### Chapter 6: Lecture 25 Linear Algebra, Course 124C, Spring, 2009

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The fundamental theorem of linear algebra

Approximating matrices with SVD The basic idea

## All the way with $A\vec{x} = \vec{b}$ :

- Applies to any  $m \times n$  matrix A.
- ► Symmetry of *A* and *A*<sup>T</sup>.

### Where $\vec{x}$ lives:

- ▶ Row space  $C(A^{T}) \subset R^{n}$ .
- (Right) Nullspace  $N(A) \subset R^n$ .
- dim  $C(A^{\mathrm{T}})$  + dim N(A) = r + (n r) = n
- Orthogonality:  $C(A^{\mathrm{T}}) \otimes N(A) = R^{n}$

## Where $\vec{b}$ lives:

- Column space  $C(A) \subset R^m$ .
- Left Nullspace  $N(A^{T}) \subset R^{m}$ .
- dim C(A) + dim  $N(A^{\mathrm{T}}) = r + (m r) = m$
- Orthogonality:  $C(A) \bigotimes N(A^{T}) = R^{m}$

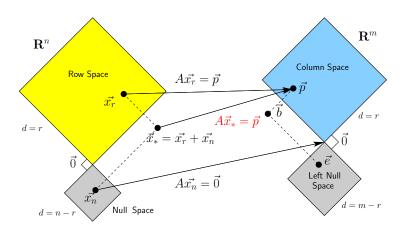
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# Best solution $\vec{x}_*$ when $\vec{b} = \vec{p} + \vec{e}$ :



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## Fundamental Theorem of Linear Algebra

#### Now we see:

- Each of the four fundamental subspaces has a 'best' orthonormal basis
- The  $\hat{v}_i$  span  $R^n$
- We find the  $\hat{v}_i$  as eigenvectors of  $A^{T}A$ .
- The û<sub>i</sub> span R<sup>m</sup>
- We find the  $\hat{u}_i$  as eigenvectors of  $AA^{\mathrm{T}}$ .

### Happy bases

- $\{\hat{v}_1, \ldots, \hat{v}_r\}$  span Row space
- $\{\hat{v}_{r+1}, \ldots, \hat{v}_n\}$  span Null space
- $\{\hat{u}_1, \ldots, \hat{u}_r\}$  span Column space
- $\{\hat{u}_{r+1}, \ldots, \hat{u}_m\}$  span Left Null space

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### Fundamental Theorem of Linear Algebra

#### How Ax works:

- $\blacktriangleright A = U\Sigma V^{\mathrm{T}}$
- A sends each v<sub>i</sub> ∈ C(A<sup>T</sup>) to its partner u<sub>i</sub> ∈ C(A) with a stretch/shrink factor σ<sub>i</sub> > 0.
- A is diagonal with respect to these bases and has positive entries (all σ<sub>i</sub> > 0).
- When viewed the right way, any A is a diagonal matrix Σ.

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### Image approximation (80x60)

#### Idea: use SVD to approximate images

- Interpret elements of matrix A as color values of an image.
- Truncate series SVD representation of A:

$$\boldsymbol{A} = \boldsymbol{U}\boldsymbol{\Sigma}\boldsymbol{V}^{\mathrm{T}} = \sum_{i=1}^{\boldsymbol{r}} \sigma_{i}\hat{\boldsymbol{u}}_{i}\hat{\boldsymbol{v}}_{i}^{\mathrm{T}}$$

- Use fact that  $\sigma_1 > \sigma_2 > \ldots > \sigma_r > 0$ .
- Rank  $r = \min(m, n)$ .
- Rank r = # of pixels on shortest side.
- For color: approximate 3 matrices (RGB).

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