

# **Project Report**

**SVD-based Image Compression**

**Submitted by**

**Dhanush Sagar**

**Roll No: EE25BTECH11021**

**Under the guidance of**

**Prof. GVV Sharma**

**Department of Electrical engineering**

# Contents

# Chapter 1

## Summary of Strang's Video

In This lecture Prof. Gilbert Strang explains how any matrix  $A$  can be decomposed into three matrices:

$$A = U\Sigma V^T \quad (1.1)$$

where:

- $U$ : orthogonal matrix (left singular vectors)
- $\Sigma$ : diagonal matrix with singular values
- $V$ : orthogonal matrix (right singular vectors)

### Formate

he initially started taking a matrix  $A$ , and wanted to find a matrix  $V$  which contains orthonormal vectors  $v_i$  (of rowspace) such that result with each vector will give rise to  $\alpha u_i$  which (u) are again orthonormal (u) therefore forming a orthonormal matrix. this was his basic idea. this can be written as  $AV = U\Sigma$  where  $\Sigma$  is diagonal matrix of  $\alpha$ 's. now since  $V$  is a orthogonal matrix multiplying  $V^T$  both side will give eq(1.1).

### finding $V$ and $U$

for finding matrix we can just do  $A^T A$  to get  $V$  and  $AA^T$  to get  $U$  we do these we get resultant as  $V\sigma^2 V^T$  and  $U\sigma^2 U^T$ . Seeing these equation and comparing with  $QVQ^T$  (informed in the begining of the class) we can say directly that  $V$  are eigen vectors of  $A^T A$  and  $\sigma^2$  are eigen values of of the same matrix and same thing goes from  $U$ . From these we derive matrices  $V$ ,  $U$  and also  $\Sigma$ .

### **Other important thing—**

we also mentioned about one important thing about orthonormal vectors of  $V$  and  $U$  span the whole input space (for  $V$  its  $R^n$ ), But for all vectors vectors doesnot contribute to the Matrix  $A$ ,only vectors belonging to row space ( $V$ ) and column space ( $U$ ) of  $A$  contribute ,remaining vectors which are still orthonormal to input space but belonging to nullspace of  $A$  does not contribute basically there  $\alpha$  will be zero(interns of  $A^T A$  there are the eigen vectors of 0 eigen value) we can skip these vectors but we are including to make a squared full ranked orthogonal matrix.

### **How i used this idea to compress the image**

now if we use all the singular values and vectors we will get the exact image but instead of that if we will just use vectors and singular values that will contribute the majority of the image ,it will form the exact image with less clarity which would be fine.(basically we will find singular vectors corresponding to largest singular value which will contribute most) this will the also decrease the rank of Matrix  $A$  (which depends on number of singular values u take )

$$A_k = U_k \Sigma_k V_k^T \quad (1.2)$$

# Chapter 2

## Explanation of the Implemented Algorithm

### 2.1 Mathematical Background

To compress the image, we retain only the top  $k$  singular values:

$$A_k = U_k \Sigma_k V_k^T \quad (2.1)$$

where  $U_k$  contains the first  $k$  columns of  $U$ ,  $\Sigma_k$  the top  $k \times k$  singular values, and  $V_k$  the first  $k$  columns of  $V$ .

**The algorithm which i used here is Power iteration method to find eq 2.1.**

We need to find the  $V$  as a eigen vectors of  $A^T A$  as i told before , for this in this method we will use a trick .

we will take random unit vector and continue multiplying it with the  $A^T A$  now this random vector can be written in terms of sumation of all eigen vectors in the form  $\sum c_i v_i$  we know eigen vectors when multiplied will not change the direction it will just extend in that direction .So all the vectors will get extended in that direction proportional to there eigen values .

$$\text{let } \vec{v} = c_1 \vec{v}_1 + c_2 \vec{v}_2 + c_3 \vec{v}_3 + \cdots + c_r \vec{v}_r \quad (2.2)$$

$$A^T A \vec{v} = \lambda_1 c_1 \vec{v}_1 + \lambda_2 c_2 \vec{v}_2 + \lambda_3 c_3 \vec{v}_3 + \lambda_4 c_4 \vec{v}_4 + \cdots + \lambda_r c_r \vec{v}_r \quad (2.3)$$

Therefore, the eigen vector corresponding to maximum eigen value will get extended maximum so there will be more tilting the vector in that direction .

Now doing this large number times makes the vector all most in the direction therefore changing into that eigen vector.

$$A^T A \vec{v}_1 \approx \lambda_1 \vec{v}_1 \quad (2.4)$$

Also i will add a point , saying that  $A^T A$  is symmetric all eigen vector are orthogonal

now we to find  $u_1$  = just multiply  $\vec{v}_1$  with A and then find norm of that vector.

$$A \vec{v}_1 = \sigma \vec{u}_1 \quad (2.5)$$

$$\vec{u}_1 = \vec{u}_1 / \|\vec{u}_1\| \quad (2.6)$$

$\sigma_1$  value will be equal to norm of  $u_1$  if u remember sir's video  $Av = \sigma u$

$$\sigma_1 = \|\vec{u}_1\| \quad (2.7)$$

$$A_1 = u_1 \sigma_1 v_1^T \quad (2.8)$$

remember to subtract A for each k from original matrix so that after in next time you do iteration u will get next major eigen vector.

$$A_{new} = A - u_k \sigma_k v_k^T \quad (2.9)$$

to find final matrix we just do the formula

$$A_k = U_k \Sigma_k V_k^T \quad (2.10)$$

where k is the number of eigen vectors you choose .

## 2.2 Pseudocode

Listing 2.1: Pseudocode for SVD-based Image Compression

```
Input: Image matrix A, output matrix B ,row n, columns m,
       iterations T, rank k
Output: void

1. creating a loop to get k vectors of V.
2. taking a random vector (each element less than one)
3. creating a loop for iteration.
4. inside the loop do  $A^T A v$  and divide by its norm and continue.
5. once u get v, do  $A v$  and divide by its norm to u.
6. the norm is the sigma for that vectors.
7. to find matrix  $A_{\text{new}}$  for this eigen vector we do  $u * \sigma * v^T$ 
8. now, subtract  $A_{\text{new}}$  from A to find the next vector
9. this  $A_{\text{new}}$  is only B.
```

# Chapter 3

## Algorithm Comparison and Choice

There are several approaches for solving for Svd:

1. **jacobiSVD**): this process was trying to multiply a rotation matrix with main matrix A and diagonalize it this basically compresses the whole information along the diagonal and also multiplying these rotation matrix with matrix V and U and therefore bringing it in  $UAV^T$   
why i didn't choose ;  
1.it is not good for large matrixes  
2.i didn't understand it properly
2. **Divide and conquer Svd** this method includes dividing the main matrix into simpler matrix and then find svd for those simpler matrix again  
why i didn't choose it because  
it was looking complicated  
and we need to store full matrix (since the matrix is big its hard to do it )

We chose **Power iteration** because:

- the process is very easy and simple
- here we are not calculating the complete matrix just number of vector and singular values we want for the given image.
- very useful for large matrixes since there is no requirement of storing the complete matrix.
- since images are very large , doing by this method is very fast



# Chapter 4

## Reconstructed Images for Different $k$

Below are reconstructed images using different values of  $k$  of image 1:

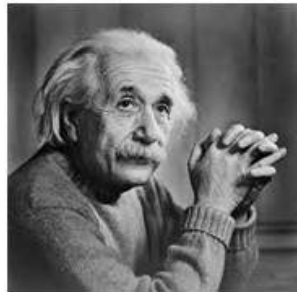
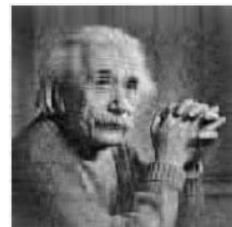


Figure 4.1: Main fig

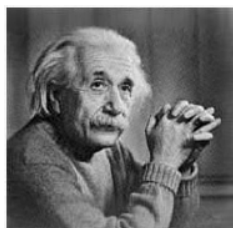


(a)  $k = 5$

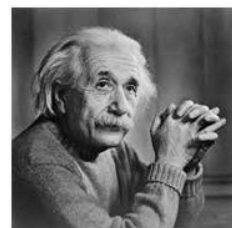


(b)  $k = 20$

Figure 4.2



(a)  $k = 50$



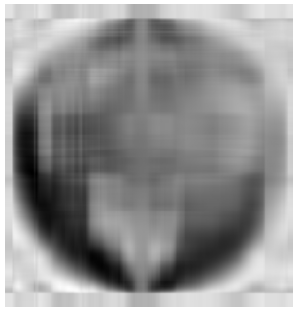
(b)  $k = 100$

Figure 4.3

Below are reconstructed images using different values of  $k$  of image 2:



Figure 4.4: Main fig



(a)  $k = 5$



(b)  $k = 20$

Figure 4.5



(a)  $k = 50$



(b)  $k = 100$

Figure 4.6

Below are reconstructed images using different values of  $k$  of image 3:

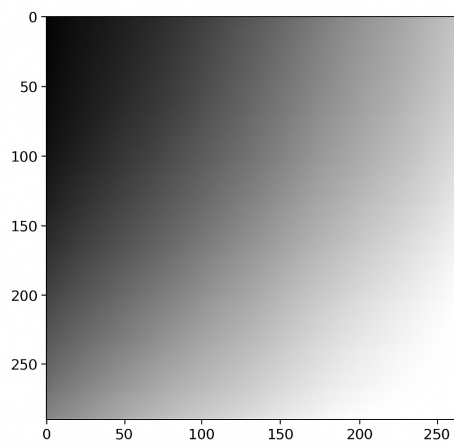
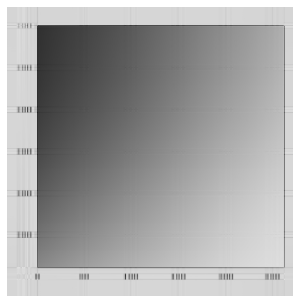
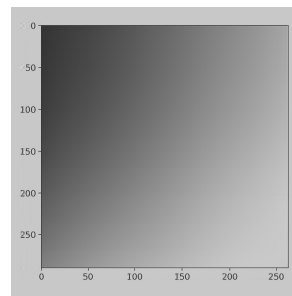


Figure 4.7: Main fig

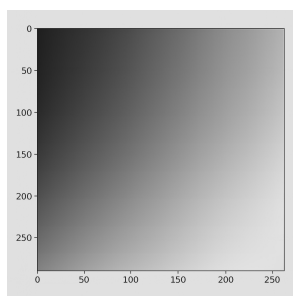


(a)  $k = 5$

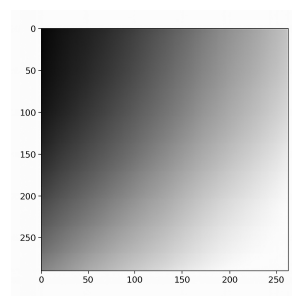


(b)  $k = 20$

Figure 4.8



(a)  $k = 50$



(b)  $k = 100$

Figure 4.9

# Chapter 5

## Error Analysis

We measure error using the Frobenius norm:

$$E(k) = ||A - A_k||_F \quad (5.1)$$

This measures how close the compressed image  $A_k$  is to the original  $A$ .

### IMAGE1

<b>k</b>	<b>Error</b>
5	4714.572365
20	2126.564978
50	880.512100
100	164.780929

Table 5.1: Error values for different k for IMAGE1

### IMAGE2

<b>k</b>	<b>Error</b>
5	20704.274560
20	10634.413443
50	6185.667722
100	3672.948772

Table 5.2: Error values for different k for IMAGE2

### IMAGE3

<b>k</b>	<b>Error</b>
5	11146.309445
20	3808.193886
50	1159.896597
100	512.347669

Table 5.3: Error values for different k for IMAGE3

# Chapter 6

## Discussion and Reflections

the whole project was to use svd to compression .this provides a balance between storage efficiency and quality.Now lets talk on this

Trade-off:

1.when less number of k values are used ,its results in lesser storage space ,so image will be more compressed but at the cost of image quality.

2 when number of k increases quality of image , but the image compression deceases so storage occupied by the image increases . 3.i also want add n computation efficiency , since i am useing power iteration method ,it need not to store tyhe entire storage of image it only takes the singular values that has a greater part of contribution to image making image clear and light. implementstion : i am implementing the code via power iteration code ,I have alsready told the procedure of the implementation , i would just add one thing that we increaes the iteration the efficiency of this procedure increases by a great extent .therefore making image light aand clear. Overall, this project demonstrates the power of linear algebra in practical image processing applications.