

$$u_1 = \frac{v_1}{\|u_1\|}$$

$$u_2 = \frac{v_2 - (u_1 \cdot v_2) \cdot u_1}{\text{Norm}(\dots)}$$

$$u_3 = \frac{v_3 - (u_1 \cdot v_3) \cdot u_1 - (u_2 \cdot v_3) \cdot u_2}{\text{Norm}(\dots)}$$

$$u_4 = \frac{v_4 - (u_1 \cdot v_4) \cdot u_1 - (u_2 \cdot v_4) \cdot u_2 - (u_3 \cdot v_4) \cdot u_3}{\text{Norm}(\dots)}$$

Steuern Maple:

ii) projectie:

$$y'' = (u_1 \cdot w) u_1 + (u_2 \cdot w) u_2$$