbf{a}_m)$? €=p-b Derpendicular $\vec{p} = A\hat{x}$ = $\vec{a}_1\hat{x}_1 + \vec{a}_2\hat{x}_2 + \dots + \vec{a}_n\hat{x}_n$ $\vec{b}_1 col(A)$ projecting onto column space of $A = [\vec{a}_1 \vec{a}_2 \dots \vec{a}_n]$ $\vec{e} = \vec{b} - \vec{p}$ is althogonal to Col(A) 80 d. = ate = 0 for all a $a_{1}^{T}\vec{e} = a_{1}^{T}(b-\vec{p}) = a_{1}^{T}(\vec{b} - A\vec{x}) = 0$ $a_{2}^{T}(\vec{b} - A\vec{x}) = 0$ $a_{3}^{T}(\vec{b} - A\vec{x}) = 0$ $a_{4}^{T}(\vec{b} - A\vec{x}) = 0$ OT (B-AX)=0 we have n-equotions $\begin{bmatrix} -a_{1}^{T} - c_{2}^{T} - c_{3}^{T} - c_{4}^{T} - c_{5}^{T} - c$

Definition 4.2.7. The combination $\mathbf{p} = \hat{x}_1 \mathbf{a}_1 + \cdots + \hat{x}_m \mathbf{a}_m = A\hat{\mathbf{x}}$ closest to \mathbf{b} comes from

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

The **projection** of **b** onto the subspace spanned by the \mathbf{a}_i is

$$\mathbf{p} = A\widehat{\mathbf{x}} = A(A^T A)^{-1} A^T \mathbf{b}.$$

Again, $P = A(A^TA)^{-1}A^T$ is called the **projection matrix**. The **error** is the vector $\mathbf{e} = \mathbf{b} - \mathbf{p}$. Its length is equal to the distance from \mathbf{b} to \mathbf{p} .

Example 4.2.8. Find the closest point to
$$\mathbf{b} = \begin{bmatrix} 6 \\ 0 \\ 0 \end{bmatrix}$$
 in the plane spanned by $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ and $\begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix}$.

1 Find AT, ATA, and ATB
2 salve ATA
$$\hat{\chi} = ATB$$

(3)
$$\overrightarrow{p}$$
 will be product $A\widehat{X}$

(5) $A^{T} = \begin{bmatrix} 1 & 1 & 2 \\ 0 & 1 & 2 \end{bmatrix}$

(8) $A^{T} = \begin{bmatrix} 1 & 1 & 2 \\ 0 & 1 & 2 \end{bmatrix}$

$$A^{T}b = \begin{bmatrix} 1 & 1 & 2 \\ 0 & 1 & 2 \end{bmatrix} \begin{bmatrix} 6 \\ 0 \end{bmatrix} = \begin{bmatrix} 6 \\ 0 \end{bmatrix}$$

Solve
$$A^TA \hat{x} = A^T\hat{b}$$

$$\begin{bmatrix} 3 & 3 \\ 3 & 5 \end{bmatrix} \hat{x} = \begin{bmatrix} 6 \\ 0 \end{bmatrix} \sim \begin{bmatrix} 3 & 3 \\ 3 & 5 \end{bmatrix} \begin{pmatrix} 6 \\ 0 & 1 \end{bmatrix} \sim \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = 3$$
So $\hat{x} = \begin{bmatrix} 5 \\ -3 \end{bmatrix}$

Then
$$\vec{p} = A\hat{x}$$

$$\vec{p} = A\hat{x} = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{bmatrix} \begin{bmatrix} \frac{2}{2} \\ -\frac{1}{2} \end{bmatrix}$$