4) a) J clockwise rotation

F: Reflects accross the 6/2 line, measuring clockwise from the positive by-axis

b) Note - lots of credit to several online sets of notes on QR w/

We need c, s such that

$$\begin{bmatrix} C & -5 \\ S & C \end{bmatrix} \begin{bmatrix} C & Q \\ C & D \end{bmatrix} = \begin{bmatrix} C & Q \\ C & D \end{bmatrix}$$

With 1= Ja2+62

Then

$$c = \frac{a}{\sqrt{a^2 + B^2}}$$

$$S = \frac{b}{\sqrt{a + 2 + b^2}}$$

Then for each i,j you want

to zero out you use the matrix 6, which is the identity matrix but with: 6 ic = 6 is = c - 6is = - 6it = 5 and i = j-1element to be eliminate Then for each you apply: $G(c,s,i,s)^T A$ () Because we know the structure of G, we can simplify the GTA calculation to simply set the proper element to r and the other to. Zero. Then for each element we merely need to Cakulate $r = \sqrt{a^2 + b^2}$ and do 2 assignments, hence 6

Flops per elements: 2 squares

1 addition

1 square root

2 assignments This shortcut was my own original idea, so hopefully it works

L10_notebook

September 21, 2022

```
[]: import numpy as np
[]: def house(A_param):
         A = A_param.copy()
         m, n = A.shape
         for k in range(n):
             x = A[k:, k]
             v = np.sign(x[0])*np.linalg.norm(x)*np.eye(1, len(x),0)+x
             v = v/np.linalg.norm(v)
             A[k:,k:] = A[k:,k:] - 2*np.dot(v.T, np.dot(v, A[k:,k:]))
         return A
[]: # Random 5x5 matrix
     A = np.random.rand(5,5)
     np.set_printoptions(formatter={'float': lambda x: "{0:0.3f}}".format(x)})
[]:[
[]: print(A)
    [[0.763 0.909 0.163 0.771 0.737]
     [0.270 0.532 0.900 0.305 0.465]
     [0.021 0.615 0.117 0.564 0.321]
     [0.964 0.023 0.556 0.863 0.892]
     [0.513 0.920 0.752 0.782 0.204]]
[]: print(house(A))
    [[-1.359 -0.990 -0.951 -1.409 -1.221]
     [0.000 -1.164 -0.399 -0.477 -0.099]
     [0.000 0.000 0.814 0.006 0.033]
     [0.000 -0.000 0.000 -0.385 -0.137]
     [0.000 0.000 0.000 0.000 0.424]]
[]:
```