

# HOMework 1

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## Question 1

Code included. There are two files

- q1.m - takes in a square matrix A and then returns its LDU decomposition. It assumes that when the  $k^{th}$  diagonal element of  $D$  is zero, the  $k^{th}$  diagonal element of  $U$  is 1.
- q1Test.m - takes in a square matrix A and prints the components PA and LDU to show the validity of the code.

Here is a mock run of the code - on the command prompt

```
% run 1
A = [2 2 5; 1 1 5; 3 2 5];
q1Test(A)
```

## Question 2

$$(a) A_1 = \begin{pmatrix} 1 & -1 & 0 \\ 0 & 2 & -1 \\ 1 & 0 & -1/2 \end{pmatrix}$$

$$L = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 1/2 & 1 \end{pmatrix}; D = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 0 \end{pmatrix}; U = \begin{pmatrix} 1 & -1 & 0 \\ 0 & 1 & -1/2 \\ 0 & 0 & 1 \end{pmatrix}; P = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$U = \begin{pmatrix} 0.4472 & 0.5963 & -0.6667 \\ -0.8944 & 0.2981 & -0.3333 \\ 0 & 0.7454 & 0.6667 \end{pmatrix}; \Sigma = \begin{pmatrix} 2.4495 & 0 & 0 \\ 0 & 1.5 & 0 \\ 0 & 0 & 0 \end{pmatrix}; V = \begin{pmatrix} 0.1826 & 0.8944 & 0.4082 \\ -0.9129 & 0 & 0.4082 \\ 0.3651 & -0.4472 & 0.8165 \end{pmatrix};$$

$$(b) A_2 = \begin{pmatrix} -1 & 1 & 0 & 0 \\ -1 & 0 & 1 & 0 \\ 0 & -4 & 1 & 0 \\ 0 & -1 & 0 & 1 \\ 0 & 0 & -2 & 1 \end{pmatrix}$$

$$L = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0.25 & 0.125 & 1 \\ 1 & 0.25 & -0.375 & 0.4286 \end{pmatrix}; D = \begin{pmatrix} -1 & 0 & 0 & 0 \\ 0 & -4 & 0 & 0 \\ 0 & 0 & -2 & 0 \\ 0 & 0 & 0 & 0.8750 \end{pmatrix}; U = \begin{pmatrix} 1 & -1 & 0 & 0 \\ 0 & 1 & -0.25 & 0 \\ 0 & 0 & 1 & -0.5 \\ 0 & 0 & 0 & 1 \end{pmatrix};$$

$$P = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix}$$

$$U = \begin{pmatrix} -0.2273 & 0.1886 & 0.6002 & 0.3657 & -0.6472 \\ 0.0556 & 0.4309 & 0.6230 & -0.0650 & 0.6472 \\ 0.9380 & -0.0273 & 0.0653 & 0.3264 & -0.0925 \\ 0.2236 & -0.2663 & 0.3671 & -0.8170 & -0.2774 \\ -0.1238 & -0.8409 & 0.3356 & 0.2968 & 0.2774 \end{pmatrix}; \Sigma = \begin{pmatrix} 4.3870 & 0 & 0 & 0 \\ 0 & 2.5053 & 0 & 0 \\ 0 & 0 & 1.411 & 0 \\ 0 & 0 & 0 & 0.6975 \\ 0 & 0 & 0 & 0 \end{pmatrix};$$

$$V = \begin{pmatrix} 0.0391 & -0.2473 & -0.8669 & -0.4311 \\ -0.9581 & 0.2252 & -0.0200 & -0.1760 \\ 0.2829 & 0.8324 & 0.0122 & -0.4764 \\ 0.0227 & -0.4419 & 0.4979 & -0.7458 \end{pmatrix};$$

$$(c) A_3 = \begin{pmatrix} 2 & 2 & 5 \\ 1 & 1 & 5 \\ 3 & 2 & 5 \end{pmatrix}$$

$$L = \begin{pmatrix} 1 & 0 & 0 \\ 0.6667 & 1 & 0 \\ 0.3333 & 0.5 & 1 \end{pmatrix}; D = \begin{pmatrix} 3 & 0 & 0 \\ 0 & 0.6667 & 0 \\ 0 & 0 & 2.5 \end{pmatrix}; U = \begin{pmatrix} 1 & 0.6667 & 1.6667 \\ 0 & 1 & 2.5 \\ 0 & 0 & 1 \end{pmatrix}; P = \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$$

$$U = \begin{pmatrix} -0.5859 & 0.0444 & -0.8091 \\ -0.5182 & -0.7882 & 0.3319 \\ -0.6231 & 0.6138 & 0.4849 \end{pmatrix}; \Sigma = \begin{pmatrix} 9.7910 & 0 & 0 \\ 0 & 1.4162 & 0 \\ 0 & 0 & 0.3606 \end{pmatrix}; V = \begin{pmatrix} -0.3635 & 0.8063 & 0.4666 \\ -0.2999 & 0.3729 & -0.8781 \\ -0.8820 & -0.4591 & 0.1062 \end{pmatrix};$$

Code of the question is q2.m and the test file is q2Test.m. Here is a mock run of the code - on the command prompt

q2Test

## Question 3

To determine the number of solutions, we have to see if  $b$  is in the column space of the  $A$  matrix. I have created an augmented matrix  $B = [A|b]$ .

- If the rank of  $B$  is the same as  $A$ , and both have rank equal to the span of the columns of  $A$ , then there is a unique solution of the form  $\bar{x}$ , where  $\bar{x}$  is the SVD solution.
- If the rank of  $B$  is the same as  $A$ , but both have rank less than the span of the column space of  $A$ , then there are infinitely many solutions of the form  $\bar{x} + x_N$ , where  $\bar{x}$  is the SVD solution.
- If the rank of  $B$  is greater than  $A$ , then there are 0 actual solutions and has a least squares solution - which is given by the SVD solution  $\bar{x}$  such that  $\|A\bar{x} - b\|$  is minimized.

Intuition behind forming the augmented matrix  $B$  - If the vector  $b$  belongs to the column space of  $A$ , then rank of  $B$  should be the same as  $A$  as  $b$  can be formed by a linear combination of the vectors that span the column space of  $A$ . If  $b$  does not belong to the column space, then rank of  $B$  has to be greater than rank of  $A$  by atleast 1.

$$(a) A = \begin{pmatrix} 2 & 2 & 5 \\ 1 & 1 & 5 \\ 3 & 2 & 5 \end{pmatrix}; b = \begin{pmatrix} 5 \\ -5 \\ 0 \end{pmatrix}$$

$\text{Rank}(A) = 3$ ,  $\text{Rank}(B) = 3$  and  $\det(A) \neq 0$ . Matrix is square and invertible and system has a unique solution. Solution is  $x = (-5 \ 15 \ -3)^T$

$$(b) A = \begin{pmatrix} -3 & -4 & -1 \\ 2 & 3 & 1 \\ 3 & 5 & 2 \end{pmatrix}; b = \begin{pmatrix} 3 \\ 5 \\ 1 \end{pmatrix}$$

$\text{Rank}(A) = 2$ ,  $\text{Rank}(B) = 3$  and  $\det(A) = 0$ . Matrix is not invertible,  $b$  is not in column space of  $A$  and system has zero solutions. SVD Solution is  $\bar{x} = 1.0 \cdot e^{16} (2.8957 \ -2.8957 \ 2.8957)^T$

$$(c) A = \begin{pmatrix} 1 & -1 & 0 \\ 0 & 1 & -2 \\ 1 & 0 & -2 \end{pmatrix}; b = \begin{pmatrix} 2 \\ 3 \\ 5 \end{pmatrix}$$

$\text{Rank}(A) = 2$ ,  $\text{Rank}(B) = 2$  and  $\det(A) = 0$ . Matrix is not invertible, but  $b$  is in column space of  $A$  and system has infinitely many solutions. SVD Solution is  $\bar{x} = (4.0061 \ 2.0061 \ -0.4970)^T$ . All solutions are of the form  $\bar{x} + x_N$ , where  $x_N$  is a column vector which belongs to the null space of  $A$ .

Code is included, q3.m and a test code q3Test.m. xbar is the actual solution (or SVD solution for infinite or zero solution case) and result is the number of solutions. Here is a mock run of the code - on the command prompt

```
% run 1
A = [2 2 5; 1 1 5; 3 2 5];
b = [5 -5 0]';
q3Test(A,b)
```

## Question 4

$A = I - uu^T$  is a symmetric matrix with rank  $n-1$ .

(a) Given any vector  $v$  that belongs to  $\mathcal{R}^n$ , we get  $Av = (I - uu^T)v = v - (uu^T)v = v - u(u \cdot v)$ .

Consider the vector product  $(Av)u$ , which is given by  $Avu = (v - u(u \cdot v))u = (vu - vu) = 0$ , since  $u^T u = 1$ , [ $u$  is a unit vector]. Thus, for any vector  $v$ , the matrix  $A$ , projects the vector  $v$  perpendicular to  $u$ , on the hyperplane containing  $u$  and  $v$ .

(b) The eigenvalues of  $A$  are 1 (with multiplicity  $n-1$ ) and 0 (with multiplicity 1). To calculate the eigenvalues, we take the characteristic polynomial given by  $|A - \lambda I| = |I - uu^T - \lambda I| = |(1 - \lambda)I - uu^T|$ .

Using the matrix determinant lemma,  $\det(A + uv^T) = \det(A)(1 + v^T A^{-1}u)$ , we get,  $|(1 - \lambda)I - uu^T| = \det(1 - \lambda)I (1 - u^T((1 - \lambda)I)^{-1}u) = \det(1 - \lambda)I (1 - u^T(1/(1 - \lambda)I)u) = \det(1 - \lambda)I (1 - 1/(1 - \lambda)) = \det(1 - \lambda)I - 1/(1 - \lambda)\det(1 - \lambda)I = (1 - \lambda)^n - (1 - \lambda)^{n-1} = (1 - \lambda)^{n-1} * (-\lambda)$ .

Solving for the characteristic polynomial,  $(1 - \lambda)^{n-1} * (-\lambda) = 0$ , we get,  $\lambda = 0, 1$ .

(c) Take any scalar multiple of the vector  $u$ , we get  $A(\alpha u) = \alpha(Au) = \alpha(I - uu^T)u = \alpha(u - uu^T u) = \alpha(u - u(u^T u)) = \alpha(u - u) = 0$ . Thus the nullspace is given by the span of the vector  $u$ . In terms of SVD,

take  $A = U\Sigma V^T$ , we then get the nullspace of  $A$  as the span of the last column of  $V$  (rank of matrix is  $n-1$ ).

(d)  $A^2 = A * A = (I - uu^T)(I - uu^T) = (I - 2uu^T + uu^Tuu^T)$ . Since  $u$  is a unit length vector,  $u^T u = 1$  and hence  $A^2 = (I - 2uu^T + u.1.u^T) = (I - 2uu^T + uu^T) = (I - uu^T) = A$ . Hence,  $A^2 = A$ .

## Question 5

Let  $P = p_1, p_2, \dots, p_n$  denote the set of points before the rigid body transform and let  $Q = q_1, q_2, \dots, q_n$  denote the set of points after the transform. To find  $Q$  from  $P$ , we perform a rotation  $R$  followed by a translation  $t$  we have to find  $(R, t) = \operatorname{argmin}_{R, t} \sum_{i=1}^n \|(Rp_i + t) - q_i\|^2$ .

To find  $t$ , we can find the derivative of the function  $RGD(t) = \sum_{i=1}^n \|(Rp_i + t) - q_i\|^2$  with respect to  $t$  and take roots. Taking  $\partial RGD / \partial t = 0$ , we get,  $2t(n) + 2R \sum_{i=1}^n (p_i) - 2 \sum_{i=1}^n q_i = 0$  and solving, we get  $t = \bar{q} - R\bar{p}$ , where  $\bar{p} = \sum_{i=1}^n (p_i)/n$  and  $\bar{q} = \sum_{i=1}^n (q_i)/n$ .

Plugging the solution into the original  $RGD$  function, we get  $(R) = \operatorname{argmin}_R \sum_{i=1}^n \|R(p_i - \bar{p}) - (q_i - \bar{q})\|^2$ . Let  $a_i = (p_i - \bar{p})$  and  $b_i = (q_i - \bar{q})$ , we get  $(R) = \operatorname{argmin}_R \sum_{i=1}^n \|Ra_i - b_i\|^2$ . Solving for  $\|Ra_i - b_i\|^2$ , we get  $\|Ra_i - b_i\|^2 = a_i^T a_i - 2b_i^T Ra_i + b_i^T b_i$  and plugging into the equation above, we get,  $(R) = \operatorname{argmin}_R \sum_{i=1}^n (a_i^T a_i - 2b_i^T Ra_i + b_i^T b_i) = \operatorname{argmin}_R \sum_{i=1}^n (-2b_i^T Ra_i) = \operatorname{argmax}_R \sum_{i=1}^n (b_i^T Ra_i)$ , which is maximizing the  $\operatorname{tr}(B^T RA)$ . To maximize the  $\operatorname{tr}(B^T RA)$ , we can maximize the  $\operatorname{tr}(RAB^T)$  [using property  $\operatorname{tr}(AB) = \operatorname{tr}(BA)$ ].

Taking the SVD of  $AB^T$ , we get,  $AB^T = U\Sigma V^T$ , and equating it back in  $RAB^T$ , we get  $\operatorname{tr}(RAB^T) = \operatorname{tr}(RU\Sigma V^T) = \operatorname{tr}(\Sigma V^T RU)$ . Since  $R, V, U$  are orthogonal matrices,  $V^T RU$  is an orthogonal matrix and hence its columns  $x_i$  are such that  $x_i^T x_i = 1$  ( $x_i$ 's are orthonormal) and any component of the matrix  $c_{ij}[C = V^T RU]$  is always less than 1 ( $x_i$ 's are orthonormal vectors, which are of unit length  $\implies c_{ij} \leq 1$ ).

$$\text{Now, we have } \operatorname{tr}(\Sigma C) = \begin{pmatrix} \sigma_1 & & \\ & \sigma_2 & \\ & & \sigma_3 \end{pmatrix} \begin{pmatrix} c_{11} & c_{12} & c_{13} \\ c_{21} & c_{22} & c_{23} \\ c_{31} & c_{32} & c_{33} \end{pmatrix} = \sum_{i=1}^3 \sigma_i c_{ii} \leq \sum_{i=1}^3 \sigma_i$$

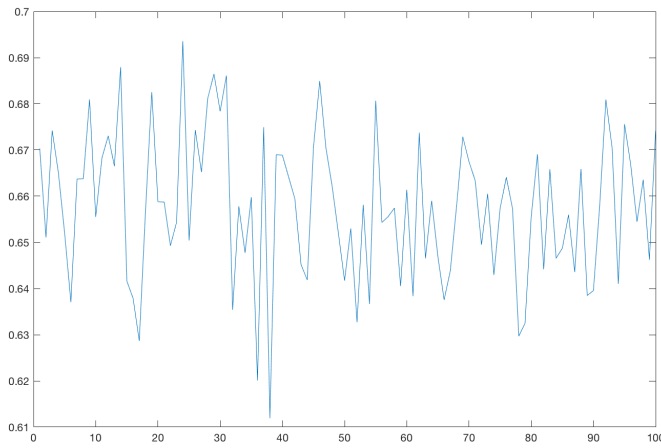
To maximize the product  $\Sigma C = \Sigma V^T RU$  (where  $V^T RU$  is orthogonal),  $C$  has to be the identity matrix  $I \implies V^T RU = I \implies R = VU^T$ . However, with possibility  $\det(UV^T)$  can be -1, and in this case the matrix will perfectly reflect the set of points  $p$  to  $q$ . In this case, to avoid reflection, and account for only rotations, we consider the sum  $\sum_{i=1}^3 \sigma_i c_{ii}$  and the extrema case of  $c_{ii} = -1$  (or)  $1$ . With  $c_{33} = 1$  we are obtaining a reflection, so we take the case  $c_{33} = -1$  to ensure that there is no reflection going on. In terms of  $U$  and  $V$ , we multiply the 3rd column of  $V$  with -1 in the case that  $\det(UV^T) = -1$ .

Thus the rotation matrix is given by  $R = UV^T$  translation vector  $t$  is given by  $t = \bar{q} - UV^T \bar{p}$ .

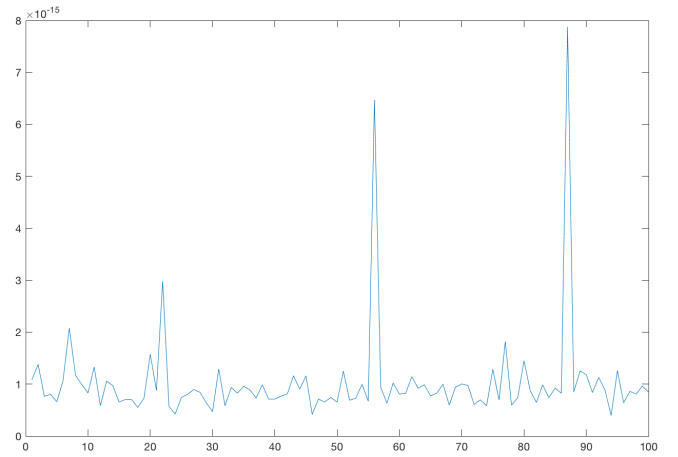
Code is included as q5.m (actual solver using above explanations), q5CalcError.m (calculates root mean square error (least square error)) and q5Test.m (with 2 cases).

For case 1, there are random sets of points  $P, Q$  and we calculate the  $R$  and  $t$  components. For the case 1, plotting the rmse for number of points from 1 to 100, we get Figure 1a. For case 2,  $Q$  is an exact rigid

body transform of  $P$ , we calculate the  $R$  and  $t$  components. For the case 2, plotting the rmse for number of points from 1 to 100, we get Figure 1b.



(a) Error when P and Q are random points in the space



(b) Error when Q is an exact rigid body transform of P

Figure 1: Errors in two different scenarios of Rigid Body Transformation

An intuition as to why taking random points gives an error - the function for generating data assumes a normal distribution of data  $Q$  - thus inducing some noise like component in the system (which is always observed in real data) and a rmse with lower errors guarantees that the calculated  $R$  and  $t$  are the best approximations to the actual rotation and translation components  $R_{actual}$  and  $t_{actual}$ . An intuition as to why not taking random points gives an error - the function for getting  $Q = R * P + t$  never induces any noise in the system and hence we get  $rmse \rightarrow 0$  always and the calculated  $R$  and  $t$  are equal to the actual rotation and translation components  $R_{actual}$  and  $t_{actual}$ . Here is a mock run of the code - on the command prompt,

```
q5Test
```