# Maths for Signals and Systems Linear Algebra in Engineering

# Lectures 7 – 8, Tuesday 25<sup>th</sup> October 2016

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# **Mathematics for Signals and Systems**

In this set of lectures we will talk about:

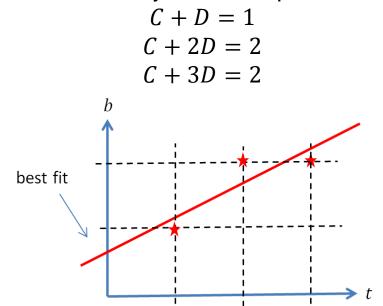
- An application of Least Squares method
- Semi-orthogonal matrices
- Rotation, Permutation and Householder Reflection matrices
- Gram-Schmidt Orthogonalisation
- QR Decomposition

# **Application: Least squares method. Fitting by a line.**

### **Problem:**

I am given the three points shown with stars in the figure below. I want to fit them on the "best" possible straight line.

- The given points are (1,1), (2,2), (3,2).
- The required line is described by an equation of the form b = C + Dt, with C and D unknowns.
- The three given points must satisfy the line equation:



# Application: Least squares method. Fitting by a line cont.

#### **Problem:**

The previous problem is translated to solving the system

$$Ax = b = \begin{bmatrix} 1 & 1 \\ 1 & 2 \\ 1 & 3 \end{bmatrix} \begin{bmatrix} C \\ D \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix}.$$

The system is not solvable because  $b \notin C(A)$  (show that).

### Solution:

Solve  $A\hat{x} = p$  instead, where p is the projection of b onto C(A).

For a random *b* we write  $b - p = e \Rightarrow b = p + e$ .

p is in the column space of A and e is perpendicular to the column space of A. As already mentioned, projection eliminates e and keeps p.

# Solution of the specific example

• As proven, the proposed approach  $A\hat{x} = p$  yields the same solution which can be obtained if we look for an  $\hat{x}$  that minimizes the function:

$$||A\hat{x} - b||^2 = ||e||^2$$

- The above function is the square of the magnitude of the error vector.
- Apart from Least Squares Minimizations, this method is also called Linear Regression.
- For the particular problem we have:

$$A^{T}A = \begin{bmatrix} 3 & 6 \\ 6 & 14 \end{bmatrix} A^{T}b = \begin{bmatrix} 5 \\ 11 \end{bmatrix}$$

- We can use the inverse  $(A^T A)^{-1} = \begin{bmatrix} 7/3 & -1 \\ -1 & 1/2 \end{bmatrix}$ .
- Or we can solve directly the equations

$$3C + 6D = 5$$
  
 $6C + 14D = 11.$ 

• Final solution is  $D = \frac{1}{2}$ ,  $C = \frac{2}{3}$ . The "best" line is  $b = \frac{2}{3} + \frac{1}{2}t$  shown in the previous figure in red.

# Solution of the specific example

• As mentioned, an alternative approach is to find the unknowns that minimize the error function:

 $(C + D - 1)^2 + (C + 2D - 2)^2 + (C + 3D - 2)^2$ 

- We must take the partial derivatives with respect to the two unknowns and set them to zero.
- By implementing the above we get the same solution as previously.
- The vector *p* is obtained by:

$$p_1 = C + D = \frac{1}{2} + \frac{2}{3} = \frac{7}{6}$$

$$p_2 = C + 2D = \frac{2}{3} + 1 = \frac{5}{3}$$

$$p_3 = C + 3D = \frac{2}{3} + \frac{3}{2} = \frac{13}{6}$$

# **Solution of the specific example**

$$e_{1} = b_{1} - p_{1} = 1 - \frac{7}{6} = -\frac{1}{6}$$

$$e_{2} = b_{2} - p_{2} = 2 - \frac{5}{3} = \frac{1}{3}$$

$$e_{3} = b_{3} - p_{3} = 2 - \frac{13}{6} = -\frac{1}{6}$$

$$p^{T} \cdot e = \begin{bmatrix} \frac{7}{6} & \frac{5}{3} & \frac{13}{6} \end{bmatrix} \cdot \begin{bmatrix} -\frac{1}{6} \\ \frac{1}{3} \\ -\frac{1}{6} \end{bmatrix} = -\frac{7}{36} + \frac{20}{36} - \frac{13}{36} = 0$$

p and e are perpendicular to each other as expected.

# The matrix $A^T A$

### **Problem:**

We mentioned previously that if a matrix A of dimension  $m \times n$  has independent columns  $a_1, a_2, ..., a_n$  then  $A^T A$  is invertible. The proof of this statement is given below.

### Solution:

- I must prove that  $A^T A x = \mathbf{0}$  implies  $x = \mathbf{0}$  where x is a column vector  $[x_1 \ x_2 \ \cdots \ x_n]^T$ . I assume that  $A^T A x = \mathbf{0}$ .
- The above implies  $x^T A^T A x = 0 \Rightarrow (Ax)^T A x = 0$ .
- I define Ax = y and therefore  $y^T y = 0 \Rightarrow ||y||^2 = 0$ .
- We know that  $y^T y = ||y||^2$  is the sum of the squares of the elements of a vector.
- Note that for complex vectors  $||y||^2$  is defined as  $y^{*^T}y$ .
- Therefore,  $||y||^2 = 0$  implies that y = 0.
- In the above case y = Ax = 0 implies  $\sum_{i=1}^{n} x_i a_i = 0$ . This condition holds only if x = 0 if A has independent columns.

# The matrix $AA^T$

### Problem:

If A has independent rows then  $AA^T$  is invertible. The proof of this follows in a similar fashion as in the previous slide.

### Solution:

- I must prove that  $AA^T x = \mathbf{0}$  implies  $x = \mathbf{0}$  where x is a column vector. I assume that  $AA^T x = \mathbf{0}$ .
- The above implies  $x^T A A^T x = 0 \Rightarrow (A^T x)^T A^T x = 0$ .
- I define  $A^T x = y$  and therefore  $y^T y = 0 \Rightarrow ||y||^2 = 0$ .
- $||y||^2 = 0$  implies that y = 0.
- In the above case  $y = A^T x = \mathbf{0}$  implies that  $x = \mathbf{0}$  if  $A^T$  has independent columns (see previous slide) or, equivalently, if A has independent rows.

# **Orthogonal and Orthonormal vectors revision**

- Lets recall that:
  - The column vectors  $q_1, ..., q_n$  are **orthogonal** if  $q_i^T \cdot q_j = 0$  for  $i \neq j$ .
  - If their lengths are all 1, then the vectors are called **orthonormal**.  $q_i^T \cdot q_j = \begin{cases} 0 & \text{when } i \neq j \quad (\text{orthogonal vectors}) \\ 1 & \text{when } i = j \quad (\text{unit vectors: } ||q_i|| = 1) \end{cases}$
- In order for a set of n vectors to satisfy the above, their dimension m must be at least n, i.e., m ≥ n. This is because the maximum number of m – dimensional vectors that can be orthogonal is m.

# Semi-orthogonal matrices with more rows than columns

- I assign to a matrix with n orthonormal m dimensional columns q<sub>i</sub> the special letter Q.
- I wish to deal first with the case where Q is strictly non-square (it is rectangular), and therefore, m > n.
- The matrix *Q* is called **semi-orthogonal**.

### **Problem:**

Consider a semi-orthogonal matrix Q with real entries, of dimension  $m \times n$ , m > n. The columns are orthonormal vectors. Prove that  $Q^T Q = I_{n \times n}$ . **Solution:** 

$$Q^{T}Q = \begin{bmatrix} q_{1}^{T} \\ q_{2}^{T} \\ \vdots \\ q_{n}^{T} \end{bmatrix} [q_{1} \quad q_{2} \quad \dots \quad q_{n}] = I_{n \times n}.$$

- We see that  $Q^T$  is an **inverse from the left**.
- This is because there isn't a matrix Q' for which  $QQ' = I_{m \times m}$ . This would imply that we could find m independent vectors of dimension n, with m > n. This is not

# Semi-orthogonal matrices with more columns than rows

- I again assign to a matrix with *m* orthonormal *n* –dimensional rows r<sub>i</sub> the special letter Q.
- I wish to deal with the case where Q is strictly non-square (it is rectangular), and therefore, m < n.
- Obviously the matrix *Q* is defined now is also **semi-orthogonal**.

### Problem:

Consider a semi-orthogonal matrix Q with real entries, of dimension  $m \times n$ , m < n. The columns are orthonormal vectors. Prove that  $QQ^T = I_{m \times m}$ .

### Solution:

$$QQ^{T} = \begin{bmatrix} r_{1} \\ r_{2} \\ \vdots \\ r_{n} \end{bmatrix} [r_{1}^{T} \quad r_{2}^{T} \quad \dots \quad r_{n}^{T}] = I_{m \times m}.$$

• We see now that  $Q^T$  is an **inverse from the right**.

# **Semi-orthogonal matrices: Generalization**

- In linear algebra, a **semi-orthogonal matrix** is a non-square matrix with real entries where: if the number of rows exceeds the number of columns, then the columns are orthonormal vectors; but if the number of columns exceeds the number of rows, then the rows are orthonormal vectors.
- Equivalently, a rectangular matrix of dimension  $m \times n$  is semi-orthogonal if  $Q^T Q = I_{n \times n}, m > n$  or  $QQ^T = I_{m \times m}, n > m$
- The above formula yields the terms **left-invertible** or **right-invertible** matrix.
- In the above cases, the left or right inverse is the transpose of the matrix. For that reason, a rectangular orthogonal matrix is called **semi-unitary**. (To remind you: a **unitary** matrix is the one with an inverse being its transpose.)

# **Semi-orthogonal matrices: Generalization**

### Problem 1:

Show that for left-invertible, semi-orthogonal matrices of dimension  $m \times n$ , m > n||Qx|| = ||x|| for every n – dimensional vector x.

### Solution:

$$||Qx||^2 = (Qx)^T (Qx) = x^T Q^T Qx = x^T Ix = x^T x \Rightarrow ||Qx||^2 = ||x||^2 \Rightarrow ||Qx|| = ||x||.$$

### Problem 2:

Show that for right-invertible, semi-orthogonal matrices of dimension  $m \times n$ , m < n,  $||Q^T x|| = ||x||$  for every m – dimensional vector x.

### Solution:

$$||Q^{T}x||^{2} = (Q^{T}x)^{T}(Q^{T}x) = x^{T}QQ^{T}x = x^{T}Ix = x^{T}x \Rightarrow ||Q^{T}x||^{2} = ||x||^{2} \Rightarrow ||Q^{T}x|| = ||x||.$$

# **Orthogonal matrices**

#### Problem 1:

Extend the relationship  $Q^T Q = I_{n \times n}$  for the case when Q is a square matrix of dimension  $n \times n$  and has orthogonal columns.

### Solution:

 $Q^T Q = I_{n \times n} \Rightarrow Q^{-1} = Q^T$ . The inverse is the transpose.

### **Problem 2:**

Prove that  $QQ^T = I_{n \times n}$ .

#### Solution:

Since *Q* is a full rank matrix we can find *Q'* such that  $QQ' = I_{n \times n}$ . This gives:  $Q^T QQ' = Q^T I_{n \times n} \Rightarrow I_{n \times n} Q' = Q^T \Rightarrow Q' = Q^T$ 

Therefore, we see that  $Q^T$  is the **two-sided inverse** of Q.

# **Examples of elementary orthogonal matrices. Rotation matrices.**

• The **rotation matrix** of size 2 × 2 is defined as:

$$Q = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix} \text{ and } Q^T = Q^{-1} = \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix}$$

### **Problems:**

- The columns (and rows) of *Q* are orthogonal (straightforward to prove).
- The columns (and rows) of *Q* are vectors of magnitude 1 (also straightforward).
- Explain the effect that the rotation matrix has on vectors  $j = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$  and  $i = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$ , when it multiplies them from the left.
- The matrix causes rotation of the vectors.

### Imperial College London Examples of elementary orthogonal matrices Permutation Matrices

• **Permutation** matrices reorder the rows of identity matrices. Examples are:

$$Q = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \text{ and } Q = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \cdot Q^T = Q^{-1} \text{ in both cases.}$$

### **Problems:**

- The columns of *Q* are orthogonal (straightforward).
- The columns of *Q* are unit vectors (straightforward).
- Explain the effect that the permutation matrices have on a random vector  $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$  or  $\begin{bmatrix} x \\ y \end{bmatrix}$  when they multiply the vector from the left.
- Obviously the matrices cause re-ordering of the elements of these vectors.

# Examples of elementary orthogonal matrices Householder Reflection Matrices

• Householder reflection matrices are defined as:

 $Q = I - 2uu^T$  with u any vector that satisfies the condition  $u^T u = 1$  (unit vector).  $Q^T = I^T - (2uu^T)^T = I - 2uu^T = Q$   $Q^T Q = Q^2 = (I - 2uu^T)(I - 2uu^T) = I - 4uu^T + 4uu^T uu^T$  and  $u^T u = 1$  and therefore,  $Q^T Q = Q^2 = I - 4uu^T + 4uu^T = I$ 

#### **Problems:**

- For  $u_1 = \begin{bmatrix} 1 & 0 \end{bmatrix}^T$  and  $u_2 = \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} \end{bmatrix}^T$  find  $Q_i = I 2u_i u_i^T$ , i = 1, 2.
- Explain the effect that matrix  $Q_1$  has on the vector  $\begin{bmatrix} x \\ y \end{bmatrix}$  when it multiplies the vector from the left.
- Explain the effect that matrix  $Q_2$  has on the vector  $\begin{bmatrix} x \\ y \end{bmatrix}$  when it multiplies the vector from the left.
- A generalized definition is  $Q = I 2 \frac{vv^T}{\|v\|^2}$  with v any column vector.

# The Gram-Schmidt process

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• The goal here is to start with three independent vectors *a*, *b*, *c* and construct three orthogonal vectors *A*, *B*, *C* and finally three orthonormal vectors.

$$q_1 = A/||A||, q_2 = B/||B||, q_3 = C/||C||$$

- We begin by choosing A = a. This first direction is accepted.
- The next direction *B* must be perpendicular to *A*. We start with *b* and subtract its projection along *A*. This leaves the part of *b* which we call vector *B* (what we knew before as the error of projection), defined as:

$$B = b - \frac{AA^T}{A^T A}b$$

Subtract projection to get B $p \neq a$ A = a b

# **The Gram-Schmidt process**

#### **Problem:**

Show that A and B are orthogonal. Note that A = a.

### Solution:

$$A^{T}B = A^{T}b - A^{T}\frac{AA^{T}}{A^{T}A}b = = A^{T}b - \frac{A^{T}AA^{T}}{A^{T}A}b = A^{T}b - A^{T}b = 0$$

The inner product between A and B is 0 and therefore, A and B are orthogonal.

### **Problem:**

Show that if *a* and *b* are independent then *B* is not zero.

$$B = b - \frac{AA^T}{A^T A}b$$

### Solution:

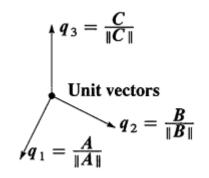
The vector  $\frac{AA^T}{A^TA}b$  is the projection of vector *b* onto vector *a*. In order for *B* to be zero the projection of vector *b* onto vector *a* must be equal to *b* itself. This happens only when *a* and *b* are dependent.

# **The Gram-Schmidt process**

- The third direction starts with *c*. This is not a combination of *A* and *B*.
- Most likely *c* is not already perpendicular to *A* and *B*.
- Therefore, we subtract the projections of *c* along *A* and *B* to get *C*:

$$C = c - \frac{AA^T}{A^T A}c - \frac{BB^T}{B^T B}c$$

- In general we subtract from every new vector its projections in the directions already set.
- If we had a fourth vector *d*, we would subtract three projections onto *A*, *B*, *C* to get *D*.
- We make the resulting vectors orthonormal.
- This is done by dividing the vectors with their magnitudes.



# The factorization A=QR known as QR decomposition

- Assume matrix *A* whose columns are *a*, *b*, *c*.
- Assume matrix Q whose columns are  $q_1, q_2, q_3$  defined previously.
- We are looking for a matrix R such that A = QR. Since Q is an orthogonal matrix we have that  $R = Q^T A$ .

$$R = Q^{T}A = \begin{bmatrix} q_{1}^{T} \\ q_{2}^{T} \\ q_{3}^{T} \end{bmatrix} \begin{bmatrix} a & b & c \end{bmatrix} = \begin{bmatrix} q_{1}^{T}a & q_{1}^{T}b & q_{1}^{T}c \\ q_{2}^{T}a & q_{2}^{T}b & q_{2}^{T}c \\ q_{3}^{T}a & q_{3}^{T}b & q_{3}^{T}c \end{bmatrix}$$

• We know that from the method that was used to construct  $q_i$  we have

$$q_2^{T}a = 0, \ q_3^{T}a = 0, \ q_3^{T}b = 0$$
 (see Appendix)

and therefore,

$$R = \begin{bmatrix} q_1^{\ T}a & q_1^{\ T}b & q_1^{\ T}c \\ 0 & q_2^{\ T}b & q_2^{\ T}c \\ 0 & 0 & q_3^{\ T}c \end{bmatrix}$$

- *QR* decomposition can facilitate the solution of the system Ax = b, since  $Ax = b \Rightarrow QRx = b \Rightarrow Rx = Q^Tb$ . The later system is easy to solve due to the upper triangular form of *R*.
- So far you have learnt two types of decompositions: the LU and the QR.



# **Generalization of QR decomposition**

- Any matrix A of dimension  $m \times n$  with independent columns can be factored into QR.
- The  $m \times n$  matrix Q has orthonormal columns.
- The square matrix R is upper triangular with positive diagonal.
- $A^T A = R^T Q^T Q R = R^T R$
- With the use of QR decomposition the least squares solution of the system of equations Ax = b becomes:

$$A^{T}A\hat{x} = A^{T}b \Rightarrow R^{T}R\hat{x} = R^{T}Q^{T}b \Rightarrow R\hat{x} = Q^{T}b$$

• The system of equations  $R\hat{x} = Q^T b$  can be easily solved with back-substitution.

### **Appendix QR**

- $q_2^T a = 0$ . The proof of this is straightforward.
- $q_3^T a = 0$ . In order to prove this we can prove that  $C^T a = 0$ .  $C^T = c^T - c^T \frac{AA^T}{A^T A} - c^T \frac{BB^T}{B^T B} \Rightarrow C^T a = c^T a - c^T \frac{AA^T}{A^T A} a - c^T \frac{BB^T}{B^T B} a \Rightarrow$  $C^T a = c^T a - c^T \frac{AA^T}{A^T A} a = 0$  since A = a.
- $q_3^T b = 0$ . In order to prove this we can prove that  $C^T b = 0$ .  $C^T = c^T - c^T \frac{AA^T}{A^T A} - c^T \frac{BB^T}{B^T B} \Rightarrow C^T b = c^T b - c^T \frac{AA^T}{A^T A} b - c^T \frac{BB^T}{B^T B} b \Rightarrow$   $C^T b = c^T b + c^T (B - b) - c^T \frac{BB^T}{B^T B} b \Rightarrow C^T b = c^T B - c^T \frac{BB^T}{B^T B} b$ .  $\frac{BB^T}{B^T B} b = \frac{BB^T}{B^T B} (B + \frac{AA^T}{A^T A} b) = \frac{BB^T}{B^T B} B + \frac{BB^T AA^T}{B^T BA^T A} b$  but  $B^T A = 0$ . Therefore  $\frac{BB^T}{B^T B} b = B$ . Thus,  $C^T b = c^T B - c^T \frac{BB^T}{B^T B} b = c^T B - c^T B = 0$ .