

SVD - leftovers.

$$A = \begin{matrix} \boxed{\phantom{A}} \\ m \times n \end{matrix} = \begin{matrix} \boxed{U} \\ m \times m \end{matrix} \begin{matrix} \boxed{\Sigma} \\ m \times n \end{matrix} \begin{matrix} \boxed{V^T} \\ n \times n \end{matrix}$$

The  $\Sigma$  matrix is shown with a red box containing  $\sigma_1, \sigma_2, \dots, \sigma_k$  and a red arrow pointing to the top-left corner, indicating the first  $k$  singular values.

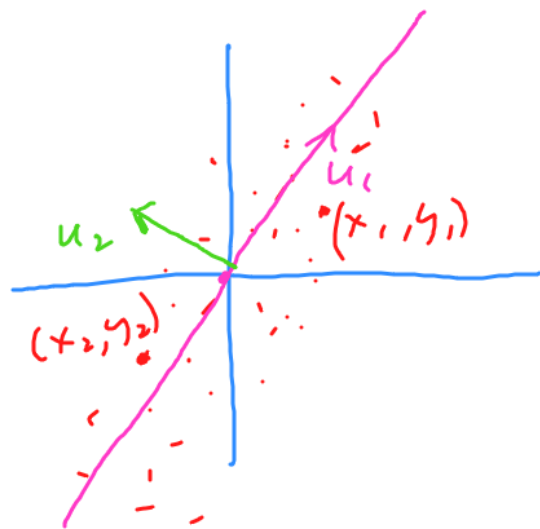
$$A = \sigma_1 u_1 v_1^T + \sigma_2 u_2 v_2^T + \dots + \sigma_r u_r v_r^T$$

$$A_k = \sigma_1 u_1 v_1^T + \sigma_2 u_2 v_2^T + \dots + \sigma_k u_k v_k^T$$

$\pi$  approximation of  $A$   
by a matrix of rank  $k$

$$\begin{aligned} U &= \begin{bmatrix} | & | & \dots \\ u_1 & u_2 & \dots \\ | & | & \dots \end{bmatrix} \\ V &= \begin{bmatrix} | & | & \dots \\ v_1 & v_2 & \dots \\ | & | & \dots \end{bmatrix} \end{aligned}$$

# PCA (principal component analysis)



$$\begin{bmatrix} x_1 \\ y_1 \end{bmatrix}, \begin{bmatrix} x_2 \\ y_2 \end{bmatrix}, \begin{bmatrix} x_3 \\ y_3 \end{bmatrix}, \dots$$

$$A = \begin{bmatrix} x_1 & x_2 & \dots \\ y_1 & y_2 & \dots \end{bmatrix}_{2 \times n} = \begin{bmatrix} \underbrace{\begin{bmatrix} z_1 & z_2 \end{bmatrix}}_{u_1} \underbrace{\begin{bmatrix} \sigma_1 & \sigma_2 \end{bmatrix}}_{\sum} \underbrace{\begin{bmatrix} g_1 & g_2 \end{bmatrix}}_{\sum} \end{bmatrix}_{2 \times n} \begin{bmatrix} \phantom{z} \\ \phantom{z} \\ \phantom{z} \end{bmatrix}_{n \times n} V^T$$

How good the approximation of  $A$  by  $A_k$  is?

Norm of a matrix  $A$ :  $\|A\| = \max_{x \neq 0} \frac{\|Ax\|}{\|x\|}$

$$A = U \Sigma V^T \quad \begin{array}{l} \nearrow \\ \text{orthogonal} \\ \text{don't change length} \end{array} \quad \begin{array}{l} \xrightarrow{y} \\ \|V^T x\| = \|x\| \quad \|y\| = \|x\| \\ \end{array}$$

$$\|U \Sigma (V^T x)\| = \|\Sigma (V^T x)\| = \|\Sigma y\|$$

$$\text{so } \|A\| = \|\Sigma\| = \left\| \begin{bmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_r \end{bmatrix} \right\| = \sigma_1$$

$$\|A - A_k\| = \left\| U \begin{bmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_k & & \\ & & & \sigma_{k+1} & & \\ & & & & \ddots & \\ & & & & & \sigma_r \end{bmatrix} V^T \right\| = \sigma_{k+1}$$

$$U \begin{bmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_k & & \\ & & & 0 & & \\ & & & & \ddots & \\ & & & & & 0 \end{bmatrix} V^T$$

$\nwarrow$   
 $A_k$

Then If  $A, B$  are matrices of the same size  
and  $\text{rank } B \leq k$  then  
 $\|A - B\| \geq \|A - A_k\| = \sigma_{k+1}$ .

# Pseudoinverse.

↖ as close as you can get to " $A^{-1}$ "  
if  $A$  is not invertible.

proj. onto  
span of  $u_1, \dots, u_r$ .

$$A = U \begin{bmatrix} \sigma_1 & & & \\ & \sigma_2 & & \\ & & \ddots & \\ & & & \sigma_r & & \\ & & & & 0 & \dots \end{bmatrix} V^T$$

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

Pseudoinverse  $A^+$  is:

$$A^+ = V \begin{bmatrix} \sigma_1^{-1} & & & \\ & \sigma_2^{-1} & & \\ & & \ddots & \\ & & & \sigma_r^{-1} & & \\ & & & & 0 & \dots \end{bmatrix} U^T$$

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

↖  $\Sigma^+$

$$\begin{aligned} AA^+ &= (U \Sigma V^T)(V \Sigma^+ U^T) = \\ &= U \Sigma (V^T V) \Sigma^+ U^T = \\ &= U \underbrace{\Sigma \Sigma^+}_{\text{proj. onto span of } u_1, \dots, u_r} U^T = U \begin{bmatrix} 1 & & \\ & \ddots & \\ & & 1 & & \\ & & & 0 & \dots \end{bmatrix} U^T \end{aligned}$$

$$\Sigma \Sigma^+ = \begin{bmatrix} \sigma_1 & & & \\ & \sigma_2 & & \\ & & \ddots & \\ & & & \sigma_r & & \\ & & & & 0 & \dots \end{bmatrix} \begin{bmatrix} \sigma_1^{-1} & & & \\ & \sigma_2^{-1} & & \\ & & \ddots & \\ & & & \sigma_r^{-1} & & \\ & & & & 0 & \dots \end{bmatrix} = \begin{bmatrix} 1 & & \\ & \ddots & \\ & & 1 & & \\ & & & 0 & \dots \end{bmatrix}$$

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

$$A^+A = V \begin{bmatrix} 1 & & \\ & \ddots & \\ & & 1 & & \\ & & & 0 & \dots \end{bmatrix} V^T$$

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

↖ projection  
matrix onto span  
of  $v_1, \dots, v_r$

# Linear Transformations.

Transformation  $T$  takes input vector  $v$  in vector space  $V$  and output a vector  $w$  in vector space  $W$ .

Notation:  $T(v)=w$ ,  $Tv=w$

A transformation  $T$  is linear if  $\leftarrow \begin{aligned} T(0) &= T(2 \cdot 0) \\ &= 2T(0) \end{aligned}$   
 $T(c_1v_1 + c_2v_2) = c_1T(v_1) + c_2T(v_2)$ .  $\rightarrow T(0) = 0$

Ex. 1  $V = \mathbb{R}$ ,  $W = \mathbb{R}$

$$T(x) = ax \quad T(c_1x_1 + c_2x_2) = ac_1x_1 + ac_2x_2$$
$$c_1T(v_1) + c_2T(v_2) = c_1ax_1 + c_2ax_2$$

so  $T(x) = ax$  is linear.

Ex 2  $V = \mathbb{R}$ ,  $W = \mathbb{R}$

$$T(x) = x + b$$

$$T(c_1 x_1 + c_2 x_2) = c_1 x_1 + c_2 x_2 + \overbrace{b}^{\neq 0 \text{ unless } b=0}$$

$$\begin{aligned} c_1 T(x_1) + c_2 T(x_2) &= c_1(x_1 + b) + c_2(x_2 + b) \\ &= c_1 x_1 + c_2 x_2 + \overbrace{c_1 b + c_2 b}^{\neq 0 \text{ unless } b=0} \end{aligned}$$

$T(x) = x + b \Rightarrow$  not a linear transformation

Terminology:

linear + shift = affine transformation  
(translation)

Ex 3  $V = \mathbb{R}^n$   $W = \mathbb{R}^m$

$A$  an  $m \times n$  matrix

$T(v) = Av$  is linear:

$$\begin{aligned} A(c_1 v_1 + c_2 v_2) &= A c_1 v_1 + A c_2 v_2 = \\ &= c_1 A v_1 + c_2 A v_2 = c_1 T(v_1) + c_2 T(v_2) \end{aligned}$$

$T(c_1 v_1 + c_2 v_2)$

Ex 4 If  $V, W$  have finite dimension  
then every linear transformation from  $V$  to  $W$   
can be realized as multiplication by  
some matrix  $A$ !

Ex 4')  $\frac{d}{dx} (c_1 f + c_2 g) = c_1 \frac{d}{dx} f + c_2 \frac{d}{dx} g$

$T = \frac{d}{dx} \mapsto$  a linear transformation.

$V = \{ \text{polynomials } ax^2 + bx + c \}$

$W = \{ \text{polynomials } bx + c \}$

$ax^2 + bx + c \leftrightarrow \begin{bmatrix} a \\ b \\ c \end{bmatrix}$   
 $bx + c \leftrightarrow \begin{bmatrix} b \\ c \end{bmatrix}$

$\frac{d}{dx} x^2 = 2x \leftrightarrow T \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} = \underline{\underline{\begin{bmatrix} 2 \\ 0 \end{bmatrix}}}$

$\frac{d}{dx} x = 1 \leftrightarrow T \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \underline{\underline{\begin{bmatrix} 0 \\ 1 \end{bmatrix}}}$

$\frac{d}{dx} 1 = 0 \leftrightarrow T \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \underline{\underline{\begin{bmatrix} 0 \\ 0 \end{bmatrix}}}$

$\begin{bmatrix} 2 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} 2a \\ b \end{bmatrix} \leftrightarrow \frac{d}{dx} (ax^2 + bx + c) = 2ax + b$

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