Let $a = a_x i + a_y j$ be a point in 2D space. There a_x is the length of projection of a on x-axis & a_y is the projection on the y-axis.

We can express $a_x & a_y a_z$ $a_x = [a_x a_y][0](i)$ $a_y = [a_x a_y][0](i)$

Combining (i) & (ii) [ax ay][0] = [ax ay] (iii) = [L(a) L(a)]

where Li(a) is The length of projection of a on i & similarly Li(a) is for j.

> Extending The equation in (iii) to any or bitrary vector vi [ax ay] | VI V2 V3 ... Vn] = a.V > [V, Vz Vz ... Vz] 2 a.V > [a.v. a.v.] · a. v.] · a. v. $\Rightarrow \begin{bmatrix} a.v_{1}x & a.v_{2}x & a.v_{n}x \\ a.v_{1}y & a.v_{2}y & a.v_{n}y \\ a.v_{1}z & a.v_{2}z & a.v_{n}z \end{bmatrix} = Q.V$ $\Rightarrow \left[L_{v_i}(a) L_{v_2}(a) \dots L_{v_n}(a) \right] = a \cdot V(iv)$ If we have more paints like a let's say b, c, ... z, we can extend (ir) as: -> [Ly(a) Lyz(a) Lyn(a)] Ly(b) Lyz(b) ... Lyn(b) = A. V Lv, (z) Lv2(z) Lv,(z)

L=A.V (5)

where The rows of A contain The points a, b, c... Z.

on both sides, we get

LJ (A) VT (vi)

If v was to be orthonormal, we could rewrite (vi) as

A=LVT (vii)

Now This storts to look like the Typical SVD formula we see everywhere > If we divide The columns of L by their norms, we get L = U [5, 0 ...] L = U \(\sqrt{\(\tau_{\text{iii}}\)} > Merging (vii) & (viii), we get AzUST (ix) where U & V are orthogonal matrices, & Z is a diagonal matrix.