

MIT 18.06 Exam 2 Solutions, Fall 2022
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Problem 1 [(5+5)+10 points]:

These two parts are **answered independently**:

- (a) Consider the 2d “plane” S spanned by

$$a_1 = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}, \quad a_2 = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix}.$$

- (i) Give an **orthonormal basis** for S .

Solution: We just need to do Gram–Schmidt:

$$q_1 = \frac{a_1}{\|a_1\|} = \frac{1}{2} \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

and

$$q_2 = \frac{a_2 - q_1 q_1^T a_2}{\|\dots\|} = \frac{1}{2} \begin{pmatrix} 1 \\ -1 \\ -1 \\ 1 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 1 \\ -1 \\ -1 \\ 1 \end{pmatrix}.$$

(Although this is the most obvious approach, there are infinitely many other orthonormal bases we could have chosen. For example, we could have done Gram–Schmidt in the opposite order, on a_2, a_1 .)

- (ii) Find the **closest point** in S to the (column vector) $y = [-2, 4, -6, 8]$.

Solution: This is just the orthogonal projection p of y onto S , which is easy to do using the orthonormal basis from (a):

$$p = q_1 q_1^T y + q_2 q_2^T y = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} + 2 \begin{pmatrix} 1 \\ -1 \\ -1 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 \\ -1 \\ -1 \\ 3 \end{pmatrix}.$$

Note that we could also have computed the projection matrix $P = QQ^T = q_1 q_1^T + q_2 q_2^T$ and then multiplied it by y , but this is *much* more work (matrices require more arithmetic than vectors)! Even *more* work would be using $A = (a_1 \ a_2)$ and then using $A(A^T A)^{-1} A^T$, i.e. solving the normal equations $A^T A \hat{x} = A^T y$ and then finding $p = A \hat{x}$.

- (b) Suppose that we have 100 measurements (p_k, v_k) of the volume v of a gas vs. its pressure p , and we want to fit it to a function of the form $v(p) = \frac{c_1}{p} + c_2$ for unknown constants c_1, c_2 . Write down the 2×2 **system of equations** you would solve to find c_1, c_2 in order to minimize the sum of the squared errors $\sum_k [v(p_k) - v_k]^2$. You can write your answer (left- and right-hand sides) as products of matrices and/or vectors, as long as you specify what each term is (in terms of the unknowns c_1, c_2 and/or the data p_1, \dots, p_{100} and v_1, \dots, v_{100}).

Solution: This is a least-square problem, so the answer is to solve the normal equations $A^T A c = A^T b$ for $c = (c_1 \ c_2)^T$ where

$$A = \begin{pmatrix} \frac{1}{p_1} & 1 \\ \frac{1}{p_2} & 1 \\ \vdots & \vdots \\ \frac{1}{p_{100}} & 1 \end{pmatrix} \text{ and } b = \begin{pmatrix} v_1 \\ v_2 \\ \vdots \\ v_{100} \end{pmatrix}$$

so that Ac is the “model” $\begin{pmatrix} v(p_1) \\ v(p_2) \\ \vdots \\ v(p_{100}) \end{pmatrix}$ and b are the data we are fitting to, so that $\sum_k [v(p_k) - v_k]^2 = \|Ac - b\|^2$.

Problem 2 [4+4+4+4+4+4 points]:

These parts can be answered independently:

- (a) The matrix $\frac{a_1 a_1^T}{a_1^T a_1} + \frac{a_2 a_2^T}{a_2^T a_2}$ is the projection matrix onto the span of $a_1, a_2 \in \mathbb{R}^m$ if a_1 and a_2 are **(circle all true answers)**: *independent, orthogonal, parallel, orthonormal, singular, length-1.*

Solution: orthogonal or orthonormal. (They *must* be orthogonal for this to be a projection—that's the only way you can project one vector at a time via dot products. Their normalization is irrelevant because we are dividing each term by the length², but it's fine if they are normalized to length 1.)

Ideally, this problem should have specified explicitly that the **vectors** a_1, a_2 **are nonzero** (zero vectors are orthogonal to everything, including themselves), but this is implicit in the problem statement since the formula $\frac{a_1 a_1^T}{a_1^T a_1} + \frac{a_2 a_2^T}{a_2^T a_2}$ makes no sense for zero vectors ($\frac{0}{0}$?).

- (b) If \hat{x} is the least-square solution minimizing $\|Ax - b\|$ over x , then $A\hat{x} - b$ must lie in **which fundamental subspace** of A ?

Solution: $C(A)^\perp = \boxed{N(A^T)}$, i.e. the **left nullspace** of A . $A\hat{x}$ is the projection onto $C(A)$, and the error $b - A\hat{x}$ is orthogonal to $C(A)$.

- (c) A, B are 10×3 matrices, and $b \in \mathbb{R}^{10}$. If we want to find the vector $\hat{y} \in \mathbb{R}^3$ for which $A\hat{y} - b \in C(B)^\perp$, then \hat{y} satisfies the 3×3 **system of equations** _____ (in terms of A, B, b, \hat{y}).

Solution: $C(B)^\perp = N(B^T)$, so we just need $B^T(A\hat{y} - b) = 0 \implies \boxed{B^T A\hat{y} = B^T b}$.

Note that this is very similar to how we derived the normal equations, by requiring that $A\hat{x} - b$ be orthogonal to $C(A)$; that is, you get the normal equations if you set $B = A$.

- (d) A, B are matrices with $C(A) = C(B)$, and we have solved $A^T A\hat{x} = A^T b$ for \hat{x} and $B^T B\hat{y} = B^T b$ for \hat{y} . **Circle statements (if any) that must be true:** $\hat{x} = \hat{y}$, $A\hat{x} = B\hat{y}$, and/or $\hat{x}^T b = \hat{y}^T b$.

Solution: $A\hat{x} = B\hat{y}$, since these are the orthogonal projections onto $C(A) = C(B)$; the column spaces are the same, so the projections are the same. (But the *coefficients* of the projection \hat{x} in the A basis don't need to match the coefficients \hat{y} in the B basis!)

- (e) Q is a 5×3 matrix with orthonormal columns. Circle which **must** be true: $\|Qx\| = \|x\|$ for $x \in \mathbb{R}^3$, $\|Q^T y\| = \|y\|$ for $y \in \mathbb{R}^5$.

Solution: $\|Qx\| = \|x\|$, since $\|Qx\| = \sqrt{(Qx)^T(Qx)} = \sqrt{x^T \overbrace{Q^T Q}^I x} = \|x\|$. In contrast, $\|Q^T y\| = \sqrt{(Q^T y)^T(Q^T y)} = \sqrt{y^T Q Q^T y}$, but $Q Q^T \neq I$ since Q is not square—it is a 5×5 projection matrix onto the 3-dimensional subspace $C(Q)$.

- (f) If A is a 3×3 matrix with $\det(A) = 3$, then $\det[A^T A^{-1}] + \det(2A) = \underline{\hspace{2cm}}$.

Solution: Using the properties of determinants, we find:

$$\det[A^T A^{-1}] + \det(2A) = \underbrace{\det(A^T)}_{\det A=3} \underbrace{\det(A^{-1})}_{(\det A)^{-1}=\frac{1}{3}} + \underbrace{\det(2A)}_{2^3 \det(A)=24} = \boxed{25}.$$

where/whether we put parentheses), we would have to write the gradient as something like $\nabla f = 2yx^T y$ or $\nabla f = 2yy^T x$, using the fact that $x^T y = y^T x$ is a scalar that we can move around freely.