Least squares and the normal equations

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If A is of size 3×2 or 10×3 , then Ax = b usually does not have a solution. For example,

/1	2	$\langle a \rangle$	(1)
1	3/2	$\begin{pmatrix} c \\ d \end{pmatrix} =$	2
$\backslash 1$	4 /	$\binom{c}{d} =$	1/

does not have a unique solution because there is no line y = c + dx that goes through (2, 1), (3/2, 2), and (4, 1).

Instead, for rectangular matrices we seek the least squares solution. That is, we minimize the sum of squares of the error

$$||b - Ax||_2^2 = (b - Ax)_1^2 + \ldots + (b - Ax)_n^2$$

In the above example the least squares solution finds the global minimum of the sum of squares, i.e.,

$$f(c,d) = (1 - c - 2d)^2 + (2 - c - 3/2d)^2 + (1 - c - 4d)^2.$$
 (1)

At the global minimum the gradient of f vanishes. That is,

,

$$\begin{pmatrix} \frac{\partial f}{\partial c} \\ \frac{\partial f}{\partial c} \end{pmatrix} = \begin{pmatrix} -2(1-c-2d) - 2(2-c-\frac{3}{2}d) - 2(1-c-4d) \\ -4(1-c-2d) - 3(2-c-\frac{3}{2}d) - 8(1-c-4d) \end{pmatrix} = \begin{pmatrix} 6c+15d-8 \\ 15c+\frac{89}{2}d-18 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 0$$

These equations can be solved by the following linear system (using elimination, say):

$$\begin{pmatrix} 6 & 15\\ 15 & \frac{89}{2} \end{pmatrix} \begin{pmatrix} c\\ d \end{pmatrix} = \begin{pmatrix} 8\\ 18 \end{pmatrix}.$$

MATLAB calculates the global minimum of (1) as 8/21 when (c, d) =(43/21, -2/7). This is the least squares solution. The line of best-fit is y = 43/21 - 2/7x. This is not remarkable.

But this is:

$$2A^{T}A = 2\begin{pmatrix} 1 & 1 & 1 \\ 2 & 3/2 & 4 \end{pmatrix} \begin{pmatrix} 1 & 2 \\ 1 & 3/2 \\ 1 & 4 \end{pmatrix} = \begin{pmatrix} 6 & 15 \\ 15 & \frac{89}{2} \end{pmatrix}, \qquad 2A^{T} \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 8 \\ 18 \end{pmatrix}.$$

There is no need to differentiate to solve a minimization problem! Just solve the normal equations!

NORMAL EQUATIONS:

$$A^T A x = A^T b$$

Why the normal equations? To find out you will need to be slightly crazy and totally comfortable with calculus.

In general, we want to minimize¹

$$f(x) = \|b - Ax\|_2^2 = (b - Ax)^T (b - Ax) = b^T b - x^T A^T b - b^T Ax + x^T A^T Ax.$$

If x is a global minimum of f, then its gradient $\nabla f(x)$ is the zero vector. Let's take the gradient of f remembering that

$$\nabla f(x) = \begin{pmatrix} \frac{\partial f}{\partial x_1} \\ \vdots \\ \frac{\partial f}{\partial x_n} \end{pmatrix}.$$

We have the following three gradients:

$$\nabla(x^T A^T b) = A^T b, \quad \nabla(b^T A x) = A^T b, \quad \nabla(x^T A^T A x) = 2A^T A x.$$

To calculate these gradients, write out $x^T A^T b$, $b^T A x$, and $x^T A^T A x$, in terms of sums and differentiate with respect to x_1, \ldots, x_n (this gets very messy).

Thus, we have

$$\nabla f(x) = 2A^T A x - 2A^T b,$$

just like we saw in the example. We can solve $\nabla f(x) = 0$ or, equivalently $A^T A x = A^T b$ to find the least squares solution. Magic.

Is this the global minimum? Could it be a maximum, a local minimum, or a saddle point? To find out we take the "second derivative" (known as the Hessian in this context):

$$Hf = 2A^T A.$$

Next week we will see that $A^T A$ is a positive semi-definite matrix and that this implies that the solution to $A^T A x = A^T b$ is a global minimum of f(x). Roughly speaking, f(x) is a function that looks like a bowl.

¹Here, x is a vector not a 1D variable.