## Lec 28

## # Orthonormal basis

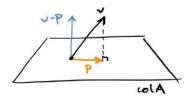
Notice Let V be I.P.S. with some orthonormal basis  $B = \{u_1, ..., u_n\}$ Let  $v, w \in V$ , then  $v = a_1u_1 + \dots + a_nu_n$  } unique linear combo  $w = b_1w_1 + \dots + b_nw_n$  Then  $\langle v, w \rangle = a_1b_1 + \dots + a_nb_n$   $\langle v, v \rangle = a_1^2 + \dots + a_n^2 = ||v||^2$ We get dot product like behaviours We call  $\begin{bmatrix} a_1 \\ a_n \end{bmatrix}$  the <u>coordinate vec</u> for v w.r.t. B

# Orthogonal Projections

Let  $u \in \mathbb{R}^n$ ,  $u \neq \vec{o}$ , l = span(n),  $v \in \mathbb{R}^n$ 

-> Want to be able to project onto any subspace

Let Anxp, project VERP onto COLA.



We must have  $\bigcirc p \in colA$ ,  $\oslash v - p \in (colA)^{\perp}$ Notice  $colA = \{A \times | \times \in \mathbb{R}^{p}\}$ . Then  $\bigcirc p = A\hat{x}$  f.s.  $\hat{x} \in \mathbb{R}^{p}$   $\textcircled{O} \operatorname{Recall}(colA)^{\perp} = (row A^{T})^{\perp} = nulA^{T}$  $\textcircled{V} A^{T}(v - p) = \breve{O}$  Then WTFind  $\hat{x}$  st.  $A^{T}(v - A\hat{x}) = \vec{0}$   $A^{T}v - A^{T}A\hat{x} = \vec{0}$   $A^{T}v = A^{T}A\hat{x}$ WLOG suppose colds of A lin indep. (else we can throw out colds without changing col A) Then  $A^{T}A$  invertible.  $\Rightarrow (A^{T}A)^{-1}A^{T}v = (A^{T}A)^{-1}A^{T}A\hat{x}$   $\hat{x} = (A^{T}A)^{-1}A^{T}v$ So  $ProjiciA v = A\hat{x} = A(A^{T}A)^{-1}A^{T}v$ 

Then, to project  $v \in V$  into some subspace W, find matrix whose coll space is W by taking basis of W and stacking horizontally. Then do the above work

Thus Orthogonal Decomposition Theorem. If W is subspace of  $\mathbb{R}^n$  and  $V \in \mathbb{R}^n$ , then there are unique  $w \in W$  and  $u \in W^\perp$  st. u + w = vProof (3) Let  $w = \operatorname{projw} V$   $u = v - \operatorname{projw} V$ Then  $w \in W$ ,  $u \in W^\perp$  by def and w + u = v(!) Suppose  $w' \in W$ ,  $u \in W^\perp$  st. w' + u' = vThen w + u = w' + u'. w - w' = u' - u Let  $\overline{x} = w - w'$   $\overline{x} \in W$   $\overline{x} \in W^\perp$ Then  $\overline{x} = \overline{0}$ . So w = w', u = u'