

# Orthogonal Projection

Alvin Kim

July 21, 2024



2024-07-21

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## ■ Definitions

- Projection onto a Vector

- Projection Minimizes

- $P = P^T$

■  $P = P^2$

- Sanity Check:  $E = E^2$

- Sanity Check:  $A$  has

## ■ Key Ideas

- Next Steps



# Introduction

- 1 Introduction
- Definitions
- Example



What is a projection?

$\text{proj}_S \vec{b}$ , the projection of vector  $\vec{b}$  onto subspace  $S$ , is the vector inside of  $S$  closest to  $\vec{b}$ .

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## Note

In this presentation, projection refers to specifically orthogonal projection,  $\vec{p}$  refers to  $\text{proj}_S \vec{b}$ , and  $\vec{e}$  refers to the error vector  $\vec{e} = \vec{b} - \vec{p}$ . The error vector is also called the rejection.



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Closest means that the error is orthogonal to  $S$ .



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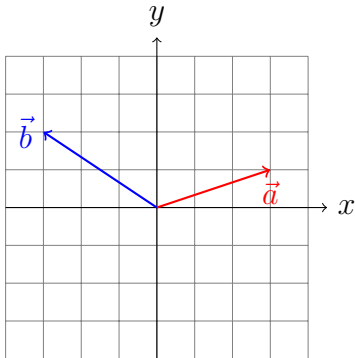
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# Example



Example

Draw  $\text{proj}_{\vec{a}} \vec{b}$ .



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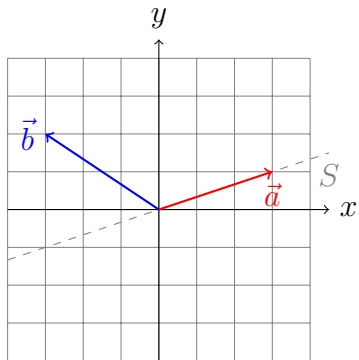


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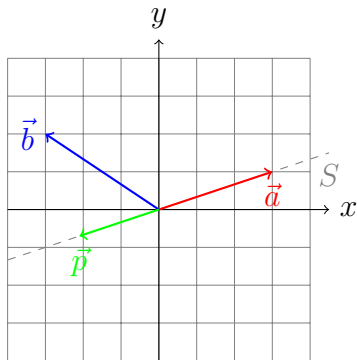
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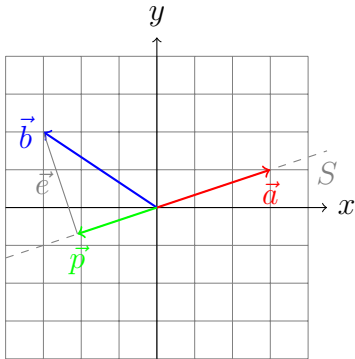
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# Formulas

## 2 Formulas

- Projection onto a Vector
- Projection onto a Subspace
- The Projection Matrix
- The Error Matrix



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## Orthogonal Projection

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# Project $\vec{b}$ onto $S$

Suppose that  $\vec{a}_1, \vec{a}_2, \dots, \vec{a}_n$  are a basis of  $S$ , let

$$A = \begin{bmatrix} | & | & & | \\ \vec{a}_1 & \vec{a}_2 & \dots & \vec{a}_n \\ | & | & & | \end{bmatrix}$$

and let  $\vec{p} = A\vec{c}$ . We also know:

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$$C(A)^\perp = N(A^T)$$



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Recall that for some matrix  $A$ , the projection

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## Observation

For a specific  $A$ ,  $\vec{p}$  is an unchanging linear transformation of  $\vec{b}$ . So, we can represent the linear transformation with a matrix  $P$ .



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Let  $\boxed{P = A(A^T A)^{-1} A^T}$ . Then,  $\vec{p} = P\vec{b}$ .

## Note

$A$  must have linearly independent columns.



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## Orthogonal Projection

### └ Formulas

#### └ The Projection Matrix

#### └ The Projection Matrix

### The Projection Matrix

Recall that for some matrix  $A$ , the projection

$$\vec{p} = A(A^T A)^{-1} A^T \vec{b}.$$

Let  $\boxed{P = A(A^T A)^{-1} A^T}$ . Then,  $\vec{p} = P\vec{b}$ .

#### Note

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# The Error Matrix

The error vector is  $\vec{b}$  projected onto  $S^\perp$ .



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$$\vec{e} = \vec{b} - \vec{p}$$

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## Orthogonal Projection

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# Properties

## 3 Properties

- Projection Minimizes Error
- $P = P^T$
- $P = P^2$
- Sanity Check:  $E = E^2$



## Orthogonal Projection

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Prove that for a vector  $\vec{x} \in S$  where  $\vec{x} \neq \vec{p}$  and  $\vec{d} = \vec{b} - \vec{x}$ , that  $\|\vec{d}\| > \|\vec{e}\|$ .

Hint

$$\|\vec{d}\| > \|\vec{e}\| \iff d^2 > e^2$$



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vector squared = magnitude of vector squared = vector dot prod with itself  
thus, projection minimizes the error's magnitude as well as the error's magnitude squared (foreshadowing LSR)



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Introduction	Formulas	Properties	Special Cases	Conclusion
○○○	○○○○	○○●○○	○○○○○	○○○

$P = P^T$

Prove that  $P = P^T$ .

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Orthogonal Projection

└ Properties

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recommend them to try this



$$P = P^T$$

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Hint

Start with  $P = A(A^T A)^{-1} A^T$ .



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recommend them to try this

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recommend them to try this

$P = P^2$

Prove that  $P = P^2$ .



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Orthogonal Projection

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explain why this logically makes sense  
recommend them to try this

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$$P^2 = A(A^T A)^{-1} I A^T$$

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$$\begin{aligned} P &= A(A^T A)^{-1} A^T \\ P^2 &= (A(A^T A)^{-1} A^T)^2 \\ P^2 &= (A(A^T A)^{-1} A^T)(A(A^T A)^{-1} A^T) \\ P^2 &= A(A^T A)^{-1} (A^T A) (A^T A)^{-1} A^T \\ P^2 &= A(A^T A)^{-1} I A^T \\ P^2 &= P \end{aligned}$$

explain why this logically makes sense  
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Sanity Check:  $E = E^2$

Prove that  $E = E^2$ .

Reminder

$E$  is also a projection matrix and  $E = I - P$ .



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recommend them to try this

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$$E = I - P$$

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recommend them to try this

# Special Cases

## 4 Special Cases

- Sanity Check:  $A$  has One Column
- $A$  is an Orthonormal Matrix
- Projection from  $\mathbb{R}^3$  onto the  $xz$ -plane
- More Special Cases



Sanity Check:  $A$  has One Column

# Sanity Check: $A$ has One Column

Suppose  $A = [\vec{a}]$ . Then,  $\vec{p} = A(A^T A)^{-1} A^T b$  and  $\vec{p} = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} \vec{a}$ .



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## Orthogonal Projection

└ Special Cases

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This is an informal sanity check. mention inner product = dot product  
 It is easy to see that  $A^T A$  in the former equation corresponds to  $\vec{a} \cdot \vec{a}$  and since it is inverted, it is the divisor in the latter equation.  $A^T b$  corresponds to  $\vec{a} \cdot \vec{b}$ . the orders do seem off, but since many of the terms in the latter equation are scalars, the order is flexible.

# $A$ is an Orthonormal Matrix

## Note

An orthonormal matrix has unit columns all orthogonal to each other. In other words, an orthonormal matrix  $Q$  will satisfy  $Q^T Q = I$ .



## Orthogonal Projection

### └ Special Cases

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Then,  $P = A(A^T A)^{-1} A^T = A I A^T = A A^T$ .



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Additionally, the coefficients vector,  $\vec{c} = (A^T A)^{-1} A^T \vec{b}$ , will just be  $\vec{c} = A^T \vec{b}$ .



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Projection from  $\mathbb{R}^3$  onto the xz-plane



# Projection from $\mathbb{R}^3$ onto the xz-plane

Hint

What are a basis of the xz-plane?



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## Orthogonal Projection

### └ Special Cases

#### └ Projection from $\mathbb{R}^3$ onto the xz-plane

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Hint

What are a basis of the xz-plane?

# Projection from $\mathbb{R}^3$ onto the xz-plane

$$A = \begin{bmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 1 \end{bmatrix}$$



## Orthogonal Projection

### └ Special Cases

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# Projection from $\mathbb{R}^3$ onto the xz-plane

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Note

$A$  is orthonormal.



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$$P = AA^T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



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# Projection from $\mathbb{R}^3$ onto the xz-plane

$$P = AA^T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

## Example

$$P \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} x \\ 0 \\ z \end{bmatrix}$$



## Orthogonal Projection

### └ Special Cases

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$$P = AA^T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

#### Example

$$P \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} x \\ 0 \\ z \end{bmatrix}$$

# More Special Cases (Practice)

- Find the projection matrix from  $\mathbb{R}^3$  onto the y-axis.
- What would  $\vec{p}$  be if  $\vec{b} \perp S$ ? What if  $\vec{b} \in S$ ?



## Orthogonal Projection

- └ Special Cases
  - └ More Special Cases
    - └ More Special Cases (Practice)

- Find the projection matrix from  $\mathbb{R}^3$  onto the y-axis.
- What would  $\vec{p}$  be if  $\vec{b} \perp S$ ? What if  $\vec{b} \in S$ ?

emphasize that these are just the special, interesting cases, and that these problems don't represent most problems.

Conclusion

- 5 Conclusion
- Key Ideas

■ Next Steps



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Orthogonal Projection

└ Conclusion

└ Conclusion

Conclusion

■ Conclusion

■ Key Ideas

■ Next Steps



# Key Ideas

- The orthogonal projection of  $\vec{b}$  onto subspace  $S$ ,  $\vec{p} = \text{proj}_S \vec{b} \in S$ , makes the error  $\vec{e} = \vec{b} - \vec{p}$  orthogonal to  $S$ .
- The projection also minimizes the error.
- $P = A(A^T A)A^T$
- $P = P^2$
- Other useful equations:  $\vec{p} = Pb$ ,  $E = I - P$ ,  $\vec{e} = (A^T A)A^T b$ ,  $P = P^T$ ,  $c = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}}$ ,  $\vec{p} = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} \vec{a}$ ,  $\vec{p} = c\vec{a}$ ,  $\vec{p} = A\vec{c}$



## Orthogonal Projection

└ Conclusion

└ Key Ideas

└ Key Ideas

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- The orthogonal projection of  $\vec{b}$  onto subspace  $S$ ,  $\vec{p} = \text{proj}_S \vec{b} \in S$ , makes the error  $\vec{e} = \vec{b} - \vec{p}$  orthogonal to  $S$ .
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# Next Steps

- Applications
  - Graphics
  - Least Squares Regression
  - Orthonormal and Orthogonal Matrices
- Further Learning
  - Practice
  - *Introduction to Linear Algebra* 6th Edition Chapter 4.2 by Gilbert Strang



2024-07-21

## Orthogonal Projection

└ Conclusion

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└ Next Steps

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