

## 5.2: Gram-Schmidt algo

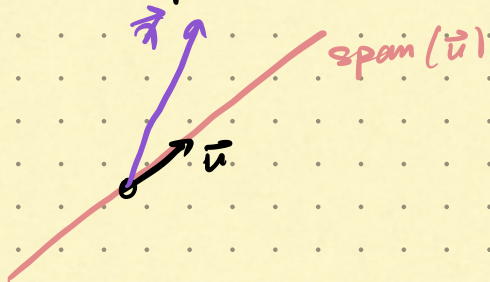
Recall: a set  $\{\vec{u}_1, \dots, \vec{u}_d\}$  is orthonormal if

$$u_i \cdot u_j = \begin{cases} 1, & i=j \\ 0, & i \neq j \end{cases}$$

$\Rightarrow$  If  $V = \text{span}\{\vec{u}_1, \dots, \vec{u}_d\}$ , then

$$\text{proj}_V(\vec{x}) = (\vec{u}_1 \cdot \vec{x})\vec{u}_1 + \dots + (\vec{u}_d \cdot \vec{x})\vec{u}_d$$

eg. if  $\vec{u}$  is a unit vector, then  $\{\vec{u}\}$  is an ONB for  $\text{span}(\vec{u})$ . Then  $\text{proj}_{\text{span}(\vec{u})}(\vec{x}) = (\vec{u} \cdot \vec{x})\vec{u}$



Q how do we find ONBs?

A Gram-Schmidt algo

input: a basis  $\{\vec{v}_1, \dots, \vec{v}_d\}$  of a subspace  $V \subseteq \mathbb{R}^n$

output: an ONB  $\{\vec{u}_1, \dots, \vec{u}_d\}$  of  $V$

Idea: • first find an ONB  $\{\vec{u}_1\}$  for  $\text{span}\{\vec{v}_1\}$ ,

• then find an ONB  $\{\vec{u}_1, \vec{u}_2\}$  for  $\text{span}\{\vec{v}_1, \vec{v}_2\}$ ,

⋮

• find an ONB  $\{\vec{u}_1, \vec{u}_2, \dots, \vec{u}_d\}$  for  $\text{span}\{\vec{v}_1, \dots, \vec{v}_d\}$ .

We get  $\vec{u}_i$  from  $\vec{u}_1, \dots, \vec{u}_{i-1}$  using orthogonal projection

Eg. let  $V = \text{span}\left(\underbrace{\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}}_{\vec{v}_1}, \underbrace{\begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}}_{\vec{v}_2}, \underbrace{\begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}}_{\vec{v}_3}\right) \subseteq \mathbb{R}^3$

Find an ONB for  $V$

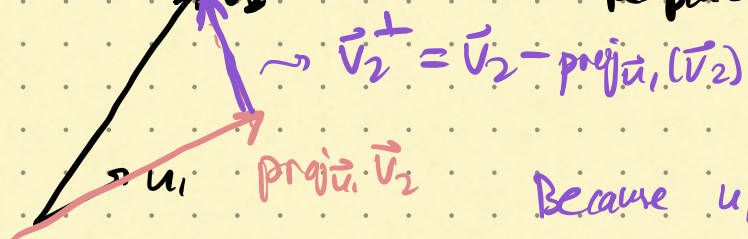
First, find an ONB for  $\text{span}(\vec{v}_1)$ :  $\frac{1}{\|\vec{v}_1\|} \vec{v}_1 = \vec{u}_1$

$$\Rightarrow \vec{u}_1 = \frac{1}{2} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

Next: use this to find an ONB for  $\text{span}(\vec{v}_1, \vec{v}_2)$ :

$$\vec{u}_1 = \frac{1}{2} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, \quad \vec{u}_2 = ? \quad \vec{v}_2 \text{ is not orthogonal to } \vec{u}_1$$

Replace  $\vec{v}_2$  with something ortho to  $\vec{u}_1$



Because  $u_1$  is a unit vector,  
 $\text{proj}_{u_1}(\vec{v}_2) = (\vec{u}_1 \cdot \vec{v}_2) \vec{u}_1$

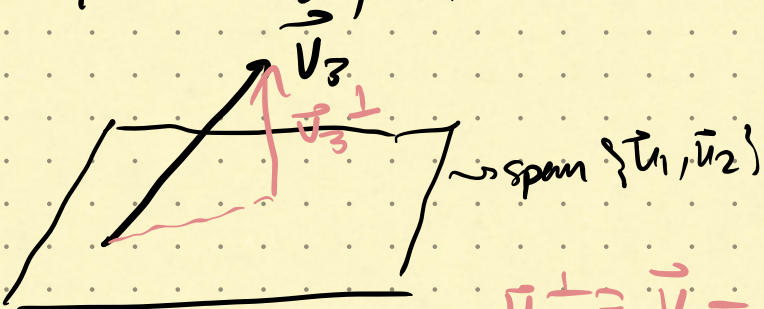
$$\Rightarrow \vec{v}_2^\perp = \vec{v}_2 - (\vec{u}_1 \cdot \vec{v}_2) \vec{u}_1 = \vec{v}_2 - 10\vec{u}_1 = \begin{bmatrix} -4 \\ 4 \\ -4 \end{bmatrix}$$

Now:  $\vec{u}_1, \vec{v}_2^\perp$  are ortho. and span the  $\text{span}(\vec{v}_1, \vec{v}_2)$

But:  $\vec{v}_2^\perp$  is not a unit vector.

$$\Rightarrow \vec{u}_2 = \frac{1}{\|\vec{v}_2^\perp\|} \vec{v}_2^\perp = \frac{1}{8} \begin{bmatrix} -4 \\ 4 \\ -4 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix}$$

To find  $\vec{u}_3$ : Replace  $\vec{v}_3$  w/ something ortho to  $\vec{u}_1$  and  $\vec{u}_2$ , then divide that vector by its length.



$$\vec{u}_3^\perp = \vec{v}_3 - \text{proj}_{\text{span}\{\vec{u}_1, \vec{u}_2\}} \vec{v}_3$$

$$= \frac{1}{2} \begin{bmatrix} 1 \\ -1 \\ 1 \end{bmatrix}$$

$$\boxed{\text{proj}_{\text{span}\{\vec{u}_1, \vec{u}_2\}}(\vec{v}) = (\vec{u}_1 \cdot \vec{v}) \vec{u}_1 + (\vec{u}_2 \cdot \vec{v}) \vec{u}_2} = \frac{1}{2} \begin{bmatrix} 1 \\ -1 \\ 1 \end{bmatrix} = \vec{u}_3^\perp$$



Now:  $\vec{u}_1, \vec{u}_2, \vec{v}_3^\perp$  are all ortho to each other,

So we replace  $\vec{v}_3^\perp$  with  $\frac{1}{\|\vec{v}_3^\perp\|} \vec{v}_3^\perp = \frac{1}{2} \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix} \stackrel{!}{=} \vec{u}_3$

Answer:  $\{\vec{u}_1, \vec{u}_2, \vec{u}_3\} = \left\{ \frac{1}{2} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, \frac{1}{2} \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix}, \frac{1}{2} \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix} \right\}$ ,

EXC: find ONB for span  $\left\{ \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 2 \\ 2 \\ -1 \end{bmatrix} \right\}$

$$\vec{u}_1 = \frac{1}{\|\vec{v}_1\|} \vec{v}_1 = \frac{1}{2} \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\vec{u}_2 = ? \quad \vec{v}_2^\perp = \vec{v}_2 - \underbrace{(\vec{v}_2 \cdot \vec{u}_1) \vec{u}_1}_{\text{proj}_{\vec{u}_1}(\vec{v}_2)}, \quad \vec{u}_2 = \frac{1}{\|\vec{v}_2^\perp\|} \vec{v}_2^\perp = \frac{1}{2} \begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix}$$

$$\vec{u}_3 = ? \quad \vec{v}_3^\perp = \vec{v}_3 - \underbrace{((\vec{v}_3 \cdot \vec{u}_1) \vec{u}_1 + (\vec{v}_3 \cdot \vec{u}_2) \vec{u}_2)}_{\text{proj}_{\{\vec{u}_1, \vec{u}_2\}} \vec{v}_3}, \quad \vec{u}_3 = \frac{1}{\|\vec{v}_3^\perp\|} \vec{v}_3^\perp = \frac{1}{2\sqrt{5}} \begin{bmatrix} 3 \\ -1 \\ -3 \end{bmatrix}$$

QR factorization

$$A = [\vec{v}_1 \ \vec{v}_2 \ \vec{v}_3] = \begin{bmatrix} 1 & 0 & 2 \\ 1 & 1 & 2 \\ 1 & 1 & -1 \end{bmatrix}$$

$$Q = [\vec{u}_1 \ \vec{u}_2 \ \vec{u}_3] = \frac{1}{2} \begin{bmatrix} 1 & -1 & 3/\sqrt{5} \\ 1 & 1 & 1/\sqrt{5} \\ 1 & 1 & -1/\sqrt{5} \\ & & -3/\sqrt{5} \end{bmatrix}$$

Recall: for any  $\vec{x}$ ,  $Q[\vec{x}]_Q = \vec{x}$

$\{\vec{u}_1, \vec{u}_2, \vec{u}_3\}$

$$\Rightarrow A = Q \begin{bmatrix} [v_1]_Q & [v_2]_Q & [v_3]_Q \end{bmatrix}$$

$$[v_1]_Q = \begin{bmatrix} v_1 \cdot u_1 \\ v_1 \cdot u_2 \\ v_1 \cdot u_3 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$$

$$[v_2]_Q = \begin{bmatrix} v_2 \cdot u_1 \\ v_2 \cdot u_2 \\ v_2 \cdot u_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$$

$$[v_3]_Q = \begin{bmatrix} v_3 \cdot u_1 \\ v_3 \cdot u_2 \\ v_3 \cdot u_3 \end{bmatrix} = \begin{bmatrix} 2 \\ -1 \\ \sqrt{5} \end{bmatrix}$$

$$\Rightarrow A = Q \begin{bmatrix} 2 & 1 & 2 \\ 0 & 1 & -1 \\ 0 & 0 & \sqrt{5} \end{bmatrix}$$

any matrix  
w/ lin indep  
columns

ortho-  
normal  
columns

something upper-triangular

Def of magnitude: if  $\vec{a} = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix}$  then  $\|\vec{a}\| = \sqrt{a_1^2 + a_2^2 + a_3^2}$