Some special symmetric matrices: Suppose A is an mxn (30) motrix (we don't need m=n). Then ATA and AAT are both symmetric (not usually the same) $n \times n$ $m \times m$ What's special about ATA? For one thing, its eigenvalues ore not just real numbers. They are also positive (or 0). Why? (Suppose ATA = 1x with x + ō. Then $\Rightarrow \lambda = \lambda(\hat{x}^T \hat{x})$ Then $\Rightarrow \lambda = (A\hat{x}) \cdot (A\hat{x})$ "Spectral $\Rightarrow \lambda = (A\hat{x}) \cdot (A\hat{x})$ Theorem"

Theorem" Let's arrange the eigenvalues in decreasing order : $\lambda_1 \geq \lambda_2 \geq \ldots \geq \lambda_r > \lambda_{r+1} = 0, \ldots, \lambda_n = 0$ Vi, V2, --- Vr, Vr+1, ---, Vn Corthonormal loasis of eigenvectors

Basis for N(ATA) spectral Theorem

ince each li ≥0 we since each li≥0, we Also a bosis for N(A), because N(A)=N(A+A). can take their square Why? If z in N(A), the Az=0, so roots: oi=+VA; ATAX = ATO=0-xis also in NATA). called the singular on the other hand, if ATA = 0, then values of A XT AT AX = XT O = O $(Ax)^T Ax = ||Ax||^2 \rightarrow Ax = 0.$ So x is in N(A) as well.

Note that dim N(ATA) = dim N(A) = n-r, where r = ronk(A) 30 some as rank of ATA.

So the non-zero singular values $\sigma_1, \sigma_2, \dots, \sigma_r$ go along with rank(A) -many eigenvectors $\overrightarrow{V_1}, \overrightarrow{V_2}, \dots, \overrightarrow{V_r} : ATA\overrightarrow{V_i} = \overrightarrow{\sigma_i} \overrightarrow{V_i}$ orthonormal

For i=1,2,...,r, let's define $u_i = \frac{1}{\sigma_i} A \vec{\nabla}_i$ (vectors in \mathbb{R}^m since A is mxn)

What's special about $u_1, u_2, ..., u_r$?

(D) They are an orthonormal set in \mathbb{R}^{m} : $U_{i}^{T}U_{j}^{T} = \frac{1}{\sigma_{i}\sigma_{j}}(Av_{i})^{T}(Av_{j}^{T}) = \frac{1}{\sigma_{i}\sigma_{j}}\sum_{\sigma_{i}^{T}}A^{T}A^{T}$ $= \frac{\sigma_{i}^{T}}{\sigma_{i}^{T}}\sum_{\sigma_{i}^{T}}\sum_{\sigma_{i}^{T}}\frac{1}{\sigma_{i}^{T}}\sum_{$

(2) They form a basis of the column space ((A):

orthonormal

- They are linearly independent because they are orthonormal.

- They are in the column space, because C(A) = set of all

A \hat{x} for \hat{x} in \mathbb{R}^{1} .

They are enough for a basis since d im C(A) = r and r.

(3) They are eigenvectors for AAT! $AAT \hat{u}_{i} = \frac{1}{\sigma_{i}} AAT A \hat{v}_{i} = \sigma_{i} A \hat{v}_{i} = \sigma_{i}^{2} \left(\frac{A}{\sigma_{i}} \right) = \sigma_{i}^{2} \hat{u}_{i}^{2}$ $AAT \hat{u}_{i} = \frac{1}{\sigma_{i}} AAT A \hat{v}_{i} = \sigma_{i}^{2} A \hat{v}_{i} = \sigma_{i}^{2} \left(\frac{A}{\sigma_{i}} \right) = \sigma_{i}^{2} \hat{u}_{i}^{2}$

Now remember one of the big theorems: C(A) = N(AT) in RM We can get an orthonormal basis of IRM by combining { \(\overline{\pi_1}, \overline{\pi_2}, \overline{\pi_r} \) with \{ \overline{\pi_{r+1}, \overline{\pi_m}} \} orthonormal basis of N(AT), same as orthonormal basis of C(A), also N(AMA), so also eigenvectors for AAT eigenvectors for AAT (with eigenvalue 0). A, we've shown that we can Conclusion: For any mxn motrix find orthonormal bases of both IRM and IRM that are "good for A": orthonormal basis of Rm = {\(\vec{a}_{1}, ---, \vec{u}_{r}, \vec{u}_{r+1}, ---, \vec{u}_{m}\)} eigenvectors for AAT 9 basis of N(AT) AAT RI= OF RI orthonormal loasis of Pigenvectors Rn = { \(\bar{v}_1, \ldots, \bar{v}_r, \bar{v}_{r+1}, \ldots, \bar{v}_n\)} for ATA bosis of N(A) $\Delta \vec{\nabla}_i = \sigma_i^2 \vec{\nabla}_i$ Moreover, Avi= oiui We can use this equation to drive the singular value decomposition (SVD) of A: Write: $V = \begin{bmatrix} \vec{v}_1 & \vec{v}_2 & --\vec{v}_n \end{bmatrix}$, $U = \begin{bmatrix} \vec{u}_1 & \vec{u}_2 & --\vec{u}_m \end{bmatrix}$, $\Sigma = \begin{bmatrix} \vec{v}_1 & \vec{v}_2 & --\vec{v}_n \\ \vec{v}_1 & \vec{v}_2 & --\vec{v}_n \end{bmatrix}$ mxm orthogonal motrix nxn orthogonal matrix

Now let's calculate: $AV = A\left[\overrightarrow{v_1} \overrightarrow{v_2} - \overrightarrow{v_n}\right] = \left[\overrightarrow{A}\overrightarrow{v_1} \overrightarrow{A}\overrightarrow{v_2} - \overrightarrow{A}\overrightarrow{v_r} \overrightarrow{0} - \overrightarrow{0} \right]$ $\overrightarrow{A}\overrightarrow{v_i} = \overrightarrow{o_i}\overrightarrow{u_i} \text{ if } \overrightarrow{A}\overrightarrow{v_i} = \overrightarrow{0} \text{ if } i > r.$ $= \begin{bmatrix} \sigma_1 \vec{u}_1 & \sigma_2 \vec{u}_2 & --- & \sigma_1 \vec{u}_1 & \vec{o}_1 & --- & \vec{o}_1 \end{bmatrix}$ Canwrite

0=0 urty 0=0 urt2 --- 0 = 0 Um man matrix; multiplying columns by o; = multiply on right with an mxn diogonal-like matrix $= \begin{bmatrix} \vec{\alpha}_1 & \vec{\alpha}_2 & -\vec{\alpha}_m \\ 0 & 5 \end{bmatrix} \begin{bmatrix} \sigma_1 & \sigma_2 & 0 \\ 0 & 5 \end{bmatrix} \begin{bmatrix} \sigma_1 & \sigma_2 & 0 \\ 0 & 5 \end{bmatrix}$ = U [mxn (we will have columns of 0's on the right if n>m, and we will have rows of 0's at the bottom if m>n) We calculated AV=UI. Also, Visorthogonal, V-1=VT. SO A=UIVT e the singular value decomposition (SVD) SVD shows that any mxn matrix A can be factored as: (mxm orthogonal) (Mxn diagonal-like) (mnxn orthogonal) gahamas are the right diagonal entries columns or the left ore the singular singular vectors (orthonormal singular vectors Values (square (orthonormal basis of bosis of eigenvectors roots of the positive rigenvectors for ATA. for AAT real ciophvalues of ATA bno TAA

Example (Problem 7.2.4)

$$A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad \text{Let's find the SVD. First find eigenvalues and eigenvectors of ATA.}$$

$$ATA = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix} \quad \text{Eigenvalues: det}(ATA - \lambda I) = \begin{bmatrix} 2 - \lambda \\ 1 & 2 - \lambda \end{bmatrix} = (2 - \lambda)^2 - 1 = \lambda^2 - 4\lambda + 3 = (\lambda - 3)(\lambda - 1) = 0$$

$$50 \lambda = 3 > \lambda_2 = 1 > 0 \qquad \Rightarrow \sigma_1 = \sqrt{3}, \sigma_2 = 1 \quad \text{(square roots)}$$

$$Eigenvectors for \lambda = 3 : Solve(ATA - 3I) \hat{x} = \hat{0}$$

$$\begin{bmatrix} -1 & 1 & | x_1 \\ 1 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 & | x_1 \\ 0 & 1 & | x_2 \end{bmatrix} =$$

Note that $\nabla_1 \perp \nabla_2$, should be a unit vector: $\nabla_2 = \sqrt{12} \lfloor 1 \rfloor$.

Note that $\nabla_1 \perp \nabla_2$, should so $\mathbb{Z} \setminus \mathbb{Z} \setminus \mathbb{$

 $\vec{C}_{2} = \frac{1}{\sigma_{2}} A \vec{\nabla}_{2} = \frac{1}{1} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} -1/\sqrt{12} \\ 1/\sqrt{12} \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} -1/\sqrt{12} \\ 0 & 1 \end{bmatrix}$

basis vector of

 $N(AA^{T}) = N(A^{T})$

Solve $AT \stackrel{>}{\times} = 0$: $\begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \end{bmatrix}$ $\begin{bmatrix} Row & 1 - Row & 2 \\ 0 & 1 & 0 \end{bmatrix}$ $\begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$ $\begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$ $\begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$ $\begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$ $\begin{bmatrix} 1 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$ $50 \hat{\chi} = \hat{\chi}_3 \begin{bmatrix} -1 \\ 1 \end{bmatrix}$. \hat{U}_3 needs to be a unit vector: $\hat{U}_3 = \frac{1}{\sqrt{3}} \begin{bmatrix} -1 \\ 1 \end{bmatrix}$ We can now with $U = \begin{bmatrix} 1/\sqrt{6} & -1/\sqrt{2} & 1/\sqrt{3} \\ 2/\sqrt{6} & 0 & -1/\sqrt{3} \\ 1/\sqrt{6} & 1/\sqrt{2} & 1/\sqrt{3} \end{bmatrix}$ Columns are LFinally, the SVD is A=ULVT=[1/46 -1/42 1/43][-1/3 0][1/42 1/45]

2/46 0 -1/47 0 1

1/46 1/47 1/45 0 0 0 Check this is correct: $U = \begin{bmatrix} 1/\sqrt{2} & -1/\sqrt{2} \\ 2/\sqrt{2} & 0 \\ 0 & 1/\sqrt{2} \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ -1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = A$ What are some things we can do with SVD? Geometry A = UIVT VT, orthogonal) [L, just scales openat thouse the x and y-axis length or angle Vectors U, orthogonal, doein't change length or angle

50 SVD breaks A up into three pieres, and only I change the 30 lengths of vectors. This gives us a way to measure the "size" of A 1.e, what is the maximum possible amount that A can stretch a vector. Remember: length of a vector \hat{x} : $\|\hat{x}\| = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$ The size of A, or norm of A, II All, is the maximum possible ratio 1/AZ 1/ 1/21 (where x +0) This is the factor that A stretches X. Theorem |A| = largest singular value of. Proof: First let's show ||A|| > o, by showing ||Av, ||/||v, || = o; || AT || / || T || = || U [V T] || = || U [[]] || = || U [] || = || O, U, || = 0, ||1,11=01. Nowlet's show ||A|| ≤ or by showing ||AÌ| /||X|| ≤ or for all x ≠0: $\frac{\|A\overline{x}\|}{\|\overline{x}\|} = \frac{\|u\underline{x}v\underline{x}\|}{\|\overline{x}\|} = \frac{\|\underline{x}v\underline{x}\|}{\|\overline{x}\|} = \frac{\sqrt{(\sigma_1(v\underline{x})_1)^2 + \dots + (\sigma_r(v\underline{x})_r)^2}}{\|\overline{x}\|}$ Because U Because Vt is orthogonal, is orthogonal, Because of 15 doesn't change lengths. goesn't change the biogest singular length. $\leq \frac{\sqrt{\sigma_{1}^{2}((v_{x})_{1}^{2}+...+(v_{x})_{n}^{2}}}{||x||} = \frac{\sigma_{1}||v_{x}||}{||x||} = \sigma_{1}$ 50 IAII 20, and IIAII 60, ~> IIAII =0, /

This shows that of is the maximum amount that A stretches vector, 37 and that the vectors that get stretched the most are in span (vi). Example AFRAM A=[1] We saw that the biggest Singular vector is o= 13, and 了= 在[]. So for example [1] gets stretched by a factor of V3: $\frac{\|Ax\|}{\|x\|} = \frac{\|[x]\|\|x\|}{\|[x]\|} = \frac{\|[x]\|}{\|[x]\|} = \frac{\sqrt{1+4+1}}{\sqrt{1+1}} = \frac{\sqrt{3}}{\sqrt{1+1}} = \frac{\sqrt{3}}{\sqrt{3}}$ Another application: 5VD gives a good way writing a rank rmatrix A as a sum of r rank-1 matrices: Theorem A=0, v,v,T+ozvzvzT+...+orvrvrT C"outer product," column vector x row vector, has rank = 1 because every row is a multiple of Vit. Proof two matrices A and B are equal if AX=Bx for every xin Rn. Here $\{\overline{V_1}, --, \overline{V_n}\}$ is a basis so can write $\overline{X} = C_1 \overline{V_1} + C_2 \overline{V_2} + -- + C_n \overline{V_n}$ Then $(\sigma_{i}\vec{u}_{i}\vec{v}_{i}T + ... + \sigma_{r}\vec{u}_{r}\vec{v}_{r}T)(c_{i}\vec{v}_{i} + ... + c_{n}\vec{v}_{n}) =$ of c, u, v, v, + -- + or crur vr vr + a bunch of 0's (because Mivj=0 if i = j.) $= c_1(\sigma_1\vec{u}_1) + \dots + c_r(\sigma_r\vec{u}_r) + c_{r+1}\vec{\partial} + \dots + c_n\vec{\partial}$ $\overrightarrow{AV_r}$ $\overrightarrow{AV_r}$ $\overrightarrow{AV_r}$ $=A\left(c_{1}\overrightarrow{\nabla}_{1}+\cdots+c_{r}\overrightarrow{\nabla}_{r}+c_{r+1}\overrightarrow{\nabla}_{r+1}+\cdots+c_{n}\overrightarrow{\nabla}_{n}\right)=A\overrightarrow{X}$

Example If $A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$, then $A = \sigma_1 \vec{u}_1 \vec{v}_1 \vec{v}_1 + \sigma_2 \vec{u}_2 \vec{v}_2 \vec{v}_2$ $= \sqrt{3} \begin{bmatrix} 1/\sqrt{6} \\ 2/\sqrt{6} \\ 1/\sqrt{6} \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{6} \end{bmatrix} + 1 \begin{bmatrix} -1/\sqrt{2} \\ 0 \\ 1/\sqrt{2} \end{bmatrix} \begin{bmatrix} -1/\sqrt{2} \\ 1/\sqrt{2} \end{bmatrix} \begin{bmatrix} -1/\sqrt{2} \\ 1/\sqrt{2} \end{bmatrix}$ $= \frac{1}{2} \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \frac{1}{2} \left(\begin{bmatrix} 1 \\ 22 \\ 11 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \right) = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} = A \sqrt{\frac{1}{2}}$ Application in Image processing: Represent a digital photograph A= mn pixels in the image as an mxn matrix = n components Or A= of u, v, T+ -- + or urvr r(m+n) vector components m components If ris much smaller than m,n, then it's more efficient to transmitor store r(m+n) vector components than mn motrix entries. However, even if r is not much smaller than morn, many of the singular values of ore often very small. So we may be able to A = o, u, v, + -- + os us vs where s is much smaller Write than m and n. Image compression. We lose a little information by throwing out Some terms, but It might not moke a difference.