



Linear Algebra 3

Industrial AI Lab.
Prof. Seungchul Lee

System of Linear Equations

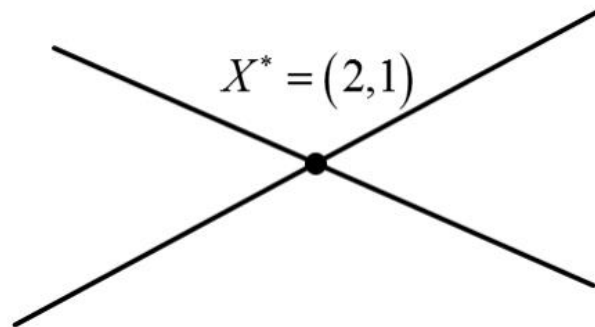
- Well-determined linear systems
- Under-determined linear systems
- Over-determined linear systems

Well-Determined Linear Systems

- System of linear equations

$$\begin{array}{rcl} 2x_1 + 3x_2 & = & 7 \\ x_1 + 4x_2 & = & 6 \end{array} \implies \begin{array}{l} x_1^* = 2 \\ x_2^* = 1 \end{array}$$

- Geometric interpretation



Well-Determined Linear Systems

- System of linear equations

$$\begin{array}{rcl} 2x_1 + 3x_2 & = & 7 \\ x_1 + 4x_2 & = & 6 \end{array} \implies \begin{array}{l} x_1^* = 2 \\ x_2^* = 1 \end{array}$$

- Generalization

$$\begin{array}{l} a_{11}x_1 + a_{12}x_2 = b_1 \\ a_{21}x_1 + a_{22}x_2 = b_2 \end{array} \quad \begin{array}{l} \text{Matrix form} \\ \implies \end{array} \quad \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

$$AX = B$$

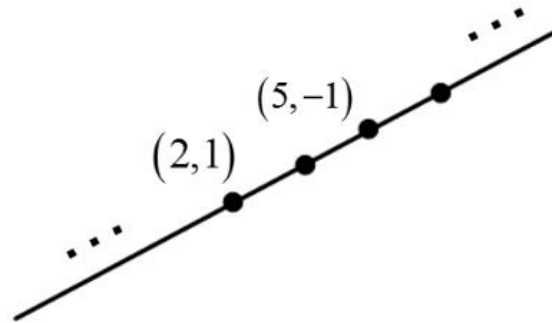
$$\therefore X^* = A^{-1}B \quad \text{if } A^{-1} \text{ exists}$$

Under-Determined Linear Systems

- System of linear equations

$$2x_1 + 3x_2 = 7 \implies \text{Many solutions}$$

- Geometric interpretation



Under-Determined Linear Systems

- System of linear equations

$$2x_1 + 3x_2 = 7 \implies \text{Many solutions}$$

- Generalization

$$a_{11}x_1 + a_{12}x_2 = b_1 \quad \begin{array}{c} \text{Matrix form} \\ \implies \end{array} \quad \begin{bmatrix} a_{11} & a_{12} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = b_1$$

$$AX = B$$

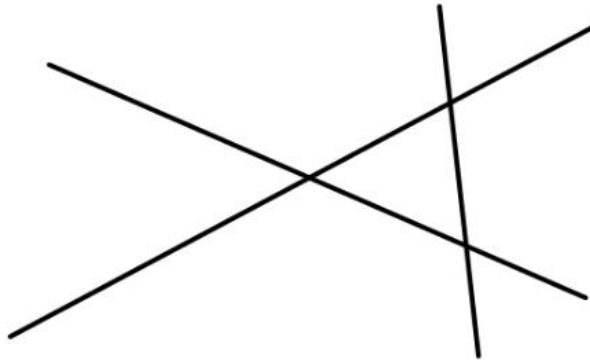
\therefore Many Solutions when A is fat

Over-Determined Linear Systems

- System of linear equations

$$\begin{array}{rcl} 2x_1 + 3x_2 & = & 7 \\ x_1 + 4x_2 & = & 6 \\ x_1 + x_2 & = & 4 \end{array} \implies \text{No solutions}$$

- Geometric interpretation



Over-Determined Linear Systems

- System of linear equations

$$\begin{array}{rcl} 2x_1 + 3x_2 & = & 7 \\ x_1 + 4x_2 & = & 6 \\ x_1 + x_2 & = & 4 \end{array} \implies \text{No solutions}$$

- Generalization

$$\begin{array}{l} a_{11}x_1 + a_{12}x_2 = b_1 \\ a_{21}x_1 + a_{22}x_2 = b_2 \\ a_{31}x_1 + a_{32}x_2 = b_3 \end{array} \quad \begin{array}{l} \text{Matrix form} \\ \implies \end{array} \quad \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

$$AX = B$$

\therefore No Solutions when A is skinny

Summary of Linear Systems

$$AX = B$$

- Square: Well-determined

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$$

- Fat: Under-determined

$$\begin{bmatrix} a_{11} & a_{12} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = b_1$$

- Skinny: Over-determined

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

Least-Norm Solution

- For Under-Determined Linear System

$$\begin{bmatrix} a_{11} & a_{12} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = b_1 \quad \text{or} \quad AX = B$$

- Find the solution of $AX = B$ that minimize $\|X\|$ or $\|X\|^2$
- *i.e.*, optimization problem

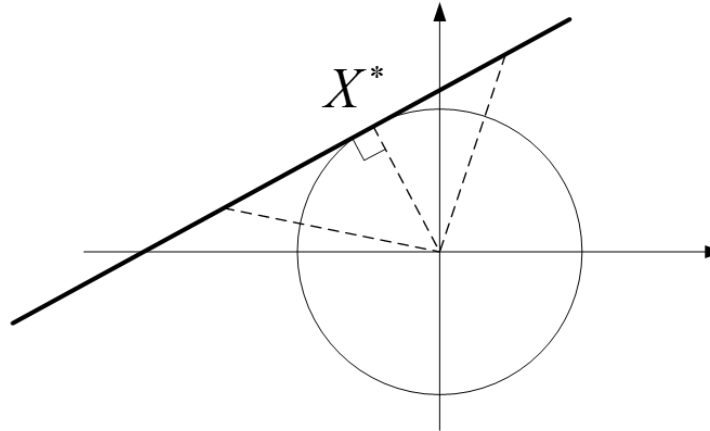
$$\begin{array}{ll} \min & \|X\|^2 \\ \text{s. t.} & AX = B \end{array}$$

Least-Norm Solution

- Optimization problem

$$\begin{aligned} \min \quad & \|X\|^2 \\ \text{s. t. } & AX = B \end{aligned}$$

- Geometric interpretation



- Select one solution among many solutions
- Often control problem

$$X^* = A^T(AA^T)^{-1}B \quad \text{Least norm solution}$$

Least-Square Solution

- For Over-Determined Linear System

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \neq \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad \text{or} \quad AX \neq B \quad x_1 \begin{bmatrix} a_{11} \\ a_{21} \\ a_{31} \end{bmatrix} + x_2 \begin{bmatrix} a_{12} \\ a_{22} \\ a_{32} \end{bmatrix} \neq \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

- Find X that minimizes $\|E\|$ or $\|E\|^2$ (error)
- i.e.* optimization problem

$$\min_X \|E\|^2 = \min_X \|AX - B\|^2$$

Least-Square Solution

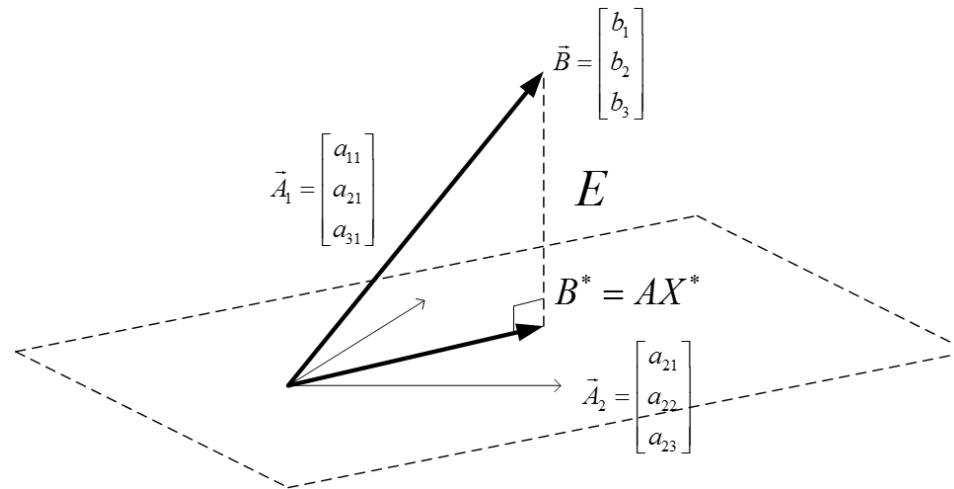
- *i.e.* optimization problem

$$\min_X \|E\|^2 = \min_X \|AX - B\|^2$$

$$X^* = (A^T A)^{-1} A^T B$$

$$B^* = AX^* = A(A^T A)^{-1} A^T B$$

- Geometric interpretation



- Often estimation problem

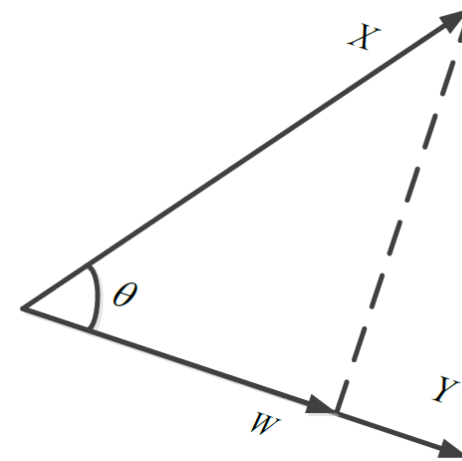
Vector Projection onto Y

- The vector projection of a vector X on (or onto) a nonzero vector Y is the orthogonal projection of X onto a straight line parallel to Y

$$W = \omega \hat{Y} = \omega \frac{Y}{\|Y\|}, \text{ where } \omega = \|W\|$$

$$\omega = \|X\| \cos \theta = \|X\| \frac{X \cdot Y}{\|X\| \|Y\|} = \frac{X \cdot Y}{\|Y\|}$$

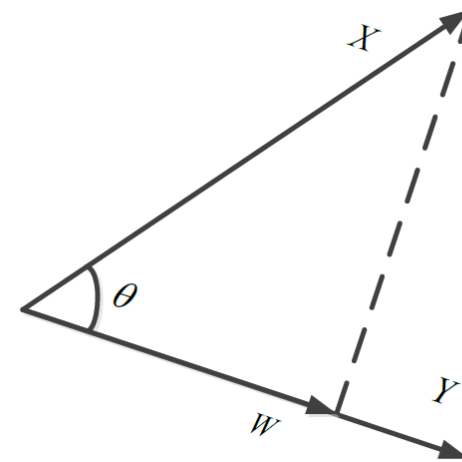
$$\begin{aligned} W = \omega \hat{Y} &= \frac{X \cdot Y}{\|Y\|} \frac{Y}{\|Y\|} = \frac{X \cdot Y}{\|Y\| \|Y\|} Y = \frac{X^T Y}{Y^T Y} Y = \frac{\langle X, Y \rangle}{\langle Y, Y \rangle} Y \\ &= Y \frac{X^T Y}{Y^T Y} = Y \frac{Y^T X}{Y^T Y} = \frac{Y Y^T}{Y^T Y} X = P X \end{aligned}$$



Vector Projection onto Y

- Another way of computing ω and W

$$\begin{aligned} Y &\perp (X - W) \\ \implies Y^T (X - W) &= Y^T \left(X - \omega \frac{Y}{\|Y\|} \right) = 0 \\ \implies \omega &= \frac{Y^T X}{Y^T Y} \|Y\| \\ W &= \omega \frac{Y}{\|Y\|} = \frac{Y^T X}{Y^T Y} Y = \frac{\langle X, Y \rangle}{\langle Y, Y \rangle} Y \end{aligned}$$



Orthogonal Projection onto a Subspace

- Projection of B onto a subspace U of span of A_1 and A_2
- Orthogonality

$$\begin{aligned}A &\perp (AX^* - B) \\A^T (AX^* - B) &= 0 \\A^T AX^* &= A^T B \\X^* &= (A^T A)^{-1} A^T B \\B^* = AX^* &= A(A^T A)^{-1} A^T B\end{aligned}$$

$$\min_X \|E\|^2 = \min_X \|AX - B\|^2$$

$$X^* = (A^T A)^{-1} A^T B$$

$$B^* = AX^* = A(A^T A)^{-1} A^T B$$

