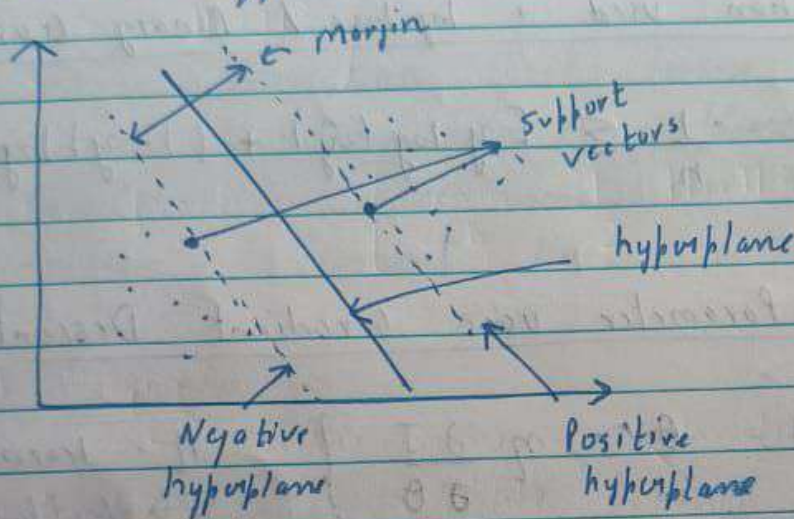


• SVM (Support Vector Machine)

It is a supervised ML algo. used for both classification & regression tasks.

It tries to find best boundary known as hyperplane that separate different classes in data.



Support vectors → These are the closest data points to hyperplane that define class boundary.

Hyperplane → It is a plane that separates different classes.

Main Objective →

Goal is to maximize the margin b/w two classes. The larger margin better model performance.

Kernel → A function that maps data to a higher dimensional space enabling SVM to handle non-linear separable data.

Kernel → Linear, Polynomial, RGP,

Standard Distance, plane $ax + by + cz + d = 0$

point (x_0, y_0, z_0)

$$d = \frac{|ax_0 + by_0 + cz_0 + d|}{\sqrt{a^2 + b^2 + c^2}}$$

Our SVM plane,

$$wx + b = 0$$

$$w_1x_1 + w_2x_2 + \dots + w_nx_n + b = 0$$

$$\text{SVM, Distance formula} = \left\{ \frac{|w \cdot x_0 + b|}{\|w\|} \right\}$$

$$\text{SVM, planes } (+ve \& -ve) \rightarrow \begin{aligned} wx + b &= +1 \\ wx + b &= -1 \end{aligned}$$

$$\text{SVM, plane} \rightarrow wx + b = 0$$

$$\text{in 2D} \rightarrow w_1x + w_2y + b = 0$$

$$\text{Support vector} \rightarrow w_1x + w_2y + b = 1 \quad (+ve \text{ one})$$

any point

$$(x_0, y_0) \text{ on line} \rightarrow w_1x_0 + w_2y_0 + b = 1$$

Finding Distance b/w Point & Plane (SVM) \Rightarrow margin of one side

$$d = \frac{|w_1x_0 + w_2y_0 + b|}{\sqrt{w_1^2 + w_2^2}}$$

$$\left\{ d = \frac{1}{\|w\|} \right\}$$

$$\text{As } \sqrt{w_1^2 + w_2^2} = \|w\| \text{ vector form}$$

Same distance from negative plane side.

$$\text{Total margin} = \frac{2}{\|w\|}$$

\rightarrow We have to maximize this.

Showing how $\max \frac{1}{2} \frac{1}{\|w\|}$ is same as $\min \frac{1}{2} \|w\|^2$

$$\begin{aligned} \max \frac{1}{2} \frac{1}{\|w\|} &\stackrel{\text{Remove constant}}{=} \max \frac{1}{\|w\|} \stackrel{\text{Reciprocal}}{=} \frac{1}{\min \|w\|} \stackrel{\text{same as}}{=} \min \|w\| \end{aligned}$$

$\min \|w\|$ squaring not change min. point.

$$\begin{aligned} \min \|w\|^2 &\stackrel{\text{Adding } \frac{1}{2} \text{ constant for math convenience}}{=} \min \left\{ \frac{1}{2} \|w\|^2 \right\} \end{aligned}$$

★ Objective function, $\min_{w,b} \left[\frac{1}{2} \|w\|^2 \right]$

• Soft Margin SVM
 ↳ Allow some misclassification by introducing slack variable. soft margin SVM used when data is not perfectly separable.

Objective In this we introduce hinge loss.

$$\min_{w,b} \left[\frac{1}{2} \|w\|^2 + C \sum_{i=1}^N \max(0, 1 - y_i (w \cdot x_i + b)) \right]$$

• hard Margin SVM
 ↳ It is used when data is perfectly linearly separable.

$$\min \frac{1}{2} \|w\|^2$$

As we are going to find best hyperplane $w \cdot x + b = 0$
learnable parameters are w & b (best values find task).

In this for optimization we use Lagrange eqⁿ
instead of gradient descent as GD is not
suitable for strictly constrained optimization.

Lagrang = Objective - \sum multiplier \times Constraint.

$$\left\{ \frac{1}{2} \|w\|^2 - \sum \alpha_i [y_i (w \cdot x_i + b) - 1] \right\}$$

Key Points

- Use SVM when data is linear / kernel separable
- Margin maximization is important
- Only few support vector decides boundary
- Not use when model needs direct probability output
- Dataset has heavy overlap → too many support vector
- Very large Data set.