

Announcements

- Congrats! MT done!
- Short HW. Redo due after Spring break.
- EECS Womens History Month - lunch after class today.

Last time:

- Gram-Schmidt Orthogonalization

Today: • Gram-Schmidt w/ linearly dependent vectors.

- Properties of orthonormal matrices
- Upper-Triangularization (What to do when a matrix is not diagonalizable?)

① $\{\vec{s}_1, \vec{s}_2, \vec{s}_3\}$. Linear dependence

$$\vec{s}_2 = 2 \cdot \vec{s}_1$$

$$\rightarrow \{\vec{q}_1, \vec{q}_2, \vec{q}_3\}$$

Step ① $\vec{s}_1 \rightarrow$ normalize

$$\vec{q}_1 = \frac{\vec{s}_1}{\|\vec{s}_1\|}$$

Step ②: $\vec{e}_2 = \vec{s}_2 - \text{proj}_{\vec{q}_1}(\vec{s}_2)$

$$= \vec{s}_2 - \underbrace{\langle \vec{s}_2, \vec{q}_1 \rangle}_{\text{red arrow}} \cdot \vec{q}_1$$

because
 \vec{q}_1 is
 unit
 vector

$$\begin{aligned}
 &= \vec{s}_2 - \underbrace{\|\vec{s}_2\| \cdot \vec{q}_1}_{\vec{s}_2 = \|\vec{s}_2\| \cdot \vec{q}_1} \\
 &= \vec{s}_2 - \vec{s}_2 \\
 &= \vec{0}
 \end{aligned}$$

→ Nothing new in \vec{s}_2 .

Ignore it. Don't add a \vec{q}_2 corresponding to \vec{s}_2 .

② Gram-Schmidt for building a basis.

$$\underbrace{\vec{s}_1, \vec{s}_2, \dots, \vec{s}_k}_{\text{not a basis}} \in \mathbb{R}^n \quad k < n.$$

↳ not a basis

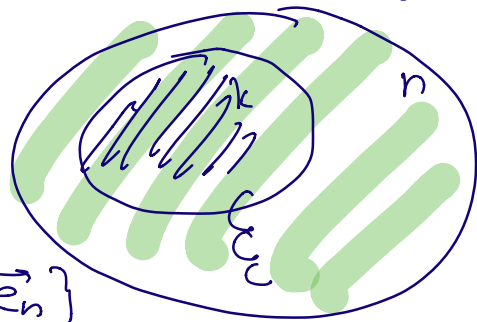
Can I create an orthonormal basis using $\vec{s}_1, \vec{s}_2, \dots, \vec{s}_k$?

→ Consider:

$$\{\vec{s}_1, \vec{s}_2, \dots, \vec{s}_k, \vec{e}_1, \vec{e}_2, \dots, \vec{e}_n\}$$

$\vec{e}_1, \vec{e}_2, \dots, \vec{e}_n$ are elementary vector.

$$\vec{e}_i = \begin{bmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{bmatrix} \leftarrow \text{ith position}$$



→ Do Gram Schmidt in this specific order!

$$\frac{\vec{s}_1}{\|\vec{s}_1\|} = \vec{q}_1, \dots$$

Max # of lin indep. vectors that can come out: n .

$\{\vec{q}_1, \vec{q}_2, \dots, \vec{q}_n\} \rightarrow$ Guaranteed that all other vectors are lin. combinations

Imp: First vector \vec{q}_1 is a scalar multiple of \vec{s}_1

③ Orthormal matrix R .

$$R = \begin{bmatrix} \vec{q}_1 & \vec{q}_2 & \vec{q}_3 \end{bmatrix} \quad \vec{q}_i \in \mathbb{R}^n$$

$n \times 3$ matrix.

$$R^T \cdot R = \begin{bmatrix} \vec{q}_1^T \\ \vec{q}_2^T \\ \vec{q}_3^T \end{bmatrix} \begin{bmatrix} \vec{q}_1 \\ \vec{q}_2 \\ \vec{q}_3 \end{bmatrix}$$

$3 \times n$

$n \times 3$

→ 0

↻

$$= 1 \begin{bmatrix} \vec{q}_1^T \vec{q}_1 & \vec{q}_1^T \vec{q}_2 & 0 \\ \vdots & \vdots & \vdots \\ 0 & 0 & 1 \end{bmatrix}_{3 \times 3}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}_{3 \times 3}$$

If $R = \begin{bmatrix} \vec{q}_1 & \vec{q}_2 & \dots & \vec{q}_n \end{bmatrix}$ Square
 $n \times n$

$$R^T = R^{-1} \quad R: \text{orthonormal!}$$

BIBO stability

$$\vec{x}[k+1] = \underbrace{A}_{\text{Diagonalizable}} \vec{x}[k] + \vec{u}[k]$$

Diagonalizable:

if all e-values A : $|\lambda| < 1$

→ system is BIBO stable.

→ What if A is not diagonalizable?

→ How do we handle this?

Next-best matrix: Upper-triangular matrix.

RLC

By hook ^{OR} _↳ \hookrightarrow Upper-triangular.

$$\frac{d\vec{x}(t)}{dt} = \begin{bmatrix} \lambda_1 & 1 \\ 0 & \lambda_2 \end{bmatrix} \vec{x}(t)$$

How can we use a basis transformation to convert a matrix into upper-triangular form.

Upper triangularization

Matrix M :

If M diagonalizable: \rightarrow uses V to transform to diagonal matrix Λ .

If M is not diagonalizable can we find some transformation U such that

$$U^{-1} M U = T = \begin{pmatrix} \text{---} & & & \\ & \text{---} & & \\ & & \ddots & \\ & & & \text{---} \end{pmatrix}$$

Upp. Tri.

$$U = [\vec{u}_1 \ \vec{u}_2 \ \dots \ \vec{u}_n] \quad \vec{u}_1 \ \dots \ \vec{u}_n \text{ form a basis.}$$

Simplest case: M : 1×1 matrix
 $M = [m]$ ✓ Upper triangular.

M : 2×2 Case.

$$M = \begin{bmatrix} m_{11} & m_{12} \\ m_{21} & m_{22} \end{bmatrix}$$

Assume M has all real eigenvalues.

$$U = [? \ ?] \quad \text{Try eigenvectors? maybe?}$$

① Say \vec{u}_1 is one eigenvector of M .

$$M \vec{u}_1 = \lambda_1 \vec{u}_1 \quad \vec{u}_1 \in \mathbb{R}^2$$

↳ Assume $\|\vec{u}_1\| = 1$

$$U = \begin{bmatrix} \vec{u}_1 & \text{[pink box]} \end{bmatrix}$$

② Build out the "basis" using Gram-Schmidt.

Say: \vec{r}_1 is the vector you get

$\begin{bmatrix} \vec{u}_1 & \vec{r}_1 \end{bmatrix}$ forms a basis

$$\vec{u}_1 \perp \vec{r}_1 \Rightarrow \langle \vec{u}_1, \vec{r}_1 \rangle = 0$$

orthogonal

To check if U works:
try:

$$U^{-1} M U$$

Recall U :
orthonormal matrix
by construction.

$$= \underbrace{\begin{bmatrix} \vec{u}_1 & \vec{r}_1 \end{bmatrix}^{-1}}_{2 \times 2} M \cdot \underbrace{\begin{bmatrix} \vec{u}_1 & \vec{r}_1 \end{bmatrix}}_{2 \times 2}$$

$$= \begin{bmatrix} -\vec{u}_1^T & - \\ -\vec{r}_1^T & - \end{bmatrix} M \begin{bmatrix} \vec{u}_1 & \vec{r}_1 \end{bmatrix}$$

$$= \begin{bmatrix} \vec{u}_i^T \\ \vec{v}_i^T \end{bmatrix} \begin{bmatrix} M\vec{u}_i & M\vec{v}_i \end{bmatrix}$$

$$= \begin{bmatrix} \vec{u}_i^T M \vec{u}_i & \vec{u}_i^T M \vec{v}_i \\ \vec{v}_i^T M \vec{u}_i & \vec{v}_i^T M \vec{v}_i \end{bmatrix}$$

Check: $\vec{v}_i^T M \vec{u}_i = \vec{v}_i^T \lambda \vec{u}_i = 0 \checkmark$

$\vec{u}_i^T M \vec{u}_i = \vec{u}_i^T \cdot \lambda \vec{u}_i = \lambda$

$$= \begin{bmatrix} \lambda & \vec{u}_i^T M \vec{v}_i \\ 0 & \vec{v}_i^T M \vec{v}_i \end{bmatrix} = T$$

$$U^T M U = T$$

Eigenvalues of T:

$$(T - \lambda I) = \begin{bmatrix} \lambda, -\lambda & \vec{u}_i^T M \vec{v}_i \\ 0 & (\vec{v}_i^T M \vec{v}_i - \lambda) \end{bmatrix}$$

$$\det(T - \lambda I) = (\lambda_1 - \lambda) (\vec{r}_1^T M \vec{r}_1 - \lambda)$$

Roots of this
are e-val of T

$$\Rightarrow \text{evals of } T : \lambda_1, \underline{\vec{r}_1^T M \vec{r}_1}$$

λ_1 is also e-val of M.

Are all e-values of M and T the same?

$$\begin{aligned} \det(M - \lambda I) & \quad M = U^T T U \\ & \quad I = U^{-1} U \\ &= \det(U^T T U - \lambda \cdot U^T U) \\ &= \det(U^T (T - \lambda I) U) \\ &= \cancel{\det(U^T)} \det(T - \lambda I) \cdot \cancel{\det(U)} \\ &= \det(T - \lambda I). \end{aligned}$$

$$\det(AB) = \det(A) \det(B)$$

$$\det(U^{-1}) = \frac{1}{\det(U)}$$

Every root of $\det(T - \lambda I) = 0$

is also a root of $\det(M - \lambda I) = 0$

Build up from the 2×2 case

Case: $M: 3 \times 3$

$$U^{-1} M U = T.$$

$$U = \begin{bmatrix} \vec{u}_1 & & \\ & - & \\ & & - \end{bmatrix}$$

① $M \vec{u}_1 = \lambda_1 \vec{u}_1$ \vec{u}_1 is an eigenvector.

② Use \vec{u}_1 to fill out a basis.

$\{\vec{u}_1, \vec{r}_1, \vec{r}_2\}$ is a ^{orth. normal.} basis

generated by Gram-Schmidt

Define: $[\vec{r}_1 \ \vec{r}_2] = R$.

$$U = \begin{bmatrix} \vec{u}_1 & R \end{bmatrix} \leftarrow \underline{\text{orthonormal?}}$$

$\underbrace{\hspace{1.5cm}}_{3 \times 1} \quad \underbrace{\hspace{1.5cm}}_{3 \times 2}$

Consider:

$$= \left[\vec{u}_1 \quad R \right]^{-1} M \left[\vec{u}_1 \quad R \right]$$

$$= \begin{bmatrix} \vec{u}_1^T \\ R^T \\ \vdots \\ \vdots \\ \vdots \end{bmatrix} M \left[\vec{u}_1 \quad R \right]$$

$$= \begin{bmatrix} \lambda_1 & \boxed{\vec{u}_1^T M R} \\ \underbrace{0}_{2 \times 1} & \boxed{\begin{matrix} R^T M R \\ 2 \times 2 \end{matrix}} \end{bmatrix}$$

$\underbrace{\hspace{1.5cm}}_{1 \times 2} \quad \underbrace{\hspace{1.5cm}}_{2 \times 2}$

↳ Recursion?