



Applied Linear Algebra in Image Compression



By: Angela Cao
Mentor: Dhwanit Agarwal
Directed Reading Program (DRP)



Objective Goals

- An overview of the Applied Linear Algebra concepts used in the research project
 - QR Factorization
 - Singular Value Decomposition (SVD)
- An overview of Image Compression as a real-life application of numerical linear algebra

QR Factorization

Suppose A is the original matrix, then $A = QR$.

$$[A] = [Q]$$

Orthogonal Matrix
Done by Gram-
Schmidt

X	X	X	X	X	X	X	X	X	X	X
	X									X
		X								X
			X							X
				X						X
					X					X
						X				X
							X			X
								X	X	
									X	

Upper Triangular Matrix

Gram-Schmidt

- Algorithm used to orthogonalize a set of vectors, especially in a matrix
 - Orthogonal Matrix = for matrix Q , $Q^T Q = Q Q^T = I$
 - You can prove this!
- In QR Factorization, this concerns the Q matrix.
- Formula

$$\begin{aligned} \mathbf{u}_1 &= \mathbf{v}_1, & \mathbf{e}_1 &= \frac{\mathbf{u}_1}{\|\mathbf{u}_1\|} \\ \mathbf{u}_2 &= \mathbf{v}_2 - \text{proj}_{\mathbf{u}_1}(\mathbf{v}_2), & \mathbf{e}_2 &= \frac{\mathbf{u}_2}{\|\mathbf{u}_2\|} \\ \mathbf{u}_3 &= \mathbf{v}_3 - \text{proj}_{\mathbf{u}_1}(\mathbf{v}_3) - \text{proj}_{\mathbf{u}_2}(\mathbf{v}_3), & \mathbf{e}_3 &= \frac{\mathbf{u}_3}{\|\mathbf{u}_3\|} \\ \mathbf{u}_4 &= \mathbf{v}_4 - \text{proj}_{\mathbf{u}_1}(\mathbf{v}_4) - \text{proj}_{\mathbf{u}_2}(\mathbf{v}_4) - \text{proj}_{\mathbf{u}_3}(\mathbf{v}_4), & \mathbf{e}_4 &= \frac{\mathbf{u}_4}{\|\mathbf{u}_4\|} \\ &\vdots & &\vdots \\ \mathbf{u}_k &= \mathbf{v}_k - \sum_{j=1}^{k-1} \text{proj}_{\mathbf{u}_j}(\mathbf{v}_k), & \mathbf{e}_k &= \frac{\mathbf{u}_k}{\|\mathbf{u}_k\|}. \end{aligned}$$

$$\text{proj}_{\mathbf{u}}(\mathbf{v}) = \frac{\langle \mathbf{v}, \mathbf{u} \rangle}{\langle \mathbf{u}, \mathbf{u} \rangle} \mathbf{u},$$

Classical Gram-Schmidt Algorithm

Set up matrix

Initialize Q and R matrices

- Q as $m \times m$ square
- R as $m \times n$ matrix

%Classical Gram-Schmidt

Loop through each column in matrix

- Convert each column until current into vectors
- Loop through each column vector until current
 - Orthogonalize column as vector
 - Get projection of previous vectors
 - subtract sum from current vector
- Normalized coefficients go into R matrix
- Orthogonalized vector goes into Q

Modified Gram-Schmidt Algorithm

Set up matrix

Initialize Q and R matrices

- Q as $m \times m$ square
- R as $m \times n$ matrix

%Modified Gram-Schmidt

Initialize v as $m \times n$ zero matrix

Loop through each column in matrix

Column goes into matrix

Loop through each column in matrix

Normalized vector until current go into R

Orthogonalized vector goes into Q

Loop through next current column until n

Orthogonalize vectors

Why Modified Algorithm???

Generate Hilbert matrix of size $m \times n$

Forward error: $\|x - x_a\| = \|A - Q^*R\|$

- Classical: $2.7798 * 10^{-14}$
- Modified: $1.2957 * 10^{-16}$

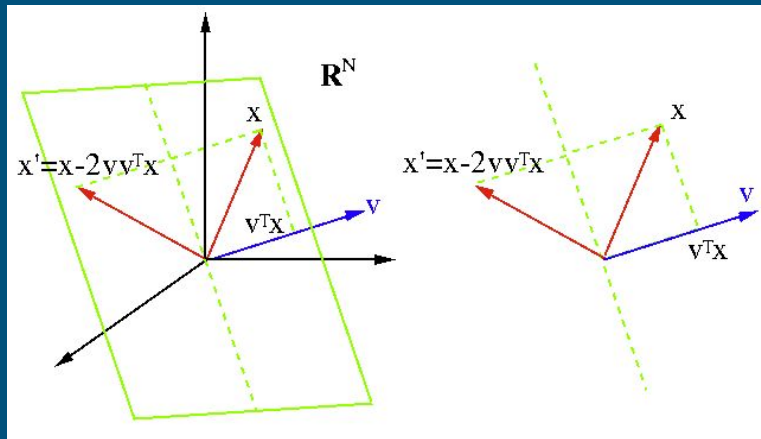
Backward error: $\|f(x) - f(x_a)\| = \|QQ^T - I\|$

- Classical: 991.9685
- Modified: 1.7776

*Note Machine epsilon constant is 10^{-16}

Applications of QR Factorization

- Not used directly for Image Compression (not good for approximation)
- Least Squares Solution
- Solving system of equations using $Ax = b$
 - $Ax = QRx = b$
 - $x = R^{-1}Q^Tb$



Singular Value Decomposition (SVD)

Suppose A is the original matrix, then $A = USV^T$

$$\begin{pmatrix} \hat{X} \\ x_{11} & x_{12} & \dots & x_{1n} \\ x_{21} & x_{22} & \dots & \\ \vdots & \vdots & \ddots & \\ x_{m1} & & & x_{mn} \end{pmatrix}_{m \times n} \approx \begin{pmatrix} U \\ u_{11} & \dots & u_{1r} \\ \vdots & \ddots & \\ u_{m1} & & u_{mr} \end{pmatrix}_{m \times r} \begin{pmatrix} S \\ s_{11} & 0 & \dots \\ 0 & \ddots & \\ \vdots & & s_{rr} \end{pmatrix}_{r \times r} \begin{pmatrix} V^T \\ v_{11} & \dots & v_{1n} \\ \vdots & \ddots & \\ v_{r1} & & v_{rn} \end{pmatrix}_{r \times n}$$

Left singular vectors
(Orthogonal matrix)

Singular Values

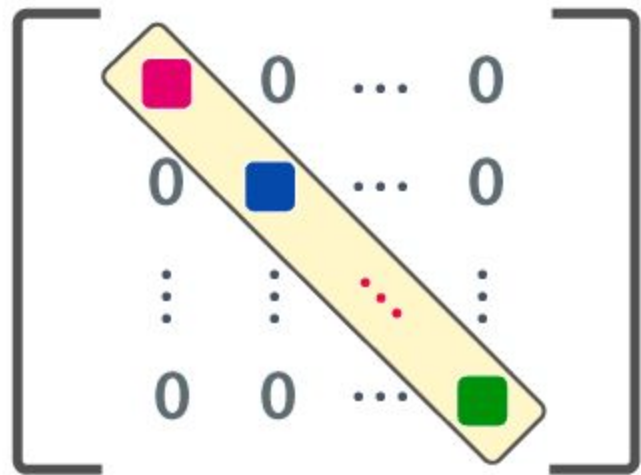
Right singular vectors
(Orthogonal matrix)

Properties of SVD

- Properties of SVD
 - Rank of matrix is number of non-zero entries in S .
 - Suppose the matrix is an $n \times n$ matrix, then determinant of matrix is product of diagonal entries in S .
 - If A is an invertible $m \times m$ matrix, then $A^{-1} = VS^{-1}U^T$
 - The $m \times n$ matrix can be written as the sum of rank-one matrices (Important!)
- Low-Rank Approximation Property (stated above): The $m \times n$ matrix A can be written down as the sum of rank-one matrices = $A = \sum_i s_i u_i v_i^T$ (from $i = 1$ to r) where r is the rank of A , and u_i and v_i are the i th columns of U and V , respectively.

Overview of Image Compression

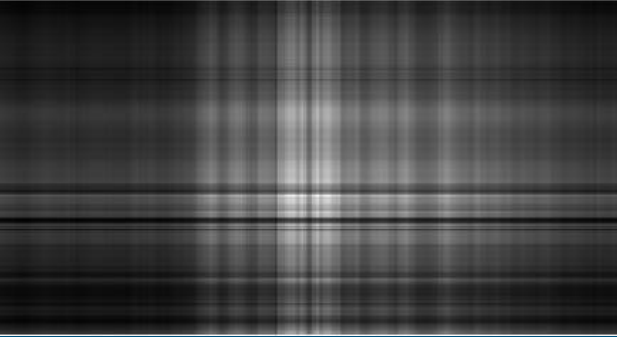
- Type of data compression for digital image as a way to reduce cost for transmission or storage
 - Example: attempt to email pictures through your iPhone (factors depend on storage, wi-fi, speed, etc.)
- Process:
 - Convert image to grayscale image
 - Convert grayscale image to matrix
 - Apply Singular Value Decomposition to matrix
 - Find minimum number of eigenvectors (and thus, singular values) to keep to preserve grayscale image (e.g. zero the last 900, 800, 700, ..., 100 or until get an image the closest to original grayscale image).



A diagram of a square matrix enclosed in large square brackets. A yellow diagonal band runs from the top-left to the bottom-right. Within this band, there are four colored squares: a pink square at the top-left, a blue square, a green square at the bottom-right, and three small red dots between the blue and green squares. The matrix is filled with zeros and ellipses. The first row contains a pink square, followed by 0, ..., 0. The second row contains 0, a blue square, ..., 0. The third row contains vertical dots, vertical dots, ..., vertical dots. The fourth row contains 0, 0, ..., a green square.

$$\begin{bmatrix} \text{pink square} & 0 & \dots & 0 \\ 0 & \text{blue square} & \dots & 0 \\ \vdots & \vdots & \dots & \vdots \\ 0 & 0 & \dots & \text{green square} \end{bmatrix}$$





From top left corner to right
Then go down and go right until
Bottom middle: 40, 140, 240, 340,
440, 840, original picture

Overall results

- It took about 140 singular values (or zeroing last 800 eigenvalues) to get some general replication of the image itself with somewhat clear outlines.
- The closest production of the image took about 440 singular values (or zeroing last 500 eigenvalues) to get the closest replication of the original image itself

Questions?
