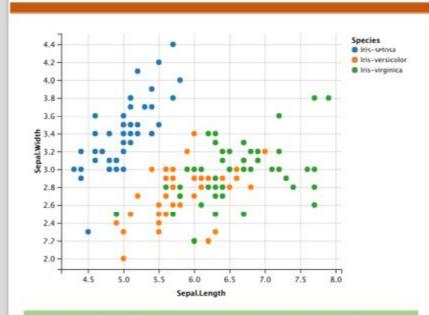
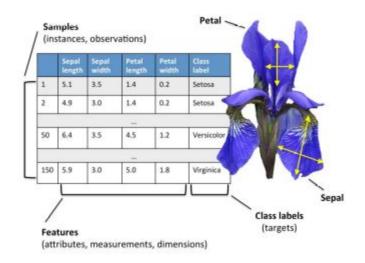
What happen for all dimensions



An example of a dataset (a point can be considered a vector through the origin).





Any vector can be expressed in terms of:

- 1. Projection directions unit vectors $(v_1, v_2, ...)$.
- 2. The lengths of projections onto them $(s_{a_1}, s_{a_2}, ...)$.

Extend this conclusion for handling a bunch of vectors

Extend this conclusion for handling a matrix (list of vectors)

Singular value decomposition

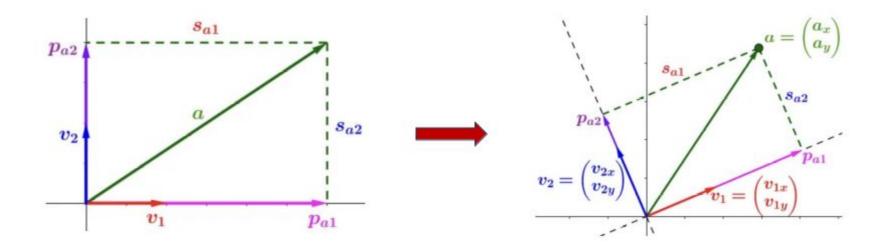
1 - 11 D VT

SVD finds a way to express the operation of vector decomposition using matrices.

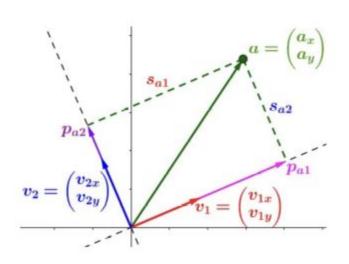
singular vectors

Singular values

vectors

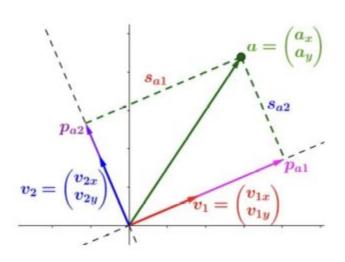


Decompose (project) the vector \boldsymbol{a} along unit vectors \boldsymbol{v}_1 and \boldsymbol{v}_2



 s_{a_1} and s_{a_2} : the lengths of projection (Vector form)

$$a^T \cdot v_1 = \begin{pmatrix} a_x & a_y \end{pmatrix} \cdot \begin{pmatrix} v_{1x} \\ v_{1y} \end{pmatrix} = s_{a1}$$
 $a^T \cdot v_2 = \begin{pmatrix} a_x & a_y \end{pmatrix} \cdot \begin{pmatrix} v_{2x} \\ v_{2y} \end{pmatrix} = s_{a2}$

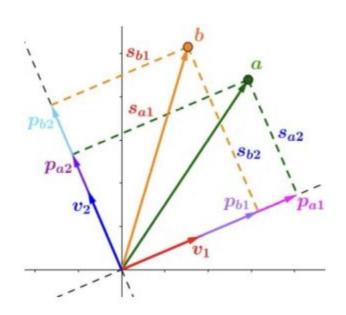


 s_{a_1} and s_{a_2} : the lengths of projection (Matrix form)

$$a^T \cdot \mathbf{v_1} = \begin{pmatrix} a_x & a_y \end{pmatrix} \cdot \begin{pmatrix} \mathbf{v_{1x}} \\ \mathbf{v_{1y}} \end{pmatrix} = \mathbf{s_{a1}}$$
 $a^T \cdot \mathbf{v_2} = \begin{pmatrix} a_x & a_y \end{pmatrix} \cdot \begin{pmatrix} v_{2x} \\ v_{2y} \end{pmatrix} = \mathbf{s_{a2}}$



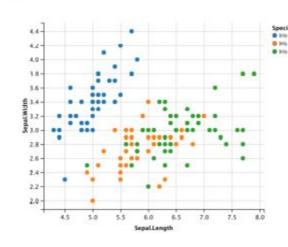
$$a^T \cdot V = \begin{pmatrix} a_x & a_y \end{pmatrix} \cdot \begin{pmatrix} v_{1x} & v_{2x} \\ v_{1y} & v_{2y} \end{pmatrix} = \begin{pmatrix} s_{a1} & s_{a2} \end{pmatrix}$$



 s_{a_1} , s_{a_2} : the lengths of projection of vector a

 s_{b1} , s_{b2} : the lengths of projection of vector b

$$A \cdot V = \begin{pmatrix} a_x & a_y \\ b_x & b_y \end{pmatrix} \cdot \begin{pmatrix} v_{1x} & v_{2x} \\ v_{1y} & v_{2y} \end{pmatrix} = \begin{pmatrix} s_{a1} & s_{a2} \\ s_{b1} & s_{b2} \end{pmatrix} = S$$



n = no. of points, d = no. of dimensions, A = matrix containing points, V = matrix containing the decomposition axes, S = matrix containing lengths of projection.

$$A \cdot V = \begin{pmatrix} a_x & a_y & \dots \\ b_x & b_y & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} \cdot \begin{pmatrix} v_{1x} & v_{2x} & \dots \\ v_{1y} & v_{2y} & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} = \begin{pmatrix} s_{a1} & s_{a2} & \dots \\ s_{b1} & s_{b2} & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} = S$$

$$n \times d \qquad d \times d \qquad n \times d$$

Generalize to any number of points and dimensions

$$A \cdot V = \begin{pmatrix} a_x & a_y & \dots \\ b_x & b_y & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} \cdot \begin{pmatrix} v_{1x} & v_{2x} & \dots \\ v_{1y} & v_{2y} & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} = \begin{pmatrix} s_{a1} & s_{a2} & \dots \\ s_{b1} & s_{b2} & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} = S$$

$$A \cdot V = S$$

$$A \cdot V = S$$

$$A \text{Matrix of points}$$

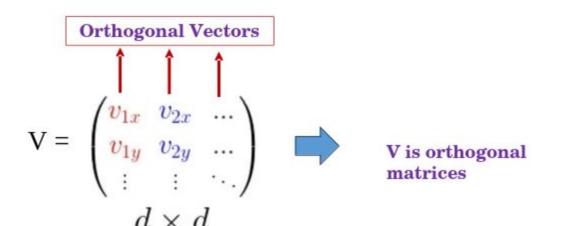
$$A \text{Matrix of decomposition axes}$$

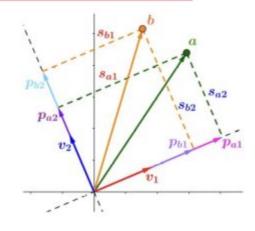
$$V \text{ is orthogonal matrices}$$

$$A = S V^{-1} = S V^{T}$$

$$A = S V^{-1} = S V^T$$

Any set of vectors (A) can be expressed in terms of their lengths of projections (S) on some set of orthogonal axes (V).



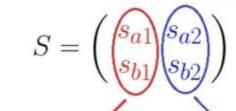


We are here!

Convention SVD

$$A = S V^{-1} = S V^{T} \neq A = U \Sigma V^{T}$$

$$S = U \Sigma$$



A column vector containing the lengths of projections of each point on the 1st axis v1

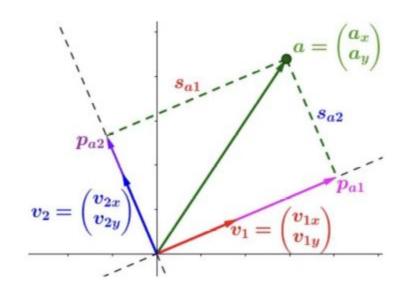
A column vector containing the lengths of projections of each point on the 2nd axis v2



normalize these column vectors to make them of unit length



dividing each column vector by its magnitude, but in matrix form



$$A \cdot V = \begin{pmatrix} a_x & a_y & \dots \\ b_x & b_y & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} \cdot \begin{pmatrix} v_{1x} & v_{2x} & \dots \\ v_{1y} & v_{2y} & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} = \begin{pmatrix} s_{a1} & s_{a2} & \dots \\ s_{b1} & s_{b2} & \dots \\ \vdots & \vdots & \ddots \end{pmatrix} = S$$

$$n \times d \qquad d \times d \qquad n \times d$$

$$S = \left(\begin{array}{c} s_{a1} \\ s_{b1} \\ s_{b2} \end{array} \right)$$

A column vector containing the lengths of projections of each point on the 1st axis v1

A column vector containing the lengths of projections of each point on the 2nd axis v2

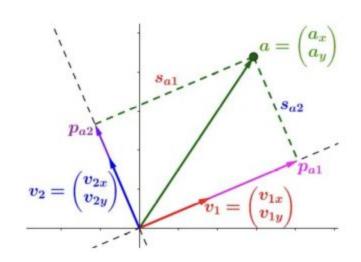
$$M = \begin{pmatrix} 2 & 3 \\ 2 & 3 \end{pmatrix} \longrightarrow M = \begin{pmatrix} 1 & 3 \\ 1 & 3 \end{pmatrix} \begin{pmatrix} ? & ? \\ ? & ? \end{pmatrix} = \begin{pmatrix} 2 & 3 \\ 2 & 3 \end{pmatrix}$$

$$\downarrow$$

$$M = \begin{pmatrix} 1 & 3 \\ 1 & 3 \end{pmatrix} \begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 3 \\ 2 & 3 \end{pmatrix}$$

$$\downarrow$$

 $M = \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 2 & 0 \\ 0 & 3 \end{pmatrix} = \begin{pmatrix} 2 & 3 \\ 2 & 3 \end{pmatrix}$



Normalize the columns of S

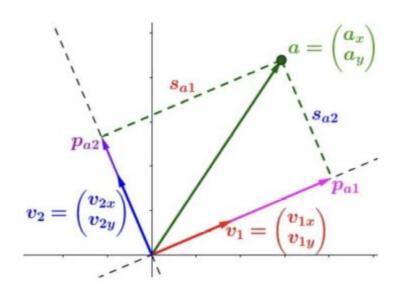
$$S = \binom{s_{a1}}{s_{b1}} \frac{s_{a2}}{s_{b2}}$$
 Magnitude of 1st column = $\sigma_1 = \sqrt{(s_{a1})^2 + (s_{b1})^2}$

Magnitude of 2nd column = $\sigma_2 = \sqrt{(s_{a2})^2 + (s_{b2})^2}$

(σ_i) is the **square root of the sum of squared projection lengths,** of all points, onto the *i*th unit vector **v**_i

$$S = \begin{pmatrix} s_{a1} & s_{a2} \\ s_{b1} & s_{b2} \end{pmatrix}$$
A column vector containing the lengths of projections of each point on the 1st axis vI

A column vector containing the lengths of projections of each point on the 2nd axis $v2$



Normalize the columns of S

$$S = \begin{pmatrix} s_{a1} & s_{a2} \\ s_{b1} & s_{b2} \end{pmatrix}$$

Magnitude of 1st column = $\sigma_1 = \sqrt{(s_{a1})^2 + (s_{b1})^2}$

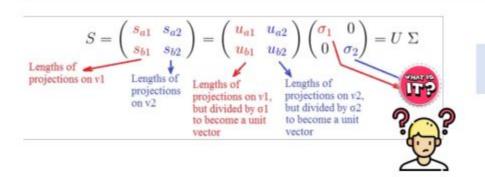
Magnitude of 2nd column = $\sigma_2 = \sqrt{(s_{a2})^2 + (s_{b2})^2}$

S - Explanation

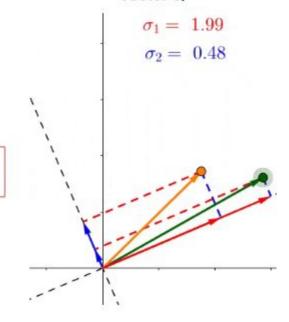
$$S = \begin{pmatrix} s_{a1} & s_{a2} \\ s_{b1} & s_{b2} \end{pmatrix} = \begin{pmatrix} u_{a1} & u_{a2} \\ u_{b1} & u_{b2} \end{pmatrix} \begin{pmatrix} \sigma_1 & 0 \\ 0 & \sigma_2 \end{pmatrix} = U \Sigma$$
Lengths of projections on v_1 but divided by σ_1 but divided by σ_1 to become a unit vector vector

What about the sigmas? Why did we need to normalie **S** to find them?

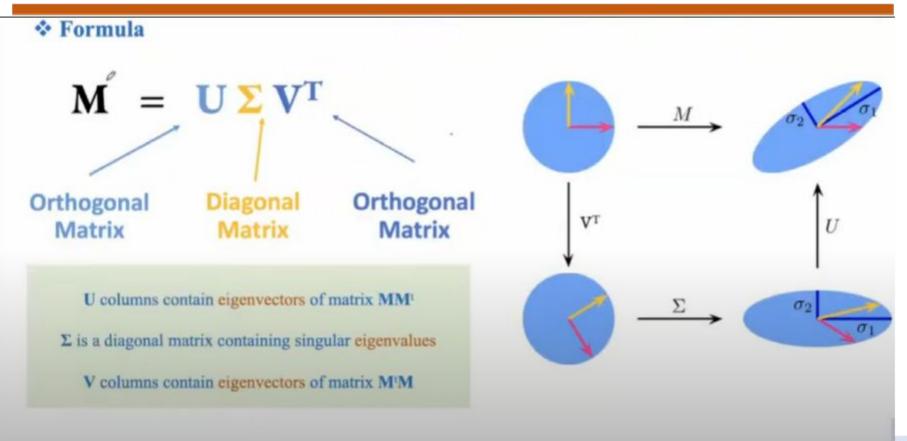
σ - Explanation



(σ_i) is the square root of the sum of squared projection lengths, of all points, onto the *i*th unit vector \mathbf{v}_i



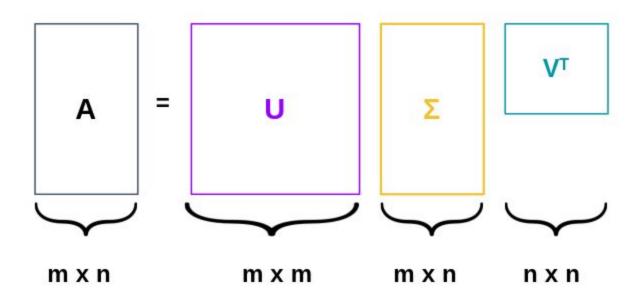
if $\sigma_1 > \sigma_2$, then most points are closer to v_1 than v_2 , and vice versa.



Let's observe! $A^T A = \begin{pmatrix} 5 & 6 \\ 6 & 9 \end{pmatrix}$ $AA^T = \begin{pmatrix} 1 & 2 \\ 2 & 13 \end{pmatrix}$ $A = \begin{pmatrix} 1 & 0 \\ 2 & 3 \end{pmatrix}$ $\lambda_1 = 13.32$ $\lambda_2 = 0.675$ $\lambda_1 = 13.32$ $\lambda_2 = 0.675$ $v_1 = \begin{pmatrix} -0.58 \\ -0.81 \end{pmatrix}$ $v_2 = \begin{pmatrix} -0.81 \\ 0.58 \end{pmatrix}$ $u_1 = \begin{pmatrix} -0.16 \\ -0.98 \end{pmatrix}$ $u_2 = \begin{pmatrix} -0.98 \\ 0.16 \end{pmatrix}$ $\lambda_i^{(1)} = \lambda_i^{(2)}$ $AA^Tu_i = \lambda_i u_i$ $A^T A v_i = \lambda_i v_i$ singular value $\sigma = \sqrt{\lambda}$ $\sigma_1 = \sqrt{\lambda_1} = 3.65$ $Av_i = \sigma_i u_i$ $\sigma_2 = \sqrt{\lambda_2} = 0.82$ $A = \begin{pmatrix} u_1 & u_2 \end{pmatrix} \begin{pmatrix} \sigma_1 & 0 \\ 0 & \sigma_2 \end{pmatrix} \begin{pmatrix} v_1' \\ v_2'' \end{pmatrix} \qquad \begin{pmatrix} 1 & 0 \\ 2 & 3 \end{pmatrix} = \begin{pmatrix} -0.16 & -0.98 \\ -0.98 & 0.16 \end{pmatrix} \begin{pmatrix} 3.65 & 0 \\ 0 & 0.82 \end{pmatrix} \begin{pmatrix} -0.58 & -0.81 \\ -0.81 & 0.58 \end{pmatrix}$ $A = U\Sigma V$

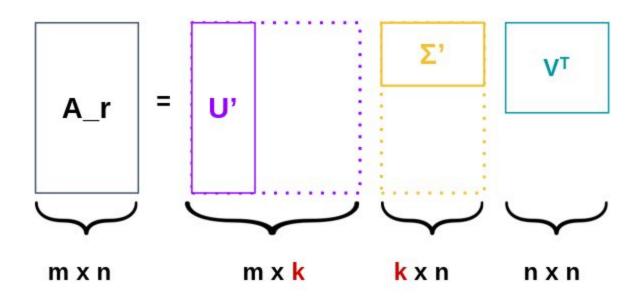


U Revisit





U Revisit

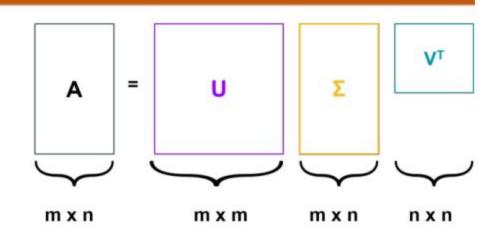


U Example

$$A = \begin{bmatrix} 1 & 6 & 6 \\ 0 & 3 & 1 \\ 4 & 6 & 1 \\ 5 & 7 & 7 \end{bmatrix}$$

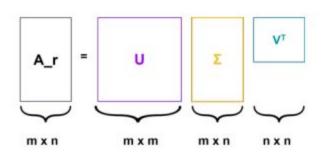
$$U = \begin{bmatrix} -0.53, & -0.55, & -0.44, & -0.47 \\ -0.18, & 0.03, & -0.63, & 0.76 \\ -0.42, & 0.83, & -0.21, & -0.3 \\ -0.71, & -0.08, & 0.61, & 0.34 \end{bmatrix}$$

$$\Sigma = \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \\ 0, & 0, & 2.45 \\ 0, & 0, & 0 \end{bmatrix}$$



$$\Sigma = \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \\ 0, & 0, & 2.45 \\ 0, & 0, & 0 \end{bmatrix} \qquad V^T = \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

U Example: Reconstruction



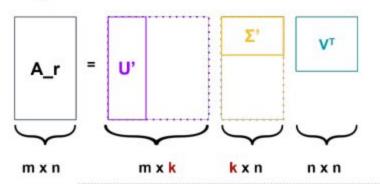
$$A = \begin{bmatrix} 1 & 6 & 6 \\ 0 & 3 & 1 \\ 4 & 6 & 1 \\ 5 & 7 & 7 \end{bmatrix} \qquad U = \begin{bmatrix} -0.53, & -0.55, & -0.44, & -0.47 \\ -0.18, & 0.03, & -0.63, & 0.76 \\ -0.42, & 0.83, & -0.21, & -0.3 \\ -0.71, & -0.08, & 0.61, & 0.34 \end{bmatrix}$$

$$\Sigma = \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \\ 0, & 0, & 2.45 \\ 0, & 0, & 0 \end{bmatrix} \qquad V^T = \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

$$A_r = \begin{bmatrix} -0.53, & -0.55, & -0.44, & -0.47 \\ -0.18, & 0.03, & -0.63, & 0.76 \\ -0.42, & 0.83, & -0.21, & -0.3 \\ -0.71, & -0.08, & 0.61, & 0.34 \end{bmatrix} \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \\ 0, & 0, & 2.45 \\ 0, & 0, & 0 \end{bmatrix} \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

$$= \begin{bmatrix} 1.0e+00 & 6.0e+00 & 6.0e+00 \\ 1.0e-16 & 3.0e+00 & 1.0e+00 \\ 4.0e+00 & 6.0e+00 & 1.0e+00 \\ 5.0e+00 & 7.0e+00 & 7.0e+00 \end{bmatrix}$$
Error = 1.0e-14

U Example: Reconstruction



$$A = \begin{bmatrix} 1 & 6 & 6 \\ 0 & 3 & 1 \\ 4 & 6 & 1 \\ 5 & 7 & 7 \end{bmatrix} \qquad U = \begin{bmatrix} -0.53, & -0.55, & -0.44, & -0.47 \\ -0.18, & 0.03, & -0.63, & 0.76 \\ -0.42, & 0.83, & -0.21, & -0.3 \\ -0.71, & -0.08, & 0.61, & 0.34 \end{bmatrix}$$

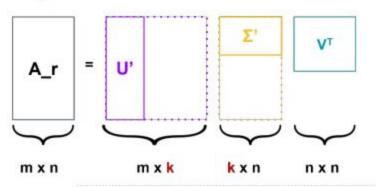
$$\Sigma = \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \\ 0, & 0, & 2.45 \\ 0, & 0, & 0 \end{bmatrix} \qquad V^T = \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

$$A_{r} = \begin{bmatrix} -0.53, & -0.55 \\ -0.18, & 0.03 \\ -0.42, & 0.83 \\ -0.71, & -0.08 \end{bmatrix} \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \end{bmatrix} \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

$$= \begin{bmatrix} 1.78 & 5.33 & 6.34 \\ 1.1 & 2.05 & 1.49 \\ 4.37 & 5.68 & 1.16 \\ 3.93 & 7.92 & 6.53 \end{bmatrix}$$

Error = 2.45

U Example: Reconstruction



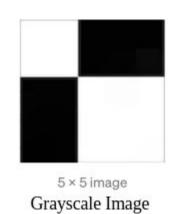
$$A = \begin{bmatrix} 1 & 6 & 6 \\ 0 & 3 & 1 \\ 4 & 6 & 1 \\ 5 & 7 & 7 \end{bmatrix} \qquad U = \begin{bmatrix} -0.53, & -0.55, & -0.44, & -0.47 \\ -0.18, & 0.03, & -0.63, & 0.76 \\ -0.42, & 0.83, & -0.21, & -0.3 \\ -0.71, & -0.08, & 0.61, & 0.34 \end{bmatrix}$$

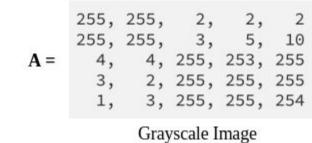
$$\Sigma = \begin{bmatrix} 15.39, & 0, & 0 \\ 0, & 4.01, & 0 \\ 0, & 0, & 2.45 \\ 0, & 0, & 0 \end{bmatrix} \qquad V^T = \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

$$A_{r} = \begin{bmatrix} -0.53 \\ -0.18 \\ -0.42 \\ -0.71 \end{bmatrix} \begin{bmatrix} 15.39, & 0, & 0 \end{bmatrix} \begin{bmatrix} -0.38, & -0.73, & -0.57 \\ 0.58, & 0.29, & -0.76 \\ 0.72, & -0.62, & 0.32 \end{bmatrix}$$

$$= \begin{bmatrix} 3.07 & 5.98 & 4.67 \\ 1.04 & 2.02 & 1.58 \\ 2.42 & 4.71 & 3.68 \\ 4.12 & 8.02 & 6.27 \end{bmatrix}$$

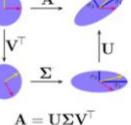
Error = 4.703







[-0.57695512 -0.02195382 0.21961838 0.77665681 0.12334014]]





Singular Value Decomposition (SVD)

```
U - Matrix

-0.01, 0.70, 0.67, -0.19, 0.02
-0.02, 0.70, -0.67, 0.19, -0.03
-0.57, -0.01, -0.16, -0.48, 0.63
-0.57, -0.02, -0.04, -0.29, -0.75
-0.57, -0.02, 0.21, 0.77, 0.12
```