EE16B Designing Information Devices and Systems II

Lecture 10A
Geometry of SVD
Election-Day Special

Intro

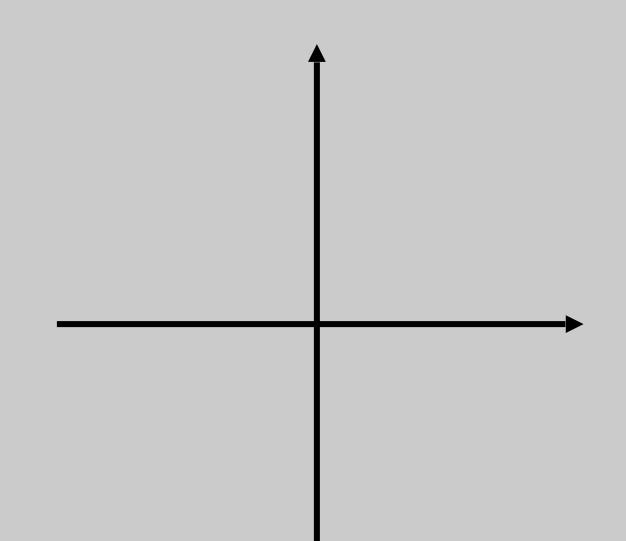
- Last time:
 - Described the SVD in
 - Compact matrix form: U₁SV₁^T
 - Full form: UΣV^T
 - Showed a procedure to SVD via A^TA
 - Show procedure via AA^T
- Today:
 - Uniquness of SVD
 - Geometry of SVD
 - Continue proofs (symmetric matrices)
 - PCA (maybe)

$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

nd SVD of A
$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$AA^{T} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \Rightarrow \lambda_{1} = \lambda_{2} = 1 \Rightarrow \sigma_{1} = \sigma_{2} = 1$$

$$\vec{u}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$
 $\vec{u}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

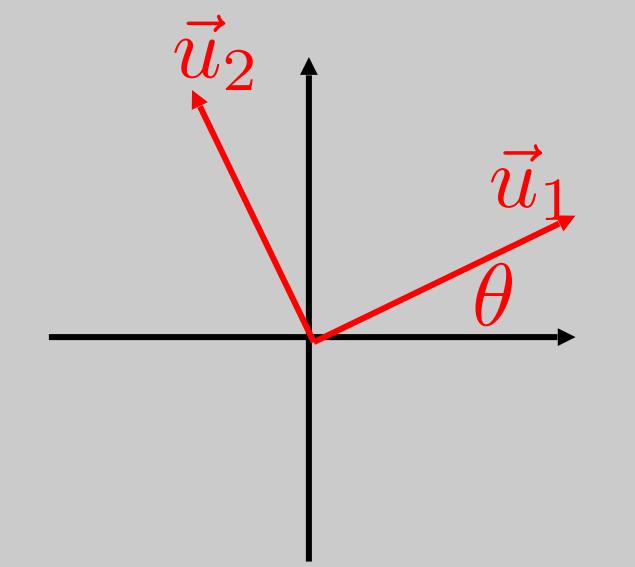


$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$AA^T = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$AA^{T} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \Rightarrow \lambda_{1} = \lambda_{2} = 1 \Rightarrow \sigma_{1} = \sigma_{2} = 1$$

$$\vec{u}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$
 $\vec{u}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$



$$\vec{u}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} \qquad \vec{u}_2 = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$$

$$AA^{T} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \Rightarrow \lambda_{1} = \lambda_{2} = 1$$

$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$\Rightarrow \lambda_1 = \lambda_2 = 1$$

$$\Rightarrow \sigma_1 = \sigma_2 = 1$$

$$\vec{u}_2$$
 \vec{u}_1

$$\vec{u}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}$$

$$\vec{u}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} \qquad \vec{u}_2 = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix}$$

$$\vec{v}_1 = \frac{1}{\sigma_1} A^T \vec{u}_1 = \begin{bmatrix} \cos \theta \\ -\sin \theta \end{bmatrix}$$

$$\vec{v}_2 = \begin{vmatrix} -\sin\theta \\ -\cos\theta \end{vmatrix}$$

$$A = \left| \begin{array}{cc} 1 & 0 \\ 0 & -1 \end{array} \right| \Rightarrow \sigma_1 = \sigma_2 = 1$$

Find SVD of A
$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \Rightarrow \sigma_1 = \sigma_2 = 1$$

$$\vec{u}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} \vec{u}_2 = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix} \vec{v}_1 = \begin{bmatrix} \cos \theta \\ -\sin \theta \end{bmatrix} \vec{v}_2 = \begin{bmatrix} -\sin \theta \\ -\cos \theta \end{bmatrix}$$

$$A = \sigma_1 \vec{u}_1 \vec{v}_1^T + \sigma_2 \vec{u}_2 \vec{v}_2^T$$

$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \Rightarrow \sigma_1 = \sigma_2 = 1$$

Find SVD of A
$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \Rightarrow \sigma_1 = \sigma_2 = 1$$

$$\vec{u}_1 = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix} \vec{u}_2 = \begin{bmatrix} -\sin \theta \\ \cos \theta \end{bmatrix} \vec{v}_1 = \begin{bmatrix} \cos \theta \\ -\sin \theta \end{bmatrix} \vec{v}_2 = \begin{bmatrix} -\sin \theta \\ -\cos \theta \end{bmatrix}$$

$$A = \sigma_1 \vec{u}_1 \vec{v}_1^T + \sigma_2 \vec{u}_2 \vec{v}_2^T$$

$$= \begin{bmatrix} \cos^2 \theta & -\sin \theta \cos \theta \\ \sin \theta \cos \theta & -\sin^2 \theta \end{bmatrix} + \begin{bmatrix} \sin^2 \theta & \sin \theta \cos \theta \\ -\sin \theta \cos \theta & -\cos^2 \theta \end{bmatrix}$$

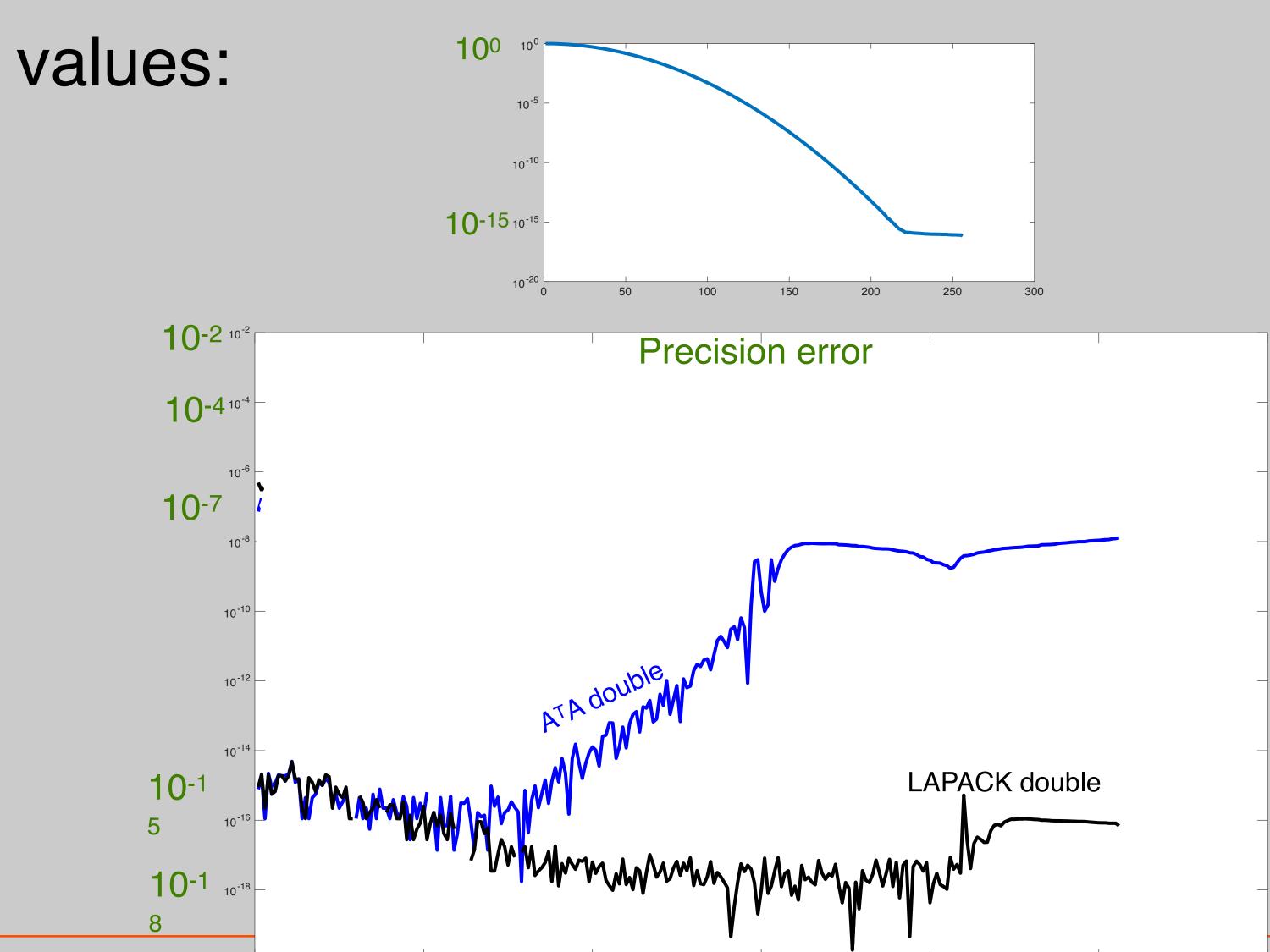
$$= \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

Accuracy with Finite Precision

EE16B M. Lustig, EECS UC Berkeley

Consider matrix A∈R^{512x256} with the following singular

250

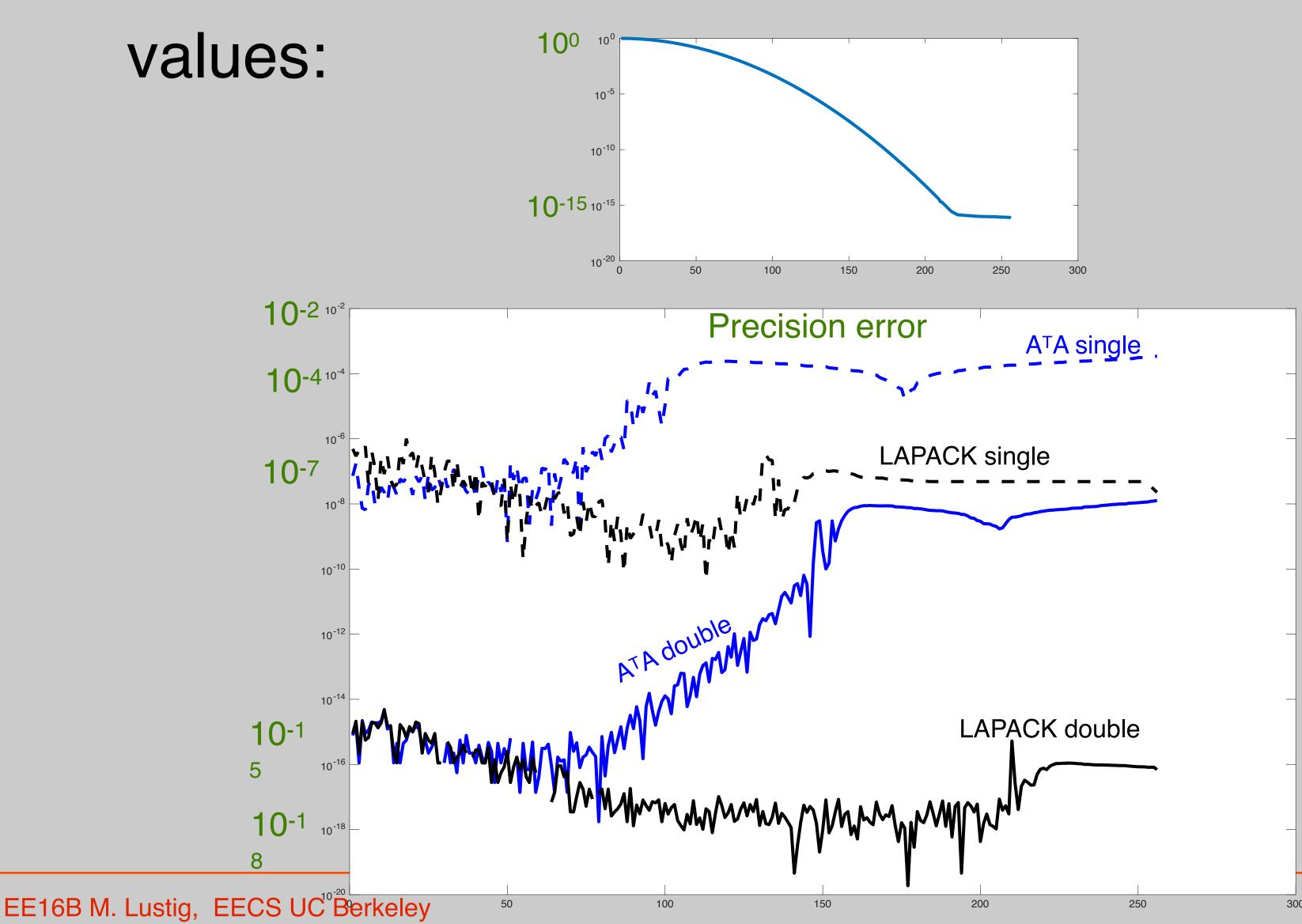


	sign	exponent	mantissa	exponent	significant
format	bit	bits	bits	excess	digits
IEEE 32-bit	1	8	23	127	6
IEEE 64-bit	1	11	52	1,023	15

Accuracy with Finite Precision

Consider matrix A∈R^{512x256} with the following singular

250



	sign	exponent	mantissa	exponent	significant
format	bit	bits	bits	excess	digits
IEEE 32-bit	1	8	23	127	6
IEEE 64-bit	1	11	52	1,023	15

Full Matrix Form of SVD

$$U = \left[\begin{array}{c|c} U_1 & U_2 \end{array} \right] \qquad \Sigma = \left[\begin{array}{c|c} S & 0 \\ \hline 0 & 0 \end{array} \right] \qquad V = \left[\begin{array}{c|c} V_1 & V_2 \end{array} \right]$$
 $m \times m \qquad m \times n \qquad n \times n$

$$A = U\Sigma V^{T} \qquad U^{T}U = I_{m\times m}$$
$$V^{T}V = I_{n\times m}$$

Unitary Matrices

Multiplying with unitary matrices does not change the length

$$||U\vec{x}|| = \sqrt{(U\vec{x})^T(U\vec{x})} = \sqrt{\vec{x}^T U^T U \vec{x}} = \sqrt{\vec{x}^T \vec{x}} = ||\vec{x}||$$

Example: Rotation, or reflection matrices

$$U = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

$$U = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

Geometric Interpretation

$$A = U \Sigma V^T$$

$$A\vec{x} = U\Sigma V^T\vec{x}$$

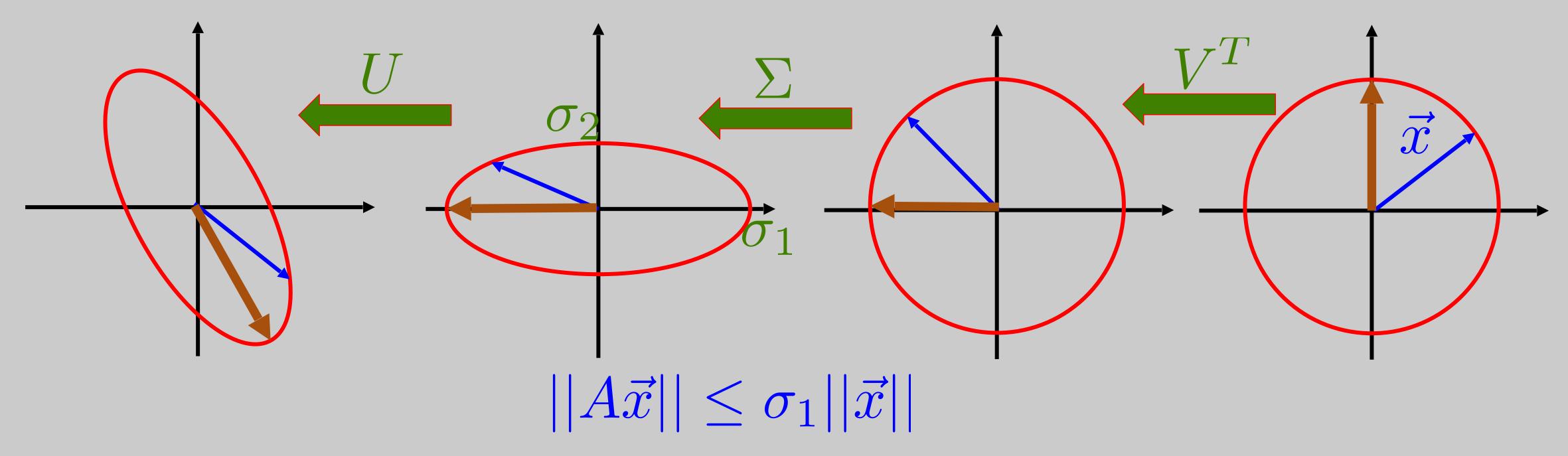
- 1) $V^T \vec{x}$ re-orients \vec{x} without changing length.
- 2) $\sum (V^T \vec{x})$ Stretches along the axis with singlular values

$$\begin{bmatrix} \sigma_1 & 0 \\ 0 & \sigma_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} \sigma_1 x_1 \\ \sigma_2 x_2 \end{bmatrix}$$

3) $U(\Sigma V^T \vec{x})$ re-orients again without changing length

Geometric Interpretation

$$A = U \Sigma V^T$$
 $A \vec{x}$



Q: What vector would amplify the most?

Symmetric Matrices

We assumed before that,

A^TA has only real eigenvalues, r of them are positive and the rest are zero A^TA has orthonormal eigenvectors (to be proven next time)

For symmetric matrices: $Q^T = Q$

$$Q^T = Q$$

$$(AB)^T = B^T A^T$$

$$(A^T A)^T = A^T A$$

$$(AA^T)^T = AA^T$$

Properties of Symmetric Matrices

1) A real-valued symmetric matrix has real eigenvalues and eigenvectors

$$Qx = \lambda x \qquad \lambda = a + ib \qquad \overline{\lambda} = a - ib$$

Somehow we need to use the symmetric and real-ness property of Q to show that b==0

$$Q\overline{x} = \overline{\lambda}\overline{x}$$

$$\overline{x}^T Q = \overline{\lambda}\overline{x}^T$$

$$\overline{x}^T Q x = \overline{\lambda}\overline{x}^T x$$

$$\overline{x}^T Q x = \lambda \overline{x}^T x$$

$$\overline{\lambda} \overline{x}^T x = \lambda \overline{x}^T x \implies \lambda = \overline{\lambda} \implies \lambda \in \mathbf{R}$$

Properties of Symmetric Matrices

$$Qx = \lambda x$$

$$(Q - \lambda I)x = 0$$
 So x is real as well real

A real-valued symmetric matrix has real eigenvalues and eigenvectors

Properties of Symmetric Matrices

2) Eigenvectors of a symmetrix matrix can be chosen to be orthonormal

Choose two distinct eigenvalues and vectors $\lambda_1 \neq \lambda_2$

$$Qx_1 = \lambda_1 x_1 \qquad Qx_2 = \lambda_2 x_2$$

$$x_2^T Q x_1 = \lambda_1 x_2^T x_1 \qquad x_1^T Q x_2 = \lambda_2 x_1^T x_2$$

$$(\lambda_1 - \lambda_2) x_2^T x_1 = 0$$

$$\lambda_1 \neq \lambda_2 \Rightarrow x_2^T x_1 = 0$$

Eigenvectors of a symmetrix matrix can be chosen to be orthonormal

Positiveness of Eigenvalues

3) If Q can be written as $Q = R^TR$ for real R, then Q is positive semidefinite – eigenvalues greater of equal to zero

$$Qx = \lambda x$$

$$R^T R x = \lambda x$$

$$x^T R^T R x = \lambda x^T x$$

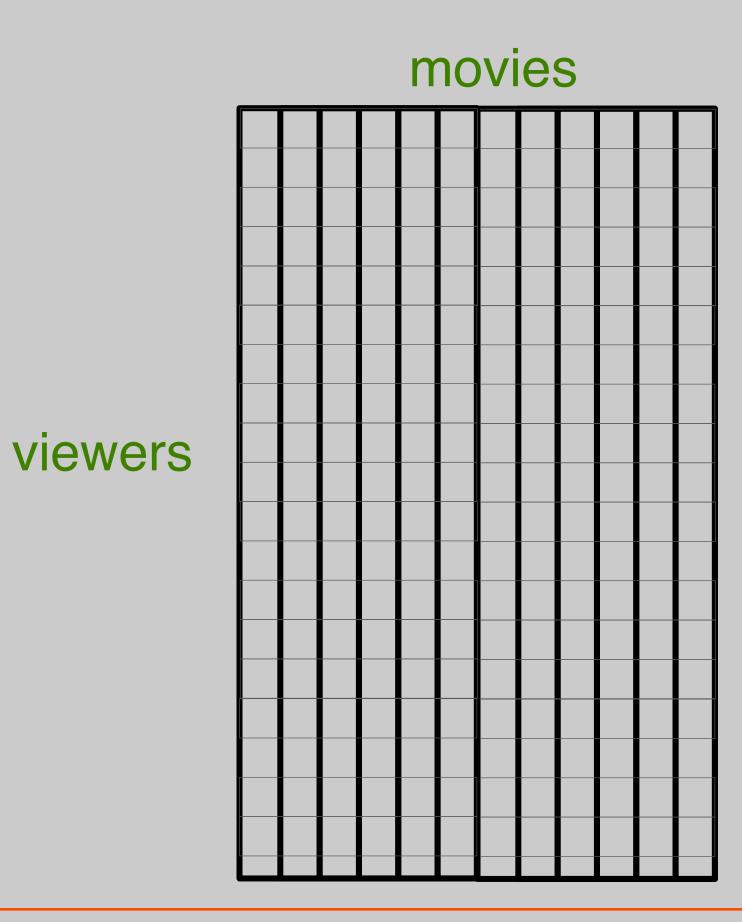
$$(Rx)^T (Rx) = \lambda x^T x$$

$$||Rx||^2 = \lambda ||x||^2 \implies \lambda \ge 0$$

If Q can be written as $Q = R^TR$ for real R, then Q is positive semidefinite – eigenvalues greater of equal to zero

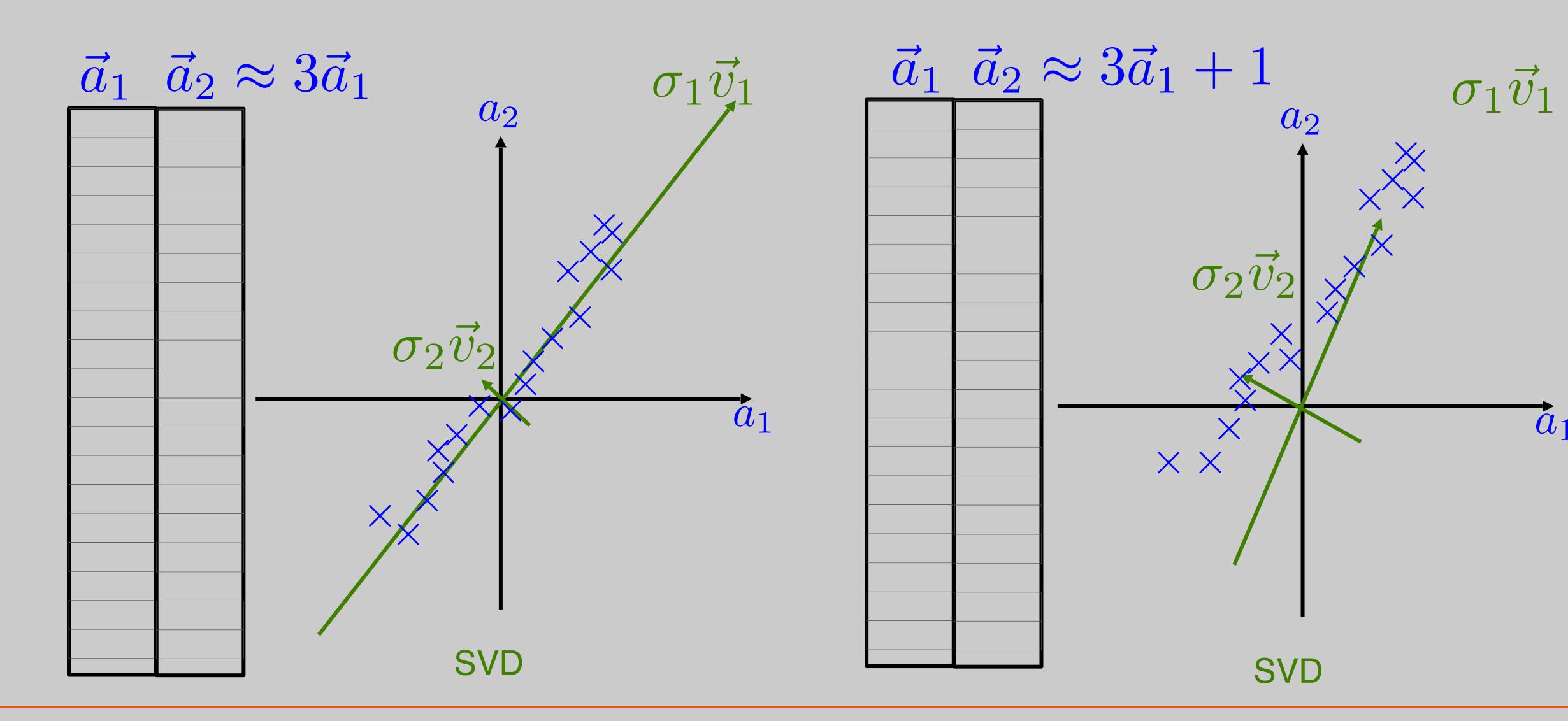
Principal Component Analysis

Application of the SVD to datasets to learn features PCA is a tool in statistics and machine learning, which can be computed using SVD

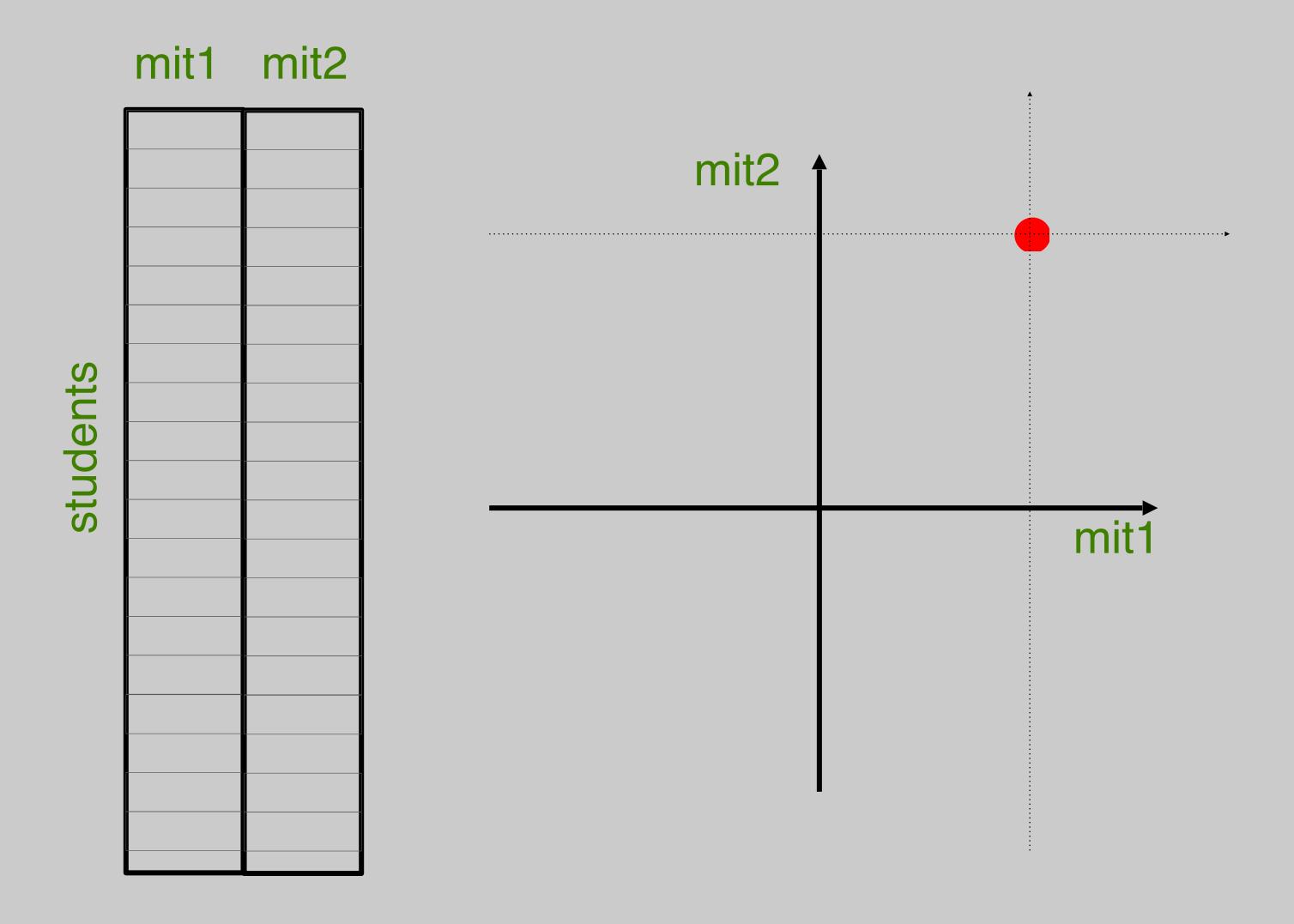


EE16B M. Lustig, EECS UC Berkeley

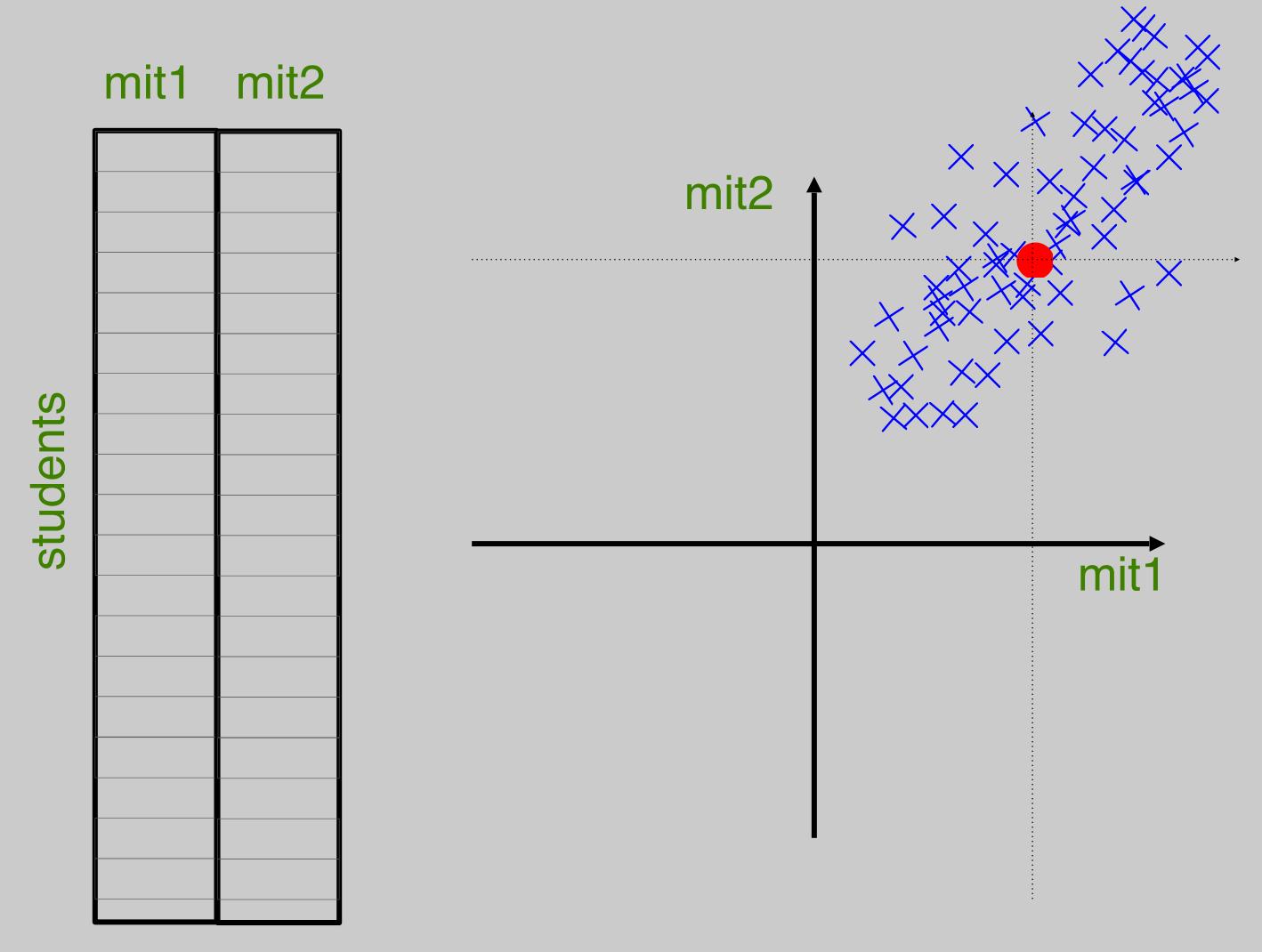
Consider data s.t.

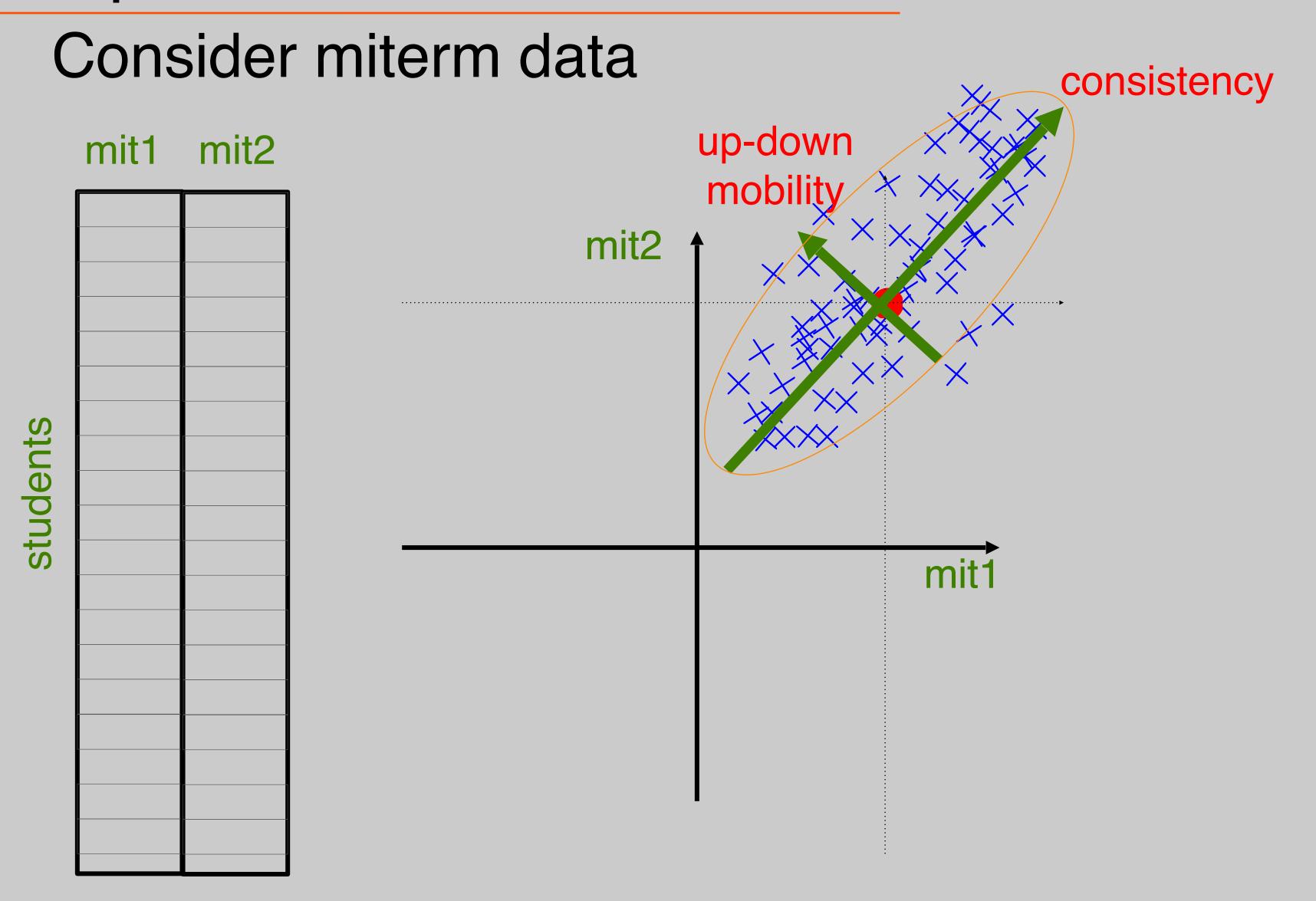


Consider miterm data



Consider miterm data





PCA Procedure

Remove averages from column of A

From A^TA, find σ_i , $\vec{v_i}$

 $\vec{v_i}$ are principal components!

