

ES666

Computer Vision

History of Computer Vision

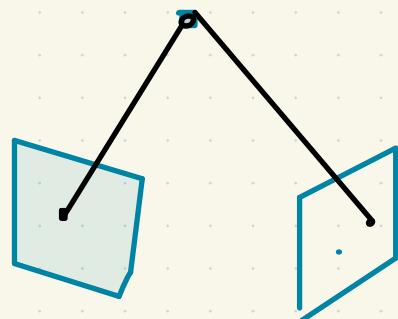
Before 1970s → Blob/ world
Block

1980s → BKP Horn . Photometric Stereo

- Depth from Images

Shape from X

- Optical Flow X → Shading / stereo



1990s → Multi-view stereo
→ Structure from Motion

1980's and 1990's

→ Projective Geometry

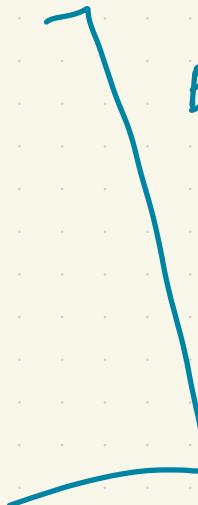
→ Zisserman, Hartley

1980's to 2000's

→ High level vision

- Recognition
- Classification
- Detection

Engineered
features



2010's to Present

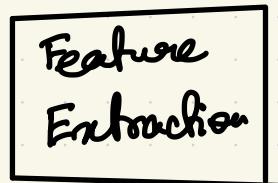
Low, Mid, High] → Learned Features

Traditional ML

Feature
Engineering

SVM | DT
RF | MKL
LR

Image



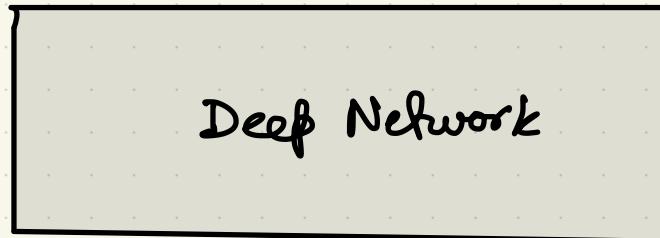
Prediction

Deep Learning

Detection +
Description

SIFT/SURF/ORB/LBP/KAZE

Image



Prediction

A I

1. Basics of Math

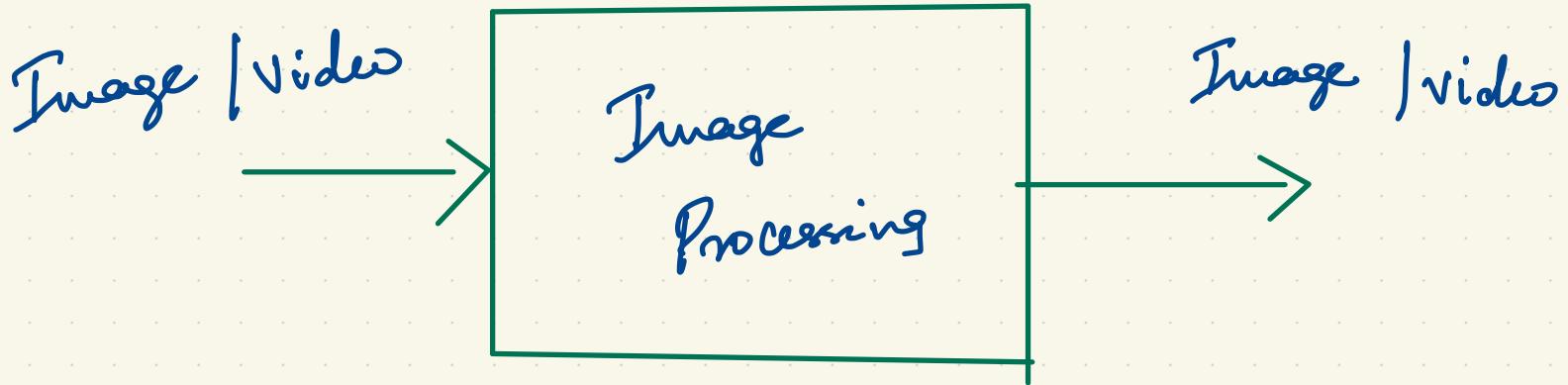
- linear algebra
- Optimization

2. Classical Computer Vision

3. Learning Based Vision

4. Applications

Image Processing



e.g. Denoising

Image Enhancement

Cropping / Resizing

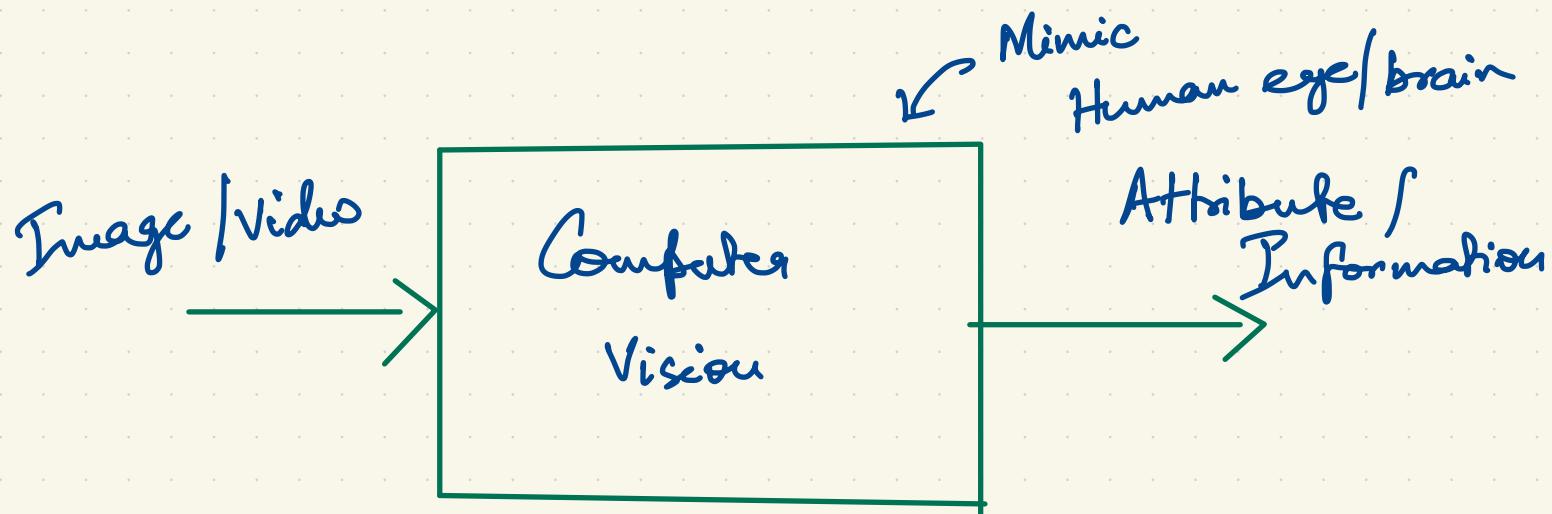
Colorization

Video Compression

Image Compression

Binary Image Processing

Computer Vision



e.g.

Segmentation

Detection (Object)

Classification

Counting of crowd

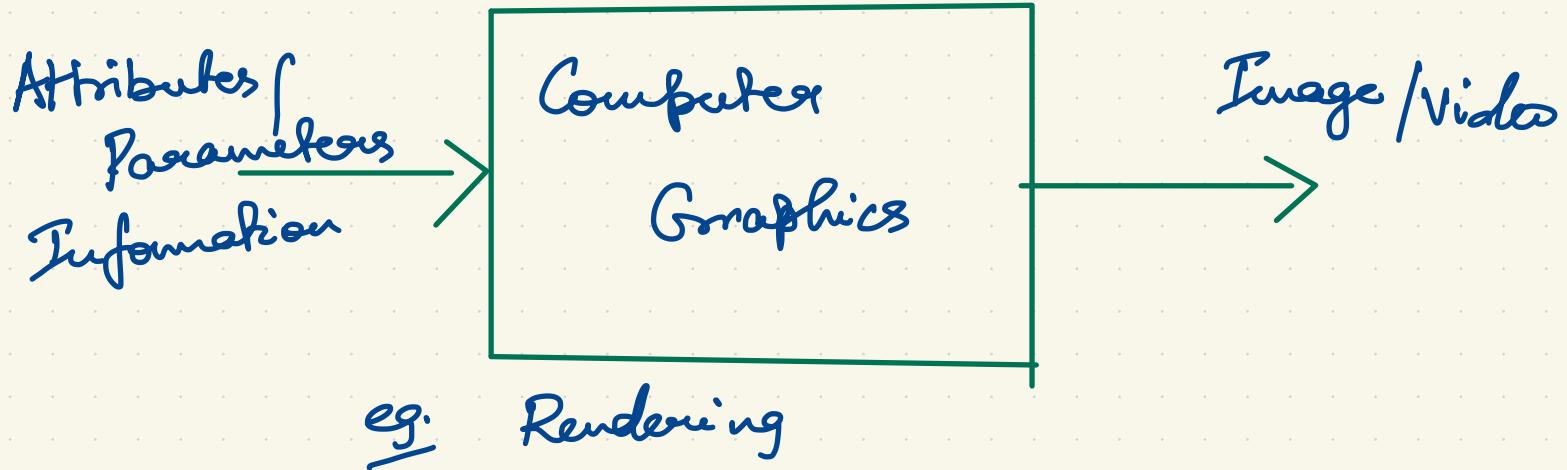
Pose Estimation

Tracking

Depth Estimation
(Normal)

Summarization
Captioning

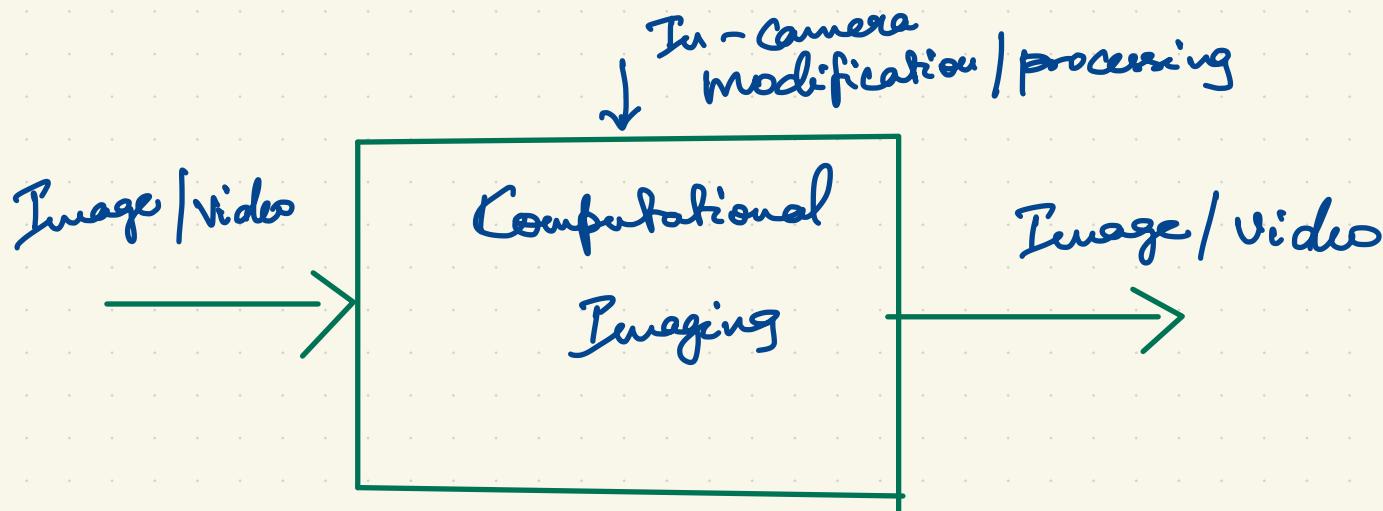
Computer Graphics



eg:

- Rendering
- Animation
- Visual Effects
- AR / VR

Computational Photography | Imaging



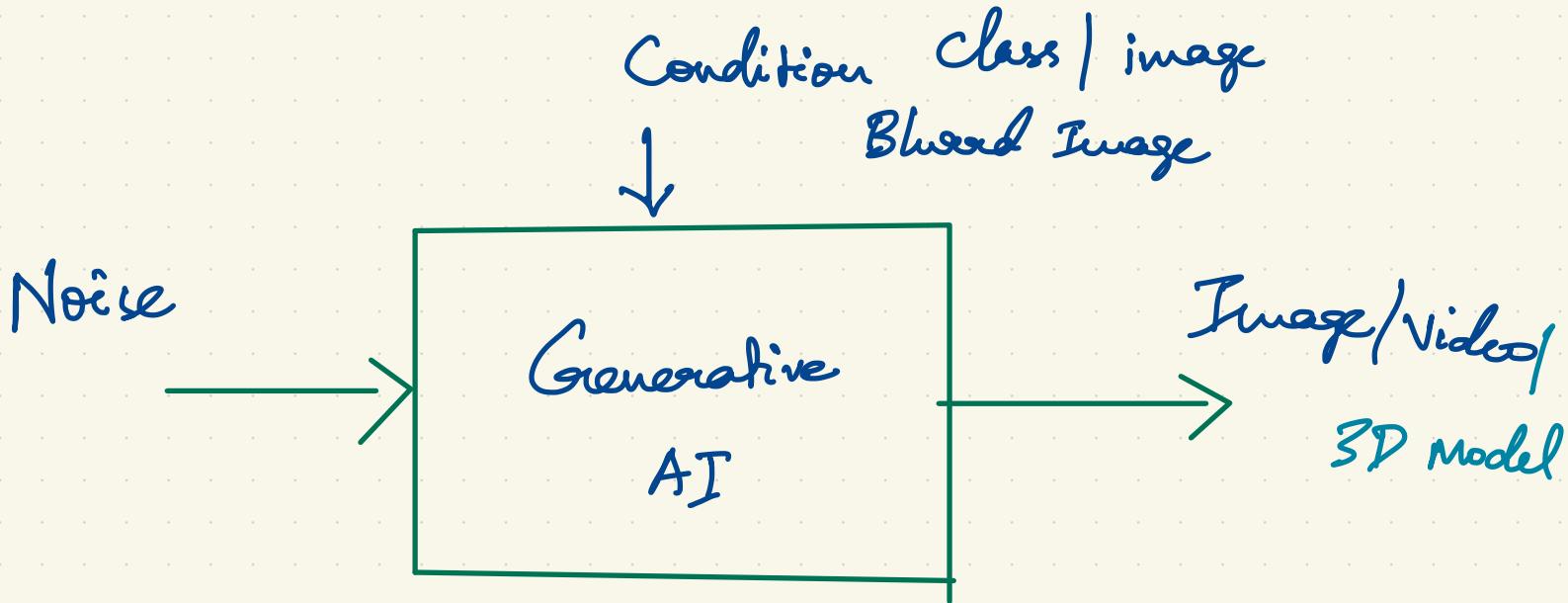
e.g. Long Exposure Photography

HDR imaging

Slow - Mo video

Coded Aperture Imaging

Generative AI



eg. GAN

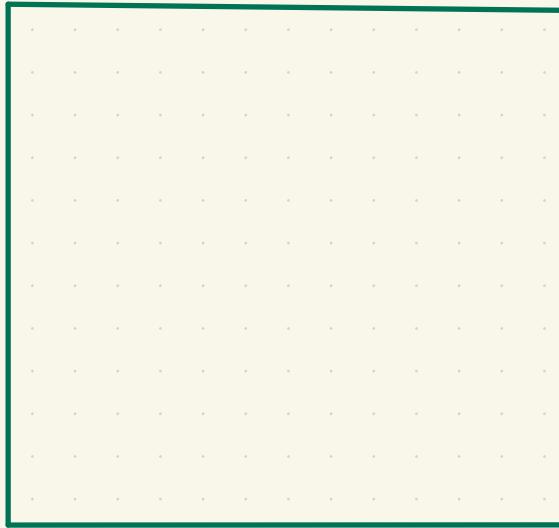
Diffusion

Image (8-bit) $\rightarrow [0 \text{ to } 2^8 - 1]$

Gray Scale

j

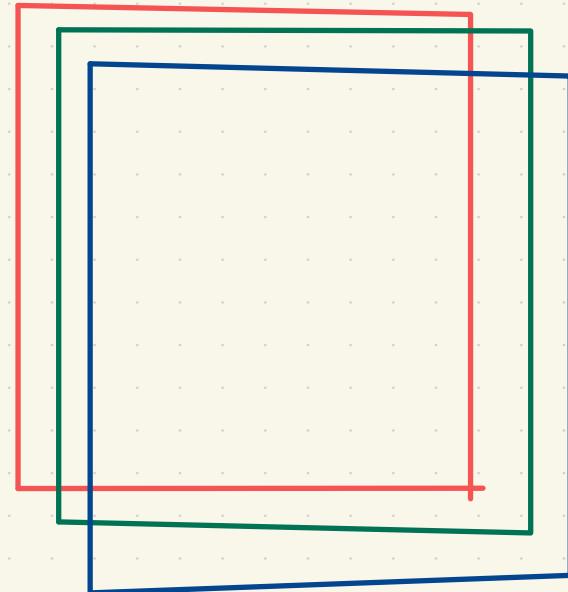
i



I

$2^{8 \times 8} = 256$ Color

I_c



$i \in \{1, 2, \dots, M\}$ $M \times N$ locations (pixels)

$I(i, j)$

$\in [0, 255]$

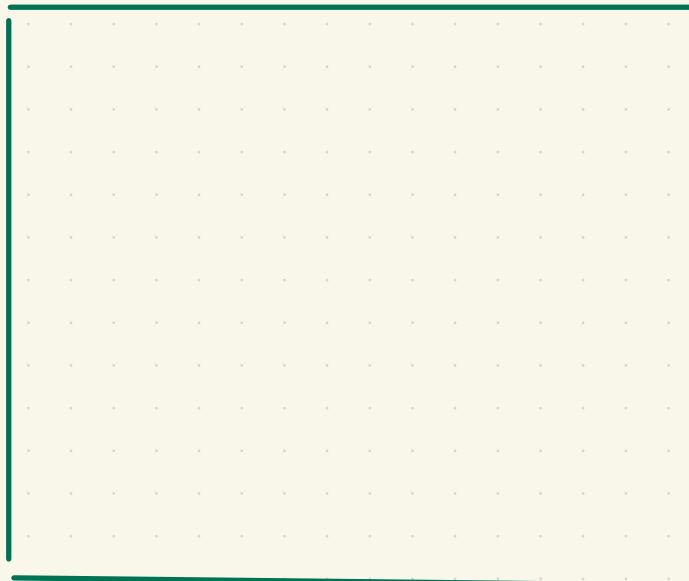
$k \in \{1, 2, 3\}$ $M \times N \times 3$ locations (pixels)

$I_c(i, j, k)$

$\in [0, 255]$

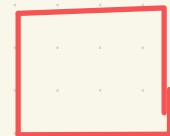
Gray Scale Image

$$I(i,j)$$



$M \times N$

$$g(i,j) \quad k \times k$$



filter

C weights

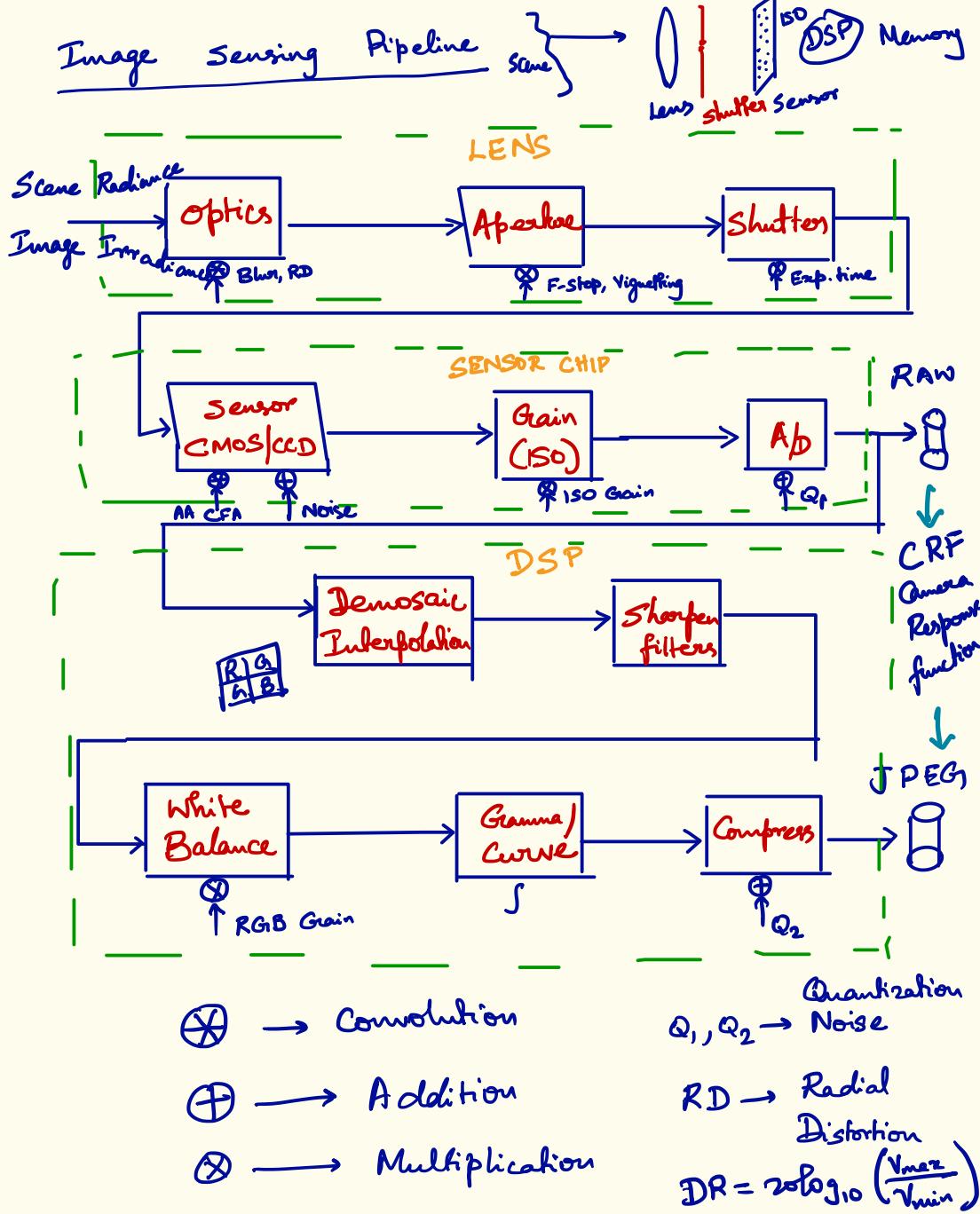
- fixed

- learned

Why Computer Vision is hard?

- AI
- Variation in Data (Images)
 - Illumination change
 - Camera Settings (exposure)
 - Viewpoint change
 - Appearance change (position)
 - Scale change
 - Occlusion
 - Background clutter
 - Motion
 - Sensing Noise
 - Resolution
 - Depth Perception (Defocus Blur)
- Huge variation in same class appearance (Diversity of Universe)
- Limitations of active sensors
 - Range, Power, Cost (Kinect, LiDAR)
- Inverse Problem.

Image Sensing Pipeline



System of linear Equations

$$A \vec{x} = \vec{b}$$

$M \times N \quad N \times 1 \quad M \times 1$

x

$$\left[\begin{array}{c} \text{---} \\ \text{---} \\ \text{---} \\ \vdots \\ \text{---} \end{array} \right]_{M \times N} \left[\begin{array}{c} x_1 \\ x_2 \\ \vdots \\ x_N \end{array} \right] = \left[\begin{array}{c} b_1 \\ b_2 \\ \vdots \\ b_M \end{array} \right]$$

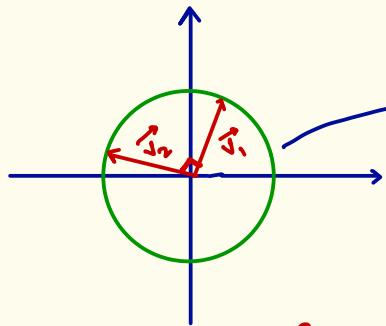
linear Algebra .

Singular Value Decomposition (SVD)

Numerical Linear Algebra
- Trefethen and Bau

Consider

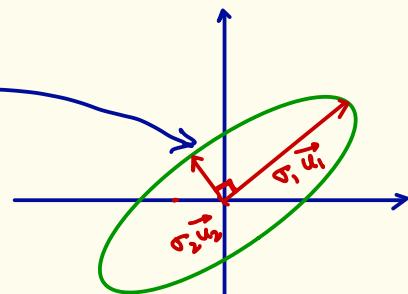
$A_{2 \times 2}$



$$\vec{v}_1, \vec{v}_2 \in \mathbb{R}^2$$

$$\|\vec{v}_1\|_2 = \|\vec{v}_2\|_2 = 1$$

$$\vec{v}_1^T \vec{v}_2 = 0$$



$$\vec{u}_1, \vec{u}_2 \in \mathbb{R}^2$$

$$\|\vec{u}_1\|_2 = \|\vec{u}_2\|_2 = 1$$

$$\vec{u}_1^T \vec{u}_2 = 0$$

$$A \vec{v}_1 = \sigma_1 \vec{u}_1$$

$$A \vec{v}_2 = \sigma_2 \vec{u}_2$$

$$A \begin{bmatrix} \vec{v}_1 & \vec{v}_2 \end{bmatrix} = \begin{bmatrix} \vec{u}_1 & \vec{u}_2 \end{bmatrix} \begin{bmatrix} \sigma_1 & 0 \\ 0 & \sigma_2 \end{bmatrix}$$

Σ

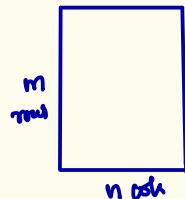
$V^T V = VV^T = I$

$U^T U = UU^T = I$

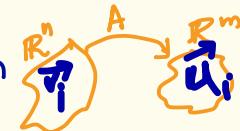
$A = U \Sigma V^T$

$V, V \rightarrow$ Orthogonal Matrices

$$A \in \mathbb{R}^{m \times n}, m \geq n \quad \text{rank}(A) \leq \min(m, n)$$



$$A \vec{v}_i = \sigma_i \vec{u}_i, \quad i=1, 2, \dots, n$$



$$\vec{v}_i \in \mathbb{R}^n$$

$$\vec{u}_i \in \mathbb{R}^m$$

$$\begin{bmatrix} \vec{v}_i^\top & \vec{v}_j^\top \\ \vec{u}_i^\top & \vec{u}_j^\top \end{bmatrix} = \begin{cases} 1, & \text{if } i=j \\ 0, & \text{if } i \neq j \end{cases}$$

$$A \begin{bmatrix} \vec{v}_1 & \vec{v}_2 & \dots & \vec{v}_n \end{bmatrix}_{n \times n} = \begin{bmatrix} \vec{u}_1 & \vec{u}_2 & \dots & \vec{u}_n \end{bmatrix}_{m \times n} \begin{bmatrix} \sigma_1 & & & \\ & \sigma_2 & & \\ & & \ddots & \\ & & & \sigma_n \end{bmatrix}_{n \times n}$$

$$V^T V = V V^T = I \quad \sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_n \geq 0$$

$$A V V^T = U \sum_i \sigma_i V^T$$

$$A_{m \times n} = U_{m \times n} \sum_i \sigma_i V^T_{n \times n}$$

Reduced SVD

$$A_{m \times n} = U_{m \times n} \sum_i \sigma_i V^T_{n \times n}$$

$$A_{m \times n} = U_{m \times m} \begin{matrix} \Sigma_{m \times n} \\ \downarrow \\ \text{adding } (m-n) \text{ orth. cols.} \end{matrix} V^T_{n \times n}$$

Full SVD

\uparrow \downarrow
 $(m-n)$ zero rows.

$$U^T U = U U^T = I$$

cols of U span \mathbb{R}^m

$$V^T V = V V^T = I$$

rows of V^T span \mathbb{R}^n

$$\begin{matrix} m \\ | \\ A \\ | \\ n \end{matrix} = \begin{matrix} m \\ | \\ U \\ | \\ m \\ ! \end{matrix} \begin{matrix} m \\ | \\ \Sigma \\ | \\ n \end{matrix} \begin{matrix} n \\ | \\ V^T \\ | \\ n \end{matrix}$$

$\sigma_1 > \sigma_2 > \dots > \sigma_n > 0$

Full SVD

SVD exists for all matrices.

$\sigma_1, \sigma_2, \dots, \sigma_n \rightarrow$ Singular values of A . $\in \mathbb{R}$

$\vec{u}_1, \vec{u}_2, \dots, \vec{u}_m \rightarrow$ Left singular vectors of $A \in \mathbb{R}^m$

$\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n \rightarrow$ Right singular vectors of $A \in \mathbb{R}^n$

$\text{rank}(A) = \# \text{ of Non-zero singular values of } A.$

$$A = X \Sigma X^{-1}$$

$$\begin{array}{c|c}
 \boxed{} & = \\
 \text{rank } r & \boxed{} \\
 A & U \\
 \hline
 \end{array}
 \quad
 \begin{array}{c|c}
 \boxed{} & \boxed{} \\
 \tau & V^T \\
 \hline
 \Sigma & n
 \end{array}$$

$A A^T, A^T A \rightarrow$ Symmetric, positive semi-definite

$$\begin{aligned}
 A A^T_{m \times m} &= (U \Sigma V^T)(U \Sigma V^T)^T = V \Sigma \underbrace{V^T V}_{I} \Sigma^T V^T \\
 &= V \Sigma^2 V^T \quad \text{Eigenvalue decomposition}
 \end{aligned}$$

$$\begin{aligned}
 A^T A_{n \times n} &= (U \Sigma V^T)^T (U \Sigma V^T) = V \Sigma^T \underbrace{U^T U}_{I} \Sigma V^T \\
 &= V \Sigma^2 V^T \quad \text{Eigenvalue decomposition}
 \end{aligned}$$

$\sigma_1, \sigma_2, \dots, \sigma_n \xrightarrow{\text{the}} \text{Square roots of eigenvalues}$
 $\text{of } A^T A \text{ or } A A^T$

$\vec{u}_1, \vec{u}_2, \dots, \vec{u}_m \rightarrow$ eigenvectors of $A A^T$ col of U

$\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n \rightarrow$ eigenvectors of $A^T A$ col of V

$$A \rightarrow \mathbb{R}^{n \times n}$$

$$A \vec{x}_i = \lambda_i \vec{x}_i \quad i=1, 2, \dots, n$$

$$A \begin{bmatrix} \vec{x}_1 & \vec{x}_2 & \dots & \vec{x}_n \end{bmatrix} = \begin{bmatrix} \vec{x}_1 & \vec{x}_2 & \dots & \vec{x}_n \end{bmatrix} \begin{bmatrix} \lambda_1 & & & \\ & \lambda_2 & & \\ & & \ddots & \\ & & & \lambda_n \end{bmatrix}$$

$$A \times = X \Lambda$$

$$A = X \Lambda X^{-1} \quad \text{eigenvalue decomposition}$$

$$A = U \sum_i \sigma_i V^T \quad \text{- Trefethen & Bau}$$

Matrix Properties through SVD - Numerical Linear Algebra
 $A \in \mathbb{R}^{m \times n}, m \geq n$ Proofs

1. $\text{rank}(A) = r$ (Number of non-zero singular values).

2. $\text{Range}(A) = \text{colspace}(A) = \langle \vec{u}_1, \vec{u}_2, \dots, \vec{u}_r \rangle$
 $r < n$

$$\text{Nullspace}(A) = \langle \vec{v}_{r+1}, \dots, \vec{v}_n \rangle$$

$$A \vec{x} = \vec{0}$$

$$A \vec{v}_i = \sigma_i \vec{u}_i$$

$$\text{rowspace}(A) =$$

$$\text{nullspace}(A^T) =$$

$$\dim(\text{Range}(A)) = r$$

$$\dim(\text{Null}(A)) = n - r$$

3. Norms of A

$$\|A\|_2 = \sup_{\vec{x}} \frac{\|A\vec{x}\|_2}{\|\vec{x}\|_2}$$

$$\|A\|_2 = \sigma_1$$

2 - Norm (induced norm)

$$\|A\|_F = \sqrt{\sigma_1^2 + \sigma_2^2 + \dots + \sigma_r^2}$$

Frobenius Norm

$$= \sqrt{\sum_i \sum_j a_{ij}^2}$$

4. Non-zero singular values of A are the +ve square roots of the non-zero eigenvalues of $A^T A$ or $A A^T$.

5. If $A = A^T$ (symmetric),

singular values of A are the absolute values of eigenvalues of A. $\sigma_i = |\lambda_i|$

6. For any $A \in \mathbb{R}^{m \times m}$ (square matrix)

$$|\det(A)| = \prod_{i=1}^m \sigma_i$$

If $\text{rank}(A) = r < m$ as $\sigma_{r+1}, \dots, \sigma_m = 0$

$$|\det(A)| = 0$$

7. $A \in \mathbb{R}^{m \times n}$, $m \geq n$, $\text{rank}(A) = r$

$$B = \vec{U} \vec{V}^T$$

$m \times n$ $n \times r$ $r \times n$

$$A = \sum_{j=1}^r \sigma_j \vec{u}_j \vec{v}_j^T$$

Sum of r scaled outer products of \vec{u}_j and \vec{v}_j

Rank-1 matrices

$$A = \left[\begin{array}{c|c|c|c} \vec{u}_1 & \vec{u}_2 & \dots & \vec{u}_m \end{array} \right] \left[\begin{array}{c|c|c|c} \sigma_1 & & & \\ & \ddots & & \\ & & \sigma_r & \\ & & & 0 \end{array} \right] \left[\begin{array}{c|c|c|c} \vec{v}_1^T & & & \\ \vec{v}_2^T & & & \\ \vdots & & & \\ \vec{v}_n^T \end{array} \right]$$

8. For any \tilde{r} , with $0 \leq \tilde{r} \leq r$ $A \rightarrow \text{rank } \tilde{r}$

$$A_{\tilde{r}} = \sum_{j=1}^{\tilde{r}} \sigma_j \vec{u}_j \vec{v}_j^T$$

Summing only top \tilde{r} singular values

Then $\|A - A_{\tilde{r}}\|_2 = \sigma_{\tilde{r}+1}$ $A_{\tilde{r}}$ is the closest matrix with rank \tilde{r} to A

$$\|A - A_{\tilde{r}}\|_F = \sqrt{\sigma_{\tilde{r}+1}^2 + \dots + \sigma_r^2}$$

Low Rank Approximation of A .

Given a matrix A with rank r , to find the closest matrix $A_{\tilde{r}}$ to A with rank \tilde{r} , set the least $r - \tilde{r}$ singular values to zero.

Solve Over-determined System of Equations

$$A \vec{x} = \vec{b}$$

Given A, \vec{b}
find \vec{x}

$$A \in \mathbb{R}^{m \times n}$$

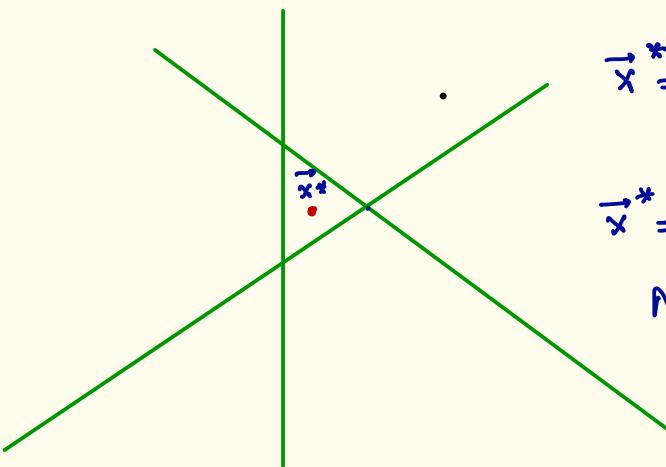
$m > n$ (More equations than unknowns)

$$\vec{x} \in \mathbb{R}^n$$

Equations \rightarrow rows of A

$$\vec{b} \in \mathbb{R}^m$$

Unknowns $\rightarrow \vec{x}$
lines in \mathbb{R}^2



$$\vec{x}^* = \underset{\vec{x}}{\operatorname{arg\min}} \| A\vec{x} - \vec{b} \|_2^2$$

$$\frac{\partial}{\partial \vec{x}} \| A\vec{x} - \vec{b} \|_2^2 = 0$$

$$\vec{x}^* = (A^T A)^{-1} A^T \vec{b}$$

Normal equation

Using SVD,

$$A = \underset{m \times n}{\hat{U}} \underset{m \times n}{\hat{\Sigma}} \underset{n \times n}{\hat{V}^T} \quad \text{Reduced SVD}$$

$$A \vec{x} = \vec{b} \quad A, \vec{b} \rightarrow \text{known}$$

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

$$\left[\hat{U}^T \hat{U} \right] \left[\hat{\Sigma} \right] \hat{V}^T \vec{x} = \hat{U}^T \vec{b} \quad , \vec{b}' = \hat{U}^T \vec{b}$$

$$\left[\hat{\Sigma} \right] \left[\begin{array}{c} \hat{V}^T \vec{x} \\ \vec{y} \end{array} \right] = \vec{b}'$$

$$1. \quad \vec{b}' = \hat{\Sigma} \vec{y} \Rightarrow \vec{y} = \hat{\Sigma}^{-1} \vec{b}'$$

$$2. \quad \text{Solve } \sum \vec{y} = \vec{b}' \quad \left[\begin{array}{c} \sigma_1 & \sigma_2 & \dots & \sigma_r \\ \text{---} & \text{---} & \text{---} & \text{---} \end{array} \right] \left[\begin{array}{c} y_1 \\ y_2 \\ \vdots \\ y_r \end{array} \right] = \left[\begin{array}{c} b'_1 \\ b'_2 \\ \vdots \\ b'_r \end{array} \right]$$

$$3. \quad \text{Solve } \vec{x}^* = \hat{V} \vec{y}$$

\vec{x}^* is the optimal solution \rightarrow least squares solution.

Least Squares Minimization

In homogeneous System $\vec{b} \neq \vec{0}$

$$A\vec{x} = \vec{b}$$

$$A \in \mathbb{R}^{m \times n}, \vec{x} \in \mathbb{R}^n, \vec{b} \in \mathbb{R}^m$$

Cases

a) $m < n$

$$A$$



fat

Under determined

- More unknowns than equations
- No unique solution
- Vector space of solutions (infinite)

b) $m = n$

$$A$$



square

Properly Determined

- Unique solution if A is invertible or A has full rank.

(Equal number of equations and unknowns)

- Otherwise a) if A is rank deficient.

c) $m > n$

$$A$$



tall

Over Determined

- More equations than unknowns
- Unique solution if \vec{b} lies in colspace of A
- No solution otherwise.

Consider $m \geq n$

$$\vec{a}^T \vec{a} = \left\| \vec{a} \right\|_2^2$$

$$\text{rank}(A) = n$$

Find \vec{x} closest to the system $A\vec{x} = \vec{b}$

Least squares

$$\vec{x}^* = \underset{\vec{x}}{\operatorname{argmin}} \|A\vec{x} - \vec{b}\|_2^2$$

$$\begin{matrix} \vec{b}^T A \vec{x} \\ \text{1x1} \end{matrix}$$

$$\begin{aligned} \|A\vec{x} - \vec{b}\|_2^2 &= (A\vec{x} - \vec{b})^T (A\vec{x} - \vec{b}) \\ &= (\vec{x}^T A^T - \vec{b}^T) (A\vec{x} - \vec{b}) - \vec{x}^T A^T \vec{b} \\ &= \vec{x}^T A^T A \vec{x} - 2 \vec{x}^T A^T \vec{b} + \vec{b}^T \vec{b} \end{aligned}$$

$$\frac{\partial}{\partial \vec{x}} () = 2 A^T A \vec{x}^* - 2 A^T \vec{b} = 0$$

$$A^T A \vec{x}^* = A^T \vec{b}$$

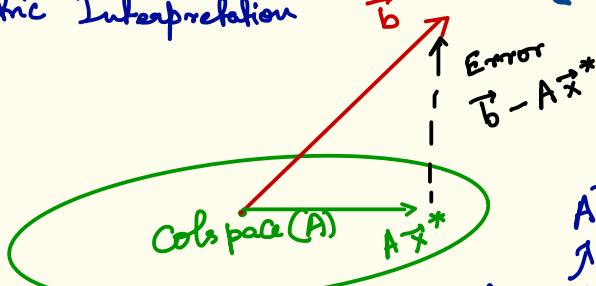
$$\vec{x}^* = A^{-1} \vec{b}$$

if $A \rightarrow m \times n$
 $\text{rank}(A) = n$

$$\vec{x}^* = (A^T A)^{-1} A^T \vec{b}$$

Normal Equation

Geometric Interpretation



$$A^T (\vec{b} - A\vec{x}^*) = \vec{0}$$

Contains cols of A as rows

$$\vec{x}^* = (A^T A)^{-1} A^T \vec{b}$$

Affine ~~linear~~ Regression

$$Y = w_1 x_1 + w_2 x_2 + w_3 x_3 + \beta$$

$$y = \vec{\omega}^T \vec{x} + \beta \quad y \in \mathbb{R}$$

$$\begin{bmatrix} x_1^1 & x_2^1 & x_3^1 & 1 \\ \vdots & \vdots & \vdots & \vdots \\ x_1^5 & x_2^5 & x_3^5 & 1 \end{bmatrix} \begin{bmatrix} w_1 \\ w_2 \\ w_3 \\ \beta \end{bmatrix} = \begin{bmatrix} y^1 \\ y^2 \\ y^3 \\ y^4 \\ y^5 \end{bmatrix}$$
$$A \quad \vec{\omega} = \vec{y}$$

$$\underset{\vec{x}}{\operatorname{arg\,min}} \quad \|A\vec{x} - \vec{b}\|_2 = \underset{\vec{x}}{\operatorname{arg\,min}} \quad \|U\Sigma V^T \vec{x} - \vec{b}\|_2$$

$$= \underset{\vec{x}}{\operatorname{arg\,min}} \quad \left\| \Sigma V^T \vec{x} - U^T \vec{b} \right\|_2$$

$\overset{U^T U = I}{\Downarrow}$

$$\vec{b}' = \underset{m \times 1}{\Sigma} \underset{m \times m}{U^T} \underset{m \times 1}{\vec{b}}$$

$$\vec{y} = \underset{n \times n}{V} \underset{n \times 1}{\vec{x}}$$

$$\Leftrightarrow \underset{\vec{y}}{\operatorname{arg\,min}} \quad \left\| \Sigma \vec{y} - \vec{b}' \right\|_2$$

$$\vec{b}' = U^T \vec{b}$$

$\Sigma_{m \times n} \rightarrow \text{diagonal matrix}$

$$y_i = \frac{b'_i}{d_i}$$

$$y_i = \frac{b'_i}{d_i} \quad i = 1, 2, \dots, n$$

$$\vec{x}^* = V \vec{y}$$

\vec{y} can approach
to \vec{b}'

$$= (b'_1, b'_2, \dots, b'_n, 0, 0 \dots 0)$$

Reduced SVD

$$\left\| \sum_{n \times n}^{\infty} \vec{y}_i - \vec{b} \right\|$$

$$\vec{y}_i = \sqrt{\vec{x}}_i$$

$$\vec{b}' = \vec{U}^T \vec{b}$$

$$\vec{x}^* = \sqrt{\vec{y}}$$

$$A \vec{x}^* \neq \vec{b}$$

if \vec{b}' is not in
 $\text{colspace}(A)$

$$A \vec{x} = \vec{b} \quad \text{rank}(A) = n$$

1. Find SVD $A = U \Sigma V^T$

2. Set $\vec{b}' = \vec{U}^T \vec{b}$

3. Solve $\sum_i \vec{y}_i = \vec{b}'$ $y_i = \frac{b'_i}{d_i}, i=1, 2, \dots, n$

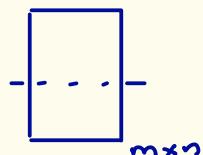
4. $\vec{x}^* = \sqrt{\vec{y}}$

$$\vec{x}^* = (A^T A)^{-1} A^T \vec{b}$$

$\text{rank}(A) = r < n$ (rank deficient systems $A \vec{x} = \vec{b}$)
 $\begin{matrix} m \\ \geq n \end{matrix}$

1. Find SVD of $A = U \Sigma V^T$

$$2. \quad \vec{b}' = V^T \vec{b}$$



3. Find \vec{y} s.t. $y_i = \frac{b'_i}{d_i} \quad i = 1, 2, \dots, r$

$$\cdot \quad y_i = 0 \quad \text{o/w}$$

4. General solution (infinite)

$$\vec{x} = V \vec{y} + \lambda_{r+1} \vec{v}_{r+1} + \dots + \lambda_n \vec{v}_n.$$

5. \vec{x} with minimum norm $\|\vec{x}\|_2$

$$\vec{x}^* = V \vec{y}$$

Solution of Homogeneous System $A\vec{x} = \vec{0}$

$$A\vec{x} = \vec{0}$$

$$A \in \mathbb{R}^{m \times n}, \vec{x} \in \mathbb{R}^n$$

$$A = U \sum_i V^T \quad \text{rows of } V$$

(A) $m=n$, a) \vec{x} is in nullspace(A). $\langle \vec{v}_{r+1}, \dots, \vec{v}_n \rangle$
 if exists ($\text{rank}(A) < n$) b) $\vec{x} = \vec{0}$ if $\text{rank}(A) = n$

(B) Over-determined

$$m > n \quad A\vec{x} = \vec{0}_{m \times 1}$$

a) if $\text{rank}(A) < n$, \vec{x} is in nullspace(A)

b) $\text{rank}(A) = n$, $A\vec{x} = \vec{0}$ has only trivial solution $\vec{x} = \vec{0}$

For cases b)

Solve $\vec{x}^* = \min_{\vec{x}} \|A\vec{x}\|_2$, subject to $\|\vec{x}\|_2 = 1$.

$$A = U \sum_i V^T \quad \|U\|_2 = \|V\|_2 = 1$$

$$\min \|A\vec{x}\| = \min \left\| U \sum_i V^T \vec{x} \right\|_2 \text{ s.t. } \|\vec{x}\|_2 = 1$$

$$= \min \left\| \sum_i V^T \vec{x} \right\|_2 \text{ s.t. } \|\vec{x}\|_2 = 1$$

$$\begin{aligned} \text{let } V^T \vec{x} = \vec{y} \quad & \|\vec{x}\|_2 = 1 \Rightarrow \|\vec{y}\|_2 = 1 \\ \vec{x} = V \vec{y} \quad & \Rightarrow \|\vec{y}\|_2 = 1 \end{aligned}$$

$$\min \|\sum_i \vec{v}_i\|_2 \quad \text{s.t. } \|\sqrt{\vec{v}}\|_2 = 1$$

$$= \min_{m \times n \ n \times 1} \|\sum_i \vec{v}_i\|_2 \quad \text{s.t. } \|\vec{v}\|_2 = 1$$

$$\vec{v}^* = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix} \quad d_1, d_2, \dots, d_{n-1} \rightarrow 0 \\ d_n \checkmark$$

$$\vec{x}^* = \sqrt{\vec{v}^*} = \vec{v}_n \quad (\text{last column of } V)$$

$$\vec{x}^* = \underset{\vec{x}}{\operatorname{argmin}} \|\vec{A}\vec{x}\|_2 \quad \text{s.t. } \|\vec{x}\|_2 = 1$$

$$\vec{x}^* = \vec{v}_n \quad (\text{last column of } V)$$