

Lecture XX: §3.6 Gram-Schmidt Algorithm

Recall: Fix usual dot product in \mathbb{R}^n : $\vec{u} \cdot \vec{v} = \vec{u}^T \vec{v}$ (matrix mult.)

$1 \times n \quad n \times 1$

$\vec{u} \perp \vec{v}$ (orthogonal) if $\vec{u} \cdot \vec{v} = 0$

• $S = \{ \vec{v}_1, \dots, \vec{v}_m \}$ is an orthogonal set if \vec{v}_i 's are mutually orthogonal

• S is orthonormal if orthogonal + $\|\vec{v}_i\| = \sqrt{\vec{v}_i \cdot \vec{v}_i} = 1$ for all $i=1, \dots, m$

We have orthogonal / orthonormal bases for subspaces W of \mathbb{R}^n with $W \neq \{ \vec{0} \}$

Key Property: If S is an orthogonal set in \mathbb{R}^n & $\vec{0}$ is not in S , then S is linearly independent.

§3.3 Coordinates with respect to orthogonal bases.

Example: $S = \left\{ \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, \begin{bmatrix} -1 \\ -1 \\ 1 \end{bmatrix}, \begin{bmatrix} 5 \\ -4 \\ 1 \end{bmatrix} \right\}$ subset of vectors in \mathbb{R}^3

• $\vec{v}_1 \cdot \vec{v}_2 = -1 - 2 + 3 = 0$, $\vec{v}_1 \cdot \vec{v}_3 = \vec{v}_2 \cdot \vec{v}_3 = 0$, so orthogonal

• $\vec{0}$ not in S so S is lin. indep.

• 3 vectors in \mathbb{R}^3 & li give a basis for \mathbb{R}^3 , so $\text{Sp}(S) = \mathbb{R}^3$

• $\|\vec{v}_1\| = \sqrt{1+4+9} = \sqrt{14}$, $\|\vec{v}_2\| = \sqrt{1+1+1} = \sqrt{3}$, $\|\vec{v}_3\| = \sqrt{25+16+1} = \sqrt{42}$

so S is not orthonormal but $S' = \left\{ \frac{1}{\sqrt{14}} \vec{v}_1, \frac{1}{\sqrt{3}} \vec{v}_2, \frac{1}{\sqrt{42}} \vec{v}_3 \right\}$ is.

• Pick $\vec{w} = \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix}$ in \mathbb{R}^3 . Want to write its coordinates $\begin{bmatrix} a \\ b \\ c \end{bmatrix}$ with resp

to S , i.e. $\vec{w} = \underline{a} \vec{v}_1 + \underline{b} \vec{v}_2 + \underline{c} \vec{v}_3$

$$\rightarrow \vec{w} \cdot \vec{v}_1 = (a \vec{v}_1 + b \vec{v}_2 + c \vec{v}_3) \cdot \vec{v}_1 = a \underbrace{\vec{v}_1 \cdot \vec{v}_1}_{\|\vec{v}_1\|^2 = 14} + b \underbrace{\vec{v}_2 \cdot \vec{v}_1}_{=0} + c \underbrace{\vec{v}_3 \cdot \vec{v}_1}_{=0}$$

$$\stackrel{\parallel}{=} w_1 + 2w_2 + 3w_3$$

$$\text{so } a = \vec{w} \cdot \vec{v}_1 / 14 = \frac{w_1 + 2w_2 + 3w_3}{14}$$

$$\rightarrow \vec{w} \cdot \vec{v}_2 = b \|\vec{v}_2\|^2 = b \cdot 3 \Rightarrow b = \frac{\vec{w} \cdot \vec{v}_2}{3} = \frac{-w_1 - w_2 + w_3}{3}$$

$$\rightarrow \vec{w} \cdot \vec{v}_3 = c \|\vec{v}_3\|^2 = c \cdot 42 \Rightarrow c = \frac{\vec{w} \cdot \vec{v}_3}{42} = \frac{5w_1 - 4w_2 + w_3}{42}$$

Theorem: If $B = \{\vec{v}_1, \dots, \vec{v}_p\}$ is an orthogonal basis for a subspace \mathcal{V} of \mathbb{R}^n , a \vec{w} is a vector in \mathcal{V} , then:

$$\vec{w} = x_1 \vec{v}_1 + \dots + x_p \vec{v}_p$$

$$\text{where } x_1 = \frac{\vec{v}_1 \cdot \vec{w}}{\vec{v}_1 \cdot \vec{v}_1}, \quad x_2 = \frac{\vec{v}_2 \cdot \vec{w}}{\vec{v}_2 \cdot \vec{v}_2}, \quad \dots, \quad x_p = \frac{\vec{v}_p \cdot \vec{w}}{\vec{v}_p \cdot \vec{v}_p}$$

$$\text{In short } [\vec{w}]_B = \begin{bmatrix} \vec{v}_1 \cdot \vec{w} / \|\vec{v}_1\|^2 \\ \vec{v}_2 \cdot \vec{w} / \|\vec{v}_2\|^2 \\ \vdots \\ \vec{v}_p \cdot \vec{w} / \|\vec{v}_p\|^2 \end{bmatrix} \quad (\text{vector in } \mathbb{R}^p)$$

Q: How to find an orthogonal basis?

§2. Gram-Schmidt Algorithm

INPUT: A basis $B = \{\vec{w}_1, \dots, \vec{w}_p\}$ for a subspace \mathcal{V} of \mathbb{R}^n

OUTPUT: An orthogonal basis $B' = \{\vec{u}_1, \dots, \vec{u}_p\}$ for \mathcal{V} .

Procedure: $\vec{u}_1 = \vec{w}_1$

$$\vec{u}_2 = \vec{w}_2 - \text{proj}_{\vec{u}_1}(\vec{w}_2) = \vec{w}_2 - \underbrace{\frac{\vec{u}_1 \cdot \vec{w}_2}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1}_{\text{formula for projection}}$$

$$\begin{aligned} \vec{u}_3 &= \vec{w}_3 - \text{proj}_{\vec{u}_1}(\vec{w}_3) - \text{proj}_{\vec{u}_2}(\vec{w}_3) \\ &= \vec{w}_3 - \frac{\vec{u}_1 \cdot \vec{w}_3}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 - \frac{\vec{u}_2 \cdot \vec{w}_3}{\vec{u}_2 \cdot \vec{u}_2} \vec{u}_2 \end{aligned}$$

... continue in this way (it's an iterative procedure)

Assume we have built up to $\vec{u}_1, \vec{u}_2, \dots, \vec{u}_k$. Then:

$$\vec{u}_{k+1} = \vec{w}_{k+1} - \frac{\vec{u}_1 \cdot \vec{w}_{k+1}}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 - \dots - \frac{\vec{u}_k \cdot \vec{w}_{k+1}}{\vec{u}_k \cdot \vec{u}_k} \vec{u}_k$$

Why does it work? $\vec{u}_1 = \text{Sp}(\vec{w}_1)$

$$\vec{u}_2 \in \text{Sp}(\vec{w}_2, \vec{u}_1) = \text{Sp}(\vec{w}_2, \vec{w}_1)$$

$$\vec{u}_3 \in \text{Sp}(\vec{w}_3, \vec{u}_1, \vec{u}_2) \subseteq \text{Sp}(\vec{w}_3, \vec{w}_2, \vec{w}_1)$$

↳ subset of

$$\text{We get } \text{Sp}(\vec{u}_1, \dots, \vec{u}_k) \subseteq \text{Sp}(\vec{w}_1, \dots, \vec{w}_k) \quad \forall \text{ all } k.$$

dim k (\vec{w} 's are li)

A direct calculation shows (1) $\vec{u}_i \cdot \vec{u}_j = 0 \quad \forall \text{ all } i \neq j$
 (2) $\vec{u}_i \neq \vec{0} \quad (\vec{w}_{i+1} \text{ is not in } \text{Sp}(\vec{u}_1, \dots, \vec{u}_i))$

So by the key prop on page 1: $\{\vec{u}_1, \dots, \vec{u}_k\}$ is li \forall all k

In particular, when $k=p$, we get p vectors $\{\vec{u}_1, \dots, \vec{u}_p\}$ that are li inside $\mathbb{V} = \text{Sp}(\vec{w}_1, \dots, \vec{w}_p)$ and \mathbb{V} has *dim* p .

Conclusion: $\{\vec{u}_1, \dots, \vec{u}_p\}$ is a basis for \mathbb{V}

Example: $\mathbb{V} = \text{Sp} \left(\begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}, \begin{bmatrix} 0 \\ 2 \\ 4 \end{bmatrix} \right) \subset \mathbb{R}^3$

↳ this is a basis for \mathbb{V}

$$\vec{w}_1 = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}, \quad \vec{w}_2 = \begin{bmatrix} 0 \\ 2 \\ 4 \end{bmatrix} \quad \text{Use Gram-Schmidt to construct an orthogonal basis } \{\vec{u}_1, \vec{u}_2\}$$

$$\bullet \vec{u}_1 = \vec{w}_1 = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$$

$$\bullet \vec{u}_2 = \vec{w}_2 - \frac{\vec{u}_1 \cdot \vec{w}_2}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 = \begin{bmatrix} 0 \\ 2 \\ 4 \end{bmatrix} - \frac{(0+2+8)}{1+1+4} \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \\ 4 \end{bmatrix} - \frac{10}{6} \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$$

$$\text{So } \vec{u}_2 = \begin{bmatrix} 5/3 \\ 2-5/3 \\ 4-10/3 \end{bmatrix} = \begin{bmatrix} -5/3 \\ 1/3 \\ 2/3 \end{bmatrix}$$

$$\text{Check } \vec{u}_1 \cdot \vec{u}_2 = -\frac{5}{3} + \frac{1}{3} + \frac{4}{3} = 0 \checkmark$$

To make it orthonormal, divide by $\|\cdot\|$: $\left\{ \frac{1}{\sqrt{6}} \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}; \frac{1}{\sqrt{30}} \begin{bmatrix} -5 \\ 1 \\ 2 \end{bmatrix} \right\}$

Example 2: Let $\vec{w}_1 = \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix}$, $\vec{w}_2 = \begin{bmatrix} 2 \\ 1 \\ 0 \\ 2 \end{bmatrix}$, $\vec{w}_3 = \begin{bmatrix} 1 \\ -1 \\ 0 \\ 1 \end{bmatrix}$ be 3

linearly independent vectors in \mathbb{R}^4 .

(1) Apply Gram-Schmidt's orthogonalization procedure to set an orthogonal

basis for $\mathcal{W} = \text{Sp}(\vec{w}_1, \vec{w}_2, \vec{w}_3)$

(2) Verify that $\begin{bmatrix} 5 \\ 0 \\ -1 \\ 4 \end{bmatrix}$ is in \mathcal{W} .

Solution: We build $\{\vec{u}_1, \vec{u}_2, \vec{u}_3\}$

$$\vec{u}_1 = \vec{w}_1$$

$$\vec{u}_2 = \vec{w}_2 - \frac{\vec{w}_2 \cdot \vec{u}_1}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 = \begin{bmatrix} 2 \\ 1 \\ 0 \\ 2 \end{bmatrix} - \frac{6}{6} \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ -1 \\ 0 \end{bmatrix}$$

$$\vec{u}_3 = \vec{w}_3 - \frac{\vec{w}_3 \cdot \vec{u}_1}{\vec{u}_1 \cdot \vec{u}_1} \vec{u}_1 - \frac{\vec{w}_3 \cdot \vec{u}_2}{\vec{u}_2 \cdot \vec{u}_2} \vec{u}_2 = \begin{bmatrix} 1 \\ -1 \\ 0 \\ 1 \end{bmatrix} - \frac{3}{6} \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix} - \frac{0}{6} \begin{bmatrix} 1 \\ 1 \\ -1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1/2 \\ -1 \\ -1/2 \\ 0 \end{bmatrix}$$

Auxiliary computations needed:

$$\vec{u}_1 \cdot \vec{u}_1 = \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix} = 1+1+4=6$$

$$\vec{u}_2 \cdot \vec{u}_2 = \begin{bmatrix} 1 \\ 1 \\ -1 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 1 \\ -1 \\ 0 \end{bmatrix} = 1+1+1=3$$

$$\vec{w}_2 \cdot \vec{u}_1 = \begin{bmatrix} 2 \\ 1 \\ 0 \\ 2 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix} = 2+4=6$$

$$\vec{w}_3 \cdot \vec{u}_1 = \begin{bmatrix} 1 \\ -1 \\ 0 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix} = 1+2=3$$

$$\vec{w}_3 \cdot \vec{u}_2 = \begin{bmatrix} 1 \\ -1 \\ 0 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 1 \\ -1 \\ 0 \end{bmatrix} = 1-1=0$$

Check the output is orthogonal; $\vec{u}_1 = \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix}$, $\vec{u}_2 = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$, $\vec{u}_3 = \begin{bmatrix} 1/2 \\ -1 \\ -1/2 \\ 0 \end{bmatrix}$

$$\vec{u}_1 \cdot \vec{u}_2 = 1 - 1 = 0, \quad \vec{u}_1 \cdot \vec{u}_3 = \frac{1}{2} - \frac{1}{2} = 0, \quad \vec{u}_2 \cdot \vec{u}_3 = \frac{1}{2} - 1 + \frac{1}{2} = 0 \checkmark$$

Observe: $\vec{w}_1 = \vec{u}_1$, $\vec{w}_2 = \vec{u}_2 + \vec{u}_1$, $\vec{w}_3 = \vec{u}_3 + \frac{1}{2}\vec{u}_1$
 $\vec{u}_1 = \vec{w}_1$, $\vec{u}_2 = \vec{w}_2 - \vec{w}_1$, $\vec{u}_3 = \vec{w}_3 - \frac{1}{2}\vec{w}_1$

So $\text{Sp}(\vec{u}_1) = \text{Sp}(\vec{w}_1)$, $\text{Sp}(\vec{u}_1, \vec{u}_2) = \text{Sp}(\vec{w}_1, \vec{w}_2)$ & $\text{Sp}(\vec{u}_1, \vec{u}_2, \vec{u}_3) = \text{Sp}(\vec{w}_1, \vec{w}_2, \vec{w}_3)$

(This is partly why the algorithm works!)

Now: $\vec{b} = \begin{bmatrix} 5 \\ 0 \\ -1 \\ 4 \end{bmatrix}$ in \mathbb{R}^4 . If \vec{b} in $\text{Sp}(\vec{w}_1, \vec{w}_2, \vec{w}_3) = \text{Sp}(\vec{u}_1, \vec{u}_2, \vec{u}_3)$

We must find real numbers x_1, x_2, x_3 with $\vec{b} = \underline{x_1} \vec{u}_1 + \underline{x_2} \vec{u}_2 + \underline{x_3} \vec{u}_3$

Advantage: $\{\vec{u}_1, \vec{u}_2, \vec{u}_3\}$ is orthogonal! We compute x_1, x_2, x_3 by taking dot product with \vec{u}_1, \vec{u}_2 & \vec{u}_3 , respectively.

$$\rightarrow \vec{b} \cdot \vec{u}_1 = x_1 \underbrace{\vec{u}_1 \cdot \vec{u}_1}_{=6} + x_2 \underbrace{\vec{u}_2 \cdot \vec{u}_1}_{=0} + x_3 \underbrace{\vec{u}_3 \cdot \vec{u}_1}_{=0}$$

$$\text{So } x_1 = \frac{\vec{b} \cdot \vec{u}_1}{6} = \frac{5 - 1 + 8}{6} = \frac{12}{6} = 2$$

$$\rightarrow \vec{b} \cdot \vec{u}_2 = x_1 \underbrace{\vec{u}_2 \cdot \vec{u}_1}_{=0} + x_2 \underbrace{\vec{u}_2 \cdot \vec{u}_2}_{=3} + x_3 \underbrace{\vec{u}_3 \cdot \vec{u}_2}_{=0}$$

$$\text{So } x_2 = \frac{\vec{b} \cdot \vec{u}_2}{3} = \frac{5 + 1}{3} = \frac{6}{3} = 2$$

$$\rightarrow \vec{b} \cdot \vec{u}_3 = x_1 \underbrace{\vec{u}_1 \cdot \vec{u}_3}_{=0} + x_2 \underbrace{\vec{u}_2 \cdot \vec{u}_3}_{=0} + x_3 \underbrace{\vec{u}_3 \cdot \vec{u}_3}_{=1/4 + 1 + 1/4 = 3/2}$$

$$\text{So } x_3 = \frac{\vec{b} \cdot \vec{u}_3}{3/2} = \frac{2}{3} \left(\frac{5}{2} + \frac{1}{2} \right) = 2$$

Check: $\begin{bmatrix} 5 \\ 0 \\ -1 \\ 4 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix} + 2 \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix} + 2 \begin{bmatrix} 1/2 \\ -1 \\ -1/2 \\ 0 \end{bmatrix}$

$$\begin{aligned} 5 &= 2 + 2 + 1 \checkmark \\ 0 &= 2 - 2 \checkmark \\ -1 &= 2 - 2 - 1 \checkmark \\ 4 &= 4 + 0 + 0 \checkmark \end{aligned}$$