

Úloha 3. 1. Spočtěte kolmou projekci vektoru
$$\mathbf{b} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$
 na přímku span(\mathbf{a}), kde $\mathbf{a} = \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix}$.

$$\vec{p} = \frac{\langle \vec{a} | \vec{b} \rangle}{\langle \vec{a} | \vec{a} \rangle} \cdot \vec{a}$$

- 2. Nalezněte matici \mathbf{P} kolmé projekce na přímku span (\mathbf{a}) .
- 3. Spočtěte $\mathbf{P} \cdot \mathbf{P}$.
- 4. Jak vypadá matice kolmé projekce na přímku $\operatorname{span}(2 \cdot \mathbf{a})$?

$$\vec{S} = proj_{pan(\vec{a})}(\vec{S}) = \frac{\left\langle \binom{1}{2} \middle| \binom{1}{1} \right\rangle}{\left\langle \binom{1}{2} \middle| \binom{1}{2} \right\rangle} \cdot \binom{1}{2} = \frac{5}{9} \cdot \binom{1}{2}$$

proj span(a)
$$\begin{pmatrix} 03 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 2 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \\ 2 \end{pmatrix}$$

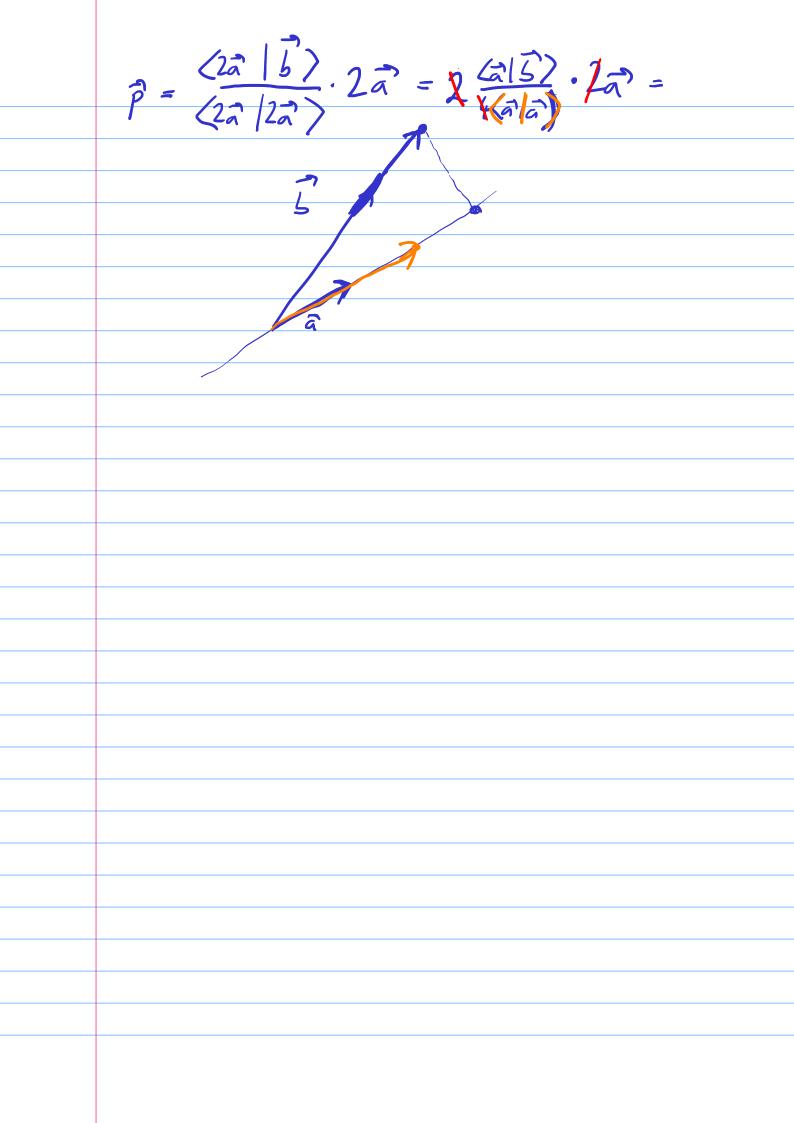
= 4771772

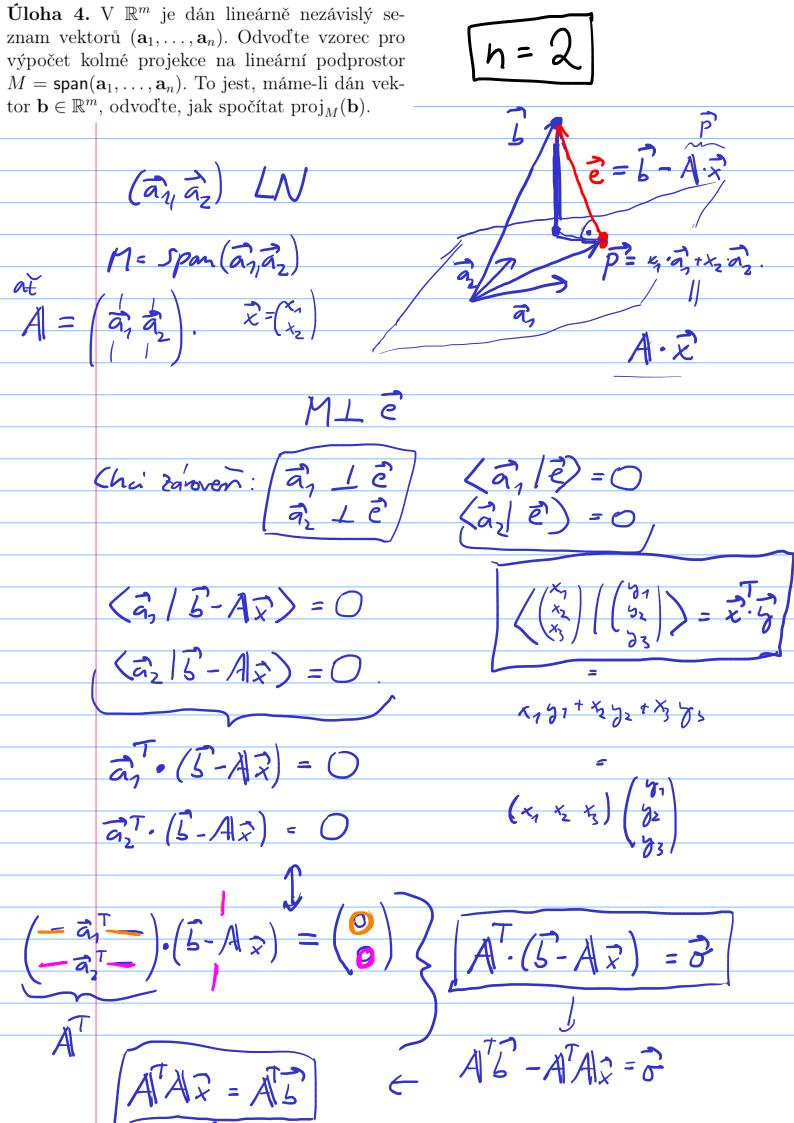
$$P_{2} = p \cdot q \cdot span(\vec{a}) \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \frac{2}{9} \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix}$$

$$1 / 1 2 2$$

$$P_{3} = \dots = \frac{2}{9} \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix}$$

$$P \cdot P = \frac{1}{9} \begin{pmatrix} 1 & 2 & 2 \\ 2 & 4 & 4 \\ 2 & 4 & 4 \end{pmatrix} \cdot \begin{pmatrix} 1 & 2 & 2 \\ 2 & 4 & 4 \end{pmatrix} = \frac{1}{9^2} \begin{pmatrix} 1 & 2 & 2 \\ 2 & 4 & 4 \\ 2 & 4 & 4 \end{pmatrix} \begin{pmatrix} 2 & 4 & 4 \\ 2 & 4 & 4 \end{pmatrix} \begin{pmatrix} 2 & 4 & 4 \\ 2 & 4 & 4 \end{pmatrix} \begin{pmatrix} 2 & 4 & 4 \\ 2 & 4 & 4 \end{pmatrix} \begin{pmatrix} 2 & 4 & 4 \\ 2 & 4 & 4 \end{pmatrix}$$





Úloha 6. Nechť
$$\mathbf{A} = \begin{pmatrix} 1 & 0 \\ 1 & 1 \\ 1 & 2 \end{pmatrix}$$
 a $\mathbf{b} = \begin{pmatrix} 6 \\ 0 \\ 0 \end{pmatrix}$. Nalezněte kolmou projekci vektoru \mathbf{b} na lineární podprostor im (\mathbf{A}) .

$$\vec{q}_1 = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \quad \vec{q}_2 = \begin{pmatrix} 0 \\ 1 \\ 2 \end{pmatrix}$$

$$\vec{\zeta} = \begin{pmatrix} 6 \\ 0 \\ 0 \end{pmatrix}$$

$$\vec{p} = \vec{A} \cdot \vec{x}$$
, kde \vec{z} ma' splinovat rovnost
$$\vec{A} \cdot \vec{A} \cdot \vec{x} = \vec{A} \cdot \vec{b}.$$

$$A^{T}=\begin{pmatrix} 1 & 1 & 1 \end{pmatrix}$$

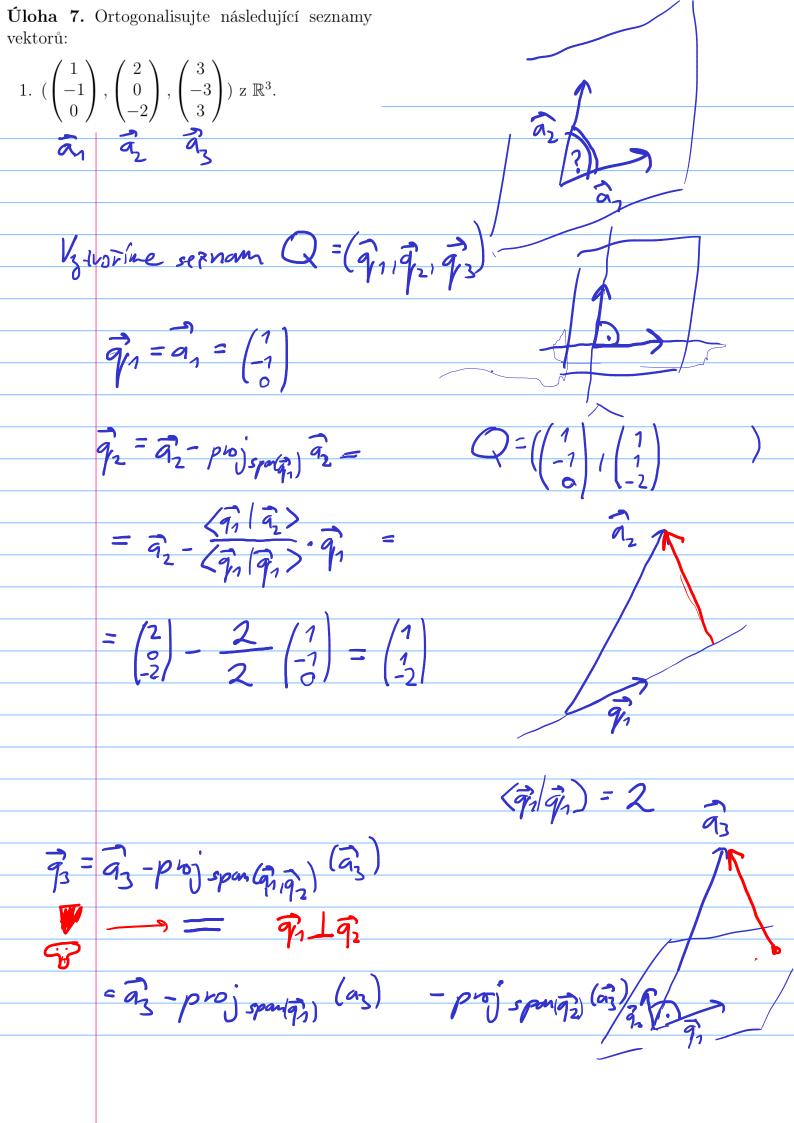
$$A^{T} = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 1 & 2 \end{pmatrix}$$
 $A^{T}A = \begin{pmatrix} 3 & 3 \\ 3 & 5 \end{pmatrix} A^{T}b = \begin{pmatrix} 6 \\ 0 \end{pmatrix}$

$$P = A \cdot \begin{pmatrix} 5 \\ -3 \end{pmatrix} = 5 \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - 3 \begin{pmatrix} 2 \\ 1 \\ 2 \end{pmatrix}$$

$$= \begin{pmatrix} 5 \\ 5 \end{pmatrix} - \begin{pmatrix} 0 \\ 3 \end{pmatrix} = \begin{pmatrix} 5 \\ 2 \\ -1 \end{pmatrix}$$

$$A \cdot R = \overline{S}$$
 NR

$$\overrightarrow{A^{\dagger} \cdot A \cdot R} = \overrightarrow{A^{\dagger} \cdot 6}$$



Úloha 7. Ortogonalisujte následující seznamy

vektorů:

1.
$$(\begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix}, \begin{pmatrix} 2 \\ 0 \\ -2 \end{pmatrix}, \begin{pmatrix} 3 \\ -3 \\ 3 \end{pmatrix}) z \mathbb{R}^3$$

$$\vec{q}_3 = \vec{q}_3 - p \cdot \vec{p}_3 \text{ span}(\vec{q}_1 | \vec{q}_2) \qquad (\vec{q}_3) \qquad (\vec{q}_1 | \vec{q}_2) = 6$$

$$\vec{q}_3 = \vec{q}_3 - p \cdot \vec{p}_3 \text{ span}(\vec{q}_1 | \vec{q}_2) \qquad (\vec{q}_3) \qquad (\vec{q}_1 | \vec{q}_2) = 6$$

$$\vec{q}_1 = \vec{q}_1 - p \cdot \vec{p}_3 \text{ span}(\vec{q}_1) \qquad (\vec{q}_3) - p \cdot \vec{p}_3 \text{ span}(\vec{q}_2) \qquad (\vec{q}_3) \qquad (\vec{q}_3)$$

$$= \overline{a_3} - \frac{\langle \overline{q_1} | \overline{a_2} \rangle}{\langle \overline{q_1} | \overline{q_1} \rangle} \overline{q_1} - \frac{\langle \overline{q_2} | \overline{a_3} \rangle}{\langle \overline{q_2} | \overline{q_2} \rangle} \overline{q_2}$$

$$= \begin{pmatrix} 3 \\ -3 \\ 3 \end{pmatrix} - \frac{6}{2} \begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix} - \frac{6}{6} \begin{pmatrix} 1 \\ 1 \\ -2 \end{pmatrix}$$

$$= \begin{pmatrix} 3 & 1 & 1 & 1 \\ -3 & -3 & -1 & 1 & 1 \\ 3 & 0 & 1 & -2 & 1 \end{pmatrix}$$

