$$A_{1} = \begin{bmatrix} 0 & 0 \\ 0 & 1 \\ 1 & 0 \end{bmatrix} \qquad A_{2} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 2 \end{bmatrix}$$

$$A_2 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 2 \end{bmatrix}$$

a) Find on the gonal projector onto nange (A,)

Orthogonal projector P onto the range (A,) is given by

$$P = A, A,$$

$$= \begin{pmatrix} 0 & 0 \\ 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$$

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

=> The obtained P is a osthyonal projector (Since  $P^2 = P$ )

.. P and I-P are Osthogonal projectats onto sange (A1)

b) Find the osthogonal projector Porto Gange (A2) The Osthogonal projectus P onte sange (Az) is given be  $P = A_2 \left( A_2^* A_2 \right)^{-1} A_2^*$ Finding,  $A_2^* A_2 = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 2 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 1 & 2 \end{pmatrix}$  $= A_{2} A_{2} = \begin{pmatrix} 2 & 2 \\ 2 & 5 \end{pmatrix}$  $\left( A_2^{\times} A_2 \right)^{-1} = \frac{1}{10 - 4} \begin{pmatrix} 5 & -2 \\ -2 & 2 \end{pmatrix} = \frac{1}{6} \begin{pmatrix} 5 - 2 \\ -2 & 2 \end{pmatrix}$  $A_{2}(A_{2}^{2}A_{2}) = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} 5 & -2 \\ -2 & 2 \end{pmatrix} \frac{1}{6} = \frac{1}{6} \begin{pmatrix} 5 & -2 \\ -2 & 2 \\ 1 & 2 \end{pmatrix}$ 

$$P = \frac{1}{5} \begin{pmatrix} 5 & -2 \\ -2 & 2 \\ 1 & 2 \end{pmatrix} \begin{pmatrix} 1 & 5 & 1 \\ 0 & 1 & 2 \end{pmatrix} = \frac{1}{6} \begin{pmatrix} 5 & -2 & 1 \\ -2 & 2 & 2 \\ 1 & 2 & 5 \end{pmatrix}$$

i. The Obtained P is the orthogonal projector onte range (A2)

## Question 2A

```
function [Q, R] = mgs(A)

[m, n] = size(A);

Q = zeros(m, n);

R = zeros(n, n);

v = A;

for i = 1:n
    R(i,i) = norm(v(:,i));
    Q(:,i) = v(:,i) / R(i,i);

    for j = i+1:n
        R(i,j) = conj(Q(:,i))' * v(:,j);
        v(:,j) = v(:,j) - R(i,j) * Q(:,i);
    end

end

Q, R
end
```

Not enough input arguments.

```
Error in mgs (line 3)
[m, n] = size(A);
```

```
function X = backward_substitution(R, b)
    n = size(R, 1);

X = zeros(1, n);

X(n) = b(n) / R(n, n);

for i = n - 1:-1:1
    sum_ = 0;

    for j = i + 1:n
        sum_ = sum_ + R(i, j) * X(j);
    end

X(i) = (b(i) - sum_) / R(i, i);

end
```

Not enough input arguments.

```
Error in backward_substitution (line 2)
   n = size(R, 1);
```

#### Question 2B

```
A = [1 0; 0 1; 1 2];
b = [1 1 1]';
[Q, R] = mgs(A);
RHS = Q.' * b;
x = backward_substitution(R, RHS);
```

```
Q =

0.7071 -0.5774
0 0.5774
0.7071 0.5774

R =

1.4142 1.4142
0 1.7321

x =

0.6667 0.3333
```

```
function [V, R] = house(A)
   [m, n] = size(A);
   V = zeros(m, n);
   for k = 1:n
       x = A(k:m, k);
        e = [1; zeros(length(x) - 1, 1)];
       if x(1) \sim = 0
           S = sign(x(1));
        else
           s = 1;
        end
       v = s * norm(x) * e + x;
        v = v / norm(v);
        A(k:m, k:n) = A(k:m, k:n) - 2 * v * (v' * A(k:m, k:n));
        V(k:m, k) = v;
   end
   R = A;
   V, R;
end
```

Not enough input arguments.

```
Error in house (line 3)
[m, n] = size(A);
```

#### Question 3B

```
Not enough input arguments.

Error in formQ (line 2)

[m, n] = size(V);
```

#### Question 3C

```
A = [1 0; 0 1; 1 2];
[V, R] = house(A);
R

Q = formQ(V);
```

```
V = \begin{bmatrix} 0.9239 & 0 & \\ 0 & 0.8881 & \\ 0.3827 & 0.4597 & \end{bmatrix}
R = \begin{bmatrix} -1.4142 & -1.4142 & \\ 0 & -1.7321 & \\ 0.0000 & 0 & \end{bmatrix}
Q = \begin{bmatrix} -0.7071 & 0.5774 & -0.4082 & \\ 0 & -0.5774 & -0.8165 & \\ -0.7071 & -0.5774 & 0.4082 & \end{bmatrix}
```

## Question 4

```
function A = VanderMonde(x, n)
    x = x(:);
    A = ones(length(x), n);

for i = 2:n
        A(:, i) = x .* A(:, i - 1);
    end
end
```

```
Not enough input arguments.

Error in VanderMonde (line 3)
  x = x(:);
```

```
function x = lsp(b, Q, R)

[temp] = Q' * b;
    x = zeros(size(temp, 1), 1);
    x = inv(R) * temp;
end
```

```
Not enough input arguments.

Error in lsp (line 3)

[temp] = Q' * b;
```

```
format long
t = linspace(0, 1, 50);
A = VanderMonde(cos(4*t), 10);
b = zeros(50, 1);
x = zeros(10, 1);
% build the vector b
for i = 1:50
    b(i) = cos(4 * t(i));
end
% (a)
Ac = A' * A;
bc = A' * b;
L = chol(Ac, "lower");
y = L \setminus bc;
xa = L' \setminus y;
хa
% (b)
[Q, R] = mgs(A);
xb = (lsp(b, Q, R))';
xb
% (C)
[V, R] = house(A);
Q = formQ(V);
bh = Q' * b;
xc = R \setminus bh;
ХC
% (d)
xd = R \setminus (Q' * b);
xd
```

xc =

# 

Columns 1 through 3

xd =

# Comment:

- 1. Here xc and xd are same.
- 2. Here highlighted part is zero or almost zero (0). So we need more than 16 digit to get more acurate value.