AMATH 352 RAHMAN Week 8

5.3 Gram-Schmidt

By now we are used to finding bases, but recall that orthogonal, or even better, orthonormal bases are preferred.

Definition 1. The vectors q_1, \ldots, q_n are <u>orthonormal</u> if

$$q_i^T q_j = \begin{cases} 0 & \text{if } i \neq j \\ 1 & \text{if } i = j \end{cases}$$
 (giving orthogonality), (1)

We can also create matrices out of these bases. Notice that the standard basis for an Euclidean space is in the columns of the identity matrix. However, if we want a generic orthonormal basis we need to apply the Gram-Schmidt orthogonalization procedure.

Theorem 1. If Q (square or rectangular) has orthonormal columns, then $Q^TQ = 1$.

Definition 2. An orthogonal matrix is a square matrix with orthonormal columns.

Theorem 2. For orthogonal matrices, the transpose is the inverse.

Ex: Consider

$$Q = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \Rightarrow Q^T = Q^{-1} = \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix}$$

which we can verify by multiplying.

Ex: Any permutation matrix P (consisting of only row exchanges) is an orthogonal matrix. The criteria of orthonormal columns and square are trivially satisfied. Then we check $P^{-1} = P^{T}$ by checking $PP^{T} = I$.

Theorem 3. Multiplication by any Q preserves lengths: ||Qx|| = ||x|| for all x. It also preserves inner products and angles: $(Qx)^T(Qy) = x^TQ^TQy = x^Ty$.

Consider Qx = b where q_i are the columns of Q. Then we can write

$$b = x_1q_1 + x_2q_2 + \dots + x_iq_i + \dots + x_{n-1}q_{n-1} + x_nq_n$$

If we multiply both sides by q_i^T we get

$$q_i^T = 0 + \dots + x_i q_i^T q_i + \dots + 0 = x_i \Rightarrow x = Q^T b.$$

So if your A is an orthogonal matrix, you don't have to do Gaussian Elimination.

The Gram-Schmidt Process

Suppose you are given three independent vectors $\vec{a}, \vec{b}, \vec{c}$. If they are orthonormal we can project a vector \vec{v} onto \vec{a} by doing $(\vec{a}^T \vec{v}) \vec{a}$. To project onto the $\vec{a} - \vec{b}$ plane we do $(\vec{a}^T \vec{v}) \vec{a} + (\vec{b}^T \vec{v}) \vec{b}$, etc.

Process: We are given $\vec{a}, \vec{b}, \vec{c}$ and we want $\vec{q}_1, \vec{q}_2, \vec{q}_3$. No problem with q_1 ; i.e., $q_1 = a/||a||$ (we don't have to change its direction, just normalize.) The problem begins with q_2 , which has to be orthogonal to q_1 . If the vector b has any component in the direction of q_1 (i.e., direction of a) it has to be subtracted: $B = b - (q_1^T b)q_1$, then $q_2 = B/||B||$, and this continues for q_3 : $C = c - (q_1^T c)q_1 - (q_2^T c)q_2$, then $q_3 = C/||C||$, so on and so forth.

Ex:
$$a = (1,0,1), b = (1,0,0), \text{ and } c = (2,1,0) \text{ for } A = [a \ b \ c].$$

Solution:

Step 1: Make the first vector into a unit vector: $q_1 = a/\sqrt{2} = (1/\sqrt{2}, 0, 1/\sqrt{2})$.

Step 2a: Subtract from the second vector its component in the direction of the first: $B = b - (q_1^T b)q_1 = (1/2, 0, -1/2)$

Step 2b: Divide B by its magnitude: $q_2 = B/||B|| = (1/\sqrt{2}, 0, -1/\sqrt{2})$

Step 3a: Subtract from the third vector its component in the first and second directions: $C = c - (q_1^T c)q_1 - (q_2^T c)q_2 = (0, 1, 0)$

Step 3b: We normalize C, but C is already a unit vector so $q_3 = (0, 1, 0)$ Then we can write Q as the matrix

$$Q = \begin{pmatrix} | & | & | \\ q_1 & q_2 & q_3 \\ | & | & | \end{pmatrix} = \begin{pmatrix} 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ 0 & 0 & 1 \\ 1/\sqrt{2} & -1/\sqrt{2} & 0 \end{pmatrix}$$

From the matrix Q we can get a A = QR factorization. This means that $A = QR \Rightarrow Q^T A = R$, then

$$R = \begin{pmatrix} --- & q_1^T & --- \\ --- & q_2^T & --- \\ --- & q_3^T & --- \end{pmatrix} \begin{pmatrix} | & | & | \\ a & b & c \\ | & | & | \end{pmatrix} = \begin{pmatrix} q_1^T a & q_1^T b & q_1^T c \\ 0 & q_2^T b & q_2^T c \\ 0 & 0 & q_3^T c \end{pmatrix}$$
(2)

Now lets do a bunch of examples. I skip some of the computation steps in the notes, but they are done in detail in the lectures.

Ex: Are the vectors orthonormal?

$$\left\{ \begin{bmatrix} 2 \\ -4 \end{bmatrix}, \begin{bmatrix} 2 \\ 1 \end{bmatrix} \right\}$$

They are orthogonal but not normal, so they are not orthonormal.

Ex: Are the vectors orthonormal?

$$\left\{ \begin{bmatrix} 4\\-1\\1 \end{bmatrix}, \begin{bmatrix} -1\\0\\4 \end{bmatrix}, \begin{bmatrix} -4\\-17\\-1 \end{bmatrix} \right\}$$

They are orthogonal but not normal, so they are not orthonormal.

Ex: Orthonormalize the following set of vectors

$$\left\{ \begin{bmatrix} 3\\4 \end{bmatrix}, \begin{bmatrix} 1\\0 \end{bmatrix} \right\}$$

Solution: We can get $q_1 = (3,4)/5$ immediately. Then

$$B = b - (q_1^T b)q_1 = (1,0) - \frac{3}{5}(3,4)/5 = \boxed{(16/25, -12/25)} \Rightarrow q_2 = \frac{(4^2/5^2, -12/5^2)}{\sqrt{(4^4/5^4) + (3^2 \cdot 4^2)/5^4}} = \boxed{(4/5, -3/5)}.$$

Ex: Orthonormalize the following set of vectors

$$\left\{ \begin{bmatrix} 0\\1 \end{bmatrix}, \begin{bmatrix} 2\\5 \end{bmatrix} \right\}$$

Solution: $q_1 = (0,1)$. Then

$$B = b - (q_1^T b)q_1 = (2,5) - 5(0,1) = \boxed{(2,0)} \Rightarrow \boxed{q_2 = (1,0)}$$

Ex: Orthonormalize the following set of vectors

$$\left\{ \begin{bmatrix} 2\\1\\-2 \end{bmatrix}, \begin{bmatrix} 1\\2\\2 \end{bmatrix}, \begin{bmatrix} 2\\-2\\1 \end{bmatrix} \right\}$$

Solution: The vectors are already orthogonal, so just divide by the magnitude.

Ex: Orthonormalize the following set of vectors

$$\left\{ \begin{bmatrix} 0\\1\\1 \end{bmatrix}, \begin{bmatrix} 1\\1\\0 \end{bmatrix}, \begin{bmatrix} 1\\0\\1 \end{bmatrix} \right\}$$

Solution: $q_1 = (0, 1, 1)/\sqrt{2}$. Then

$$B = b - (q_1^T b) q_1 = (1, 1, 0) - \frac{1}{\sqrt{2}} (0, 1/\sqrt{2}, 1/\sqrt{2}) = (1, 1/2, -1/2) \Rightarrow q_2 = (1, 1/2, -1/2)/\sqrt{3/2} = (\sqrt{2/3}, \sqrt{2/3}/2, -\sqrt{2/3}/2).$$

And

$$C = c - (q_1^T c)q_1 - (q_2^T c)q_2 = (1, 0, 1) - \frac{1}{\sqrt{2}}(0, 1/\sqrt{2}, 1/\sqrt{2}) - \frac{\sqrt{2/3}}{2}(\sqrt{2/3}, \sqrt{2/3}/2, -\sqrt{2/3}/2)$$

= $(1, 0, 1) - (0, 1/2, 1/2) - (1/3, 1/6, -1/6) = (2/3, -2/3, 2/3).$

So,

$$q_3 = (2/3, -2/3, 2/3)/(2\sqrt{2/3}) = (1/\sqrt{3}, -1/\sqrt{3}, 1/\sqrt{3}).$$