

```
% Homework 3
```

```
%% Question 2
```

```
a_1 = [1; 2; 0; 1];  
a_2 = [0; -1; 3; 0];  
a_3 = [2; 0; 1; -1];  
b = [3; 0; -1; 2];
```

```
rref([a_1, a_2, a_3, b])
```

```
%% Question 3
```

```
v_1 = [1; 0; 2];  
v_2 = [3; -1; 1];  
v_3 = [2; -1; -1];  
v_4 = [4; -1; 3];
```

```
% 3(a)
```

```
% Just augment and see if they are full rank.  
rank([v_1, v_2, v_3, v_4]) % rank = 2, so no.
```

```
%% Question 4
```

```
% 4(a)
```

```
function B = myGS(A)  
    [m, n] = size(A);  
    if n > m  
        error("`A` must be an m x n matrix where n <= m, got %d x %d", m, n)  
    end  
    if rank(A) < n  
        error("Expecting rank(A) = %d, got rank(A) = %d", n, rank(A))  
    end  
  
    B = zeros(m, n);  
  
    for i = 1:n  
        w_i = A(:, i); % column to orthogonalize  
        v_i = w_i; % to hold the orthogonalized  
        for j = 1:i-1  
            v_j = B(:, j);  
            v_i = v_i - (dot(w_i, v_j) / dot(v_j, v_j)) * v_j;  
        end  
  
        % Place the orthogonalized vector in B.  
        B(:, i) = v_i;  
    end  
  
    % Normalize  
    for i = 1:n  
        B(:, i) = B(:, i) / norm(B(:, i));  
    end  
end
```

very good...

```
% 4(b)
```

```
disp("Using `myGS`. Normalizing afterwards.")
```

```
myGS([  
    1 0 1 1;  
    0 1 0 1;
```

```

    1 0 0 1;
    0 -1 1 1
])

% 4(c)
function B = myGS2(A)
    [m, n] = size(A);
    if n > m
        error("`A` must be an m x n matrix where n <= m, got %d x %d", m, n)
    end
    if rank(A) < n
        error("Expecting rank(A) = %d, got rank(A) = %d", n, rank(A))
    end

    B = zeros(m, n);

    for i = 1:n
        w_i = A(:, i);           % column to orthogonalize
        v_i = w_i;               % to hold the orthogonalized
        for j = 1:i-1
            v_j = B(:, j);
            v_i = v_i - (dot(w_i, v_j) / dot(v_j, v_j)) * v_j;
        end

        % Place the orthonormalized vector in B.
        B(:, i) = v_i / norm(v_i);    yes!
    end
end

disp("Using `myGS2`. Normalizing on-the-fly.")
myGS2([
    1 0 1 1;
    0 1 0 1;
    1 0 0 1;
    0 -1 1 1
])

```