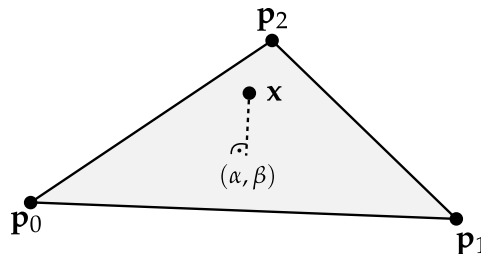


Exercise Sheet 2

Linear Least Squares

1. Triangle projection



Let the positions $\mathbf{p}_0, \mathbf{p}_1, \mathbf{p}_2 \in \mathbb{R}^3$ denote the corners of a triangle in three dimensions. Any point on the triangle can be expressed as a linear combination of the corner positions using local coordinates (α, β) :

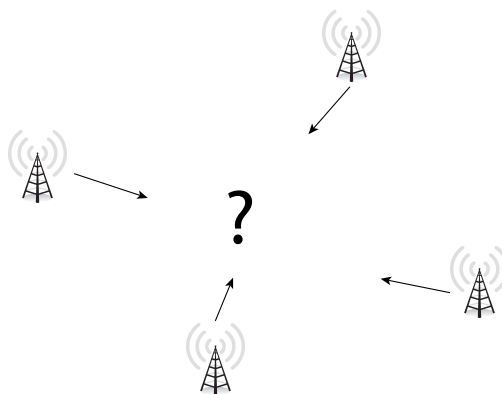
$$\mathbf{p}(\alpha, \beta) := \mathbf{p}_0 + \alpha(\mathbf{p}_1 - \mathbf{p}_0) + \beta(\mathbf{p}_2 - \mathbf{p}_0)$$

Given an arbitrary point $\mathbf{x} \in \mathbb{R}^3$ that is close to the triangle, it's often useful to be able to find the values of α and β , whose associated position is *closest* to \mathbf{x} according to the $\|\cdot\|_2$ -norm.

- (i) Re-formulate this computation as a least squares problem and express it in its standard form (i.e. $\mathbf{Ax} \approx \mathbf{b}$).
- (ii) Derive the associated normal equations.
- (iii) Suppose you have a function $\mathbf{Q}, \mathbf{R} = \mathbf{qr}(\mathbf{A})$ that produces a QR factorization of the matrix. What precise sequence of steps is needed to obtain \mathbf{x} using this factorization?

2. Radar localization

A signal source is briefly observed by n radar dishes with *distinct* positions (x_i, y_i) ($i = 1, \dots, n$) scattered on a 2D plane. Following the observation, the operator of each dish reports back a unit vector (u_i, v_i) representing the most likely direction towards the signal.



We'll now focus on the problem of computing the source position (s, t) given these observations.

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- (i) Suppose that $n = 3$. For what dish arrangement can we expect the associated numerical problem to be ill-conditioned? Does the problem still admit solutions in this case? Justify your answers.
- (ii) Let's assume from now on that the radar dish locations were intelligently chosen to avoid the problems discussed in the previous question.
- For what values of n is the problem always underdetermined or overdetermined regardless of the source position? Why?
- (iii) Let's assume that there are only two dishes. Construct a square linear system that can be used to solve for (s, t) .