

EE16B

Designing Information Devices and Systems II

Lecture 8B

Singular Value Decomposition (SVD)

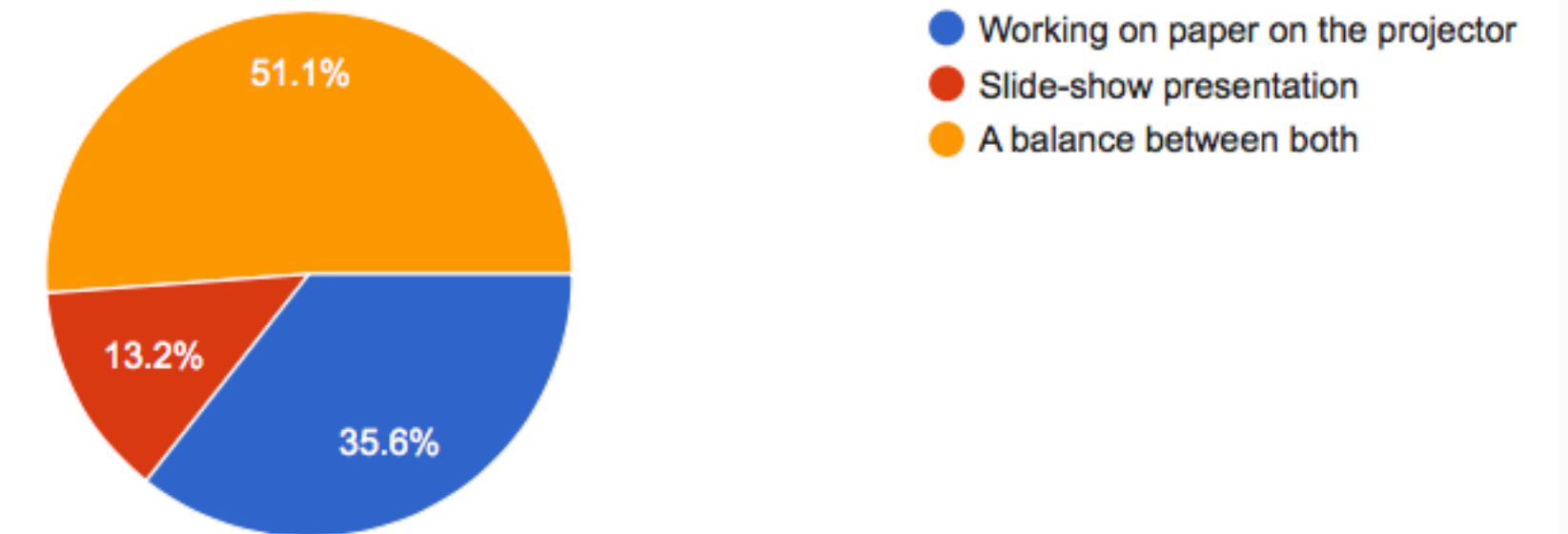
Mid Semester Survey

- Slides – working on paper – I’ll do my best.
- Folks, there’s a READER– slides are not the only reference
- \$ game seems distracting – TA will take note and update \$ amount after

- HW too hard too long – we will try to balance that better

What is your preferred style of lecture?

174 responses



Rank 1 Matrix

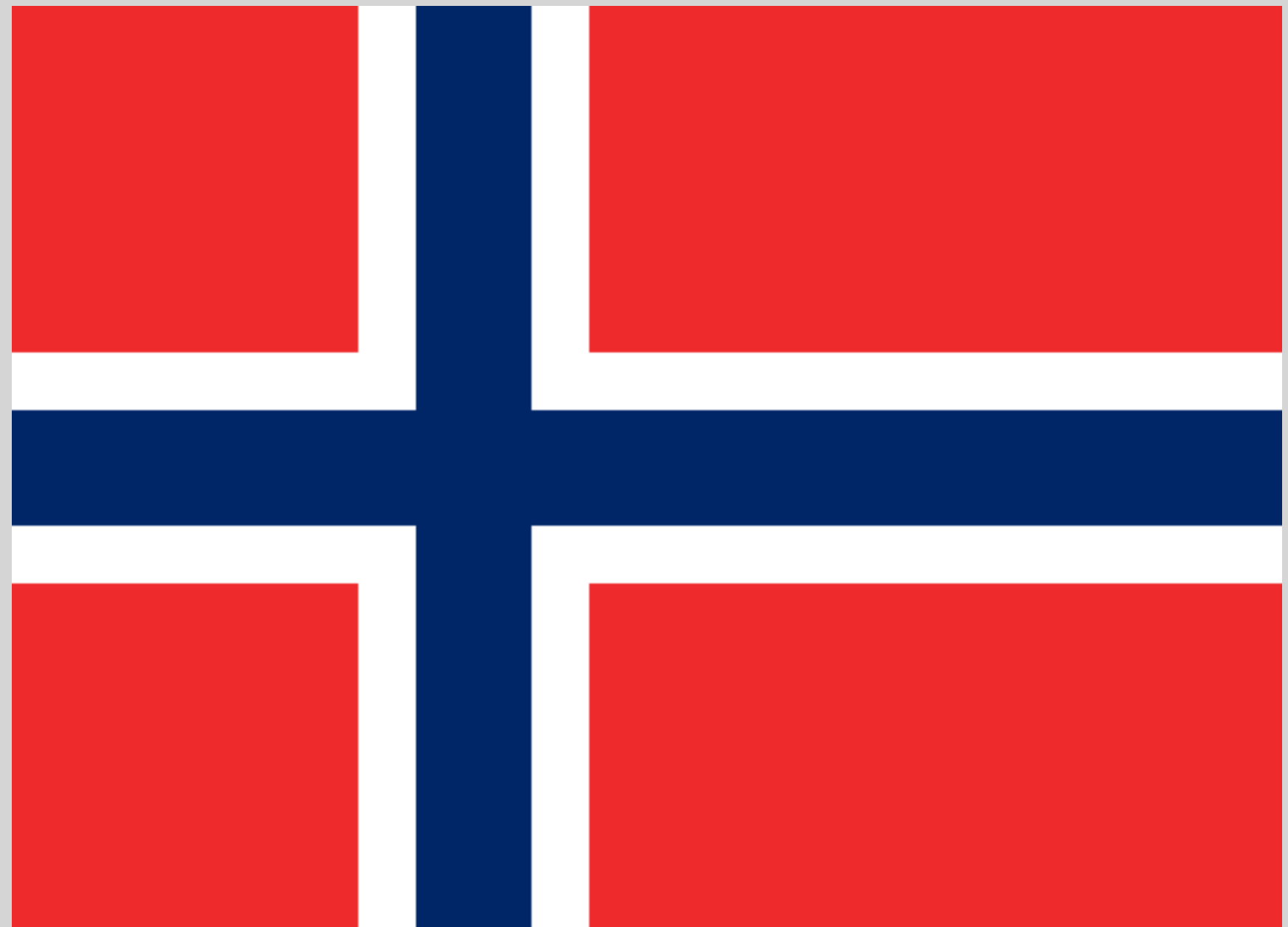
Consider the following matrix:

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 & 2 & 2 \\ 3 & 3 & 3 & 3 & 3 & 3 \end{bmatrix} \quad \text{Rank} = 1$$

We can decompose a rank-1 matrix as an outer product:

$$\begin{matrix} m \times 1 \\ \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \end{matrix} \begin{matrix} \vec{u}\vec{v}^T \in \mathbb{R}^{m \times n} \\ \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \\ 1 \times n \end{matrix} \quad \begin{matrix} \vec{u} \in \mathbb{R}^m \\ \vec{v} \in \mathbb{R}^n \end{matrix}$$

Flags as low-rank matrices



Quiz

SVD

SVD decomposes a rank r matrix $A \in \mathbb{R}^{m \times n}$ into a sum of r rank-1 matrices:

$$A = \sigma_1 \vec{u}_1 \vec{v}_1^T + \sigma_2 \vec{u}_2 \vec{v}_2^T + \cdots + \sigma_r \vec{u}_r \vec{v}_r^T$$

$$1) \quad \vec{u}_i^T \vec{u}_j = \begin{cases} 0 & i \neq j \\ 1 & i = j \end{cases} \Rightarrow \|\vec{u}_i\| = 1 \quad \vec{u}_i \perp \vec{u}_j$$

$$2) \quad \vec{v}_i^T \vec{v}_j = \begin{cases} 0 & i \neq j \\ 1 & i = j \end{cases} \Rightarrow \|\vec{v}_i\| = 1 \quad \vec{v}_i \perp \vec{v}_j$$

$$3) \quad \sigma_1 \geq \sigma_2 \geq \cdots \geq \sigma_r > 0$$

SVD

$$A = \sigma_1 \vec{u}_1 \vec{v}_1^T + \sigma_2 \vec{u}_2 \vec{v}_2^T + \cdots + \sigma_r \vec{u}_r \vec{v}_r^T$$

$m \times n$

$m + n$

$m + n$

$m + n$

$r(m + n) \leq mn$ If m, n are large and r is small

Typically, $\sigma_1 \geq \sigma_2 \geq \cdots \geq \sigma_{\hat{r}} \gg \sigma_{\hat{r}+1} \geq \cdots \geq \sigma_r$

10

8

5

0.1

0.001

$$\begin{bmatrix} 1.02 & 0.99 & 0.98 & 1.03 & 1.01 & 1 \\ 2 & 1.98 & 2.01 & 2.03 & 1.99 & 1.97 \\ 3.01 & 2.98 & 3 & 2.99 & 3.03 & 3.02 \end{bmatrix}$$

$$A \approx \sigma_1 \vec{u}_1 \vec{v}_1^T + \sigma_2 \vec{u}_1 \vec{v}_1^T + \cdots + \sigma_{\hat{r}} \vec{u}_{\hat{r}} \vec{v}_{\hat{r}}^T$$

History

Known for a long time – but not considered important

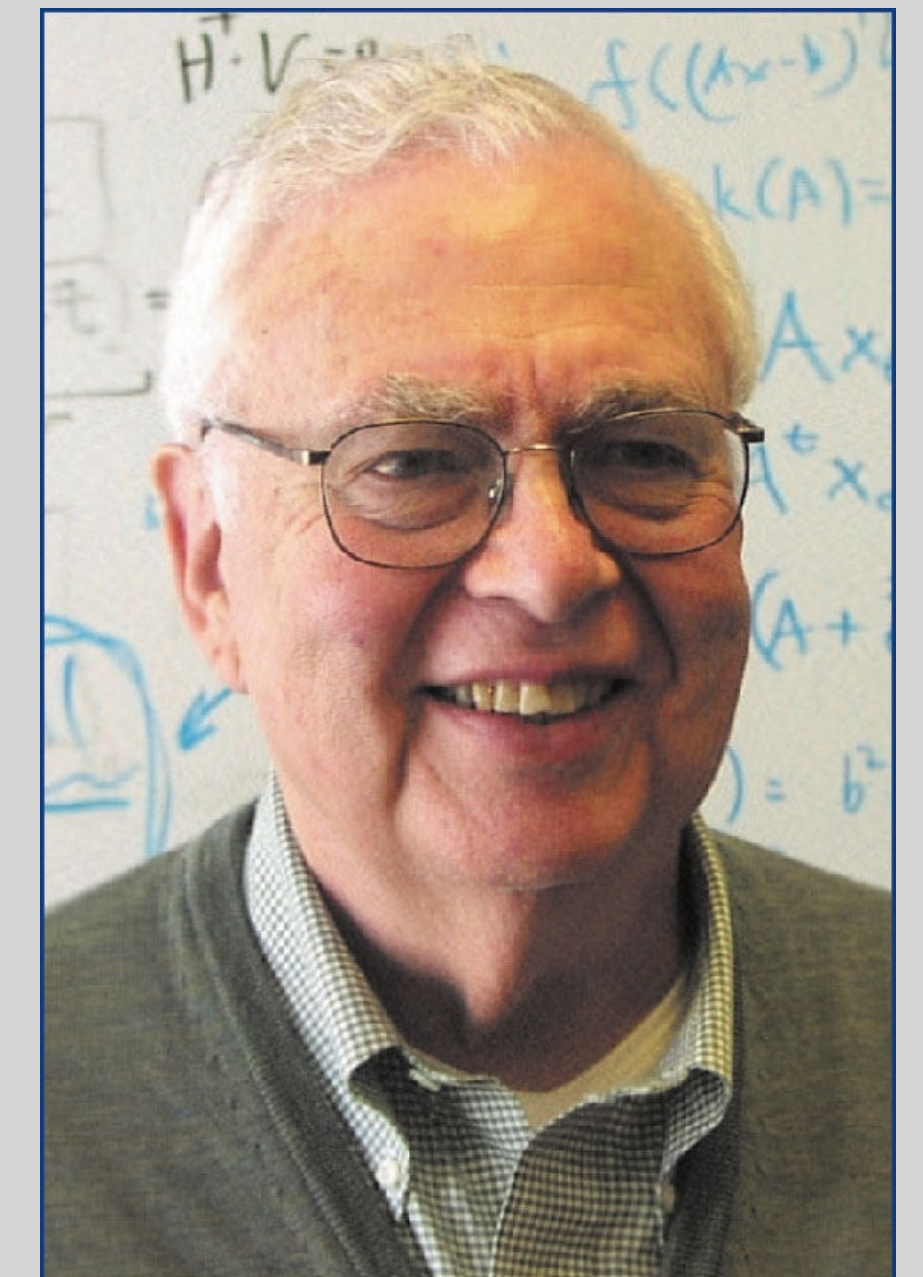
1965 – G. Golub and W. Kahan – practical way of computing the SVD – numerically stable

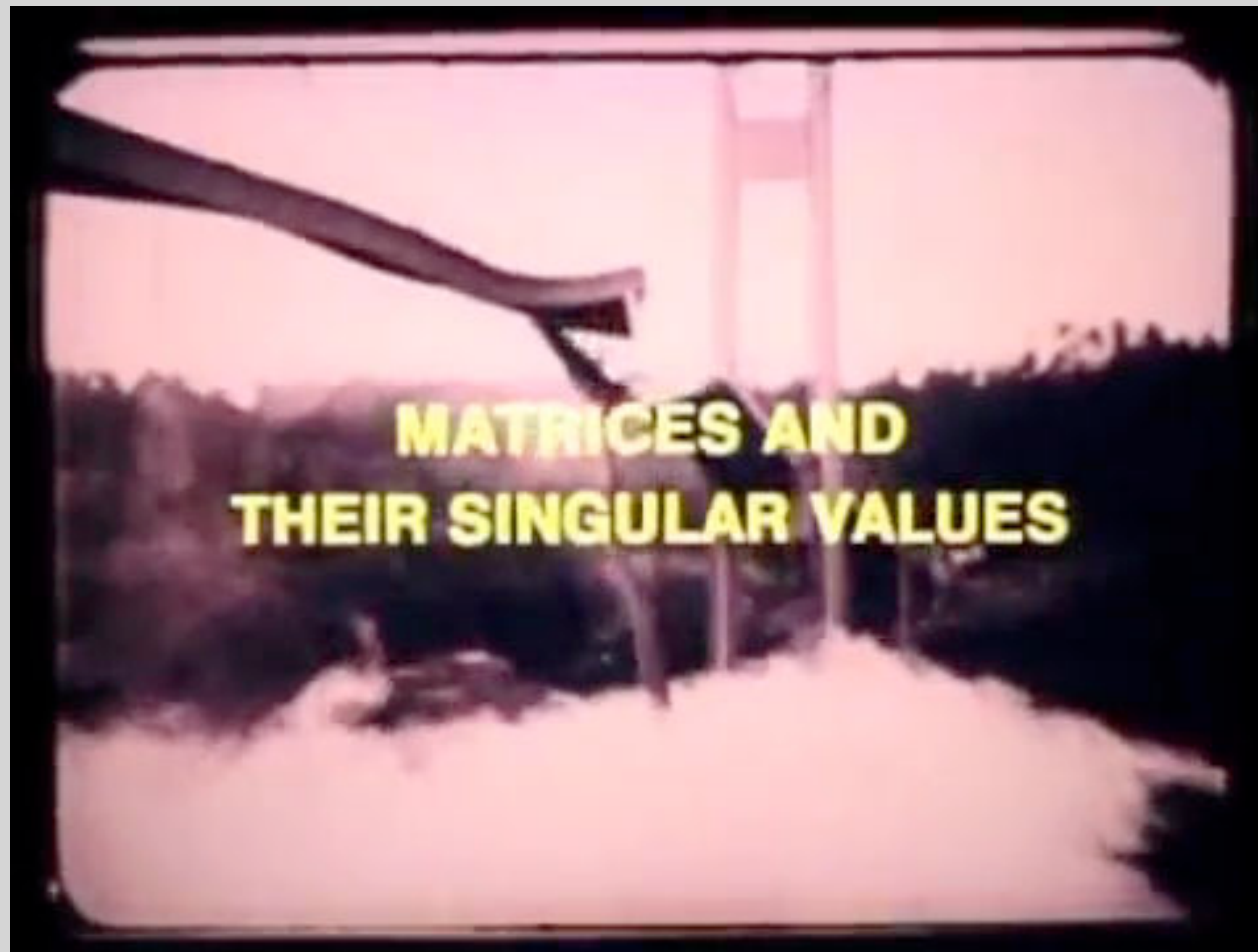
Today, used everywhere!

LAPack implementation –Demmel & Kahan 1990
(numpy and matlab use LAPack)

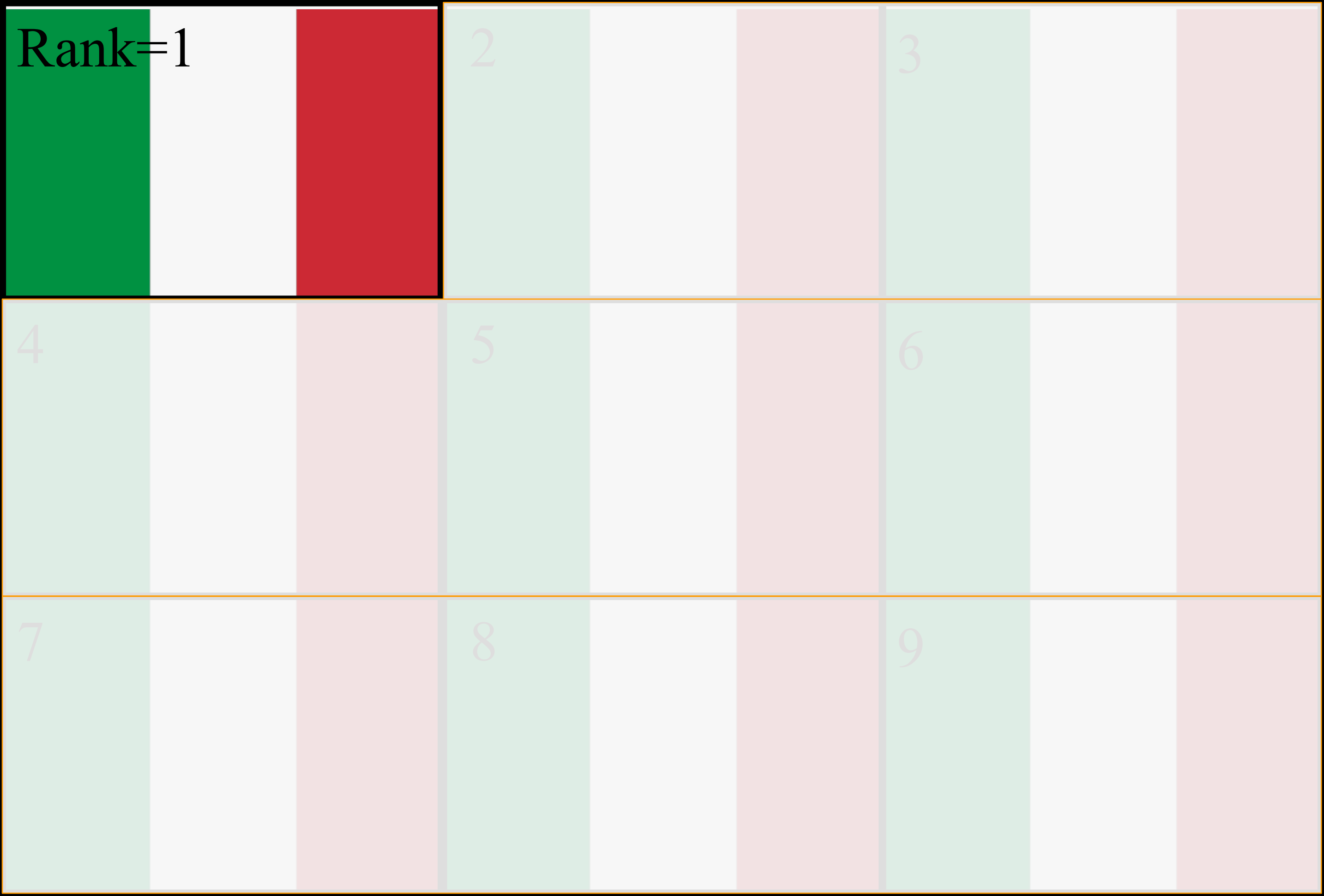


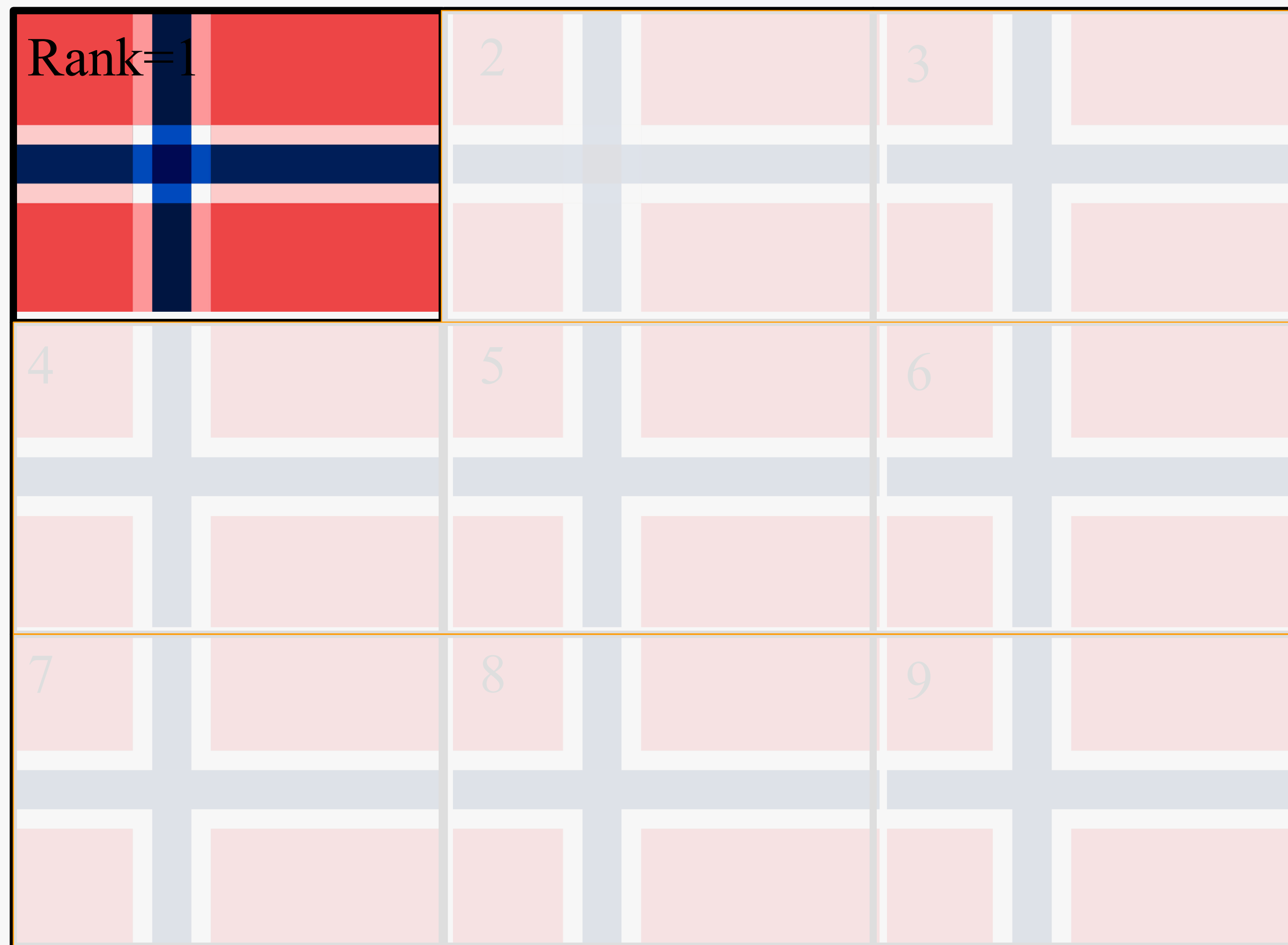
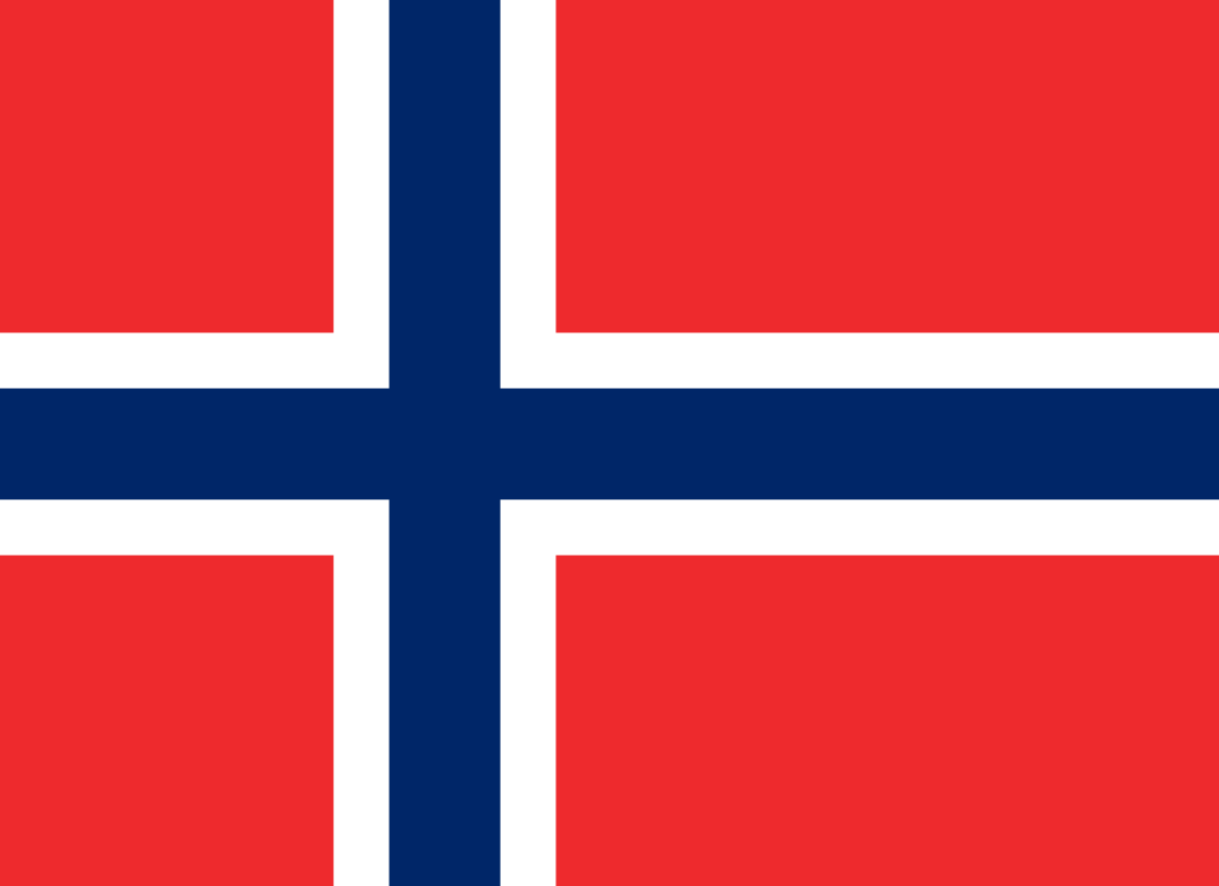
*Gene Golub's license plate,
photographed by Professor P. M.
Kroonenberg of Leiden University.*





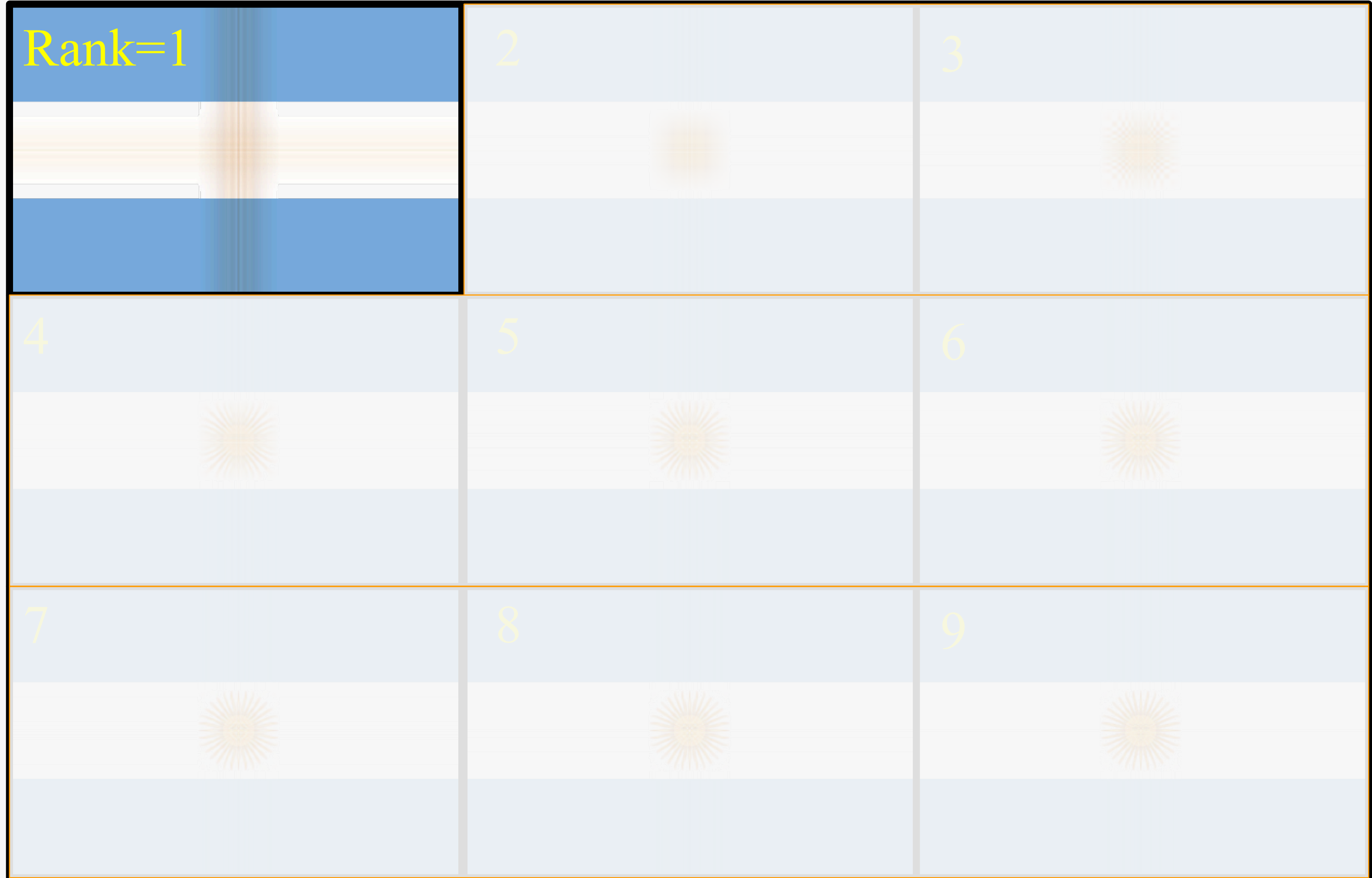
- Los Alamos video 1976 on the SVD. Then Relatively unknown, but today used everywhere. 3D computer graphics by Cleve Moler (Matlab)
- Lecture by Moler: "SVD Saves the Universe"
<https://www.mathworks.com/videos/the-singular-value-decomposition-saves-the-universe-1481294462044.html>

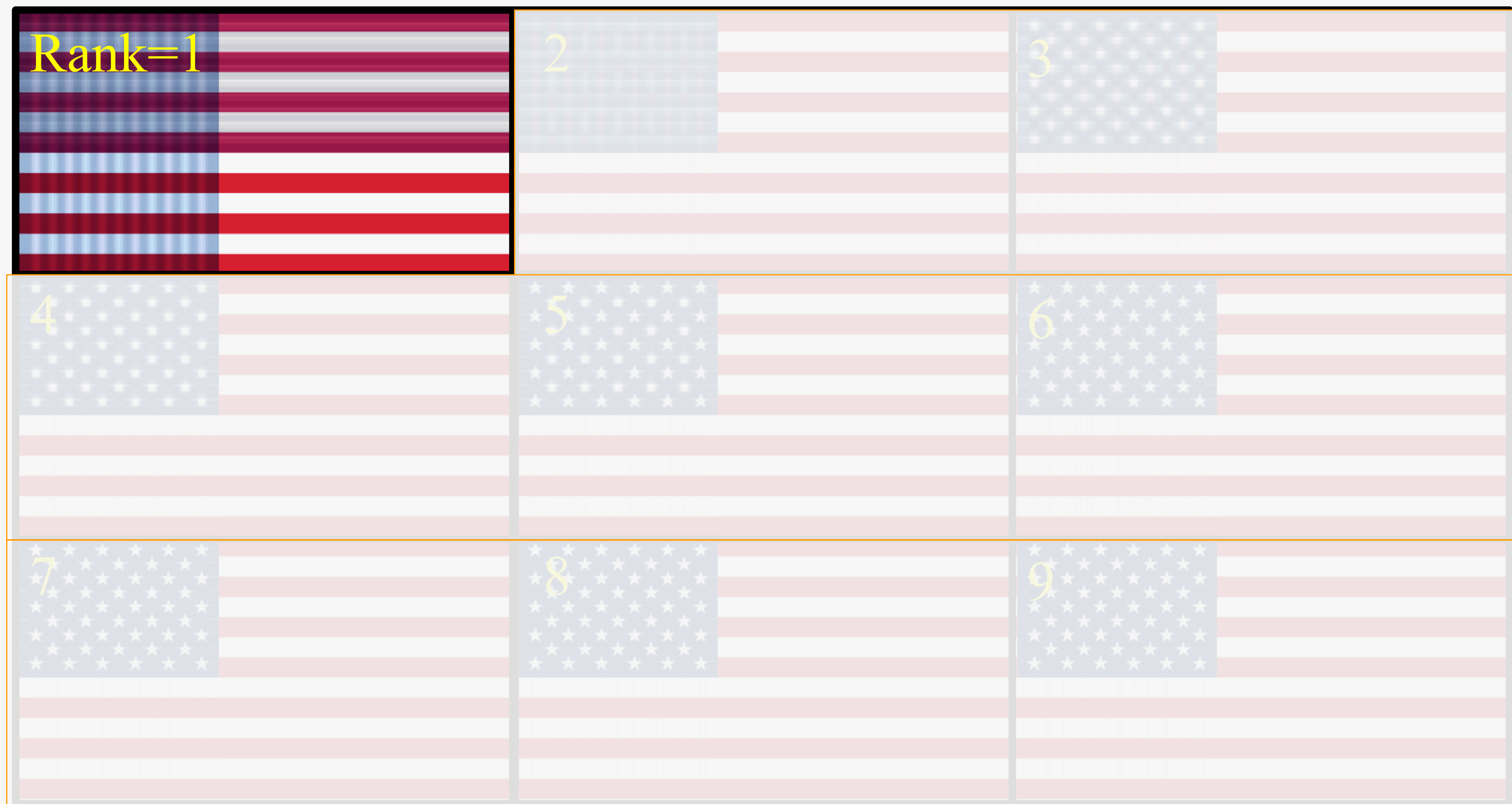






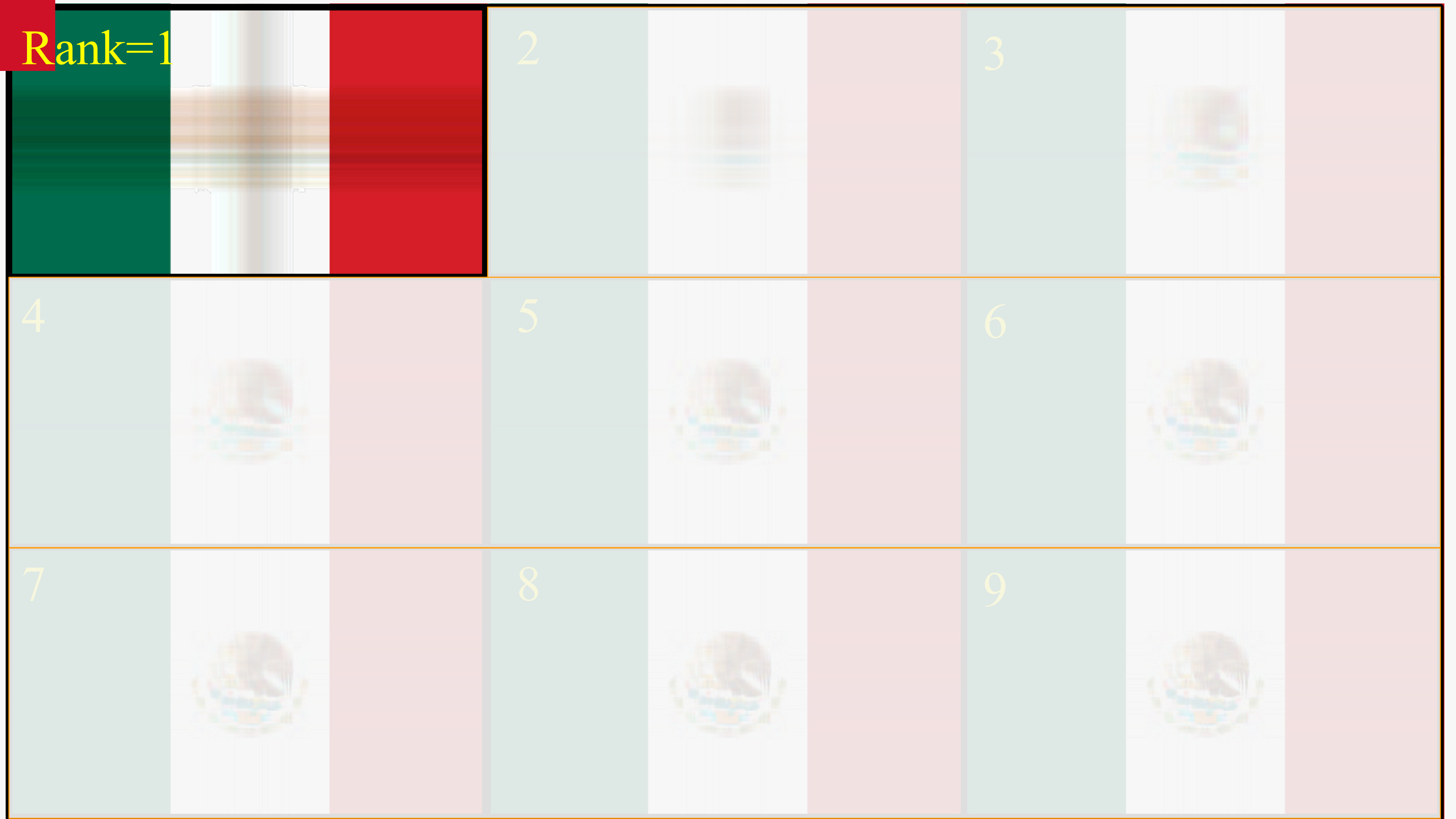
Rank=1	2	3
4	5	6
7	8	9

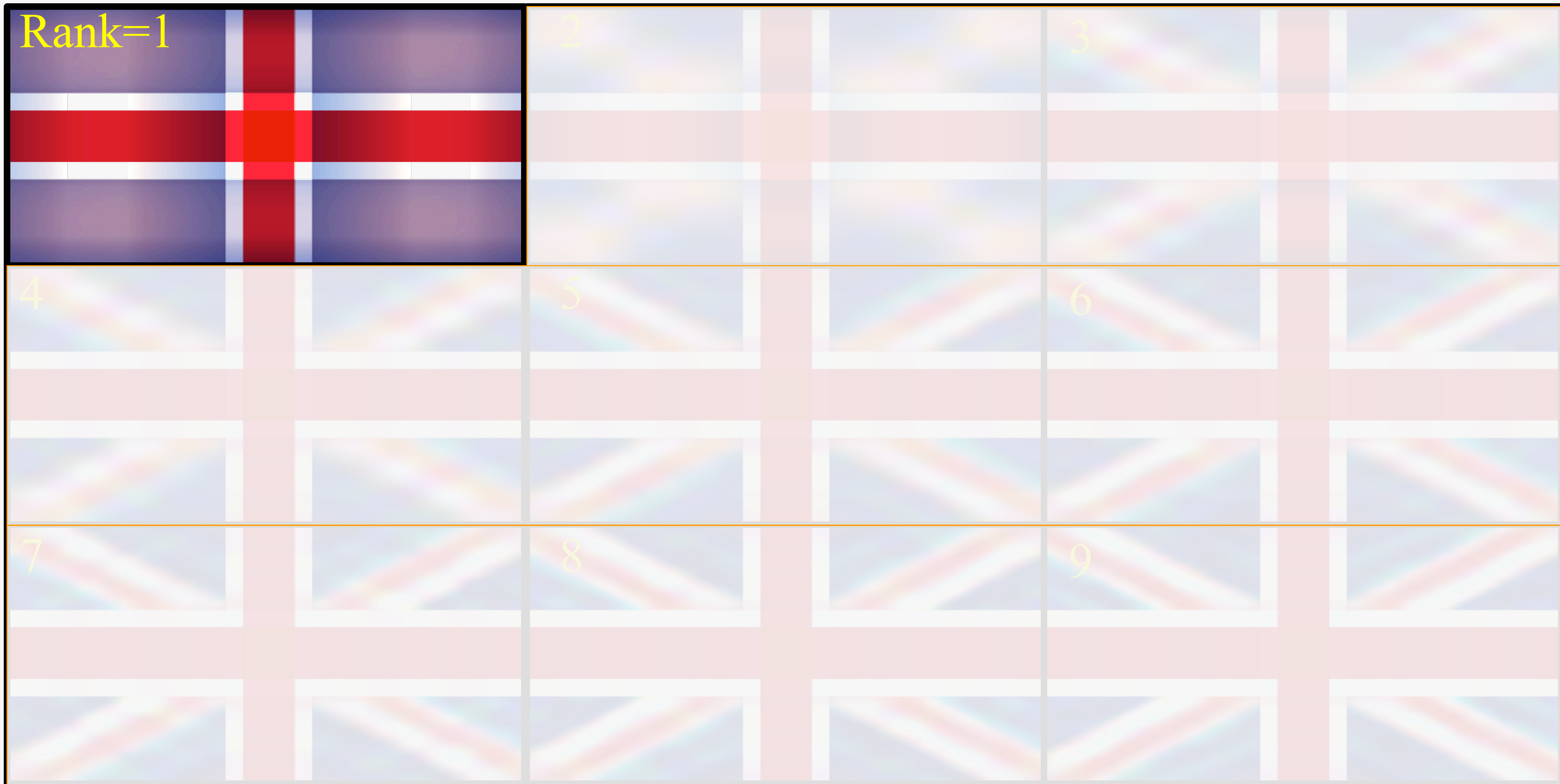






Rank=1

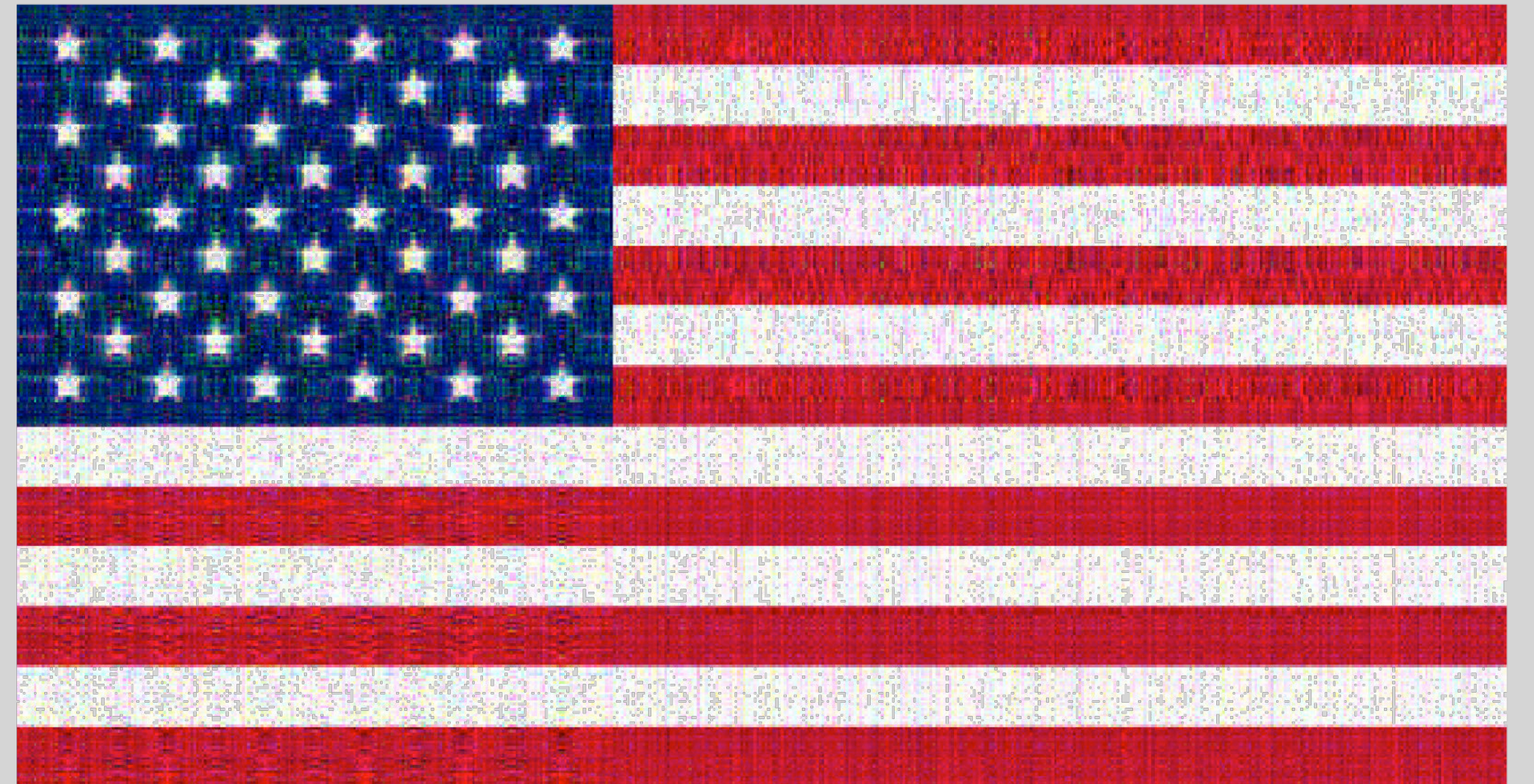
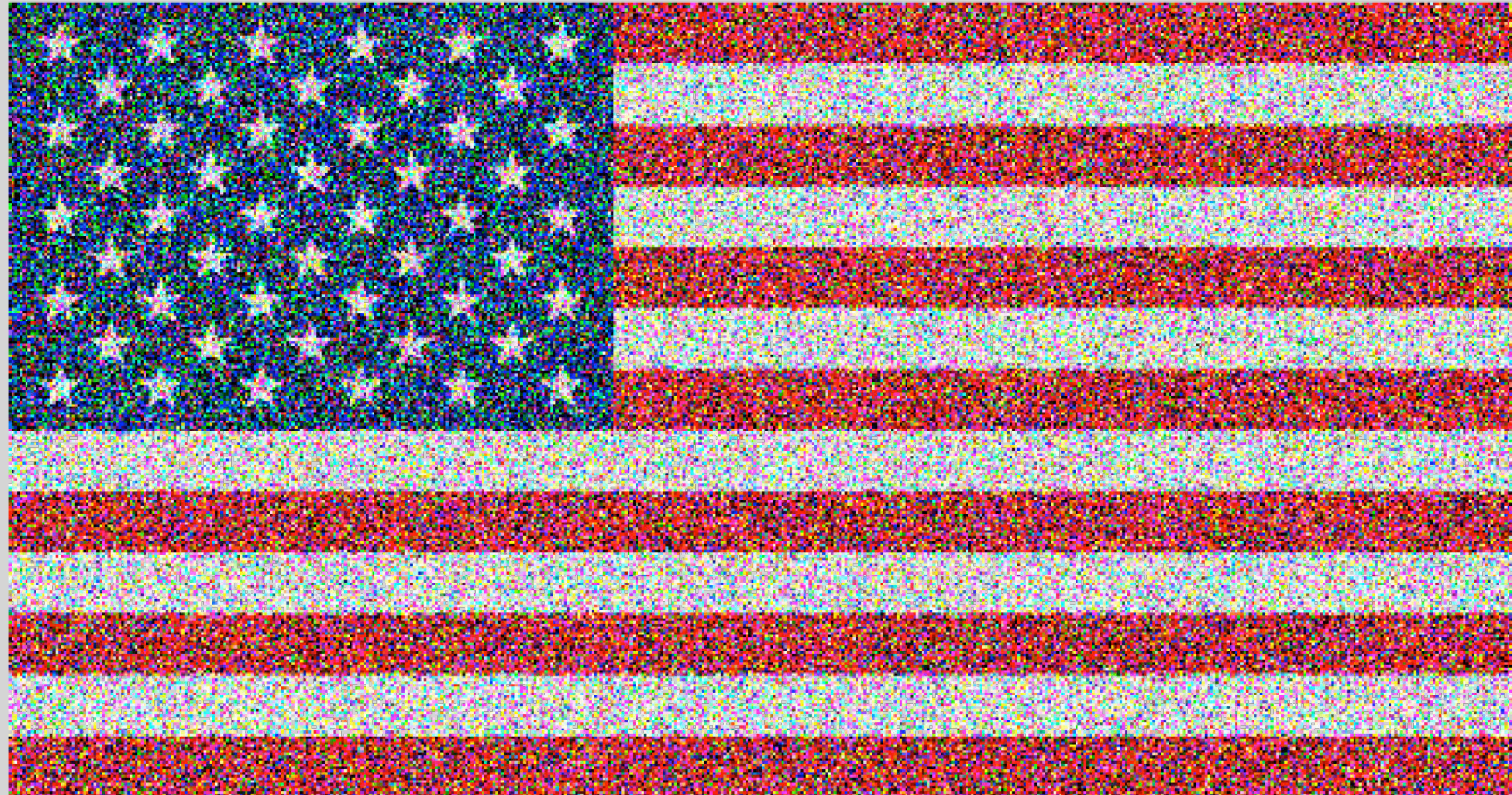




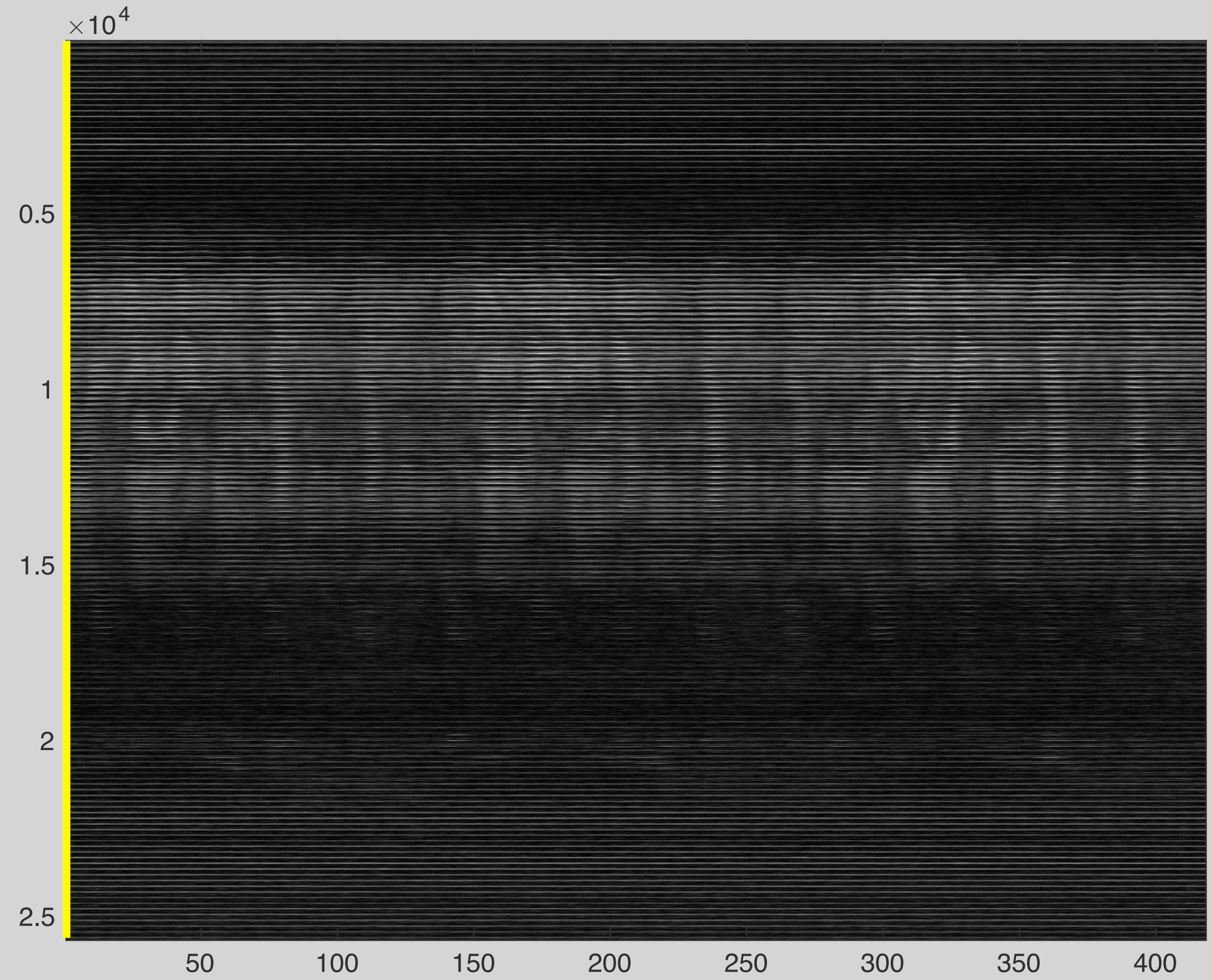
Noisy Flag

$$\begin{bmatrix} 1.02 & 0.99 & 0.98 & 1.03 & 1.01 & 1 \\ 2 & 1.98 & 2.01 & 2.03 & 1.99 & 1.97 \\ 3.01 & 2.98 & 3 & 2.99 & 3.03 & 3.02 \end{bmatrix}$$

$$\sum_{i=0}^5 \sigma_i \vec{u}_i \vec{v}_i^T$$



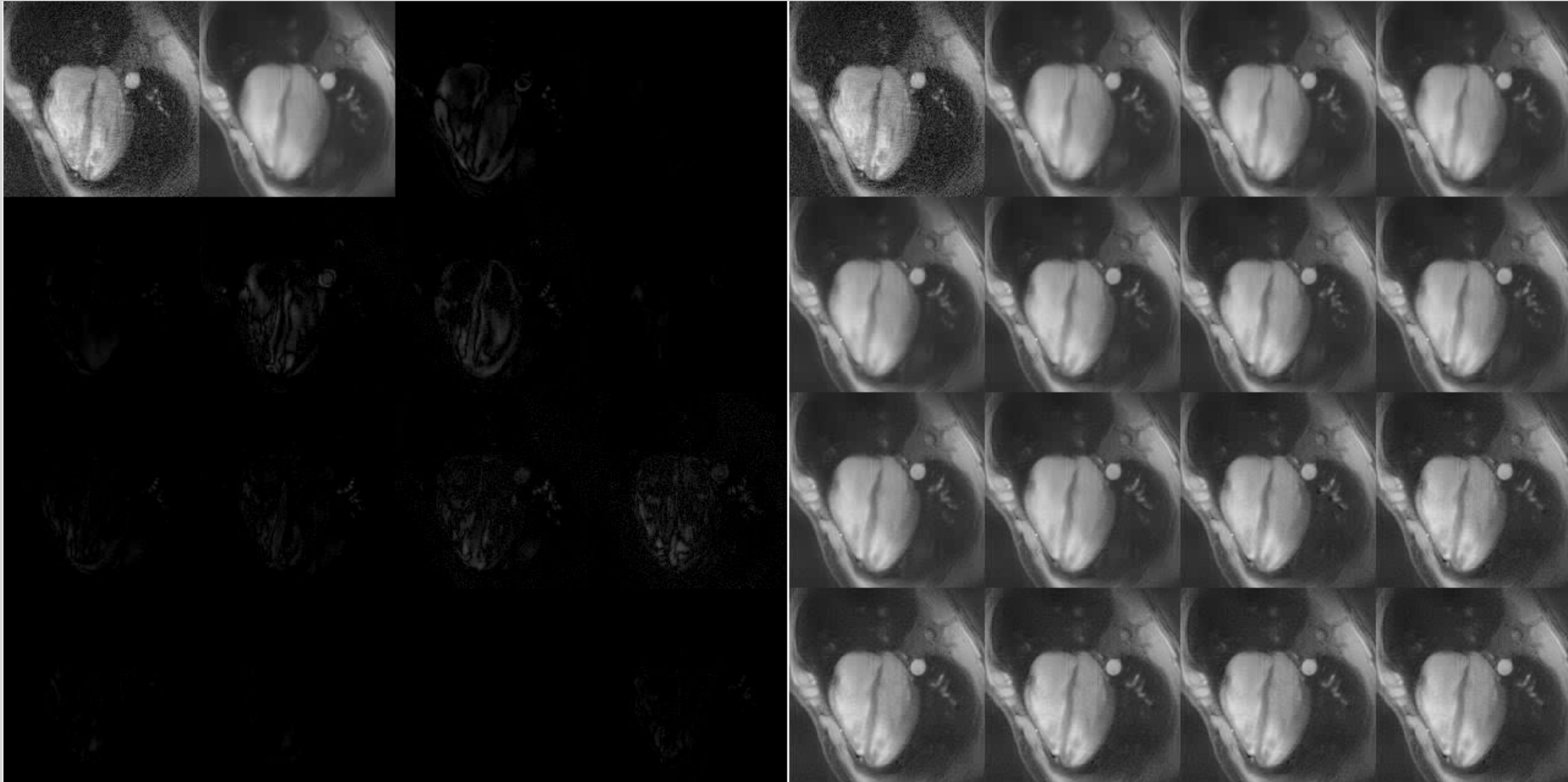
Video of a Heart



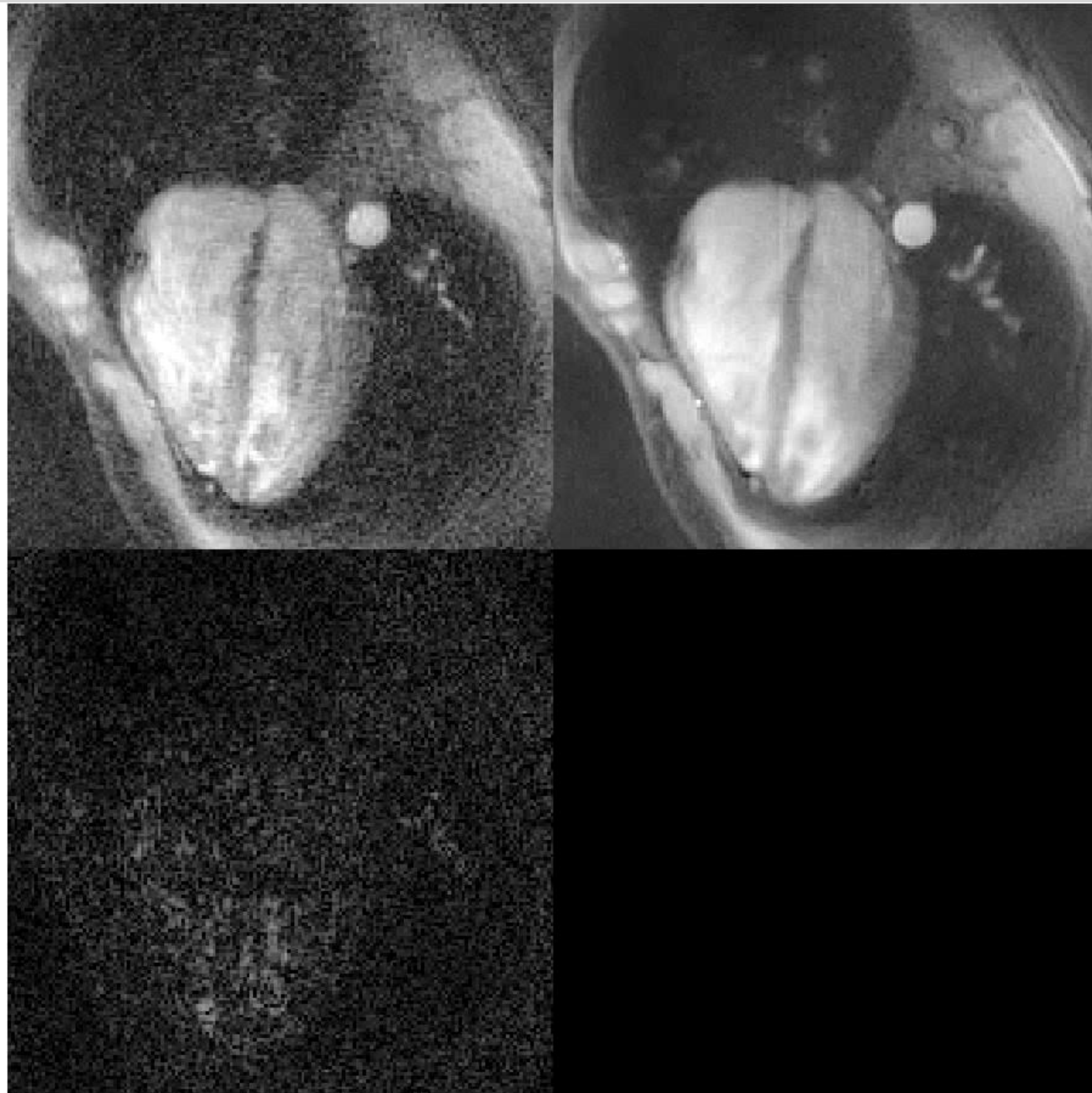
Heart Example

$$\sigma_i \vec{u}_i \vec{v}_i^T$$

$$\sum_{i=0}^r \sigma_i \vec{u}_i \vec{v}_i^T$$



Heart Example



$$\sum_{i=16}^{417} \sigma_i \vec{u}_i \vec{v}_i^T$$

$$\sum_{i=0}^{15} \sigma_i \vec{u}_i \vec{v}_i^T$$

Data Analysis with SVD

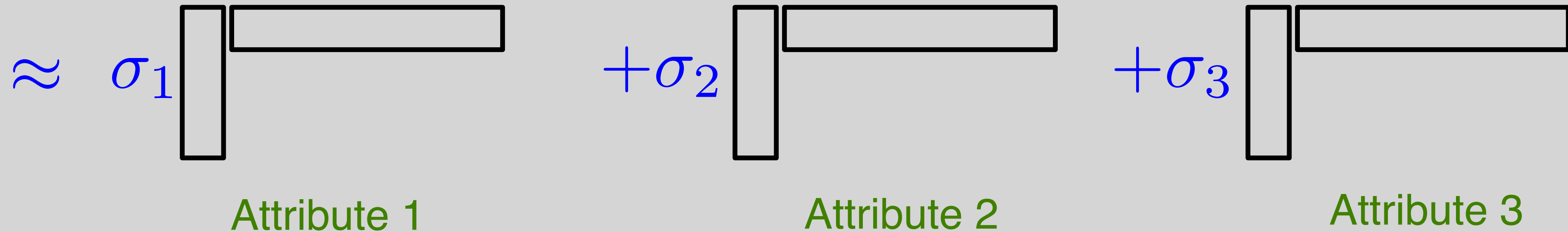
$$A \approx \sigma_1 \vec{u}_1 \vec{v}_1^T + \sigma_2 \vec{u}_2 \vec{v}_2^T + \dots + \sigma_{\hat{r}} \vec{u}_{\hat{r}} \vec{v}_{\hat{r}}^T$$

n movies

effective

m
views

1	2	5	5	1	3	3	3	2	5	5	4	4	3	2	2	5	1	1
5	3	2	1	1	3	3	3	1	1	2	4	5	5	4	4	1	3	2
5	1	2	1	1	2	3	3	1	1	2	1	5	5	3	5	1	1	2
5	3	2	1	1	3	2	3	1	1	2	4	1	1	4	4	5	1	5
1	2	3	2	1	3	2	3	2	1	2	1	1	1	4	4	5	1	5
1	1	1	1	5	3	3	3	1	5	2	4	4	4	2	5	5	1	1

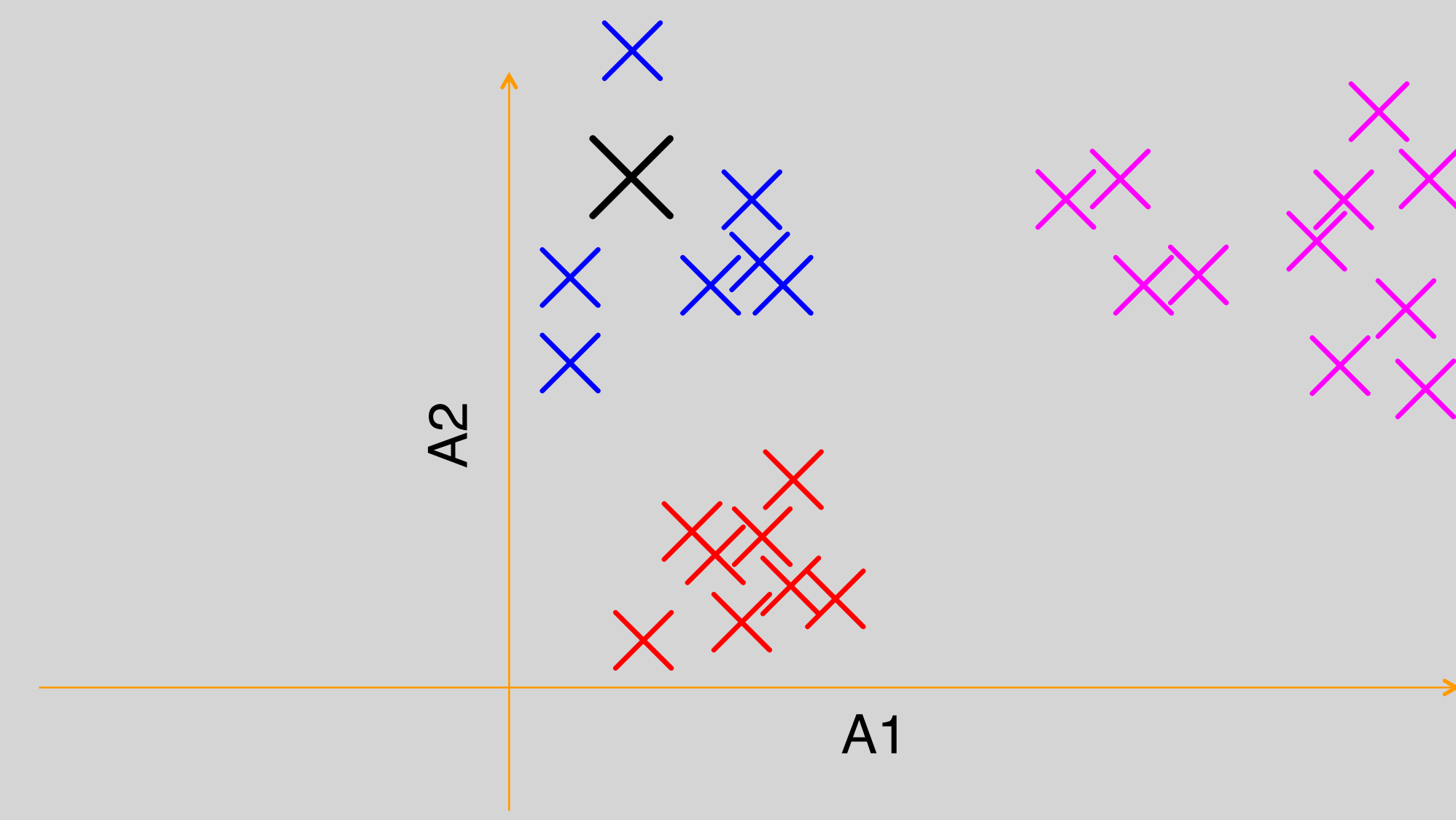
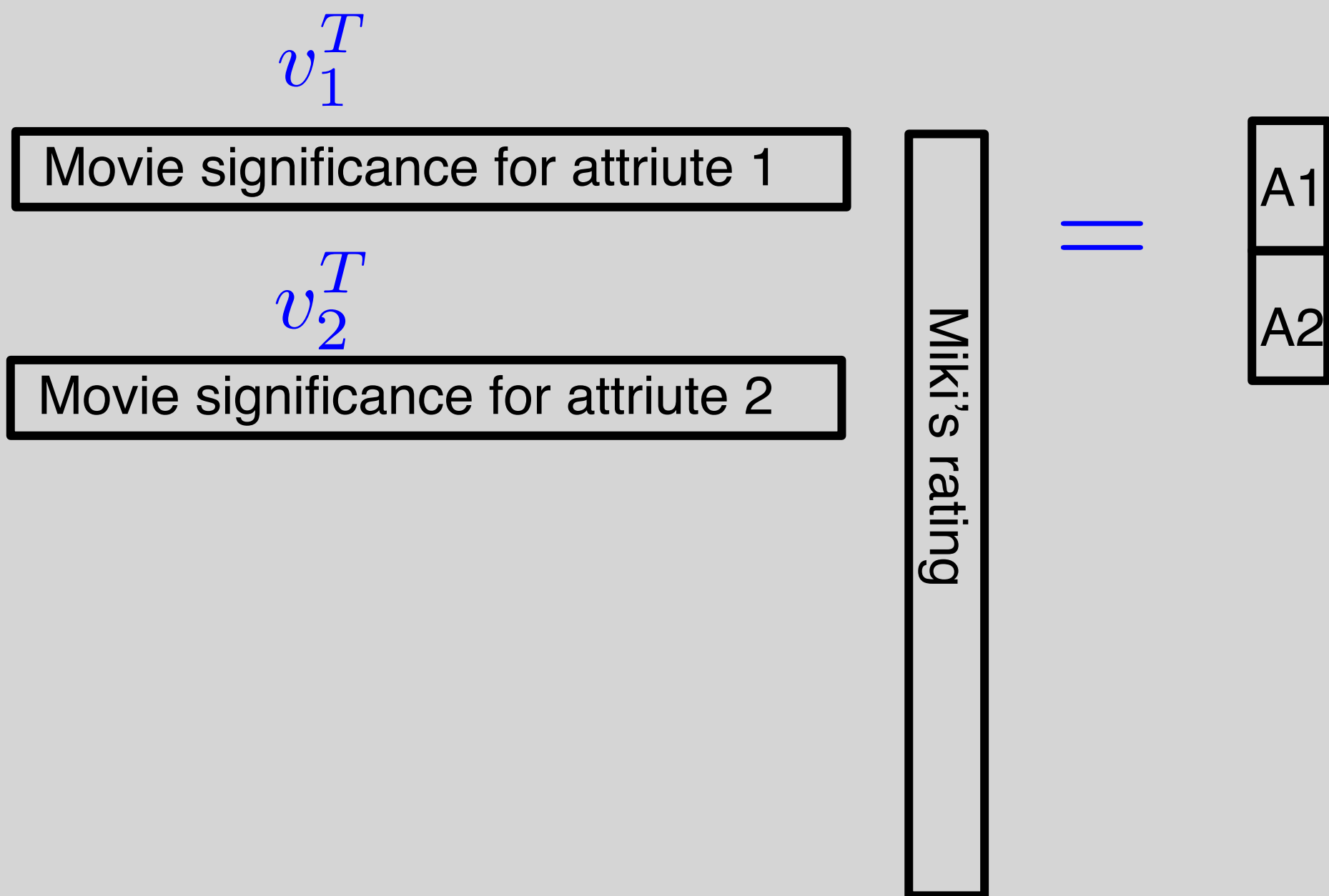


Classification with SVD

n movies

1	2	5	5	1	3	3	3	2	5	5	4	4	3	2	2	5	1	1
5	3	2	1	1	3	3	3	1	1	2	4	5	5	4	4	1	3	2
5	1	2	1	1	2	3	3	1	1	2	1	5	5	3	5	1	1	2
5	3	2	1	1	3	2	3	1	1	2	4	1	1	4	4	5	1	5
1	2	3	2	1	3	2	3	2	1	2	1	1	1	4	4	5	1	5
1	1	1	1	5	3	3	3	1	5	2	4	4	4	2	5	5	1	1

m views



Miki belongs to class: like A2 don't like A1

Prediction with SVD

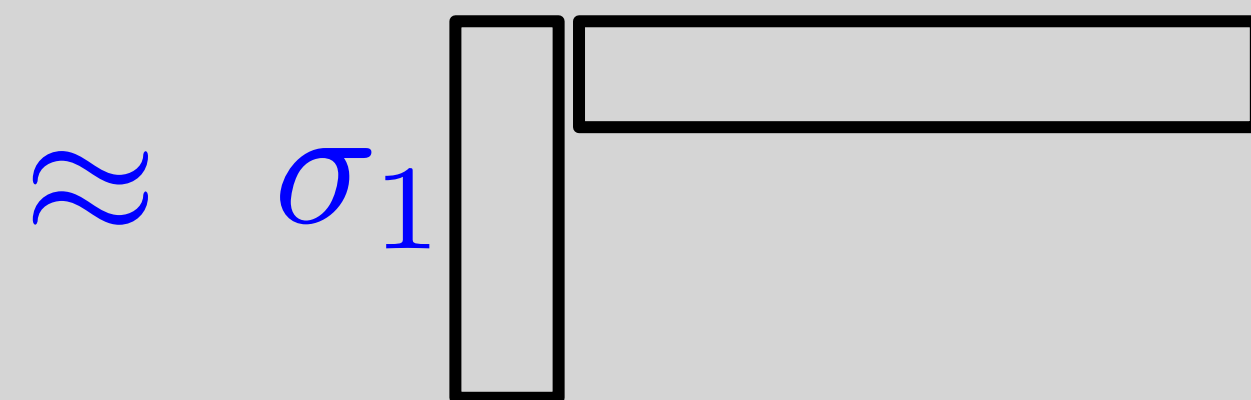
Can try to predict preferences of a new customer with few ratings

See homework!

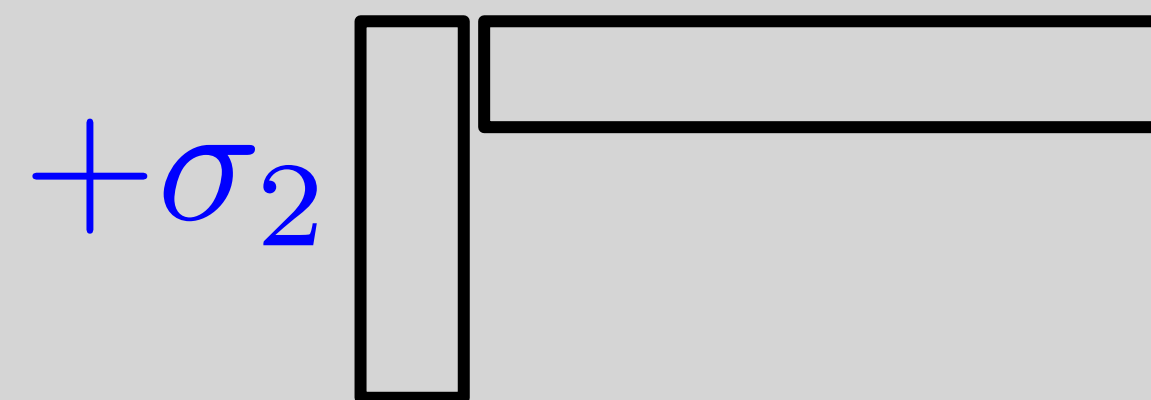
n movies

m views

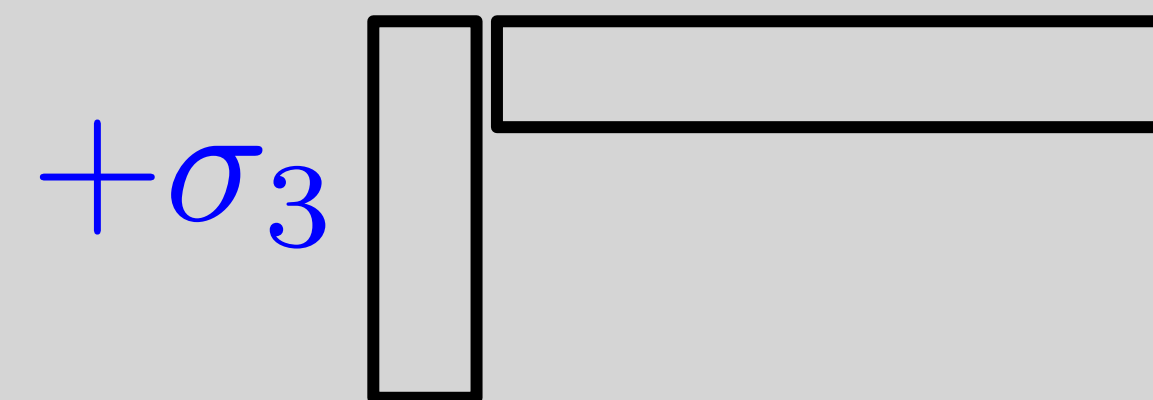
1	2	5	5	1	3	3	3	2	5	5	4	4	3	2	2	5	1	1	
5	3	2	1	1	3	3	3	1	1	2	4	5	5	4	4	1	3	2	
5	1	2	1	1	2	3	3	1	1	2	1	5	5	3	5	1	1	2	
5	3	2	1	1	3	2	3	1	1	2	4	1	1	4	4	5	1	5	
1	2	3	2	1	3	2	3	2	1	2	1	1	1	4	4	5	1	5	
1	1	1	1	5	3	3	3	1	5	2	4	4	4	2	5	5	1	1	
1	?	?	2	?	?	?	?	3	5	1	?	?	?	?	5	2	?	3	



Attribute 1



Attribute 2



Attribute 3

Low-rank Completion

What if my database is full of “holes”?

Should be still low-rank!

m views

n movies

1		5	5	1	3		3	2	5	5	4		3	2	2	5		1	
5	3		1	1	3	3		1	1	2		5		4	4	1	3	2	
	1	2	1	1		3	3		1	2	1	5	5	3	5		1	2	
5	3		1		3	2		1		2	4	1		4		5		5	
1		3	2	1	3	2	3	2	1		1		1	4		5	1	5	
1	1			5	3	3		5	2	4			2	5	5	1	1		

Q) Can we complete missing data?

A) Sometimes! Very recent mathematical and practical results show you can.
Keywords: Compressed Sensing, Low-rank completion, robust PCA



E. Candes and B. Recht, Foundation of Computational Mathematics, 2009;9:717

A photograph of Emmanuel Candès, a mathematician and statistician, is shown from the back, writing on a chalkboard. The image is overlaid with a semi-transparent purple and blue gradient. The text is centered over the image.

Emmanuel Candès

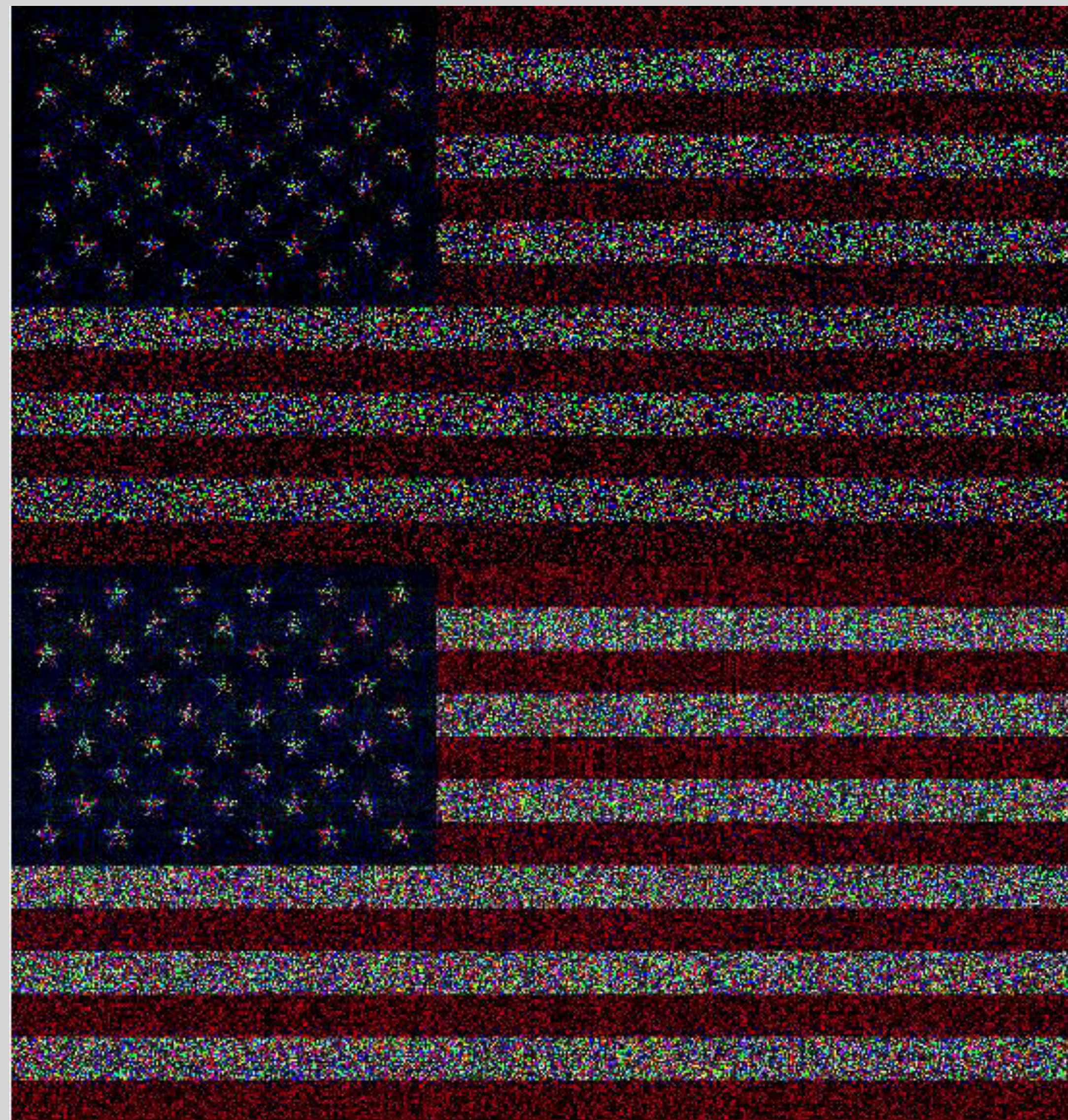
Mathematician and Statistician

2017 MacArthur Fellow

#MacFellow

Low-Rank Recovery from 20% pixels

- Algorithm for low-rank completion:
 - $\text{flag_hat} = \text{flag}$
 - Compute $[U, S, V] = \text{svd}(\text{flag_hat})$
 - $$\text{flag}_{\text{hat}} = \sum_{i=0}^6 \sigma_i \vec{u}_i \vec{v}_i^T$$
 - update missing pixels in flag from flag_hat
 - repeat (250 times here)





Input



Multi-scale Low Rank

1x1 (Sparse)

4x4

16x16



64x64

144x176 (Low Rank)