

# Chapter 6

## Orthogonality and Least Squares

# Section 6.1

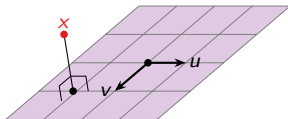
Inner Product, Length, and Orthogonality

# Orientation

We are now aiming at the **last topic**.

- ▶ Almost solve the equation  $Ax = b$

**Problem:** In the real world, *data is imperfect*.



But due to measurement error, **the measured  $x$**  is not actually in  $\text{Span}\{u, v\}$ . But you know, *for theoretical reasons*, it must lie on that plane.

**What do you do?**

The real value is *probably the closest point*, on the plane, to  $x$ .

**New terms:** Orthogonal projection ('closest point'), orthogonal vectors, angle.

# The Dot Product

The dot product encodes the notion of *angle* between two vectors. We will use it to define *orthogonality* (i.e. when two vectors are perpendicular)

## Definition

The **dot product** of two vectors  $x, y$  in  $\mathbf{R}^n$  is

$$x \cdot y = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} \cdot \begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{pmatrix} \stackrel{\text{def}}{=} x_1 y_1 + x_2 y_2 + \cdots + x_n y_n.$$

This is the same as  $x^T y$ .

## Example

$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \cdot \begin{pmatrix} 4 \\ 5 \\ 6 \end{pmatrix} = (1 \quad 2 \quad 3) \begin{pmatrix} 4 \\ 5 \\ 6 \end{pmatrix} =$$

# Properties of the Dot Product

Many usual arithmetic rules hold, as long as you remember you can only dot two vectors together, and that *the result is a scalar*.

- ▶  $x \cdot y = y \cdot x$
- ▶  $(x + y) \cdot z = x \cdot z + y \cdot z$
- ▶  $(cx) \cdot y = c(x \cdot y)$

Dotting a *vector with itself* is special:

$$\begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = x_1^2 + x_2^2 + \cdots + x_n^2.$$

Hence:

- ▶  $x \cdot x \geq 0$
- ▶  $x \cdot x = 0$  if and only if  $x = 0$ .

**Important:**  $x \cdot y = 0$  *does not imply*  $x = 0$  or  $y = 0$ . For example,  $\begin{pmatrix} 1 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = 0$ .

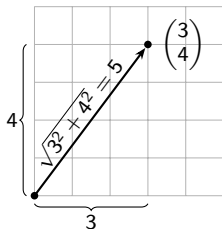
# The Dot Product and Length

## Definition

The **length** or **norm** of a vector  $x$  in  $\mathbf{R}^n$  is

$$\|x\| = \sqrt{x \cdot x} = \sqrt{x_1^2 + x_2^2 + \cdots + x_n^2}.$$

Why is this a good definition? *The Pythagorean theorem!*



$$\left\| \begin{pmatrix} 3 \\ 4 \end{pmatrix} \right\| = \sqrt{3^2 + 4^2} = 5$$

## Fact

If  $x$  is a vector and  $c$  is a scalar, then  $\|cx\| = |c| \cdot \|x\|$ .

$$\left\| \begin{pmatrix} 6 \\ 8 \end{pmatrix} \right\| = \left\| 2 \begin{pmatrix} 3 \\ 4 \end{pmatrix} \right\| =$$

# The Dot Product and Distance

The following is just *the length* of the vector *from  $x$  to  $y$* .

## Definition

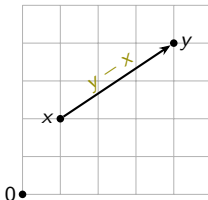
The **distance** between two points  $x, y$  in  $\mathbf{R}^n$  is

$$\text{dist}(x, y) = \|y - x\|.$$

## Example

Let  $x = (1, 2)$  and  $y = (4, 4)$ . Then

$$\text{dist}(x, y) =$$



# Unit Vectors

## Definition

A **unit vector** is a vector  $v$  with *length*  $\|v\| = 1$ .

## Example

The unit coordinate vectors are unit vectors:


$$\|e_1\| = \left\| \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \right\| = \sqrt{1^2 + 0^2 + 0^2} = 1$$

## Definition

Let  $x$  be a nonzero vector in  $\mathbf{R}^n$ . The **unit vector in the direction of  $x$**  is the vector  $\frac{x}{\|x\|}$ .

Is this really a unit vector?

scalar

$$\left\| \frac{x}{\|x\|} \right\| = \frac{1}{\|x\|} \|x\| = 1.$$




# Unit Vectors

## Example

### Example

What is the unit vector in the direction of  $x = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$ ?

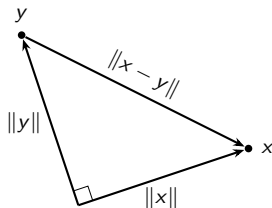
# Orthogonality

## Definition

Two vectors  $x, y$  are **orthogonal** or **perpendicular** if  $x \cdot y = 0$ .

**Notation:** Write it as  $x \perp y$ .

Why is this a good definition? The Pythagorean theorem / law of cosines!



**Fact:**  $x \perp y \iff \|x - y\|^2 = \|x\|^2 + \|y\|^2$  (Pythagorean Theorem)

# Orthogonality

## Example

**Problem:** Find *all vectors orthogonal* to  $v = \begin{pmatrix} 1 \\ 1 \\ -1 \end{pmatrix}$ .

We have to find all vectors  $x$  such that  $x \cdot v = 0$ . This means solving the equation

$$0 = x \cdot v = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 1 \\ -1 \end{pmatrix} = x_1 + x_2 - x_3.$$

# Orthogonality

## Example

**Problem:** Find *all vectors orthogonal to both*  $v = \begin{pmatrix} 1 \\ 1 \\ -1 \end{pmatrix}$  and  $w = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$ .

Now we have to solve the system of two homogeneous equations

$$0 = x \cdot v = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 1 \\ -1 \end{pmatrix} = x_1 + x_2 - x_3$$

$$0 = x \cdot w = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = x_1 + x_2 + x_3.$$

# Orthogonality

## General procedure

**Problem:** Find all *vectors orthogonal* to  $v_1, v_2, \dots, v_m$  in  $\mathbf{R}^n$ .

This is the same as finding all vectors  $x$  such that

$$0 = v_1^T x = v_2^T x = \dots = v_m^T x.$$

Putting the *row vectors*  $v_1^T, v_2^T, \dots, v_m^T$  into a matrix, this is the same as finding all  $x$  such that

$$\begin{pmatrix} -v_1^T - \\ -v_2^T - \\ \vdots \\ -v_m^T - \end{pmatrix} x = \begin{pmatrix} v_1 \cdot x \\ v_2 \cdot x \\ \vdots \\ v_m \cdot x \end{pmatrix} = 0.$$

### The key observation

The set of all vectors orthogonal to some vectors  $v_1, v_2, \dots, v_m$  in  $\mathbf{R}^n$  is the *null space* of the  $m \times n$  matrix:

$$\begin{pmatrix} -v_1^T - \\ -v_2^T - \\ \vdots \\ -v_m^T - \end{pmatrix}.$$

# Orthogonal Complements

## Definition

Let  $W$  be a subspace of  $\mathbf{R}^n$ . Its **orthogonal complement** is

$$W^\perp = \{v \text{ in } \mathbf{R}^n \mid v \cdot w = 0 \text{ for all } w \text{ in } W\} \quad \text{read “} W \text{ perp”}.$$

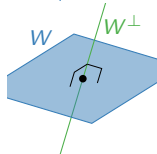
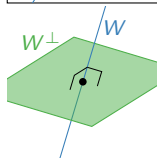
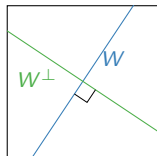
$W^\perp$  is orthogonal complement  
 $A^T$  is transpose

## Pictures:

The orthogonal complement of a **line** in  $\mathbf{R}^2$  is the perpendicular **line**.

The orthogonal complement of a **line** in  $\mathbf{R}^3$  is the perpendicular **plane**.

The orthogonal complement of a **plane** in  $\mathbf{R}^3$  is the perpendicular **line**.





# Orthogonal Complements

## Basic properties

**Facts:** Let  $W$  be a subspace of  $\mathbf{R}^n$ .

1.  $W^\perp$  is also *a subspace of  $\mathbf{R}^n$*
2.  $(W^\perp)^\perp = W$
3.  $\dim W + \dim W^\perp = n$
4. If  $W = \text{Span}\{v_1, v_2, \dots, v_m\}$ , then

$$\begin{aligned} W^\perp &= \text{all vectors orthogonal to each } v_1, v_2, \dots, v_m \\ &= \{x \text{ in } \mathbf{R}^n \mid x \cdot v_i = 0 \text{ for all } i = 1, 2, \dots, m\} \\ &= \text{Nul} \begin{pmatrix} -v_1^T & - \\ -v_2^T & - \\ \vdots & \\ -v_m^T & - \end{pmatrix}. \end{aligned}$$

Property 4

$$\text{Span}\{v_1, v_2, \dots, v_m\}^\perp = \text{Nul} \begin{pmatrix} -v_1^T & - \\ -v_2^T & - \\ \vdots & \\ -v_m^T & - \end{pmatrix}$$



# Orthogonal Complements

Row space, column space, null space

## Definition

The **row space** of an  $m \times n$  matrix  $A$  is the span of the *rows of  $A$* . It is denoted  $\text{Row } A$ . Equivalently, it is the column span of  $A^T$ :

$$\text{Row } A = \text{Col } A^T.$$

It is a subspace of  $\mathbf{R}^n$ .

We showed before that if  $A$  has rows  $v_1^T, v_2^T, \dots, v_m^T$ , then

$$\text{Span}\{v_1, v_2, \dots, v_m\}^\perp = \text{Nul } A.$$

Hence we have shown:  $(\text{Row } A)^\perp = \text{Nul } A$ .

### Orthogonal Complements of Most of the Subspaces We've Seen

For any vectors  $v_1, v_2, \dots, v_m$ :

$$(\text{Span}\{v_1, v_2, \dots, v_m\})^\perp = \text{Nul} \begin{pmatrix} - & v_1^T & - \\ - & v_2^T & - \\ & \vdots & \\ - & v_m^T & - \end{pmatrix}$$

For any matrix  $A$ :

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

thus

$$\begin{aligned} (\text{Row } A)^\perp &= \text{Nul } A & \text{Row } A &= (\text{Nul } A)^\perp \\ (\text{Col } A)^\perp &= \text{Nul } A^T & \text{Col } A &= (\text{Nul } A^T)^\perp \end{aligned}$$

Extra: Practice proving a set is subspace and some facts