

CX1104: Linear Algebra for Computing

Chap. No : **7.1.2**

Lecture : **Least Squares**

Topic : **Introduction**

Concept : **The Least Squares Problem**

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$$\underbrace{\begin{bmatrix} a_{11} & a_{12} & a_{13} & \cdots & a_{1n} \\ a_{21} & a_{22} & a_{23} & \cdots & a_{2n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & a_{m3} & \cdots & a_{mn} \end{bmatrix}}_{A}^{m \times n} \underbrace{\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_n \end{bmatrix}}_x^{n \times 1} = \underbrace{\begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}}_b^{m \times 1}$$

Consistency in a System of Equations

$$Ax = b$$

Consistent
(solutions exist)

- b is in column space of A , i.e,
 b is formed by linear combinations of A 's columns.
- $\text{Rank}(A) = \text{Rank}(A | b)$, i.e,
rank of A is same as that of the augmented matrix.

Consider

Inconsistent
(solutions don't exist)

- b is NOT in column space of A , i.e,
 b is NOT formed by linear combinations of A 's columns.
- Occurs when $M \gg N$ (**over-determined**), i.e,
there exist more equations than unknowns.
- The rows of A are dependent but,
their corresponding b values are not consistent.
- $\text{Rank}(A) < \text{Rank}(A | b)$, i.e,
rank of A is less than that of the augmented matrix.

$$\begin{bmatrix} \text{blue} & \text{red} & \dots & \text{green} & \text{yellow} \end{bmatrix}$$

$M \gg N$

Least Squares Solution for Inconsistent Equations

Consider solving the system of equations: $Ax = b$

Note:

- Matrix $A \in R^{M \times N}$, where
 - M denotes no. of rows/equations
 - N denotes no. of columns/unknowns
- $x \in R^N$
- $b \in R^M$
- When $M \gg N$,
 - the system is over-determined
 - the equations may be inconsistent
 - there may be no solution

Best we can do?

Find x such that Ax is as close to b as possible!

If A is $m \times n$ and \mathbf{b} is in \mathbb{R}^m , a **least-squares solution** of $A\mathbf{x} = \mathbf{b}$ is an $\hat{\mathbf{x}}$ in \mathbb{R}^n such that

$$\|\mathbf{b} - A\hat{\mathbf{x}}\| \leq \|\mathbf{b} - A\mathbf{x}\|$$

for all \mathbf{x} in \mathbb{R}^n .

Think of $A\mathbf{x}$ as an *approximation* to \mathbf{b} . The smaller the distance between \mathbf{b} and $A\mathbf{x}$, given by $\|\mathbf{b} - A\mathbf{x}\|$, the better the approximation. The **general least-squares problem** is to find an \mathbf{x} that makes $\|\mathbf{b} - A\mathbf{x}\|$ as small as possible. The adjective “least-squares” arises from the fact that $\|\mathbf{b} - A\mathbf{x}\|$ is the square root of a sum of squares.

Definitions

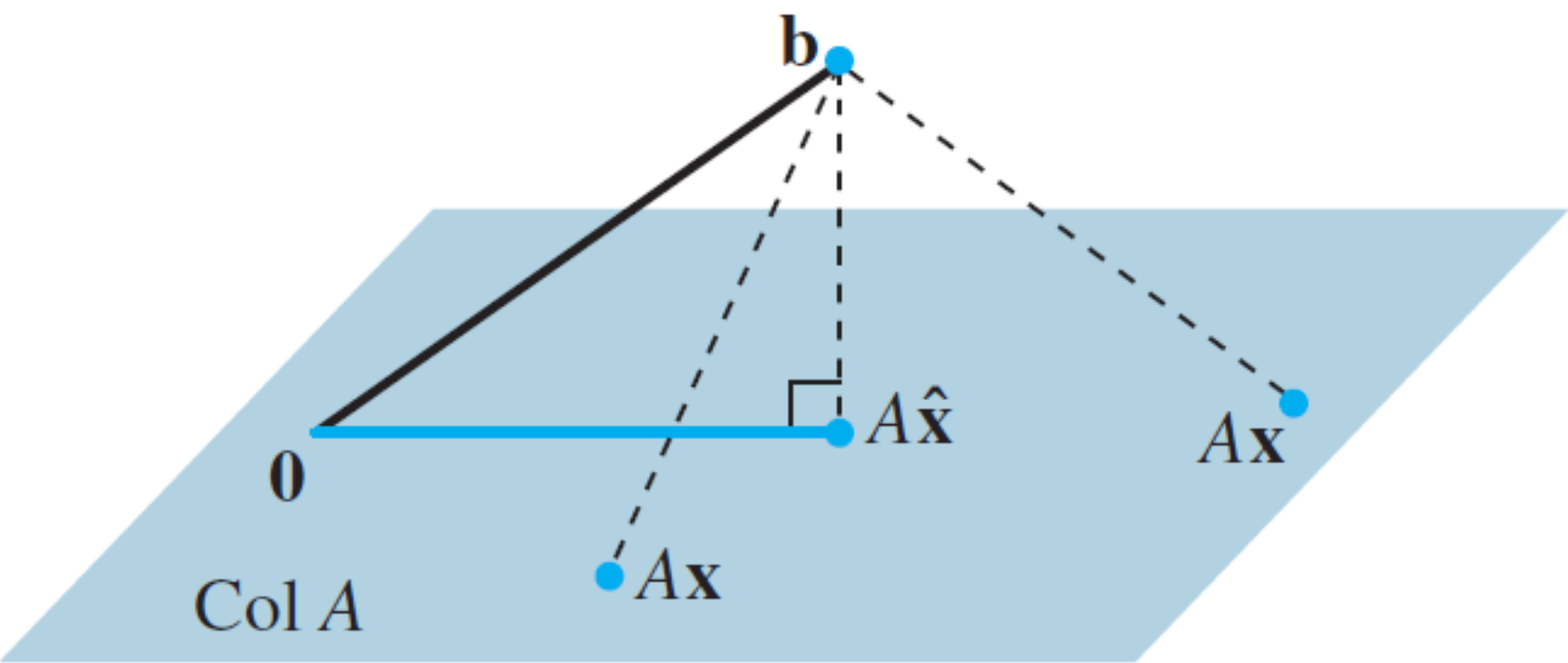


FIGURE 1 The vector \mathbf{b} is closer to $A\hat{\mathbf{x}}$ than to $A\mathbf{x}$ for other \mathbf{x} .

The most important aspect of the least-squares problem is that no matter what \mathbf{x} we select, the vector $A\mathbf{x}$ will necessarily be in the column space, $\text{Col } A$. So we seek an \mathbf{x} that makes $A\mathbf{x}$ the closest point in $\text{Col } A$ to \mathbf{b} . See Fig. 1. (Of course, if \mathbf{b} happens to be in $\text{Col } A$, then \mathbf{b} is $A\mathbf{x}$ for some \mathbf{x} , and such an \mathbf{x} is a “least-squares solution.”)

If a linear system is consistent, then its exact solutions are the same as its least squares solutions, in which case the least squares error is zero.

NOTE:
When the linear system $Ax = b$ is inconsistent, b does not lie in the column space of A .

To explain the terminology in this problem, suppose that the column form of $\mathbf{b} - A\mathbf{x}$ is

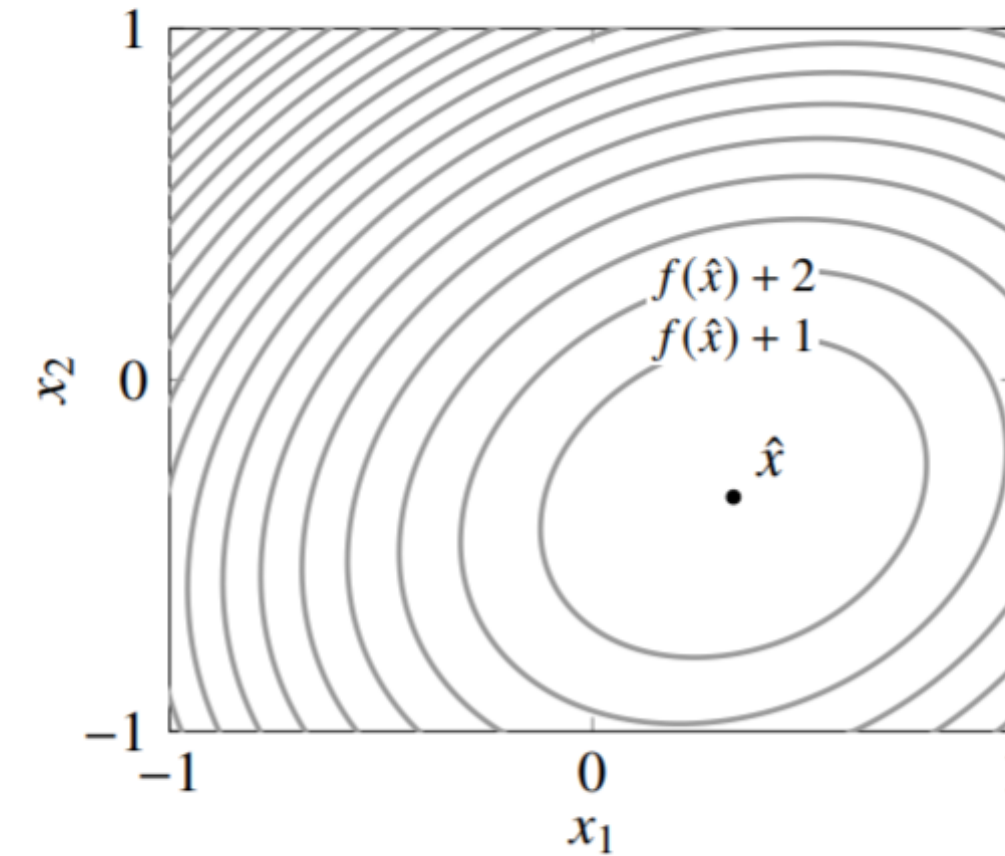
$$\mathbf{b} - A\mathbf{x} = \begin{bmatrix} e_1 \\ e_2 \\ \vdots \\ e_m \end{bmatrix}$$

The term “least squares solution” results from the fact that minimizing $\|\mathbf{b} - A\mathbf{x}\|$ also has the effect of minimizing $\|\mathbf{b} - A\mathbf{x}\|^2 = e_1^2 + e_2^2 + \cdots + e_m^2$.

Example

Example

$$A = \begin{bmatrix} 2 & 0 \\ -1 & 1 \\ 0 & 2 \end{bmatrix}, \quad b = \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix}$$



- the least squares solution \hat{x} minimizes

$$f(x) = \|Ax - b\|^2 = (2x_1 - 1)^2 + (-x_1 + x_2)^2 + (2x_2 + 1)^2$$

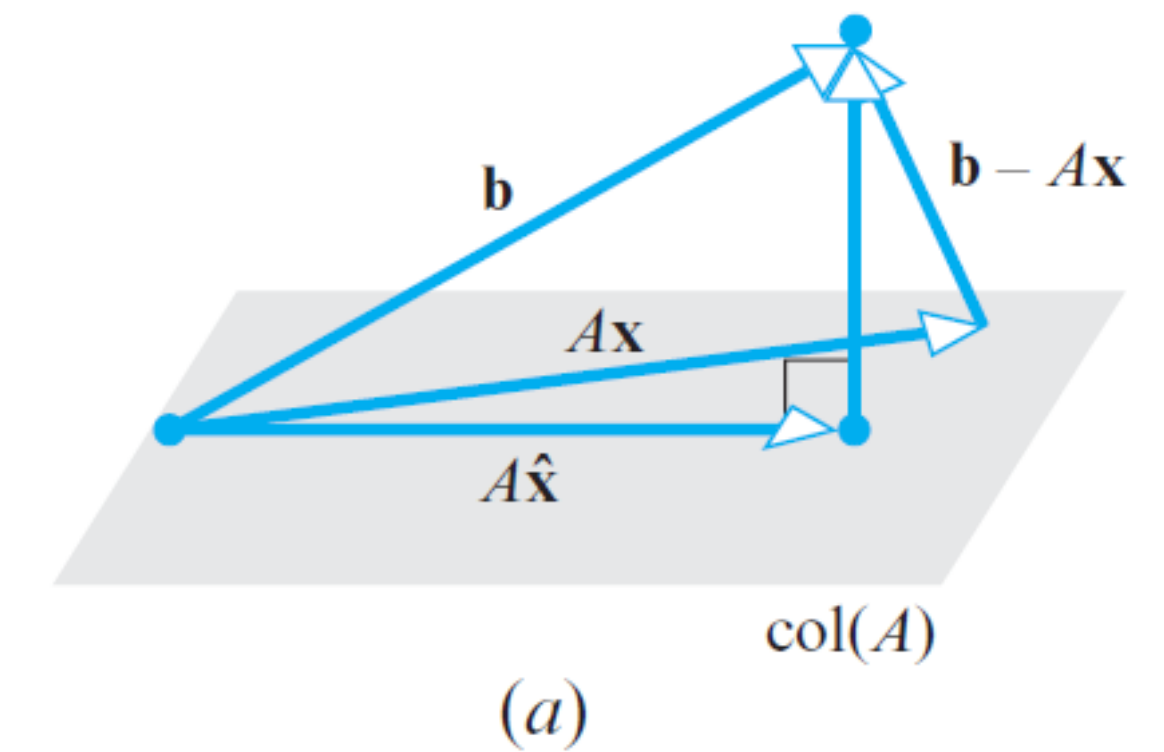
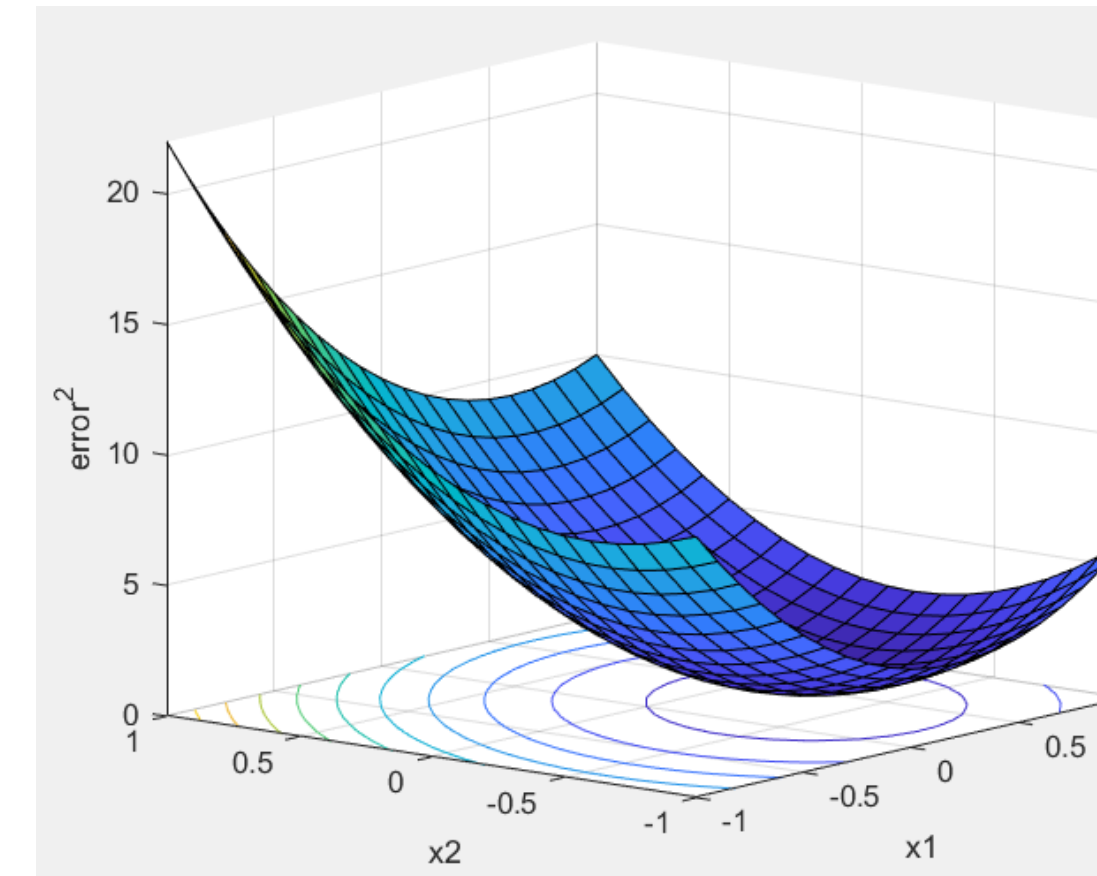
- to find \hat{x} , set derivatives with respect to x_1 and x_2 equal to zero:

$$10x_1 - 2x_2 - 4 = 0, \quad -2x_1 + 10x_2 + 4 = 0$$

solution is $(\hat{x}_1, \hat{x}_2) = (1/3, -1/3)$

Least squares

8.3



opStr =

'x1=0.30, x2=-0.30, err^2=0.680 '

```
%ch6_4_Ex1.m
%Chng Eng Siong, plotting the error wrt x
close all; clear all;
A = [2 0; -1 1; 0 2];
b = [1 0 -1]';
[x1,x2] = meshgrid(-1:0.1:1, -1:0.1:1);
[m,n] = size(x1);
z = zeros(m,n);
for i=1:m
    for j=1:n
        z(i,j) = norm(b - (x1(i,j)*A(:,1)+x2(i,j)*A(:,2))).^2;
    end
end
surf(x1,x2,z)
xlabel('x1'); ylabel('x2'); zlabel('error^2');

% Lets print the min value and the x vector
minIdx = find(z == min(z(:)));
x1(minIdx), x2(minIdx), z(minIdx)
opStr = sprintf('x1=%0.2f, x2=%0.2f, err^2=%0.3f ',x1(minIdx),x2(minIdx),z(minIdx))
```