EECS 16A Designing Information Devices and Systems I Spring 2023 Discussion 14A

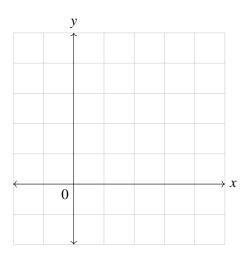
1. Mechanical Projection

In \mathbb{R}^n , the vector valued projection of vector \vec{b} onto vector \vec{a} is defined as:

$$\operatorname{proj}_{ec{a}}\left(ec{b}
ight) = rac{\left\langle ec{a},ec{b}
ight
angle}{\left\Vertec{a}
ight\Vert^2}ec{a}.$$

Recall $\|\vec{a}\|^2 = \langle \vec{a}, \vec{a} \rangle.$

(a) Project $\begin{bmatrix} 5\\2 \end{bmatrix}$ onto $\begin{bmatrix} 0\\1 \end{bmatrix}$ — that is, onto the *y*-axis. Graph these two vectors and the projection.

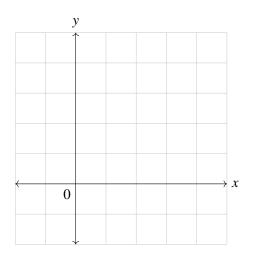


0

(b) Project $\begin{bmatrix} 4 \\ -2 \end{bmatrix}$ onto $\begin{bmatrix} -2 \\ 1 \end{bmatrix}$. Graph these two vectors and the projection.

 $\rightarrow x$

(c) Project $\begin{bmatrix} 4 \\ -2 \end{bmatrix}$ onto $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$. Graph these two vectors and the projection.



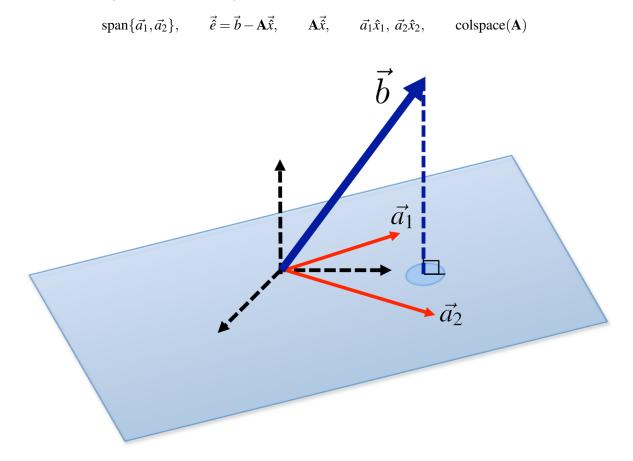
2. Least Squares with Orthogonal Columns

(a) Consider a least squares problem of the form

$$\min_{\vec{x}} \|\vec{b} - \mathbf{A}\vec{x}\|^2 = \min_{\vec{x}} \|\mathbf{A}\vec{x} - \vec{b}\|^2 = \min_{\vec{x}} \|\begin{bmatrix}b_1\\b_2\\b_3\end{bmatrix} - \begin{bmatrix}|&|\\a_1\\d_1\\d_2\end{bmatrix} \begin{bmatrix}x_1\\x_2\end{bmatrix}\|^2$$

ш. **F1 7** Let the solution be $\vec{\hat{x}} = \begin{bmatrix} \hat{x}_1 \\ \hat{x}_2 \end{bmatrix}$.

Label the following elements in the diagram below.



(b) We now consider the special case of least squares where the columns of **A** are orthogonal. Given that $\vec{x} = (\mathbf{A}^T \mathbf{A})^{-1} \mathbf{A}^T \vec{b}$ and $A\vec{x} = \text{proj}_{\mathbf{A}}(\vec{b}) = \hat{x}_1 \vec{a}_1 + \hat{x}_2 \vec{a}_2$, show that

$$\operatorname{proj}_{\vec{a_1}}(\vec{b}) = \hat{x_1}\vec{a_1}$$
$$\operatorname{proj}_{\vec{a_2}}(\vec{b}) = \hat{x_2}\vec{a_2}$$

(c) Compute the least squares solution to

$$\min_{\vec{x}} \quad \left\| \begin{bmatrix} 1\\2\\3 \end{bmatrix} - \begin{bmatrix} 1 & 0\\0 & 0\\0 & 1 \end{bmatrix} \begin{bmatrix} x_1\\x_2 \end{bmatrix} \right\|^2.$$