

To solve $A\vec{x} = \vec{b}$.

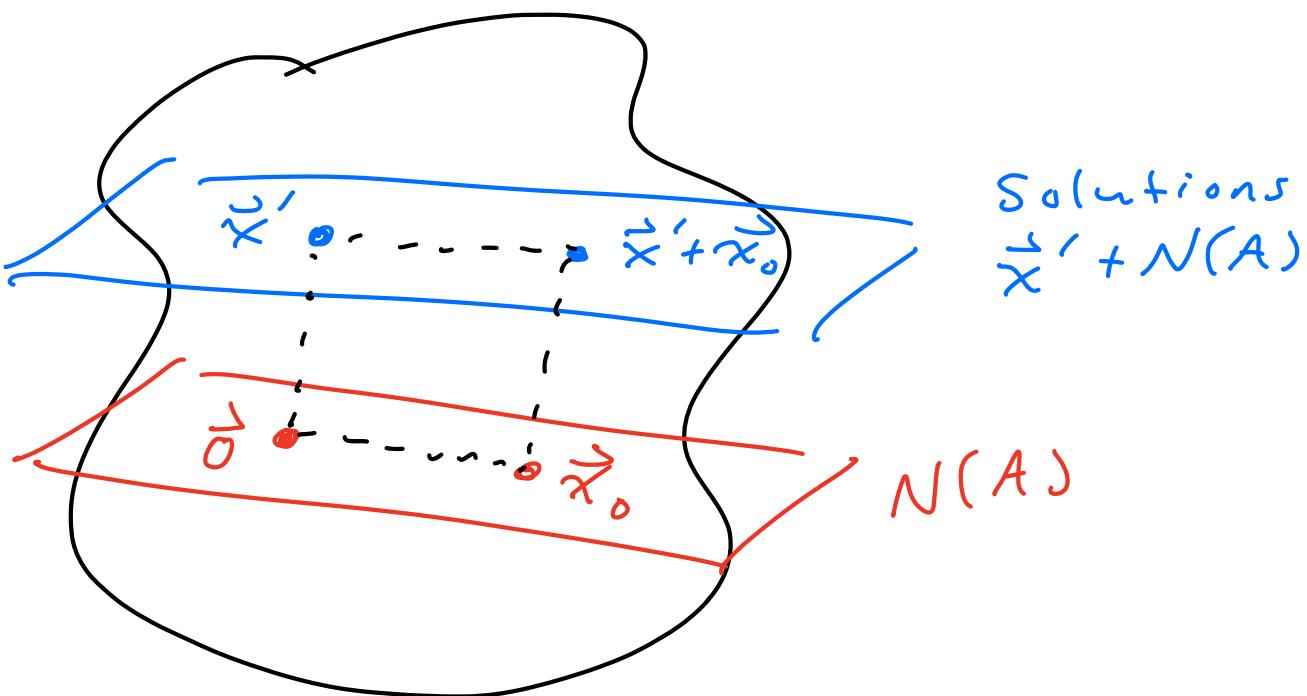
Given one particular solution

\vec{x}' , the general solution is

$$\vec{x} = \vec{x}' + N(A)$$

$$= \left\{ \begin{array}{l} \text{all vectors of the form} \\ \vec{x}' + \vec{x}_0 \text{ for } \vec{x}_0 \in N(A) \end{array} \right\}$$

Picture :



Check : IF $\vec{x}_0 \in N(A)$ so $A\vec{x}_0 = \vec{0}$

$$\begin{aligned} \text{then } A(\vec{x}' + \vec{x}_0) &= A\vec{x}' + A\vec{x}_0 \\ &= \vec{b} + \vec{0} = \vec{b}. \end{aligned}$$

Example.

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

$$\begin{pmatrix} 1 & 3 & 8 \\ 1 & 2 & 6 \\ 0 & 1 & 2 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix}$$

$\xrightarrow{\text{REF}}$

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

$$\left\{ \begin{array}{l} x + 2z = -1 \\ y + 2z = 1 \\ 0 = 0 \end{array} \right.$$

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

$$= \underbrace{\begin{pmatrix} -1 \\ 1 \\ 0 \end{pmatrix}}_{\text{some particular } \vec{x}} + t \underbrace{\begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix}}_{N(A)}$$

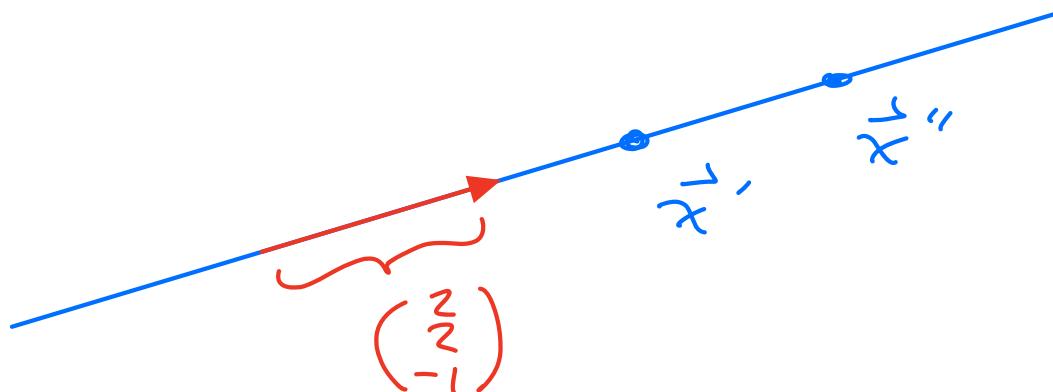
Another solution :

$$\vec{x}'' = \begin{pmatrix} -1 \\ 1 \\ 0 \end{pmatrix} + \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 \\ 3 \\ -1 \end{pmatrix}$$

We can also express the solution

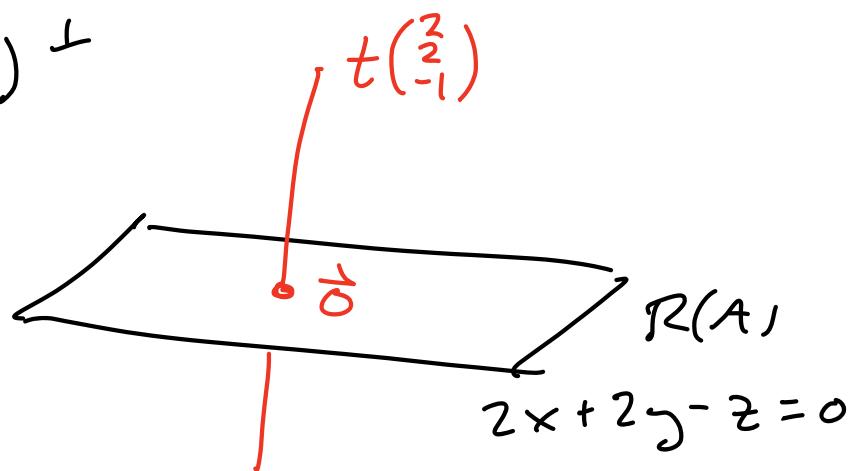
$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 1 \\ -3 \\ -1 \end{pmatrix} + t \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix}$$

$\underbrace{\hspace{1cm}}_{\vec{x}''}$ $\underbrace{\hspace{1cm}}_{N(A)}$



Where is the row space ?

$$R(A) = N(A)^\perp$$





Recall $C(A) = \{\vec{A}\vec{x} : \vec{x} \in \mathbb{R}^n\}$
 $= \{\text{linear combos of cols of } A\}.$

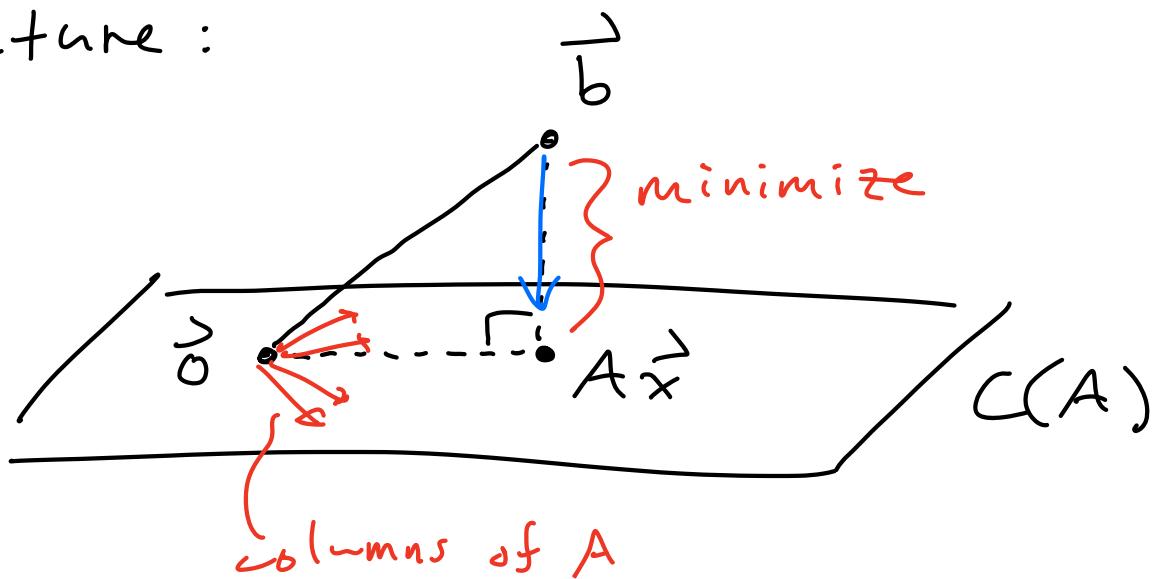
$\text{So } \vec{A}\vec{x} = \vec{b} \text{ has a solution } \vec{x}$
 (possibly non-unique)
 $\iff \vec{b} \in C(A).$

What if $\vec{b} \notin C(A)$?

WANT: \vec{x} such that

$\|\vec{A}\vec{x} - \vec{b}\|$ is minimized.

Picture:



Geometry : Distance minimized

when vector $\vec{A}\vec{x} - \vec{b}$ is \perp

to $C(A)$, i.e., $\vec{A}\vec{x} - \vec{b}$ is
 \perp to every col of A .

TRICK (Memorize!) :

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

\perp to every row of A^T
i.e. to every col of A .

[Details : $A = \left(\begin{smallmatrix} \vec{a}_1 & \cdots & \vec{a}_n \end{smallmatrix} \right)$

$$A^T \vec{v} = \begin{pmatrix} -\vec{a}_1^T - \\ \vdots \\ -\vec{a}_m^T - \end{pmatrix} \vec{v}$$

$$= \begin{pmatrix} \vec{a}_1^T \vec{v} \\ \vdots \\ \vec{a}_m^T \vec{v} \end{pmatrix} = \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix}$$

Means $\vec{a}_i^T \vec{v} = 0 \quad \forall i$
i.e. $\vec{v} \perp \vec{a}_i$ for all i .

Summary:

$$A^T \vec{v} = \vec{0} \Leftrightarrow \vec{v} \perp \text{to every col of } A.$$

Memorize

$$A\vec{x} = \vec{b} \quad \text{No solution}$$

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

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

$$A^T A\vec{x} = A^T \vec{b}. \quad \text{The normal equation.}$$

∴ This always has
a solution!



The matrix $A^T A$.

- Symmetric & Square
- $N(\underbrace{A^T A}_{n \times n}) = N(\overset{\uparrow}{A})$ [HW 3.1a]
- IF A has independent columns, so $\dim N(A) = 0$, then $\dim N(A^T A) = 0$, hence $A^T A$ has ind. columns.
Since $A^T A$ is SQUARE
 $\leadsto (A^T A)^{-1}$ exists.

Summary:

$$A \text{ ind. cols} \implies (A^T A)^{-1} \text{ exists.}$$

$r = n$



IF A has ind cols, then

there always exists a UNIQUE least squares solution:

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

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

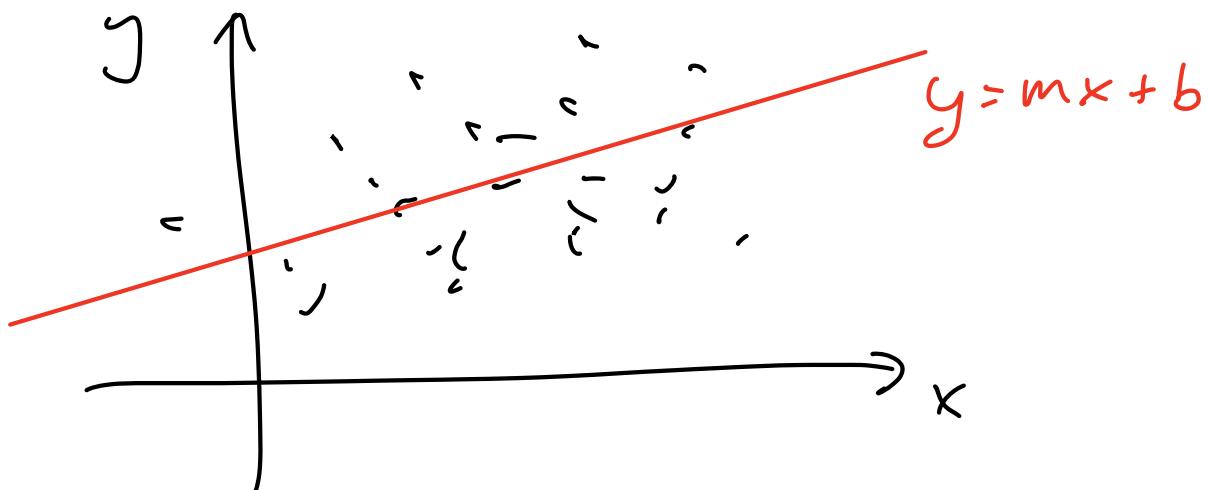
$$\rightsquigarrow \vec{x} = (A^T A)^{-1} A^T \vec{b}$$

[IF A has non-ind cols, the least squares sol is not unique.]



Most common example:

Data points $(x_1, y_1), \dots, (x_n, y_n)$.

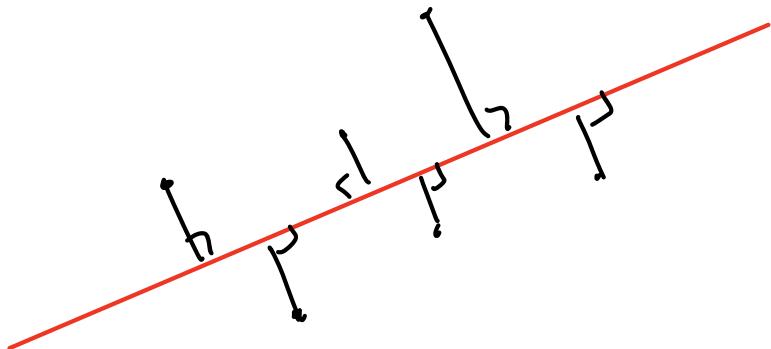


Find the best fit line $y = mx + b$.

i.e. find m & b .

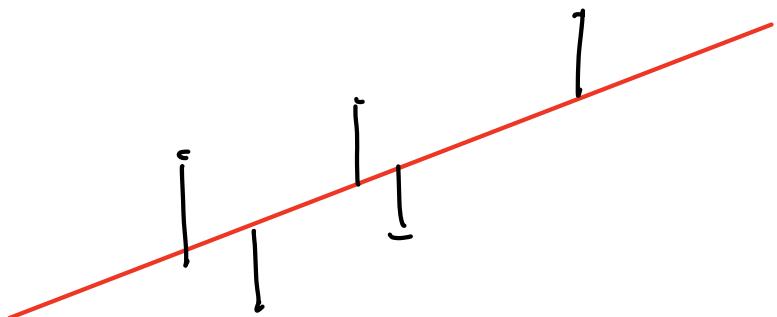
Solution: Depends what you mean by "best".

Most obvious: Minimize distances:



Hard non-linear problem. Later we'll solve it with SVD.

Easier: Minimize vert. distances:



This is what $A^T A \vec{x} = A^T \vec{b}$ does.

Method: Pretend all of the data points are on the line, so

$$\left\{ \begin{array}{l} y_1 = mx_1 + b \\ y_2 = mx_2 + b \\ \vdots \\ y_n = mx_n + b \end{array} \right.$$

System of n linear eqns in 2 unknowns m & b .

Matrices:

$$\begin{pmatrix} x_1 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{pmatrix} \begin{pmatrix} m \\ b \end{pmatrix} = \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix}$$

$$A \begin{pmatrix} m \\ b \end{pmatrix} = \vec{y}$$

No solution, so look at normal eq.

$$A^T A \begin{pmatrix} m \\ b \end{pmatrix} = A^T \vec{y}$$

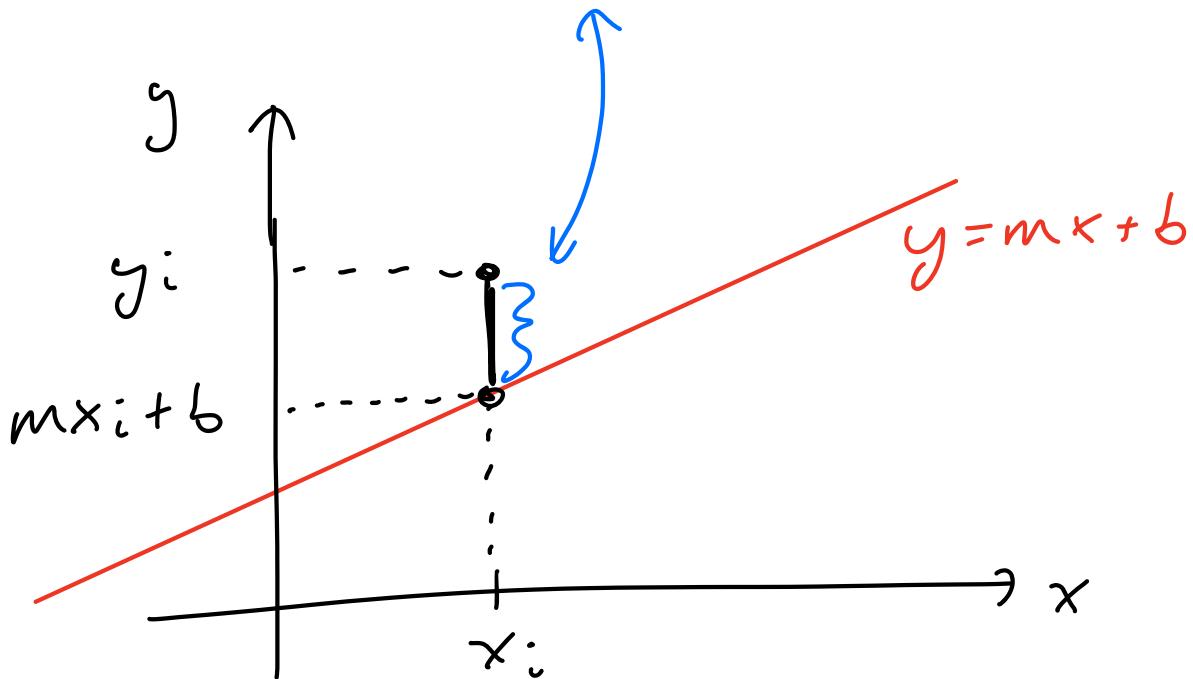
Then solve.

$$\begin{pmatrix} m \\ b \end{pmatrix} = (A^T A)^{-1} A^T \vec{y}.$$

What is minimized?

$$\| A \begin{pmatrix} m \\ b \end{pmatrix} - \vec{y} \| ^2$$

$$= \sum ((\underbrace{mx_i + b}_{\text{blue}}) - \underbrace{y_i}_{\text{blue}})^2$$



Explicit:

$$A^T A \begin{pmatrix} m \\ b \end{pmatrix} = A^T \vec{y}$$

$$\begin{pmatrix} x_1 & \cdots & x_n \\ 1 & \cdots & 1 \end{pmatrix} \begin{pmatrix} x_1 & 1 \\ \vdots & \vdots \\ x_n & 1 \end{pmatrix} \begin{pmatrix} m \\ b \end{pmatrix} = \begin{pmatrix} x_1 & \cdots & x_n \\ 1 & \cdots & 1 \end{pmatrix} \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix}$$

$$\begin{pmatrix} \sum x_i^2 & \sum x_i \\ \sum x_i & n \end{pmatrix} \begin{pmatrix} m \\ b \end{pmatrix} = \begin{pmatrix} \sum x_i y_i \\ \sum y_i \end{pmatrix}$$

2 linear eqs in 2 unknowns.

Usually derived from Calculus in
a statistics course.



General least squares has
many more applications.

HW 3.4 : Find distance
between skew lines in \mathbb{R}^3

