

Class 9: 10/4

Outline

I. Orthogonality of 4 subspaces

II. Orthogonal complement

III. Projections

Collect HW. Last time: F.T.L.A part 1

Go back to orthogonality (notes from last time).

$$\text{So } N(A) \perp C(A^T)$$

Note: This implies $N(A^T) \perp C(A)$ so left nullspace and column space are orthogonal.

Some facts about orthogonal complement:

If V is a subspace of $\mathbb{R}^n$, then

$$1) \dim V^\perp + \dim V = n$$

2) Any vector $\vec{v}$ in $\mathbb{R}^n$ can be written uniquely as $\vec{v}_1 + \vec{v}_2$ where $\vec{v}_1 \in V$, $\vec{v}_2 \in V^\perp$

3) If $\vec{v} \in V$ and in $V^\perp$, $\vec{v} = \vec{0}$.

$$4) (V^\perp)^\perp = V$$

So any $\vec{x}$ in $\mathbb{R}^n = \vec{x}_r + \vec{x}_n$

in row space

in null space.

(Use if $W \subseteq V$,
and $\dim W = \dim V$,
then $W = V$)

$$\begin{aligned} A\vec{x} &= A(\vec{x}_r + \vec{x}_n) = A\vec{x}_r + A\vec{x}_n \\ &= A\vec{x}_r \end{aligned}$$

* Everything in the column space comes from a vector in the row space.

Also, everything in the column space comes from a unique vector in the row space.

Why? If $A\vec{x}_r = A\vec{x}'_r$, then $A(\vec{x}_r - \vec{x}'_r) = \vec{0}$.

So $\vec{x}_r - \vec{x}'_r$ is in the nullspace and in the row space

Since $N(A) \perp C(A^T)$, $\vec{x}_r - \vec{x}'_r = \vec{0}$, and $\vec{x}_r = \vec{x}'_r$.

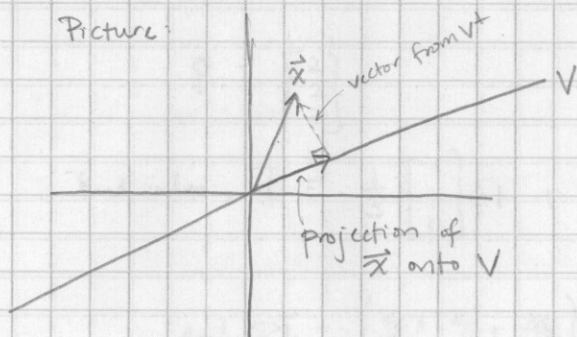
Conclusion: A as a function from row space to column space is invertible.

A has an $r \times r$ invertible submatrix.

Preview of projections:

- Any vector in $\mathbb{R}^n$ can be written uniquely as a sum of a vector in V and a vector in $V^\perp$.

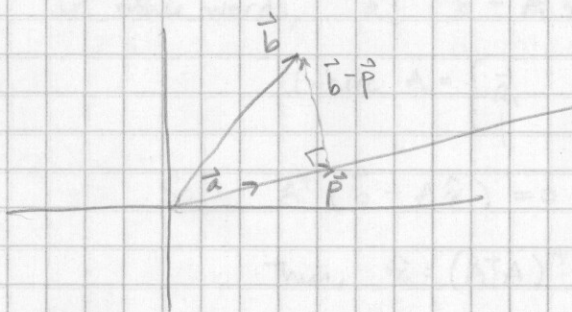
The projection of $\vec{x}$ onto V is the vector $\vec{v} \in V$ with $\vec{x} = \vec{v} + \vec{w}$, $\vec{v} \in V$, $\vec{w} \in V^\perp$.



Projection onto a line

Say V is a line, with basis $\vec{a}$, and we want to project $\vec{b}$ onto V .

If the projection is $\vec{p}$, $\vec{p} = c\vec{a}$ for some c . (constant).
Find c .



Key: $(\vec{b} - \vec{p}) \perp \vec{a}$

$$\text{So } \vec{a} \cdot (\vec{b} - c\vec{a}) = 0$$

$$\vec{a} \cdot \vec{b} - c \vec{a} \cdot \vec{a} = 0$$

$$c = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} = \frac{\vec{a} \cdot \vec{b}}{\vec{a}^T \vec{a}} = \frac{\vec{a} \cdot \vec{b}}{\|\vec{a}\|^2}$$

$$= \frac{\vec{a}^T \vec{b}}{\vec{a}^T \vec{a}}$$

Note: $\vec{p} = \vec{a} \cdot \begin{pmatrix} \vec{a}^T \vec{b} \\ \vec{a}^T \vec{a} \end{pmatrix} = \frac{\vec{a} \cdot \vec{a}^T}{\vec{a}^T \vec{a}} \vec{b}$

matrix P

Example: Project $\vec{b} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ onto the line spanned by $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$.

$$\vec{p} = \hat{x} \vec{a} \quad \text{where } \hat{x} = \frac{(1, 1, 1) \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}}{3} = \frac{6}{3} = 2$$

$$\vec{p} = \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix}$$

$$\text{But also, } P = \frac{1}{3} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{bmatrix}$$

$$\text{and } P\vec{b} = \begin{bmatrix} \frac{1}{3} + \frac{2}{3} + \frac{3}{3} \\ \frac{1}{3} + \frac{2}{3} + \frac{3}{3} \\ \frac{1}{3} + \frac{2}{3} + \frac{3}{3} \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix}$$

Next: Project onto a space V with basis $\vec{a}_1, \vec{a}_2, \dots, \vec{a}_n$.

Need $\vec{b} - (\hat{x}_1 \vec{a}_1 + \dots + \hat{x}_n \vec{a}_n) \perp \vec{a}_i$ for every i .

In other words, $\vec{a}_i^T (\vec{b} - A\hat{x}) = 0$ for $i=1, 2, \dots, n$.

(where $A = \begin{bmatrix} \vec{a}_1 & \dots & \vec{a}_n \end{bmatrix}$)

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

$$\text{Thus, } \hat{x} = (A^T A)^{-1} A^T \vec{b} \quad \text{and} \quad \boxed{\vec{p} = A (A^T A)^{-1} A^T \vec{b}}$$

* Projection matrix

$$P = A(A^T A)^{-1} A^T$$

(Note: $A^T A$ is invertible if and only if A has indep. columns)

Definition: A projection matrix is a matrix P s.t.

$$1) P^T = P$$

$$2) P^2 = P$$