## Subject: Re: Decompose a matrix Posted by jameskuyper on Wed, 19 Dec 2007 13:16:00 GMT

View Forum Message <> Reply to Message

```
d.poreh@gmail.com wrote:> Folks
```

- > I have a problem could anyone help me?
- > Let:
- > A = [[0,0,1], \$
- > [0,1,0], \$
- > [0,0,0]]
- > B = [0.5, 0.5, 1]

>

- > ; Decompose A
- > SVDC, A, W, U, V
- > : Solve A.X=B
- > X=SVSOL(U, W, V, B)
- > new B=A##X
- > IDL> print, new B
- > 0.500000
- > 0.500000
- > 0.000000
- > Why new\_B is not equal to B'?

Because there is no value of X such that A.X=B. That's because one of the eigenvalues of A is 0. What this means is that while the possible values for X fill a three-dimensional universe, the possible values for A.X only cover a flat two-dimensional plane within that universe. Whenever B is not on that plane, A.X = B cannot be solved. Matrix inversion fails in this case, because A doesn't have an inverse. What SVD does in this case is calculate the value of X such that A.X comes as close to B as possible while remaining on that flat plane. That is the advantage of using SVD over ordinary matrix inversion techniques.

Of course, a better solution is to re-define your problem so an exact solution is possible.

Subject: Re: Decompose a matrix
Posted by Spon on Wed, 19 Dec 2007 14:08:43 GMT
View Forum Message <> Reply to Message

On Dec 19, 12:15 pm, d.po...@gmail.com wrote:

- > Folks
- > I have a problem could anyone help me?
- > Let:
- > A = [[0,0,1], \$]
- > [0,1,0], \$

```
[0,0,0]
>
> B = [0.5, 0.5, 1]
> ; Decompose A
> SVDC, A, W, U, V
> ; Solve A.X=B
> X=SVSOL(U, W, V, B)
> new_B=A##X
> IDL> print,new_B
     0.500000
>
>
     0.500000
     0.000000
```

- > Why new\_B is not equal to B'?
- > Thanks for any help in advance
- > Cheers
- > Dave

A simple workaround (read: cheat) is to make sure your Eigenvalues are \_close\_ to zero rather than equal to zero. I guess it depends on how accurate you need your results to be :-)

A\*=1.0A[0,2]+=0.01SVDC, A, W, U, V X=SVSOL(U, W, V, B) PRINT, TRANSPOSE (A##X) IDL> 0.500000 0.500000 1.00000 You'd probably want to do the whole thing in double precision so you could use a smaller zero-offset.

Take care, Chris