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1. 由 Riesz 表示定理 $u_i = \varphi_i(\vec{e}_1)\vec{e}_1 + \varphi_i(\vec{e}_2)\vec{e}_2 + \varphi_i(\vec{e}_3)\vec{e}_3$

将 1, x, x² 正交化后知 $P_2(x)$ 的一组正交基为 $\frac{1}{\sqrt{2}}, \sqrt{\frac{2}{3}}x, \sqrt{\frac{9}{8}}(x^2 - \frac{1}{3})$

因此 $u_1 = -\frac{15}{8}x^2 + \frac{9}{8}, u_2 = \frac{3}{2}x$

2. 若 $C_1P_1(x) + C_2P_2(x) + C_3P_3(x) = 0$ 令 $x = b_1$ 知 $C_1 = 0$. 同理有 $C_2 = C_3 = 0$. 故 $P_1(x), P_2(x), P_3(x)$ 均为 0

(2) 对偶基 $\{P_1^*(x), P_2^*(x), P_3^*(x)\}$ 有 $\langle P_i^*(x), P_j(x) \rangle = \delta_{ij}$. $f(x) = C_1P_1(x) + C_2P_2(x) + C_3P_3(x)$

$\langle P_i^*(x), f(x) \rangle = C_i$ 令 $x = b_i$ 知 $f(b_i) = C_i P_i(b_i) = C_i \Rightarrow P_i^*(f) = f(b_i)$

(3) $f(x) = f(b_1)P_1(x) + f(b_2)P_2(x) + f(b_3)P_3(x)$. 又 $f(b_i) = y_i \Rightarrow f(x) = \sum_{i=1}^3 y_i P_i(x)$ 唯一

3. g, h 在基下矩阵为 A, B . $g(x, y) = x^T A y$ $h(x, y) = x^T B y$

若 φ 在基下表示矩阵为 P . 则 $g(\varphi(x), y) = (\varphi(x))^T A y = x^T P^T A y$. 又 $g(\varphi(x), y) = h(x, y)$ 对所有 x, y 均成立.

因此 $P^T A = B \Rightarrow P^T = B A^{-1} \Rightarrow P = (B A^{-1})^T$. 又 $P = (B A^{-1})^T$ 时 $g(\varphi(x), y) = x^T B A^{-1} A y = x^T B y = h(x, y)$ 成立. 因此 φ 表示矩阵为 $(B A^{-1})^T$

4. 设 $\vec{u} = \begin{pmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{pmatrix}$ 是光向量. $\vec{x} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix}$ 是时间向量. $g(\vec{u}, \vec{u}) = 0 \Rightarrow c_1^2 + c_2^2 + c_3^2 = c_4^2$ $g(\vec{x}, \vec{x}) < 0 \Rightarrow x_1^2 + x_2^2 + x_3^2 < x_4^2$

$$g(x, u) = x_1 c_1 + x_2 c_2 + x_3 c_3 - x_4 c_4$$

由柯西不等式知 $|x_1 c_1 + x_2 c_2 + x_3 c_3| \leq \sqrt{(x_1^2 + x_2^2 + x_3^2)(c_1^2 + c_2^2 + c_3^2)} < \sqrt{c_4^2 x_4^2} = |c_4 x_4|$. 故 $g(x, u) \neq 0$. 光向量和时间向量不正交