

## Worksheet 22: Gram–Schmidt and Least-Squares

1–2. Use Gram–Schmidt (Theorem 6.4.11) to orthogonalize the following linearly independent systems:

$$\left\{ \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \right\}; \quad (1)$$

$$\left\{ \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix} \right\}. \quad (2)$$

**Answers:** (1)  $\{(1, 0, 0), (0, 1, 1), (0, -1/2, 1/2)\}$  (2)  $\{(1, -1, 0), (1/2, 1/2, -1)\}$ .

3. Use the normal equations (Theorem 6.5.13) to find the least-squares solution to the equation  $A\vec{x} = \vec{b}$ , where

$$A = \begin{bmatrix} 1 & 1 \\ -1 & 0 \\ 0 & -1 \end{bmatrix}, \quad \vec{b} = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}.$$

Find the least-squares error.

**Solution:** The normal equation is

$$\begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \vec{x} = \begin{bmatrix} -1 \\ 0 \end{bmatrix};$$

the least-squares solution is  $(-2/3, 1/3)$ . The least-squares error is  $4/\sqrt{3}$ .

4. Find the least-squares solution to the system from problem 3 using the following alternative way:

(a) Use Gram–Schmidt to find an orthogonal basis for  $\text{Col } A$ . (Hint: you have done this already.)

(b) Use the orthogonal projection formula to find the projection of  $\vec{b}$  onto  $\text{Col } A$ . Denote this projection by  $\hat{b}$ .

(c) Find the solution  $\hat{x}$  to the equation  $A\hat{x} = \hat{b}$ . This is the least squares solution; compare it to the answer for problem 3.

**Solution:** (a)  $\{(1, -1, 0), (1/2, 1/2, -1)\}$  (b)  $\hat{b} = (-1/3, 2/3, 1/3)$  (c)  $\hat{x} = (-2/3, 1/3)$ .

5. Find all least-squares solutions to the equation  $A\vec{x} = \vec{b}$ , where

$$A = \begin{bmatrix} 1 & 1 & 0 \\ -1 & 0 & 1 \\ 0 & -1 & -1 \end{bmatrix}, \quad \vec{b} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}.$$

**Solution:** The normal equation is

$$\begin{bmatrix} 2 & 1 & -1 \\ 1 & 2 & 1 \\ -1 & 1 & 2 \end{bmatrix} \hat{x} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix};$$

the general least-squares solution is

$$\hat{x} = x_3 \begin{bmatrix} 1 \\ -1 \\ 1 \end{bmatrix}, \quad x_3 \in \mathbb{R}.$$