$\begin{array}{ccc} \text{EECS 16A} & \text{Designing Information Devices and Systems I} \\ \text{Spring 2023} & \text{Discussion 14A} \end{array}$

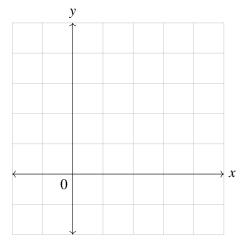
1. Mechanical Projection

In \mathbb{R}^n , the vector valued projection of vector \vec{b} onto vector \vec{a} is defined as:

$$\operatorname{proj}_{\vec{a}}\left(\vec{b}\right) = \frac{\left\langle \vec{a}, \vec{b} \right\rangle}{\left\| \vec{a} \right\|^2} \vec{a}.$$

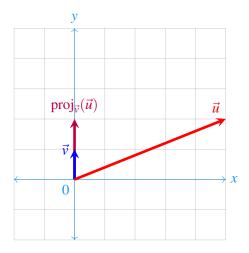
Recall $\|\vec{a}\|^2 = \langle \vec{a}, \vec{a} \rangle$.

(a) Project $\begin{bmatrix} 5 \\ 2 \end{bmatrix}$ onto $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ — that is, onto the y-axis. Graph these two vectors and the projection.

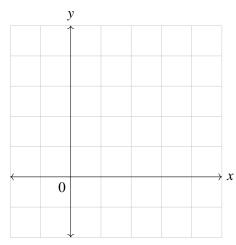


Answer:

$$\vec{u} = \begin{bmatrix} 5 \\ 2 \end{bmatrix}, \vec{v} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$
$$\text{proj}_{\vec{v}}(\vec{u}) = \frac{\vec{u}^{\top} \vec{v}}{\|\vec{v}\|^2} \vec{v}$$
$$= \frac{2}{1} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$



(b) Project $\begin{bmatrix} 4 \\ -2 \end{bmatrix}$ onto $\begin{bmatrix} -2 \\ 1 \end{bmatrix}$. Graph these two vectors and the projection.

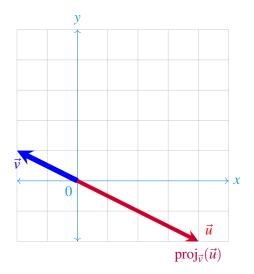


Answer:

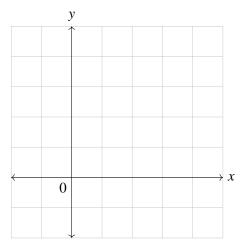
$$\vec{u} = \begin{bmatrix} 4 \\ -2 \end{bmatrix}, \vec{v} = \begin{bmatrix} -2 \\ 1 \end{bmatrix}$$

$$\operatorname{proj}_{\vec{v}}(\vec{u}) = \frac{\vec{u}^{\top} \vec{v}}{\|\vec{v}\|^{2}} \vec{v}$$

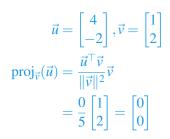
$$= \frac{-10}{5} \begin{bmatrix} -2 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ -2 \end{bmatrix}$$

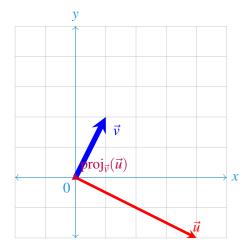


(c) Project $\begin{bmatrix} 4 \\ -2 \end{bmatrix}$ onto $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$. Graph these two vectors and the projection.



Answer:





2. Least Squares with Orthogonal Columns

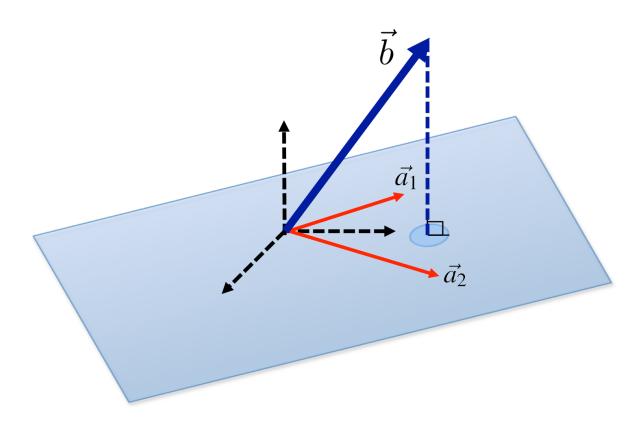
(a) Consider a least squares problem of the form

$$\min_{\vec{x}} \quad \left\| \vec{b} - \mathbf{A}\vec{x} \right\|^2 \quad = \quad \min_{\vec{x}} \quad \left\| \mathbf{A}\vec{x} - \vec{b} \right\|^2 \quad = \quad \min_{\vec{x}} \quad \left\| \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} - \begin{bmatrix} | & | \\ \vec{a_1} & \vec{a_2} \\ | & | \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right\|^2$$

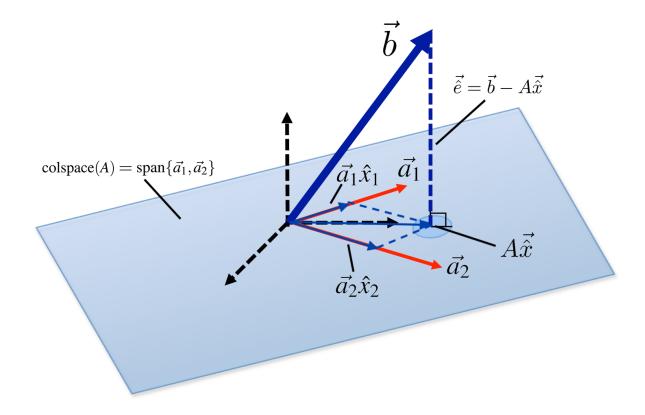
Let the solution be $\vec{\hat{x}} = \begin{bmatrix} \hat{x}_1 \\ \hat{x}_2 \end{bmatrix}$.

Label the following elements in the diagram below.

span
$$\{\vec{a_1}, \vec{a_2}\}, \qquad \vec{\hat{e}} = \vec{b} - \mathbf{A}\hat{\hat{x}}, \qquad \mathbf{A}\hat{\hat{x}}, \qquad \vec{a_1}\hat{x}_1, \ \vec{a_2}\hat{x}_2, \qquad \text{colspace}(\mathbf{A})$$



Answer:



(b) We now consider the special case of least squares where the columns of **A** are orthogonal. Given that $\vec{\hat{x}} = (\mathbf{A}^T \mathbf{A})^{-1} \mathbf{A}^T \vec{b}$ and $A\vec{\hat{x}} = \text{proj}_{\mathbf{A}}(\vec{b}) = \hat{x_1}\vec{a_1} + \hat{x_2}\vec{a_2}$, show that

$$\operatorname{proj}_{\vec{a_1}}(\vec{b}) = \hat{x_1}\vec{a_1}$$
$$\operatorname{proj}_{\vec{a_2}}(\vec{b}) = \hat{x_2}\vec{a_2}$$

Answer: The projection of \vec{b} onto $\vec{a_1}$ and $\vec{a_2}$ are given by:

$$\begin{aligned} \operatorname{proj}_{\vec{a_1}}(\vec{b}) &= \frac{\langle \vec{a_1}, \vec{b} \rangle}{\|\vec{a_1}\|^2} \vec{a_1} \\ \text{Length:} \quad \frac{\langle \vec{a_1}, \vec{b} \rangle}{\|\vec{a_1}\|} & \frac{\langle \vec{a_2}, \vec{b} \rangle}{\|\vec{a_2}\|} \vec{a_2} \end{aligned}$$

The least squares solution is given by:

$$\begin{bmatrix} \hat{x}_1 \\ \hat{x}_2 \end{bmatrix} = \begin{pmatrix} \begin{bmatrix} - & \vec{a_1}^T & - \\ - & \vec{a_2}^T & - \end{bmatrix} \begin{bmatrix} | & | \\ \vec{a_1} & \vec{a_2} \\ | & | \end{bmatrix} \end{pmatrix}^{-1} \begin{bmatrix} - & \vec{a_1}^T & - \\ - & \vec{a_2}^T & - \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \\
= \begin{bmatrix} \frac{1}{\|\vec{a_1}\|^2} & 0 \\ 0 & \frac{1}{\|\vec{a_2}\|^2} \end{bmatrix} \begin{bmatrix} - & \vec{a_1}^T & - \\ - & \vec{a_2}^T & - \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \\
= \begin{bmatrix} \frac{\vec{a_1}^T \vec{b}}{\|\vec{a_1}\|^2} \\ \frac{\vec{a_2}^T \vec{b}}{\|\vec{a_2}\|^2} \end{bmatrix}$$

Thus,

$$\operatorname{proj}_{\vec{a_1}}(\vec{b}) = \frac{\langle \vec{a_1}, \vec{b} \rangle}{\|\vec{a_1}\|^2} \vec{a_1} = \frac{\vec{a_1}^T \vec{b}}{\|\vec{a_1}\|^2} \vec{a_1} = \hat{x_1} \vec{a_1}$$
$$\operatorname{proj}_{\vec{a_2}}(\vec{b}) = \frac{\langle \vec{a_2}, \vec{b} \rangle}{\|\vec{a_2}\|^2} \vec{a_2} = \frac{\vec{a_2}^T \vec{b}}{\|\vec{a_2}\|^2} \vec{a_2} = \hat{x_2} \vec{a_2}$$

(c) Compute the least squares solution to

$$\min_{\vec{x}} \quad \left\| \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} - \begin{bmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \right\|^2.$$

Answer: Noticing that the columns of A are orthogonal, we can use the result we proved in the previous part to solve for the least squares solution without explicitly evaluating the formula.

$$\operatorname{proj}_{\vec{a_1}}(\vec{b}) = \frac{1}{1} \cdot \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$
$$\operatorname{proj}_{\vec{a_2}}(\vec{b}) = \frac{3}{1} \cdot \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$
$$\rightarrow \vec{\hat{x}} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$$