

Least Squares

Idea: Finding something "close" to a soln.

Question: What does "Close" mean?

This is known as a least squares problem

Recall: A system of eqns $A\vec{x} = \vec{b}$ has a soln iff $\vec{b} \in \text{Col}(A)$

What if there is no soln? In real world we may need an approx soln. even if actual soln DNE. i.e. want

$A\vec{x}$ as close as possible to \vec{b} .

Need a way to measure distance b/w 2 vectors: $\|\vec{u} - \vec{v}\|$

i.e. want $\|A\vec{x} - \vec{b}\|$ as small as possible

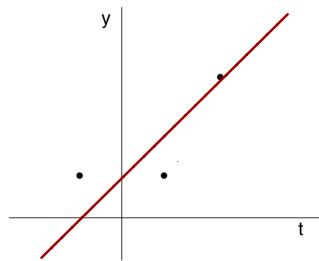
i.e. want a $\vec{u} = A\vec{x} \in \text{Col}(A)$ s.t.
 $\|\vec{u} - \vec{b}\|$ small as possible

Lecture #19: Least Squares & Gram-Schmidt Algorithm Date: Thu. 11/29/18

Ex. 1 Given data

| | | | |
|---|----|---|---|
| t | -1 | 1 | 2 |
| y | 1 | 1 | 3 |

Which we assume to be linear.

Want a line that passes thru these pts
(or as close as possible to these pts)If these pts lie on a line then \exists an eqn
s.t. $y = mt + c$ So we need to find
 m & c (given t & y)

i.e. Solving System

$$1 = -mt + c$$

$$1 = m + c$$

$$3 = 2m + c$$

There is not a unique soln to
this system b/c there
are 3 eqns & 2 unknowns

System is

$$\begin{bmatrix} -1 & 1 \\ 1 & 1 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 3 \end{bmatrix}$$

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We'll use $\|A\vec{x} - \vec{b}\|^2$ rather than $\|A\vec{x} - \vec{b}\|$

Suppose that $A\vec{x} = \begin{bmatrix} d_1 \\ d_2 \\ d_3 \end{bmatrix}$

want d_1, d_2, d_3 s.t.

$$\|A\vec{x} - \vec{b}\|^2 = (d_1 - 1)^2 + (d_2 - 1)^2 + (d_3 - 3)^2$$

is as small as possible

The vector \hat{x} for which $\|A\hat{x} - \vec{b}\|^2$ is minimized is the least squares

Soln. where $\hat{x} \approx \vec{x}$

(i.e. \hat{x} is approx. soln to system
& \vec{x} is exact soln to system)

$$A\vec{x} = \vec{b}$$

mult. by A^T on each side

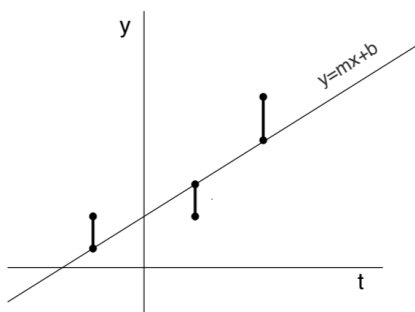
$$A^T A \vec{x} = A^T \vec{b}$$

Thm. If $A \in \mathbb{R}^{m \times n}$ & $\vec{b} \in \mathbb{R}^m$, then the system

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

normal eqns
for $A\vec{x} = \vec{b}$

has a soln.



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Thm. Suppose $\vec{x} = \hat{x}$ is a soln to $A^T A \vec{x} = A^T \vec{b}$
 Then $A\hat{x}$ is the vector in $\text{Col}(A)$ that
 is closest to \vec{b} . i.e.

$$\|A\hat{x} - \vec{b}\| \leq \|\vec{w} - \vec{b}\| \quad \forall \vec{w} \in \text{Col}(A)$$

So \hat{x} is the least squares soln to
 $A\hat{x} = \vec{b}$

Back to Ex.

$$\begin{bmatrix} -1 & 1 \\ 1 & 1 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 3 \end{bmatrix}$$

Normal eqns are

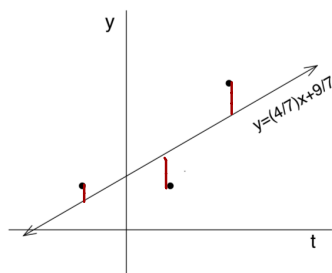
$$\begin{bmatrix} -1 & 1 & 2 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} -1 & 1 \\ 1 & 1 \\ 2 & 1 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} -1 & 1 & 2 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 3 \end{bmatrix}$$

$A^T \quad A \quad \vec{x} \quad A^T \quad \vec{b}$

$$\Rightarrow \begin{bmatrix} 6 & 2 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} m \\ c \end{bmatrix} = \begin{bmatrix} 6 \\ 5 \end{bmatrix}$$

Solving this system we obtain

$$m = \frac{4}{7}, \quad c = \frac{9}{7}$$



Gram-Schmidt Algorithm

Process to obtain an orthogonal or orthonormal basis for a space

Given $\vec{v}_1, \vec{v}_2, \vec{v}_k$ are lin. indep. vectors in some space S .

We want vectors $\vec{q}_1, \vec{q}_2, \dots, \vec{q}_k$ that

- Span S (b/c \vec{v}_i span S)
- are orthonormal \Rightarrow lin. indep.

i.e. $\{\vec{q}_1, \vec{q}_2, \dots, \vec{q}_k\}$ is an orthonormal basis for S

Steps

1) Let $\vec{q}_1 = \frac{1}{\|\vec{v}_1\|} \vec{v}_1$

2) Repeat following steps for $i=2$ to k

i) Let $\vec{w}_i = \vec{v}_i - (\vec{q}_1 \cdot \vec{v}_i) \vec{q}_1 - (\vec{q}_2 \cdot \vec{v}_i) \vec{q}_2 - \dots - (\vec{q}_{i-1} \cdot \vec{v}_i) \vec{q}_{i-1}$

ii) Let $\vec{q}_i = \frac{1}{\|\vec{w}_i\|} \vec{w}_i$

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Ex.] Given basis $\vec{v}_1 = \begin{bmatrix} 2 \\ 2 \\ 1 \\ 0 \end{bmatrix}$, $\vec{v}_2 = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$ of S

Find orthonormal basis for S .Find \vec{q}_1 :

$$\|\vec{v}_1\| = \sqrt{\vec{v}_1 \cdot \vec{v}_1} = (2^2 + 2^2 + 1^2 + 0^2)^{1/2} = 3$$

$$\vec{q}_1 = \frac{1}{\|\vec{v}_1\|} \vec{v}_1 = \frac{1}{3} (2, 2, 1, 0)^T$$

Find \vec{q}_2 :

$$\text{Find } \vec{w}_2 = \vec{v}_2 - (\vec{q}_1 \cdot \vec{v}_2) \vec{q}_1$$

$$= \underbrace{\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}}_{\vec{v}_2} - \frac{1}{3} \underbrace{(2+2+1+0)}_{\vec{q}_1 \cdot \vec{v}_2} \underbrace{\begin{bmatrix} 2 \\ 2 \\ 1 \\ 0 \end{bmatrix}}_{\vec{q}_1} = \begin{bmatrix} -\frac{1}{3} \\ -\frac{1}{3} \\ \frac{4}{3} \\ 1 \end{bmatrix}$$

$$\|\vec{w}_2\| = [(-\frac{1}{3})^2 + (-\frac{1}{3})^2 + (\frac{4}{3})^2 + 1]^{1/2} = \frac{\sqrt{11}}{3}$$

$$\Rightarrow \vec{q}_2 = \frac{1}{\|\vec{w}_2\|} \vec{w}_2 = \frac{\sqrt{11}}{3} (-\frac{1}{3}, -\frac{1}{3}, \frac{4}{3}, 1)^T$$

So orthonormal basis is

$$\{\vec{q}_1, \vec{q}_2\} = \left\{ \frac{1}{3} \begin{bmatrix} 2 \\ 2 \\ 1 \\ 0 \end{bmatrix}, \frac{\sqrt{11}}{3} \begin{bmatrix} -\frac{1}{3} \\ -\frac{1}{3} \\ \frac{4}{3} \\ 1 \end{bmatrix} \right\}$$