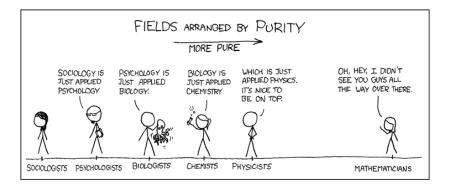
ECE 417/598: Pseudo-Inverse review

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Robotics is applied everything





Link to github

Pseudo-Inverse

if if

1

$$\mathbf{A}\mathbf{A}^{\dagger}\mathbf{A} = \mathbf{A}$$
(1)
If SVD of **A** is given by $\mathbf{A} = \mathbf{U}\Sigma\mathbf{V}^{\top}$ then $\mathbf{A}^{\dagger} = \mathbf{U}\Sigma^{-1}\mathbf{V}^{\top}$ (2)
A is tall and full-col rank, then $\mathbf{A}^{\dagger} = (\mathbf{A}^{\top}\mathbf{A})^{-1}\mathbf{A}^{\top}$ (3)
A is fat and full-row rank then $\mathbf{A}^{\dagger} = \mathbf{A}^{\top}(\mathbf{A}\mathbf{A}^{\top})^{-1}$ (4)

 $^{^1 {\}rm See}$ Appendix A of Gilbert Strang (1988): Linear Algebra and Its Applications

Pseudo-Inverse for tall matrix by Optimization

$$\min_{\mathbf{x}} \|A\mathbf{x} - \mathbf{b}\|_2^2 \tag{5}$$

$$= \min_{\mathbf{x}} (A\mathbf{x} - \mathbf{b})^{\top} (A\mathbf{x} - \mathbf{b})$$
(6)

$$= \min_{\mathbf{x}} (\mathbf{x}^{\top} A^{\top} - \mathbf{b}^{\top}) (A\mathbf{x} - \mathbf{b})$$
(7)

$$= \min_{\mathbf{x}} (\mathbf{x}^{\top} A^{\top} - \mathbf{b}^{\top}) (A\mathbf{x} - \mathbf{b})$$
(8)

$$= \min_{\mathbf{x}} \mathbf{x}^{\top} A^{\top} A \mathbf{x} - \mathbf{b}^{\top} A \mathbf{x} - \mathbf{x}^{\top} A^{\top} \mathbf{b} + \mathbf{b}^{\top} \mathbf{b}$$
(9)

2

 $^{^2\}mbox{Also}$ see Chapter 3 of Gilbert Strang (1988): Linear Algebra and Its Applications

Recall that a minimum (or maximum) point of a differentiable function $f(\mathbf{x})$, $f'(\mathbf{x}) = 0$. Let us define vector derivative as

$$\frac{\partial f(\mathbf{x})}{\partial \mathbf{x}} = \begin{bmatrix} \frac{\partial f(\mathbf{x})}{\partial x_1} \\ \frac{\partial f(\mathbf{x})}{\partial x_2} \\ \vdots \\ \frac{\partial f(\mathbf{x})}{\partial x_n} \end{bmatrix}$$
(10)

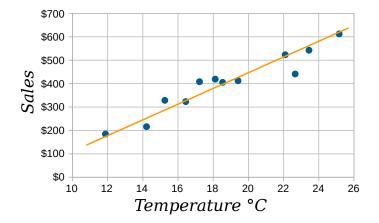
You can verfiy that

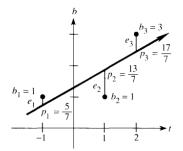
$$\frac{\partial}{\partial \mathbf{x}} \mathbf{x}^{\top} Q \mathbf{x} = 2Q \mathbf{x}$$
(11)
$$\frac{\partial}{\partial \mathbf{x}} \mathbf{b}^{\top} \mathbf{x} = \mathbf{b}$$
(12)

At a minimum point **x**,

$$\frac{\partial}{\partial \mathbf{x}} \mathbf{x}^{\top} A^{\top} A \mathbf{x} - \mathbf{b}^{\top} A \mathbf{x} - \mathbf{x}^{\top} A^{\top} \mathbf{b} + \mathbf{b}^{\top} \mathbf{b} = 0$$
(13)
or $2A^{\top} A \mathbf{x} - 2A^{\top} \mathbf{b} = 0$ (14)
or $\mathbf{x} = \underbrace{(A^{\top} A)^{-1} A^{\top}}_{A^{\dagger}} \mathbf{b}$ (15)

Application





Homogeneous representation of lines

$$ax + by + c = 0$$

Projective space

$$\mathbb{P}^2 = \mathbb{R}^3 - (0,0,0)^\top$$

Homogeneous representation of points

$$ax + by + c = 0$$

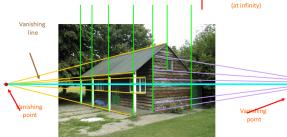
Eq of line in Projective space

The point $\mathbf{x} \in \mathbb{P}^2$ lies on a line I if and only if $\mathbf{x}^\top \mathbf{I} = 0$.

Intersection of lines

Vanishing Point





e Courtesy Antonio Criminisi

Vanishing Point

