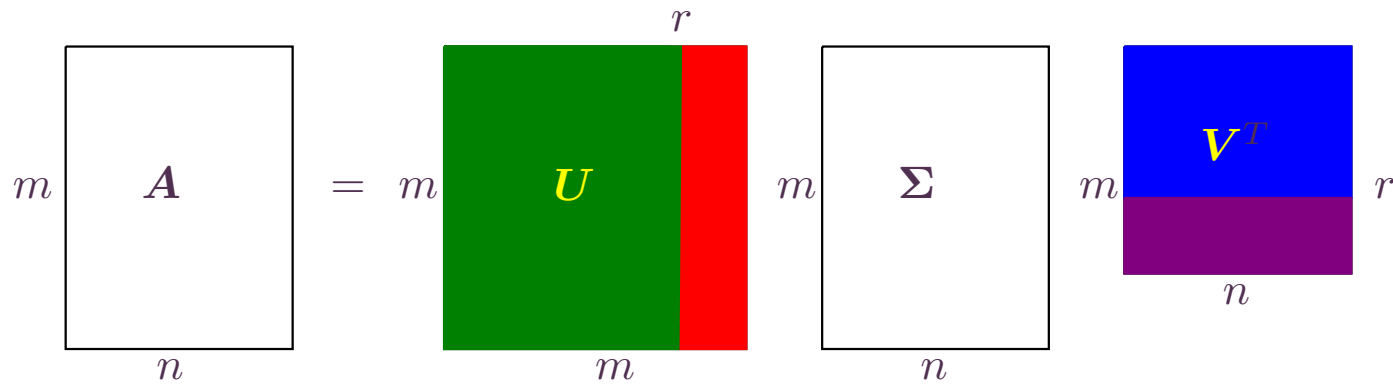


- The Singular Value Decomposition:
  - Encapsulates all aspects of a matrix (hence of a linear transformation)
  - Can be used to solve the basic problems of linear algebra
  - Is widely used in data reduction

- Singular value decomposition (SVD), for any  $\mathbf{A} \in \mathbb{R}^{m \times n}$ ,  $\mathbf{A} = \mathbf{U} \mathbf{\Sigma} \mathbf{V}^T$ , with  $\mathbf{U} \in \mathbb{R}^{m \times m}$ ,  $\mathbf{V} \in \mathbb{R}^{n \times n}$  orthogonal,  $\mathbf{\Sigma} \in \mathbb{R}_+^{m \times n}$  diagonal
- The SVD is determined by eigendecomposition of  $\mathbf{A}^T \mathbf{A}$ , and  $\mathbf{A} \mathbf{A}^T$ 
  - $\mathbf{A}^T \mathbf{A} = (\mathbf{U} \mathbf{\Sigma} \mathbf{V}^T)^T (\mathbf{U} \mathbf{\Sigma} \mathbf{V}^T) = \mathbf{V} (\mathbf{\Sigma}^T \mathbf{\Sigma}) \mathbf{V}^T$ , an eigendecomposition of  $\mathbf{A}^T \mathbf{A}$ . The columns of  $\mathbf{V}$  are eigenvectors of  $\mathbf{A}^T \mathbf{A}$  and called *right singular vectors* of  $\mathbf{A}$
  - $\mathbf{A} \mathbf{A}^T = (\mathbf{U} \mathbf{\Sigma} \mathbf{V}^T) (\mathbf{U} \mathbf{\Sigma}^T \mathbf{V}^T)^T = \mathbf{U} (\mathbf{\Sigma} \mathbf{\Sigma}^T) \mathbf{U}^T$ , an eigendecomposition of  $\mathbf{A} \mathbf{A}^T$ . The columns of  $\mathbf{U}$  are eigenvectors of  $\mathbf{A} \mathbf{A}^T$  and called *left singular vectors* of  $\mathbf{A}$
  - The matrix  $\mathbf{\Sigma}$  has zero elements except for the diagonal that contains  $\sigma_i$ , the *singular values* of  $\mathbf{A}$  computed as the square roots of the eigenvalues of  $\mathbf{A}^T \mathbf{A}$  (or  $\mathbf{A} \mathbf{A}^T$ )

$$\mathbf{\Sigma} = \begin{pmatrix} \sigma_1 & & & & & & \\ & \sigma_2 & & & & & \\ & & \ddots & & & & \\ & & & \sigma_r & & & \\ & & & & 0 & & \\ & & & & & \ddots & \\ & & & & & & 0 \end{pmatrix} \in \mathbb{R}_+^{m \times n}$$

- The SVD of  $A \in \mathbb{R}^{m \times n}$  reveals:  $\text{rank}(A)$ , bases for  $C(A)$ ,  $N(A^T)$ ,  $C(A^T)$ ,  $N(A)$



$$A = \begin{pmatrix} \mathbf{u}_1 & \dots & \mathbf{u}_r & \mathbf{u}_{r+1} & \dots & \mathbf{u}_m \end{pmatrix} \begin{pmatrix} \sigma_1 & & & & & \\ & \ddots & & & & \\ & & \sigma_r & & & \\ & & & 0 & & \\ & & & & \ddots & \end{pmatrix} \begin{pmatrix} \mathbf{v}_1^T \\ \vdots \\ \mathbf{v}_r^T \\ \mathbf{v}_{r+1}^T \\ \vdots \\ \mathbf{v}_n^T \end{pmatrix}$$

- Change of coordinates (solving a linear system)  $\mathbf{Ax} = \mathbf{b}$ ,  $\mathbf{A} \in \mathbb{R}^{m \times m}$ ,  $\mathbf{x}, \mathbf{b} \in \mathbb{R}^m$

$LU$ solution	Operations (flops)	SVD solution	Operations (flops)
Factor $LU = A$	$\mathcal{O}\left(\frac{2m^3}{3}\right)$	Factor $U\Sigma V^T = A$	$\mathcal{O}(11m^3)$
Forward substitution $Ly = b$	$\mathcal{O}\left(\frac{m^2}{2}\right)$	Compute $c = U^T b$	$\mathcal{O}(m^2)$
Back substitute $Ux = y$	$\mathcal{O}\left(\frac{m^2}{2}\right)$	Compute $d = \Sigma^{-1}c$	$\mathcal{O}(m)$
		$d_i = c_i / \sigma_i, i = 1, \dots, m$	
		Compute $x = Vd$	$\mathcal{O}(m^2)$

flop = floating point operation, defined as an addition and multiplication

- SVD can be used for solving a linear system, but is generally more expensive than the standard  $LU$  factorization (Gaussian elimination)

- Find closest approximation to  $\mathbf{b} \in \mathbb{R}^m$  by linear combination of column vectors of  $\mathbf{A} \in \mathbb{R}^{m \times n}$ ,  $m > n$ ,  $\min_{\mathbf{x}} \|\mathbf{b} - \mathbf{A}\mathbf{x}\|$

$QR$ solution	Operations (flops)	SVD solution	Operations (flops)
Factor $QR = A$	$\mathcal{O}\left(2mn^2 - \frac{2n^3}{3}\right)$	Factor $U\Sigma V^T = A$	$\mathcal{O}(2mn^2 + 11n^3)$
Compute $\mathbf{c} = Q^T\mathbf{b}$	$\mathcal{O}(mn)$	Compute $\mathbf{c} = U^T\mathbf{b}$	$\mathcal{O}(mn)$
Back substitute $R\mathbf{x} = \mathbf{c}$	$\mathcal{O}\left(\frac{n^2}{2}\right)$	Compute $\mathbf{d} = \Sigma^+\mathbf{c}$	$\mathcal{O}(n)$
		$d_i = c_i / \sigma_i, i = 1, \dots, n$	
		Compute $\mathbf{x} = V\mathbf{d}$	$\mathcal{O}(n^2)$

flop = floating point operation, defined as an addition and multiplication

- SVD can be used for solving a least squares problem, but is generally more expensive than the standard  $QR$  factorization (Gram-Schmidt orthogonalization)