

# Math 511

$a_1, a_2, \dots, a_n \rightarrow q_1, q_2, \dots, q_n$  (orthonormal)

Basis  $\left[ \begin{array}{l} q_1 = \frac{1}{\|a_1\|} a_1 \end{array} \right]$

Inductive Step / know:  $\left[ q_1, \dots, q_k \right]$

to get  $q_{k+1}$ ,  $\boxed{a_{k+1}}$  - (projection of  $a_{k+1}$  onto  $\text{span}(q_1, \dots, q_k)$ )

$$q_{k+1} = \frac{1}{\|a_{k+1} - P\|} (a_{k+1} - P)$$

(ex)  $\begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 1 & 1 \end{bmatrix} = A = QR$

$$Q = \begin{bmatrix} \frac{1}{\sqrt{2}} & 0 & \frac{1}{\sqrt{2}} \\ 0 & \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ 0 & \frac{1}{\sqrt{2}} & 1 \end{bmatrix}$$

$$R = \begin{bmatrix} \sqrt{2} & 0 & \frac{1}{\sqrt{2}} \\ 0 & \sqrt{2} & \frac{1}{\sqrt{2}} \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix}$$

Basis:  $q_1 = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 0 \\ 1 \\ 0 \end{bmatrix}$

Inductive:  $q_2$  is  $(a_2 - \text{proj. onto } q_1)$  / (length)

$$P_1 = \langle a_2, q_1 \rangle q_1 = 0 \cdot q_1 = 0$$

$$q_2 = \frac{1}{\sqrt{2}} \begin{bmatrix} 0 \\ 1 \\ 0 \\ -1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1/\sqrt{2} \\ 0 \\ -1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix}$$

$a_2 - P_1$

$q_3$  is  $(a_3 - \text{proj}_{\mathbb{P}_2} a_3)$  / (length)

$$P_2 = \underbrace{\langle a_3, q_1 \rangle}_{1/\sqrt{2}} q_1 + \underbrace{\langle a_3, q_2 \rangle}_{1/\sqrt{2}} q_2 = \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \\ 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix}$$

$$q_3 = \frac{1}{\sqrt{1}} \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} \\ -1/\sqrt{2} \\ -1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix}$$

$a_3 - P_2$

(Note: The denominator is  $\sqrt{\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2}} = 1$ )

Gram-Schmidt is computationally (by computer) unstable  
(error blows up the problem)

→ Modified Gram-Schmidt

$$q_1 = \frac{1}{\|a_1\|} a_1$$

$$q_2 = \left( a_2 - \underbrace{\left[ \text{how much } a_2 \cdot q_1 \right]}_{\text{how much } a_2 \cdot q_1} \right) / (\text{length})$$

how much  $a_2 \cdot q_2$

$$q_3 = \left( a_3 - \underbrace{\left[ \text{how much } a_3 \cdot q_1 \right]}_{\text{how much } a_3 \cdot q_1} - \underbrace{\left[ \text{how much } a_3 \cdot q_2 \right]}_{\text{how much } a_3 \cdot q_2} \right) / (\text{length})$$

$$q_{k+1} = \left( a_{k+1} - \underbrace{\langle a_{k+1}, q_{k1} \rangle}_{\text{in } q_{k1}^?} - \underbrace{\langle a_{k+1}, q_{k2} \rangle}_{\text{in } q_{k2}^?} - \underbrace{\langle a_{k+1}, q_{k3} \rangle}_{\text{in } q_{k3}^?} \right) / \| \cdot \|$$

loop on  $k = 1, 2, \dots, n$

$$r_{kk} = \| a_k \|$$

$$q_k = \frac{1}{r_{kk}} a_k$$

loop  $j = k+1, k+2, \dots, n$

$$r_{kj} = \langle a_j, q_k \rangle$$

$$a_j = a_j - r_{kj} q_k$$

end

end

To Do

Row 5, 7

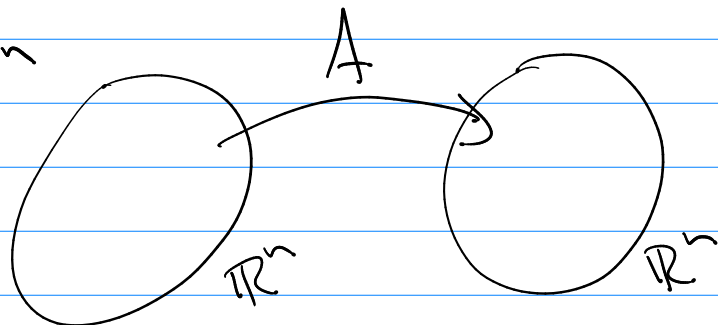
$q_i$  are orthonormal

$$p = \langle v, q_1 \rangle q_1 + \langle v, q_2 \rangle q_2 + \dots + \langle v, q_n \rangle q_n$$

$p \in \text{span}(q_i)$  closest to  $v$ .

New Idea

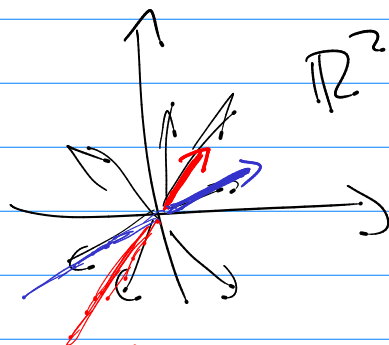
$A$  is  $n \times n$





Idea:

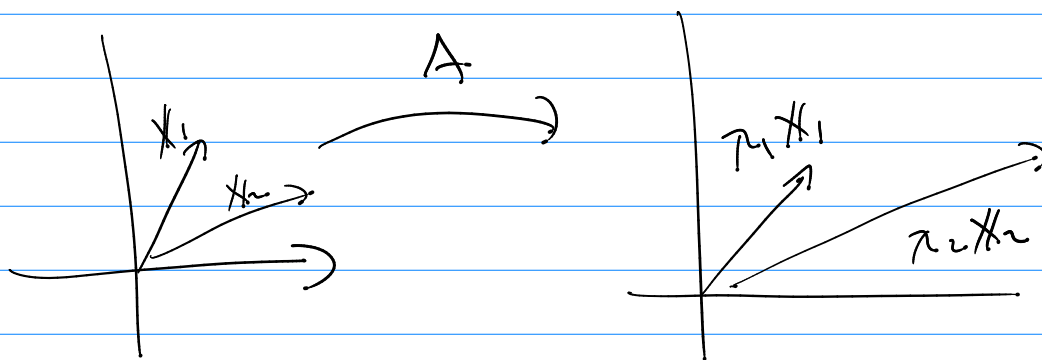
$$A = \begin{bmatrix} 6 & -4 \\ 3 & -1 \end{bmatrix}$$



$$\begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 4 \\ 3 \end{bmatrix}$$

$$A v_1 = \lambda_1 v_1$$

if you notice  $A x = \lambda x$  for some special directions.



call  $\lambda_i$  eigen values

$x_i$  the associated eigen vectors to  $\lambda_i$

to find: solve  $A x = \lambda x$

**Def**

for  $A_{n \times n}$ ,  $\lambda$  is an eigen value (or characteristic value)

of  $A$  if  $\exists x \neq 0$  such that  $A x = \lambda x$

$\rightarrow x$  is the eigen vector (or characteristic vector) belonging to  $\lambda$ .

why belong to  $\lambda$ ?

$$\text{b/c if } Ax = \lambda x$$

→ consider  $\alpha x$

$$A(\alpha x) = \lambda(\alpha x)$$

$$\alpha Ax = \alpha \lambda x$$

$$Ax = \lambda x$$

→ for every  $\lambda$  you don't get a specific vector  
you get a span.

---

Solve  $Ax = \lambda x$  → find all  $\lambda$  and their  
corresponding vectors (span)

$$\rightarrow (A - \lambda I)x = 0$$

all equiv. statements: ①  $\lambda$  is an eigen value

②  $(A - \lambda I)x = 0$  has a non-triv. soln.

③  $N(A - \lambda I) \neq \{0\}$

④  $A - \lambda I$  is singular

⑤  $\det(A - \lambda I) = 0$

(ex)  $A = \begin{bmatrix} 6 & -4 \\ 3 & -1 \end{bmatrix}$  find  $\lambda$

Solve  $\begin{vmatrix} 6-\lambda & -4 \\ 3 & -1-\lambda \end{vmatrix} = 0$

$$(6-\lambda)(-1-\lambda) - (-12) = 0$$

$$\boxed{\lambda^2 - 5\lambda + 6} = 0$$

this  $n^{\text{th}}$  degree poly  $\equiv$  characteristic polynomial

$$\rightarrow (\lambda - 2)(\lambda - 3) = 0$$

$$\boxed{\lambda = 2} \quad \boxed{\lambda = 3} \quad \text{eigen values of } A.$$

So  $|A - \lambda I| = 0$

becomes  $p(\lambda) = 0$   $p(\lambda)$  is a  $n^{\text{th}}$  degree poly

$\rightarrow$  Solve to get  $\lambda_1, \lambda_2, \dots, \lambda_n$

Now given a  $\lambda_i$  can we find corresponding eigen vector?

Remember:  $(A - \lambda I) \mathbf{x} = \mathbf{0}$

for a specific  $\lambda$ :

$$\rightarrow (A - \lambda I) \mathbf{x} = \mathbf{0}$$

(ex)  $A = \begin{bmatrix} 6 & -4 \\ 3 & -1 \end{bmatrix} \quad \lambda_1 = 2$

$$\stackrel{||}{=} \begin{bmatrix} 6-2 & -4 \\ 3 & -1-2 \end{bmatrix} \mathbf{x} = \mathbf{0}$$

Solve for  
 $\mathbf{x}$   
is to find

$(A - \lambda I)$

$$\begin{bmatrix} 4 & -4 \\ 3 & -3 \end{bmatrix} \mathbf{x} = \mathbf{0}$$

$$\left[ \begin{array}{cc|c} 4 & -4 & 0 \\ 3 & -3 & 0 \end{array} \right]$$

$$\left[ \begin{array}{cc|c} 1 & -1 & 0 \\ 0 & 0 & 0 \end{array} \right] \rightarrow \mathbf{x} = \alpha \underline{\underline{\begin{bmatrix} 1 \\ 1 \end{bmatrix}}}$$

$$\uparrow$$

$\lambda_2 = 2$

$\lambda_1 = 2$

$\lambda_1 = 2$  has corresp.  $\mathbf{x}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$

$$\lambda_2 = 3$$

$$\text{Solve } \begin{bmatrix} 6-3 & -4 \\ 3 & 1-3 \end{bmatrix} \mathbf{x} = \mathbf{0}$$

$$\begin{bmatrix} 3 & -4 \\ 3 & -4 \end{bmatrix} \mathbf{x} = \mathbf{0} \rightarrow \begin{bmatrix} 3 & -4 & | & 0 \\ 3 & -4 & | & 0 \end{bmatrix}$$

$$\rightarrow \begin{bmatrix} 3 & -4 & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix} \quad \mathbf{x} = \begin{pmatrix} 4/3 \alpha \\ \alpha \end{pmatrix}$$

$\uparrow$   
 $\lambda_2 = \alpha \quad x_1 = \frac{4}{3}\alpha$

$$\lambda_2 = 3 \text{ has corr. } \mathbf{x} = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$$