

Math 3160 - Quiz 8

Name: _____

1 Orthogonalization

1. Let $\mathbf{v} = (1, 2, 3)$ and $\mathbf{w} = (-1, 0, 1)$ Compute $Proj_{\mathbf{v}}\mathbf{w}$ and $Proj_{\mathbf{w}}\mathbf{v}$.
2. wedge problem like in class
3. Let $\mathbf{v} = (1, 2, 3)$ and $\mathbf{w} = (0, 1, -1)$ Find the component of $\mathbf{v}$ parallel to $\mathbf{w}$ and the perpendicular component. We called these $\mathbf{C}_1$ and $\mathbf{C}_2$ respectively.
4. Let $S = \{(1, 0, 1), (-1, 1, 1), (0, -1, 1)\}$. Is S orthonormal? Show this.
5. Let $S = \{(\frac{1}{2}, \frac{1}{2}, \frac{1}{\sqrt{2}}), (-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 0), (\frac{1}{2}, \frac{1}{2}, -\frac{1}{\sqrt{2}})\}$. Is S orthonormal? Show this.
6. Note $\mathcal{B} = \{\mathbf{v}_1 = (\frac{4}{5}, \frac{3}{5}), \mathbf{v}_2 = (\frac{3}{5}, -\frac{4}{5})\}$ is an orthonormal basis for $\mathbb{R}^2$.
 - (a) Compute $P_{S \rightarrow \mathcal{B}}$ where S is the standard unit normal basis.
 - (b) Use Problem 6a to express the vector $\mathbf{v} = (-3, 2)$ relative to the basis $\mathcal{B}$.
 - (c) Compute $\mathbf{v} \cdot \mathbf{v}_1$ and $\mathbf{v} \cdot \mathbf{v}_2$.
 - (d) Use Problem 6c to express the vector $\mathbf{v} = (-3, 2)$ relative to the basis $\mathcal{B}$.
7. Let $S = \{(1, 1, 1), (0, 1, 1), (0, 0, 1)\}$.
 - (a) Show S is a basis.
 - (b) Orthogonalize it.
 - (c) Write $(3, -1, 2)$ in the terms of the basis.
8. Let $S = \{(1, 2, 3), (-1, 1, 0), (0, 0, 1)\}$.
 - (a) Show S is a basis.
 - (b) Orthogonalize it.

Gram-Schmidt Orthogonalization

To convert a basis $\{u_1, u_2, \dots, u_r\}$ into an orthogonal basis $\{v_1, v_2, \dots, v_r\}$, perform the following computations:

- $\mathbf{v}_1 = \mathbf{u}_1$
- $\mathbf{v}_2 = \mathbf{u}_2 - \frac{\mathbf{u}_2 \cdot \mathbf{v}_1}{\mathbf{v}_1 \cdot \mathbf{v}_1} \mathbf{v}_1$
- $\mathbf{v}_3 = \mathbf{u}_3 - \frac{\mathbf{u}_3 \cdot \mathbf{v}_1}{\mathbf{v}_1 \cdot \mathbf{v}_1} \mathbf{v}_1 - \frac{\mathbf{u}_3 \cdot \mathbf{v}_2}{\mathbf{v}_2 \cdot \mathbf{v}_2} \mathbf{v}_2$

To convert to an orthonormal basis, normalize each vector.