

Goal this week:

SVD, PCA

(Review CS132)

Geometric Algorithms)

Review linear Algebra.

VECTORS AND MATRICES.

$$v = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_d \end{bmatrix}$$

is equivalent to a d -dimensional point (\mathbb{R}^d) .
↔ column vector.

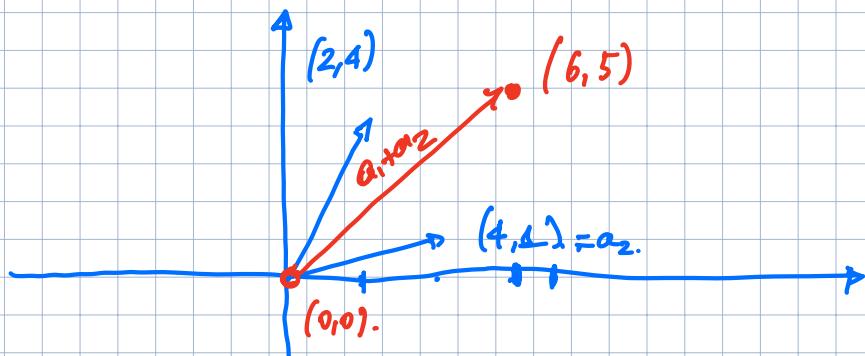
$$v^T = [v_1, \dots, v_d] \quad \text{↔ row vector.}$$

} both will be stored
as an array.

$$A_{n \times d} = \begin{bmatrix} -a_1^T- \\ \vdots \\ -a_n^T- \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} & \dots & A_{1d} \\ A_{21} & A_{22} & \dots & A_{2d} \\ \vdots & \vdots & & \vdots \\ A_{n1} & A_{n2} & \dots & A_{nd} \end{bmatrix}$$

$A_{c, j}$ ↗ col index.
row index

$$A = \begin{bmatrix} 1 & 1 \\ b_1 & \dots & b_d \\ 1 & \dots & 1 \end{bmatrix}$$



$$\begin{aligned} a_1 + a_2 &= (2+4, 4+1) = \\ &= (6, 5). \end{aligned}$$

$$\left[\begin{array}{cc} (1 & 2) \\ 3 & 4 \end{array} \right] \cdot \left[\begin{array}{c} x_1 \\ x_2 \end{array} \right] = \left[\begin{array}{c} (1,2) \cdot \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \\ (3,4) \cdot \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \end{array} \right] = \left[\begin{array}{c} x_1 + 2x_2 \\ 3x_1 + 4x_2 \end{array} \right]$$

A · x.

→ dot product perspective of MATRIX VECTOR Multiplication.

LINEAR COMBINATION of columns perspective

$$\left[\begin{array}{cc} 1 & 2 \\ 3 & 4 \end{array} \right] \left[\begin{array}{c} x_1 \\ x_2 \end{array} \right] = x_1 \left[\begin{array}{c} 1 \\ 3 \end{array} \right] + x_2 \left[\begin{array}{c} 2 \\ 4 \end{array} \right] = \left[\begin{array}{c} x_1 \\ 3x_1 \end{array} \right] + \left[\begin{array}{c} 2x_2 \\ 4x_2 \end{array} \right] = \left[\begin{array}{c} x_1 + 2x_2 \\ 3x_1 + 4x_2 \end{array} \right]$$

$$2x_1 + 5x_2 - 7x_3 = 10.$$

$$-x_1 + 8x_2 - 2x_3 = -2.$$

$$\underline{\underline{A \cdot x = b}}$$

$\begin{matrix} 2 \times 3 \\ 3 \times 1 \\ \hline 2 \times 1 \end{matrix}$

$$\left[\begin{array}{ccc} (2 & 5 & -7) \\ (-1 & 8 & -2) \end{array} \right] \left[\begin{array}{c} x_1 \\ x_2 \\ x_3 \end{array} \right] = \left[\begin{array}{c} 10 \\ -2 \end{array} \right]$$

$A \cdot x = b.$

We are trying to find a linear combination of the three 2dim columns of A such that this linear combination is equal to b.

$$x, y \in \mathbb{R}^d$$

$$x+y = \left[\begin{array}{c} x_1 \\ \vdots \\ x_d \end{array} \right] + \left[\begin{array}{c} y_1 \\ \vdots \\ y_d \end{array} \right] = \left[\begin{array}{c} x_1 + y_1 \\ \vdots \\ x_d + y_d \end{array} \right].$$



$$A + B = C \quad \text{where} \quad C_{ij} = A_{ij} + B_{ij}. \quad \text{if } 1 \leq i \leq n, 1 \leq j \leq d.$$

$$C = A \cdot B \quad \text{where} \quad C_{ij} = \sum_{k=1}^d A_{ik} B_{kj} = a_i^T b_j.$$

$$5 \cdot 3 = 3 \cdot 5 = 15.$$

but $A \cdot B \neq B \cdot A$ (matrix multiplication is not commutative!).

$$(AB)C = A(BC) \quad (\text{ASSOCIATIVE})$$

$$A(B+C) = AB + AC \quad (\text{DISTRIBUTIVE})$$

VECTOR-VECTOR PRODUCT.

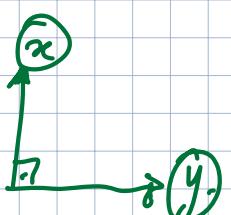
$$x^T y = (x_1 \dots x_d) \begin{pmatrix} y_1 \\ \vdots \\ y_d \end{pmatrix}_{d \times 1}^{1 \times d} = x_1 y_1 + \dots + x_d y_d = \sum_{i=1}^d x_i y_i = \langle x, y \rangle.$$

\angle

A lot of geometry.

INNER PRODUCT

$$\underline{x^T \cdot y} = \underline{\text{length}(x)} \underline{\text{length}(y)} \underline{\cos(\theta)} \in \mathbb{R}.$$



$$\text{length}(x) = \|x\|_2 = \|x\| = \sqrt{x_1^2 + \dots + x_d^2}$$

if omitted.

$$\cos(90^\circ) = 0.$$

generalizes
Pythagoras theorem.

$$\begin{pmatrix} \overset{d \times 1}{x} & \overset{k \times 1}{y^T} \end{pmatrix} = \begin{pmatrix} x_1 y_1 & \cdots & x_k y_1 \\ \vdots & \ddots & \vdots \\ x_1 y_d & \cdots & x_k y_d \end{pmatrix}^{d \times k} = C \in \mathbb{R}^{d \times k \times d \times k} \text{ OUTER Product}$$

(i,j)-th entry.

$$\text{length}(x) = \|x\|_2 = \sqrt{\sum_{i=1}^d x_i^2} = \sqrt{x^T x} = \sqrt{x^T x}$$

if omitted.

Euclidean Norm. / $\|\cdot\|_2$.

$$\|x\|_2^2 = x^T \cdot x = \sum_{i=1}^d x_i^2$$

L_p norms (well-defined. for our purposes for $p \in [1, +\infty]$).

$$\|x\|_p = \left(\sum_{i=1}^d |x_i|^p \right)^{\frac{1}{p}}$$

POWER.
denotes the norm

$$\|x\|_1 = \sum_{i=1}^d |x_i|.$$

$$\left\| \underbrace{(1, -1)}_{\text{norm}} \right\|_1 = (1) + (-1) = 2$$

$$\|x\|_\infty = \max_{1 \leq i \leq d} |x_i|.$$

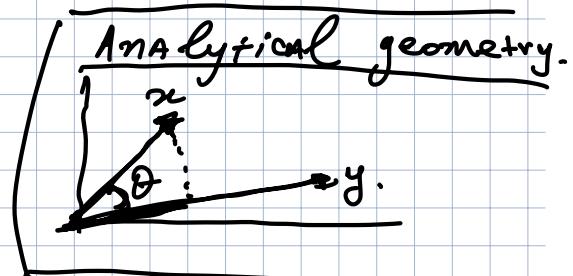
$$x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}, y = \begin{bmatrix} y_1 \\ y_2 \end{bmatrix}$$

Q.

$$x^T y = x_1 y_1 + x_2 y_2.$$

$$\|x\| = \sqrt{x_1^2 + x_2^2}$$

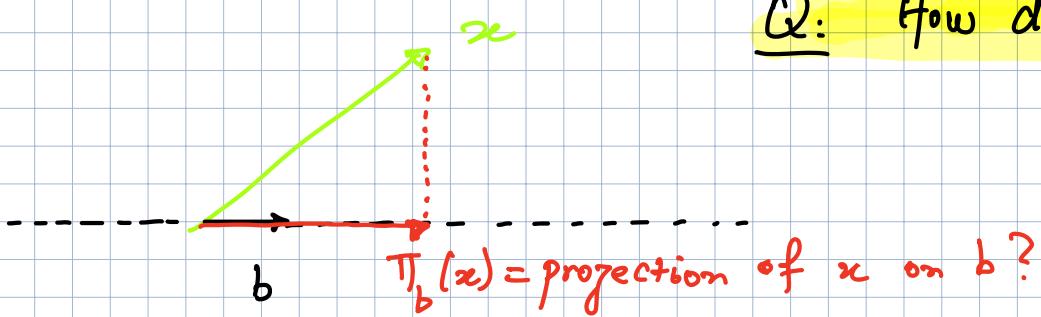
$$\|y\| = \sqrt{y_1^2 + y_2^2}.$$



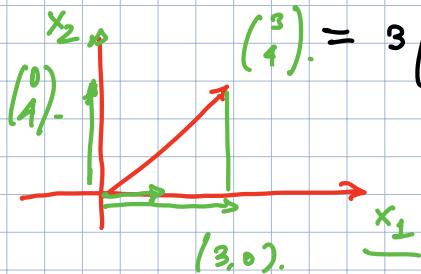
$$\cos \theta = \frac{x_1 y_1 + x_2 y_2}{\sqrt{x_1^2 + x_2^2} \sqrt{y_1^2 + y_2^2}} \quad (\text{projections})$$

How do we project (why does trigonometry play a role?).

Q: How do we project x on b?



Example: $x = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$, $b = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$. Then $\Pi_b(x) = ? = \begin{pmatrix} x_1 \\ 0 \end{pmatrix}$



$$\begin{pmatrix} 3 \\ 4 \end{pmatrix} = 3 \begin{pmatrix} 1 \\ 0 \end{pmatrix} + 4 \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

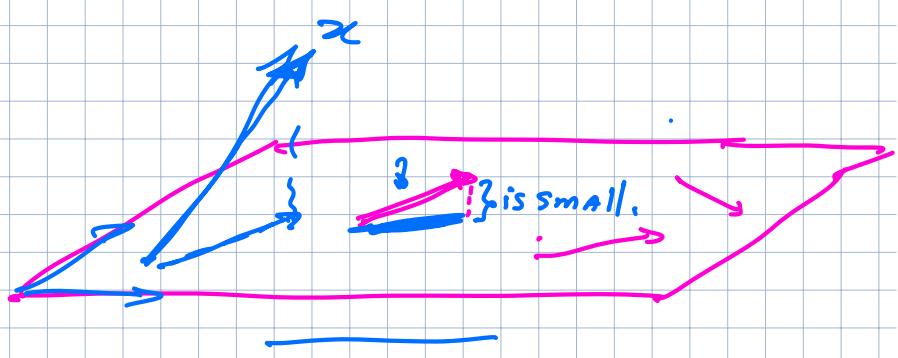
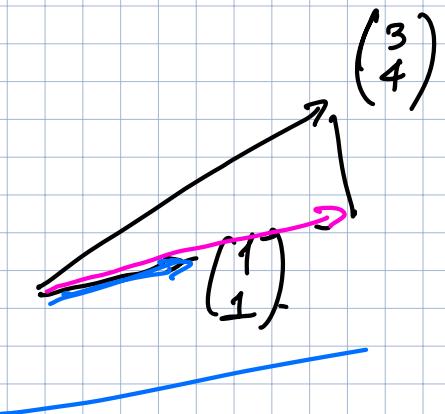
$$\Pi_{\begin{pmatrix} 1 \\ 0 \end{pmatrix}} \left(\begin{pmatrix} 3 \\ 4 \end{pmatrix} \right) = \begin{pmatrix} 3 \\ 0 \end{pmatrix}$$

$$\Pi_{\begin{pmatrix} 0 \\ 1 \end{pmatrix}} \left(\begin{pmatrix} 3 \\ 4 \end{pmatrix} \right) = \begin{pmatrix} 0 \\ 4 \end{pmatrix}$$

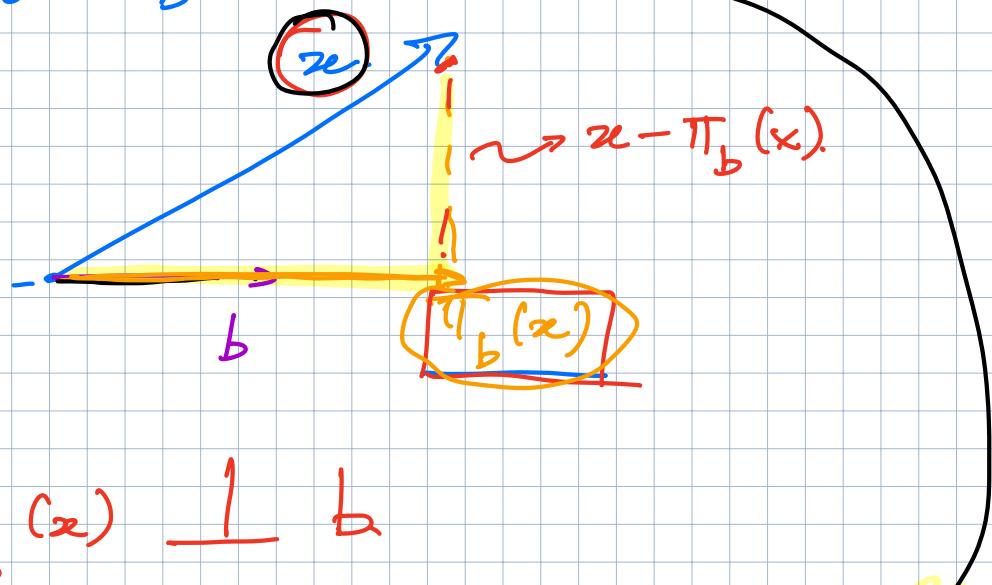
This example is easy, because $b = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ STANDARD

orthonormal basis for \mathbb{R}^2 .

$e_1 = \begin{pmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{pmatrix}, e_2 = \begin{pmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{pmatrix}, \dots, e_n = \begin{pmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{pmatrix}$ is the STANDARD BASIS for (\mathbb{R}^n) .



Clearly, $\pi_b(x) = \gamma \cdot b$ for some $\gamma \in \mathbb{R}$.



$$x - \pi_b(x) \perp b$$

$$(x - \pi_b(x))^T b = 0. \Rightarrow x^T b = (\pi_b(x))^T b.$$

$$(x - \pi_b(x))^T = (x^T - \pi_b^T(x)).$$

$$\gamma \cdot b^T b = x^T b \Rightarrow \gamma = \frac{x^T b}{b^T b} = \frac{b^T x}{\|b\|^2}$$

$$\text{So } \pi_b(x) = \gamma \cdot b = \left(\frac{b^T x}{b^T b} \right) \cdot b = \begin{bmatrix} b & b^T \\ b^T & b \end{bmatrix} \begin{bmatrix} x \\ 1 \end{bmatrix}$$

projection matrix.

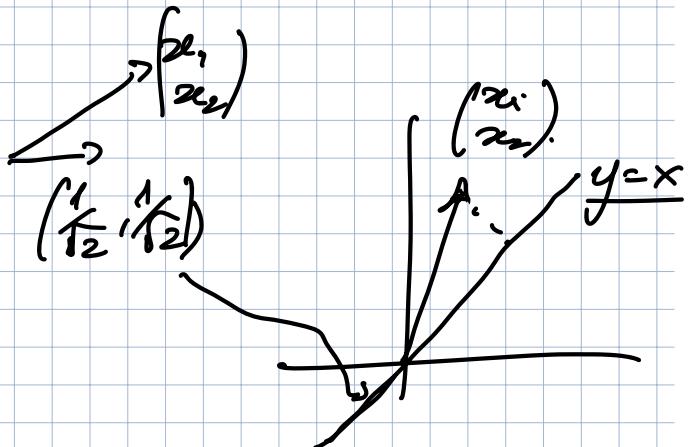
$$P = \frac{b b^T}{b^T b}$$

$$P^2 = \left(\frac{b b^T}{b^T b} \right) \left(\frac{b b^T}{b^T b} \right) = \frac{b \cancel{(b^T b)} b^T}{\cancel{(b^T b)^2}} = \frac{b b^T}{b^T b} = P.$$

$$\boxed{P^2 = P.}$$

$$x^T b = x_1 b_1 + \dots + x_d b_d = b^T x. \checkmark$$

$$b = \left(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \right).$$



$$b^T b = \frac{1}{2} + \frac{1}{2} = 1.$$

$$bb^T = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{pmatrix}.$$

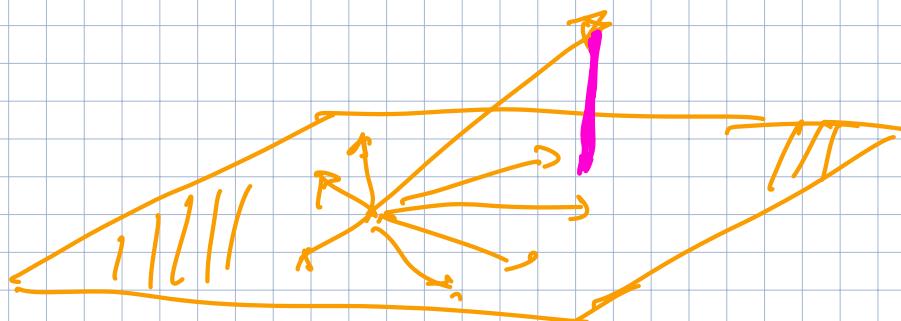
$$\underline{P = \begin{pmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{pmatrix}}$$

$$\boxed{P_x} = \begin{pmatrix} \frac{1}{2}x_1 + \frac{1}{2}x_2 \\ \frac{1}{2}x_1 + \frac{1}{2}x_2 \end{pmatrix}$$

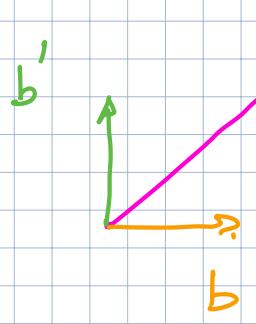
$$\underline{P^2 = P.}$$

$$\overbrace{(P_x)}^{B-} = \overbrace{\pi_b^T}^{\frac{bb^T}{b^T b.}} (x)$$

$$\boxed{\pi_b^T (\pi_b(x)) = \pi_b(x).}$$



$\{x_1, \dots, x_n\}$
 R^3



idea 1

Find b' : (e.g., if $b = \begin{pmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \end{pmatrix}$, then

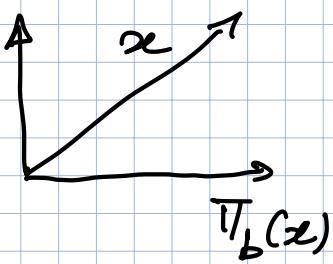
$$b' = \begin{pmatrix} 1/\sqrt{2} \\ -1/\sqrt{2} \end{pmatrix}. \text{ AND repeat.}$$

$$P' = \frac{(b' b')^T}{1/(b')^T b'}$$

$$\Pi_{b'}(x) = P' \cdot x.$$

idea 2

$$(I - P) x = x - P x = x - \Pi_b(x)$$



=

Résumé $P' = I - P$. (Proof by example).

$$P = \begin{pmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{pmatrix} \quad \text{on} \quad b = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix}.$$

$$I - P = \begin{pmatrix} \frac{1}{2} & -\frac{1}{2} \\ -\frac{1}{2} & \frac{1}{2} \end{pmatrix} \quad \checkmark$$

$$\frac{(b')(b')^T}{1} = (b')^T b'.$$

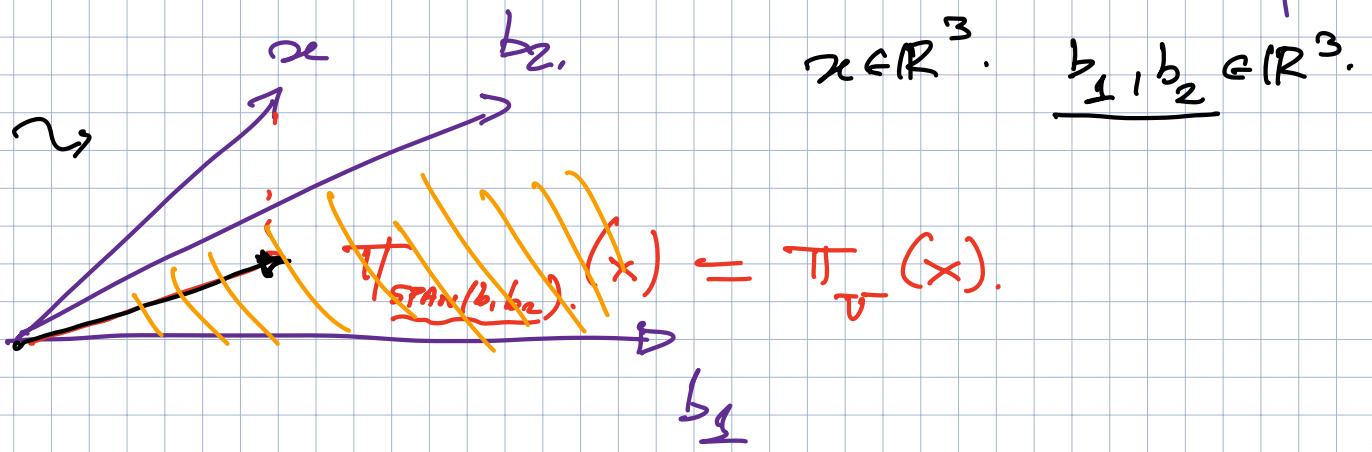
$$\left\| \begin{pmatrix} \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \end{pmatrix} \right\|^2 = \left(\frac{1}{\sqrt{2}} \right)^2 + \left(\frac{-1}{\sqrt{2}} \right)^2 = 1.$$

$$(I - P)^2 = (I - P)(I - P) = I - 2P + P^2$$

↓
 $= I - 2P + P = I - P.$

(Projection property, $X^2 = X$.).

Projection on general spaces.



$U = \text{span. } (b_1, b_2)$ (more generally.)

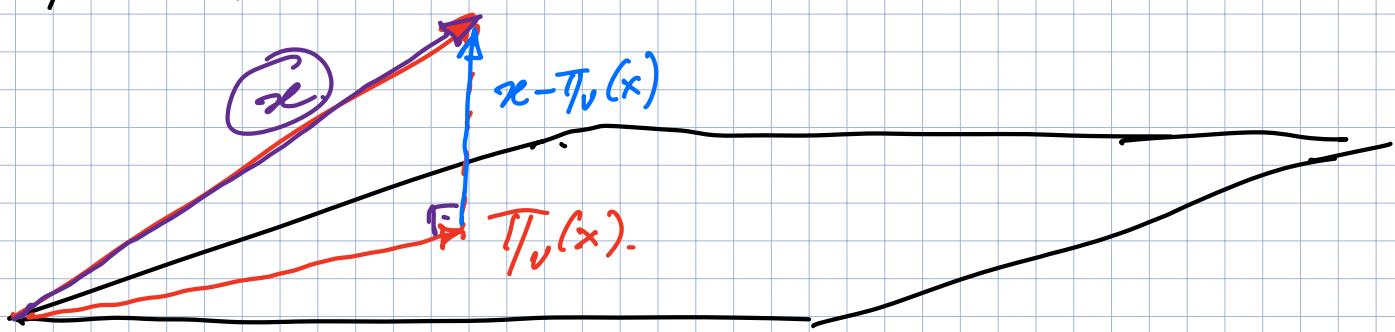
$$T_U(x) = \lambda_1 b_1 + \dots + \lambda_m b_m \quad \text{for some } \lambda_1, \dots, \lambda_m.$$

$$= \begin{bmatrix} | & | \\ b_1 & \dots & b_m \\ | & | \end{bmatrix}_{d \times m} \begin{bmatrix} \lambda_1 \\ \vdots \\ \lambda_m \end{bmatrix}_{m \times 1} = B \cdot \lambda$$

LECTURE 19. (APRIL 6TH, 2023)

CONT. from last time.

We are given a set of vectors b_1, \dots, b_m (linearly independent) that span a subspace $V = \text{span}(b_1, \dots, b_m) \subseteq \mathbb{R}^n$.



How do we project x on V ? $\exists \lambda_1, \dots, \lambda_m \in \mathbb{R}$ such that

$$T_V(x) = \lambda_1 b_1 + \dots + \lambda_m b_m \quad \text{or equivalently}$$

$$\begin{bmatrix} | & | \\ b_1 & \dots & b_m \\ | & | \end{bmatrix} \begin{bmatrix} \lambda_1 \\ \vdots \\ \lambda_m \end{bmatrix} = T_V(x) \in \mathbb{R}^m.$$

Now we express the fact that $\underbrace{x - T_V(x)}_{\perp} \perp b_i, i=1\dots m$.

$$\left. \begin{array}{l} b_1^T (x - T_V(x)) = 0 \\ \vdots \\ b_m^T (x - T_V(x)) = 0 \end{array} \right\} \Rightarrow \begin{bmatrix} -b_1^T - \\ \vdots \\ -b_m^T - \end{bmatrix} (x - B\lambda) = 0.$$

Notice

$$\begin{bmatrix} -b_1^T & \\ \vdots & \\ -b_m^T & \end{bmatrix} = \begin{bmatrix} 1 & & & 1 \\ b_1 & - & \dots & b_m \\ 1 & & & 1 \end{bmatrix}^T$$

So we can rewrite \hat{A} :
 ↗ Why is it invertible?
 ↘ b

$$B^T x = (B^T B) \lambda \Rightarrow \lambda = (B^T B)^{-1} B^T x.$$

So our projection is $\pi_v(x) = B\lambda = \underbrace{B(B^T B)^{-1} B^T}_{= P} Bx$.

The projection matrix.

$$P = B(B^T B)^{-1} B^T$$

Example if b_1, \dots, b_m is orthonormal. ($B^T B = I$) then

$$P = B B^T$$

In this case where

$$b_i^T b_j = \begin{cases} 1 & i=j \\ 0 & i \neq j \end{cases}, \text{ thus is equiv.}$$

$$+ \text{to} \quad \tilde{T}_v^T(x) = B B^T x, = \begin{bmatrix} 1 & & \\ b_1 & \cdots & b_m \\ 1 & & \end{bmatrix} \begin{bmatrix} -b_1^T \\ \vdots \\ -b_m^T \end{bmatrix} = \begin{bmatrix} 1 & & \\ b_1 & \cdots & b_m \\ 1 & & \end{bmatrix} \begin{bmatrix} b_1^T x \\ \vdots \\ b_m^T x \end{bmatrix}$$

$$= \left(b_1^T \alpha \right) b_1 + \dots + \left(b_m^T \alpha \right) b_m.$$

↳ Recall from previous lecture this is the projection
of \mathbf{z}_e on the 1dim subspace spanned by b_1 .
etc. --

Reminder (important fact) Section 12.8

(online book - Blum - Hopcroft - Kannan)

Eigenvalue decomposition for symmetric ($A=A^T$) real matrices

THEOREM. Let A be a real symmetric matrix. Then,

- 1) The eigenvalues $\lambda_1, \dots, \lambda_n$ are real, as are the components of the corresponding eigenvectors v_1, \dots, v_n .
- 2) A is orthogonally diagonalizable.

$$A = \sum_{i=1}^n \lambda_i v_i v_i^T. \quad (v_i^T v_j = \begin{cases} 1 & \text{if } i=j \\ 0 & \text{if } i \neq j \end{cases})$$

Equivalently, $A = V D V^T$ where $D = \begin{bmatrix} \lambda_1 & & \\ & \ddots & \\ & & \lambda_n \end{bmatrix}$
and $V^T = \begin{bmatrix} | & \dots & | \\ v_1 & \dots & v_n \end{bmatrix}, \quad (V^T = V^{-1})$

Theorem A real matrix A is orthogonally diagonalizable if and only if A is symmetric.

Singular Value Decomposition (SVD)

For ANY MATRIX $A \in \mathbb{R}^{m \times n}$ there exist orthonormal matrices $U \in \mathbb{R}^{m \times m}$, $V \in \mathbb{R}^{n \times n}$ and a DIAGONAL matrix

$$\Sigma = \left(\begin{array}{c|ccccc} \sigma_1 & & & & & & \\ \hline & \ddots & & & & & \\ & & \sigma_r & & & & \\ \hline & & & 0 & & & \\ & & & & \ddots & & \\ & & & & & \sigma_{m-n} & \\ \hline & & & & & & \end{array} \right) \quad (\text{if } m < n)$$

$$\Sigma = \begin{bmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_r & 0 & \cdots & 0 \end{bmatrix} \quad \text{if } m=n.$$

$$\Sigma = \begin{bmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_r & 0 & \cdots & 0 \\ 0 & \cdots & 0 & \ddots & \cdots & 0 \\ \vdots & & & & \vdots & \\ 0 & & & & & 0 \end{bmatrix} \quad \text{if } m>n.$$

With diagonal entries $\sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_r > \sigma_{r+1} = \dots = \sigma_{\min(m,n)} = 0$

such that $A = U \Sigma V^T = \sum_{i=1}^r \sigma_i u_i v_i^T$.

left singular vectors \downarrow singular values right singular vectors

Singular values $\Rightarrow r = \text{rank}(A)$.

LEMMA (Analog of eigenvalues and eigenvectors)

$$A v_i = \sigma_i u_i \quad \text{and} \quad A^T u_i = \sigma_i v_i. \quad (2)$$

Proof

Since V is orthogonal, $A \cdot V = U \Sigma V^T \cdot V = U \Sigma$ which

gives equation (1)

$$A^T u_i = \left(\sum_{k=1}^r \sigma_k u_k v_k^T \right)^T u_i = \left(\sum_{k=1}^r \sigma_k v_k u_k^T \right) u_i = \sigma_i v_i (u_i u_i^T) = \sigma_i v_i$$

BEST k-RANK APPROX.

Define $A_k = \sum_{i=1}^k \sigma_i u_i v_i^T \quad (k=1, 2, \dots, r)$.

LEMMA The rows of A_k are the projections of the rows of A .

onto the subspace.

$$A = \left[\begin{array}{c|c} I & | \\ u_1 & \dots & u_r & | & u_{r+1} & \dots & u_m \\ \hline & & & & & & | \end{array} \right] \cdot \Sigma \cdot \begin{bmatrix} v_1^T \\ \vdots \\ v_r^T \\ \hline v_{r+1}^T \\ \vdots \\ v_n^T \end{bmatrix}$$

$\text{rank}(A) = r \leq \min(m, n)$. → when equality holds,
A is full rank.

$$R(A) = R([u_1, \dots, u_r]). \quad N(A^T) = R([u_{r+1}, \dots, u_m]).$$

$$R(A^T) = R([v_1, \dots, v_r]). \quad N(A) = R([v_{r+1}, \dots, v_m]).$$

The 2-norm of a matrix. $\|A\|_2 \stackrel{\Delta}{=} \sup_x \frac{\|Ax\|_2}{\|x\|_2} = \sigma_1$. ↳ give geom interpretation

The Frobenius norm $\|A\|_F^2 \stackrel{\Delta}{=} \sum_{i=1}^m \sum_{j=1}^n a_{ij}^2 = \sigma_1^2 + \dots + \sigma_r^2$.

Theorem For any k-rank matrix B: $\|A - A_k\|_F \leq \|A - B\|_F$,

$\|A - A_k\|_2 \leq \|A - B\|_2$. Furthermore, $\|A - A_k\|_2 = \sigma_{k+1}^2$.

Important Remark

$$A^T A = V \Sigma^T \Sigma V^T = V \Sigma^2 V^T.$$

$$A^T A = U \Sigma^2 U^T.$$

Thus σ_i^2 are the eigenvalues of $A^T A$, AA^T and $\{v_i\}$.

$\{u_i\}$ are the eigenvectors respectively.

LEAST SQUARES via SVD

$$\min_x \|Ax - b\|_2^2$$

$$\begin{aligned} \|Ax - b\|_2^2 &= \left\| (\Sigma V^T) x - b \right\|_2^2 = \left\| V^T (A \Sigma V^T x - b) \right\|_2^2 = \\ &= \left\| \Sigma (V^T x) - V^T b \right\|_2^2 = \left\| \Sigma z - V^T b \right\|_2^2 \\ &= \sum_{i=1}^r (\sigma_i z_i - u_i^T b)^2 + \sum_{i=r+1}^m (u_i^T b)^2 \end{aligned}$$

The opt solution is given by $z_i = \frac{u_i^T b}{\sigma_i}$, $i=1\dots r$.

AND the obj. becomes $\sum_{i=r+1}^m (u_i^T b)^2 = \min_x \|Ax - b\|_2^2$.

Let's find the actual x^* :

$$x^* = V z^* \Rightarrow \boxed{x^* = \sum_{i=1}^r \left(\frac{u_i^T b}{\sigma_i} \right) v_i}$$