

$$\begin{bmatrix} 1 & 2 & 3 \\ 2 & 3 & 4 \\ 3 & 4 & 5 \end{bmatrix} \quad \begin{bmatrix} 5 & 5 & 5 \\ 5 & 5 & 5 \\ 5 & 5 & 5 \end{bmatrix} \quad \begin{bmatrix} 6 & 0 & 0 \\ 4 & 2 & 0 \\ 2 & 12 & 2 \end{bmatrix}$$

By proper all  $v$  is an orthogonal basis for  $V$ .  
 can find each  $v$  with its ortho-  
 nally multiply each  $v$  by  $1/\|v\|$  to get unit vectors.

$$\langle v_1, v_3 \rangle = \frac{1}{\|v_1\| \|v_3\|} (v_1 \cdot v_3) = \frac{1}{\sqrt{2} \sqrt{2}} (2 - 2) = 0$$

$$\langle v_1, v_2 \rangle = \frac{1}{\|v_1\| \|v_2\|} (v_1 \cdot v_2) = \frac{1}{\sqrt{2} \sqrt{2}} (2 - 2) = 0$$

$$v_3 = v_3 - \text{proj}_{v_1} v_3 - \text{proj}_{v_2} v_3 = v_3 - \frac{v_3 \cdot v_1}{v_1 \cdot v_1} v_1 - \frac{v_3 \cdot v_2}{v_2 \cdot v_2} v_2 = v_3 - 0v_1 - 0v_2 = v_3$$


$$\|v_3\| = \sqrt{2} \quad \text{so } \hat{v}_3 = \frac{v_3}{\sqrt{2}}$$

$$\hat{v}_1 = \frac{v_1}{\sqrt{2}}, \quad \hat{v}_2 = \frac{v_2}{\sqrt{2}}, \quad \hat{v}_3 = \frac{v_3}{\sqrt{2}}$$

Ryan Richards on CS 510

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 5112 & 1882 & 0 & 0 & 1115 \\ 0 & 1882 & 5112 & 0 & 0 & 1115 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1115 & 1115 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = I_4$$



$\frac{1}{2} \times 100 = 50$        $\frac{1}{2} \times 100 = 50$   
 $\frac{1}{2} \times 100 = 50$        $\frac{1}{2} \times 100 = 50$

$$y. \alpha = -\text{sign}(a_2) \cdot \text{norm}(a_2) = -1 \cdot \sqrt{1^2 + 2^2 + 1^2} = -\sqrt{6}$$

$$\alpha = -1.633$$

$$\begin{aligned}
 & \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} -1 \\ -2.113 \\ 1.633 \\ 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} \\
 & \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} -1 \\ -2.113 \\ 1.633 \\ 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}
 \end{aligned}$$

united  $\Rightarrow$

$$S_1 A = \begin{bmatrix} 1 & 2 & 2 \\ 2 & 0 & 3 \\ 0 & 3 & 0 \end{bmatrix}$$

```

1 function [lam, vec] = normPower(A, err, maxIter)
2 % x = normPower(A, err, iter): Normalized Power Iteration of a Matrix to find
3 % largest EigenPair
4 % input:
5 % A = Input matrix
6 % err = Maximum error
7 % iter = max iterations
8 % output:
9 % lam = largest eigen value
10 % vec = corresponding eigen vector
11
12 if nargin < 1, error('No matrix supplied'), end
13 if nargin < 4 || isempty(maxIter), maxIter=50; end
14 if nargin < 3 || isempty(err), err=.00001; end
15 [l,k] = size(A);
16 if l~=k, error('Matrix must be square'), end
17
18 alen = length(A);
19 vec = ones(alen,1);
20 lamold = 0;
21 currIter = 0;
22
23 while (currIter < maxIter)
24     currIter = currIter + 1;
25     compVec = A*vec;
26     lam = max(compVec)/max(vec);
27     vec = compVec/norm(compVec);
28     currErr = abs((lam-lamold)/lam)*100;
29     lamold = lam;
30     if currErr <= err, break, end
31 end
32
33

```

```
>> A = [2,1,-1,3;1,7,0,-1;-1,0,4,-2;3,-1,-2,1]
```

```
A =
```

```

2      2      1      -1      3
-1      1      7      0
0      4      -2      -1
3      -1      -2      1

```

```
>> [eigen, vector] = normPower(A)
```

```
eigen =
```

```
7.2332
```

```
vector =
```

```

0.1185
0.9862
0.0322
-0.1115

```

3.

```

>>> Q = Q + Q
ans =
1.0000 -0.0000 0.0000
-0.0000 1.0000 0
0 -0.0000 0.0000

R =
2.0000 12.0000 2.0000
0 -2.0000 -4.0000
0 6.0000 2.0000

U =
-0.5000 -0.5000 -0.5000
0.5000 -0.5000 -0.5000
0.5000 -0.5000 0.5000

```

4.

```

a2 =
0
1.0000
0
0.7887
-0.2113
-1.0000

>> alpha = -sign(a2(2)) * norm(a2)
alpha =
-1.6330

>> v2 = a2 - alpha*e2
v2 =
0
2.6330
0
0.7887
-0.2113
-1.0000

>> h2 = eye(6) - 2*(v2*v2') / (v2'*v2)
h2 =
1.0000    0    0    0    0    0
0    -0.6124    0    0    0    0
0    0.1294    1.0000    0    0    0
0    0.4830    0    0.8553    0    0.0388
0    0.1294    0    0.0388    0.9896    -0.0491
0    0.6124    0    0.0388    -0.0491    0.7674

>> h2*h1*A
ans =
-1.7321    0.5773    0.5773
0.0000   -1.6330    0.8165
0    0    1.0000
-0.0000   -0.0000    0.0333
-0.0000   -0.0000    0.7232
-0.0000   -0.0000    0.6899

```

5.

```

>> [eigenValues error iterations] = qrDecomp(A)

eigenValues =
    5.0000
   -3.0000
   -1.0000

error =
    2.7805e-10

iterations =

```

New to MATLAB? See resources for [Getting Started](#).

Command Window

```

1  function [v,currErr,currIter] = qrDecomp(A, err, maxIter)
2  % v = normPower(A, err, iter) : QR iteration to find all eigenvalues of A
3  % input:
4  % A = Input matrix
5  % err = Maximum error
6  % iter = max iterations
7  % output:
8  % v = vector of the largest eigenvalues of A
9
10 if nargin < 1, error('No matrix supplied'), end
11 if nargin < 3 || isempty(maxIter), maxIter=100; end
12 if nargin < 2 || isempty(err), err=1e-8; end
13
14 [l,k] = size(A);
15
16 ident = eye(l,k); %create identity matrix same size of A
17
18 currIter = 0;
19
20 while(currIter < maxIter)
21     currIter = currIter + 1;
22     [Q,R] = qr(A);
23     A = R*Q;
24     v=diag(A);
25     currErr = max(A(~ident)); %get largest value of A not on main diagonal
26     if currErr <= err, break, end
27 end

```

Editor - C:\Users\Ryan\Documents\MATLAB\qrDecomp.m

qrDecomp.m