

不可使用手機、計算器，禁止作弊!

1. Find the projection matrix for the plane  $2x + y - z = 0$  and then find the projection of  $[2, 1, 3]$  on the plane.

**Answer:**  $P = \frac{1}{6} \begin{bmatrix} 2 & -2 & 2 \\ -2 & 5 & 1 \\ 2 & 1 & 5 \end{bmatrix}, \vec{b}_W = \frac{1}{6} \begin{bmatrix} 8 \\ 4 \\ 20 \end{bmatrix}$

**Solution :**

(Method from 6.4 example 3)

Pick  $\vec{a}_1 = [1, -2, 0]^T, \vec{a}_2 = [0, 1, 1]^T$  such that  $W = sp(\vec{a}_1, \vec{a}_2)$ .

$$A = \begin{bmatrix} 1 & 0 \\ -2 & 1 \\ 0 & 1 \end{bmatrix}, (A^T A)^{-1} = \begin{bmatrix} 5 & -2 \\ -2 & 2 \end{bmatrix}^{-1} = \frac{1}{6} \begin{bmatrix} 2 & 2 \\ 2 & 5 \end{bmatrix}$$

The projection matrix P is

$$P = A(A^T A)^{-1} A^T = \frac{1}{6} \begin{bmatrix} 1 & 0 \\ -2 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 2 & 2 \\ 2 & 5 \end{bmatrix} \begin{bmatrix} 1 & -2 & 0 \\ 0 & 1 & 1 \end{bmatrix} = \frac{1}{6} \begin{bmatrix} 2 & -2 & 2 \\ -2 & 5 & 1 \\ 2 & 1 & 5 \end{bmatrix}$$

$$\vec{b}_W = P\vec{b} = \frac{1}{6} \begin{bmatrix} 2 & -2 & 2 \\ -2 & 5 & 1 \\ 2 & 1 & 5 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix} = \frac{1}{6} \begin{bmatrix} 8 \\ 4 \\ 20 \end{bmatrix}$$

2. Find the least squares solution of the given overdetermined system  $A\vec{x} = \vec{b}$ .

$$\begin{bmatrix} 1 & 2 \\ 1 & 1 \\ 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 3 \\ 1 \\ 3 \end{bmatrix}$$

Answer: the least squares solution is  $\begin{bmatrix} -0.2 \\ 0.6 \end{bmatrix}$

**Solution :**

*Method1*

Let

$$A = \begin{bmatrix} 1 & 2 \\ 1 & 1 \\ 2 & 3 \end{bmatrix}, \vec{b} = \begin{bmatrix} 3 \\ 1 \\ 3 \end{bmatrix}$$

Then the least squares solution  $\vec{x}' = (A^T A)^{-1} A^T \vec{b} = \begin{bmatrix} -4/3 \\ 2 \end{bmatrix}$

*Check*

Let  $\vec{v} = A\vec{x}' - \vec{b} = \frac{1}{3} \begin{bmatrix} -1 \\ -1 \\ 1 \end{bmatrix}$ ,  $\vec{a}_1 = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$  and  $\vec{a}_2 = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$ . Then  $\vec{a}_1 \cdot \vec{v} = \vec{a}_2 \cdot \vec{v} = 0$ .

*Method2*

The problem can be written as:

Given  $\vec{b} = \begin{bmatrix} 3 \\ 1 \\ 3 \end{bmatrix}$ ,  $\vec{a}_1 = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$  and  $\vec{a}_2 = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$ . Let  $W = \text{sp}(\vec{a}_1, \vec{a}_2)$  and  $\vec{b}_W$  is the projection of  $\vec{b}$  onto  $W$ . Find  $\vec{r}$  so that  $A\vec{r} = \vec{b}_W$ .

Then the problem will be the same as the problem 1 in Quiz 4.