

Sec 3.3 Gram-Schmidt Orthogonalization

Topics: 1. Gram-Schmidt (G-S) projection

2. Modified Gram-Schmidt (MGS)

3. MGS as triangular orthogonalization

Goal: $\{\vec{a}_1, \dots, \vec{a}_n\}$, linearly independent $\longrightarrow \{\vec{q}_1, \dots, \vec{q}_n\}$, orthonormal.

1. Gram-Schmidt projections:

Recall: classical Gram-Schmidt (CGS):

$$\vec{v}_j = \vec{a}_j - \vec{q}_1 (\vec{q}_1^* \vec{a}_j) - \vec{q}_2 (\vec{q}_2^* \vec{a}_j) - \dots - \vec{q}_{j-1} (\vec{q}_{j-1}^* \vec{a}_j)$$

$$\vec{q}_j = \vec{v}_j / \|\vec{v}_j\|$$

• Orthogonal projection: $P_j = I - \vec{q}_1 \vec{q}_1^* - \vec{q}_2 \vec{q}_2^* - \dots - \vec{q}_{j-1} \vec{q}_{j-1}^*$, $j=2, \dots, n$

$$\Rightarrow \text{CGS: } \vec{v}_j = P_j \vec{a}_j \quad (P_1 = I)$$

$$\vec{q}_j = \vec{v}_j / \|\vec{v}_j\|$$

• Let $\hat{Q}_j = [\vec{q}_1, \vec{q}_2, \dots, \vec{q}_{j-1}]$. Then $P_j = I - \hat{Q}_j \hat{Q}_j^*$,

$$\text{rank}(P_j) = n - (j-1), \quad \text{range}(P_j) \perp \text{range}(\hat{Q}_j) \longleftarrow \langle \vec{q}_1, \dots, \vec{q}_{j-1} \rangle$$

2. Modified Gram-Schmidt (MGS) orthogonalization:

To compute \vec{q}_j (assuming $\{\vec{q}_1, \dots, \vec{q}_{j-1}\}$ orthonormal):

$$\vec{v}_j^{(0)} = \vec{a}_j,$$

$$\vec{v}_j^{(1)} = P_{\perp \vec{q}_1} \vec{v}_j^{(0)} = \vec{v}_j^{(0)} - \vec{q}_1 (\vec{q}_1^* \vec{v}_j^{(0)})$$

$$\vec{v}_j^{(2)} = P_{\perp \vec{q}_2} \vec{v}_j^{(1)} = \vec{v}_j^{(1)} - \vec{q}_2 (\vec{q}_2^* \vec{v}_j^{(1)})$$

;

$$\vec{v}_j = \vec{v}_j^{(j)} = P_{\perp \vec{q}_{j-1}} \vec{v}_j^{(j-1)} = \vec{v}_j^{(j-1)} - \vec{q}_{j-1} (\vec{q}_{j-1}^* \vec{v}_j^{(j-1)})$$

• Let $P_{\perp \vec{q}} = I - \vec{q} \vec{q}^*$ for $\vec{q} \in \mathbb{C}^n$. Then $\vec{v}_j = \underbrace{P_{\perp \vec{q}_{j-1}} \dots P_{\perp \vec{q}_2} P_{\perp \vec{q}_1}}_{P_j} \vec{a}_j$

Remark: Mathematically $P_j = I - \hat{Q}_j \hat{Q}_j^* = P_{\perp \vec{q}_{j-1}} \dots P_{\perp \vec{q}_1}$

But numerically, modified G-S is more stable and has smaller errors.

Algorithm (Modified Gram-Schmidt)

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for i = 1 to n
    v_i = a_i
    for i = 1 to n
        r_ii = ||v_i||
        q_i = v_i / r_ii
        for j = i+1 to n
            r_ij = q_i^* v_j
            v_j = v_j - r_ij q_i
    
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operation Count:

flops: floating point operations, such as +, -, *, /, or $\sqrt{}$

$r_{ii} = \|\vec{v}_i\| = \left(\sum_{j=i+1}^m (\vec{v}_i(j))^2 \right)^{1/2}$: m multiplications, $(m-1)$ additions, 1 square root

$\vec{q}_i = \vec{v}_i / r_{ii}$: m divisions

$\vec{r}_{ij} = \vec{q}_i^* \vec{v}_j = \sum_{k=1}^m \vec{q}_i(k) \cdot \vec{v}_j(k)$: m multiplications, $(m-1)$ additions

$\vec{v}_j = \vec{v}_j - r_{ij} \vec{q}_i$: m multiplications, m subtractions

$$\begin{aligned}
 \text{Total flop count} &= \sum_{i=1}^n (m + (m-1) + 1 + m) + \sum_{i=1}^n \sum_{j=i+1}^n [m + (m-1) + m + m] \\
 &= \sum_{i=1}^n 3m + \sum_{i=1}^n \sum_{j=i+1}^n (4m-1) = 3mn + (4m-1) \sum_{i=1}^n (n-i) \\
 &= 3mn + (4m-1) \sum_{j=1}^{n-1} j = 3mn + (4m-1) \frac{n(n-1)}{2} \sim 2mn^2
 \end{aligned}$$

eg. Compare classical and modified G-S for the vectors

$$\vec{a}_1 = (1, \varepsilon, 0, 0)^T, \quad \vec{a}_2 = (1, 0, \varepsilon, 0)^T, \quad \vec{a}_3 = (1, 0, 0, \varepsilon)^T,$$

assuming $1 + \varepsilon^2 \approx 1$.

① Classical G-S: $\vec{v}_1 = \vec{a}_1$, $r_{11} = \|\vec{a}_1\| = \sqrt{1 + \varepsilon^2} \approx 1$, $\vec{q}_1 = \vec{v}_1 / r_{11} = (1, \varepsilon, 0, 0)^T$

$$r_{12} = \vec{q}_1^T \vec{a}_2 = (1, \varepsilon, 0, 0) \cdot (1, 0, \varepsilon, 0)^T = 1, \quad \vec{v}_2 = \vec{a}_2 - r_{12} \vec{q}_1 = (0, -\varepsilon, \varepsilon, 0)^T.$$

$$r_{22} = \sqrt{2} \varepsilon, \quad \vec{q}_2 = \vec{v}_2 / r_{22} = \frac{1}{\sqrt{2}} (0, -1, 1, 0)^T$$

$$r_{13} = \vec{q}_1^T \vec{a}_3 = (1, \varepsilon, 0, 0) \cdot (1, 0, 0, \varepsilon)^T = 1, \quad r_{23} = \vec{q}_2^T \vec{a}_3 = \frac{1}{\sqrt{2}} (0, -1, 1, 0) \cdot (1, 0, 0, \varepsilon)^T = 0$$

$$\vec{v}_3 = \vec{a}_3 - r_{13} \vec{q}_1 - r_{23} \vec{q}_2 = (0, -\varepsilon, 0, \varepsilon)^T, \quad r_{33} = \|\vec{v}_3\| = \sqrt{2} \varepsilon$$

$$\vec{q}_3 = \vec{v}_3 / r_{33} = \frac{1}{\sqrt{2}} (0, -1, 0, 1)^T$$

② Modified G-S: $\vec{v}_1 = \vec{a}_1, \quad r_{11} = \|\vec{a}_1\| = \sqrt{1+\varepsilon^2} \approx 1, \quad \vec{q}_1 = \vec{v}_1 / r_{11} = (1, \varepsilon, 0, 0)^T$

$$\vec{v}_2 = \vec{a}_2 = (1, 0, \varepsilon, 0)^T, \quad r_{12} = \vec{q}_1^T \vec{v}_2 = (1, \varepsilon, 0, 0) \cdot (1, 0, \varepsilon, 0)^T = 1$$

$$\vec{v}_2 = \vec{v}_2 - r_{12} \vec{q}_1 = (0, -\varepsilon, \varepsilon, 0)^T, \quad r_{22} = \|\vec{v}_2\| = \varepsilon \sqrt{2}, \quad \vec{q}_2 = \vec{v}_2 / r_{22} = \frac{1}{\sqrt{2}} (0, -1, 1, 0)^T$$

$$\vec{v}_3 = \vec{a}_3 = (1, 0, 0, \varepsilon)^T, \quad r_{13} = \vec{q}_1^T \vec{v}_3 = (1, \varepsilon, 0, 0) \cdot (1, 0, 0, \varepsilon)^T = 1,$$

$$\vec{v}_3 = \vec{v}_3 - r_{12} \vec{q}_1 = (0, -\varepsilon, 0, \varepsilon)^T, \quad r_{23} = \vec{q}_2^T \vec{v}_3 = \frac{1}{\sqrt{2}} (0, -1, 1, 0) \cdot (0, -\varepsilon, 0, \varepsilon) = \frac{\varepsilon}{\sqrt{2}}$$

$$\vec{v}_3 = \vec{v}_3 - r_{23} \vec{q}_2 = (0, -\varepsilon, 0, \varepsilon)^T - \frac{\varepsilon}{\sqrt{2}} \cdot \frac{1}{\sqrt{2}} (0, -1, 1, 0)^T = (0, -\varepsilon, 0, \varepsilon)^T - (0, -\frac{\varepsilon}{2}, \frac{\varepsilon}{2}, 0)^T = (0, -\frac{\varepsilon}{2}, -\frac{\varepsilon}{2}, \varepsilon)^T$$

$$r_{33} = \|\vec{v}_3\| = \varepsilon \sqrt{\frac{1}{4} + \frac{1}{4} + 1} = \varepsilon \frac{\sqrt{6}}{2}, \quad \vec{q}_3 = \vec{v}_3 / r_{33} = \frac{1}{\sqrt{6}} (0, -1, -1, 2)^T$$

③ Check orthogonality:

• Classical G-S: $\vec{q}_2^T \vec{q}_3 = \frac{1}{\sqrt{2}} (0, -1, 1, 0) \cdot \frac{1}{\sqrt{2}} (0, -1, 0, 1) = \frac{1}{2}$

• Modified G-S: $\vec{q}_2^T \vec{q}_3 = \frac{1}{\sqrt{2}} (0, -1, 1, 0) \cdot \frac{1}{\sqrt{6}} (0, -1, -1, 2) = 0$

3. Modified Gram-Schmidt as triangular orthogonalization:

Step 1: ($i=1$):

$$\underbrace{\begin{bmatrix} \vec{v}_1 & \vec{v}_2 & \dots & \vec{v}_n \end{bmatrix}}_A \underbrace{\begin{bmatrix} \frac{1}{r_{11}} & -\frac{r_{12}}{r_{11}} & -\frac{r_{13}}{r_{11}} & \dots \\ & 1 & & \\ & & \ddots & \\ & & & 1 \end{bmatrix}}_{R_1} = \begin{bmatrix} \vec{q}_1 & \vec{v}_2^{(2)} & \dots & \vec{v}_n^{(2)} \end{bmatrix}$$

Step 2 ($i=2$): $R_2 = \begin{bmatrix} 1 & & & \\ & \frac{1}{r_{22}} & -\frac{r_{23}}{r_{22}} & \dots \\ & & 1 & \\ & & & \ddots & \\ & & & & 1 \end{bmatrix}, \dots, R_i = \begin{bmatrix} 1 & & & \\ & \ddots & & \\ & & \frac{1}{r_{ii}} & -\frac{r_{i,i+1}}{r_{ii}} & \dots \\ & & & 1 & \\ & & & & \ddots & \\ & & & & & 1 \end{bmatrix}$

$$A \underbrace{R_1 R_2 \dots R_n}_{\hat{R}^{-1}} = \hat{Q} = [\vec{q}_1 | \dots | \vec{q}_n] \Rightarrow A = \hat{Q} \hat{R}$$

So the G-S is a method of triangular orthogonalization.