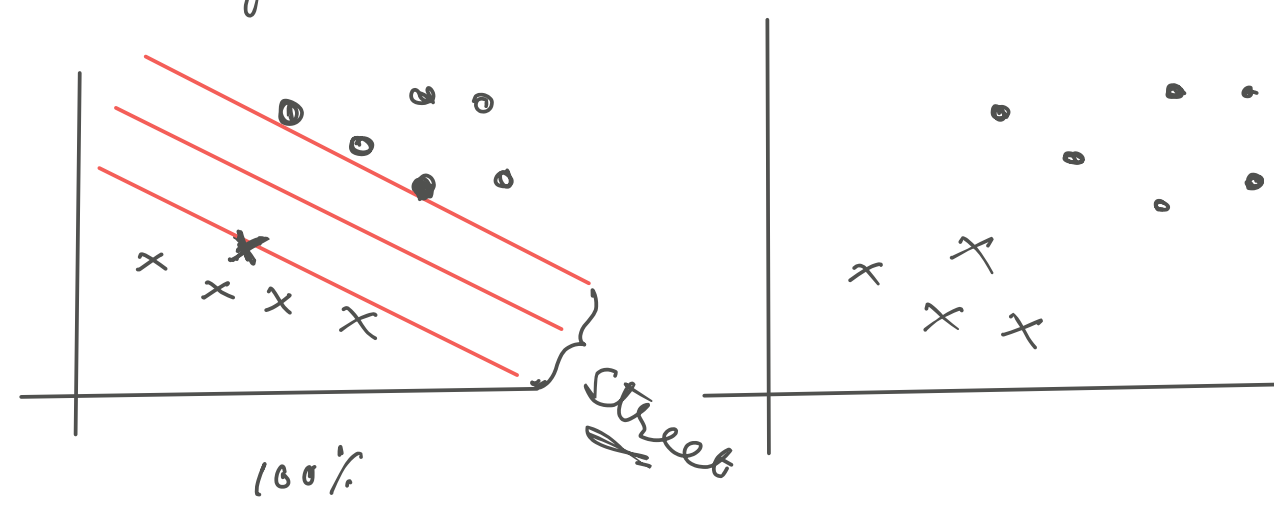


# Support Vector Machines

↳ Widest street approach

↳ Pre-deep ML → most popular

Linearly separable dataset



Let me find the decision boundary that maximizes the street.

max S ← math

Plane.

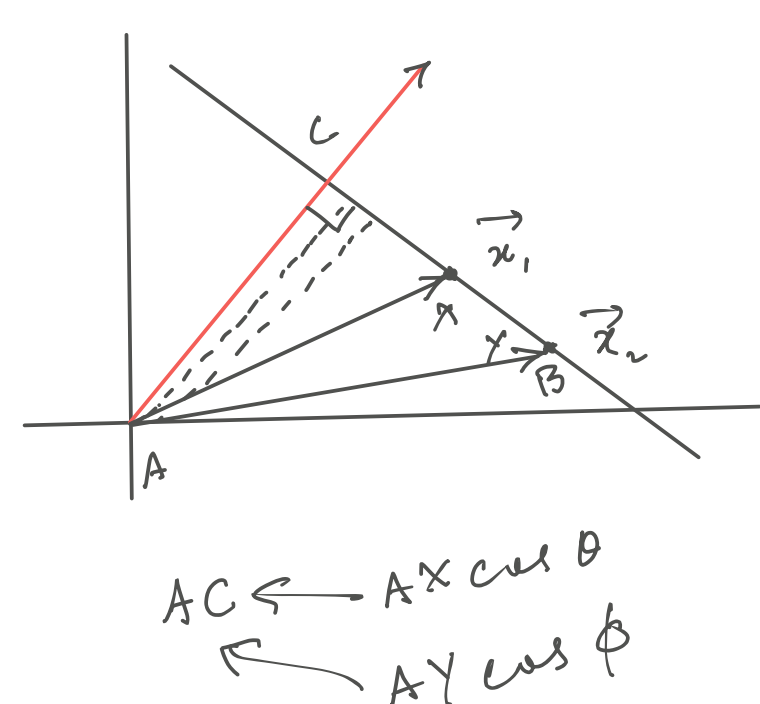
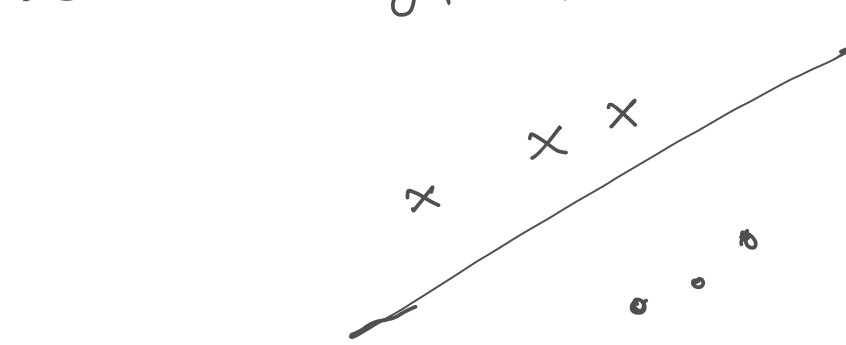
↳ hyperplane

1D ○○○○ \* ××× point

2D line

3D plane

> 3D hyperplane



Dot product →  $\vec{A} \cdot \vec{B} = \|\vec{A}\| \|\vec{B}\| \cos \theta$

$$\frac{\vec{A} \cdot \vec{B}}{\|\vec{A}\|} = \frac{\vec{B} \cdot \vec{A}}{\|\vec{A}\|}$$

Unit vector → Direction  
→ Mag = 1

Vector  $\vec{w}$  which normal to our plane

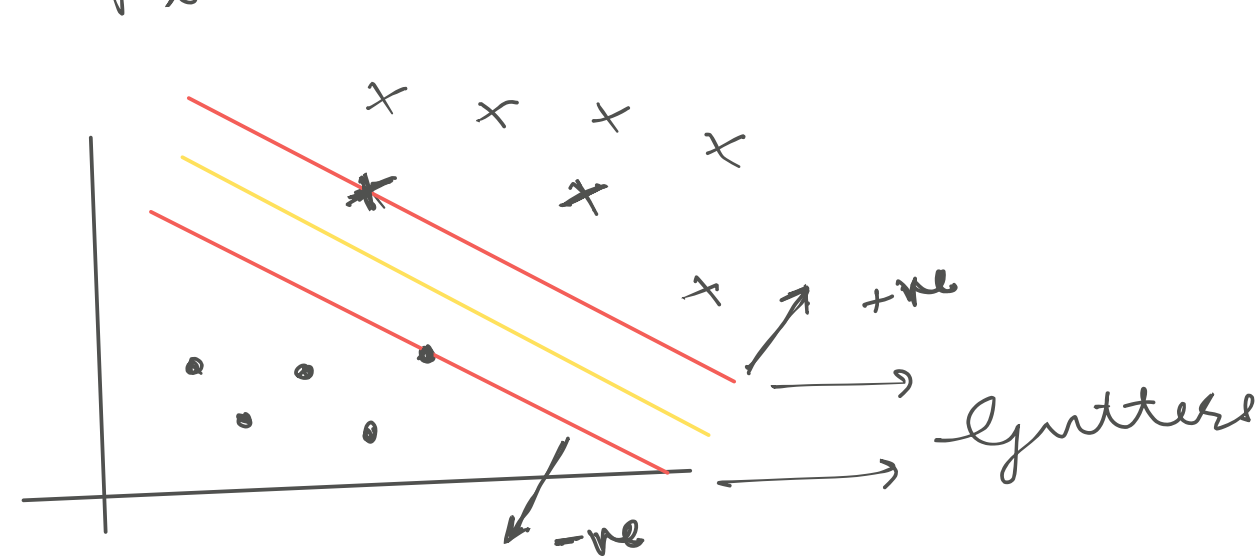
$$\frac{\vec{w} \cdot \vec{x}}{\|\vec{w}\|} = c$$

$$\Rightarrow \vec{w} \cdot \vec{x} = \|\vec{w}\| c$$

$$\Rightarrow \vec{w} \cdot \vec{x} - \|\vec{w}\| c = 0$$

$$\Rightarrow \vec{w} \cdot \vec{x} - b = 0$$

$\forall x$  lie on the plane



$w \rightarrow \infty$  choices

$w, 2w, 3w$

$$wx_+ + b \geq 1 \quad \& \quad wx_- + b \leq -1$$

$$\downarrow$$

$$-(wx_- + b) \geq 1$$

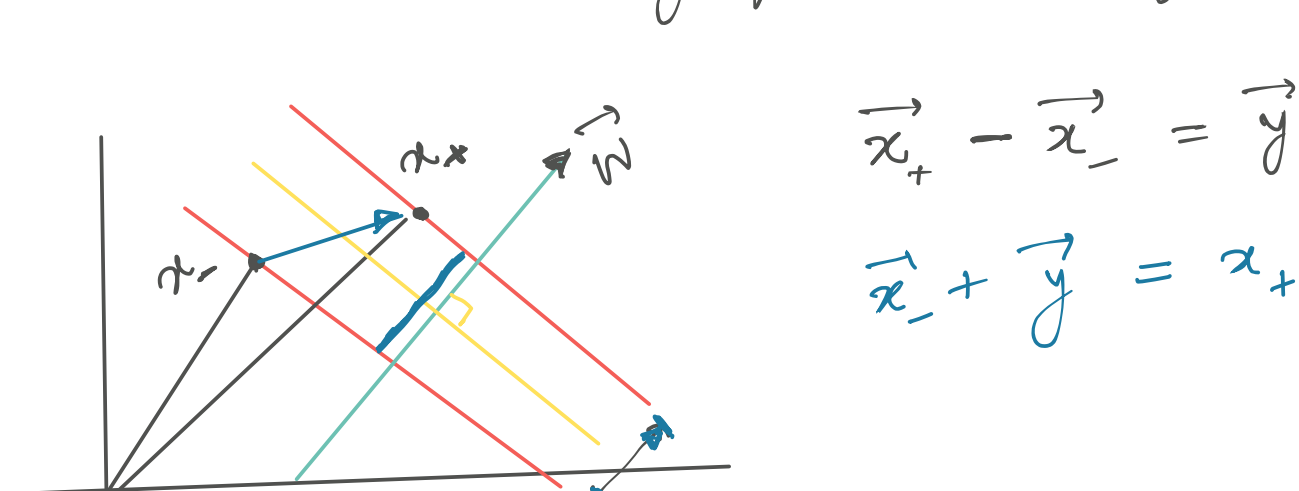
$$\left. \begin{array}{l} y = 1 \\ y = -1 \end{array} \right\} \begin{array}{l} x_+ \\ x_- \end{array}$$

$$\textcircled{1} \quad y_i (wx_i + b) \geq 1 \quad \forall i \text{ not in the street}$$

$$\textcircled{2} \quad y_i (wx_i + b) = 1 \quad \forall i \text{ on the gutter}$$

Goal: Max. width of street

↳ Max. gap between gutters



Project  $(\vec{x}_+ - \vec{x}_-)$  on  $\vec{w}$ .

$$\textcircled{3} \quad (\vec{x}_+ - \vec{x}_-) \cdot \frac{\vec{w}}{\|\vec{w}\|} = \text{street width}$$

$$\textcircled{2} \leftrightarrow y_i (\vec{w} \cdot \vec{x}_i + b) = 1 \quad \leftarrow \text{on gutters}$$

→ve class

$$+1 (\vec{w} \cdot \vec{x}_+ + b) = 1$$

$$\vec{w} \cdot \vec{x}_+ = 1 - b$$

$w x_+$

→ve class

$$-1 (\vec{w} \cdot \vec{x}_- + b) = 1$$

$$-\vec{w} \cdot \vec{x}_- - b = 1$$

$$\vec{w} \cdot \vec{x}_- = -1 - b$$

$w x_-$

Substituting in  $\textcircled{3}$

$$(\vec{x}_+ - \vec{x}_-) \cdot \frac{\vec{w}}{\|\vec{w}\|}$$

$$= \frac{\vec{w} \cdot \vec{x}_+ - \vec{w} \cdot \vec{x}_-}{\|\vec{w}\|}$$

$$= \frac{(1 - b) - (-1 - b)}{\|\vec{w}\|}$$

$$= \frac{1 - b + 1 + b}{\|\vec{w}\|}$$

$$= \frac{2}{\|\vec{w}\|}$$

$$= \frac{2}{\|\vec{w}\|} \quad \left\{ \text{Street width} \right.$$

Max

$$\text{SVM} \rightarrow \text{Max} \quad \frac{2}{\|\vec{w}\|} \quad \text{st.}$$

$$\simeq \min \|\vec{w}\| \quad \text{st.}$$

$$\simeq \min \frac{1}{2} \|\vec{w}\|^2 \quad \text{st.}$$

$$\simeq \min \frac{1}{2} \vec{w} \cdot \vec{w} \quad \text{st.}$$

Constrained Optimization problem

→ Quadratic obj } QP } QP solver

→ Linear constraints

Lagrange multipliers