

COMPSCI 527 Homework 2

Yixin Lin, Cody Lieu

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Problem 1(a)

$$A_0 = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 1 & 0 \end{bmatrix}$$

$$\mathbf{q}_1 = \frac{\mathbf{a}_1}{|\mathbf{a}_1|} = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \end{bmatrix}$$

$$\mathbf{q}_2 = \text{normalized}(\mathbf{a}_2 - \text{proj}_{\mathbf{q}_1} \mathbf{a}_2) = \begin{bmatrix} -\frac{\sqrt{6}}{6} \\ \frac{\sqrt{6}}{3} \\ \frac{\sqrt{6}}{6} \end{bmatrix}$$

$$\mathbf{q}_3 = \text{normalized}(\mathbf{a}_3 - \text{proj}_{\mathbf{q}_1} \mathbf{a}_3 - \text{proj}_{\mathbf{q}_2} \mathbf{a}_3) = \begin{bmatrix} \frac{\sqrt{3}}{3} \\ \frac{\sqrt{3}}{3} \\ -\frac{\sqrt{3}}{3} \end{bmatrix}$$

$$Q = \begin{bmatrix} \frac{1}{\sqrt{2}} & -\frac{\sqrt{6}}{6} & \frac{\sqrt{3}}{3} \\ 0 & \frac{\sqrt{6}}{3} & \frac{\sqrt{3}}{3} \\ \frac{1}{\sqrt{2}} & \frac{\sqrt{6}}{6} & -\frac{\sqrt{3}}{3} \end{bmatrix}$$

Problem 1(b)

$$|\mathbf{q}_1| = \sqrt{\left(\frac{1}{\sqrt{2}}\right)^2 + 0^2 + \left(\frac{1}{\sqrt{2}}\right)^2} = 1$$

$$|\mathbf{q}_2| = \sqrt{\left(-\frac{\sqrt{6}}{6}\right)^2 + \left(\frac{\sqrt{6}}{3}\right)^2 + \left(\frac{\sqrt{6}}{6}\right)^2} = 1$$

$$|\mathbf{q}_3| = \sqrt{\left(\frac{\sqrt{3}}{3}\right)^2 + \left(\frac{\sqrt{3}}{3}\right)^2 + \left(-\frac{\sqrt{3}}{3}\right)^2} = 1$$

$$\mathbf{q}_1 \cdot \mathbf{q}_2 = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \end{bmatrix} \cdot \begin{bmatrix} -\frac{\sqrt{6}}{6} \\ \frac{\sqrt{6}}{3} \\ \frac{\sqrt{6}}{6} \end{bmatrix} = 0$$

$$\mathbf{q}_2 \cdot \mathbf{q}_3 = \begin{bmatrix} -\frac{\sqrt{6}}{6} \\ \frac{\sqrt{6}}{3} \\ \frac{\sqrt{6}}{6} \end{bmatrix} \cdot \begin{bmatrix} \frac{\sqrt{3}}{3} \\ \frac{\sqrt{3}}{3} \\ -\frac{\sqrt{3}}{3} \end{bmatrix} = 0$$

$$\mathbf{q}_1 \cdot \mathbf{q}_3 = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \end{bmatrix} \cdot \begin{bmatrix} \frac{\sqrt{3}}{3} \\ \frac{\sqrt{3}}{3} \\ -\frac{\sqrt{3}}{3} \end{bmatrix} = 0$$

Problem 1(c)

r is equal to the rank of the matrix A .

Problem 1(d)

Yes, since Gram-Schmidt gives us an orthogonal basis for the column space, it gives us the dimension of the column space, which is equal to the rank.

Problem 1(e)

Q forms a basis for the vector space A . This means that if a solution exists to $A\mathbf{x} = \mathbf{b}$, then \mathbf{b} can be expressed as a linear combination of the orthonormal vectors in Q , i.e. if a solution exists to the linear system $Q\mathbf{x}' = \mathbf{b}$, where \mathbf{x}' is a r -by-1 vector of constants (not necessarily satisfying $A\mathbf{x} = \mathbf{b}$), then a solution exists to $A\mathbf{x} = \mathbf{b}$.

Problem 1(f)

$$r_{ij} = \mathbf{q}_i \cdot \mathbf{a}_j$$

$$r_{jj} = |\mathbf{a}'_j|$$

Problem 1(g)

$$R = \begin{bmatrix} * & * & * & * \\ & * & * & * \\ & & * & * \\ & & & * \end{bmatrix}$$

Problem 1(h)

$$Q = [\mathbf{q}_1 \quad \mathbf{q}_2 \quad \mathbf{q}_3]$$

$$R = \begin{bmatrix} * & * & * & * \\ & * & * & * \\ & & & * \end{bmatrix}$$

In the third iteration of the **for** loop, the **if** statement fails and therefore r is not incremented. The total number of columns in q is r , so there is one less column in Q . This makes sense, since Q should be an orthogonal matrix whose column space is the same as A ; if A has linearly dependent vectors, then the number of column vectors in Q will be reduced.

$r_{jj} = |\mathbf{a}'_j| = 0$, so the last element in the diagonal will be 0.

Problem 1(i)

$$Q_{m \times r}$$

$$R_{r \times n}$$

Problem 1(j)

Problem 1(k)

Problem 2(a)

$$\mathbf{c} = Q^{-1}\mathbf{b}$$

Problem 2(b)

Since Q is an orthogonal matrix, $Q^{-1} = Q^T$. Therefore, we don't require the expensive computation of determining the inverse of Q and can instead take the transpose (which is very efficient).

Problem 2(c)

Since R is a triangular matrix, apply the algorithm of backward substitution pseudo-coded below:

```
x = new arr[n]
for i = n to 1
  x[i] = c[i]
  for j = i + 1 to n
    x[i] = x[i] - x[j] * R[i][j]
  end
  x[i] = x[i] / R[i][i]
end
```

Problem 2(d)

Since some columns of A are linearly independent, the solution has free variables. In order to pick one solution, pick a free variable at random and then back-substitute:

Problem 2(e)

Since $\text{leftnull}(A) = \text{range}(A)^\perp$, we can find a basis of R^m by using the identity matrix as A and keeping Q and R . Then we remove the vectors that were already in Q to find a basis for the orthogonal complement of $\text{range}(A)$.

```
m = size(Q,1)
[Qn, Rn] = ggs(eye(m), Q, R)
L = Qn(:, m:)
```

Problem 2(f)

Problem 2(g)

The system in eq. 3 admits infinitely many solutions if the rank of R is less than the number of columns in A . In this case, the set of solutions to the system $R\mathbf{x} = \mathbf{c}$ can be defined precisely by the space spanned by $\text{null}(A)$. $\text{null}(A)$ is a vector space.

Problem 2(h)

Problem 2(i)

See next page.