

①

Loc:

Recap:

What does this magical formula do?:

$$\textcircled{A} \quad P = A(A^T A)^{-1} A^T$$

- it is suppose to produce a projection. (matrix)

- if I multiply  $P$  by  $b$ , I am suppose to project that vector  $\underline{b}$  to the nearest point in Column Space

- (Suppose) if  $b$  in Column Space  $Pb = b$   
 , then what do I get when I apply  $Pb$ ?  
 . . . get  $b$  again

- Suppose that vector ( $b$ ) is perpendicular to Column Space , imagine Column space is plane and  $b$  is sticking straight up perpendicular to it.

(2)

- What's the nearest point in Column space to "b"

$Pb = 0$

iff  $b \perp$  Column space  $Pb = 0$

Those are the two extremes.

Those are guys which are in the null space of  $A^T$  (vectors)

If I am in null space of  $A^T$  and multiply  $\textcircled{A}$  (big formula  $\times b$ ) will get zero  $\textcircled{0}$

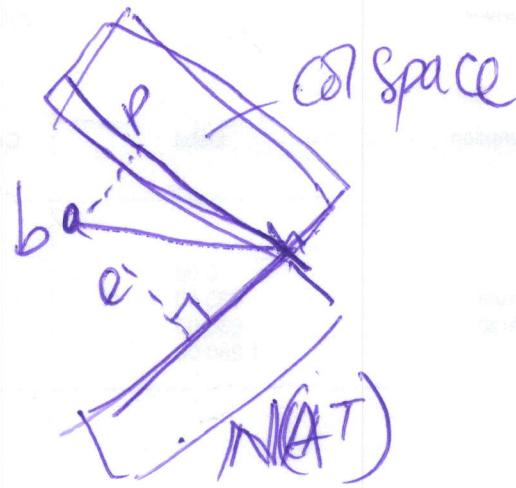
Recaps

iff  $b$  in Column Space, why  $Pb = b$   
 $b$  times big formula  $\textcircled{A}$

$\hookrightarrow b$  are in the Column Space

Column space has form  $Ax$   
 $\therefore A(A^T A)^{-1} A^T Ax = b$

(3)



$b$  typical vector, projection it to  $P$ , at  
Same time we find other part  $e$

$$P + e = b$$

Projection piece + Error piece add up  
to the original  $b$ .

$$P \Rightarrow Pb$$

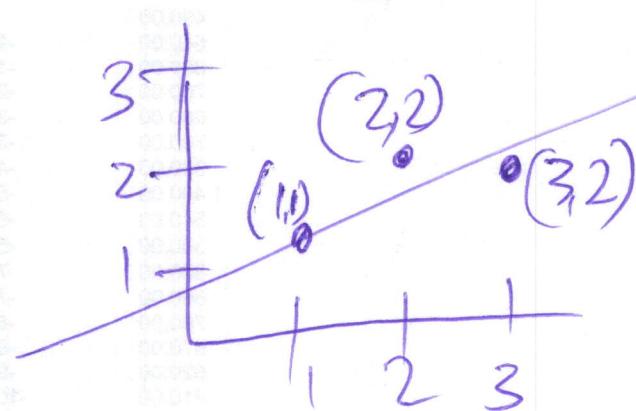
$$e \Rightarrow (I - P)b$$

also projection onto the  
Space

(4)

So how do we do it?

- Find best straight line:



$$y = C + Dt$$

- get best line to make the overall error as small as possible.

- What's that overall error? (minimise)

Now we construct our equations:

$$C + D = 1$$

$$C + 2D = 2$$

$$C + 3D = 2.$$

- they don't have a solution. But we have best solution.  
⇒ what best solution?

$$Ax = b$$

$3 \times 2$ .

$$\begin{bmatrix} 1 & 1 \\ 1 & 2 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} C \\ D \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

(5)

- I do have 2 independent columns,  
 - which is basis for Column Space

But Column Space does not  
 include vector

$\begin{matrix} = 1 \\ = 2 \\ = 3 \end{matrix}$  } when calculating  $\|x\|$   
 will make error here  
Square and add up  
 those errors

Sum of Squares.

Looking for Least squares solution.

Errors are difference between:

$$\|Ax - b\|^2 = \|e\|^2$$

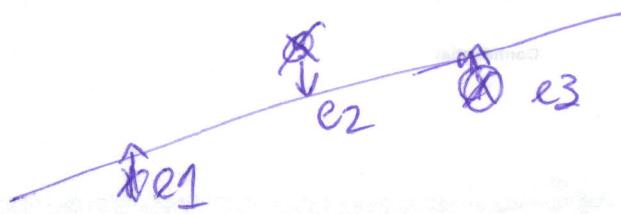
What's error vector in picture?

two pictures here:

① 3 points and line

what are errors here?

vertical distance of one point  
 to line



$$\therefore = e_1^2 + e_2^2 + e_3^2$$

- doing regression here! (linear)

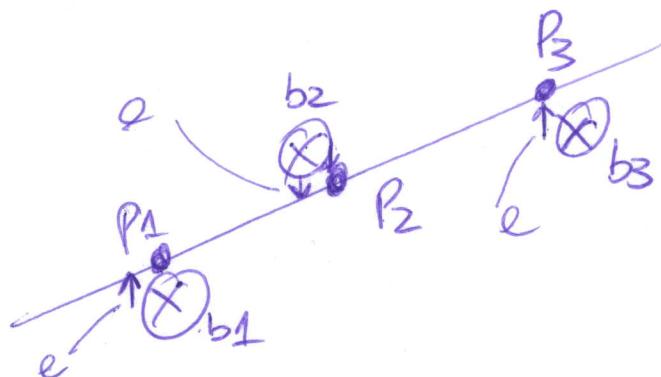
- Using the Sum of Squares as measure of Err.

But what if one data point is way off.  
 - would this line be best fit? No

- there will be a giant error  
 if squared, it will be big.

Called ~~an outlier~~ outlier  
 (Suppose we do not have this point)

2  
 Perspective



e distance

- In picture, what are the points really  
 on the line?

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∴ what are  $P_1, P_2, P_3$ ?

⇒ (and we also have  $b_1, b_2, b_3$ )

∴ instead of  $b_1, b_2, b_3$ , we

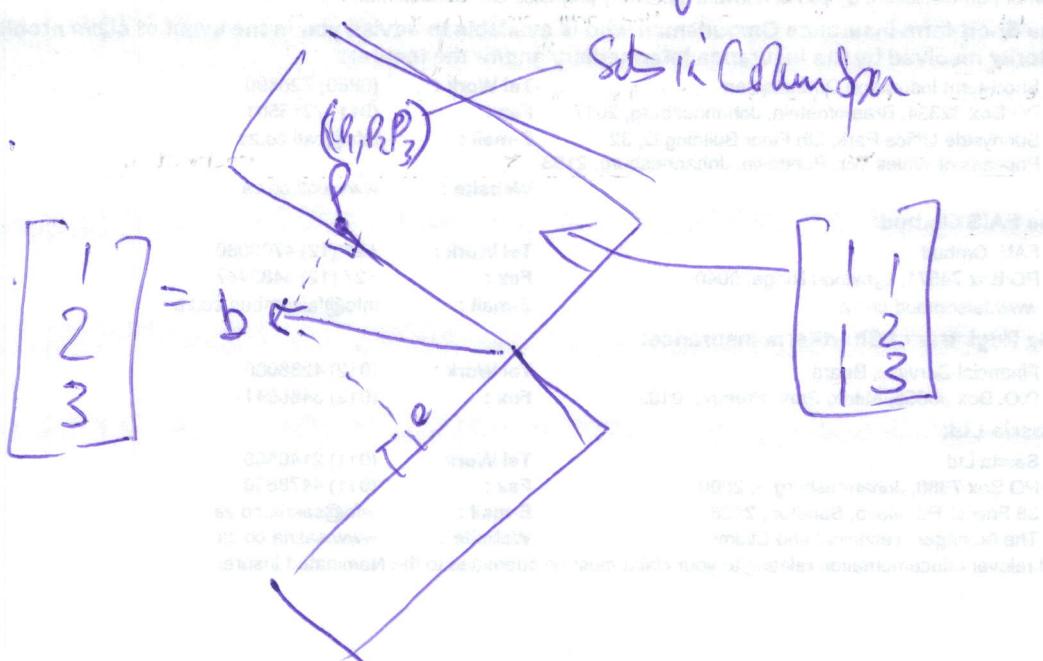
Can put  $P_1, P_2$  and  $P_3$  in Equations

How would it affect the three Equations.

∴ & Can solve it.

∴  $P_1, P_2$  and  $P_3$  are in the Column Space.

∴ They are a Combination of Columns  
(of Matrix A)



∴ Find  $\hat{x} = \begin{bmatrix} \hat{g} \\ \vdots \\ \hat{1} \end{bmatrix}$ , and find  $P$ ?

↑  
to denote they are estimates  
⇒ best line, not perfect line

$$\therefore \hat{x} : A\hat{A}\hat{x} = A^T b \quad \left. \begin{array}{l} \text{most important} \\ \text{equation in Statistics} \end{array} \right\} \quad \textcircled{8}$$

23/1/19

or in Estimation

$\Rightarrow$  Were you have noise  
 $\Rightarrow$  whenever you fitting things

A<sup>T</sup>A

$$\xrightarrow{\text{L}} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 2 \\ 1 & 3 \end{bmatrix} = \begin{bmatrix} 3 & 6 \\ 6 & 14 \end{bmatrix} \quad \begin{array}{l} \text{→ Expendable} \\ \text{→ Symmetric} \\ \text{→ Invertible.} \end{array}$$

A<sup>T</sup>b

$$\xrightarrow{\text{L}} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 3 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 2 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix} = \begin{bmatrix} 3 & 6 \\ 6 & 14 \end{bmatrix} \begin{bmatrix} 5 \\ 7 \end{bmatrix}$$

$\Rightarrow$  Equations:

$$3C + 6D = 5$$

$$6C + 14D = 11$$

Solved for C & D

(9)

Key

Aide: let's try to find the  
equations from the minimis:

$$\text{Minimise} \|Ax - b\|^2 = \|e\|^2$$

$$= e_1^2 + e_2^2 + e_3^2$$

$$= (C+D-1)^2 + (C+2D-2)^2 + (C+3D-2)^2$$

(using calculator), partial derivatives

and we'll get the equation.

Back

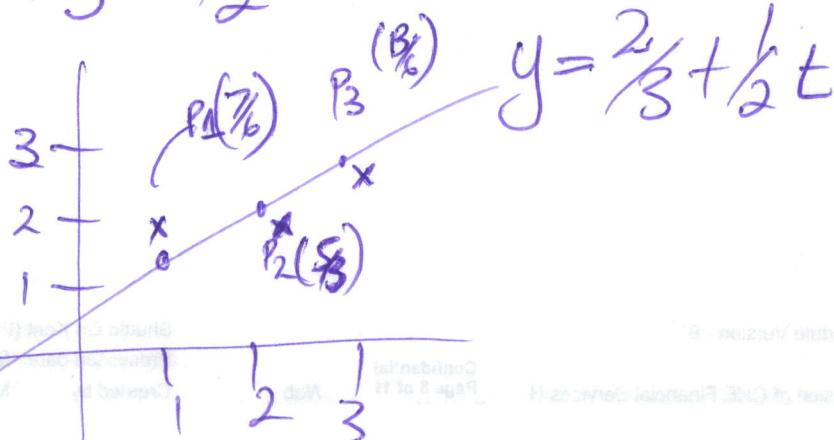
$$3C + 6D = 5$$

$$6C + 14D = 11$$

Solve by back substitution.

$$D = \frac{1}{2}, C = \frac{2}{3}$$

Test line  $\frac{2}{3} + \frac{1}{2}t$



$$\begin{aligned} Q_1 &= -\frac{1}{6} \\ Q_2 &= +\frac{2}{6} \\ Q_3 &= -\frac{1}{6} \end{aligned}$$

$$b = p + e$$

$$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} \frac{7}{6} \\ \frac{1}{6} \\ \frac{13}{6} \end{bmatrix} + \begin{bmatrix} -\frac{1}{6} \\ \frac{2}{6} \\ -\frac{1}{6} \end{bmatrix}$$

- What else about the two vectors.

- they are  $\perp$  (Perpendicular)  
 , not only as hypotenuse ↓  
 not only  $\perp$  to Column space, but  
 which other vector  $\perp$   $\perp$  to?

$p \perp$  to other stuff

↑ that's in Column Space.

- Another vector in Column Space?

(!) and  $e$  is suppose to be  $\perp$  to it

$$\therefore P = A^{-1}$$



If  $A$  has independent columns, then  $AT A$  is invertible. [to prove  $x$  must be 0]

Suppose  $AT Ax = 0$

∴ what do I want to prove now?

∴ what conclusion do I want to reach?

∴  $x$  must be 0.

→ to show  $x$  must be 0.

Two ways to do:

$$AT Ax = 0$$

∴ take the dot product of both sides with  $x$

multiply both sides

by  $x^T$

$$x^T AT Ax = 0$$

What can we conclude from that equation?

(12)

$$\circ (Ax)^T (Ax) \Rightarrow [x=0] \text{ (below)}$$

vector has to be zero

$$Ax = 0$$

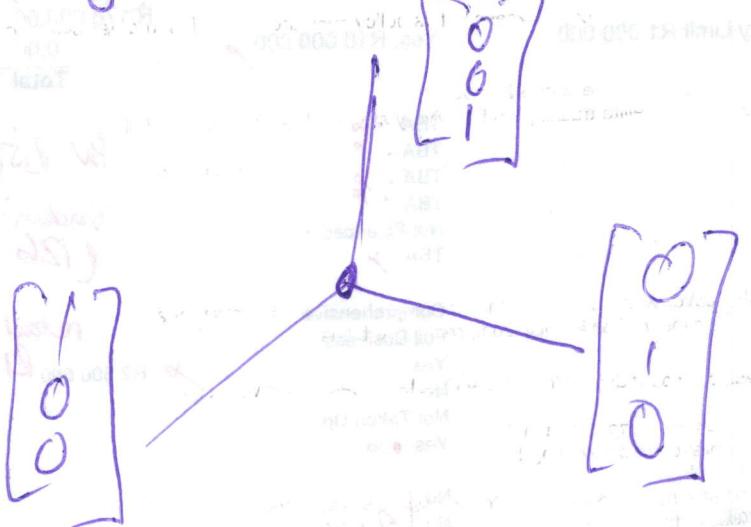
and, then what? (B)

Now we can use hypothesis [A has independent cols]

$$\textcircled{B} \quad x = 0$$

Columns are definitely independent  
if they are 1 unit vectors, orthonormal vectors

Like vectors:



These vectors are unit vectors

- they 1 and independent.