## Matlab script(hw5.m):

```
% Load the image, in this case it's the Einstein one(I put the jpg in my
%directory so it's in my workspace)
einstein = imread('einstein.jpg');
% (a) Find the rank of this matrix.
rank einstein = rank(double(einstein));
disp(['Rank of the matrix: ', num2str(rank_einstein)]);
% Perform singular value decomposition or SVD
[U, S, V] = svd(double(einstein));
% Calculate singular values
sv = diag(S);
% (b) Calculate the singular values and plot them in a descending order figure
plot(sv, 'bo-');
title('Singular Values');
xlabel('Singular Value Index');
ylabel('Singular Value Magnitude');
%(c)Using singular value decomposition approximate this matrix for the 1st,
%10th, 20th, 30th, 40th, 50th, and 500th order and reproduce the associated
%image.
orders = [1, 10, 20, 30, 40, 50, 500];
figure;
for i = 1:length(orders)
order = orders(i);
reconstructed_einstein = U(:, 1:order) * S(1:order, 1:order) * V(:, 1:order)';
% Display the reconstructed image
subplot(2, 4, i);
imshow(uint8(reconstructed einstein));
title(['Order ', num2str(order)]);
end
% Initialize an array to store the norm of error for each approximation
errors = zeros(1, length(orders));
%(d) Calculate the norm of errors
for i = 1:length(orders)
```

```
order = orders(i);
% Calculate the difference between the original image and the reconstructed
error matrix = double(einstein) - U(:, 1:order) * S(1:order, 1:order) * V(:,
1:order)';
% Calculate the norm of the error matrix
errors(i) = norm(error matrix, 'fro');
end
% Display the norm of error for each approximation
disp('Norm of Errors(For each 7 terms respectively):');
disp(errors);
                                                                                                                                                                                                                Output on Matlab
   New Open Save Print V

New Open Save Print V

New Open Save Print V

Refactor Profiler L

Ref
                                                                                                                            % % % 7 Profiler Section Break
                                                                                                                                                                                                                                                                                                                                                      Figure 1
  Texturalite CODE

A TEXTURE TO THE 
                                                                                                                                                                                                                                                                                                                                                        Current Folder

Name ^
einstein.jpg
hw1.m
hw2.m
hw3.asv
hw4.asv
hw4.asv
hw4.m
hw5.asv
hw5.m
hw5.asv
                                                                                                                                                                                                                                                                                                                                                                                                                                    Singular Values
                                                                                                                                                                                                                                                                                                                                                                          7 ×10<sup>4</sup>
                                                                                                                 Command Window
                                                                                                                        Rank of the mat
                                                                                                                        Norm of Errors:
1.0e+04 *
                                                                                                                                 2.5399
                                                                                                                                                                                                                                                                                                                                                                    Singular Value Magnit
                                                                                                                       >> hw5
Rank of the mat
Norm of Errors:
                                                                                                                               1.0e+04 *
                                                                                                                 fx >>
    Command Window
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         >> hw5
                  Rank of the matrix: 625
                  Norm of Errors:
                                    1.0e+04 *
                                          2.5399
                                                                                                    1.2977
                                                                                                                                                1.0027
                                                                                                                                                                                                                         0.8614 0.7652
                                                                                                                                                                                                                                                                                                                                 0.6970
                                                                                                                                                                                                                                                                                                                                                                                                         0.0092
                  >> hw5
                  Rank of the matrix: 625
                  Norm of Errors:
                                    1.0e+04 *
                                          2.5399
                                                                                                1.2977 1.0027
                                                                                                                                                                                                                         0.8614 0.7652
                                                                                                                                                                                                                                                                                                                                              0.6970
                                                                                                                                                                                                                                                                                                                                                                                                         0.0092
    fx >>
```