Adaptive and Array Signal Processing

Solution to Homework 3

b) 
$$1 = u^{+}u = \begin{bmatrix} u_{1}^{+} \\ u_{2}^{+} \end{bmatrix} \begin{bmatrix} u_{1} & u_{2} \end{bmatrix} = \begin{bmatrix} u_{1}^{+}u_{1} & u_{2}^{+}u_{2} \\ u_{2}^{+}u_{1} & u_{2}^{+}u_{2} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \end{bmatrix}$$

with 
$$U_1^{\mu}U_1=1 \in \mathbb{R}^{r \times r}$$
 and  $U_2^{\mu}U_2=1 \in \mathbb{R}^{(m-r) \times (m-r)}$ 

To show that  $\chi_1^{\mu}\chi_1 = 1$  the same thing can be done with  $\chi_1^{\mu}\chi = 1$ 

(2) a) 
$$A = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$
  $A^{\dagger} = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$ 

• 
$$AA^{\dagger}A = A$$

$$\begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} a+c & b+d \\ a+c & b+d \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} a+b+c+d & a+b+c+d \\ a+b+c+d & a+b+c+d \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$
Her  $a+b+c+d=1$ 

• 
$$AA^{+} = (AA^{+})^{H}$$

$$\begin{bmatrix} a+c & b+d \end{bmatrix} = \begin{bmatrix} a+c & b+d \end{bmatrix}^{H} = \begin{bmatrix} a+c & a+c \\ b+d \end{bmatrix} = \begin{bmatrix} b+d & b+d \end{bmatrix}$$
then  $a+c = b+d \implies a-b+c-d=0$ 

$$\begin{bmatrix} a_1b & a_1b \\ c+d & c+d \end{bmatrix} = \begin{bmatrix} a_1b & a_1b \\ c+d & c+d \end{bmatrix} = \begin{bmatrix} a_1b & c+d \\ a_1b & c+d \end{bmatrix}$$

ther 
$$a+b=c+d \Rightarrow a+b-c-d=0$$

We can write all the equations as follows

b) Solving the above system of equations in terms of d we get a:d  $b=\frac{1}{2}-d$  and  $c=\frac{1}{2}-d$ 

c) 
$$A^{\dagger}AA^{\dagger} = \begin{bmatrix} a+b & a+b \\ c+d & c+d \end{bmatrix} \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} a(a+b)+c(a+b) & b(a+b)+d(a+b) \\ a(c+d)+c(c+d) & b(c+d)+d(c+d) \end{bmatrix}$$

d) 
$$A^{\dagger} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} \sqrt{4} & \sqrt{4} \\ \sqrt{4} & \sqrt{4} \end{bmatrix}$$
 Since  $a = d = \sqrt{4}$   
 $c = b = \frac{1}{2} - d = \sqrt{4}$   
 $d = \sqrt{4}$ 

e) 
$$A^{+} = \frac{1}{\sqrt{2}} \begin{bmatrix} -1 \\ -1 \end{bmatrix} \begin{bmatrix} 2 \end{bmatrix}^{-1} \begin{bmatrix} -1 \\ -1 \end{bmatrix} \cdot \frac{1}{\sqrt{2}} = \frac{1}{4} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$
  
Same solution!

· PM=P then I is an orthogonal projector onto a vector space

$$\begin{bmatrix} 5 & -2 & 4 \\ -2 & 8 & 2 \\ 4 & 2 & 5 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -2/5 & 4/5 \\ 0 & 36/5 & 18/5 \\ 0 & 18/5 & 9/5 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -2/5 & 4/5 \\ 0 & 18/5 & 9/5 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -2/5 & 4/5 \\ 0 & 18/5 & 9/5 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -2/5 & 4/5 \\ 0 & 0 & 0 \end{bmatrix}$$
Two pivots

So l has only two independent columns (or rows) so the rank l=2 and  $\dim S=2$ 

c) 
$$\dim S^{\perp} = 3 - \dim S = 1$$
 Since  $P \in \mathbb{C}^3$ 

d) The projector 
$$P^{\perp}$$
 onto  $S^{\perp}$  is given by  $P^{\perp} = 1 - P$ 

$$P^{\perp} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} - \begin{bmatrix} 5 & -2 & 4 \\ -2 & 8 & 2 \\ 4 & 2 & 5 \end{bmatrix} = \begin{bmatrix} 4/q & 2/q & 4/q \\ 2/q & 1/q & 2/q \\ -4/q & -2/q & 4/q \end{bmatrix} = \begin{bmatrix} 4 & 2 & -4 \\ 2 & 1 & -2 \\ -4/q & -2/q & 4/q \end{bmatrix}$$

$$\begin{bmatrix} A & 2 & -4 \\ 2 & 1 & -2 \\ -4 & -2 & 4 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 1/2 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$
 which indirects that the

We can take any column of Pt and from it we ren construct a basis for Pt. Taking the first column:

$$\frac{1}{9} \begin{bmatrix} 4 \\ 2 \\ -4 \end{bmatrix}$$
 and normalizing it  $\rightarrow \frac{1}{9} \sqrt{4^2 + 2^2 + (-4)^2} = \frac{2}{3}$ 
we then can get a bosis B

$$\beta = \frac{1}{9} \begin{bmatrix} 4 \\ 2 \\ -4 \end{bmatrix} \div \frac{2}{3} = \frac{1}{9} \begin{bmatrix} 4 \\ 2 \\ -4 \end{bmatrix} = \frac{1}{3} \begin{bmatrix} 2 \\ 1 \\ -2 \end{bmatrix}$$

f)  $S_2' = S'$  if they have the same prejector  $\mathcal{L}$ .

First we need the basis  $\mathcal{B}_2$  of  $S_2'$ . The vectors given in (9) are already a basis for  $S_2$  because they are arthonormal:

$$\mathcal{B}_{z}^{H}\mathcal{B}_{z} = \frac{1}{\sqrt{18}} \begin{bmatrix} 3 & 0 & 3 \\ -1 & 4 & 1 \end{bmatrix} \begin{bmatrix} 3 & -1 \\ 0 & 3 \end{bmatrix} \frac{1}{\sqrt{8}} = \frac{1}{18} \begin{bmatrix} 18 & 0 \\ 0 & 18 \end{bmatrix} = \begin{bmatrix} 7 & 0 \\ 0 & 1 \end{bmatrix}$$

Therefore Bz is a basis for NZ. Now let us compute the projector and NZ

$$P_{2} = \mathcal{B}_{2} \mathcal{B}_{2}^{H} = \frac{1}{18} \begin{bmatrix} 3 & -1 \\ 0 & 4 \\ 3 & 1 \end{bmatrix} \begin{bmatrix} 3 & 0 & 3 \\ -1 & 4 & 7 \end{bmatrix} = \frac{1}{18} \begin{bmatrix} 10 & -4 & 8 \\ -4 & 16 & 4 \\ 8 & 4 & 10 \end{bmatrix} = \frac{1}{9} \begin{bmatrix} 5 & -2 & 4 \\ -2 & 8 & 2 \\ 4 & 2 & 5 \end{bmatrix}$$

So since  $L_2 = L$  and the projector onto the same subspace is unique, then  $S_2' = S'$ 

(a) à is the projection of b onto the range of A.

A basis for the range of A is U1 so

the projector can be written as

P = 4744 and we have b = PbThen let us substitute  $X_{LS}$  into X in AX = bto see if the equality holds:

 $A \times = A (A^{\dagger}b) = U_{1} \times_{1} \times_{1} \times_{1} \times_{1} \times_{1} \times_{1} \times_{1} b$   $= U_{1} \times_{1} \times_{$ 

b)  $\frac{1}{b}$  and He error  $(b-\frac{1}{b})$  are orthogonal if  $\frac{1}{b}$   $(b-\frac{1}{b}) = 0$ 

 $\hat{b}^{H}(b-\hat{b}) = (Pb)^{H}(b-Pb)$   $= b^{H}P^{M}(1-P)b$   $= b^{H}P(1-P)b$   $= b^{H}(P-P^{2})b$   $= b^{H}(P-P)b$ Since  $P^{2}=P$ 

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