

7.1, 7.2 SVD

224.

- If we have a complete set of eigenvectors,

$$A = \underline{X} \Lambda \underline{X}^{-1}$$

↑
indep. but
not orthogonal.

- If $A = S$ (symmetric),

$$S = Q \Lambda Q^{-1} = Q \Lambda Q^T$$

↑
orthogonal
eigenvectors

(can be chosen normal)

- If S is positive definite,

$$S = Q \Lambda Q^T$$

↑
eigenvalues are
positive

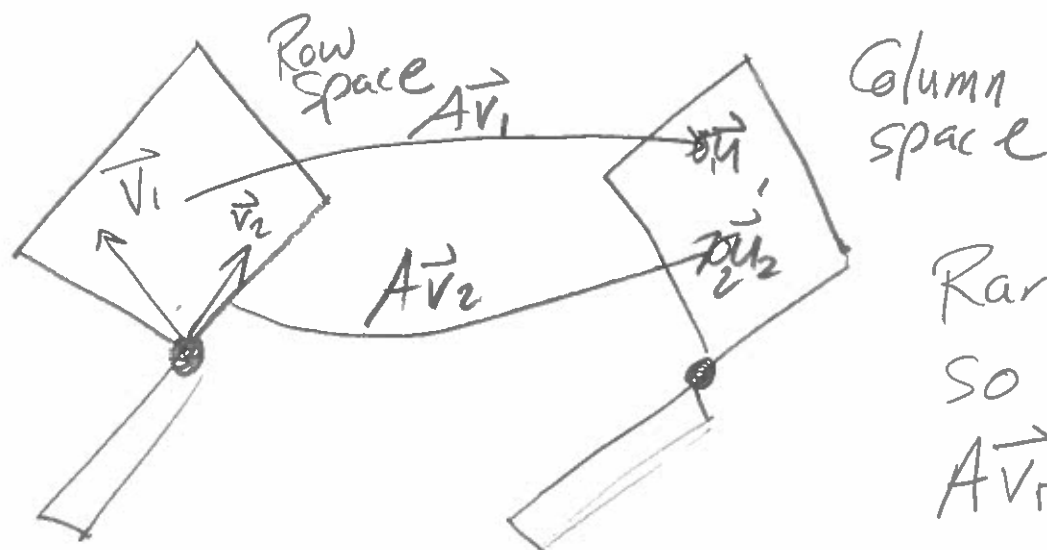
- Now, for any matrix A , $m \times n$ rank r

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

↑
orthonormal

← Diagonal, positive numbers

Want an orthonormal basis for row space to go to an orthogonal basis for column space



So ...
 $A\vec{v}_r = \vec{u}_r$
 \uparrow
 σ_r

Main Equation of SVD:

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

$$\begin{matrix} \uparrow & & \uparrow & \uparrow \\ (m \times n) & & (m \times r) & (r \times r) \\ A & V & = & U \Sigma \end{matrix}$$

$$\begin{aligned} A\vec{v}_1 &= \sigma_1 \vec{u}_1 \\ A\vec{v}_2 &= \sigma_2 \vec{u}_2 \\ &\vdots \\ A\vec{v}_r &= \sigma_r \vec{u}_r \end{aligned}$$

$$\sigma_1, \sigma_2, \dots, \sigma_r > 0$$

Now, fill in with orthonormal basis vectors for the nullspaces: (226.)

$$A \begin{bmatrix} \underbrace{v_1 \ v_2 \ \dots \ v_r}_{\text{row}} \ \underbrace{v_{r+1} \ \dots \ v_n}_{\text{null}} \end{bmatrix} = \begin{bmatrix} \underbrace{u_1 \ u_2 \ \dots \ u_r}_{\text{col}} \ \underbrace{u_{r+1} \ \dots \ u_m}_{\text{left null}} \end{bmatrix} \begin{bmatrix} \sigma_1 & & 0 \\ & \ddots & \\ 0 & & \sigma_r & 0 \\ & & & 0 \end{bmatrix}$$

$$\begin{matrix} A & V & = & U & \Sigma \\ \uparrow & \uparrow & & \uparrow & \uparrow \\ (m \times n) & (n \times n) & & (m \times m) & (m \times n) \end{matrix}$$

$$AV = U\Sigma$$

$$A = U\Sigma V^{-1} = U\Sigma V^T$$

$$A^T A = (V \Sigma^T U^T)(U \Sigma V^T) = V \begin{bmatrix} \sigma_1^2 & & \\ & \sigma_2^2 & \\ & & \ddots \end{bmatrix} V^T$$

↑
pos.
def.
or
semi
def.

↑
eigenvectors
of
 $A^T A$

Do the same for U .

For any rank r matrix A , $m \times n$.

V has eigenvectors of $A^T A$
 U has eigenvectors of $A A^T$
 Σ has positive $\sigma_i = \sqrt{\lambda_i}$

Calculating the SVD:

(227.)

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

① Compute $A^T A = V \Sigma^T \Sigma V^T$

get orthonormal $\vec{v}_1, \dots, \vec{v}_r$ eigenvectors.

get $\sigma_1, \dots, \sigma_r$ singular values

② Compute $AV = U \Sigma$

to find $\vec{u}_1, \dots, \vec{u}_r$

③ Make sure $\sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_r$

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

Example: Compute $A = U \Sigma V^T$ (228)

for $A = \begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix}$, $\text{rank}(A) = 2$

① $A^T A = \begin{bmatrix} 0 & -2 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix} = \begin{bmatrix} 4 & 0 \\ 0 & 1 \end{bmatrix}$

(is diagonal) $\lambda_1 = 4$, $\lambda_2 = 1$

$\vec{v}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$, $\vec{v}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ (orthonormal)

$\sigma_1 = \sqrt{4} = 2$, $\sigma_2 = \sqrt{1} = 1$

$V = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$, $\Sigma = \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix}$

② $AV = U \Sigma$

$AV = \begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix}$

← has eigenvectors of AA^T need to pull out σ_i

← Want this to be U .

Make unit length

$\begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix}$

$\uparrow U$ $\uparrow \Sigma$

③ $A = \begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 2 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

Example: Calculate the SVD for

(229)

$$A = \begin{bmatrix} 2 & 4 \\ 1 & 3 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

given. Want

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

$\uparrow \quad \uparrow \quad \uparrow \quad \uparrow$
 $4 \times 2 \quad 4 \times 4 \quad 4 \times 2 \quad 2 \times 2$
 $\uparrow \quad \uparrow$
 orthonormal bases for $C(A), N(A^T)$ orthonormal basis for $C(A^T), N(A)$

$$A^T A = \begin{bmatrix} 2 & 1 & 0 & 0 \\ 4 & 3 & 0 & 0 \end{bmatrix} \begin{bmatrix} 2 & 4 \\ 1 & 3 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 5 & 11 \\ 11 & 25 \end{bmatrix}$$

$$A^T A \text{ has } \lambda_1 = 29.866$$

$$\vec{v}_1 = \begin{bmatrix} 0.442 \\ 1 \end{bmatrix}$$

or

$$\vec{v}_1 = \begin{bmatrix} 0.404 \\ 0.915 \end{bmatrix}$$

$$\lambda_2 = 0.134$$

$$\vec{v}_2 = \begin{bmatrix} -2.261 \\ 1 \end{bmatrix}$$

or

$$\vec{v}_2 = \begin{bmatrix} -0.915 \\ 0.404 \end{bmatrix}$$

$$\sigma_1 = \sqrt{\lambda_1}$$

$$\sigma_1 = 5.465$$

$$\sigma_2 = \sqrt{\lambda_2}$$

$$\sigma_2 = 0.366$$

$$V = \begin{bmatrix} 0.404 & -0.915 \\ 0.915 & 0.404 \end{bmatrix},$$

2×2

$$\Sigma = \begin{bmatrix} 5.465 & 0 \\ 0 & 0.366 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

4×2

$$U = \begin{bmatrix} \vec{u}_1 & \vec{u}_2 & \vec{u}_3 & \vec{u}_4 \\ \uparrow & \uparrow & \uparrow & \uparrow \end{bmatrix}$$

Ortho-
Basis
for
 $C(A)$

ORTHO.
BASIS
FOR $N(A^T)$

$$\vec{u}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\vec{u}_4 = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

(030)

$$AV = \begin{bmatrix} 2 & 4 \\ 1 & 3 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 0.404 & -0.915 \\ 0.915 & 0.404 \end{bmatrix} = \begin{bmatrix} 4.468 & -0.214 \\ 3.149 & 0.297 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

4x2 2x2

↑
want this to
be U ,
factor out σ

divide \vec{u}_1 by σ_1
divide \vec{u}_2 by σ_2

$$\vec{u}_1 = \frac{1}{\sigma_1} \begin{bmatrix} 4.468 \\ 3.149 \\ 0 \\ 0 \end{bmatrix}$$

$$\vec{u}_2 = \frac{1}{\sigma_2} \begin{bmatrix} -0.214 \\ 0.297 \\ 0 \\ 0 \end{bmatrix}$$

$$\vec{u}_1 = \frac{1}{5.465} \begin{bmatrix} 4.468 \\ 3.149 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0.818 \\ 0.576 \\ 0 \\ 0 \end{bmatrix}$$

$$\vec{u}_2 = \begin{bmatrix} -0.585 \\ 0.811 \\ 0 \\ 0 \end{bmatrix}$$

$$A = \begin{bmatrix} 2 & 4 \\ 1 & 3 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} = U \Sigma V^T$$

(231)

$$= \begin{bmatrix} 0.818 & -0.585 & 6 & 0 \\ 0.576 & 0.811 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 5.465 & 0 \\ 0 & 0.366 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 0.404 & 0.915 \\ -0.915 & 0.404 \end{bmatrix}$$

$4 \times 4 \qquad \qquad 4 \times 2 \qquad \qquad 2 \times 2$

Extension: SVD gives us

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

which decomposes A into the
sum of r rank 1 matrices.

$$A = 5.465 \begin{bmatrix} 0.818 \\ 0.576 \\ 0 \\ 0 \end{bmatrix} \begin{bmatrix} 0.404 & 0.915 \end{bmatrix} + 0.366 \begin{bmatrix} -0.585 \\ 0.811 \\ 0 \\ 0 \end{bmatrix} \begin{bmatrix} -0.915 & 0.404 \end{bmatrix}$$

$$= \begin{bmatrix} 1.806 & 4.090 \\ 1.272 & 2.880 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} + \begin{bmatrix} 0.196 & -0.087 \\ -0.272 & 0.120 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 2.002 & 4.003 \\ 1 & 3 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

Example: Every square invertible matrix A can be factored into

(232)

$$A = HQ = (\text{Symmetric Pos. Def.})(\text{Orthogonal}).$$

For $A = \begin{bmatrix} 1 & 3 \\ -1 & 3 \end{bmatrix}$, obtain $A = U\Sigma V^T$.

Then choose $Q = UV^T$ and find H .

$$A^T A = \begin{bmatrix} 1 & -1 \\ 3 & 3 \end{bmatrix} \begin{bmatrix} 1 & 3 \\ -1 & 3 \end{bmatrix} = \begin{bmatrix} 2 & 0 \\ 0 & 18 \end{bmatrix}$$

$$\lambda_1 = 18 \quad \lambda_2 = 2$$

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

$$\sigma_1 = 3\sqrt{2} \quad \sigma_2 = \sqrt{2}$$

$$V = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \quad \Sigma = \begin{bmatrix} 3\sqrt{2} & 0 \\ 0 & \sqrt{2} \end{bmatrix}$$

$$\vec{u}_1 = \frac{A\vec{v}_1}{\sigma_1} = \frac{\begin{bmatrix} 1 & 3 \\ -1 & 3 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}}{3\sqrt{2}} = \frac{1}{3\sqrt{2}} \begin{bmatrix} 3 \\ 3 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \end{bmatrix}$$

$$\vec{u}_2 = \frac{A\vec{v}_2}{\sigma_2} = \frac{\begin{bmatrix} 1 & 3 \\ -1 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}}{\sqrt{2}} = \frac{\begin{bmatrix} 1 \\ -1 \end{bmatrix}}{\sqrt{2}} = \begin{bmatrix} 1/\sqrt{2} \\ -1/\sqrt{2} \end{bmatrix}$$

$$A = \begin{bmatrix} 1 & 3 \\ -1 & 3 \end{bmatrix} = \underbrace{\begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ 1/\sqrt{2} & -1/\sqrt{2} \end{bmatrix}}_U \underbrace{\begin{bmatrix} 3\sqrt{2} & 0 \\ 0 & \sqrt{2} \end{bmatrix}}_\Sigma \underbrace{\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}}_{V^T}$$

Choose $Q = UV^T = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ 1/\sqrt{2} & -1/\sqrt{2} \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ -1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}$

$$A = HQ = H(UV^T)$$

$$= (U \Sigma U^T)(UV^T)$$

$$U \Sigma U^T = \begin{bmatrix} 2\sqrt{2} & \sqrt{2} \\ \sqrt{2} & 2\sqrt{2} \end{bmatrix} = H \quad \left(\begin{array}{l} \text{Symmetric} \\ \text{Pos. Def.} \end{array} \right)$$

$$UV^T = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} \\ -1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix} = Q \quad \left(\text{orthogonal} \right)$$

- Transformation T is applied to vector \vec{v} . In goes \vec{v} , out comes $T(\vec{v})$.
- Analogy: Function f is applied to x .
In goes x , out comes $f(x)$.
- Linear transformations will take us from input space \mathbb{R}^n to output space \mathbb{R}^m using matrix A .
$$T(\vec{v}) = A\vec{v}.$$
- Linear transformations:
$$T(c\vec{v} + d\vec{w}) = cT(\vec{v}) + dT(\vec{w})$$

and always $T(\vec{0}) = \vec{0}$.
- Rotations, projections, shearings, stretchings are all linear.

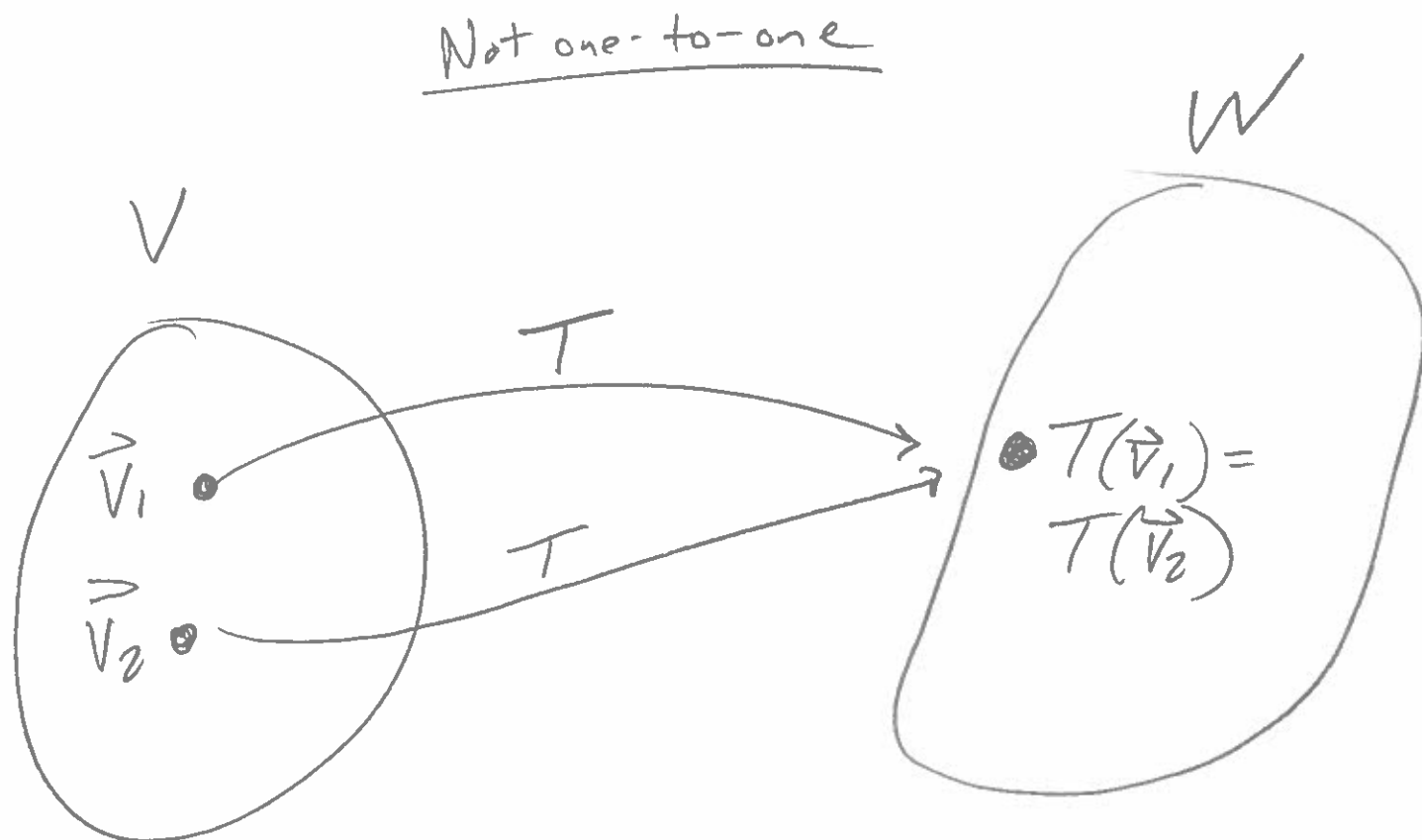
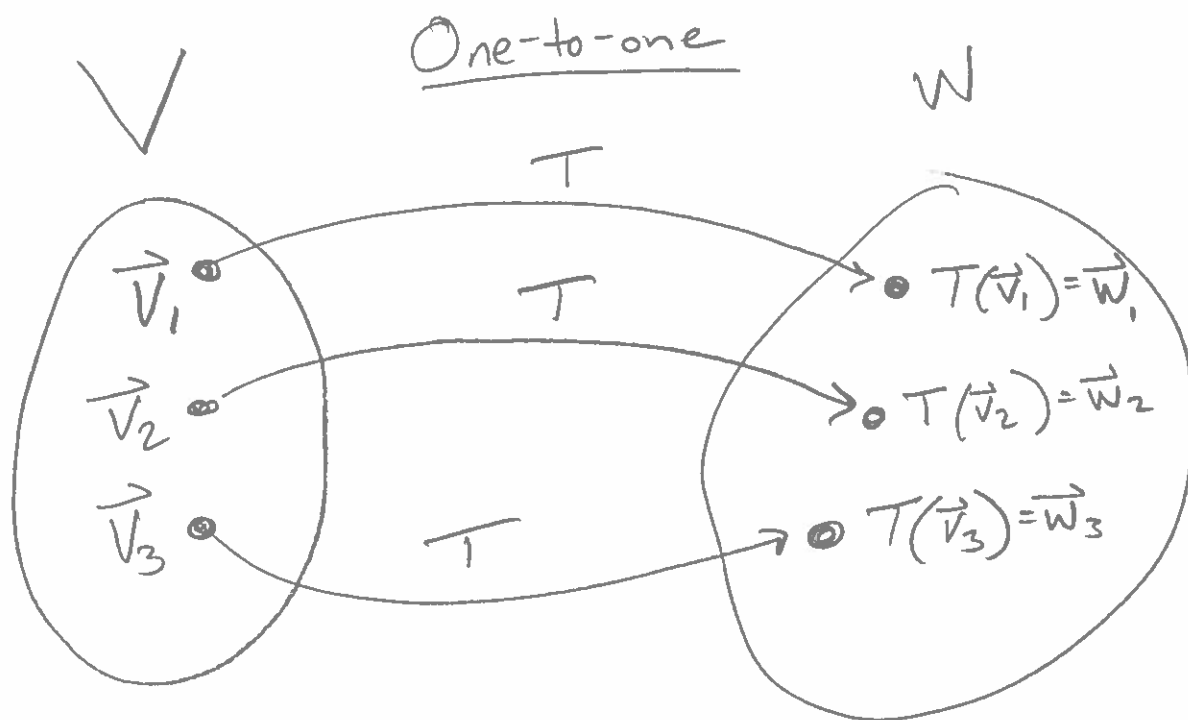
Definitions:

235.

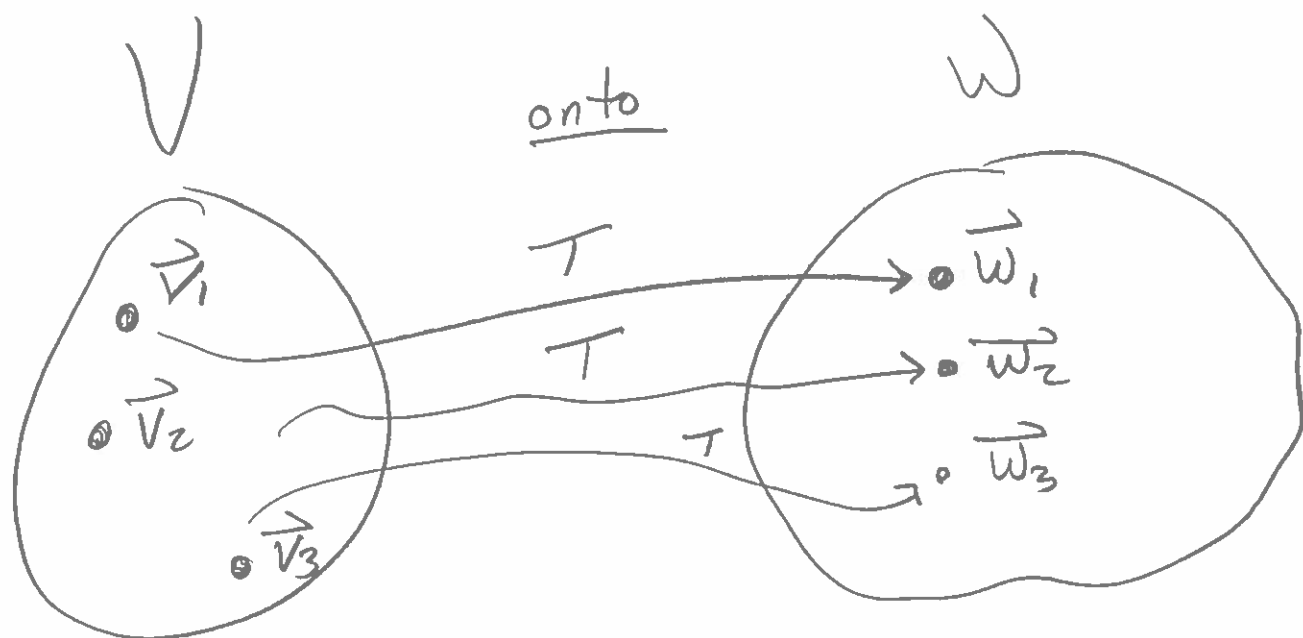
$$T: V \rightarrow W$$

- V is the input space ($\dim(V) = n$)
- W is the output space ($\dim(W) = m$)
- $\text{kernel}(T)$ is the set of all inputs for which $T(\vec{v}) = \vec{0}$ ($\text{nullspace}(A)$)
- $\text{range}(T)$ is the set of all outputs $T(\vec{v})$ ($\text{columnspace}(A)$) (range or image)
- $\text{range}(T)$ could be all of W or just part of it.
- $\dim(\text{input space})$ or $\dim(V) = \dim(\text{range}) + \dim(\text{kernel})$
- Linear transformation T has matrix A behind it, but there are infinite choices for A . Matrix A is determined by choice of basis for V and W .

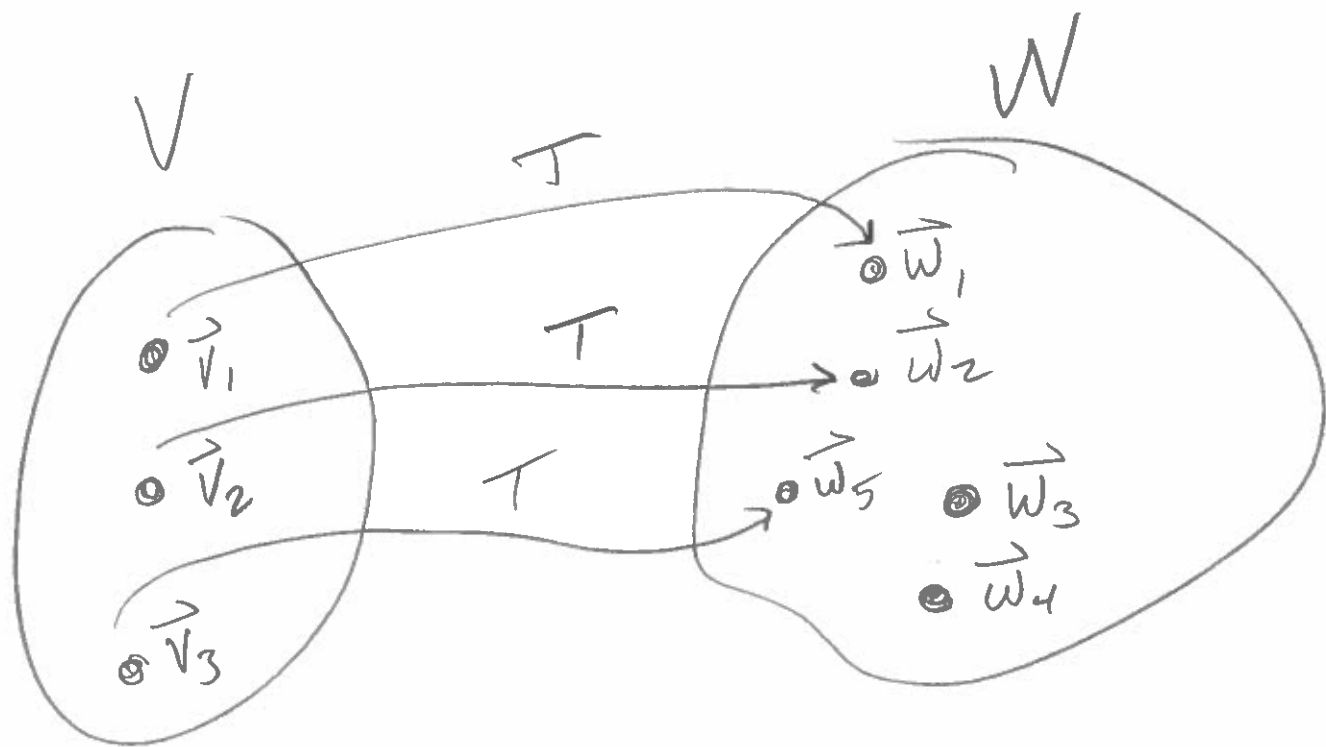
- Transformation T is one-to-one if the pre-image of every $\vec{w} \in W$ consists of one vector $\vec{v} \in V$.



- Transformation T is onto if every $\vec{w} \in W$ has a preimage $\vec{v} \in V$.



not onto



Example: Let $T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ be given (238.)
by $T(\vec{x}) = A\vec{x}$.

- Give $\text{rank}(A)$, $\dim(\text{input space})$, $\dim(\text{output})$,
 $\dim(\text{kernal})$, $\dim(\text{range})$, one-to-one, onto,
etc.....

a.) $A = \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$

* $T: \mathbb{R}^3 \rightarrow \mathbb{R}^3$

* $\dim(\text{input space}) = 3$

* $\dim(\text{output space}) = 3$

* $\text{rank}(A) = 3$

* $\dim(\text{range}) = 3$

* $\dim(\text{kernal}) = 0$

* T is one-to-one because

$\text{kernal}(T)$ is just $\vec{0}$ (Proof to come).

* T is onto because $\dim(\text{output space}) = \dim(\text{range})$

(no vectors in \mathbb{R}^3 we can't get to through $A\vec{x}$).

* T is called an isomorphism
(Square, full rank, one-to-one + onto)

$$b.) B = \begin{bmatrix} 1 & 2 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}$$

$$* T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$$

$$* \dim(\text{input space}) = 2$$

$$* \dim(\text{output space}) = 3$$

$$* \text{rank}(B) = 2$$

$$* \dim(\text{range}) = 2$$

$$* \dim(\text{kernel}) = 0$$

* T is one-to-one
Since $\text{kernel}(T)$
is just the zero vector.

* T is not onto
because output
space has vectors
we can't get to!
 $\dim(\text{output}) = 3$ but
 $\dim(\text{range}) = 2$

$$c.) C = \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & -1 \end{bmatrix}$$

$$* T: \mathbb{R}^3 \rightarrow \mathbb{R}^2$$

$$* \dim(\text{input space}) = 3$$

$$* \dim(\text{output space}) = 2$$

$$* \text{rank}(C) = 2$$

$$* \dim(\text{range}) = 2$$

$$* \dim(\text{kernel}) = 1$$

* T is not one-to-one,
because $\text{kernel}(T)$
contains more than
just the zero vector.

* T is onto.

$$\dim(\text{output space}) = 2$$

$$\dim(\text{range}) = 2$$

$$d.) D = \begin{bmatrix} 1 & 2 & 0 \\ 0 & 1 & 1 \\ 1 & 3 & 1 \end{bmatrix}$$

$$* T: \mathbb{R}^3 \rightarrow \mathbb{R}^3$$

$$* \dim(\text{input space}) = 3$$

$$* \dim(\text{output space}) = 3$$

$$* \text{rank}(D) = 2$$

$$* \dim(\text{range}) = 2$$

$$* \dim(\text{kernal}) = 1$$

* T is not one-to-one since $\text{kernal}(T)$ has more than just $\vec{0}$.

* T is not onto since $\dim(\text{output}) = 3$
 $\dim(\text{range}) = 2$

Theorem: Let T be a linear transformation (241.)
from V to W .

T is one-to-one iff $\text{kernel}(T)$ is just $\vec{0}$.

Proof: Let T be one-to-one.

Then $T(\vec{v}) = \vec{0}$ can have only one
solution (by one-to-one property), namely
 $\vec{v} = \vec{0}$ (by linear transformation property).

Therefore, $\text{kernel}(T)$ is just $\vec{0}$.

Let $\text{kernel}(T)$ be just $\vec{0}$. (#1)

Let $T(\vec{v}_1) = T(\vec{v}_2)$. (#2)

Because T is linear,

$$T(\vec{v}_1 - \vec{v}_2) = T(\vec{v}_1) - T(\vec{v}_2) = \vec{0}. \quad (\text{by } \#2)$$

Thus, $\vec{v}_1 - \vec{v}_2$ is also in the $\text{kernel}(T)$.

Thus, $\vec{v}_1 - \vec{v}_2 = \vec{0}$, (by #1)

$$\text{OR } \vec{v}_1 = \vec{v}_2.$$

So, assuming $T(\vec{v}_1) = T(\vec{v}_2)$

implied $\vec{v}_1 = \vec{v}_2$.

Thus T is one-to-one.

Theorem: Let $T: V \rightarrow W$ be linear, (242.)
 W be finite-dimensional,
and $T(\vec{v}) = A\vec{v}$.

Then T is onto iff
 $\text{rank}(A) = \dim(W)$.

Theorem: Let $T: V \rightarrow W$ be linear,
 $\dim(V) = \dim(W) = n$.

Then T is one-to-one iff
 T is onto.

Theorem: Let T is one-to-one and
onto, $T(\vec{v}) = A\vec{v}$.

- * Then T is an isomorphism.
- * $\text{kernel}(T) = \vec{0}$ and $\text{range}(T) = W$
- * A^{-1} exists

Finding the matrix for T

243.

- * Input vectors $\vec{v} \in V = \mathbb{R}^n$
- * Output vectors $\vec{w} \in W = \mathbb{R}^m$
- * Matrix A is $m \times n$ (not unique)
 - Need a basis for V and W

Procedure: T transforms space V to W

- Find a basis $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$ for V
- Find a basis $\vec{w}_1, \vec{w}_2, \dots, \vec{w}_m$ for W
- The j th column of A is
 T applied to the j th basis vector \vec{v}_j .

The Standard Bases are fine
(columns of I), but eigenvectors
or singular vectors may be better
(Linear Algebra II).

Example 1 : T takes

$$\vec{v}_1 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \text{ to } T(\vec{v}_1) = \begin{bmatrix} -1 \\ -1 \\ -1 \end{bmatrix}$$

$$\vec{v}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \text{ to } T(\vec{v}_2) = \begin{bmatrix} 1 \\ 7 \\ 1 \end{bmatrix}$$

If T is linear, matrix A exists, is 3×2 .
 — Outputs $T(\vec{v}_1), T(\vec{v}_2)$ go into columns of A .

$$A = \begin{bmatrix} -1 & 1 \\ -1 & 7 \\ -1 & 1 \end{bmatrix}$$

Every other vector in \mathbb{R}^2 falls into place
 (linearly) onto that plane in \mathbb{R}^3 .

For example, $\frac{\vec{v}_1 + \vec{v}_2}{2} = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$ goes to

$$A\vec{v} = \begin{bmatrix} -1 & 1 \\ -1 & 7 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \\ 0 \end{bmatrix}$$

Example 2: Project vectors in \mathbb{R}^2 onto the 45° line.

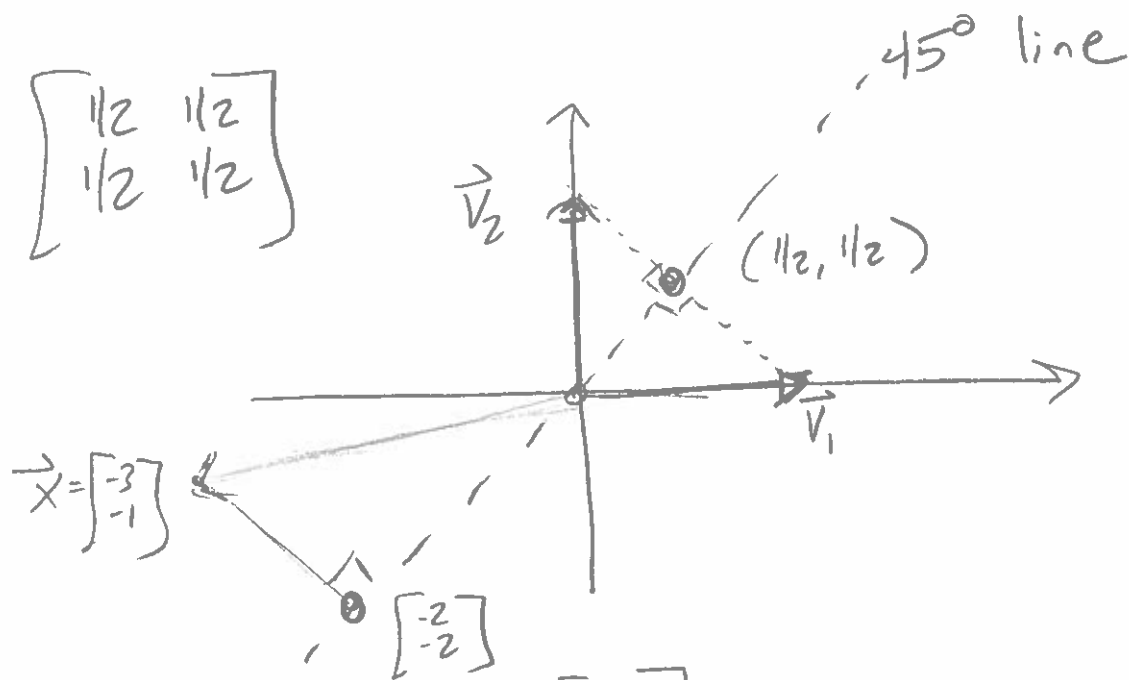
(245.)

Way 1: Standard basis for \mathbb{R}^2

$$\vec{v}_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \text{ goes to } T(\vec{v}_1) = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$$

$$\vec{v}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \text{ goes to } T(\vec{v}_2) = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$$

$$A = \begin{bmatrix} 1/2 & 1/2 \\ 1/2 & 1/2 \end{bmatrix}$$



Test it: let $\vec{x} = \begin{bmatrix} -3 \\ -1 \end{bmatrix}$

$$A\vec{x} = \begin{bmatrix} 1/2 & 1/2 \\ 1/2 & 1/2 \end{bmatrix} \begin{bmatrix} -3 \\ -1 \end{bmatrix} = \begin{bmatrix} -2 \\ -2 \end{bmatrix} \quad \checkmark$$

Way 2: Eigenvector basis:

(246.)

The eigenvectors of $A = \begin{bmatrix} 1/2 & 1/2 \\ 1/2 & 1/2 \end{bmatrix}$ are

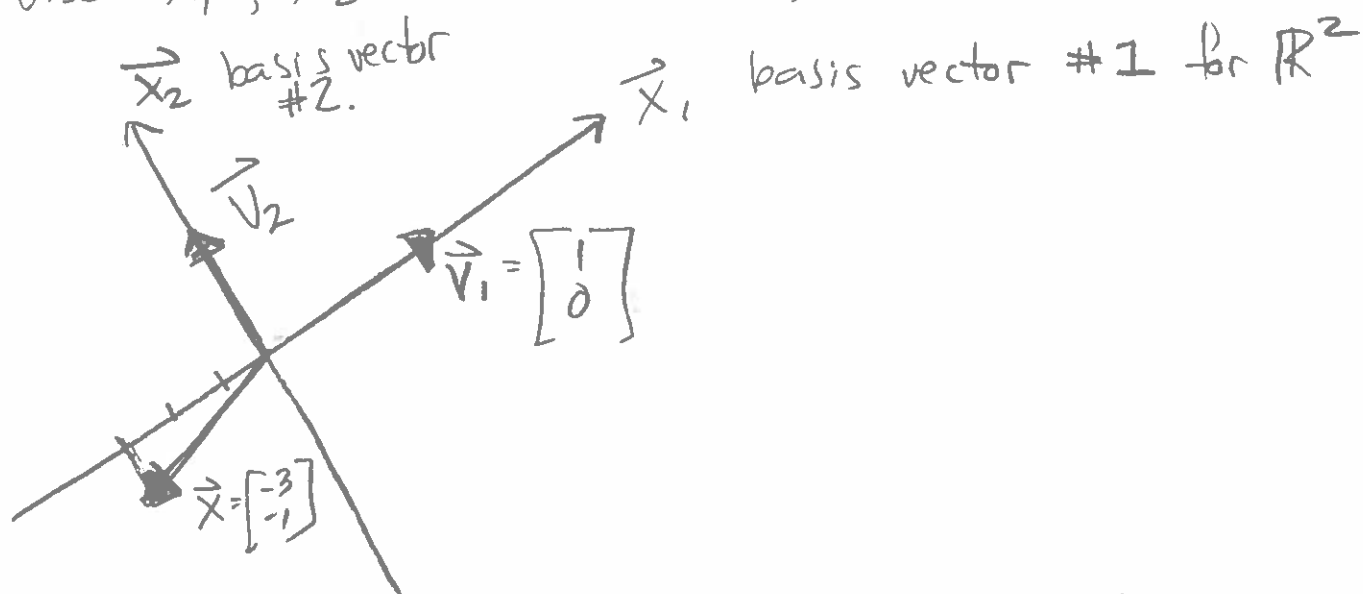
$$\lambda_1 = 1$$

$$\lambda_2 = 0$$

$$\vec{x}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\vec{x}_2 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

Use \vec{x}_1, \vec{x}_2 as a basis for \mathbb{R}^2



Let \vec{v}_1 be on the 45° line. $T(\vec{v}_1) = \vec{v}_1$ gives
column 1 of A^* , $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$

Let \vec{v}_2 be on the 135° line $T(\vec{v}_2) = \vec{0}$ gives
column 2 of A^* , $\begin{bmatrix} 0 \\ 0 \end{bmatrix}$

$A^* = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$ for this basis.

Test on $\vec{x} = \begin{bmatrix} -3 \\ -1 \end{bmatrix}$ $A^* \vec{x} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} -3 \\ -1 \end{bmatrix} = \begin{bmatrix} -3 \\ 0 \end{bmatrix}$

- 1a. Find the three eigenvalues and all the real eigenvectors for matrix A . PS, it is symmetric, Markov, and has a repeated eigenvalue.

$$S = \begin{bmatrix} \frac{2}{4} & \frac{1}{4} & \frac{1}{4} \\ \frac{1}{4} & \frac{2}{4} & \frac{1}{4} \\ \frac{1}{4} & \frac{1}{4} & \frac{2}{4} \end{bmatrix} \quad \text{with characteristic polynomial } -\lambda^3 + \frac{3}{2}\lambda^2 - \frac{9}{16}\lambda + \frac{1}{16}$$

- 1b. Find the limit of S^k as $k \rightarrow \infty$.

1a.) We know $\lambda_1 = 1$ since S is Markov.

$$\text{Since } \text{trace}(S) = \frac{3}{2} = \lambda_1 + \lambda_2 + \lambda_3,$$

$$\text{We must have } \lambda_2 = \lambda_3 = 1/4$$

We could do polynomial long division on
 $-\lambda^3 + 3/2\lambda^2 - 9/16\lambda + 1/16 \leftarrow \text{get other 2 roots}$
 $(\lambda-1) \overline{) -\lambda^3 + 3/2\lambda^2 - 9/16\lambda + 1/16}$

For $\lambda_1 = 1$ we observe $\vec{x}_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$

Since S is symmetric, other two eigenvectors must be perp. to \vec{x}_1 .

$$S - \frac{1}{4}I = \begin{bmatrix} 1/4 & 1/4 & 1/4 \\ 1/4 & 1/4 & 1/4 \\ 1/4 & 1/4 & 1/4 \end{bmatrix} \quad \text{can choose } \vec{x}_2 = \begin{bmatrix} 1 \\ -1 \\ 0 \end{bmatrix}$$

$$\vec{x}_3 = \begin{bmatrix} 1 \\ 1 \\ -2 \end{bmatrix}$$

a.) Make ^{eigen-}vectors normal and put into Q . (248.)

$$Q = \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & -1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & 0 & -2/\sqrt{6} \\ \vec{q}_1 & \vec{q}_2 & \vec{q}_3 \end{bmatrix}$$

b.) To find $\lim_{k \rightarrow \infty} S^k$, diagonalize!

$$S^k = Q \Lambda^k Q^T$$

$$S^k = \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & -1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & 0 & -2/\sqrt{6} \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1/4 & 0 \\ 0 & 0 & 1/4 \end{bmatrix}^k Q^T$$

$$\lim_{k \rightarrow \infty} S^k = \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & -1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & 0 & -2/\sqrt{6} \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}^k \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{3} & 1/\sqrt{3} \\ 1/\sqrt{2} & -1/\sqrt{2} & 0 \\ 1/\sqrt{6} & 1/\sqrt{6} & -2/\sqrt{6} \end{bmatrix}$$

$$= \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & -1/\sqrt{2} & 1/\sqrt{6} \\ 1/\sqrt{3} & 0 & -2/\sqrt{6} \end{bmatrix} \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{3} & 1/\sqrt{3} \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1/3 & 1/3 & 1/3 \\ 1/3 & 1/3 & 1/3 \\ 1/3 & 1/3 & 1/3 \end{bmatrix}$$

2. We have populations of hawks and rats out in the desert. At time k , $\vec{x}_k = \begin{bmatrix} H_k \\ R_k \end{bmatrix}$ is the state vector with k measured in months and rats measured in the 1000s. Two equations govern the behavior of the populations:

$$\begin{aligned} H_{k+1} &= (0.5)H_k + (0.4)R_k \\ R_{k+1} &= (-0.104)H_k + (1.1)R_k \end{aligned}$$

German websites give us $\lambda_1 = 1.02$ with $\vec{x}_1 = \begin{bmatrix} 10 \\ 13 \end{bmatrix}$ and $\lambda_2 = 0.58$ with $\vec{x}_2 = \begin{bmatrix} 5 \\ 1 \end{bmatrix}$.

- 2a. We observe a starting population of $\vec{x}_0 = \begin{bmatrix} 15 \\ 4 \end{bmatrix}$. Derive closed-form solutions for the number of hawks and rats at time k .
- 2b. For these starting population sizes, what is the ultimate fate of the animals?

2a.) Need to write \vec{x}_0 as a linear combination of \vec{x}_1, \vec{x}_2 .

$$\begin{bmatrix} 15 \\ 4 \end{bmatrix} = C_1 \begin{bmatrix} 10 \\ 13 \end{bmatrix} + C_2 \begin{bmatrix} 5 \\ 1 \end{bmatrix} \quad \text{has } C_1 = 1/11, C_2 = 31/11$$

$$\vec{x}_k = A^k \vec{x}_0 = A^k \left[\frac{1}{11} \begin{bmatrix} 10 \\ 13 \end{bmatrix} + \frac{31}{11} \begin{bmatrix} 5 \\ 1 \end{bmatrix} \right]$$

$$\vec{x}_k = \frac{1}{11} A^k \begin{bmatrix} 10 \\ 13 \end{bmatrix} + \frac{31}{11} \begin{bmatrix} 5 \\ 1 \end{bmatrix}$$

$$\vec{x}_k = \frac{1}{11} (1.02)^k \begin{bmatrix} 10 \\ 13 \end{bmatrix} + \frac{31}{11} (0.58)^k \begin{bmatrix} 5 \\ 1 \end{bmatrix}$$

$$H_k = \frac{10}{11} (1.02)^k + \frac{155}{11} (0.58)^k$$

$$R_k = \frac{13}{11} (1.02)^k + \frac{31}{11} (0.58)^k$$

2b.) As $k \rightarrow \infty$,

$$H_k \rightarrow \frac{10}{11} (1.02)^k$$

$$R_k \rightarrow \frac{13}{11} (1.02)^k$$

The ratio of Hawks to Rats
will be 10 to 13 (000)
(\vec{x}_1 direction)

Both populations will experience
unlimited 2% monthly
growth from the $\lambda_1 = 1.02$.

3. Perform SVD on $A = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \end{bmatrix}$.

(A is rank 1)

$$A^T A = \begin{bmatrix} 14 & 14 & 14 & 14 \\ 14 & 14 & 14 & 14 \\ 14 & 14 & 14 & 14 \\ 14 & 14 & 14 & 14 \end{bmatrix}$$

with rank 1

$$\lambda_1 = 56 \text{ and}$$

$$\lambda_2 = \lambda_3 = \lambda_4 = 0$$

For $\lambda_1 = 56$, $\vec{v}_1 = (1, 1, 1, 1)$ or $\vec{v}_1 = (1/2, 1/2, 1/2, 1/2)$
(Basis for rowspace(A))

$$A \sim \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

has 3-dim nullspace

$$\vec{v}_2 = (-1, 1, 0, 0)$$

$$\vec{v}_3 = (-1, 0, 1, 0)$$

$$\vec{v}_4 = (-1, 0, 0, 1)$$

(will make unit).

$$\sigma_1 = \sqrt{\lambda_1} = \sqrt{56} = 2\sqrt{14}$$

$$\vec{u}_1 = \frac{A\vec{v}_1}{\sigma_1} = \frac{\begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \end{bmatrix} \begin{bmatrix} 1/2 \\ 1/2 \\ 1/2 \\ 1/2 \end{bmatrix}}{2\sqrt{14}} = \frac{1}{2\sqrt{14}} \begin{bmatrix} 2 \\ 4 \\ 6 \end{bmatrix} = \frac{1}{\sqrt{14}} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

(Basis for Col. space)

Still need basis for left Nullspace

(252)

$$\vec{u}_2 = [-2 \ 1 \ 0] \text{ or } [-2/\sqrt{5} \ 1/\sqrt{5} \ 0]$$

$$\vec{u}_3 = [-3 \ 0 \ 1] \text{ or } [-3/\sqrt{10} \ 0 \ 1/\sqrt{10}]$$

$$A = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 \end{bmatrix}_{3 \times 4} = U \Sigma V^T =$$

(3x3) (3x4) (4x4)

$$A = \begin{bmatrix} 1/\sqrt{14} & -2/\sqrt{5} & -3/\sqrt{10} \\ 2/\sqrt{14} & 1/\sqrt{5} & 0 \\ 3/\sqrt{14} & 0 & 1/\sqrt{10} \end{bmatrix}_{3 \times 3} \begin{bmatrix} 2\sqrt{14} & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}_{3 \times 4} \begin{bmatrix} 1/2 & 1/2 & 1/2 & 1/2 \\ -1/\sqrt{2} & 1/\sqrt{2} & 0 & 0 \\ -1/\sqrt{2} & 0 & 1/\sqrt{2} & 0 \\ -1/\sqrt{2} & 0 & 0 & 1/\sqrt{2} \end{bmatrix}_{4 \times 4}$$

~~*~~

GRAM-SCHMIDT EXTRA COLUMNS
FOR NULLSPACES

$$A = \begin{bmatrix} 1/\sqrt{14} & -2/\sqrt{5} & -3/\sqrt{70} \\ 2/\sqrt{14} & 1/\sqrt{5} & -6/\sqrt{70} \\ 3/\sqrt{14} & 0 & 5/\sqrt{70} \end{bmatrix}_{3 \times 3} \begin{bmatrix} 2\sqrt{14} & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}_{3 \times 4} \begin{bmatrix} 1/2 & 1/2 & 1/2 & 1/2 \\ -1/\sqrt{2} & 1/\sqrt{2} & 0 & 0 \\ -1/\sqrt{2} & -1/\sqrt{2} & 2/\sqrt{2} & 0 \\ -1/4\sqrt{3} & -1/4\sqrt{3} & -1/4\sqrt{3} & 3/4\sqrt{3} \end{bmatrix}_{4 \times 4}$$

U Σ V^T

ALL ORTHO-NORMAL ALL ORTHO-NORMAL

4. Matrix $A = \begin{bmatrix} 1 & -2 & 0 & 0 \\ 0 & 1 & -9 & 0 \\ 0 & 3 & 1 & -2 \\ 0 & 0 & 7 & k \end{bmatrix}$ is behind a linear transformation, $T: \mathbb{R}^4 \rightarrow \mathbb{R}^4$.

4a. For what values of k is T one-to-one? All k except $k = -\frac{1}{2}$

4b. For what values of k is T onto? All k except $k = -\frac{1}{2}$

$$A \sim \begin{bmatrix} 1 & -2 & 0 & 0 \\ 0 & 1 & -9 & 0 \\ 0 & 0 & 28 & -2 \\ 0 & 0 & 7 & k \end{bmatrix} \sim \begin{bmatrix} 1 & -2 & 0 & 0 \\ 0 & 1 & -9 & 0 \\ 0 & 0 & 28 & -2 \\ 0 & 0 & 0 & k + \frac{1}{2} \end{bmatrix}$$

5. Linear transformation T is defined by $T(\vec{v}) = A\vec{v}$ with

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 \\ 12 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 \\ 3 & 2 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}.$$

5a. $\text{rank}(A) = \underline{3}$

5b. $\dim(\text{input space}) = \underline{11}$

5c. $\dim(\text{output space}) = \underline{3}$

5d. $\dim(\text{kernel}) = \underline{8}$

5e. $\dim(\text{range}) = \underline{3}$

5f. Can T produce the output $\vec{w} = \begin{bmatrix} e \\ \pi \\ \ln 2 \end{bmatrix}$? YES!

5g. Is T one-to-one? No

5h. Is T onto? YES

5i. Is T an isomorphism? No