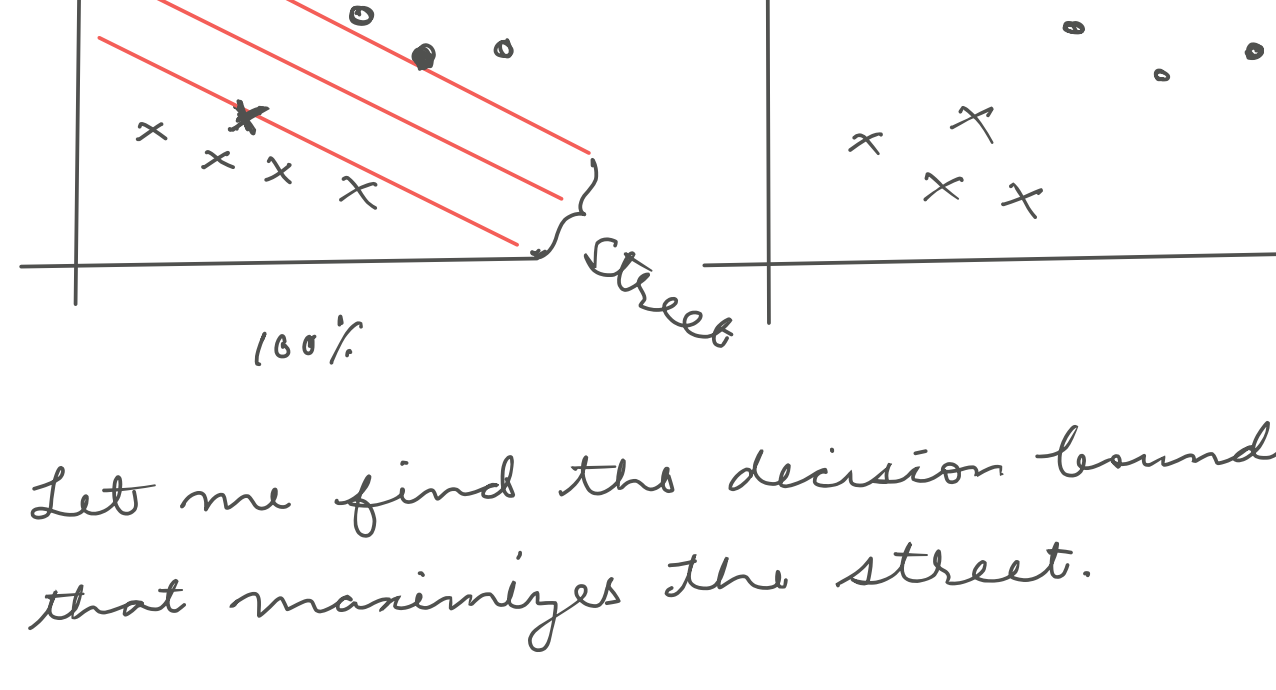


Support Vector Machine

↳ Widest street approach

↳ Pre-deep ML → most popular

Linearly separable dataset



Let's find the decision boundary that maximizes the street.

max $S \leftarrow$ math

Plane.

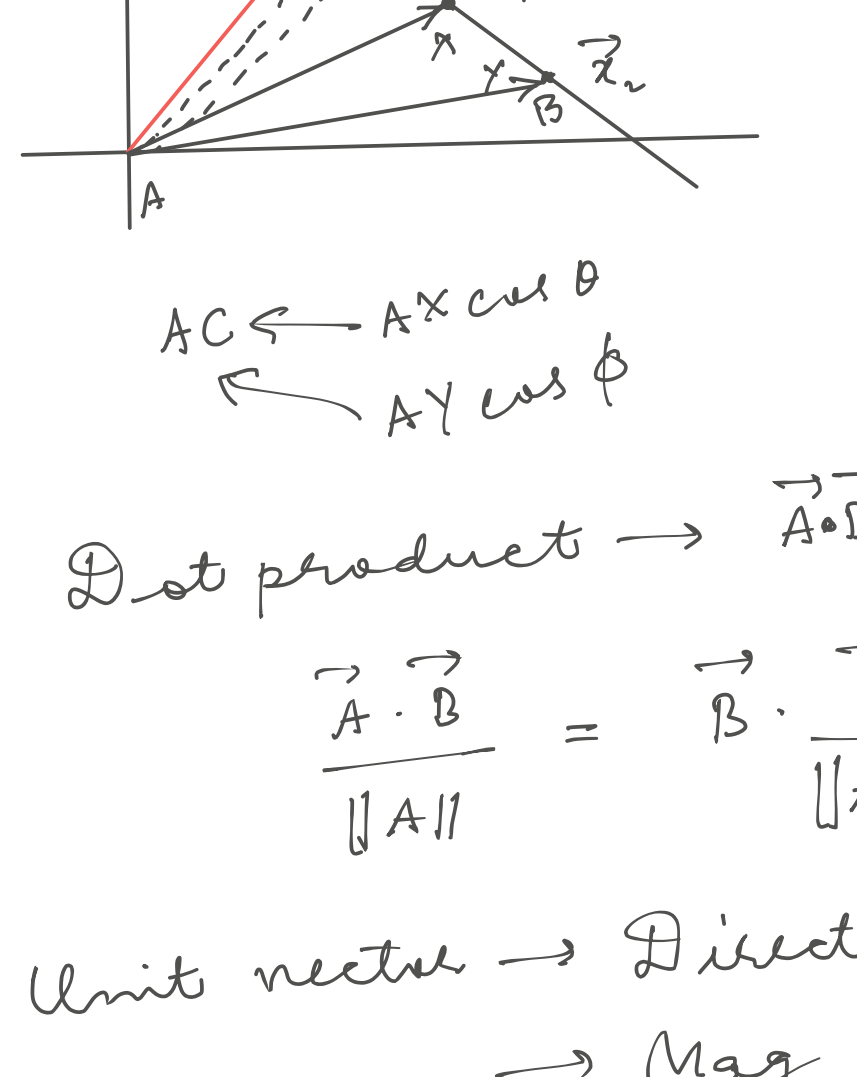
↳ hyperplane

1D $\circ \circ \circ \star \times \times \times$ point

2D line

3D plane

>2D hyperplane



Dot products $\rightarrow \vec{A} \cdot \vec{B} = \|\vec{A}\| \|\vec{B}\| \cos \theta$

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

Units vector \rightarrow Direction

\rightarrow Mag = 1

Vectors \vec{w} which normal to our plane

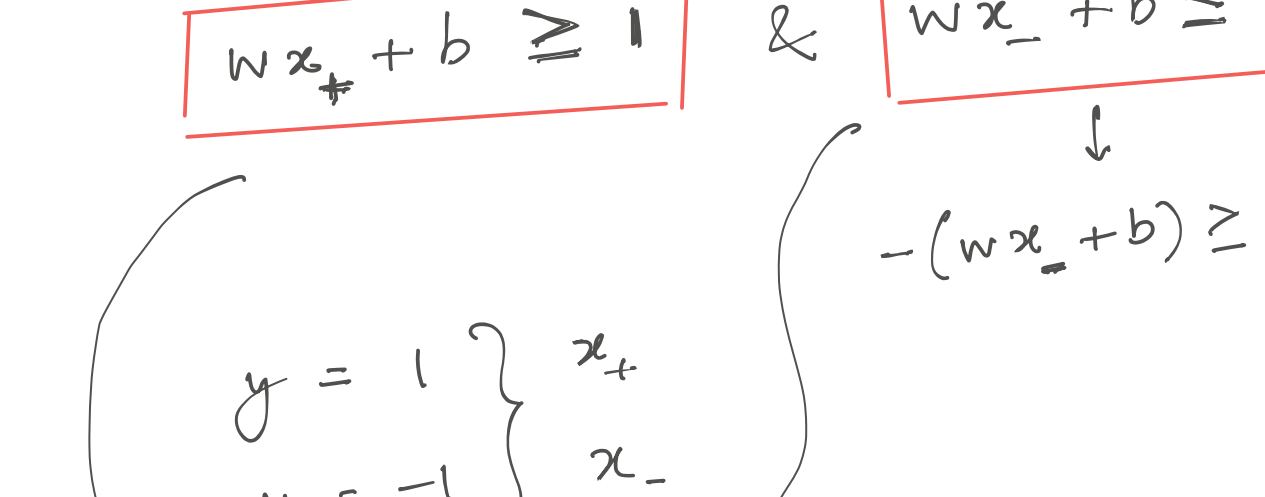
$$\frac{\vec{w} \cdot \vec{x}}{\|\vec{w}\|} = c$$

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

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

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

$\forall x$ lie on the plane



$w \rightarrow \infty$ choose

$w, 2w, 3w$

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

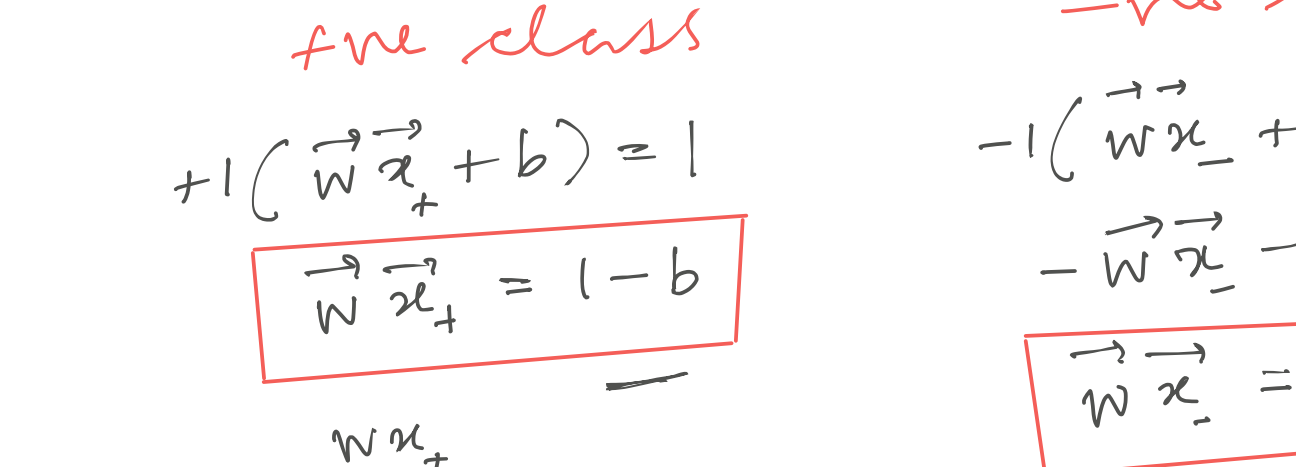
$$\begin{cases} y = 1 \\ y = -1 \end{cases} \begin{cases} x_+ \\ x_- \end{cases}$$

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

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

Good: Max. width of street

↳ Max. gap between gutters



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

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

$$\textcircled{3} \rightarrow y_i (\vec{w} \cdot \vec{x}_i + b) = 1 \leftarrow \text{on gutters}$$

for class

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

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

$w x_+$

for 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 $\textcircled{3}$

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

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

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

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

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

Max $\left\{ \frac{2}{\|\vec{w}\|} \right\}$ street width

Max

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

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

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

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

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$$\begin{cases} y_i (\vec{w} \cdot \vec{x}_i + b) = 1 \leftarrow \text{on gutters} \\ y_i (\vec{w} \cdot \vec{x}_i + b) \geq 1 \leftarrow \text{outside the street} \end{cases}$$

$$\text{QP} \rightarrow \text{Quadratic obj}$$

$$\rightarrow \text{Linear constraints}$$

$$\rightarrow \text{QP solver}$$

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