

Gram-Schmidt orthogonalization

Gram-Schmidt

input: basis w_1, w_2, \dots for W

output: orthogonal basis q_1, q_2, \dots for W

- $q_1 = w_1$
- $q_2 = w_2 - \left(\text{proj. of } w_2 \text{ onto } q_1 \right)$ ← "error" of the proj. of w_2 onto q_1 → orthogonal to q_1 !
- $q_3 = w_3 - \left(\text{proj. of } w_3 \text{ onto } q_1 \right) - \left(\text{proj. of } w_3 \text{ onto } q_2 \right)$ = - (proj. of w_3 onto $\text{span}\{q_1, q_2\}$) orthogonal!
- $q_4 = \dots$

comments

- Gram-Schmidt orthonormalization
 - numerically by computer: normalize each q_i when introduced
 - by hand: normalize all q_i at the end
- $\text{span}\{q_1, \dots, q_k\} = \text{span}\{w_1, \dots, w_k\}$ for $k=1, 2, \dots$
characterizes q_i uniquely up to scaling

EG Orthogonal basis for $\text{span} \left\{ \begin{bmatrix} 0 \\ 3 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 2 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix} \right\}$

$$q_1 = w_1 = \begin{bmatrix} 0 \\ 3 \\ 0 \\ 0 \end{bmatrix}$$

$$q_2 = w_2 - \frac{w_2 \cdot q_1}{q_1 \cdot q_1} q_1 = \begin{bmatrix} 2 \\ 1 \\ 0 \\ 0 \end{bmatrix} - \frac{3}{9} \begin{bmatrix} 0 \\ 3 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

proj. w_2 onto q_1

$$q_3 = w_3 - \frac{w_3 \cdot q_1}{q_1 \cdot q_1} q_1 - \frac{w_3 \cdot q_2}{q_2 \cdot q_2} q_2 = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix} - \frac{3}{9} \begin{bmatrix} 0 \\ 3 \\ 0 \\ 0 \end{bmatrix} - \frac{2}{4} \begin{bmatrix} 2 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$$

orthogonal basis: q_1, q_2, q_3

if desired, orthonormal basis: $\frac{1}{3} q_1 \rightarrow \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}, \frac{1}{\sqrt{2}} \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$