

7.3 Orthonormal Sets and The Gram-Schmidt Algorithm

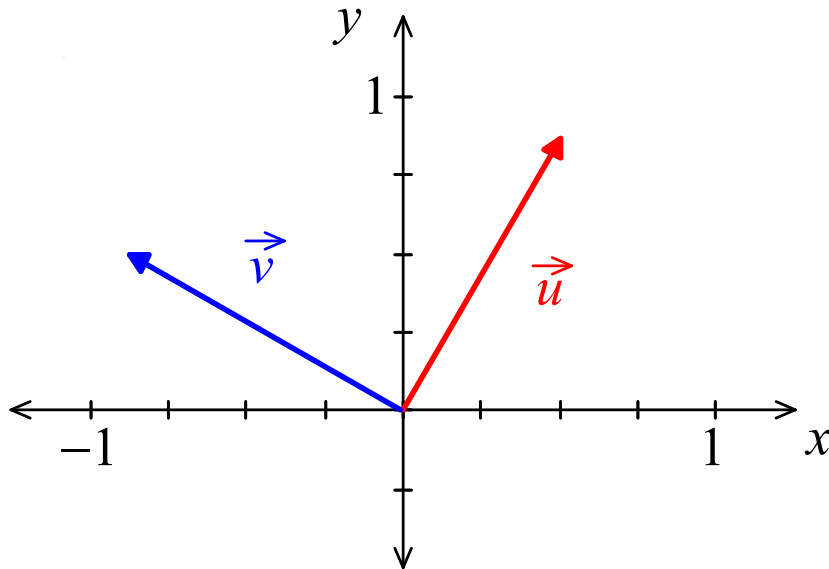
Definition: Let $S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k\}$ be a set of vectors in an inner product space V . We say that S is an *orthonormal set* if:

$$\langle \vec{v}_i | \vec{v}_j \rangle = 0 \text{ if } i \neq j, \text{ and}$$

$$\langle \vec{v}_i | \vec{v}_i \rangle = 1 \text{ for } i = 1..k.$$

If we remove the condition that each member of S must be a unit vector but insist that all of the vectors be *non-zero*, we call S an *orthogonal set*.

The Orthonormal Sets in \mathbb{R}^2



$$\vec{v} = \langle -\sqrt{3}/2, 1/2 \rangle \text{ and } \vec{u} = \langle 1/2, \sqrt{3}/2 \rangle$$

More generally:

$$\{ \langle \cos(\theta), \sin(\theta) \rangle, \langle -\sin(\theta), \cos(\theta) \rangle \} \text{ or}$$

$$\{ \langle \cos(\theta), \sin(\theta) \rangle, \langle \sin(\theta), -\cos(\theta) \rangle \}$$

The Orthonormal Sets in Polynomial Spaces

Consider \mathbb{P}^2 under the inner product:

$$\langle p(x) \mid q(x) \rangle = p(-2)q(-2) + p(1)q(1) + p(3)q(3).$$

Challenge: Construct an orthonormal set which is as big as possible.

Hint: Think of strategically located zeroes.

Independence of Orthonormal/Orthogonal Sets

Theorem: An orthonormal set S in an inner product space V is *linearly independent*.

Consequently, if $\dim(V) = n$, and $S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k\}$ is an orthonormal set, then $k \leq n$, and any set with more than n vectors cannot be orthonormal.

A similar Theorem with the word “orthogonal” replacing “orthonormal” is still true.

Orthonormal Bases

Definition/Theorem:

Let V be a finite dimensional inner product space with $\dim(V) = n$.

An orthonormal set $S = \{\vec{u}_1, \vec{u}_2, \dots, \vec{u}_n\}$ with n vectors is called an *orthonormal basis* for V .

If \vec{v} is an arbitrary member of V , and S is an orthonormal basis for V , and:

$$\langle \vec{v} \rangle_S = \langle c_1, c_2, \dots, c_n \rangle, \quad \text{then:}$$
$$c_i = \langle \vec{v} | \vec{u}_i \rangle.$$

In other words:

$$\vec{v} = \langle \vec{v} | \vec{u}_1 \rangle \cdot \vec{u}_1 + \langle \vec{v} | \vec{u}_2 \rangle \cdot \vec{u}_2 + \dots + \langle \vec{v} | \vec{u}_n \rangle \cdot \vec{u}_n$$

The Gram-Schmidt Algorithm

Suppose that $\dim(V) = n$.

The input to the algorithm will be *any* basis $B = \{\vec{w}_1, \vec{w}_2, \dots, \vec{w}_n\}$ for V .

The output will be an *orthogonal* set:

$$S = \{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n\},$$

with the special property that:

$$\text{Span}(\{\vec{w}_1, \vec{w}_2, \dots, \vec{w}_k\}) = \text{Span}(\{\vec{v}_1, \vec{v}_2, \dots, \vec{v}_k\})$$

for all $k = 1 \dots n$.

By dividing each vector by its length, we can thus obtain an *orthonormal* basis for V .

Theorem (The Gram-Schmidt Algorithm):

1. Start with any basis $B = \{\vec{w}_1, \vec{w}_2, \dots, \vec{w}_n\}$ for V .

2. Let $\vec{v}_1 = \vec{w}_1$. If $n = 1$, we are done,
otherwise proceed to Step 3:

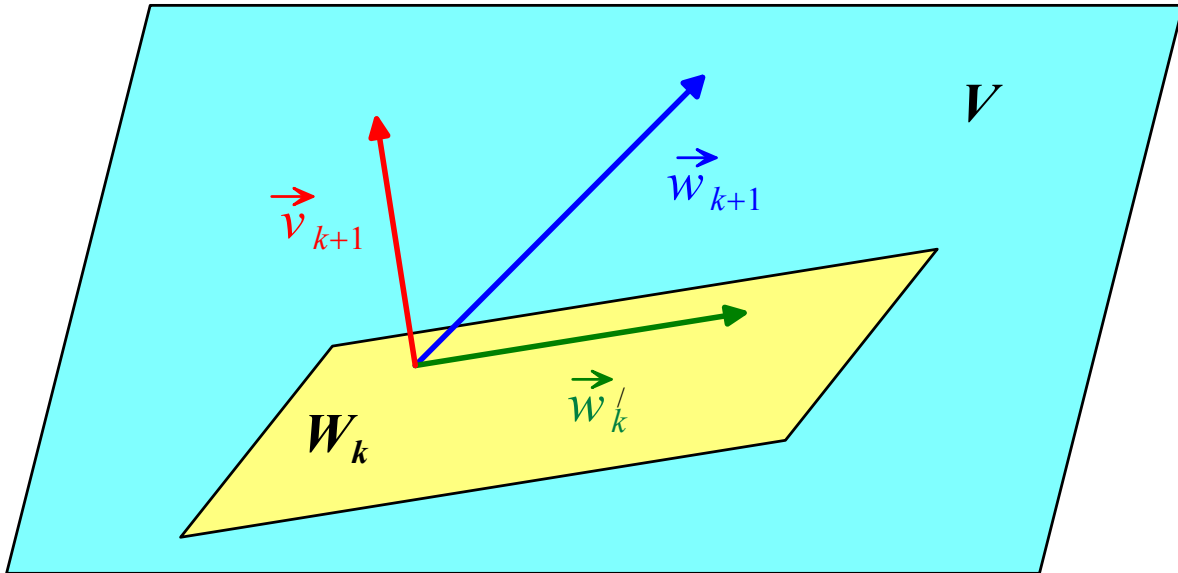
$$3. \text{ Let } \vec{v}_2 = \vec{w}_2 - \frac{\langle \vec{w}_2 | \vec{v}_1 \rangle}{\langle \vec{v}_1 | \vec{v}_1 \rangle} \vec{v}_1.$$

If $n = 2$, we are done,
otherwise proceed to Step 4:

$$4. \text{ Let } \vec{v}_3 = \vec{w}_3 - \frac{\langle \vec{w}_3 | \vec{v}_1 \rangle}{\langle \vec{v}_1 | \vec{v}_1 \rangle} \vec{v}_1 - \frac{\langle \vec{w}_3 | \vec{v}_2 \rangle}{\langle \vec{v}_2 | \vec{v}_2 \rangle} \vec{v}_2.$$

If $n = 3$, we are done, otherwise for all $k \geq 3$,
perform Step 5 until we have n orthogonal vectors:

$$5. \text{ Let } \vec{v}_{k+1} = \vec{w}_{k+1} - \frac{\langle \vec{w}_{k+1} | \vec{v}_1 \rangle}{\langle \vec{v}_1 | \vec{v}_1 \rangle} \vec{v}_1 - \frac{\langle \vec{w}_{k+1} | \vec{v}_2 \rangle}{\langle \vec{v}_2 | \vec{v}_2 \rangle} \vec{v}_2 \\ - \dots - \frac{\langle \vec{w}_{k+1} | \vec{v}_k \rangle}{\langle \vec{v}_k | \vec{v}_k \rangle} \vec{v}_k.$$



Constructing the Next Vector \vec{v}_{k+1}