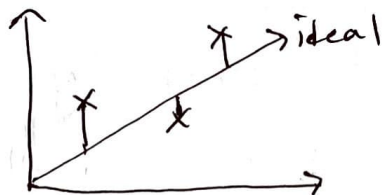


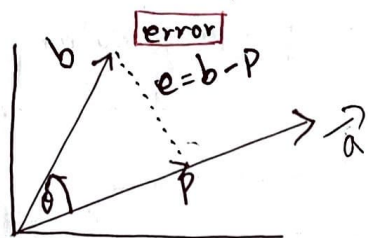
#Lecture 12 → Projection

why projection? Because  $Ax = b$  may have no soln so, we find  $\hat{x} = P$ , the closest soln

Think about a housing problem, where you have to find the best fit line! After that you have to project lines on the ideal line.



Suppose, a line goes through the origin in the direction of  $\vec{a}$ .



The line from  $b$  to  $p$  is perpendicular to the vector  $a$ .

$$P = \hat{x}a$$

We're 3 goals with this equation, Find  $\hat{x}$ , find  $p$  and find  $P$ .

$$e = b - \hat{x}a$$

$$\text{so, } a \cdot e = 0$$

$$\Rightarrow a \cdot (b - \hat{x}a) = 0$$

$$a \cdot b - \hat{x}a \cdot a = 0$$

$$\hat{x} = \frac{a \cdot b}{a \cdot a} = \frac{a^T b}{a^T a}$$

2 special cases.

What if  $b = a$  and  $b \perp a$ ?

\* Project  $b = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$  onto  $a = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$  to find  $P = \hat{x}a$ . Also, find  $e$  and check if  $e$  is perpendicular to  $a$ .

Projection matrix  $P \rightarrow$  what is the column space of this matrix? & rank?

$$P = a\hat{x} = a \frac{a^T b}{a^T a} = P_b, \text{ so } P = \frac{aa^T}{a^T a}$$

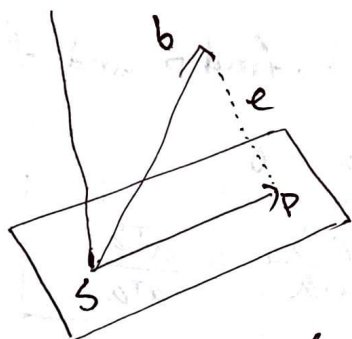
\* Find the projection matrix  $\hat{P} = \frac{aa^T}{a^T a}$  onto the line through  $a = \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix}$

\* If the vector  $a$  is doubled, matrix  $P$  stays the same.

\* If the matrix is squared to  $P^2$ , projecting second time doesn't change anything. So,  $P^2 = P$ . Also  $P^T = P$

Think about  $I - P$ . It should be a projection too. It produces the other side of the triangle, the perpendicular part of  $b$ . Also,  $(I - P)b = b - P$  which is  $e$  in the left nullspace. When  $P$  projects onto one subspace,  $I - P$  projects onto the perpendicular subspace.

Projection onto a subspace:



The dotted line goes from  $b$  to the nearest point  $A\hat{x}$  in the subspace. This error vector  $e = b - P = b - A\hat{x}$  is perpendicular to the subspace.

So, this error vector  $b - A\hat{x}$  in fact makes a right angle with all the vectors  $a_1, \dots, a_n$  of the row space.

$$a_1^T (b - A\hat{x}) = 0$$

$$a_2^T (b - A\hat{x}) = 0$$

$\vdots$

$$a_n^T (b - A\hat{x}) = 0$$

$$\text{or } \begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix} \begin{bmatrix} b - A\hat{x} \end{bmatrix} = \begin{bmatrix} 0 \end{bmatrix}$$

collectively it can be written as -

$$A^T(b - A\hat{x}) = 0 \quad \xrightarrow{\text{Do you know in which space this is in?}} \rightarrow \text{col}(A) \rightarrow \text{col}(A) \rightarrow \text{col}(A)$$

This has a very famous form  $\rightarrow A^T A \hat{x} = A^T b$

This symmetric matrix  $A^T A$  is  $n$  by  $n$ . It is invertible if the  $a$ 's are independent.

Solution,

$$\hat{x} = (A^T A)^{-1} A^T b$$

$$\text{Projection, } p = A\hat{x} = A(A^T A)^{-1} A^T b$$

$$\text{Projection matrix, } P = \frac{p}{b} = A(A^T A)^{-1} A^T$$

The vector  $b$  is being split into the projection  $p$  and the error  $e = b - p$ .

Example:  $A = \begin{bmatrix} 1 & 0 \\ 1 & 2 \end{bmatrix}$  and  $b = \begin{bmatrix} 6 \\ 0 \end{bmatrix}$ , find  $\hat{x}$  and  $p$  and  $P$ .

1. compute  $A^T A = \begin{bmatrix} 3 & 3 \\ 3 & 5 \end{bmatrix}$  and  $A^T b \rightarrow \begin{bmatrix} 6 \\ 0 \end{bmatrix}$

2. ~~cor~~ solve the equation  $A^T A \hat{x} = A^T b$  to find  $\hat{x}$

$$\begin{bmatrix} 3 & 3 \\ 3 & 5 \end{bmatrix} \begin{bmatrix} \hat{x}_1 \\ \hat{x}_2 \end{bmatrix} = \begin{bmatrix} 6 \\ 0 \end{bmatrix} \quad \text{gives } \hat{x} = \begin{bmatrix} 5 \\ -3 \end{bmatrix}$$

3. find  $p = A\hat{x}$

4. To find  $p = Pb$  for every  $b$ , compute  $P = A(A^T A)^{-1} A^T$

$$(A^T A)^{-1} = \frac{1}{\det} \begin{bmatrix} x_1 & -x_2 \\ -x_3 & x_4 \end{bmatrix} = \frac{1}{6} \begin{bmatrix} 5 & -3 \\ -3 & 3 \end{bmatrix}$$

Multiply  $= A$  times  $(A^T A)^{-1}$  times  $A^T$ .



Home work :  $ATA$  has certain properties. Read them, with proofs.

### Least Squares Approximations :

It often happens that  $Ax=b$  has no solution. It usually happens when there are more equations than unknowns.

We can not always get the error  $e=b-Ax$  down to zero.

When  $e$  is zero,  $x$  is an exact solution to  $Ax=b$ .

When the length of  $e$  is as small as possible,  $\hat{x}$  is a least squares solution.

We already learnt  $p$  (the projection). In fact,  $p$  and  $\hat{x}$  are connected.  
 $p = A\hat{x}$ .

The short ~~of~~ unofficial way to reach the solution is -

When  $Ax=b$  has no solution, multiply by  $A^T$  and solve  $ATA\hat{x}=ATb$

Let's start with an example!