

## Gram-Schmidt in 9 Lines of MATLAB

The Gram-Schmidt algorithm starts with  $n$  independent vectors  $a_1, \dots, a_n$  (the columns of  $A$ ). It produces  $n$  orthonormal vectors  $q_1, \dots, q_n$  (the columns of  $Q$ ). To find  $q_j$ , start with  $a_j$  and subtract off its projections onto the previous  $q$ 's—and then divide by the length of that vector  $v$  to produce a unit vector.

The inner products  $q_i^T a_j$  go into a square matrix  $R$  that satisfies  $A = QR$ . This  $R$  is upper triangular, because  $q_i^T a_j = 0$  when  $i$  is larger than  $j$  (later  $q$ 's are orthogonal to earlier  $a$ 's, that is the point of the algorithm).

Here is a 9-line MATLAB code to build  $Q$  and  $R$  from  $A$ . Start with  $[m, n] = \text{size}(A)$ ;  $Q = \text{zeros}(m, n)$ ;  $R = \text{zeros}(n, n)$ ; to get the shapes correct.

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for j=1:n                                % Gram-Schmidt orthogonalization
    v=A(:,j);                             %  $v$  begins as column  $j$  of  $A$ 
    for i=1:j-1
        R(i,j)=Q(:,i)'*A(:,j); % modify  $A(:,j)$  to  $v$  for more accuracy
        v=v-R(i,j)*Q(:,i);      % subtract the projection  $(q_i^T a_j)q_i = (q_i^T v)q_i$ 
    end                             %  $v$  is now perpendicular to all of  $q_1, \dots, q_{j-1}$ 
    R(j,j)=norm(v);
    Q(:,j)=v/R(j,j);              % normalize  $v$  to be the next unit vector  $q_j$ 
end

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If you undo the last step and the middle steps, you find column  $j$ :

$$R(j, j)q_j = (v \text{ minus its projections}) = (\text{column } j \text{ of } A) - \sum_{i=1}^{j-1} R(i, j)q_i.$$

Moving the sum to the far left, this is column  $j$  in the multiplication  $A = QR$ .

That crucial change from  $a_j$  to  $v$  in line 4 gives “*modified Gram-Schmidt*.” In exact arithmetic, the number  $R(i, j) = q_i^T a_j$  is the same as  $q_i^T v$ . (The current  $v$  has subtracted from  $a_j$  its projections onto earlier  $q_1, \dots, q_{i-1}$ . But the new  $q_i$  is orthogonal to those directions.) In real arithmetic this orthogonality is not perfect, and computations show a difference in  $Q$ . Everybody uses  $v$  at that step in the code.

EXAMPLE  $A$  is 2 by 2. The columns of  $Q$ , normalized by  $\frac{1}{5}$ , are  $q_1$  and  $q_2$ :

$$A = \begin{bmatrix} 4 & -2 \\ 3 & 1 \end{bmatrix} = \frac{1}{5} \begin{bmatrix} 4 & -3 \\ 3 & 4 \end{bmatrix} \begin{bmatrix} 5 & -1 \\ 0 & 2 \end{bmatrix} = QR.$$

Starting with the columns  $a_1$  and  $a_2$  of  $A$ , Gram-Schmidt normalizes  $a_1$  to  $q_1$  and subtracts from  $a_2$  its projection in the direction of  $q_1$ . Here are the steps to the  $q$ 's:

$$a_1 = \begin{bmatrix} 4 \\ 3 \end{bmatrix} \quad q_1 = \frac{1}{5} \begin{bmatrix} 4 \\ 3 \end{bmatrix} \quad a_2 = \begin{bmatrix} -2 \\ 1 \end{bmatrix} \quad v = a_2 - (q_1^T a_2)q_1 = \frac{1}{5} \begin{bmatrix} -6 \\ 8 \end{bmatrix} \quad q_2 = \frac{1}{5} \begin{bmatrix} -3 \\ 4 \end{bmatrix}$$

Along the way, we divided by  $\|a_1\| = 5$  and  $\|v\| = 2$ . Then 5 and 2 go on the diagonal of  $R$ , and  $q_1^T a_2 = -1$  is  $R(1, 2)$ . This figure shows every vector:

