

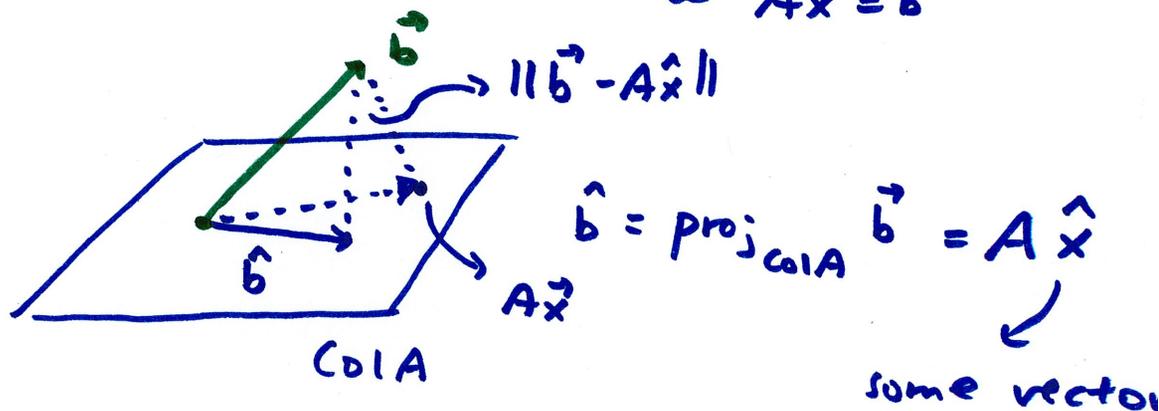
## 6.5 Least-Squares Problems

$$A = \begin{bmatrix} -1 & 4 \\ 2 & -3 \\ -1 & 3 \end{bmatrix} \quad \vec{b} = \begin{bmatrix} 12 \\ 0 \\ 6 \end{bmatrix}$$

$$[A \ \vec{b}] \sim \dots \sim \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & \boxed{1} \end{bmatrix}$$

pivot in right most  
column  $\rightarrow$  inconsistent  
no solution  
to  $A\vec{x} = \vec{b}$

$\vec{b}$  is not in  $\text{Col}A$



so  $A\hat{x} = \hat{b}$  is consistent

$$\text{and } \|\vec{b} - A\hat{x}\| \leq \|\vec{b} - A\vec{x}\|$$

$\rightarrow$  some other  $\vec{x}$

$\rightarrow$  some vector in  $\text{Col}A$

$\hat{x}$ : Least-squares solution

(magnitude is square root of sum of squares and minimized)

How to find  $\hat{x}$ ?

$$\vec{b} - \hat{b} = \vec{b} - A\hat{x} \quad \text{is orthogonal to Col } A$$

so this means any column of  $A$  dotted with  $\vec{b} - A\hat{x}$  is 0

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

$$A^T \vec{b} - A^T A \hat{x} = \vec{0}$$

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

solve this  
for  $\hat{x}$

example  $A = \begin{bmatrix} -1 & 4 \\ 2 & -3 \\ -1 & 3 \end{bmatrix}$   $\vec{b} = \begin{bmatrix} 12 \\ 0 \\ 6 \end{bmatrix}$

$$A^T = \begin{bmatrix} -1 & 2 & -1 \\ 4 & -3 & 3 \end{bmatrix}$$

$$A^T A = \begin{bmatrix} 6 & -13 \\ -13 & 34 \end{bmatrix}$$

$$A^T \vec{b} = \begin{bmatrix} -18 \\ 66 \end{bmatrix}$$

$$\begin{bmatrix} 6 & -13 & -18 \\ -13 & 34 & 66 \end{bmatrix} \sim \dots \sim \begin{bmatrix} 1 & 0 & 246/35 \\ 0 & 1 & 162/35 \end{bmatrix}$$

$$\vec{a} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \quad \vec{c} = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$$

$$\vec{a} \cdot \vec{c} = \vec{a}^T \vec{c}$$

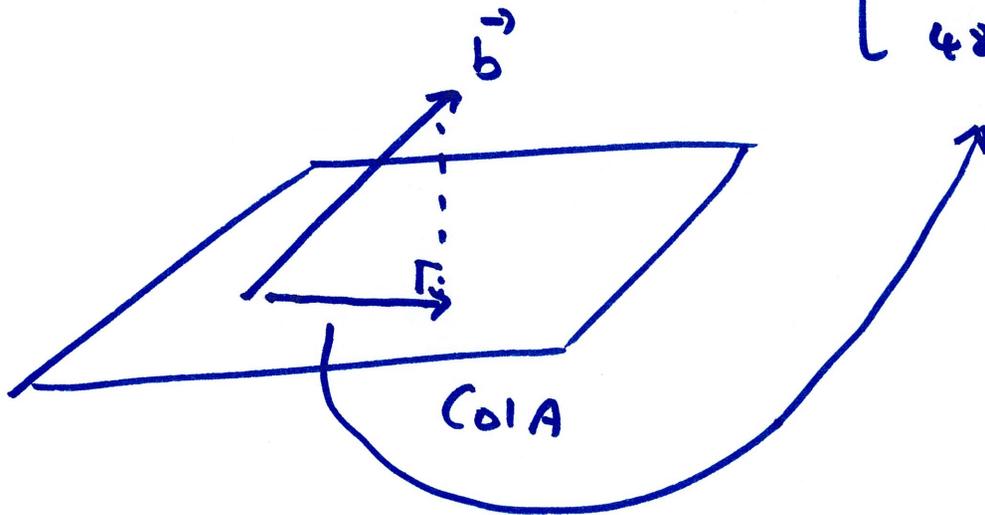
$$B = \begin{bmatrix} 1 & -1 \\ 2 & -2 \\ 3 & -3 \end{bmatrix} \quad \vec{c} = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$$

$B^T \vec{c}$  is the same  
as dot products  
of columns of  $B$   
w/  $\vec{c}$

$$\hat{x} = \begin{bmatrix} 246/35 \\ 162/35 \end{bmatrix}$$

$$\text{and } \hat{b} = \text{proj}_{\text{Col } A} \vec{b} = \frac{246}{35} \begin{bmatrix} -1 \\ 2 \\ -1 \end{bmatrix} + \frac{162}{35} \begin{bmatrix} 4 \\ -3 \\ 3 \end{bmatrix}$$

$$= A\hat{x} = \begin{bmatrix} 402/35 \\ 6/35 \\ 48/7 \end{bmatrix}$$



$A^T A \hat{x} = A^T \vec{b}$  ALWAYS has at least a solution  
(because  $A^T \vec{b}$  is in  $\text{Col } A$ )

but  $\hat{x}$  can have multiple solutions

example

$$A = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix} \quad \vec{b} = \begin{bmatrix} 2 \\ 2 \\ 7 \end{bmatrix}$$

$$[A \quad \vec{b}] \sim \dots \sim \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & -1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

pivot in right most column

$A\vec{x} = \vec{b}$  has no solution

$\vec{b}$  is not in Col A

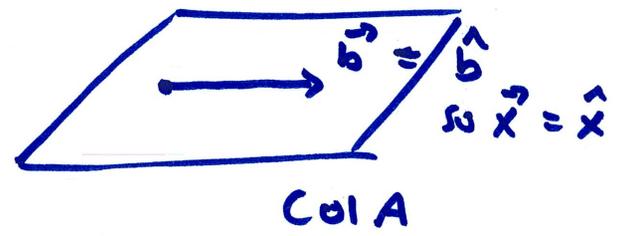
find  $\hat{\vec{x}}$ :  $A^T A \hat{\vec{x}} = A^T \vec{b}$

$\hookrightarrow$  also works if  $A\vec{x} = \vec{b}$  is consistent

$$A^T A = \begin{bmatrix} 4 & 2 & 2 \\ 2 & 2 & 0 \\ 2 & 0 & 2 \end{bmatrix}$$

A:  $n \times m$   
 $A^T$ :  $m \times n$

$A^T A = m \times m$   
 always square



$$A^T \vec{b} = \begin{bmatrix} 14 \\ 4 \\ 10 \end{bmatrix}$$

$$\begin{bmatrix} 4 & 2 & 2 & 14 \\ 2 & 2 & 0 & 4 \\ 2 & 0 & 2 & 10 \end{bmatrix} \sim \dots \sim \begin{bmatrix} 1 & 0 & 1 & 5 \\ 0 & 1 & -1 & -3 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{aligned}
 x_3 & \text{ free} \\
 x_2 & = x_3 - 3 \\
 x_1 & = 5 - x_3
 \end{aligned}$$

$$\hat{x} = \begin{bmatrix} 5 \\ -3 \\ 0 \end{bmatrix} + x_3 \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix}$$

there are many ways to build  $\hat{b}$  out of columns of

$$A = \begin{bmatrix} 1 & 1 & 0 \\ \vdots & \vdots & 0 \\ \vdots & 0 & \vdots \end{bmatrix}$$

because the columns of  $A$  here are not linearly independent

$$A^T A = \begin{bmatrix} 4 & 2 & 2 \\ 2 & 2 & 0 \\ 2 & 0 & 2 \end{bmatrix} \text{ has the same structure}$$

so  $A^T A$  is not invertible

so  $(A^T A) \hat{x} = A^T \vec{b}$  does not have unique solution

if columns of  $A$   
are linearly independent

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

problematic if  
 $A$  is large or  
messy  
because small errors  
in  $A^T A$  can  
make  $\hat{x}$  very wrong

to stabilize the algorithm, use  $A = QR$   $\rightarrow$  upper triangular matrix  
w/ pos. diagonal elements  
 $\hookrightarrow$  columns are orthonormal basis for  $\text{Col } A$

$$Q^T Q = I \rightarrow Q^T = Q^{-1}$$

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

$$(QR)^T QR \hat{x} = (QR)^T \vec{b}$$

$$R^T \underbrace{Q^T Q}_I R \hat{x} = R^T Q^T \vec{b}$$

$$R^T R \hat{x} = R^T Q^T \vec{b}$$

$$R \hat{x} = \underbrace{(R^T)^{-1} R^T}_I Q^T \vec{b}$$

$$\boxed{\hat{x} = R^{-1} Q^T \vec{b}}$$

$R$  is triangular w/ non zero main diagonal, so  $(R^T)^{-1}$  exists.