

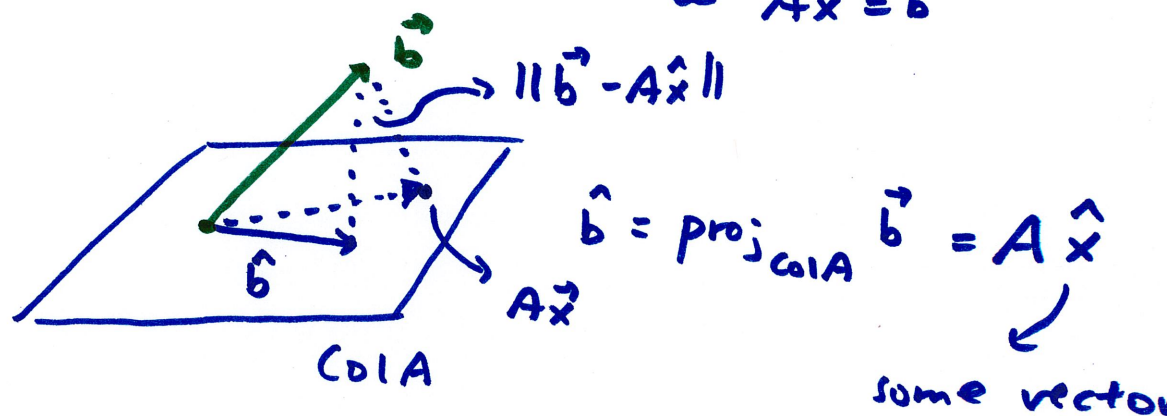
6.5 Least-Squares Problems

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

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

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

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



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

$$\text{and } \|\vec{b} - A\hat{x}\| \leq \|\vec{b} - \underbrace{A\vec{x}}_{\text{some vector in Col } A}\|$$

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

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

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

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

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

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

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

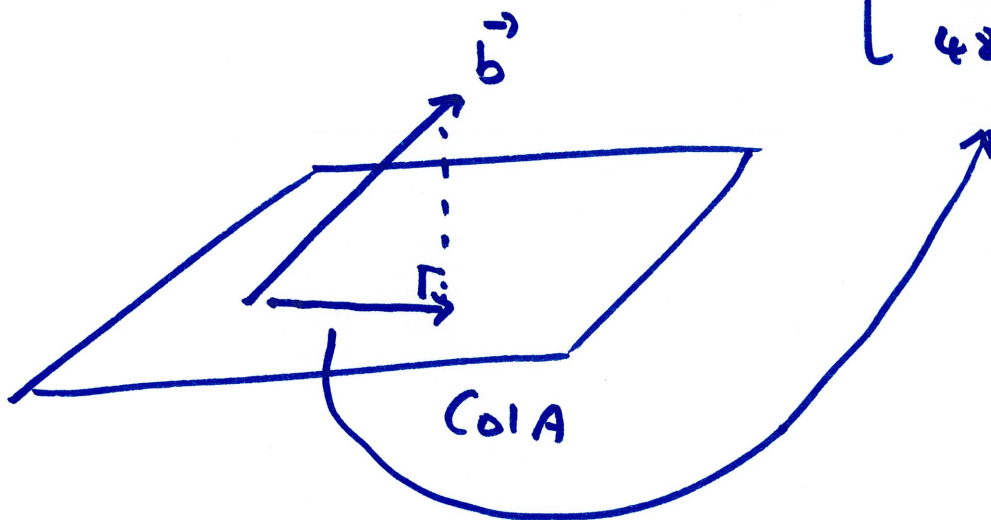
$$B = \begin{bmatrix} 1 & -1 \\ 2 & -2 \\ 3 & -3 \end{bmatrix} \quad \vec{c} = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$$

$B^T \vec{c}$ 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 $A^T \hat{b}$ is in $\text{Col } A$)

but \hat{x} can have multiple solutions

example

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

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

pivot in right most column

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

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

find $\hat{\vec{x}}$: $A^T A \hat{\vec{x}} = A^T \vec{b}$ \leadsto also works if $A\vec{x} = \vec{b}$ is consistent

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

$A: n \times m$

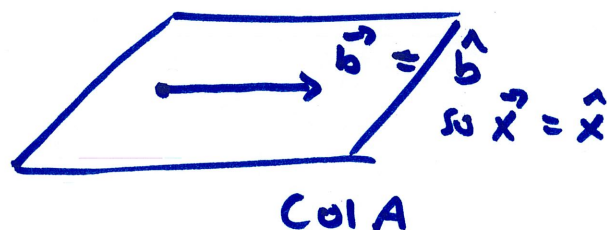
$A^T: m \times n$

$A^T A = m \times m$

always square

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

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



x_3 free

$$x_2 = x_3 - 3$$

$$x_1 = 5 - x_3$$

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

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

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

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

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.