

## QR Decomposition (Factorization).

$$B = \begin{bmatrix} \vec{b}_1 & \dots & \vec{b}_n \end{bmatrix}$$

$$\text{rank}(B) = n$$

Goal: Produce O.N. Set  $\{ \vec{z}_1, \dots, \vec{z}_n \}$

with  $\{ \vec{z}_1, \dots, \vec{z}_k \}$  O.N. basis for

$$\text{Span}(\vec{b}_1, \dots, \vec{b}_k)$$

The  $k^{\text{th}}$  step in Gram-Schmidt

$$\vec{v}_k = \vec{b}_k - (\vec{b}_k \cdot \vec{z}_1) \vec{z}_1 - \dots - (\vec{b}_k \cdot \vec{z}_{k-1}) \vec{z}_{k-1}$$

$$\vec{z}_k = \frac{\vec{v}_k}{\|\vec{v}_k\|_2}$$

This yields  $Q$  and

$$QR = A \text{ so } R = Q^T A$$

$$\text{Since } Q^T Q = I$$

$$B = \begin{bmatrix} -1 & -1 & 1 \\ -1 & 3 & 3 \\ -1 & -1 & 5 \\ 1 & 3 & 7 \end{bmatrix}$$

$|eg|$

eq2

$$\vec{b}_1 = \begin{bmatrix} -1 \\ -1 \\ -1 \\ -1 \end{bmatrix} \quad \vec{q}_1 = \frac{\vec{b}_1}{\|\vec{b}_1\|} = \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix}$$

$$\vec{v}_2 = \vec{b}_2 - (\vec{b}_2 \cdot \vec{q}_1) \vec{q}_1 = \begin{bmatrix} -1 \\ 3 \\ -1 \\ 3 \end{bmatrix} - \begin{bmatrix} -1 \\ 3 \\ -1 \\ 3 \end{bmatrix} \cdot \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix} = \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix}$$

$$= \begin{bmatrix} -1 \\ 3 \\ -1 \\ 3 \end{bmatrix} - \left[ \frac{1}{2} + \frac{3}{2} + \frac{1}{2} + \frac{3}{2} \right] \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix}$$

$$= \begin{bmatrix} -1 \\ 3 \\ -1 \\ 3 \end{bmatrix} - \begin{bmatrix} -2 \\ 2 \\ -2 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\vec{q}_2 = \frac{\vec{v}_2}{\|\vec{v}_2\|} = \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \\ 1/2 \end{bmatrix}$$

$$\vec{v}_3 = \vec{b}_3 + (\vec{b}_3 \cdot \vec{e}_1) \vec{e}_1 - (\vec{b}_3 \cdot \vec{e}_2) \vec{e}_2$$

$$= \begin{bmatrix} 1 \\ 3 \\ 5 \\ 7 \end{bmatrix} - \left( \begin{bmatrix} 1 \\ 3 \\ 5 \\ 7 \end{bmatrix} \cdot \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix} \right) \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix} - \left( \begin{bmatrix} 1 \\ 3 \\ 5 \\ 7 \end{bmatrix} \cdot \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \\ 1/2 \end{bmatrix} \right) \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \\ 1/2 \end{bmatrix}$$

$$= \begin{bmatrix} 1 \\ 3 \\ 5 \\ 7 \end{bmatrix} - \frac{(-1/2 + 3/2 - 5/2 + 7/2)}{2} \begin{bmatrix} -1/2 \\ 1/2 \\ -1/2 \\ 1/2 \end{bmatrix} - \frac{(\frac{1}{2} + \frac{3}{2} + \frac{5}{2} + \frac{7}{2})}{8} \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \\ 1/2 \end{bmatrix}$$

$$= \begin{bmatrix} 1 \\ 3 \\ 5 \\ 7 \end{bmatrix} - \begin{bmatrix} -1 \\ -1 \\ -1 \\ -1 \end{bmatrix} - \begin{bmatrix} 4 \\ 4 \\ 4 \\ 4 \end{bmatrix} = \begin{bmatrix} -2 \\ -2 \\ 2 \\ 2 \end{bmatrix}$$

$$\vec{e}_3 = \frac{\vec{v}_3}{\|\vec{v}_3\|} = \frac{1}{\sqrt{16}} \begin{bmatrix} -2 \\ -2 \\ 2 \\ 2 \end{bmatrix} = \begin{bmatrix} -1/2 \\ -1/2 \\ 1/2 \\ 1/2 \end{bmatrix}$$

so  $Q = \begin{bmatrix} -1/2 & 1/2 & -1/2 \\ 1/2 & 1/2 & -1/2 \\ -1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix}$

$Q$  is orthogonal. has orthonormal columns.

eg 4

$$B = QR \Rightarrow Q^T B = R \text{ so}$$

$$R = \begin{bmatrix} -1/2 & 1/2 & -1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 & 1/2 \\ -1/2 & -1/2 & 1/2 & 1/2 \end{bmatrix} \begin{bmatrix} -1 & 1 & 1 \\ -1 & 3 & 3 \\ -1 & -1 & 5 \\ 1 & 3 & 7 \end{bmatrix}$$
$$= \begin{bmatrix} 2 & 4 & 2 \\ 0 & 2 & 8 \\ 0 & 0 & 4 \end{bmatrix}$$

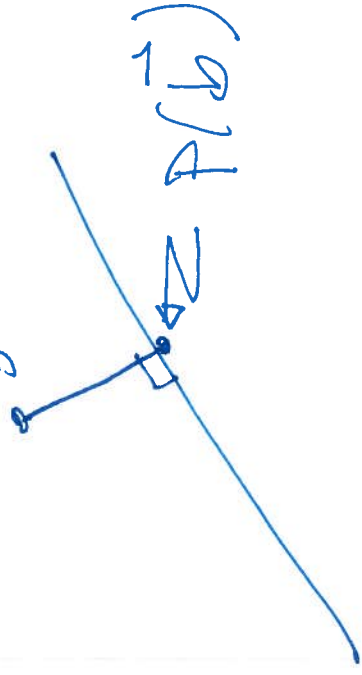


# QR and orthogonal projection

Imp. in optimization since shortest (min).

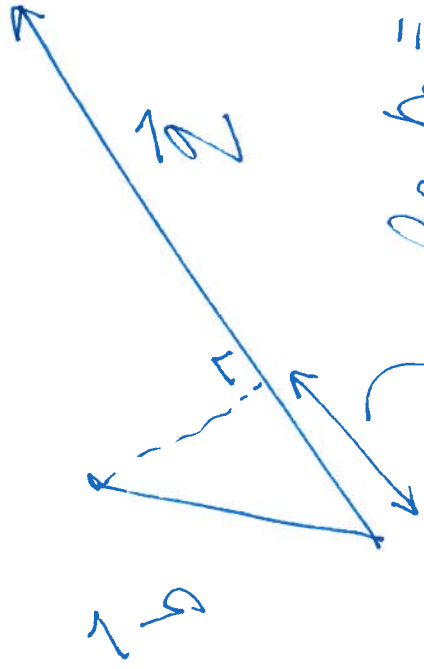
distance from a pt. to a subspace

is orthogonal projection



What is the formula for  $P =$   
orthogonal projection?

One dim!



$\hat{z}$  is unit vector

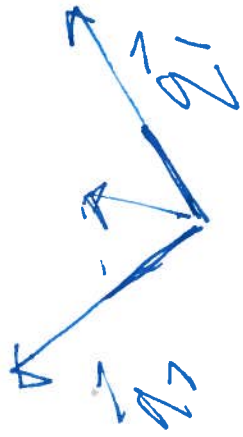
length =  $b \cdot \hat{z} \cdot \hat{z}$   
vector is  $(\hat{b} \cdot \hat{z}) \hat{z}$

$$(\hat{b} \cdot \hat{z}) \hat{z} = \hat{z} (\hat{z} \cdot \hat{b}) = \hat{z} (\hat{z}^T \hat{b})$$

$$= \underbrace{(\hat{z} \hat{z}^T)}_{\text{outer product}} \hat{b} = \text{rank 1 matrix}$$

so  $P(\hat{b}) = (\hat{z} \hat{z}^T) \hat{b}$  so  $P = \hat{z} \hat{z}^T$

Now projector onto a plane



$$\vec{P}(\vec{b}) = (\vec{b} \cdot \vec{q}_1) \vec{q}_1 + (\vec{b} \cdot \vec{q}_2) \vec{q}_2.$$

$$= (\vec{q}_1 \vec{q}_1^T) \vec{b} + (\vec{q}_2 \vec{q}_2^T) \vec{b}$$

$$= \begin{bmatrix} \vec{q}_1 & \vec{q}_2 \end{bmatrix} \begin{bmatrix} \vec{q}_1^T \\ \vec{q}_2^T \end{bmatrix} \vec{b}$$

$$\text{So } P = Q Q^T \text{ with } Q = \begin{bmatrix} \vec{q}_1 & \vec{q}_2 \end{bmatrix}$$

Theorem: If  $\mathcal{V}$  has o.n. basis

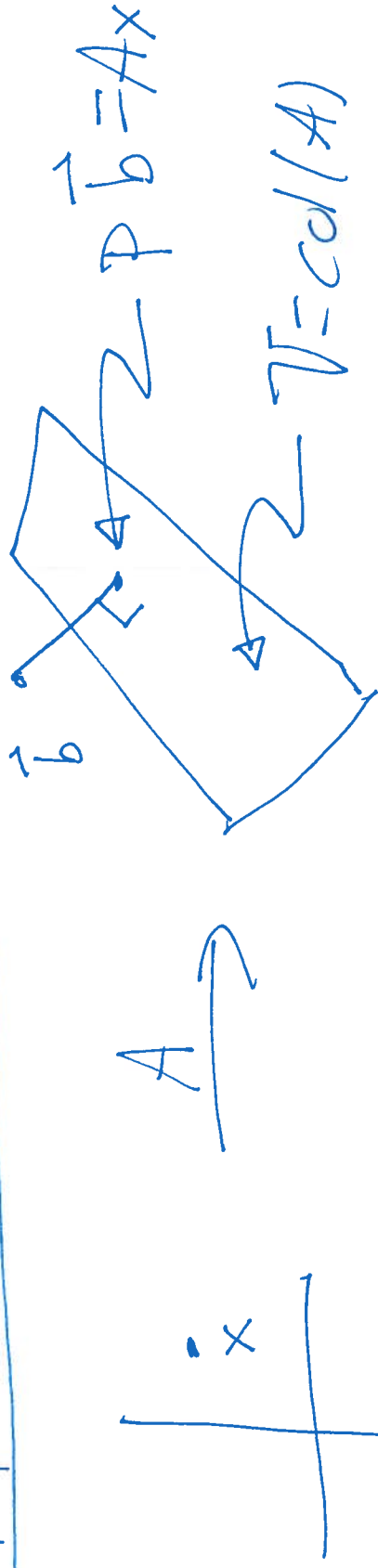
$$\{\vec{q}_1, \dots, \vec{q}_k\} \text{ let } \hat{Q} = \begin{bmatrix} \vec{q}_1 & \dots & \vec{q}_k \end{bmatrix}$$

Then orthogonal projection onto  $\mathcal{V}$

$$\text{is given by } P = \hat{Q}\hat{Q}^T$$

$$\text{or } P\vec{b} = (\hat{Q}\hat{Q}^T)\vec{b}$$

# Application to least squares



The solution to least squares  $Ax = b$

$$\text{is } Ax = P \vec{b}.$$

Now  $S A y = \hat{Q} \hat{R}$  factorization

so  $\hat{Q}$  has columns that are an O.N. basis for  $\text{col}(A)$ .

So Projection onto  $\text{col}(A)$  is given

$$P = Q\hat{Q}^T$$

$$Ax = P\vec{b} \text{ becomes}$$

$$\hat{Q}R_x = \hat{Q}\hat{Q}^T\vec{b}$$

$$\boxed{R_x = \hat{Q}^T\vec{b}}$$

$$\text{Since } \hat{Q}^T\hat{Q} = I$$

easy to solve by back substitution.

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