ue1:

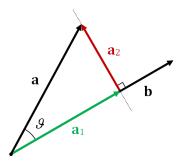
1.Aufgabe:

$$b \in \left\{ x_1 \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + x_2 \cdot \begin{pmatrix} 1 \\ -2 \\ -1 \end{pmatrix} \middle| x_1, x_2 \in \mathbb{R} \right\}$$
 (1)

eine möglichst "gute" Lösung könnte sinnvollerweise foglendes erfüllen:

$$||Ax - b||_2^2 \longrightarrow min$$

## 2. Aufgabe:



$$u = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \quad ; \quad v = \begin{pmatrix} 0 \\ 2 \\ 1 \end{pmatrix}$$

$$v = v_{\perp} + v_{\parallel}$$
(2)

$$< v; u > = < v_{\perp} + v_{\parallel}; u >$$
 $= < v_{\perp}; u > + < v_{\parallel}; u >$ 
 $= < v_{\perp}; u > 0 + < v_{\parallel}; u >$ 
 $= < v_{\parallel}; u >$ 
 $= < v_{\parallel}; u >$ 
(3)

$$v_u = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \tag{4}$$

$$u_v = \begin{pmatrix} -1\\1\\0 \end{pmatrix} \tag{5}$$

Orthogonale Projektion:

$$u \to P_u : v \mapsto v_1$$

$$v \mapsto P_u(v) = \frac{\langle v; u \rangle}{\langle u; u \rangle} u = \frac{1}{\langle u; u \rangle} u \cdot u^T v$$
(6)

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$$v \mapsto \frac{1}{\|u\|^2} u^T v \cdot u = y$$

$$y_i = \frac{1}{\|u\|^2} u_i (u_1 v_1 + u_2 v_2 + u_3 v_3)$$

$$\stackrel{!}{=} a_{i1} v_1 + a_{i2} v_2 + a_{i3} v_3$$

$$a_{ij} = \frac{1}{\|u\|^2} u_i u_j$$

$$A = \frac{1}{\|u\|^2} u \cdot u^T$$
(7)

$$Bild(P_u) = span\{u\} = \{\lambda u | \lambda \in \mathbb{R}\}$$
 (8)

$$Kern(P_u) = Bild(P_u)^{\perp}$$

$$= \{y|y\perp u\}$$

$$= \{y|< u, y>= 0\}$$
(9)

2b)

$$v \in V = \mathbb{R}^{m} \quad ; \quad u \in U = \mathbb{R}^{n}$$

$$v \stackrel{P_{u}}{\mapsto} \lambda_{1}u_{1} + \dots + \lambda_{n}u_{n}$$

$$\text{mit } \lambda_{i} = \langle v; u_{i} \rangle u_{i}$$

$$(10)$$

3a)

$$f(x) = \|b - Ax\|_{2}^{2}$$

$$= \langle b - Ax; b - Ax \rangle$$

$$= \langle b; b - Ax \rangle - \langle Ax; b - Ax \rangle$$

$$= \langle b; b \rangle - \langle b; Ax \rangle - \langle Ax; b \rangle + \langle Ax; Ax \rangle$$

$$= \langle b; b \rangle - 2 \langle b; Ax \rangle + \langle Ax; Ax \rangle$$
(11)

$$f'(x) = Jacobi(f) = -2 \left\langle b; A \cdot \vec{1} \right\rangle + 2 \left\langle Ax; A \cdot \vec{1} \right\rangle$$

$$f''(x) = Hess(f) = 2 \left\langle A \cdot \vec{1}; A \cdot \vec{1} \right\rangle$$
(12)

4. Aufgabe: Matlab sagt:  $(A'*A)*A'*b = \begin{pmatrix} 15 \\ -25 \end{pmatrix}$ 

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5. Aufgabe:

$$f(t) = \alpha \cos\left(\frac{\pi}{4}t\right) + \beta \sin\left(\frac{\pi}{3}t\right)$$

$$\varphi(t,\alpha,\beta) = \alpha \cos\left(\frac{\pi}{4}t\right) + \beta \sin\left(\frac{\pi}{3}t\right)$$

$$\rightarrow A = \begin{pmatrix} \cos\left(\frac{\pi}{4}1\right) & \sin\left(\frac{\pi}{3}1\right) \\ \cos\left(\frac{\pi}{4}2\right) & \sin\left(\frac{\pi}{3}2\right) \\ \cos\left(\frac{\pi}{4}3\right) & \sin\left(\frac{\pi}{3}3\right) \end{pmatrix}$$

$$A = \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{\sqrt{3}}{2} \\ 0 & \frac{\sqrt{3}}{2} \\ -\frac{1}{\sqrt{2}} & 0 \end{pmatrix} , b = \begin{pmatrix} 2 \\ 0 \\ -3 \end{pmatrix}$$

$$(13)$$

Normalengleichung:

$$A^T A x = A^T b$$

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