## Linear Algebra I

lsq.m

```
T = readmatrix("lsq.csv");
  % Get the data out of the table.
  X = T(:,1);
  Y = T(:,2);
  % Construct the linear approximation.
  P = [ones(size(X)) X];
  p = (P'*P) \setminus (P'*Y);
  function y = l(x, p)
      y = p(2)*x + p(1);
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  % Construct the quadratic
      approximation.
  A = [ones(size(X)) X X.^2];
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  b = (A'*A) \setminus (A'*Y);
  function y = q(x, b)
      y = b(3)*x.^2 + b(2)*x + b(1);
  % Find the normal matrix (A^T)A.
B = A \cdot *A;
  scatter(X, Y);
  hold on
```

lsq.py

```
import numpy as np
  import matplotlib.pyplot as plt
  from numpy.linalg import inv
  D = np.loadtxt("lsq.csv", delimiter=",
  X, Y = D[:,0], D[:,1]
  # Linear approximation.
 P = np.array([np.ones(len(D)), X]).T
 p = inv(P.T @ P) @ (P.T @ Y)
  def l(x, p):
    return p[1]*x + p[0]
  # Quadratic approximation.
 A = np.array([
   np.ones(len(D)), X, X**2
 ]).T
  b = inv(A.T @ A) @ (A.T @ Y)
 def q(x, b):
    return b[2]*x**2 + b[1]*x + b[0]
  # Find the normal matrix.
 B = A.T@A
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  plt.scatter(X, Y, facecolors="none",
      edgecolors="tab:blue")
```

We construct a system of equations called the *normal equations*: given our matrix A, the expression  $(A^{\top}A)^{-1}(A^{\top}y)$  computes the orthogonal projection from y onto the column span of Ax. Equivalently, we are minimizing  $||Ab-y||^2$  — this minimizer is the vector b of squared differences between each entry of y and the closest point in Ax. We're minimizing something quadratic, so it has a unique solution given by

$$Ab = y,$$

$$A^{\top}Ab = A^{\top}y,$$

$$b = (A^{\top}A)^{-1}(A^{\top}y).$$

We can construct A with n+1 columns to get a degree-n polynomial fit. In this case, the data above were generated by setting an objective function  $\tilde{f}(x) = x^2 - 3x + 1$  and constructing a noised dataset

$$D = \left\{ \left( x_i, \tilde{f}(x_i) \pm \mathcal{N}(0, 1/4) \right) : x_i = 2i/20, \ i \in \{0, \dots, 20\} \right\},\,$$

where  $\mathcal{N}(0, 1/4)$  is a normal distribution with standard deviation  $\sigma = 1/4$ . The results look like this:



