

## Chapter 4 Orthogonality

**Def**  $\vec{x} = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix}, \vec{y} = \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix}$

The dot product of  $\vec{x}$  and  $\vec{y}$  is

$$\vec{x} \cdot \vec{y} = \langle \vec{x}, \vec{y} \rangle = \vec{y}^T \vec{x}$$

$$= [y_1 \ y_2 \ \dots \ y_n] \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

$$= x_1 y_1 + x_2 y_2 + \dots + x_n y_n$$

**Def** We say  $\vec{x}$  is orthogonal to  $\vec{y}$  if  $\langle \vec{x}, \vec{y} \rangle = 0$ .

$$\begin{array}{ccc}
 \begin{array}{c} n \\ \text{---} \\ m \\ \text{---} \\ A \end{array} & \begin{array}{c} n \times 1 \\ \text{---} \\ \vec{x} \end{array} & = \begin{array}{c} m \times 1 \\ \text{---} \\ \vec{0} \end{array} \\
 \end{array}
 \quad
 \begin{array}{ccc}
 \text{Row}(A) = \text{Col}(A^T) \\
 A^T \begin{array}{c} m \\ \text{---} \\ n \\ \text{---} \end{array} \begin{array}{c} m \times 1 \\ \text{---} \\ \vec{y} \end{array} = \begin{array}{c} m \times 1 \\ \text{---} \\ \vec{0} \end{array}
 \end{array}$$

**Def** If  $V, W$  are two subspaces of the same vector space, we say  $V$  is orthogonal to  $W$  if any vector in  $V$  is orthogonal to any vector in  $W$

Example:  $A = \begin{pmatrix} 1 & 3 & 2 \\ 1 & 2 & 3 \\ 0 & 1 & -1 \end{pmatrix}$ ,  $A^T = \begin{pmatrix} 1 & 1 & 0 \\ 3 & 2 & 1 \\ 2 & 3 & -1 \end{pmatrix}$

$\left\{ \begin{array}{l} \text{Row}(A) = \text{Span}\{[1 \ 3 \ 2], [1 \ 2 \ 3]\} \\ \text{Col}(A^T) = \text{Span}\left\{\begin{bmatrix} 1 \\ 3 \\ 2 \end{bmatrix}, \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}\right\} \end{array} \right.$   
 we call them row space of  $A$ .

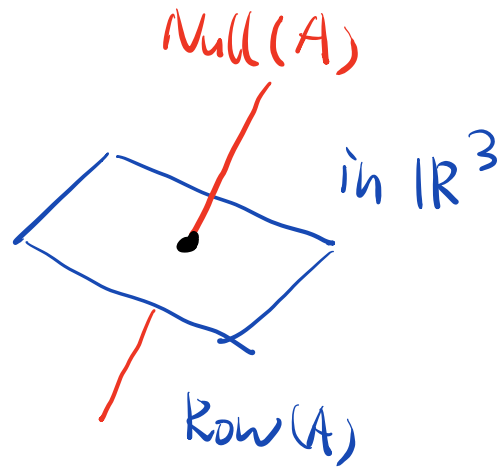
$\left\{ \begin{array}{l} \text{Col}(A^T) \subseteq \mathbb{R}^3 \\ \text{Null}(A) \subseteq \mathbb{R}^3 \end{array} \right.$   
 $\rightarrow$  they are  $\perp$  to each other

$$\begin{pmatrix} 1 & 3 & 2 \\ 1 & 2 & 3 \\ 0 & 1 & -1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

$$\Leftrightarrow \begin{cases} \begin{bmatrix} 1 \\ 3 \\ 2 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ z \end{bmatrix} = 0 \\ \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ z \end{bmatrix} = 0 \\ \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \\ z \end{bmatrix} = 0 \end{cases}$$

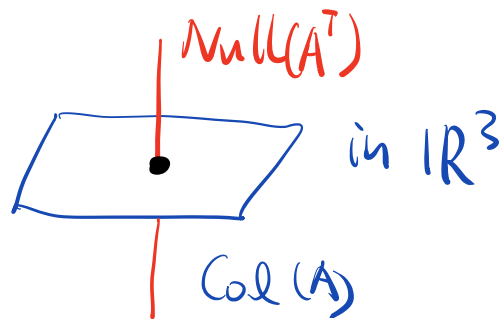
$$A = \begin{pmatrix} 1 & 3 & 2 \\ 1 & 2 & 3 \\ 0 & 1 & -1 \end{pmatrix} >$$

$$A^T = \begin{pmatrix} 1 & 1 & 0 \\ 3 & 2 & 1 \\ 2 & 3 & -1 \end{pmatrix}$$

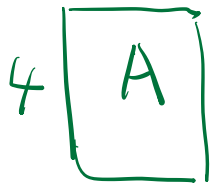


$\text{Null}(A^T)$

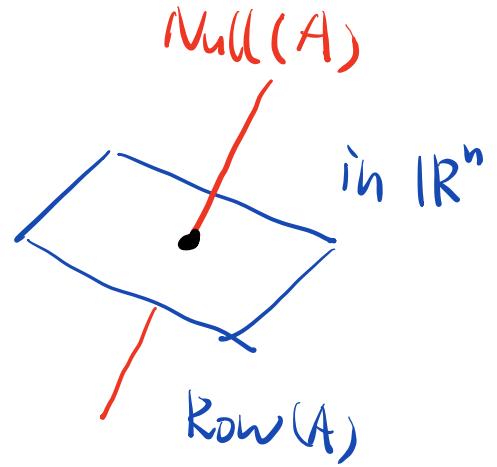
$$= \{ \vec{y} \in \mathbb{R}^3 : A^T \vec{y} = \vec{0} \}$$



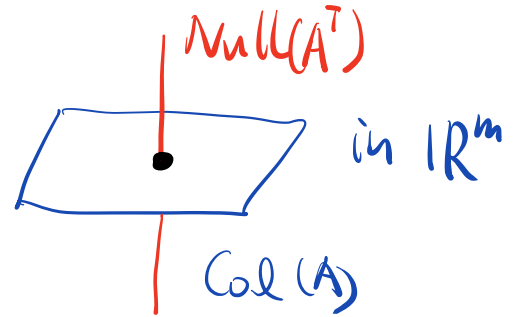
$$\text{Rank}(A) = 2 \Rightarrow \text{Rank}(A^T) = 2$$



$$\text{Col}(A) = \text{Row}(A^T)$$



$$\begin{matrix} 4 & 4 \times 1 \\ \boxed{A^T} & \begin{matrix} \downarrow \\ \vec{y} \end{matrix} \end{matrix} = \begin{matrix} \downarrow \\ \vec{0} \end{matrix}$$



Dimension Thm for  $A^T \vec{y} = \vec{0}$

$$\Rightarrow \dim(\text{Null}(A^T)) = 4 - 2 = 2$$

For a matrix  $A \in \mathbb{R}^{m \times n}$ , if  $\text{rank}(A) = r$ ,

$$\dim(\text{Null}(A)) = n - r$$

$$\dim(\text{Null}(A^T)) = m - r$$

- Dot (Inner) Product:  $\vec{x}, \vec{y} \in \mathbb{R}^n$

$$\begin{aligned} \langle \vec{x}, \vec{y} \rangle &= \vec{y}^T \vec{x} = (y_1 \ y_2 \ \dots \ y_n) \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} \\ &= \sum_{i=1}^n x_i y_i \\ &= x_1 y_1 + x_2 y_2 + \dots + x_n y_n \end{aligned}$$

- Length:  $\|\vec{x}\| = \sqrt{\langle \vec{x}, \vec{x} \rangle} = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$

- Orthogonality: we say  $\vec{x} \perp \vec{y}$  if  $\langle \vec{x}, \vec{y} \rangle = 0$

- Properties of Dot Product:  $\forall \vec{x}, \vec{y}, \vec{z} \in \mathbb{R}^n, a, b \in \mathbb{R}$

① Linearity:  $\langle a\vec{x} + b\vec{y}, \vec{z} \rangle = a\langle \vec{x}, \vec{z} \rangle + b\langle \vec{y}, \vec{z} \rangle$

$$\langle \vec{z}, a\vec{x} + b\vec{y} \rangle = a\langle \vec{z}, \vec{x} \rangle + b\langle \vec{z}, \vec{y} \rangle$$

② Symmetry:  $\langle \vec{x}, \vec{y} \rangle = \langle \vec{y}, \vec{x} \rangle$

③  $\langle \vec{x}, \vec{x} \rangle \geq 0$

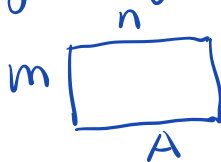
and

$$\langle \vec{x}, \vec{x} \rangle = 0 \Leftrightarrow \vec{x} = \vec{0}$$

Any operation on two vectors satisfying these 3 properties is called an Inner Product.

Dot product is the simplest inner product.

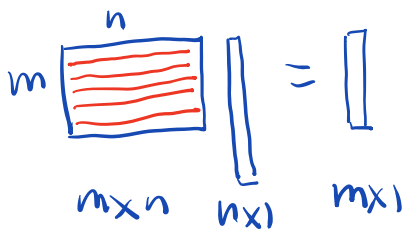
Orthogonality of four subspaces of  $A \in \mathbb{R}^{m \times n}$ :



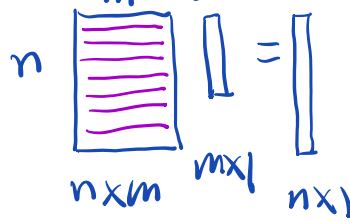
- ① Column Space of  $A$  :  $\text{Col}(A) \subseteq \mathbb{R}^m$
- ② Row Space of  $A$  :  $\text{Col}(A^T) \subseteq \mathbb{R}^n$
- ③ Null Space of  $A$  :  $\text{Null}(A) \subseteq \mathbb{R}^n$
- ④ Left Null Space of  $A$  :  $\text{Null}(A^T) \subseteq \mathbb{R}^m$

$$\text{Null}(A) = \{ \vec{x} \in \mathbb{R}^n : A\vec{x} = \vec{0} \}$$

$$\text{Null}(A^T) = \{ \vec{y} \in \mathbb{R}^m : A^T\vec{y} = \vec{0} \}$$

$$A \vec{x} = \vec{0}$$


$m \times n$     $n \times 1$     $m \times 1$

$$A^T \vec{y} = \vec{0}$$


$n \times m$     $m \times 1$     $n \times 1$

If  $A\vec{x} = \vec{0}$ , then each row of  $A$  is  $\perp$  to  $\vec{x}$

$$\Rightarrow \text{Col}(A^T) \perp \text{Null}(A)$$

If  $A^T\vec{y} = \vec{0}$ , then each row of  $A^T$  is  $\perp$  to  $\vec{y}$

$\Rightarrow$  each col of  $A$  is  $\perp$  to  $\vec{y}$

$$\Rightarrow \text{Col}(A) \perp \text{Null}(A^T)$$

Example: Find four subspaces of

$$A = \begin{pmatrix} 1 & 2 & 2 & 2 \\ 1 & 2 & 3 & 1 \\ 0 & 1 & -1 & 1 \end{pmatrix}, \quad A^T = \begin{pmatrix} 1 & 1 & 0 \\ 2 & 2 & -1 \\ 2 & 3 & 1 \\ 2 & 1 & 1 \end{pmatrix}$$

$3 \times 4$

$$\begin{aligned}
 \text{RREF}(A|\vec{0}) & \begin{pmatrix} 1 & 3 & 2 & 2 & | & 0 \\ 1 & 2 & 3 & 1 & | & 0 \\ 0 & 1 & 1 & 1 & | & 0 \end{pmatrix} \\
 & \rightarrow \begin{pmatrix} 1 & 3 & 2 & 2 & | & 0 \\ 0 & 1 & 1 & 1 & | & 0 \\ 0 & 1 & 1 & 1 & | & 0 \end{pmatrix} \\
 & \rightarrow \begin{pmatrix} 1 & 3 & 2 & 2 & | & 0 \\ 0 & 1 & 1 & 1 & | & 0 \\ 0 & 0 & 0 & 0 & | & 0 \end{pmatrix} \\
 & \rightarrow \begin{pmatrix} \textcircled{1} & 0 & 5 & -1 & | & 0 \\ 0 & \textcircled{1} & -1 & 1 & | & 0 \\ 0 & 0 & 0 & 0 & | & 0 \\ 0 & 0 & 0 & 0 & | & 0 \end{pmatrix} \\
 & \quad \quad \quad \begin{matrix} x & y & z & w \end{matrix}
 \end{aligned}$$

$$\begin{aligned}
 \begin{cases} z = s \\ w = t \end{cases} & \Rightarrow \begin{cases} x = -5s + t \\ y = s - t \end{cases} \Rightarrow \begin{pmatrix} x \\ y \\ z \\ w \end{pmatrix} = \begin{pmatrix} -5s + t \\ s - t \\ s \\ t \end{pmatrix} \\
 & = \begin{pmatrix} -5s \\ s \\ s \\ 0 \end{pmatrix} + \begin{pmatrix} t \\ -t \\ 0 \\ t \end{pmatrix} = s \begin{pmatrix} -5 \\ 1 \\ 1 \\ 0 \end{pmatrix} + t \begin{pmatrix} 1 \\ -1 \\ 0 \\ 1 \end{pmatrix}, \forall s, t \in \mathbb{R}
 \end{aligned}$$

$$\Rightarrow \text{Null}(A) = \text{Span} \left\{ \begin{bmatrix} -5 \\ 1 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ -1 \\ 0 \\ 1 \end{bmatrix} \right\} \subseteq \mathbb{R}^4$$

$$\text{Col}(A) = \text{Span} \left\{ \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix} \right\} \subseteq \mathbb{R}^3$$

Finding Row Space Basis :

$$\begin{aligned} & a [1 \ 3 \ 2 \ 2] \\ & + b [1 \ 2 \ 3 \ 1] \\ & + c [0 \ 1 \ -1 \ 1] = [0 \ 0 \ 0 \ 0] \end{aligned}$$

$$\begin{bmatrix} 1 & 1 & 0 \\ 3 & 2 & 1 \\ 2 & 3 & -1 \\ 2 & 1 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$[A^T \mid \begin{matrix} 0 \\ 0 \\ 0 \\ 0 \end{matrix}]$$



RREF ( $A^T | \vec{0}$ )

$$\begin{array}{c} \left( \begin{array}{ccc|ccc} 1 & 1 & 0 & 0 & 0 & 0 \\ 3 & 2 & -1 & 0 & 0 & 0 \\ 2 & 1 & -1 & 0 & 0 & 0 \end{array} \right) \\ \rightarrow \left( \begin{array}{ccc|ccc} 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & -1 & -1 & 0 & 0 & 0 \\ 0 & -1 & -1 & 0 & 0 & 0 \end{array} \right) \\ \rightarrow \left( \begin{array}{ccc|ccc} 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & -1 & -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{array} \right) \\ \rightarrow \left( \begin{array}{ccc|ccc} \textcircled{-1} & 0 & -1 & 0 & 0 & 0 \\ 0 & \textcircled{-1} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \end{array} \right) \\ \begin{array}{ccc} x & y & z \end{array} \end{array}$$

$$z = t \Rightarrow \begin{cases} x = -t \\ y = t \end{cases} \Rightarrow \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} -t \\ t \\ t \end{pmatrix} = t \begin{pmatrix} -1 \\ 1 \\ 1 \end{pmatrix}, \quad \forall t \in \mathbb{R}$$

$$\Rightarrow \text{Null}(A^T) = \text{Span} \left\{ \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix} \right\} \subseteq \mathbb{R}^3$$

$$\text{Col}(A^T) = \text{Span} \left\{ \begin{pmatrix} 1 \\ 3 \\ 2 \\ 2 \end{pmatrix}, \begin{pmatrix} 1 \\ 2 \\ 3 \\ 1 \end{pmatrix} \right\} \subseteq \mathbb{R}^4$$

rank(A) = rank( $A^T$ ) = 2

$\text{Col}(A^T) \perp \text{Null}(A)$

$$\text{Null}(A) = \text{Span} \left\{ \begin{bmatrix} -5 \\ 1 \\ 0 \end{bmatrix}, \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} \right\} \subseteq \mathbb{R}^4$$

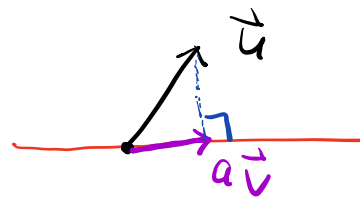
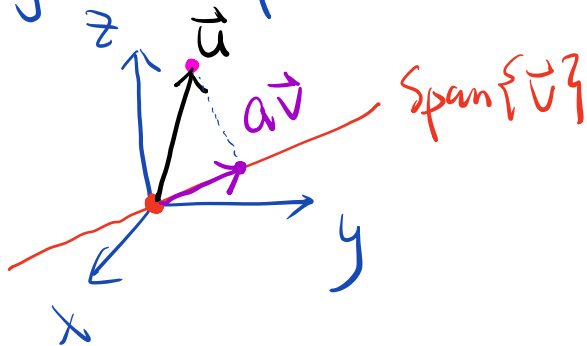
$A: 3 \times 4$

$A^T: 4 \times 3$

$$\text{Col}(A) = \text{Span} \left\{ \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix} \right\} \subseteq \mathbb{R}^3$$

$\text{Col}(A) \perp \text{Null}(A^T)$

Projection of a vector onto another one:



So we look for a vector  $a\vec{v}$  satisfying

$$(\vec{u} - a\vec{v}) \perp \vec{v}$$

$$\Leftrightarrow \langle \vec{u} - a\vec{v}, \vec{v} \rangle = 0$$

$$\Leftrightarrow \langle \vec{u}, \vec{v} \rangle + \langle -a\vec{v}, \vec{v} \rangle = 0$$

$$\Leftrightarrow \langle \vec{u}, \vec{v} \rangle - a\langle \vec{v}, \vec{v} \rangle = 0$$

$$\Leftrightarrow a\langle \vec{v}, \vec{v} \rangle = \langle \vec{u}, \vec{v} \rangle$$

$$\begin{aligned} \Leftrightarrow a &= \frac{\langle \vec{u}, \vec{v} \rangle}{\langle \vec{v}, \vec{v} \rangle} = \frac{\vec{v}^T \vec{u}}{\vec{v}^T \vec{v}} = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \\ &= \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \end{aligned}$$

For  $\vec{u}, \vec{v} \in \mathbb{R}^n$ , the projection of  $\vec{u}$  onto  $\vec{v}$

$$\text{is } P_{\vec{v}}(\vec{u}) = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \vec{v}$$

Ex: Projection of  $\vec{u} = \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix}$  onto  $\vec{v} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$


$$P_{\vec{v}}(\vec{u}) = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \vec{v} = \frac{6}{(1+1+1)} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix}$$

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Motivation for Projection

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

$$A \in \mathbb{R}^{m \times n}$$

$$\begin{matrix} m & n \\ & m > n \end{matrix}$$


$A\vec{x} = \vec{b}$  has at least one sol

$$\Leftrightarrow \vec{b} \in \text{Col}(A) \subseteq \mathbb{R}^m$$

$$\dim(\text{Col}(A)) \leq n < m$$

$$\vec{b} \in \mathbb{R}^m, \text{Col}(A) \neq \mathbb{R}^m$$

