Gram-schmidt와 QR Decomposition

- **Example 1**: Let $W = \text{Span}\{\mathbf{x}_1, \mathbf{x}_2\}$, where $\mathbf{x}_1 = \begin{bmatrix} 3 \\ 6 \\ 0 \end{bmatrix}$ and $\mathbf{x}_2 = \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix}$. Construct an orthogonal basis $\{\mathbf{v}_1, \mathbf{v}_2\}$ for W.
- Solution: Let $v_1 = x_1$. Next, Let v_2 the component of x_2 orthogonal to x_1 , i.e.,

$$\mathbf{v}_2 = \mathbf{x}_2 - \frac{\mathbf{x}_2 \cdot \mathbf{x}_1}{\mathbf{x}_1 \cdot \mathbf{x}_1} \mathbf{x}_1 = \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix} - \frac{15}{45} \begin{bmatrix} 3 \\ 6 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix}.$$

• The set $\{\mathbf{v}_1, \mathbf{v}_2\}$ is an orthogonal basis for W.

• Example 2: Let
$$\mathbf{x}_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$
, $\mathbf{x}_2 = \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}$, and $\mathbf{x}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$. Then $\{\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3\}$ is

clearly linearly independent and thus a basis for a subspace W of \mathbb{R}^4 . Construct an orthogonal basis for W.

- Solution:
- Step 1. Let $v_1 = x_1$ and $W_1 = \text{Span}\{x_1\} = \text{Span}\{v_1\}$.
- Step 2. Let v_2 be the vector produced by subtracting from x_2 its projection onto the subspace W_1 . That is, let

$$\mathbf{v}_{2} = \mathbf{x}_{2} - \text{proj}_{W_{1}} \mathbf{x}_{2} = \mathbf{x}_{2} - \frac{\mathbf{x}_{2} \cdot \mathbf{v}_{1}}{\mathbf{v}_{1} \cdot \mathbf{v}_{1}} \mathbf{v}_{1} = \begin{bmatrix} -3/4 \\ 1/4 \\ 1/4 \end{bmatrix}$$

• \mathbf{v}_2 is the component of \mathbf{x}_2 orthogonal to \mathbf{x}_1 , and $\{\mathbf{v}_1, \mathbf{v}_2\}$ is an orthogonal basis for the subspace W_2 spanned by \mathbf{x}_1 and \mathbf{x}_2 .

Step 2' (optional). If appropriate, scale v₂ to simplify later computations, e.g.,

$$\mathbf{v}_2 = \begin{bmatrix} -3/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{bmatrix} \longrightarrow \mathbf{v}_2' = \begin{bmatrix} -3 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

• **Step 3.** Let \mathbf{v}_3 be the vector produced by subtracting from \mathbf{x}_3 its projection onto the subspace W_2 . Use the orthogonal basis $\{\mathbf{v}_1, \mathbf{v}_2'\}$ to compute this projection onto W_2 :

$$\operatorname{proj}_{W_2} \mathbf{x}_3 = \frac{\mathbf{x}_3 \cdot \mathbf{v}_1}{\mathbf{v}_3 \cdot \mathbf{v}_1} \mathbf{v}_1 + \frac{\mathbf{x}_3 \cdot \mathbf{v}_2'}{\mathbf{v}_3 \cdot \mathbf{v}_2'} \mathbf{v}_2' = \begin{bmatrix} 0 \\ 2/3 \\ 2/3 \end{bmatrix}$$

• Then v_3 is the component of x_3 orthogonal to W_2 , namely,

$$\mathbf{v}_3 = \mathbf{x}_3 - \text{proj}_{W_2} \mathbf{x}_3 = \begin{bmatrix} 0 \\ -2/3 \\ 1/3 \\ 1/3 \end{bmatrix}$$

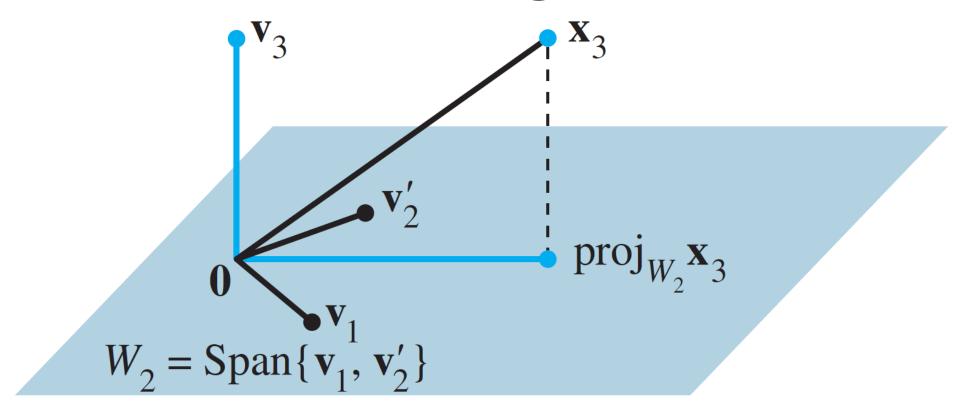


FIGURE 2 The construction of v_3 from x_3 and W_2 .

Figure from Lay Ch6.4

QR Factorization

• If A is an $m \times n$ matrix with linearly independent columns, then A can be factored as A = QR, where Q is an $m \times n$ matrix whose columns form an orthonormal basis for $\operatorname{Col} A$ and R is an $n \times n$ upper triangular invertible matrix with positive entries on its diagonal.

Computing QR Factorization

• Step 1 (Construction of Q): The columns of A form a basis for $Col\ A$ since they are linearly independent. Let these columns be $\{\mathbf{x}_1, ..., \mathbf{x}_n\}$. Then, we can construct the orthonormal basis $\{\mathbf{u}_1, ..., \mathbf{u}_n\}$ for $Col\ A$ by the Gram-Schmidt process described by Theorem 11. Using this basis, we can construct Q as

$$Q = [\mathbf{u}_1 \quad \mathbf{u}_2 \quad \cdots \quad \mathbf{u}_n]$$

Computing QR Factorization

• Step 2 (Construction of R): From (1) in Theorem 11, for k = 1, ..., n, \mathbf{x}_k is in $\mathrm{Span}\{\mathbf{x}_1, ..., \mathbf{x}_k\} = \mathrm{Span}\{\mathbf{u}_1, ..., \mathbf{u}_k\}$. Therefore, there exist constants $r_{1k}, ..., r_{kk}$ such that

$$\mathbf{x}_k = r_{1k}\mathbf{u}_1 + \dots + r_{kk}\mathbf{u}_k + 0 \cdot \mathbf{u}_{k+1} + \dots + 0 \cdot \mathbf{u}_n$$

• We can always make $r_{kk} \ge 0$ because if $r_{kk} < 0$, then we can multiply both r_{kk} and \mathbf{u}_k by -1. Using this linear combination representation, we can construct \mathbf{r}_k , the k-th column of R, as

$$\mathbf{r}_k = \begin{bmatrix} r_{1k} \\ \vdots \\ r_{kk} \\ 0 \\ \vdots \\ 0 \end{bmatrix}.$$

Computing QR Factorization

• That is,
$$\mathbf{x}_k = Q\mathbf{r}_k$$
 for $k = 1, ..., n$. Let $R = [\mathbf{r}_1 \quad \cdots \quad \mathbf{r}_n]$. Then, $A = [\mathbf{x}_1 \quad \cdots \quad \mathbf{x}_n] = [Q\mathbf{r}_1 \quad \cdots \quad Q\mathbf{r}_n] = QR$

• The fact that R is invertible follows easily from the fact that the columns of A are linearly independent (Exercise 19). Since R is clearly upper triangular (from the previous slide) and invertible, the diagonal entries r_{kk} 's should be nonzero. By combining this with the fact that $r_{kk} \geq 0$, r_{kk} 's must be positive.

- **Example 4:** Find a QR factorization of $A = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$.
- Solution: Let $A = [\mathbf{x}_1 \ \mathbf{x}_2 \ \mathbf{x}_3]$. We first obtain $\mathbf{v}_1 = \mathbf{x}_1$ and its normalized

vector is
$$\mathbf{u}_1 = \frac{1}{\|\mathbf{v}_1\|} \mathbf{v}_1 = \frac{1}{\sqrt{1^2 + 1^2 + 1^2}} \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \end{bmatrix}.$$

• Thus, $\mathbf{x}_1 = 2\mathbf{u}_1$, which gives us $\mathbf{r}_{11} = 2$, i.e., $\mathbf{r}_1 = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$.

• Next, we obtain \mathbf{v}_2 as $\mathbf{v}_2 = \mathbf{x}_2 - \text{proj}_{W_1} \mathbf{x}_2 = \mathbf{x}_2 - (\mathbf{x}_2 \cdot \mathbf{u}_1) \mathbf{u}_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$

$$\frac{3}{2}\begin{bmatrix} 1/2\\1/2\\1/2\\1/2 \end{bmatrix} = \begin{bmatrix} -3/4\\1/4\\1/4 \end{bmatrix}$$
 and its normalized vector \mathbf{u}_2 as

$$\mathbf{u}_{2} = \frac{1}{\|\mathbf{v}_{2}\|} \mathbf{v}_{2} = \frac{1}{\sqrt{3}/2} \begin{bmatrix} -3/4 \\ 1/4 \\ 1/4 \\ 1/4 \end{bmatrix} = \begin{bmatrix} -\sqrt{3}/2 \\ \sqrt{3}/6 \\ \sqrt{3}/6 \\ \sqrt{3}/6 \end{bmatrix}.$$

• Thus,
$$\mathbf{x}_2 = \frac{3}{2}\mathbf{u}_1 + \frac{\sqrt{3}}{2}\mathbf{u}_2$$
, i.e., $\mathbf{r}_2 = \begin{bmatrix} 3/2 \\ \sqrt{3}/2 \end{bmatrix}$.

• Next, we obtain \mathbf{v}_3 as $\mathbf{v}_3 = \mathbf{x}_3 - \operatorname{proj}_{W_2} \mathbf{x}_3 = \mathbf{x}_3 - (\mathbf{x}_3 \cdot \mathbf{u}_1) \mathbf{u}_1 -$

$$(\mathbf{x}_3 \cdot \mathbf{u}_2)\mathbf{u}_2 = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix} - 1 \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \end{bmatrix} - \frac{1}{\sqrt{3}} \begin{bmatrix} -\sqrt{3}/2 \\ \sqrt{3}/6 \\ \sqrt{3}/6 \end{bmatrix} = \begin{bmatrix} 0 \\ -2/3 \\ 1/3 \end{bmatrix} and its$$

normalized vector \mathbf{u}_3 as $\mathbf{u}_3 = \frac{1}{\|\mathbf{v}_3\|} \mathbf{v}_3 = \frac{1}{2/\sqrt{6}} \begin{bmatrix} 0 \\ -2/3 \\ 1/3 \\ 1/3 \end{bmatrix} = \begin{bmatrix} 0 \\ -2/\sqrt{6} \\ 1/\sqrt{6} \\ 1/\sqrt{6} \end{bmatrix}$.

• Thus,
$$\mathbf{x}_3 = 1\mathbf{u}_1 + \frac{1}{\sqrt{3}}\mathbf{u}_2 + \frac{2}{\sqrt{6}}\mathbf{u}_3$$
, i.e., $\mathbf{r}_3 = \begin{vmatrix} 1\\1/\sqrt{3}\\2/\sqrt{6} \end{vmatrix}$.

• In conclusion,
$$Q = \begin{bmatrix} \mathbf{u}_1 & \mathbf{u}_2 & \mathbf{u}_3 \end{bmatrix} = \begin{bmatrix} 1/2 & -\sqrt{3}/2 & 0 \\ 1/2 & \sqrt{3}/6 & -2/\sqrt{6} \\ 1/2 & \sqrt{3}/6 & 1/\sqrt{6} \\ 1/2 & \sqrt{3}/6 & 1/\sqrt{6} \end{bmatrix}$$

and
$$R = [\mathbf{r}_1 \quad \mathbf{r}_2 \quad \mathbf{r}_3] = \begin{bmatrix} 2 & 3/2 & 1 \\ 0 & \sqrt{3}/2 & 1/\sqrt{3} \\ 0 & 0 & 2/\sqrt{6} \end{bmatrix}.$$