

# Singular Value Decomposition.

$A \leftarrow$  all matrix  $\mathbb{R}^{m \times n}$

Idea.  $A^T A$  and  $A A^T$  are always square and symmetric

SVD:  $A = U \Sigma V^T$

$m \times n$     $m \times n$     $n \times n$   
 $\downarrow$     $\downarrow$     $\rightarrow$   
 orthogonal   "diag" matrix   orthogonal

-  $A^T A = (U \Sigma V^T)^T U \Sigma V^T = V \Sigma^T \underbrace{U^T U}_{\text{eigenvalues}} \Sigma V^T = V \Sigma^T \Sigma V^T$

-  $A A^T = \underbrace{U}_{\text{eigenvalues}} \Sigma \Sigma^T \underbrace{U^T}$

$V$  is eigenvectors of  $A^T A$   
have the same eigenvalue.

$A^T A$  and  $\Sigma^T \Sigma$  are similar,  $A A^T$  and  $\Sigma \Sigma^T$  are also.

$U$  is the eigenvectors of  $A A^T$ .

$\Sigma = \begin{bmatrix} \lambda_1 & 0 & 0 \\ 0 & \lambda_2 & 0 \end{bmatrix} \rightarrow \Sigma \Sigma^T = \begin{bmatrix} \lambda_1^2 & 0 \\ 0 & \lambda_2^2 \end{bmatrix}$  (2x2)

eigen:  $\lambda_1^2, \lambda_2^2$

2 eigen

$\Sigma^T \Sigma = \begin{bmatrix} \lambda_1^2 & 0 & 0 \\ 0 & \lambda_2^2 & 0 \\ 0 & 0 & 0 \end{bmatrix}$  (3x3)

eigen  $\lambda_1^2, \lambda_2^2, 0$

3 eigen

These 2 are the same

$(3-2)$  eigen is 0

$\Rightarrow$  1)  $A^T A$  3x3 matrix  $\lambda_1^2, \lambda_2^2, 0$

$A A^T$  2x2 matrix  $\lambda_1^2, \lambda_2^2$

Thm.  $\text{Nul}(A A^T) = \text{Nul}(A^T)$

if  $A A^T \vec{x} = \vec{0} \Leftrightarrow A^T \vec{x} = \vec{0}$  (equivalence)

① " $\Leftarrow$ " easier  $A^T \vec{x} = \vec{0} \Rightarrow A A^T \vec{x} = A(A^T \vec{x}) = A \cdot \vec{0} = \vec{0}$

② " $\Rightarrow$ " hard  $A A^T \vec{x} = \vec{0} \Rightarrow \underbrace{\vec{x}^T A A^T \vec{x}}_{\text{symmetry}} = 0 \Rightarrow \underbrace{(A^T \vec{x})^T A^T \vec{x}}_{\text{square function!}} = 0$

$\Rightarrow \|A^T \vec{x}\| = 0 \Rightarrow A^T \vec{x} = \vec{0}$



-  $\text{Nul}(AA^T) = \text{Nul}(A^T)$

$$\Sigma \Sigma^T = \begin{bmatrix} \lambda_1^2 & & & \\ & \lambda_2^2 & & \\ & & \ddots & \\ & & & \lambda_r^2 & & \\ & & & & & 0 & \\ & & & & & & \ddots & \\ & & & & & & & 0 \end{bmatrix}$$

$$AA^T = U \Sigma \Sigma^T U^T$$

eigen vector	$u_1$	eigenvalue	$\lambda_1^2$	$\Rightarrow$	$AA^T \vec{u}_1 = \lambda_1^2 \vec{u}_1$
	$u_2$	eigenvalue	$\lambda_2^2$		$AA^T \vec{u}_2 = \lambda_2^2 \vec{u}_2$
	$\vdots$				$\vdots$
	$u_r$	eigenvalue	$\lambda_r^2$		$AA^T \vec{u}_r = \lambda_r^2 \vec{u}_r$
<hr/>					
	$u_{r+1}$	eigenvalue	0	$\Rightarrow$	$AA^T \vec{u}_{r+1} = \vec{0}$
	$\vdots$				$\vdots$
	$u_n$	eigenvalue	0		$AA^T \vec{u}_n = \vec{0}$

Find  $n-r$  vectors as basis  $\rightarrow \vec{u}_{r+1} \dots \vec{u}_n$  lies in the  $\text{Nul}(AA^T)$

$\dim(\text{Nul}(AA^T)) = n-r$   $\rightarrow \text{Nul}(AA^T)$

$\parallel$

$\dim(\text{Nul}(A^T))$   $\Downarrow$

$\text{Nul}(AA^T) = \text{span} \{ \vec{u}_{r+1} \dots \vec{u}_n \}$

$\parallel$

$\text{Nul}(A^T)$

Find SVD of  $A = \begin{bmatrix} 4 & 4 \\ -3 & 3 \end{bmatrix}$

$A^T A = \begin{bmatrix} 25 & 7 \\ 7 & 25 \end{bmatrix}$

$P(\lambda) = \det \begin{bmatrix} 25-\lambda & 7 \\ 7 & 25-\lambda \end{bmatrix} = (25-\lambda)^2 - 7^2 \rightarrow \begin{matrix} 25-\lambda=7 \Rightarrow \lambda=18 \\ 25-\lambda=-7 \Rightarrow \lambda=32 \end{matrix}$

$\Sigma = \begin{bmatrix} \sqrt{32} & \\ & \sqrt{18} \end{bmatrix}$

$V = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ 1/\sqrt{2} & -1/\sqrt{2} \end{bmatrix}$

eigenvector of  $A^T A$ .

! remember to normalize your eigenvector to UNIT vector

How to compute  $\vec{u}_1 = \frac{1}{\lambda_1} A \vec{v}_1$

$A = \lambda_1 \vec{u}_1 \vec{v}_1^T + \lambda_2 \vec{u}_2 \vec{v}_2^T$

$A \vec{v}_1 = \lambda_1 \underbrace{\vec{u}_1 \vec{v}_1^T \vec{v}_1}_{=1} + \lambda_2 \underbrace{\vec{u}_2 \vec{v}_2^T \vec{v}_1}_{=0} = \lambda_1 \vec{u}_1 \Rightarrow \vec{u}_1 = \frac{1}{\lambda_1} A \vec{v}_1$   
 $\{\vec{v}_1, \vec{v}_2\}$  is an orthonormal basis

$\vec{u}_1 = \frac{1}{\lambda_1} A \vec{v}_1 = \frac{1}{\sqrt{32}} \begin{bmatrix} 4 & 4 \\ -3 & 3 \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

$\vec{u}_2 = \frac{1}{\lambda_2} A \vec{v}_2 = \dots = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$

← fix the sign first

$\Rightarrow A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} \sqrt{32} & \\ & \sqrt{18} \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ 1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}$

If you compute  $A^T A$  to get  $V$ , you shouldn't get  $U$  from  $AA^T$

If you compute  $AA^T$  to get  $U$ , you shouldn't get  $V$  from  $A^T A$

You can set  $\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} -\sqrt{32} & \\ & \sqrt{18} \end{bmatrix} \dots$

may  $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \sqrt{2} \\ -\sqrt{2} \end{bmatrix}$  You can't determine the sign.

$\begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} -\sqrt{2} \\ -\sqrt{2} \end{bmatrix}$

$$A = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{bmatrix} \in \mathbb{R}^{2 \times 4}$$

You can compute  $A A^T$   $2 \times 2$

$A^T A$   $4 \times 4$

$$A A^T \rightarrow U = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad \Sigma = \begin{bmatrix} \sqrt{2} & 0 & 0 & 0 \\ 0 & \sqrt{2} & 0 & 0 \end{bmatrix}$$

$$v_1 = \frac{1}{\lambda_1} A^T u_1 = \begin{bmatrix} \sqrt{2}/2 \\ 0 \\ \sqrt{2}/2 \\ 0 \end{bmatrix}$$

How to compute  $\vec{v}_3, \vec{v}_4$  (?)

$\text{span}\{\vec{v}_3, \vec{v}_4\} \perp \text{span}\{\vec{v}_1, \vec{v}_2\}$

$$v_2 = \frac{1}{\lambda_2} A^T u_2 = \begin{bmatrix} 0 \\ \sqrt{2}/2 \\ 0 \\ \sqrt{2}/2 \end{bmatrix}$$

$\Rightarrow v_3, v_4$  is the orthogonal basis

of  $\text{Nul} \begin{bmatrix} \vec{v}_1^T \\ \vec{v}_2^T \end{bmatrix}$

$$\begin{bmatrix} \vec{v}_1^T \\ \vec{v}_2^T \end{bmatrix} \vec{v}_3 = \begin{bmatrix} \vec{v}_1^T \vec{v}_3 \\ \vec{v}_2^T \vec{v}_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

- compute basis of  $\text{Nul} \begin{bmatrix} \vec{v}_1^T \\ \vec{v}_2^T \end{bmatrix}$

- then use G-S to orthogonalize the basis

- normalize to unit vector

$$A^T A \Rightarrow V = \begin{bmatrix} \frac{\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} & 0 \\ 0 & \frac{\sqrt{2}}{2} & 0 & -\frac{\sqrt{2}}{2} \\ \frac{\sqrt{2}}{2} & 0 & -\frac{\sqrt{2}}{2} & 0 \\ 0 & \frac{\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} \end{bmatrix} \quad \text{remember to transpose}$$

$$A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \sqrt{2} & 0 & 0 & 0 \\ 0 & \sqrt{2} & 0 & 0 \end{bmatrix} \begin{bmatrix} \frac{\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} & 0 \\ 0 & \frac{\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} & 0 & +\frac{\sqrt{2}}{2} & 0 \\ 0 & -\frac{\sqrt{2}}{2} & 0 & \frac{\sqrt{2}}{2} \end{bmatrix}$$

Ex. Column space  $\begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} \rightarrow \text{let Nul } \phi$

row space  $\begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

$\rightarrow \text{Nul}$   $\begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$