

(2) $A = U \Sigma V^T$

Suppose $A \in \mathbb{R}^{n \times d}$ $U \in \mathbb{R}^{n \times n}$ $\Sigma \in \mathbb{R}^{n \times n}$ $V^T \in \mathbb{R}^{n \times d}$

(i) AA^+

Suppose $\text{rank}(A) = r$

$\Rightarrow U \Sigma V^T V \Sigma^{-1} U^T$

$\Rightarrow U \Sigma \Sigma^{-1} U^T$

$\Rightarrow U U^T$

$U U^T = \text{Identity}$ only if

~~$U U^T = I$~~ U is square, since then only

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

U must be square, orthogonal.

ii) $U \in \mathbb{R}^{n \times n}$, $U \notin \mathbb{R}^{n \times n}$ for $n \neq n$

\Rightarrow Inverse when U is square orthogonal.

(ii) $A^+ A$

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

$\Rightarrow V \Sigma^{-1} \underbrace{U^T U}_I \Sigma V^T \Rightarrow V \Sigma^{-1} \Sigma V^T$

$\Rightarrow V V^T$

$V V^T = I$ only when V has full rank ($\because V^T V = I$)

(iii) $AA^+ A \Rightarrow U \underbrace{U^T U}_I \Sigma V^T$

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

$U U^T$ and $V V^T$ are projection matrices onto column & row spaces of A respectively. Makes sense as that's all we need to project onto the subspace.

5)

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

$$U = \begin{bmatrix} | & & | \\ u_1 & \dots & u_r \\ | & & | \end{bmatrix} \begin{bmatrix} \sigma_1 & & \\ & \ddots & \\ & & \sigma_r \end{bmatrix} \begin{bmatrix} -v_1^T \\ \vdots \\ -v_r^T \end{bmatrix}$$

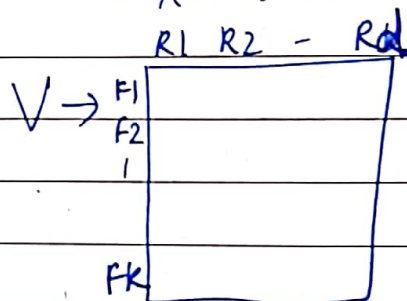
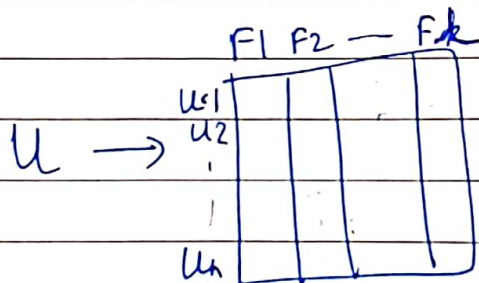
I am taking v_i to be the ^{i^{th}} column vector of V which is the ^{i^{th}} row vector of V^T .
 u_i - Column vector of U .

Essentially, we need to project restaurants and users into a common space.

This could be viewed as a "low-rank" approximation of A (User - Restaurant) matrix.

Each of these

We can view as a matrix A as follows



Each user and their preference for feature i is u_i^T

u_i represents how feature i varies across all the users, or how different users rate feature i

v_i represents how feature i varies across all the restaurants.

These features could be Ambience, food, service, crowd, waiting time etc.

$\sigma_1 - \sigma_2$ is essentially the difference in the most important features. Suppose $\sigma_1 \gg \sigma_2$, then only one feature is dominant, if $\sigma_1 \approx \sigma_2$, then both features (they're already the top ones) have almost equal importance.

① Consider any vector $\vec{v} \in \mathbb{R}^d$

Consider the subspace spanned by columns ~~space~~ of an matrix \equiv Subspace spanned by the U in the SVD of A .

Suppose A had rank r ;
consider the following SVD

$$A = U \sum_{i=1}^r V, \text{ where each vector } \{u_i\}_{i=1}^r \text{ is a linearly independent}$$

The projection of \vec{v} is,
by definition, onto \vec{u}_i , i,

$$\vec{u}_i^T \vec{v} \in \mathbb{R}$$

We need the projection vector, which is,
 $(\vec{u}_i^T \vec{v}) \vec{u}_i$ or,

$$\vec{u}_i (\vec{u}_i^T \vec{v})$$

For all u_i we take to compute projection onto the subspace spanned by \vec{u}_i .

$\Rightarrow U U^T \vec{v}$ is the projection matrix.

Now, consider $A(ATA)^{-1}A^T$.
Clearly, if this has to be the projection matrix,
 ATA has to be invertible.

Also consider $X = A(ATA)^{-1}A^T$.

$$X^T = (A(ATA)^{-1}A^T)^T$$

$$\Rightarrow (A^T)^T (ATA)^{-1T} (A)^T$$

$$\Rightarrow A (ATA)^{-1} A^T$$

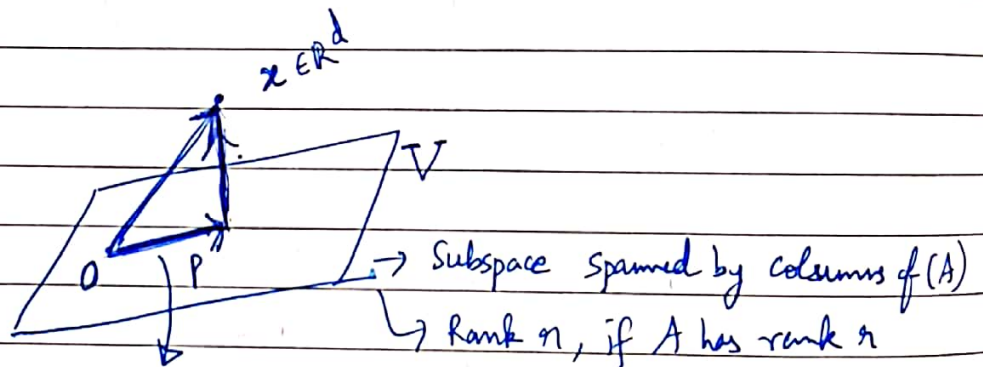
$$\Rightarrow A (ATA)^{-1} A^T$$

$$\Rightarrow X$$

$$\Rightarrow X^T = X$$

\Rightarrow Projection matrix is symmetric if X is a projection matrix

Consider:



Projection of x onto V

We can see that $\vec{x} - \vec{p}$ is perpendicular to the subspace \Rightarrow It is perpendicular to each vector ~~in~~ V . \Rightarrow $\vec{x} - \vec{p}$ is that spans the colspace(A)

$$\Rightarrow A = \begin{bmatrix} | & | & \dots & | \\ a_1 & a_2 & & a_n \\ | & | & & | \end{bmatrix}$$

ATA is invertible if we have full column rank for A.

classmate

Date

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$$\Rightarrow \vec{a}_i^T (\vec{x} - \vec{p}) = 0 \quad \forall i \in \{1, 2, \dots, d\}$$

$$\Rightarrow A^T (\vec{x} - \vec{p}) = 0. \quad \text{But project is really, } *$$

~~p lies on the V~~
 ~~$\Rightarrow p = \sum_{i=1}^d \alpha_i \vec{a}_i$~~ ~~Consider $\vec{a}_1, \vec{a}_2, \dots, \vec{a}_d$~~
 ~~$\vec{p} = A\vec{x}$~~

~~Projection is~~

~~\vec{p} lies on V~~
 ~~$\Rightarrow \vec{p} = \sum_{i=1}^d \alpha_i \vec{a}_i, \alpha_i = \vec{p} = A\hat{x}$ for~~
 ~~$\Rightarrow \vec{p} \in \text{colspan}(A) \quad \hat{x} = \begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_d \end{bmatrix}$~~
 ~~$\Rightarrow \vec{p} =$~~

\vec{p} lies on V. If A had rank n, then,
 $\vec{p} = \sum_{i=1}^n \alpha_i \vec{a}_i.$

$$\Rightarrow A^T (\vec{x} - A\vec{\alpha}) = 0$$

$$\Rightarrow A^T \vec{x} = A^T A \vec{\alpha}$$

$$\Rightarrow \text{If } ATA \text{ is invertible}$$

$$\Rightarrow \vec{\alpha} = (A^T A)^{-1} A^T \vec{x}$$

But we know, projection is $A\vec{\alpha}$

$$\Rightarrow U U^T (U \text{ Span of Cols of } A)$$

is same as

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

Hence proved-

~~Also $\Rightarrow U U^T = U U U^T \Rightarrow$~~

(4)

Let P be the projection matrix.We need \vec{v} , such that $\frac{\|P\vec{v}\|}{\|\vec{v}\|}$ is maximised. $\Rightarrow \|P\vec{v}\|_2$ must be maximizedBy projection, we're taking "components of \vec{v} ."

$$\Rightarrow \|P\vec{v}\|_2 \leq \|\vec{v}\|_2$$

Really, because $\|\vec{v}\|_2$ must be 1,

$$\|P\vec{v}\|_2 \leq 1.$$

 \Rightarrow the \vec{v} , that maximises the LHS and still satisfies the inequality is ^{the one} such that $\|P\vec{v}\| = 1$

$$\Rightarrow \sigma_1 = 1.$$

Similarly, because we have a k rank subspace,

$$\sigma_1, \sigma_2, \dots, \sigma_k = 1 \text{ (} k \text{ mutually orthonormal vectors)}$$

$$\Rightarrow \sigma_{k+1} = \sigma_{k+2} = \dots = \sigma_n = 0$$

Physically, it means that the stretch that the projection matrix causes on the k dimensions is ~~about~~ 1 \Rightarrow It preserves the initial stretch or only "shrinks" the value of any k -d object along the k -dimensions.

U, V , only rotate. It's really σ that stretches the object.