Cauchy-Schwarz, Gram-Schmidt a ortogonalita (34 bodů)

1. Dokažte, že pro každé $a_1, a_2, a_3, a_4 \in \mathbb{R}$ platí:

$$5a_1+a_2+3a_3+a_4 \leq 6\sqrt{a_1^2+a_2^2+a_3^2+a_4^2}.$$

Podle Cauchy-Schwarzovy nerovnosti platí:

$$|\langle x,y
angle|\leq ||x||\cdot ||y||$$

Na levo tedy mame vlastne skalarni soucin vektoru a a vektoru $v = (5, 1, 6, 1)^t$.

$$x = a; y = v$$

Pod CS nerovnosti ziskavame:

$$egin{aligned} |\langle a,v
angle| & \leq ||a||\cdot ||v|| = \sum_{i=1}^4 a_i v_i \leq \sqrt{\sum_{i=0}^4 a_i^2} \cdot \sqrt{\sum_{i=0}^4 v_i^2} \ & 5a_1 + a_2 + 3a_3 + a_4 \leq \sqrt{a_1^2 + a_2^2 + a_3^2 + a_4^2} \cdot \sqrt{5^2 + 1 + 3^2 + 1} \ & 5a_1 + a_2 + 3a_3 + a_4 \leq \sqrt{a_1^2 + a_2^2 + a_3^2 + a_4^2} \cdot 6 \end{aligned}$$

Mame dokazano.

2. (4 body) Dokažte vztah mezi aritmetickým a kvadratickým průměrem.

Aritmeticky prumer *A*:

$$A = rac{1}{n} \sum_{i=1}^n x_i$$

Kvadraticky prumer *K*:

$$B = \sqrt{rac{1}{n} \sum_{i=1}^n x_i^2}$$

A vztah mezi nimi je definovan jako:

$$A \leq B$$

Opet vyuzijeme CS nerovnost.

A muzeme prepsat jako:

$$A = \sum_{i}^{n} \frac{1}{n} x_{i}$$

coz je skalarani soucin mezi vektorem x a y, kde y ma na vsech pozicich $\frac{1}{n}$.

Dosadme do CS:

$$egin{aligned} |\langle x,y
angle| &\leq ||x||\cdot||y|| \ \sum_{i}^{n}rac{1}{n}x_{i} &\leq \sqrt{\sum_{i}^{n}x_{i}^{2}}\cdot\sqrt{\sum_{i}^{n}rac{1}{n^{2}}} \ &\sum_{i}^{n}rac{1}{n^{2}} &\leq \sqrt{\sum_{i}^{n}x_{i}}\cdot\sqrt{n\cdotrac{1}{n^{2}}} &= \sqrt{\sum_{i}^{n}x_{i}}\cdot\sqrt{rac{1}{n}} &= \sqrt{rac{1}{n}\sum_{i=1}^{n}x_{i}^{2}} \ &A &\leq B \end{aligned}$$

Pravou stranu jsme upravili tak, aby se rovnala B. Tvrzeni je dokazano.

3. (12 bodů) Stopa čtvercové matice je definována jako:

$$\mathrm{trace}(A) = \sum_i a_{ii}.$$

Ukažte, že platí:

• **(4 body)** $\operatorname{trace}(A)^2 \leq n \cdot \operatorname{trace}(A^T A)$,

$$B = A^T A$$

$$\left(\sum_i a_{ii}
ight)^2 \leq n \cdot \sum_i b_{ii}$$

Nejdrive rozepiseme hodnoty pro prvky v B:

$$b_{ij} = \sum_{k=1}^{} a_{ik}^T a_{kj} = \sum_{k=1}^{} a_{ki} a_{kj}$$
 $b_{ii} = \sum_{k}^{} a_{ki}^2$

Dosadime zpatky:

$$egin{aligned} \sum_i a_{ii} \cdot \sum_j a_{jj} & \leq n \cdot \sum_i \sum_k a_{ki}^2 \ & (\operatorname{trace}(A))^2 & \leq n \sum_i \sum_k a_{ki}^2 \end{aligned}$$

Dosadime do CS kde $a=\{a_{11},\ldots,a_{nn}\}$ a $y=\{1,1,\ldots,1\}$.

$$|\langle a,y
angle| \leq ||a||\cdot||y||$$
 $| ext{trace}(A)| \leq \sqrt{\sum_{i=1}^n a_{ii}^2\cdot \sqrt{n}}$ $| ext{trace}(A)| \leq \sqrt{n\sum_{i=1}^n a_{ii}^2}$

Protoze CS muzeme upravit na:

$$\left|\left\langle x,y
ight
angle
ight|^{2}\leq \left|\left|x
ight|
ight|^{2}\cdot \left|\left|y
ight|
ight|^{2}$$

Plati:

$$(\operatorname{trace}(A))^2 \leq n \sum_{i=1}^n a_{ii}^2$$

Ted musime dokazat ze:

$$egin{aligned} n \sum_{i=1}^n a_{ii}^2 & \leq n \sum_{i=1}^n \sum_{k=1}^n a_{ki}^2 \ & \sum_{i=1}^n a_{ii}^2 & \leq \sum_{i=1}^n a_{ii}^2 + \sum_{j=1}^n \sum_{k
eq j}^n a_{ki}^2 \ & 0 & \leq \sum_{j=1}^n \sum_{k
eq j}^n a_{ki}^2 \end{aligned}$$

Tohle vždy bude platit, protože sčítáme druhé mocniny reálných čísel, které jsou vždy větší rovny nule.

Tedy:

$$(\operatorname{trace}(A))^2 \leq n \sum_{i=1}^n a_{ii}^2 \leq n \cdot \sum_{i=1}^n \sum_{k=1}^n a_{ki}^2 = n \cdot \operatorname{trace}(A^T A)$$

• (4 body) $\operatorname{trace}(A^2) \leq \operatorname{trace}(A^T A)$,

$$B=A^2; b_{ij}=\sum_{k=1}^n a_{ik}a_{kj}$$

$$b_{ii} = \sum_{k=1}^n a_{ik} a_{ki}$$

Ziskavame:

$$\operatorname{trace}(A^2) = \sum_{i=1}^n \sum_{k=1}^n a_{ik} a_{ki}$$

$$\operatorname{trace}(A^TA) = \sum_{i=1}^n \sum_{k=1}^n a_{ki}^2$$

$$\sum_{i=1}^n \sum_{k=1}^n a_{ik} a_{ki} \leq \sum_{i=1}^n \sum_{k=1}^n a_{ki}^2$$

Aplikujeme CS na skalarni soucin radkoveho a sloupcoveho prostoru :

$$\sum_{i=1}^n \sum_{k=1}^n a_{ik} a_{ki} \leq \sqrt{\sum_{i=1}^n \sum_{k=1}^n a_{ik}^2} \cdot \sqrt{\sum_{i=1}^n \sum_{k=1}^n a_{ki}^2}$$

Prohodime indexy na leve strane. Timto nic nezmenime:

$$\sum_{i=1}^n \sum_{k=1}^n a_{ik} a_{ki} \le \sqrt{\sum_{i=1}^n \sum_{k=1}^n a_{ik}^2} \cdot \sqrt{\sum_{i=1}^n \sum_{k=1}^n a_{ik}^2}$$
 $\operatorname{trace}(A^2) = \sum_{i=1}^n \sum_{k=1}^n a_{ik} a_{ki} \le \sqrt{\left(\sum_{i=1}^n \sum_{k=1}^n a_{ik}^2\right)^2} = \sum_{i=1}^n \sum_{k=1}^n a_{ik}^2 = \operatorname{trace}(A^T A)$

• (4 body)
$$\operatorname{trace}(A^T B) \leq \frac{1}{2} (\operatorname{trace}(A^T A) + \operatorname{trace}(B^T B)).$$

Vzorce pro vsechny stopy v prikladu:

$$\operatorname{trace}(A^TA) = \sum_{i=1}^n \sum_{k=1}^n a_{ik}^2$$

$$\operatorname{trace}(A^TB) = \sum_{i=1}^n \sum_{k=1}^n a_{ik} b_{ik}$$

$$\operatorname{trace}(B^TB) = \sum_{i=1}^n \sum_{k=1}^n b_{ik}^2$$

Víme že:

$$(a-b)^2 \geq 0$$
 $a^2-2ab+b^2 \geq 0$ $rac{a^2+b^2}{2} \geq ab$

A to platí pro $\forall a,b \in \mathbb{R}$.

Tedy pokud si rozepiseme nerovnici, kterou se snazime dokazat:

$$\sum_{i=1}^n \sum_{k=1}^n a_{ik} b_{ik} \leq rac{1}{2} (\sum_{i=1}^n \sum_{k=1}^n a_{ik}^2 + \sum_{i=1}^n \sum_{k=1}^n b_{ik}^2)$$

Muzeme nahlednout ze pro kazdy par $i,k \ \mathrm{kde}\ i,k \in [n]$ plati tato nerovnost. Tedy

$$a_{ik}b_{ik}\leq\frac{1}{2}(a_{ik}^2+b_{ik}^2)$$

Jelikoz to plati pro vsechny i, k, muzeme napsat:

$$\operatorname{trace}(A^TB) = \sum_{i=1}^n \sum_{k=1}^n a_{ik} b_{ik} \leq \frac{1}{2} (\sum_{i=1}^n \sum_{k=1}^n a_{ik}^2 + \sum_{i=1}^n \sum_{k=1}^n b_{ik}^2) = \frac{1}{2} (\operatorname{trace}(A^TA) + \operatorname{trace}(B^TB))$$

4. (10 bodů) Buď

$$v_1 = (1,1,0)^T, \quad v_2 = (1,1,1)^T.$$

• (3 body) Ortonormalizujte vektory v_1, v_2 .

Vytvorime ortonormalni vektor a_1 z vektoru v_1 :

$$a_1 = rac{v_1}{||v_1||} = v_1 \cdot rac{1}{\sqrt{2}}$$

K ziskani a_{2*} potrebujeme:

$$egin{aligned} a_{2*} &= v_2 - proj_{a_1}(v_2) \ proj_{a_1}(v_2) &= rac{\langle v_2, a_1
angle}{||a_1||} \cdot a_1 \end{aligned}$$

Skalarni soucin:

$$egin{align} \langle v_2,a_1
angle &=rac{1+1}{\sqrt{2}}=\sqrt{2}\ \ proj_{u_1}(v_2)&=rac{\langle v_2,a_1
angle}{||a_1||}=rac{\sqrt{2}}{1}\cdotrac{1}{\sqrt{2}}\cdot v_1 \end{aligned}$$

Tedy:

$$a_{2st} = v_2 - v_1 = (0,0,1)^T$$

Normalizujeme a_2* :

$$a_2 = rac{a_{2*}}{||a_{2*}||} = a_{2*} \cdot rac{1}{1} = (0,0,1)^T$$

Vysledne vektory.

$$a_1 = rac{1}{\sqrt{2}} u_1; a_2 = (0,0,1)^T$$

• (3 body) Proveďte ortonormalizaci v opačném pořadí vektorů.

Vytvorime ortonormalni vektor a_2 z vektoru v_2 :

$$a_2 = rac{v_2}{||v_2||} = rac{1}{\sqrt{3}}v_2$$

K ziskani a_{1*} potrebujeme:

$$egin{aligned} a_{1*} &= v_1 - proj_{a_2}(v_1) \ &proj_{a_2}(v_1) = rac{\langle v_1, a_2
angle}{||a_2||} \cdot a_2 \end{aligned}$$

Skalarni soucin:

$$\langle v_1,a_2
angle=rac{2}{\sqrt{3}} \ proj_{a_2}(v_1)=rac{2}{\sqrt{3}}\cdotrac{1}{\sqrt{3}}v_2=rac{2}{3}v_2$$

Tedy:

$$a_{1*}=v_1-rac{2}{3}v_2=\left(rac{1}{3},rac{1}{3},-rac{2}{3}
ight)$$

Normalizujeme a_{1*} :

$$a_1 = rac{a_{1*}}{||a_{1*}||} = rac{a_{1*}}{\sqrt{rac{1}{9} + rac{1}{9} + rac{4}{9}}} = a_{1*} \cdot rac{3}{\sqrt{6}}$$

Vysledne vektory:

$$a_1 = \left(rac{1}{\sqrt{6}}, rac{1}{\sqrt{6}}, -rac{2}{\sqrt{6}}
ight)^T; \quad a_2 = \left(rac{1}{3}, rac{1}{3}, rac{1}{3}
ight)^T$$

• (4 body) Najděte projekci $x=(0,1,1)^T$ do podprostoru $U=\mathrm{span}\{v_1,v_2\}$. Jaká je vzdálenost x od U?

$$egin{align} a_1 &= \left(rac{1}{\sqrt{2}},rac{1}{\sqrt{2}},0
ight); a_2 &= (0,0,1)^T \ proj_U(x) &= \langle x,a_1
angle \cdot a_1 + \langle x,a_2
angle a_2 \ &= rac{1}{\sqrt{2}} \cdot a_1 + a_2 \ proj_U(x) &= \left(rac{1}{2},rac{1}{2},1
ight)^T \ \end{array}$$

Vzdalenost je dana normou rozdilu x a projekce x do U.

$$||x-proj_U(x)|| = \sqrt{rac{1}{4} + rac{1}{4} + 0} = \sqrt{rac{1}{2}}$$

5. **(4 body)** Zortonormalizujte bázi podprostoru \mathbb{R}^4 popsaného soustavou:

$$x - y + u + v = 0$$
, $x + u = 0$.

Ziskavame:

$$x = -u$$
; A tedy: $y = v$

Soustavu muzeme zapsat pomoci vektoru:

$$(x, y, u, v) = (-u, y, u, y) = u(-1, 0, 1, 0)^T + y(0, 1, 0, 1)^T$$

To jsou dva vektory, ktere generuji tento podprostor.

Normalizujeme vektor $u = (-1, 0, 1, 0)^T$:

$$a_1=rac{u}{||u||}=u\cdotrac{1}{\sqrt{2}}$$

K ziskani a_{2*} z vektoru $y = (0, 1, 0, 1)^T$ potrebujeme:

$$egin{aligned} a_{2*} &= y - proj_{a_1}(y) \ proj_{a_1}(y) &= rac{\langle y, a_1
angle}{||a_1||} \cdot a_1 \ &\langle y, a_1
angle &= 0 \end{aligned}$$

To znamena, ze je jiz ortogonalni protoze y je kolme na a_1 , Tedy $a_{2st}=y$

Normalizace y:

$$a_2 = \frac{y}{||y||} = y \cdot \frac{1}{\sqrt{2}}$$

Vysledne vektory:

$$a_1 = \left(-rac{1}{\sqrt{2}}, 0, -rac{1}{\sqrt{2}}, 0
ight); a_2 = \left(0, -rac{1}{\sqrt{2}}, 0, rac{1}{\sqrt{2}}
ight)$$