Correction to last time: A=  $\begin{bmatrix} a_1 & a_2 & a_n \end{bmatrix}$  Then  $P = P \times$ , where  $A = \begin{bmatrix} a_1 & a_2 & a_n \end{bmatrix}$   $A = \begin{bmatrix} a_1 & a_1 & a_n \end{bmatrix}$   $A = \begin{bmatrix} a_1 & a_1 & a_n$  $P^{T}=P$ last lime: If P=P&PT=P tren Pis a projection matrix: outo C(P), along C(P)=N(P)=N(P). If P'=P (withot P'=P) tuen Pis still a projection matrix but not for an orth. projection

Orthormal bases and Gran-Schmidt process. Vectors 9,192,-, 9n are orthogonal :f 9:9; = 0 when itis Vectors 91,92,..., 9 n are orthonormal if 9:9:= 21 i=i "orthogonal and normalited"  $Q = \begin{bmatrix} 9/9/2 - 9n \\ 1/1 \end{bmatrix}$   $Q^TQ = T \quad \text{whenever} \quad 9/-9n \quad \text{are} \quad \text{orthorormal.}$  $\begin{bmatrix} -q_1^{\dagger} \\ -q_2^{\dagger} \end{bmatrix} \begin{bmatrix} q_1 \\ q_2 \end{bmatrix} = \begin{bmatrix} q_1 \\ q_2 \end{bmatrix} = \begin{bmatrix} q_1 \\ q_2 \end{bmatrix}$   $N \times M$   $N \times M$ m xu matrix

Such Q do not change lengths and dot products:  $\|Qx\| = \|x\|$ ,  $(Qx) \cdot (Qy) = x \cdot y$ .  $(Qx) \cdot (Qy) = (Qx)^T (Qy) = x^T Q^T Qy = x^T Iy = x^T y = x \cdot y$ .

So  $\|x\|^2 = x \cdot x = Qx \cdot Qx = \|Qx\|^2$ .

Special case: n=m (squere matrix Q):

QTQ = I Q' = QT

Such matrices are called orthogonal. (squere + columns make an orthonormal system)

Ex.  $R^2$ , [coso], [-sino] what does Q do? Q = [coso] - sino], Totali Q = [sino] coso], Totali Q = [sino] coso], TotaliCompute Q[o], Q[o]  $Q[0] = \begin{bmatrix} \cos \theta \\ 574\theta \end{bmatrix}$   $Q[0] = \begin{bmatrix} -5740 \\ \cos \theta \end{bmatrix}$ 

Back to general case (mis not necessarily = n): P=A(ATA) AT what if A=Q? (cols of A ove orthonormal).  $D = Q(Q^TQ)^TQ^T = QIQ^T = QQ^T$ so  $p = P \times = QQT \times, P = QQT.$ Note: QQT +I unless Q => square!  $\mathbb{C}_{X}$ .  $Q = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$ .  $\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$  $\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$ 

where do we get ortwonormal bases? Answer! Gram-Schmidt process. independent vectors If takes! a, az, .., an orthonormal vectors s.f.: Produces :- 91,92,...,94 (61) = <9,7  $(a_{1},a_{2}) = (9,192)$ (a1)1..., an>= <91....97> two perts: 1) make otthogonal vectors 2) normalite them.

take indep vectors a,b,c. We will make orthogonal vectors A,t,c, hen normalize: 9,,92,93.

1) 
$$A = a$$
  
 $B = b - \times A \perp A$   
 $A^{T}(b - \times A) = 0$   
 $A^{T}b - \times A^{T}A = 0$ ,  $\times = A^{T}A$ 

$$Z) q_1 = \frac{A}{\|A\|} = \frac{A}{\sqrt{RTA}} \qquad q_2 = \frac{B}{\|B\|} = \frac{B}{\sqrt{BTB}} \qquad q_3 = \frac{C}{\|C\|} = \frac{C}{\sqrt{CTC}}$$

Gran-Sommiet Process in matrix form:  $\begin{bmatrix} 1 & 1 & 1 \\ a & b & c \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 9 & 1 & 9$ 2 m x 3 C m x n o Thomorma ( nxn upper triang m×3 m×n A = Q.R. Leeou position! R upper tranguler. why QR? Projection/least squares: ATA R = ATB, A=QR RTOTOR  $\hat{x} = R^T Q^T b$   $R\hat{x} = Q^T b$ ,  $\hat{x} = R^T Q^T b$ 

$$A = a = \begin{bmatrix} 1 \\ -1 \end{bmatrix}, \quad q_1 = \frac{1}{13} \begin{bmatrix} -1 \\ -1 \end{bmatrix}$$

$$B = \begin{bmatrix} -1 \end{bmatrix} - \frac{ATb}{ATA} A = \begin{bmatrix} 2 \\ 0 \end{bmatrix} - \frac{240 - 1}{3} \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 5/3 \\ 4/2 \end{bmatrix} . \qquad 92 = \frac{B}{1B1} = \frac{1}{5} \begin{bmatrix} 5 \\ -1 \\ 4 \end{bmatrix}$$

Note: 
$$A \cdot B = \begin{bmatrix} 1 \\ -1/3 \end{bmatrix} = \begin{bmatrix} 5/3 \\ -1/3 \end{bmatrix} = \begin{bmatrix} 5/3 \\ -1/3 \end{bmatrix} = 0.$$

$$C = C - \frac{A^TC}{3}A - \frac{B^TC}{3}B = 0.$$

$$C = C - \frac{A^{T}C}{A^{T}A}A - \frac{R^{T}C}{R^{T}C}B =$$

$$= \begin{bmatrix} 1 \\ 0 \end{bmatrix} - \frac{2}{3} \begin{bmatrix} 1 \\ -1 \end{bmatrix} - \frac{5/3 - 1/3}{(\frac{5}{3})^{2} + (\frac{1}{3})^{2} + (\frac{1}{3})^{2}} = \frac{1}{3/4}$$

$$= \begin{bmatrix} 1 \\ 0 \end{bmatrix} - \frac{2}{3} \begin{bmatrix} 1 \\ -1 \end{bmatrix} - \frac{2}{3} \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} -1/4 \\ 3/4 \end{bmatrix} = \begin{bmatrix} -1/4$$

$$93 = \frac{C}{|C||} = \frac{1}{|S||}$$
Matrix form!
$$1 = \frac{1}{|S||} = \frac{1}{|S$$