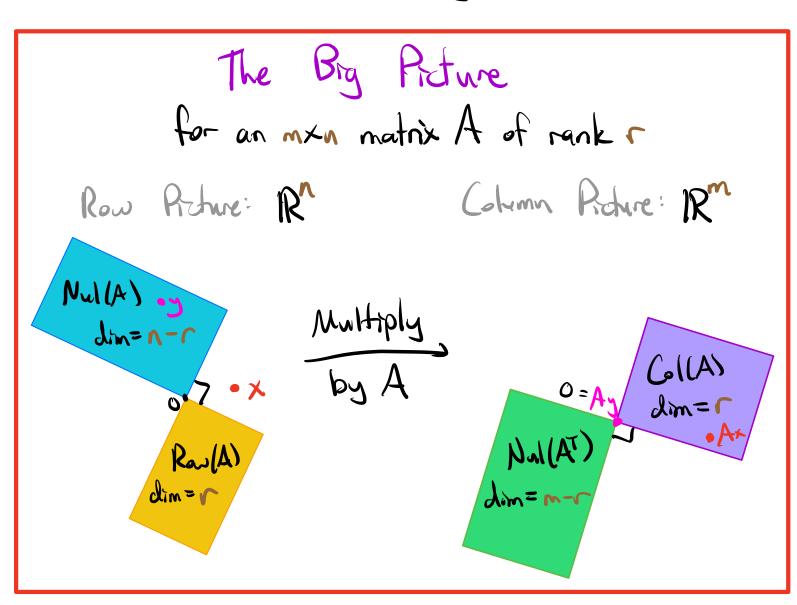
The Big Proture

Last time we discussed on the gonality of the 11 subspaces. Here is a summary:



NB: The dimensions match up with dim $V + dm V^{\perp} = n^{2}$ dm Nul(A) + dm Row(A) = ndm Nul(AT) + dm Col(A) = m

Recall: If A has columns
$$v_0 - y_0$$
 then

ATA = $\begin{pmatrix} -v_0^T - \\ -v_0^T - \end{pmatrix} \begin{pmatrix} v_1 - v_0 \\ v_1 - v_1 \end{pmatrix} = \begin{pmatrix} v_1 v_1 & v_1 v_2 & v_1 & v_1 v_1 \\ v_2 v_1 & v_2 & v_2 & v_2 v_2 \end{pmatrix}$

This is the matrix of column dot products:

The (v_1) - entry is $(colid)$ - $(colid)$

With orthogorality of the 4 subspaces, we can prove:

Important Faut that we will use many times:

Null(ATA) = Null(A)

Proof: Null(ATA) contains Null(A): (HWS)

XENULL(ATA) = ATAX = 0 => XENULL(ATA)

Null(A) contains Null(ATA):

XENULL(ATA) => ATAX = 0 => AXENULL(AT)

=> AXE Col(A) and Null(AT)

=> (AX) · (AX) = 0 => AX = 0 => XENULL(ATA)

Implicit Equations, Revisited Recall: Nul (A) PVF Span (Vis., Vn-7) takes the implicit equation Ax=0 and generates the parametric form $x = a_1 v_1 + \cdots + a_{n-1} v_{n-1}$. $a_{n-1} a_{n-1} = parameters$ Orthogonal complements let us go the other way! (.) I turns implicit into parametric & vice-versa. $Nul(A)^{+} = Rou(A)$ $Col(A)^{+} = Nul(A^{+})$ Recipe: To produce implicit equations for CollA):

1.1 Enl ONE C- 11.1 (AT):

Parametrics (1) Find PVF for Nul (AT):

cipe: 10 produce implicit equations for Col(A):

(1) Find PVF for Nul(AT):

Nul(AT) PVFs Span & vis-s, vm-r?

(2) Col(A) = Nul(AT)^{\dagger}

= Span \(\frac{\vis-s}{\vis-s}, \vis-s \)

= Nul\(\frac{-\vis-s}{-\vis-s} \)

PVF Column Space: Null Space: both require elimination parametriz form mod tisilgui (-) then PVF then (-) 1 Like easy to check Like can produce vectors in V: if xev: Ax=0 X=a,v,+--+a,v, Eq: Find an implicit equation for the plane V=Span { (), () } description V1= Nul (110) PUT Span { (5) } $\Rightarrow V = Span \left\{ \begin{pmatrix} -1 \\ 0 \end{pmatrix} \right\}^{\frac{1}{2}} = Nul(-1 \mid 0)$ $= \left\{ \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} : -x_1 + x_2 = 0 \right\}$ Now it's easy to check it a vector is in V: -x, +x2 =0 means x = x2. $\binom{3}{3}$ $\bowtie M$ $\begin{pmatrix} 3 \\ -3 \end{pmatrix}$ is not.

Orthogonal Projections

Recall: to find the best approximate solution of Ax=b, want to find the closest vector b to bin Col(A) = {Ax: xER^} Want: b-6 is orthogonal to Col(A): 6-6 E Col (A) = Nul (AT) Comp

Def: Let V be a subspace of R" and beR". The orthogonal projection of b onto Vis the closest vector by in V to b. It is characterized by $b-by \in V^{\perp}$

The orthogonal decomposition of b relative to V is b = bv + hvP= PA+ PAT

by1 = b-by EVt. Note that P-PAT = PAE N = (AT)+ So that but is projection onto Vt.

In other words, the orthogonal decomposition is

[demos]

How to compute by?

Step 0: Write V as a column space or a null space.

V= (a)(A): then V^L = $Nu(A^T)$, so $b-bv\in Nul(A^T) \implies A^T(b-bv)=0$ If $bv\in Col(A)$ then $bv=A\hat{x}$ for $\hat{x}\in \mathbb{R}^n$: $A^T(b-A\hat{x})=0 \implies A^TA\hat{x}=0$ $\implies A^TA\hat{x}=A^Tb$ Solve this equation for $\hat{x} \rightsquigarrow bv=A\hat{x}$

Find by = the orthogonal projection of b to V.

We set up the equations
$$A^TA\hat{x} = A^Tb$$
:

$$A^TA = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 3 & 2 \\ 2 & 2 \end{pmatrix} \xrightarrow{\text{column}}$$

$$A^Tb = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

In augmented matrix form, $A^TA\hat{x} = A^Tb$ is:
$$\begin{pmatrix} 3 & 2 & 1 & 1 \\ 2 & 2 & 1 & 1 \end{pmatrix} \xrightarrow{\text{cref}} \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 1/2 \end{pmatrix}$$

So $\hat{x} = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix} \xrightarrow{\text{columns}} \text{ of } A\hat{x} = \begin{pmatrix} 1 & 1 \\ 1 & 0 & 1 \end{pmatrix}$

Check: by $1 = b - by = \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix}$

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Orthogonal Decomposition: $\begin{pmatrix} 1/2 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix} + \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix}$

Procedure: To compute the orthogonal projection by of b onto V=Col(A):

(1) Solve the equation ATAX=ATS

(2) by= Ax for any solution x.

Then by = b-by, and the orthogonal decomposition of b relative to V is

b= by+by+.

The distance from b to V is 16 yell.

Eg: Let b = (1) and $V = (6)(\frac{1}{2}, \frac{1}{4}, \frac{1}{4})$.

Find the orthogonal decomposition of b relative to V.

(1)
$$A^{T}A = \begin{pmatrix} 1 & 2 & 1 \\ -1 & 1 & -1 \\ -1 & 4 & -1 \end{pmatrix} \begin{pmatrix} 1 & -1 & -1 \\ 2 & -1 & 4 \end{pmatrix} = \begin{pmatrix} 6 & 6 & 6 \\ 6 & 6 & 18 \end{pmatrix}$$

$$A^{T}b = \begin{pmatrix} 1 & 2 & 1 \\ -1 & 1 & -1 \\ -1 & 4 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 4 \\ -1 \\ 2 \end{pmatrix}$$

Solve ATAX= ATb:

$$\begin{pmatrix} 6 & 6 & 6 & | & 4 \\ 6 & 6 & 18 & | & -1 \\ 6 & 6 & 18 & | & 2 \end{pmatrix} \xrightarrow{\text{PVP}} \hat{X} = \begin{pmatrix} 2/3 \\ -1/3 \\ 0 \end{pmatrix} + X_3 \begin{pmatrix} -1 \\ -2 \\ 1 \end{pmatrix}$$

Since AT be Col(AT)=Col(ATA), the equation $A^{T}A\hat{x}=A^{T}b$ is consistent:

NB: If \hat{x} and \hat{g} both solve $ATA\hat{x} = ATx = ATA\hat{g}$ then $0 = ATA\hat{x} - ATA\hat{g} = ATA(\hat{x} - \hat{g})$ $\Rightarrow \hat{x} - \hat{g} \in Nul(ATA) = Nul(A) \Rightarrow A(\hat{x} - \hat{g}) = 0$ $\Rightarrow b_v = A\hat{x} = A\hat{g}$. So any soln of $ATA\hat{x} = ATb$ works.

Now we know how to project onto a column space. What if V=Nul(A)?

Then $V^{\perp} = N \omega(A)^{\perp} = R \omega(A) = Col(A^{T})$.

So first compute bux = projection onto a col space, then bv=b-bv+1.

Procedure: To compute the orthogonal projection by of b onto V= Nul(A):

- (1) Compute by = projection onto $V^{\perp}=G(A^{\dagger})$
- $(5) \quad p^{\Lambda} = p p^{\Lambda}$

Use the symmetry in the orthogonal decomposition

b=b+b+s

to your advantage!

Eg: Project b=(8) onto V=Nul(110).

First we project onto Col (10): become which is AT

$$\begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 3 & 2 \\ 2 & 2 \end{pmatrix} \quad \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 2 & 2 \end{pmatrix} \quad \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 2 & 2 & 1 \end{pmatrix}$$

So $\hat{x} = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \end{pmatrix}$

$$\Rightarrow b_{V} = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 2 \\ 0 & 1 & 1 & 2 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 1 & 1 & 2 \\ 0 & 1 & 2 & 2 \end{pmatrix}$$

$$\Rightarrow b_{V} = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 2 \\ 0 & 1 & 2 & 2 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 1 & 2 \\ 0 & 1 & 2 \end{pmatrix}$$

Projection onto a Line:

Suppose V=Span Iv}.

Then V= Col(A) where A= V (one column).

ATA = vTv = v·v is a 1×1 matrix

ATb = VTb = v.p

so the normal equation becomes

 $ATA\hat{x}=A^Tb \longrightarrow (v\cdot v)\hat{x}=v\cdot b$

Then $x = \frac{v \cdot b}{v \cdot v}$ —s $b_v = Ax = \frac{v \cdot b}{v \cdot v} v$

Projection onto the Line Span {v}
$$\frac{v \cdot b}{v \cdot v} v$$

Eg: Preject b=(0) onto V=Span
$$S(1)$$
.

by = $\frac{(1) \cdot (0)}{(1) \cdot (1)} (1) = \frac{1}{2} (1)$

[demo]

Eg: Compute by where
$$V = \text{Span} \left\{ \begin{pmatrix} -1 \\ 0 \end{pmatrix}, \begin{pmatrix} -1 \\ 0 \end{pmatrix} \right\} \quad b = \begin{pmatrix} -2 \\ 0 \\ -1 \end{pmatrix}$$

Note V is a plane in R3 ~ V+ is a line.
In fact, V= Nul(111) > V+= Span ?[:]].
Much easier to compute by== proj write a line.

$$\rho_{\Lambda_{7}} = \frac{1}{\rho_{.\Lambda}} \Lambda = \frac{\binom{3}{3} \cdot \binom{3}{3}}{\binom{3}{3} \cdot \binom{3}{3}} \binom{3}{3} = -\binom{3}{3} \binom{3}{3} = -\binom{3}{3}$$

$$\Rightarrow b = b - b_{VL} = \begin{pmatrix} -2 \\ -2 \end{pmatrix} + \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} -1 \\ -1 \end{pmatrix}$$
 [demo]

Hint: Ask yourself: is it covier to compute by or buz?