# Orthogonal Projection

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#### Introduction

- 1 Introduction
  - Definitions
  - Example



Definitions

# What is a projection?

 $\operatorname{proj}_S \vec{b}$ , 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 proj<sub>S</sub>  $\vec{b}$ , 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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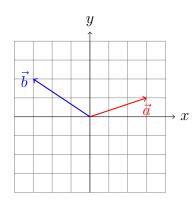
#### Note

The dimension of subspace S can be anything from 0 to the dimension of the space we are working inside.



Example

### Example



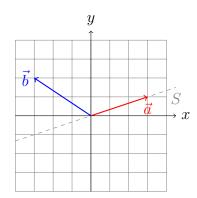
#### Example

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



Example

### Example



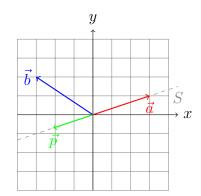
#### Note

When projecting a vector onto another vector  $\vec{a}$ , the subspace S is the span of  $\vec{a}$ .



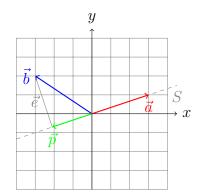
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# Example





# Example





#### Formulas

#### 2 Formulas

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



#### Projection onto a Vector

Consider projecting  $\vec{b}$  onto  $\vec{a}$ .



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$$\vec{b} \cdot \vec{a} - c\vec{a} \cdot \vec{a} = 0$$
$$\vec{b} \cdot \vec{a} = c\vec{a} \cdot \vec{a}$$
$$c = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}}$$

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## Projection onto a Vector

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# Project $\vec{b}$ onto S



Projection onto a Subspace

# 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:

$$\vec{e} = \vec{b} - \vec{p}$$
$$C(A)^{\perp} = N(A^T)$$



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Then.

$$\vec{e} = \vec{b} - A\vec{c}$$

$$A^{T}(\vec{b} - A\vec{c}) = \vec{0}$$

$$A (0 - Ac) \equiv 0$$
$$A^T \vec{h} - A^T A \vec{c} - \vec{0}$$

$$A^T \vec{b} = A^T A \vec{c}$$

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

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

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

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



The Projection Matrix

#### The Projection Matrix

Recall that for some matrix A, the projection  $\vec{p} = A(A^T A)^{-1} A^T \vec{b}$ .

#### 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.



The Projection Matrix

## The Projection Matrix

Recall that for some matrix A, the projection  $\vec{p} = A(A^TA)^{-1}A^T\vec{b}$ .



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

#### Note

A must have linearly independent columns.



The Error Matrix

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



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

$$\vec{e} = I\vec{b} - P\vec{b}$$

$$\vec{e} = (I - P)\vec{b}$$

$$E = I - P$$



### Properties

#### 3 Properties

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



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

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



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

$$\vec{d}^2 = (\vec{b} - \vec{x})^2$$



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$$\vec{d}^2 = (\vec{b} + \vec{0} - \vec{x})^2$$



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Properties

$$\vec{d}^2 = (\vec{b} - \vec{p} + \vec{p} - \vec{x})^2$$



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$$\vec{d}^2 = \vec{e}^2 + 2\vec{e} \cdot (\vec{p} - \vec{x}) + (\vec{p} - \vec{x})^2$$



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Properties

$$\vec{d}^2 = \vec{e}^2 + (\vec{p} - \vec{x})^2$$

$$\vec{d}^2 - \vec{e}^2 = (\vec{p} - \vec{x})^2 > 0$$

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



Prove that  $P = P^T$ .



P = P'

## Prove that $P = P^T$ .

### Hint

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



 $P = P^T$ 

# Prove that $P = P^T$

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

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

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

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

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

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

$$P^{T} = P$$



Prove that  $P = P^2$ .

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### Prove that $P = P^2$

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

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

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

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

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

$$P^{2} = P$$



Sanity Check:  $E = E^2$ 

### Prove that $E = E^2$ .

#### Reminder

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



Sanity Check:  $E = E^2$ 

Prove that  $E = E^2$ .



Sanity Check:  $E = E^2$ 

## Prove that $E = E^2$ .

$$E = I - P$$

$$E^{2} = (I - P)^{2}$$

$$E^{2} = I - 2IP + P^{2}$$

$$E^{2} = I - 2P + P$$

$$E^{2} = I - P$$



## Special Cases

- 4 Special Cases
  - Sanity Check: A has One Column
  - $\blacksquare$  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,  $\vec{p}=A(A^TA)^{-1}A^Tb$  and  $\vec{p}=\frac{\vec{a}\cdot\vec{b}}{\vec{a}\cdot\vec{a}}\vec{a}.$ 



### 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  $Q^TQ=I$ .



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$$P = A(A^{T}A)^{-1}A^{T} = AIA^{T} = AA^{T}$$
.



### 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  $Q^TQ=I$ .

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



# 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?



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

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



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

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

Note

A is orthonormal.



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

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

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



# 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

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



# 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  $\vec{b} \in S$ ?



### Conclusion

- 5 Conclusion
  - Key Ideas
  - Next Steps



Key Ideas

# 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,  $\vec{c} = (A^T A)A^T b$ ,  $P = P^T$ ,  $c = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}}$ ,  $\vec{p} = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} \vec{a}$ ,  $\vec{p} = c\vec{a}$ ,  $\vec{p} = A\vec{c}$



troduction Formulas Properties Special Cases Conclusion Q

Next Steps

## 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

