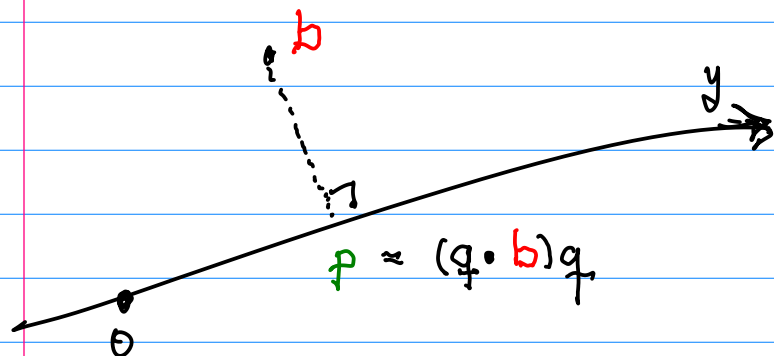


The closest point p in the plane to b

describe plane passing through the origin as $W = \text{Col } A$

The right angle means $b - p$ is perpendicular to any vector in the plane... $b - p \in W^\perp$

Already done this



Closest point on the line

$$q = \frac{y}{\|y\|}$$

$$W^\perp = \{ z : z \cdot w = 0 \text{ for all } w \in W \}$$

Let A be an $m \times n$ matrix. The orthogonal complement of the row space of A is the null space of A , and the orthogonal complement of the column space of A is the null space of A^T :

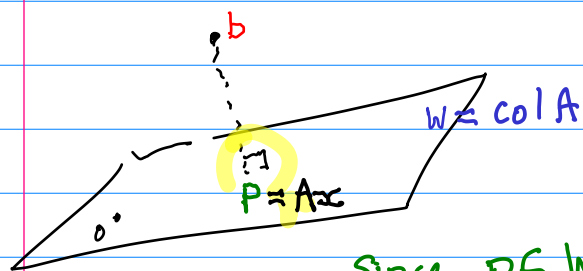
$$(\text{Row } A)^\perp = \text{Nul } A \quad \text{and} \quad (\text{Col } A)^\perp = \text{Nul } A^T$$

$$\text{Col } A = W$$

$$W^\perp = \text{Nul } A^T$$

$$\text{Nul } A^T = \{ u : A^T u = 0 \}$$

Find x so that $b - p \in (\text{Col } A)^\perp = \text{Nul } A^T$



Since $p \in W = \text{col } A$
 then $p = Ax$ for some x

Thus $b - p = u$ such that $A^T u = 0$

Thus $A^T(b - p) = 0$

Thus $A^T(b - Ax) = 0$

$$A^T b - A^T A x = 0$$

or

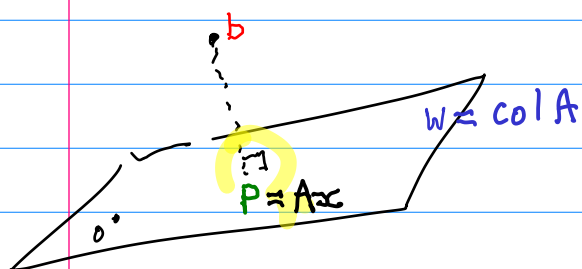
$$A^T A x = A^T b$$

normal equations...

Solution to the normal equations minimizes the distance between b and Ax . In other words it minimized $\|Ax - b\|$.



residual error when plugging x into the equation $Ax = b$.



This is reasonable to do even when $Ax = b$ doesn't have a solution (as in the picture)

Try it:

$$A = \begin{bmatrix} 1 & 3 \\ 2 & 3 \\ 3 & 1 \end{bmatrix}$$

$$b = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

Find the least squares "solution" to $Ax=b$, that is the value of x for which $\|Ax-b\|$ is minimal.

Solve the normal equations $A^T A x = A^T b$

$$A^T b = \begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$$

Not factoring $A^T A$

$$A^T A = \begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ 2 & 3 \\ 3 & 1 \end{bmatrix} = \begin{bmatrix} 14 & 10 \\ 10 & 14 \end{bmatrix}$$

Now solve

$$\begin{bmatrix} 14 & 10 \\ 10 & 14 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$$

Augmented matrix:

$$\begin{bmatrix} 14 & 10 & \vdots & 1 \\ 10 & 14 & \vdots & 3 \end{bmatrix}$$

$$r_2 \leftarrow r_2 - \frac{5}{7} r_1$$

$$\begin{bmatrix} 14 & 10 & \vdots & 1 \\ 0 & \frac{48}{7} & \vdots & \frac{16}{7} \end{bmatrix}$$

$$\begin{array}{r} 14 \\ 7 \\ \hline 98 \\ 50 \\ \hline 48 \end{array}$$

$$14x_1 + 10x_2 = 1$$

$$\frac{48}{7}x_2 = \frac{16}{7}$$

$$x_2 = \frac{16}{48} = \frac{8}{24} = \frac{4}{12} = \frac{1}{3}$$

$$x_1 = \frac{1 - 10x_2}{14} = \frac{3 - 10}{3 \cdot 14} = \frac{-7}{3 \cdot 14} = -\frac{1}{6}$$

$$x = \begin{bmatrix} -1/6 \\ 1/3 \end{bmatrix}$$

is the value of x that minimizes $\|Ax - b\|$.

A better way is to use Gram-Schmidt

$$A = \begin{bmatrix} 1 & 3 \\ 2 & 3 \\ 3 & 1 \end{bmatrix}$$

$$b = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$A^T A x = A^T b$$

Not factoring $A^T A$

but instead $A = QR$

$$Q^T Q = I$$

$$(QR)^T QRx = (QR)^T b$$

$$R^T Q^T QRx = R^T Q^T b$$

$$R^T R x = R^T Q^T b$$

like to cancel the R^T ... is that possible?

What is R ? Came from Gram-Schmidt

$$R = \begin{bmatrix} \|z_1\| & q_1 \cdot v_2 & \dots & q_1 \cdot v_n \\ 0 & \|z_2\| & & \vdots \\ & & \dots & \\ 0 & 0 & \dots & \|z_n\| \end{bmatrix}$$

note these values were in the denominators $q_i = \frac{z_i}{\|z_i\|}$

So the diagonal entries of R are not zero, otherwise the Gram-Schmidt algorithm wouldn't have worked... So R is invertible..

Note R^T has the same non-zero diagonal entries... so it's invertible too..

Therefore $(R^T)^{-1}$ exists..

$$(R^T)^{-1} R^T R x = (R^T)^{-1} R^T Q^T b$$

Conclusion: Solving $Rx = Q^T b$ where $A = QR$ is the QR factorization of A minimizes $\|Ax - b\|$.