

## Section 6.4: Gram-Schmidt Orthogonalization

The goal here is to obtain an orthogonal basis for a vector space. The Gram-Schmidt process will allow us to generate an orthogonal basis if we start with an arbitrary basis.

## Theorem: Gram Schmidt Process

Let  $\{\mathbf{x}_1, \dots, \mathbf{x}_p\}$  be any basis for the nonzero subspace  $W$  of  $\mathbb{R}^n$ . Define the set of vectors  $\{\mathbf{v}_1, \dots, \mathbf{v}_p\}$  via

$$\mathbf{v}_1 = \mathbf{x}_1$$

$$\mathbf{v}_2 = \mathbf{x}_2 - \left( \frac{\mathbf{x}_2 \cdot \mathbf{v}_1}{\mathbf{v}_1 \cdot \mathbf{v}_1} \right) \mathbf{v}_1$$

$$\mathbf{v}_3 = \mathbf{x}_3 - \left( \frac{\mathbf{x}_3 \cdot \mathbf{v}_1}{\mathbf{v}_1 \cdot \mathbf{v}_1} \right) \mathbf{v}_1 - \left( \frac{\mathbf{x}_3 \cdot \mathbf{v}_2}{\mathbf{v}_2 \cdot \mathbf{v}_2} \right) \mathbf{v}_2$$

$$\vdots$$

$$\mathbf{v}_p = \mathbf{x}_p - \sum_{j=1}^{p-1} \left( \frac{\mathbf{x}_p \cdot \mathbf{v}_j}{\mathbf{v}_j \cdot \mathbf{v}_j} \right) \mathbf{v}_j.$$

Then  $\{\mathbf{v}_1, \dots, \mathbf{v}_p\}$  is an orthogonal basis for  $W$ . Moreover, for each  $k = 1, \dots, p$

$$\text{Span}\{\mathbf{v}_1, \dots, \mathbf{v}_k\} = \text{Span}\{\mathbf{x}_1, \dots, \mathbf{x}_k\}.$$

## Example

Find an orthonormal (that's *orthonormal* not just orthogonal) basis for

Col  $A$  where  $A = \begin{bmatrix} -1 & 6 & 6 \\ 3 & -8 & 3 \\ 1 & -2 & 6 \\ 1 & -4 & -3 \end{bmatrix}$ .

We'll start with the  
columns of  $A$  as  
our basis

$$\vec{x}_1 = \begin{bmatrix} -1 \\ 3 \\ 1 \\ 1 \end{bmatrix}, \quad \vec{x}_2 = \begin{bmatrix} 6 \\ -8 \\ -2 \\ -4 \end{bmatrix}, \quad \vec{x}_3 = \begin{bmatrix} 6 \\ 3 \\ 6 \\ -3 \end{bmatrix}$$

$$\vec{v}_1 = \begin{bmatrix} -1 \\ 3 \\ 1 \\ 1 \end{bmatrix}$$

$$\vec{v}_2 = \vec{x}_2 - \frac{\vec{x}_2 \cdot \vec{v}_1}{\|\vec{v}_1\|^2} \vec{v}_1$$

$$\vec{x}_2 \cdot \vec{v}_1 = -6 - 24 - 2 - 4 = -36$$

$$\|\vec{v}_1\|^2 = 1^2 + 3^2 + 1^2 + 1^2 = 12$$

$$\vec{v}_2 = \begin{bmatrix} 6 \\ -8 \\ -2 \\ -4 \end{bmatrix} - \frac{-36}{12} \begin{bmatrix} -1 \\ 3 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 6-3 \\ -8+9 \\ -2+3 \\ -4+3 \end{bmatrix} = \begin{bmatrix} 3 \\ 1 \\ 1 \\ -1 \end{bmatrix}$$

$$\vec{v}_3 = \vec{x}_3 - \frac{\vec{x}_3 \cdot \vec{v}_1}{\|\vec{v}_1\|^2} \vec{v}_1 - \frac{\vec{x}_3 \cdot \vec{v}_2}{\|\vec{v}_2\|^2} \vec{v}_2$$

$$\vec{x}_3 \cdot \vec{v}_1 = -6 + 9 + 6 - 3 = 6 \quad \|\vec{v}_1\|^2 = 12$$

$$\vec{x}_3 \cdot \vec{v}_2 = 18 + 3 + 6 + 3 = 30 \quad \|\vec{v}_2\|^2 = 12$$

$$\vec{v}_3 = \begin{bmatrix} 6 \\ 3 \\ 6 \\ -3 \end{bmatrix} - \frac{6}{12} \overset{\text{v}_1}{\begin{bmatrix} -1 \\ 3 \\ 1 \\ 1 \end{bmatrix}} - \frac{30}{12} \overset{\text{v}_2}{\begin{bmatrix} 3 \\ 1 \\ 1 \\ -1 \end{bmatrix}} = \begin{bmatrix} 6-7 \\ 3-4 \\ 6-3 \\ -3+2 \end{bmatrix} = \begin{bmatrix} -1 \\ -1 \\ 3 \\ -1 \end{bmatrix}$$

An orthogonal basis is

$$\left\{ \begin{bmatrix} -1 \\ 3 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 3 \\ 1 \\ 1 \\ -1 \end{bmatrix}, \begin{bmatrix} -1 \\ -1 \\ 3 \\ -1 \end{bmatrix} \right\}.$$

$$\|\vec{v}_1\| = \|\vec{v}_2\| = \|\vec{v}_3\| = \sqrt{12}$$

An orthonormal basis is

$$\left\{ \begin{bmatrix} \frac{1}{\sqrt{12}} \\ \frac{3}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \end{bmatrix}, \begin{bmatrix} \frac{3}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \end{bmatrix}, \begin{bmatrix} \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{3}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \end{bmatrix} \right\}$$

## Section 6.7 Inner Product Spaces

**Definition:** An **inner product** on a vector space  $V$  is a function which assigns to each pair of vectors  $\mathbf{u}$  and  $\mathbf{v}$  in  $V$  a real number denoted by  $\langle \mathbf{u}, \mathbf{v} \rangle$  and that satisfies the following four axioms: For every  $\mathbf{u}, \mathbf{v}, \mathbf{w}$  in  $V$  and scalar  $c$

i  $\langle \mathbf{u}, \mathbf{v} \rangle = \langle \mathbf{v}, \mathbf{u} \rangle,$

ii  $\langle \mathbf{u} + \mathbf{v}, \mathbf{w} \rangle = \langle \mathbf{u}, \mathbf{w} \rangle + \langle \mathbf{v}, \mathbf{w} \rangle,$

iii  $\langle c\mathbf{u}, \mathbf{v} \rangle = c \langle \mathbf{u}, \mathbf{v} \rangle,$

iv  $\langle \mathbf{u}, \mathbf{u} \rangle \geq 0$  and  $\langle \mathbf{u}, \mathbf{u} \rangle = 0$  if and only if  $\mathbf{u} = \mathbf{0}$ .

A vector space with an inner product is called an **inner product space**.



## Example

Consider  $\mathbb{R}^2$ , and define the product

$$\langle \mathbf{u}, \mathbf{v} \rangle = 2u_1v_1 + 4u_2v_2.$$

We saw in an in class assignment that this does define an inner product.

## Example

Consider the vector space  $\mathbb{P}_1$ . For polynomials  $\mathbf{p}(t)$  and  $\mathbf{q}(t)$ , show that the product

$$\langle \mathbf{p}, \mathbf{q} \rangle = p(0)q(0) + p(1)q(1)$$

defines an inner product on  $\mathbb{P}_1$ .

$$\langle \vec{p}, \vec{q} \rangle = \vec{p}(0)\vec{q}(0) + \vec{p}(1)\vec{q}(1) = \vec{q}(0)\vec{p}(0) + \vec{q}(1)\vec{p}(1) = \langle \vec{q}, \vec{p} \rangle$$

property i holds

We defined vector addition

$$(\vec{p} + \vec{q})(0) = \vec{p}(0) + \vec{q}(0),$$

$$(\vec{p} + \vec{q})(1) = \vec{p}(1) + \vec{q}(1)$$

For  $\vec{p}, \vec{q}, \vec{r}$  in  $\mathbb{R}^n$

$$\begin{aligned}\langle \vec{p} + \vec{q}, \vec{r} \rangle &= (\vec{p} + \vec{q})(0) \cdot \vec{r}(0) + (\vec{p} + \vec{q})(1) \cdot \vec{r}(1) \\&= (\vec{p}(0) + \vec{q}(0)) \cdot \vec{r}(0) + (\vec{p}(1) + \vec{q}(1)) \cdot \vec{r}(1) \\&= \vec{p}(0) \cdot \vec{r}(0) + \vec{q}(0) \cdot \vec{r}(0) + \vec{p}(1) \cdot \vec{r}(1) + \vec{q}(1) \cdot \vec{r}(1) \\&= \vec{p}(0) \cdot \vec{r}(0) + \vec{p}(1) \cdot \vec{r}(1) + \vec{q}(0) \cdot \vec{r}(0) + \vec{q}(1) \cdot \vec{r}(1) \\&= \langle \vec{p}, \vec{r} \rangle + \langle \vec{q}, \vec{r} \rangle.\end{aligned}$$

property 2 holds.

$$(c\vec{p})(t) = c\vec{p}(t)$$

$$\begin{aligned}
 \langle c\vec{p}, \vec{q} \rangle &= (c\vec{p})(0) \vec{q}(0) + (c\vec{p})(1) \vec{q}(1) \\
 &= c\vec{p}(0) \vec{q}(0) + c\vec{p}(1) \vec{q}(1) \\
 &= c (\vec{p}(0) \vec{q}(0) + \vec{p}(1) \vec{q}(1)) = c \langle \vec{p}, \vec{q} \rangle
 \end{aligned}$$

The property, iii holds

Consider

$$\begin{aligned}
 \langle \vec{p}, \vec{p} \rangle &= \vec{p}(0) \vec{p}(0) + \vec{p}(1) \vec{p}(1) \\
 &= (\vec{p}(0))^2 + (\vec{p}(1))^2 \geq 0
 \end{aligned}$$

This is nonnegative. This will be zero

if and only if  $\vec{p}(0)=0$  and  $\vec{p}(1)=0$ .

For  $\vec{p}$  in  $\mathbb{P}_1$ ,  $\vec{p} = p_0 + p_1 t$ .

$$\vec{p}(0) = p_0 \quad \text{so} \quad \vec{p}(0) = 0 \Leftrightarrow p_0 = 0$$

$$\vec{p}(1) = 0 \text{ as well} \Rightarrow \vec{p}(1) = p_1 \cdot 1 = 0 \Rightarrow p_1 = 0$$

So  $\langle \vec{p}, \vec{p} \rangle = 0$  if and only if  $\vec{p} = \vec{0}$ .

The iv<sup>th</sup> property also holds so this  
is an inner product on  $\mathbb{P}_1$ .

## Example

Show that the product in the previous example is **not** an inner product on  $\mathbb{P}_2$  by showing that the last axiom does not hold. In particular, show that there is a nonzero polynomial  $\mathbf{p}$  for which  $\langle \mathbf{p}, \mathbf{p} \rangle = 0$ .

$$\langle \vec{p}, \vec{p} \rangle = (\vec{p}(0))^2 + (\vec{p}(1))^2 \geq 0$$

$$\text{In } \mathbb{P}_2, \quad \vec{p} = p_0 + p_1 t + p_2 t^2$$

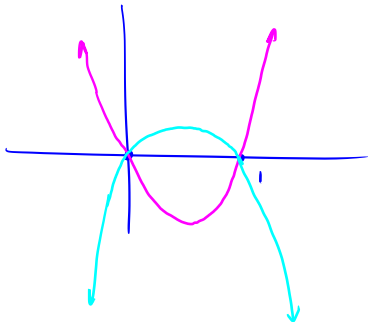
$$\vec{p}(0) = p_0 \Rightarrow \vec{p}(0) = 0 \Leftrightarrow p_0 = 0$$

$$\vec{p}(1) = p_1 + p_2 \Rightarrow \vec{p}(1) = 0 \Leftrightarrow p_1 + p_2 = 0$$

$$\text{This only requires } p_1 = -p_2$$

Any  $\vec{p}$  of the form  $\vec{p}(t) = p_1(t - t^2)$   
would have  $\langle \vec{p}, \vec{p} \rangle = 0$ .

Graphically  $y = c(x - x^2)$



## An Inner Product in $\mathbb{P}_2$

An element in  $\mathbb{P}_2$ ,  $\mathbf{p} = p_0 + p_1 t + p_2 t^2$ , has three defining coefficients  $p_0$ ,  $p_1$ , and  $p_2$ . So it is not surprising that evaluation at two points is not sufficient to define an inner product. The following does define an inner product on  $\mathbb{P}_2$ :

$$\langle \mathbf{p}, \mathbf{q} \rangle = \mathbf{p}(-1)\mathbf{q}(-1) + \mathbf{p}(0)\mathbf{q}(0) + \mathbf{p}(1)\mathbf{q}(1)$$



# Norm, Distance, and Orthogonality

**Norm:** The norm of a vector  $\mathbf{v}$  is  $\|\mathbf{v}\| = \sqrt{\langle \mathbf{v}, \mathbf{v} \rangle}$ .

**A Unit Vector:** is a vector whose norm is 1.

**Distance:** The distance between two vectors  $\mathbf{u}$  and  $\mathbf{v}$  is  $\|\mathbf{u} - \mathbf{v}\|$ .

**Orthogonality:** Two vectors  $\mathbf{u}$  and  $\mathbf{v}$  are orthogonal if  $\langle \mathbf{u}, \mathbf{v} \rangle = 0$

**Orthogonal Projection:** The orthogonal projection of  $\mathbf{v}$  onto  $\mathbf{u}$  is the vector

$$\hat{\mathbf{v}} = \left( \frac{\langle \mathbf{v}, \mathbf{u} \rangle}{\langle \mathbf{u}, \mathbf{u} \rangle} \right) \mathbf{u}.$$

**Pythagorean Theorem:** If  $\mathbf{u}$  and  $\mathbf{v}$  are orthogonal, then

$$\|\mathbf{u} + \mathbf{v}\|^2 = \|\mathbf{u}\|^2 + \|\mathbf{v}\|^2$$

## Example

(a) For the inner product on  $\mathbb{P}_1$  in the previous example, find the norm of  $\mathbf{p}(t) = 1 + t$ .

$$\|\vec{p}\|^2 = \langle \vec{p}, \vec{p} \rangle = \vec{p}(0) \vec{p}(0) + \vec{p}(1) \vec{p}(1) = 1^2 + 2^2 = 5$$

$$\|\vec{p}\| = \sqrt{5}$$

(b) Find a unit vector *in the direction* (i.e. a scalar multiple) of  $\mathbf{p}(t)$ .

$$\text{Calling it } \vec{u}, \quad \vec{u} = \frac{1}{\sqrt{5}} \vec{p} = \frac{1}{\sqrt{5}} + \frac{1}{\sqrt{5}} t$$

## Example

(c) Find a polynomial  $\mathbf{q}(t) = q_0 + q_1 t$  that is orthogonal to  $\mathbf{p}(t) = 1 + t$ .

This requires  $0 = \langle \vec{p}, \vec{q} \rangle = \vec{p}(0) \cdot \vec{q}(0) + \vec{p}(1) \cdot \vec{q}(1)$

$$= 1q_0 + 2(q_0 + q_1) = 3q_0 + 2q_1$$

An example is when  $q_0 = 2$  and  $q_1 = -3$

i.e. an example is  $\vec{q} = 2 - 3t$ .