

Lecture 26 § 4.3 Least Squares

Defn A least squares solution to the linear system

$$Ax = b$$

is a vector $x^* \in \mathbb{R}^n$ which minimizes $\|Ax - b\|$, the Euclidean norm.

Rk The name "least squares" is due to the fact that

$$\|Ax - b\| = \sqrt{\sum_{i=1}^m ((Ax)_i - b_i)^2},$$

so we search for an x minimizing the sum of the squares of the errors.

Let $v = Ax$. Then we seek to find $v \in \text{rng}(A)$ minimizing $\|v - b\|$. Since $\text{rng}(A)$ is a subspace of \mathbb{R}^m , we may use the solution of the nearest point problem in order to solve the least squares problem.

So we must choose a basis of $\text{rng}(A)$ to complete the solution.

Case 1 $\text{Ker}(A) = \{0\}$.

Suppose that $\text{Ker}(A) = \{0\}$. Write $A = (v_1, \dots, v_n)$. Since $\text{Ker}(A) = \{0\}$, v_1, \dots, v_n are linearly independent and span $\text{rng}(A)$. As before, we set

$$K = A^T A, \quad f = A^T b, \quad c = \|b\|^2,$$

and find that, using the solution to the nearest point problem,

$$\|v - b\|^2 = \|Ax - b\|^2 = \cancel{Ax - b}^T (Ax - b) = x^T Kx - 2x^T f + \|b\|^2 =: p(x).$$

Using this notation, we quote Theorem 4.5 to find that the least squares solution x^* is the solution of

$$Kx^* = f.$$

We summarize this below in Theorem 4.8

Thm 4.8 Assume that A is ^{$n \times n$} matrix with $\ker(A) = \{0\}$ and $b \in \mathbb{R}^m$. Then there is a unique ~~solution~~ least squares solution to $Ax = b$, x^* , which is the solution to

$$A^T Ax = A^T b.$$

The least squares error is

$$\|Ax^* - b\| = \sqrt{\|b\|^2 - b^T Ax^*}$$

Pf Assume $\ker(A) = \{0\}$. Set $K = A^T A$, $f = A^T b$, $c = \|b\|^2$.

By ~~Theorem 4.5~~ the unique nearest ~~point~~ Because $\ker(A) = \{0\}$,

v_1, \dots, v_n form a basis of $\text{rng}(A) \subseteq \mathbb{R}^m$ where $A = (v_1 \dots v_n)$.

So by Theorem 4.5, the unique nearest point v^* is given

by
$$v^* = Ax^*$$

where

$$Kx^* = f.$$

The least squares error is then the distance (in the Euclidean norm) from v^* to b , which by Theorem 4.5 is

$$\|Ax^* - b\| = \|v^* - b\| = \sqrt{\|b\|^2 - f^T x^*} = \sqrt{\|b\|^2 - (A^T b)^T x^*} = \sqrt{\|b\|^2 - b^T Ax^*}$$

Case 2 $\ker(A) = \text{anything}$

We now study the general case, i.e., where A may have nontrivial kernel. We solve the problem side by side with an example.


Defn Let A be a matrix. The basic submatrix of A is the matrix \tilde{A} consisting of the columns of A which correspond to the basic variables.

ex Let $A = \begin{pmatrix} 1 & 0 & 1 & 3 & 4 \\ -2 & 2 & -1 & -6 & -3 \\ -2 & 4 & 0 & -3 & 3 \\ 1 & -2 & 0 & 6 & -3 \end{pmatrix}$, $b = \begin{pmatrix} 1 \\ 2 \\ 3 \\ 4 \end{pmatrix}$. ~~Write~~ Let

$A = (v_1 \dots v_5)$, so v_i is the i th column of A .

By row reducing A , we find the row echelon form to be

$$U = \begin{pmatrix} 1 & 0 & 1 & 3 & 4 \\ 0 & 2 & 1 & 0 & 5 \\ 0 & 0 & 0 & 3 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}.$$

 basic variable columns.

Thus, the basic submatrix of A is

$$\tilde{A} = (v_1, v_2, v_4) = \begin{pmatrix} 1 & 0 & 3 \\ -2 & 2 & -6 \\ -2 & 4 & -3 \\ 1 & -2 & 6 \end{pmatrix}.$$

We continue our solution to the general least squares problem.

Observation 1 The basic submatrix of A has trivial kernel, i.e., $\ker(\tilde{A}) = \{0\}$. This follows because the linear dependencies of the columns of the row echelon form U are the same as those of the columns of A , and by definition, the basic variable columns contain pivots.

Observation 2 Because $\ker(\tilde{A}) = \{0\}$, Theorem 4.8 produces the unique least squares solution to $\tilde{A}\tilde{x} = b$, namely, \tilde{x}^* given by

$$\tilde{A}^T \tilde{A} \tilde{x}^* = \tilde{A}^T b.$$

Observation 3 By "setting the free variables to be 0", this produces one solution to the original least squares problem for $Ax = b$.

ex continued Continuing our same example, we set

$$K = \tilde{A}^T \tilde{A} = \begin{pmatrix} 10 & -14 & 27 \\ -14 & 24 & -36 \\ 27 & -36 & 90 \end{pmatrix}, \quad f = \tilde{A}^T b = \begin{pmatrix} -5 \\ 8 \\ 6 \end{pmatrix}.$$

Thus, solving for \tilde{x}^* , we find

$$K\tilde{x}^* = f \text{ yields } \tilde{x}^* = \begin{pmatrix} -4 \\ -1/4 \\ 7/6 \end{pmatrix}.$$

Note that

$$v^* = \tilde{A} \tilde{x}^* = -4v_1 - \frac{1}{4}v_2 + \frac{7}{6}v_4 = A \begin{pmatrix} -4 \\ -\frac{1}{4} \\ 0 \\ \frac{7}{6} \\ 0 \end{pmatrix}$$

So $x^* = \begin{pmatrix} -4 \\ -\frac{1}{4} \\ 0 \\ \frac{7}{6} \\ 0 \end{pmatrix}$ is a least squares solution to $Ax = b$.

Observation 4 $v^* = Ax^*$ is the nearest point to b in $\text{rng}(A)$. Moreover, the nearest point is unique. Thus, the general least squares solution will be given by

$$x^{*'} = x^* + z \quad \text{for } z \in \text{ker}(A).$$

ex continued

To finish solving the general problem, we now just need to describe the kernel. Because we are looking to "construct" the general solution, the best description will be a basis representation.

The row echelon form of A is

$$U = \begin{pmatrix} 1 & 0 & 1 & 3 & 4 \\ 0 & 2 & 1 & 0 & 5 \\ 0 & 0 & 0 & 3 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

We finish x . Setting $Ux = 0$, we find

$$x_4 = -\frac{1}{3}x_5$$

$$x_2 = -\frac{x_3}{2} - \frac{5}{2}x_5$$

$$\begin{aligned} x_1 &= -x_3 - 3x_4 - 4x_5 \\ &= -x_3 - x_5 - 4x_5 \\ &= -x_3 - 5x_5. \end{aligned}$$

Setting $x_3 = 1, x_5 = 0$, we find one vector in $\text{ker}(A)$ as

~~$x_1 = -1, x_2 = -\frac{1}{2}$~~
 $u_1 = \begin{pmatrix} -1 \\ -\frac{1}{2} \\ 1 \\ 0 \\ 0 \end{pmatrix}$

Setting $x_3 = 0, x_5 = 1$, we get a second vector in $\text{ker}(A)$

$$u_2 = \begin{pmatrix} -5 \\ -\frac{5}{2} \\ 0 \\ -\frac{1}{3} \\ 1 \end{pmatrix}$$

So the general element in $\ker(A)$ is

$$z = s u_1 + t u_2 \quad \text{for } s, t \in \mathbb{R}.$$

Thus, the general least squares solution to $Ax = b$ is

$$x^* = \begin{pmatrix} -4 \\ -\frac{1}{4} \\ 0 \\ \frac{7}{6} \\ 0 \end{pmatrix} + s \begin{pmatrix} -1 \\ -\frac{1}{2} \\ 1 \\ 0 \\ 0 \end{pmatrix} + t \begin{pmatrix} -5 \\ -\frac{5}{2} \\ 0 \\ -\frac{4}{3} \\ 1 \end{pmatrix} \quad \text{for } s, t \in \mathbb{R}.$$

RK The terminology "basic submatrix" is not standard (as far as I know), and should be explained to anyone who hasn't taken this class when solving problems.