

Now find a unit vector v such that

$$HA = H \begin{bmatrix} a_1 & a_2 & \dots & a_n \end{bmatrix} = \begin{bmatrix} Ha_1 & Ha_2 & \dots & Ha_n \end{bmatrix} = \begin{bmatrix} c & 0 & \dots & 0 \end{bmatrix} \begin{bmatrix} Ha_2 & \dots & Ha_n \end{bmatrix}$$

Idea is find v so that $Ha_1 = ce_1$, where $e_1 = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$

$$Ha_1 = ce_1$$

$$\text{also } \|v\|_2 = 1$$

$$(\bar{I} - 2vv^T)a_1 = ce_1$$

$$a_1 - 2v v^T a_1 = ce_1$$

$$a_1 - 2v(v \cdot a_1) = ce_1$$

$$a_1 - ce_1 = 2v(v \cdot a_1)$$

scalar

$$v = \frac{a_1 - ce_1}{2(v \cdot a_1)}$$

$$\|v\| = \left\| \frac{a_1 - ce_1}{2(v \cdot a_1)} \right\| = 1$$

v is here how do I eliminate that...

$$\frac{1}{|2(v \cdot a_1)|} \|a_1 - ce_1\| = 1$$

$$|2(v \cdot a_1)| = \|a_1 - ce_1\|$$

$$v = \pm \frac{a_1 - ce_1}{\|a_1 - ce_1\|}$$

need actually to find H

$$H = I - 2vv^T$$

the $-$ sign immediately cancels when plugging v into the outer product vv^T .

since v multiplies itself you get the same H whether $\pm v$.

But what is c ? Plug it in and solve for c

$$a_1 - 2v(v \cdot a_1) = ce_1$$

$$a_1 - 2 \frac{a_1 - ce_1}{\|a_1 - ce_1\|} \left(\frac{a_1 - ce_1}{\|a_1 - ce_1\|} \cdot a_1 \right) = ce_1$$

$$a_1 - 2 \frac{a_1 - ce_1}{\|a_1 - ce_1\|} \left(\frac{a_1 \cdot a_1 - ce_1 \cdot a_1}{\|a_1 - ce_1\|} \right) = ce_1$$

$$\left(a_1 - 2 \frac{a_1 - ce_1}{\|a_1 - ce_1\|} \left(\frac{a_1 \cdot a_1 - ce_1 \cdot a_1}{\|a_1 - ce_1\|} \right) \right) \cdot e_1 = ce_1 \cdot e_1$$

$$? \cdot \left(a_1 - 2 \frac{a_1 - ce_1}{\|a_1 - ce_1\|} \left(\frac{a_1 \cdot a_1 - ce_1 \cdot a_1}{\|a_1 - ce_1\|} \right) \right) \cdot a_1 = ce_1 \cdot a_1$$

$$\left(a_1 - 2 \frac{a_1 - ce_1}{\|a_1 - ce_1\|} \left(\frac{a_1 \cdot a_1 - ce_1 \cdot a_1}{\|a_1 - ce_1\|} \right) \right) \cdot e_1 = c$$

$$a_1 \cdot e_1 - 2 \frac{(e_1 \cdot a_1 - c)(a_1 \cdot a_1 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2} = c$$

$$(a_1 \cdot e_1 - c) - 2 \frac{(e_1 \cdot a_1 - c)(a_1 \cdot a_1 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2} = 0$$

$$(a_1 \cdot e_1 - c) \left[1 - \frac{2(a_1 \cdot a_1 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2} \right] = 0$$

$$1 - \frac{2(a_1 \cdot a_1 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2} = \frac{\|a_1 - ce_1\|^2 - 2(\|a_1\|^2 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2}$$

$$\|a_1 - ce_1\|^2 = (a_1 - ce_1) \cdot (a_1 - ce_1) = a_1 \cdot a_1 - ce_1 \cdot a_1 - ce_1 \cdot a_1 + c^2$$

$$= \|a_1\|^2 - 2e_1 \cdot a_1 c + c^2$$

$$\frac{\|a_1 - ce_1\|^2 - 2(\|a_1\|^2 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2} = \frac{\|a_1\|^2 - 2e_1 \cdot a_1 c + c^2 - 2(\|a_1\|^2 - ce_1 \cdot a_1)}{\|a_1 - ce_1\|^2}$$

$$= \frac{-\|a_1\|^2 + c^2}{\|a_1 - ce_1\|^2}$$

$$(a_1 \cdot e_1 - c) \left[\frac{-\|a_1\|^2 + c^2}{\|a_1 - ce_1\|^2} \right] = 0$$

either
this is
zero

or this is
zero ...

recognize as what I want

$$c = a_1 \cdot e_1 \quad \text{or} \quad c = \pm \|a_1\|$$

what? extraneous solution...

need the value of c to finish finding v

$$v = \frac{a_1 - ce_1}{\|a_1 - ce_1\|}$$

$$a_1 - ce_1 \approx a_1 - a_1 \cdot e_1 e_1 \approx a_1 - e_1 \cdot a_1 e_1 \quad ?$$

Try with an example...

$$A = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \quad \text{find } H = I - 2vv^T.$$

```
julia> A=[1 2 3; 4 5 6; 7 8 9]
3×3 Matrix{Int64}:
 1  2  3
 4  5  6
 7  8  9

julia> e1=[1,0,0]
3-element Vector{Int64}:
 1
 0
 0

julia> A[:,1]
3-element Vector{Int64}:
 1
 4
 7
```

```
julia> c=A[:,1]'*e1
1
```

```
julia> w=A[:,1]-c*e1
3-element Vector{Int64}:
 0
 4
 7
```

```
julia> using LinearAlgebra

julia> v=w/norm(w)
3-element Vector{Float64}:
 0.0
 0.49613893835683387
 0.8682431421244593
```

```
julia> H=I-2*v*v'
3×3 Matrix{Float64}:
 1.0  -0.0  -0.0
-0.0  0.507692 -0.861538
-0.0 -0.861538 -0.507692
```

didn't work...

```
julia> H*A
3×3 Matrix{Float64}:
 1.0  2.0  3.0
-4.0 -4.35385 -4.70769
-7.0 -8.36923 -9.73846
```

extraneous: solution...

The other choice for $c \dots$

$$c = \pm \|a_1\|$$

```
julia> c=norm(A[:,1])  
8.12403840463596
```

$$a_1 - ce_1 \approx a_1 - \|a_1\|e_1$$

```
julia> w=A[:,1]-c*e1  
3-element Vector{Float64}:  
-7.124038404635961  
4.0  
7.0
```

```
julia> H=I-2*v*v'  
3x3 Matrix{Float64}:  
0.123091  0.492366  0.86164  
0.492366  0.723547 -0.483793  
0.86164   -0.483793  0.153362
```

```
julia> v=w/norm(w)  
3-element Vector{Float64}:  
-0.6621587834578151  
0.37178844124530036  
0.6506297721792756
```

```
julia> H*A  
3x3 Matrix{Float64}:  
8.12404  9.60114  11.0782  
4.44089e-16  0.732119  1.46424  
8.88178e-16  0.531209  1.06242
```

zero within rounding.

$$c = -\|a_1\|$$

```
julia> c=-norm(A[:,1])  
w=A[:,1]-c*e1  
v=w/norm(w) ← divide by  $\|a_1 - ce_1\|$   
H=I-2*v*v'  
H*A  
3x3 Matrix{Float64}:  
-8.12404  -9.60114  -11.0782  
8.88178e-16 -0.0859656 -0.171931  
8.88178e-16 -0.90044  -1.80088
```

zero upto rounding

need to make sure $\|a_1 - ce_1\| \neq 0$
and for numerical stability choose the c such that $\|a_1 - ce_1\|$ is largest.

$$\text{If } \|a_1 - \|a_1\|e_1\| > \|a_1 + \|a_1\|e_1\|$$

$$\text{then } c = \|a_1\|$$

$$\text{otherwise } c = -\|a_1\|$$

```
julia> norm(A[:,1]-norm(A[:,1])*e1)
10.758806773556634
```

```
julia> norm(A[:,1]+norm(A[:,1])*e1)
12.175716685652304
```

neither is close to 0
but
is better.

```
julia> v=w/norm(w)
3-element Vector{Float64}:
 0.7493635602894408
 0.32852275584841295
 0.5749148227347227
```

← This v

↓ this is H A ...

```
3x3 Matrix{Float64}:
-8.12404  -9.60114  -11.0782
 8.88178e-16 -0.0859656 -0.171931
 8.88178e-16 -0.90044  -1.80088
```

Now find a v_2 for this matrix so

$$\begin{pmatrix} I - 2v_2v_2^T \end{pmatrix}_{2 \times 2} \begin{bmatrix} -0.0859656 & -0.171931 \\ -0.90044 & -1.80088 \end{bmatrix}_{2 \times 2} = \begin{bmatrix} c_2 & 1 \\ 0 & ? \end{bmatrix}$$

extend v_2 to $\mathbb{R}^3$ as $H_2 = I - 2 \begin{bmatrix} 0 \\ v_2 \end{bmatrix} \begin{bmatrix} 0 & v_2^T \end{bmatrix}^T = I - 2 \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & v_2v_2^T \end{bmatrix}$

↓

$$\begin{bmatrix} 0 \\ v_2 \end{bmatrix}$$