

CS 383: Machine Learning

Prof Adam Poliak

Fall 2024

11/07/2024

Lecture 22

Announcements – Remaining Assignments

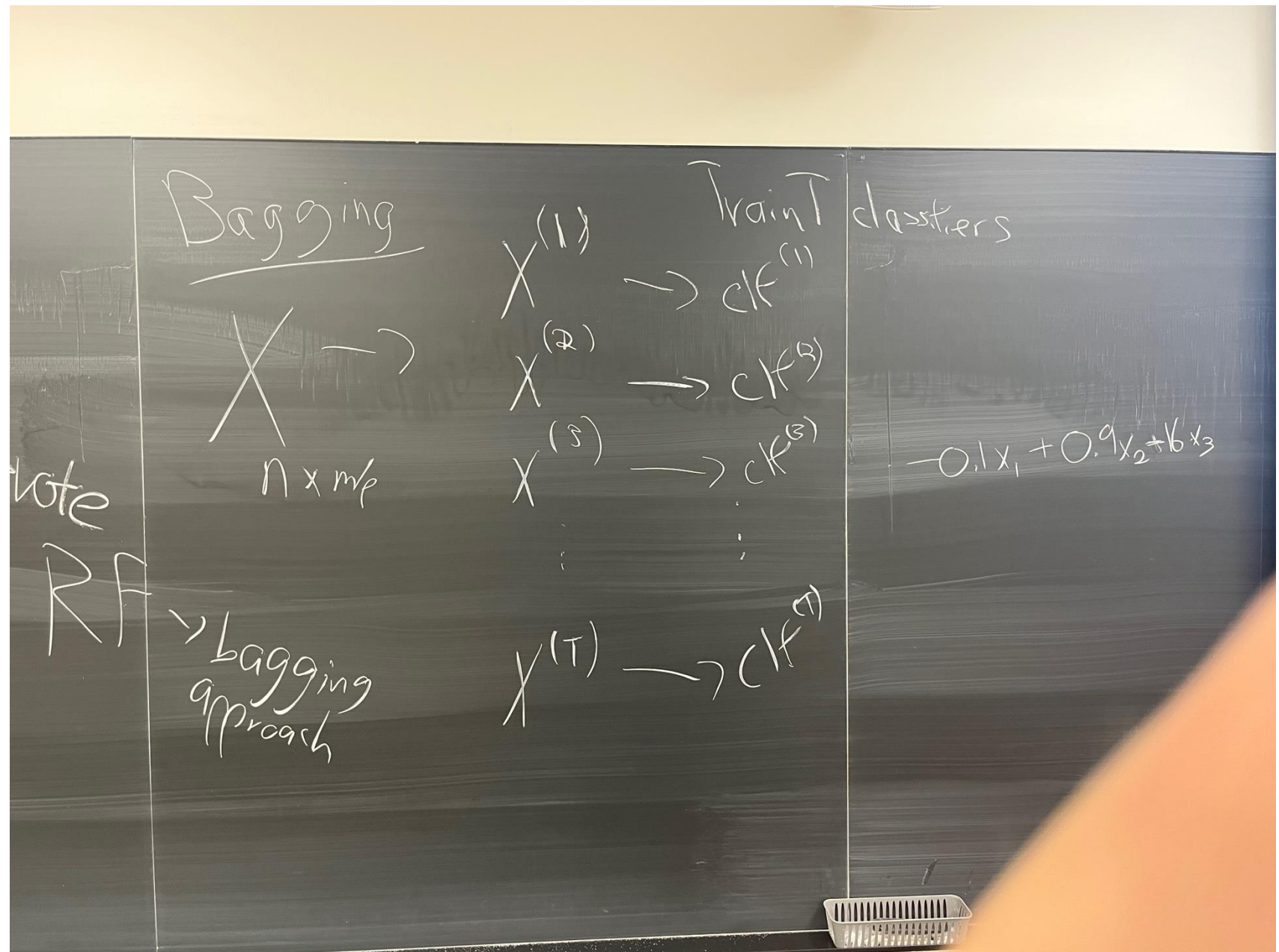
HW06: extending deadline to Friday 11/15

HW07: due Friday 11/22

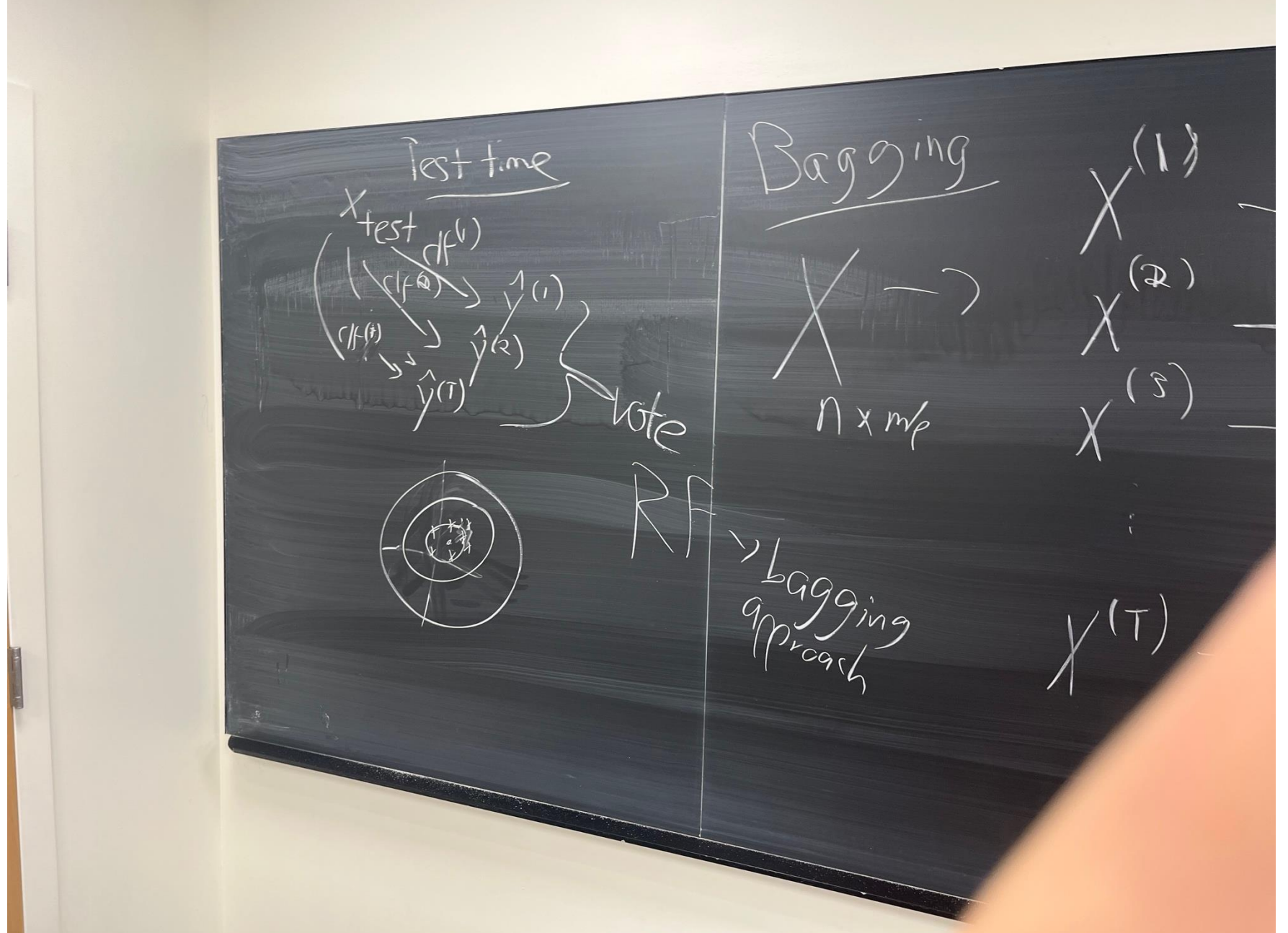
HW08: due Friday 12/06

Project Proposal due Thursday 11/14

HW06



HW06

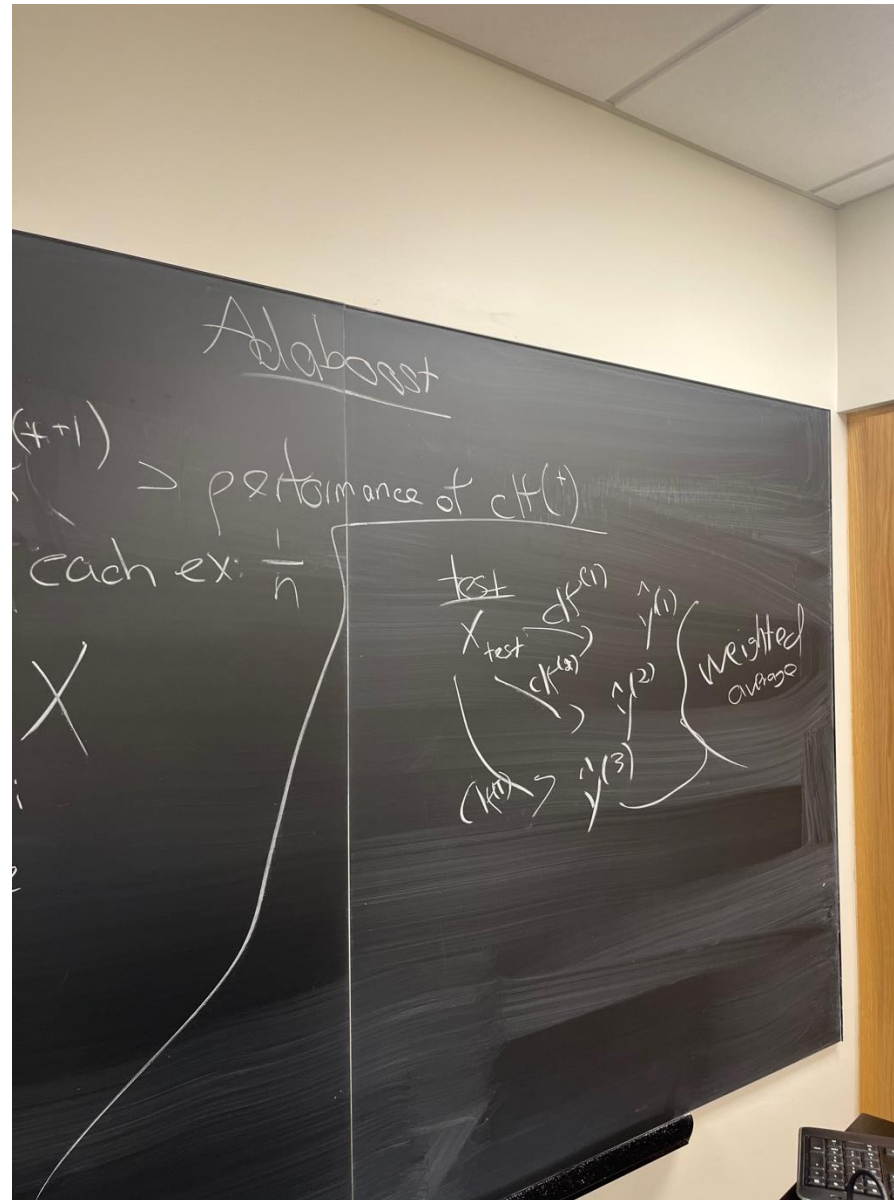


HW06

Boosting

performance of $ch^{(t+1)} > \text{performance of } ch^{(t)}$
initialize weights for each ex: $\frac{1}{n}$
for $t = 1, \dots, T$:
train $ch^{(t)}$ on X
if $ch^{(t)}(x_i) \neq y_i$
 $w_i^{(t)}$ decrease
else
 $w_i^{(t)}$ increase
 $Z^{(t)} \leftarrow \text{score } ch^{(t)}$

HW06



Terminology

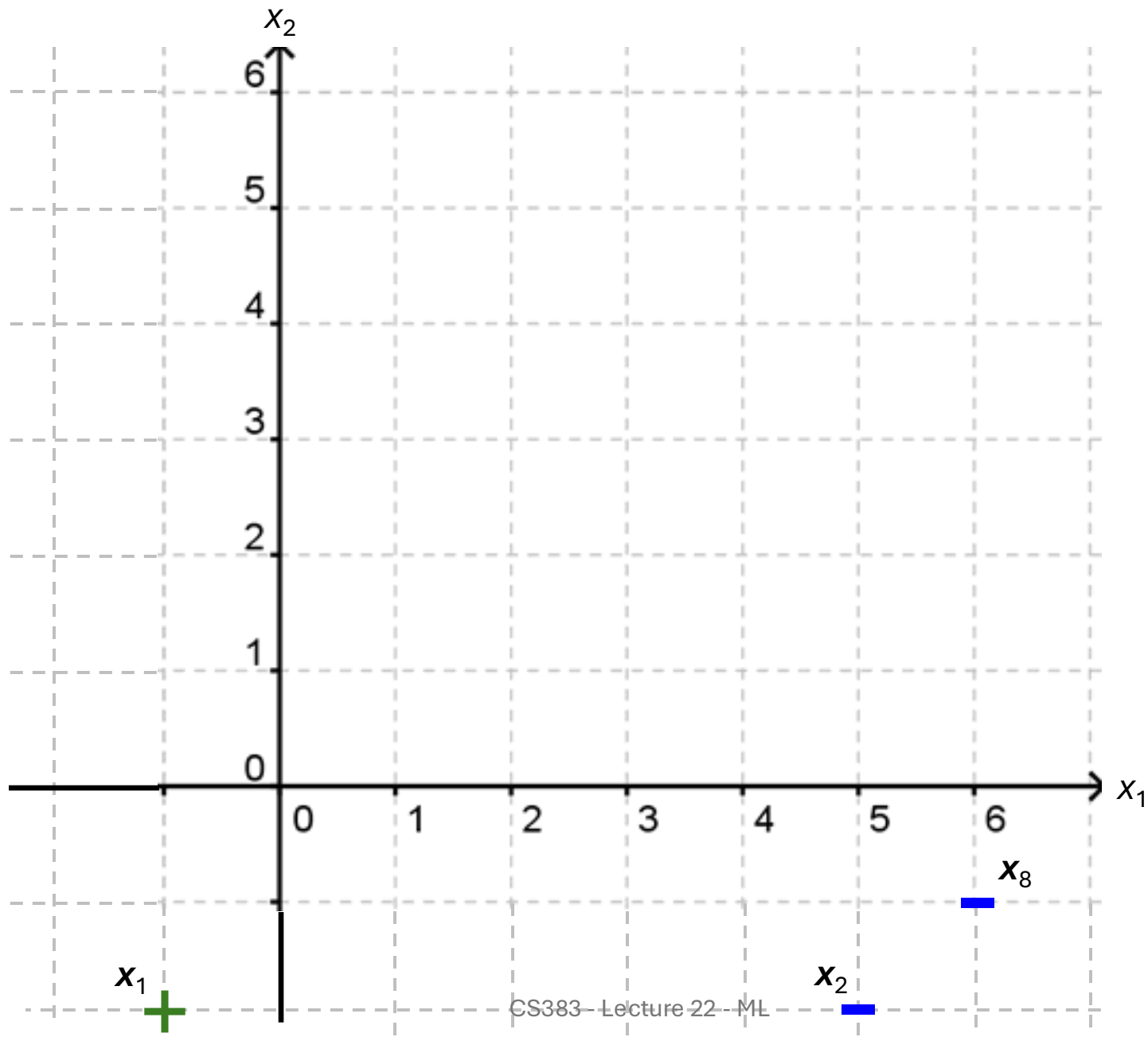
Norm – the length of a vector

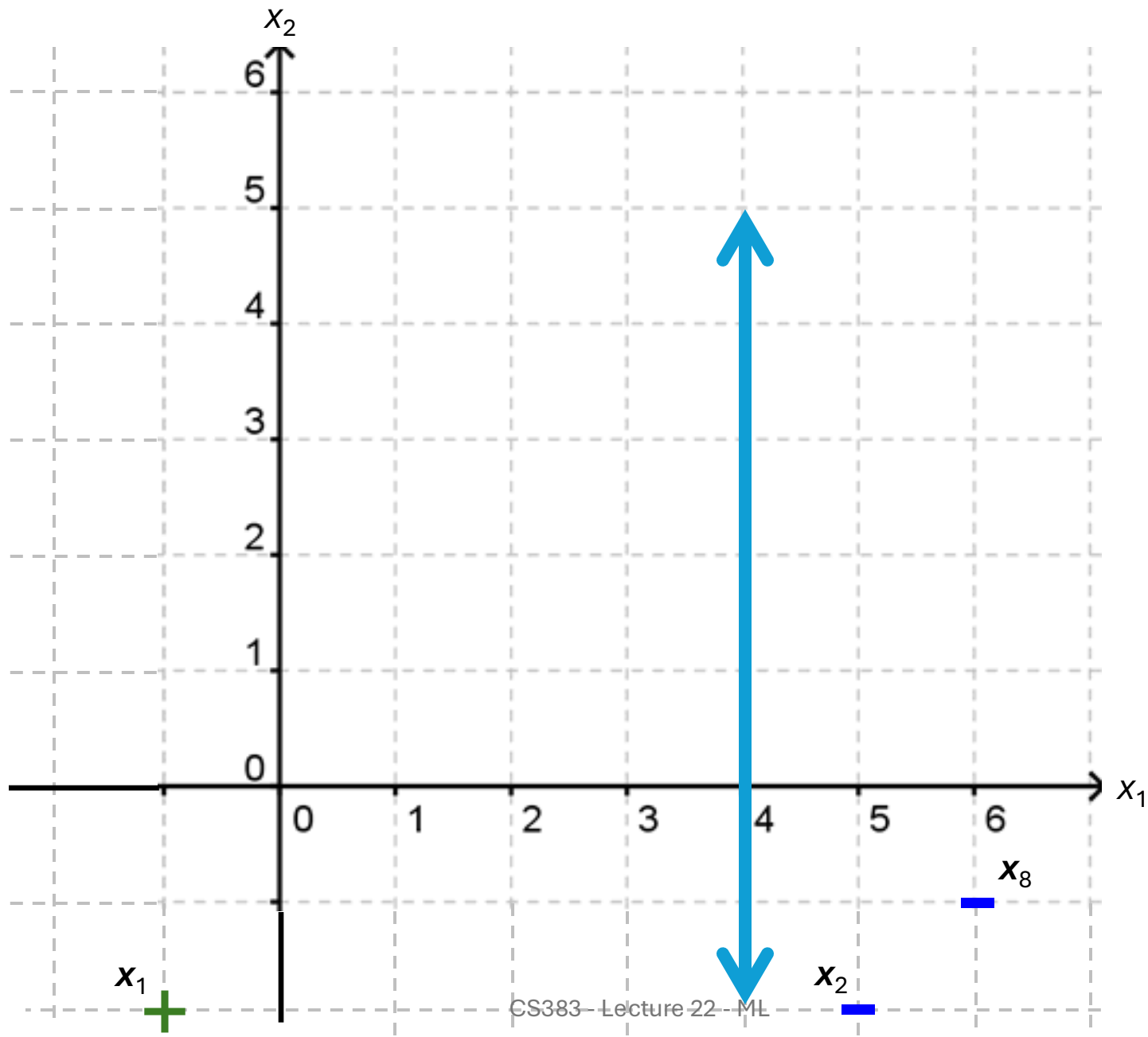
L1 (Manhattan distance): $\|\vec{v}\|_1 = \sum_i |v_i|$

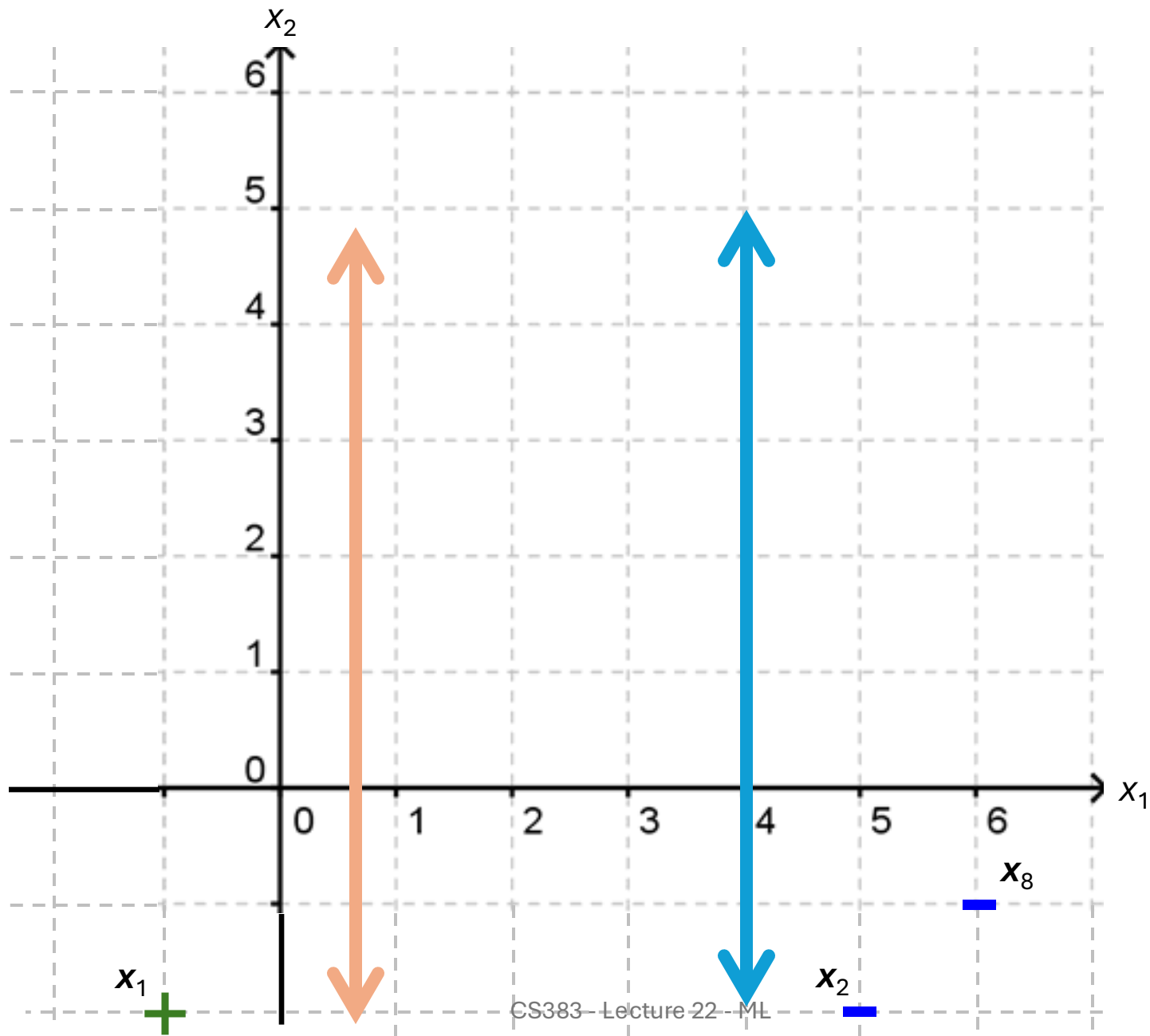
L2 (Euclidian distance): $\|\vec{v}\|_2 = \sqrt{\sum_i v_i^2}$

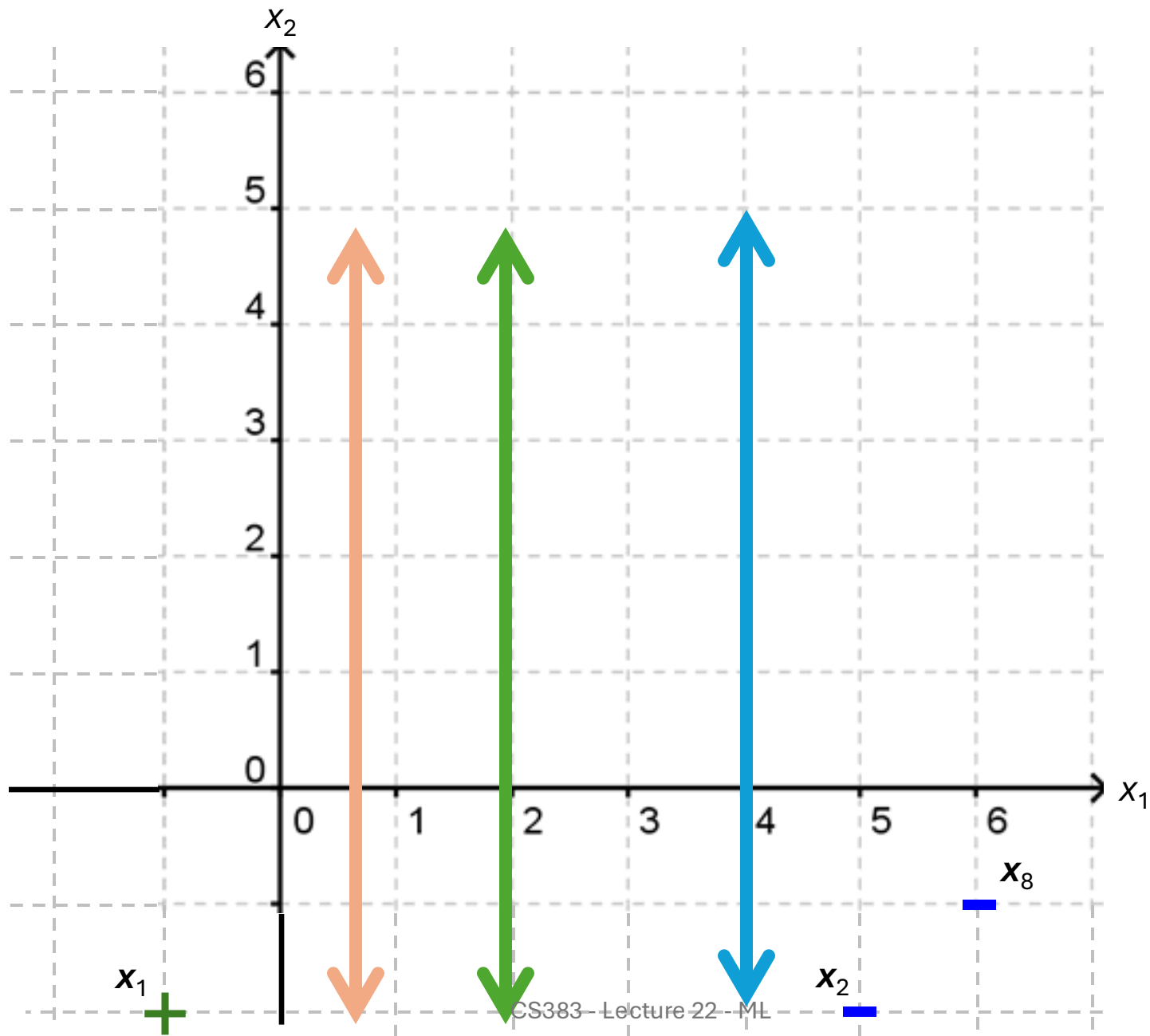
Normal vector: vector that is orthogonal/perpendicular to a hyperplane

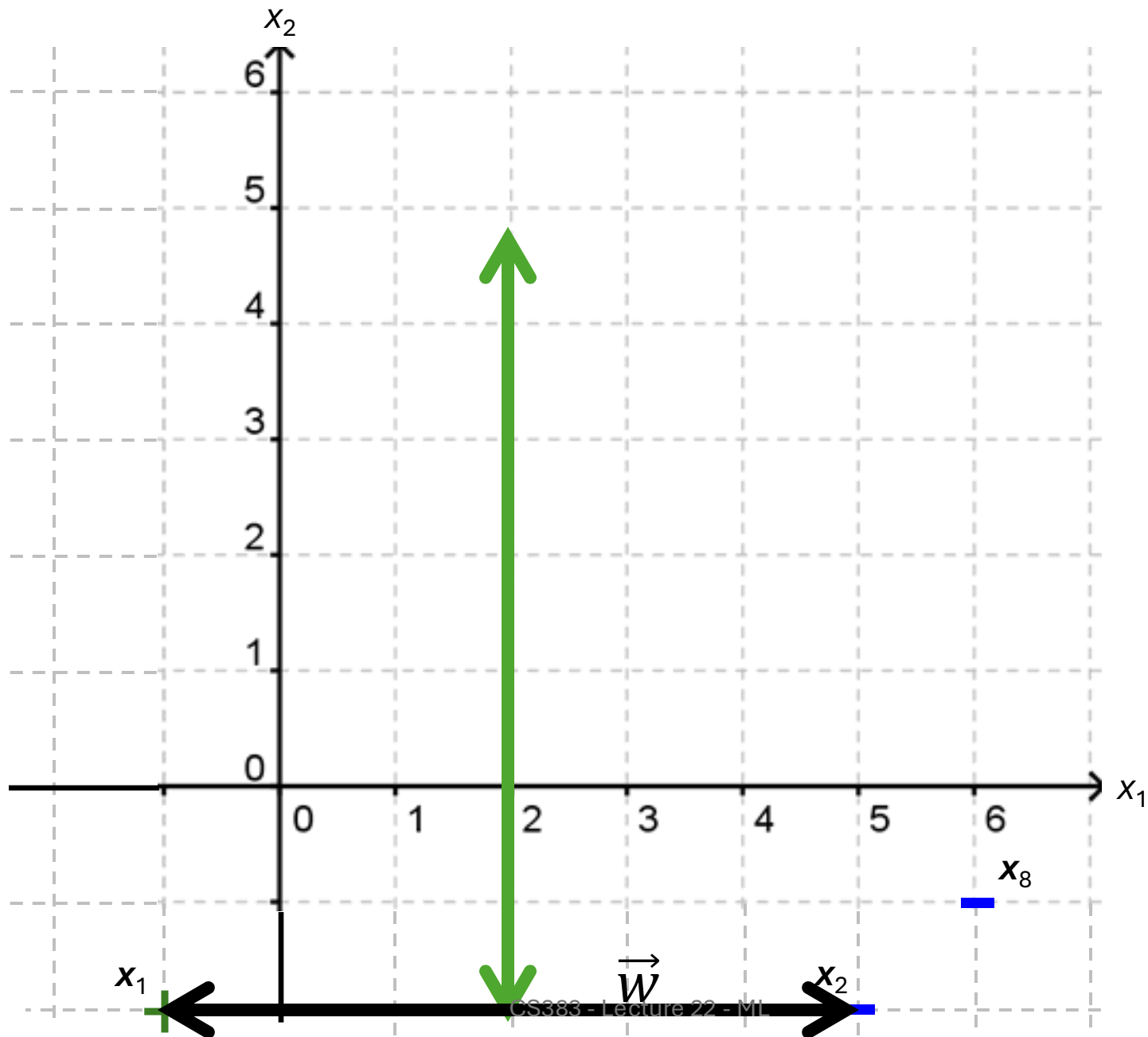
In SVM, $\vec{w} \perp$ hyperplane

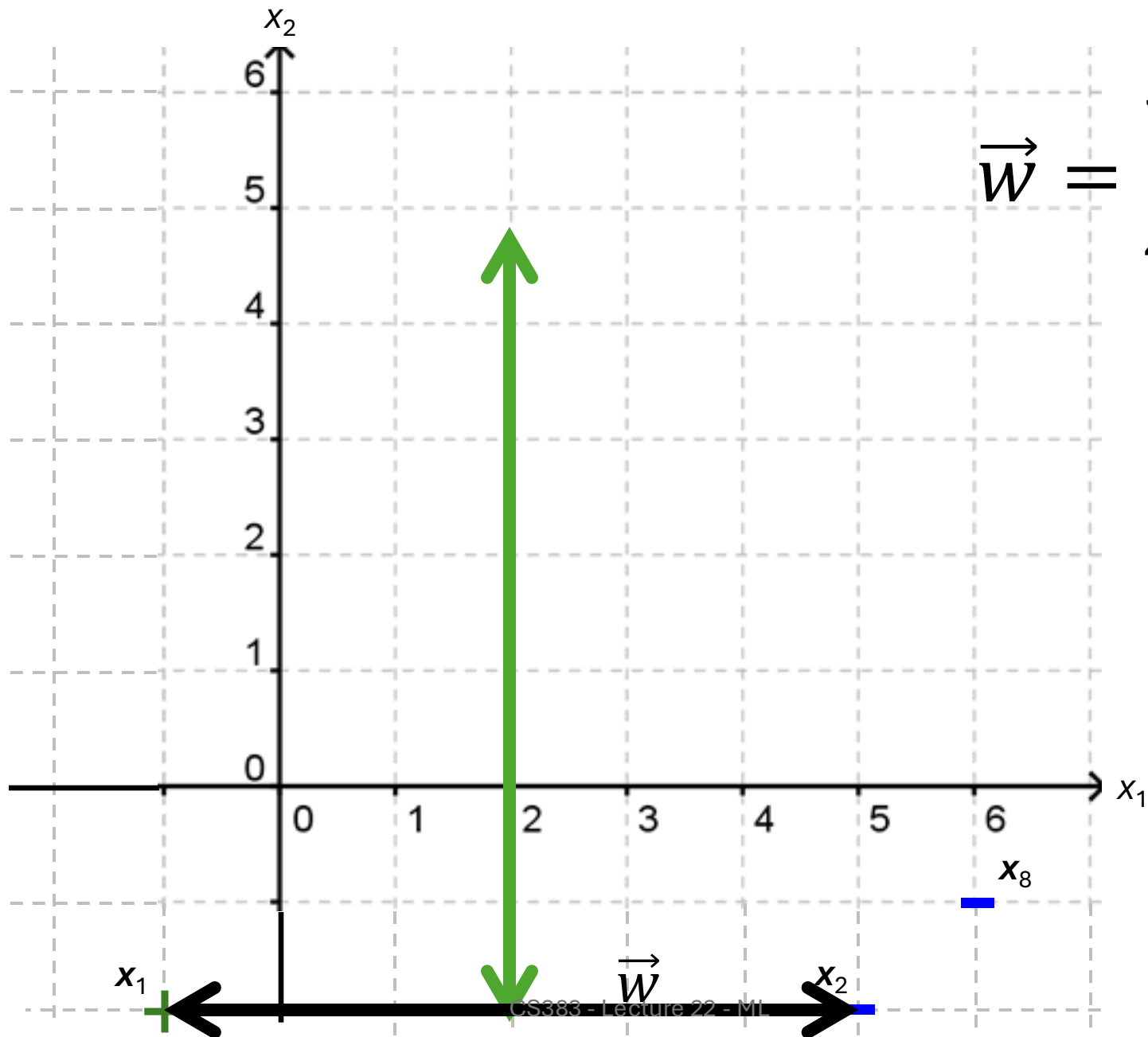




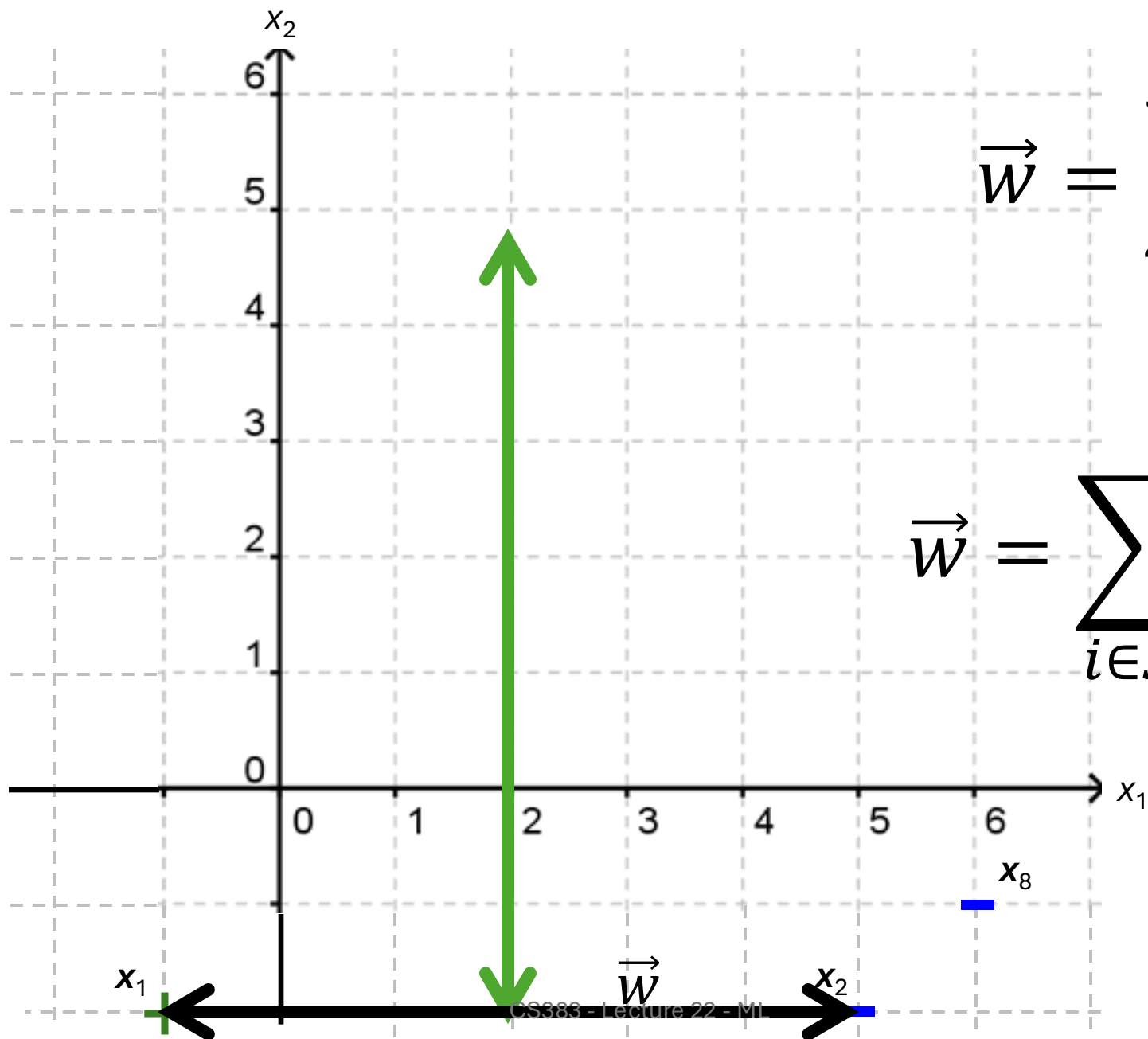








$$\vec{w} = \sum_{i=1}^n \alpha_i [y_i \vec{x}_i]$$



$$\vec{w} = \sum_{i=1}^n \alpha_i [y_i \vec{x}_i]$$

$$\vec{w} = \sum_{i \in S} \alpha_i [y_i \vec{x}_i]$$

Example

Suppose you have two vectors: $x_1 = [1, 2]$, $x_2 = [3, 4]$ with labels $y_1 = +1, y_2 = -1$, and $\alpha_1 = 0.5, \alpha_2 = 0.3$.

What is \vec{w} ?

$[-0.4, -0.2]$

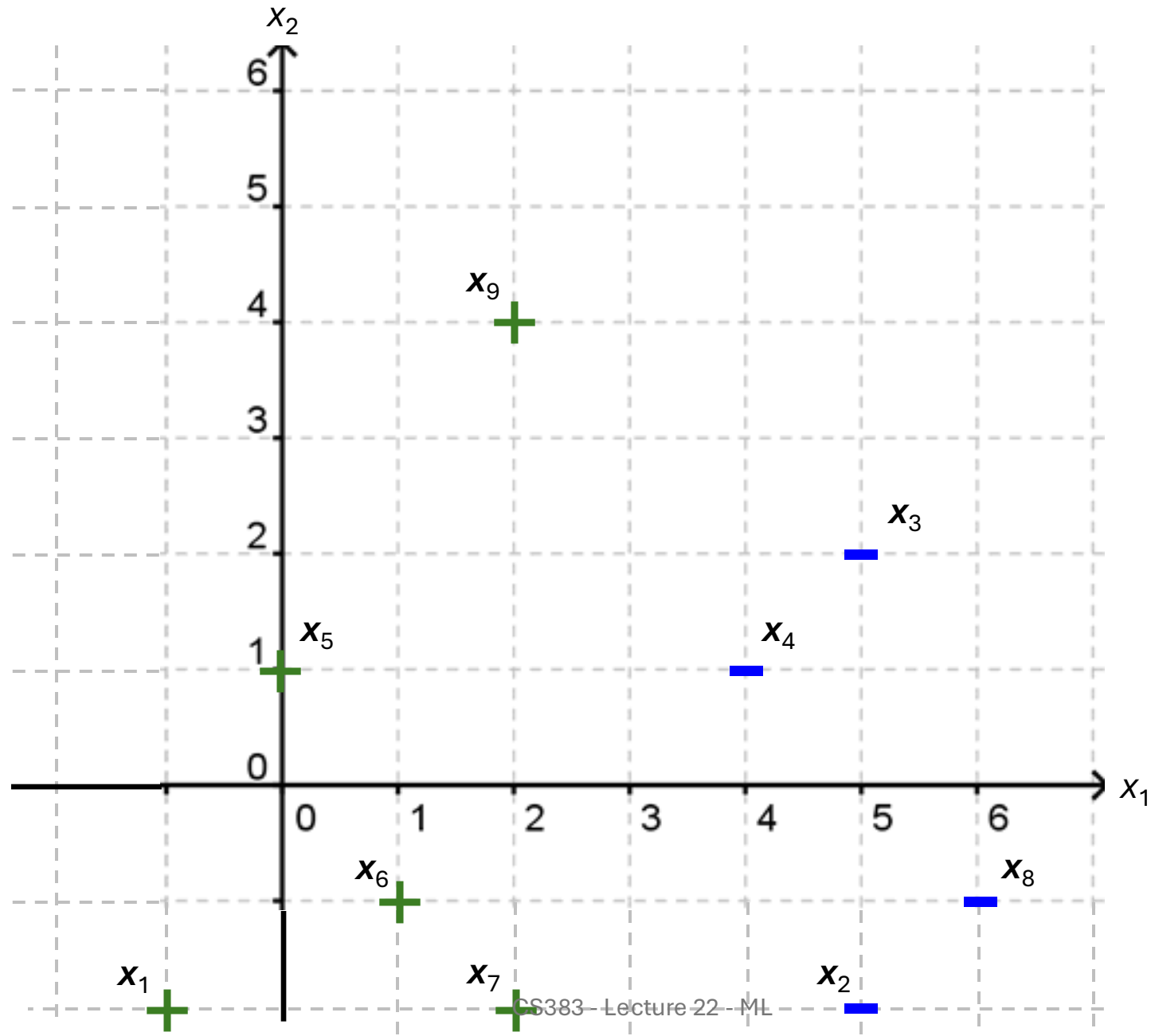
The image shows a chalkboard with handwritten calculations for the weight vector \vec{w} . The calculations are as follows:

$$\begin{aligned}\vec{w} &= \alpha_1 y_1 \vec{x}_1 + \alpha_2 y_2 \vec{x}_2 \\ &= 0.5(1) \begin{bmatrix} 1 \\ 2 \end{bmatrix} + 0.3(-1) \begin{bmatrix} 3 \\ 4 \end{bmatrix} \\ &= \begin{bmatrix} 0.5 \\ 1.0 \end{bmatrix} - \begin{bmatrix} 0.9 \\ 1.2 \end{bmatrix} \\ &= \begin{bmatrix} -0.4 \\ -0.2 \end{bmatrix}\end{aligned}$$

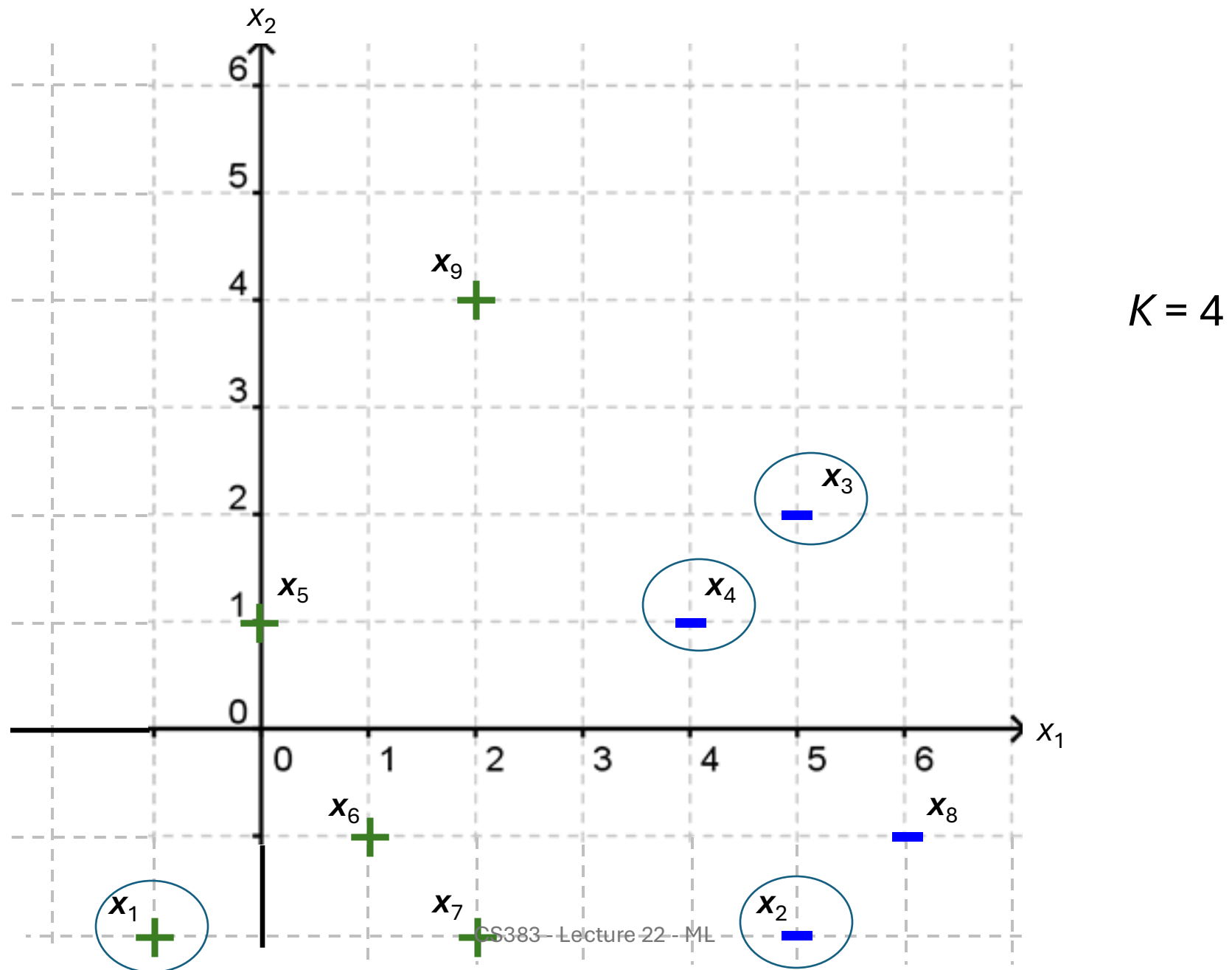
Meta-optimization process

- Incremental SVM optimization algorithm
- Choose a subset S of examples and run optimization to get alpha values
- Identify which alpha values are 0 \Rightarrow these cannot be support vectors in final solution!
- Discard these points and add new ones; repeat

Meta-optimization: example



Meta-optimization: example



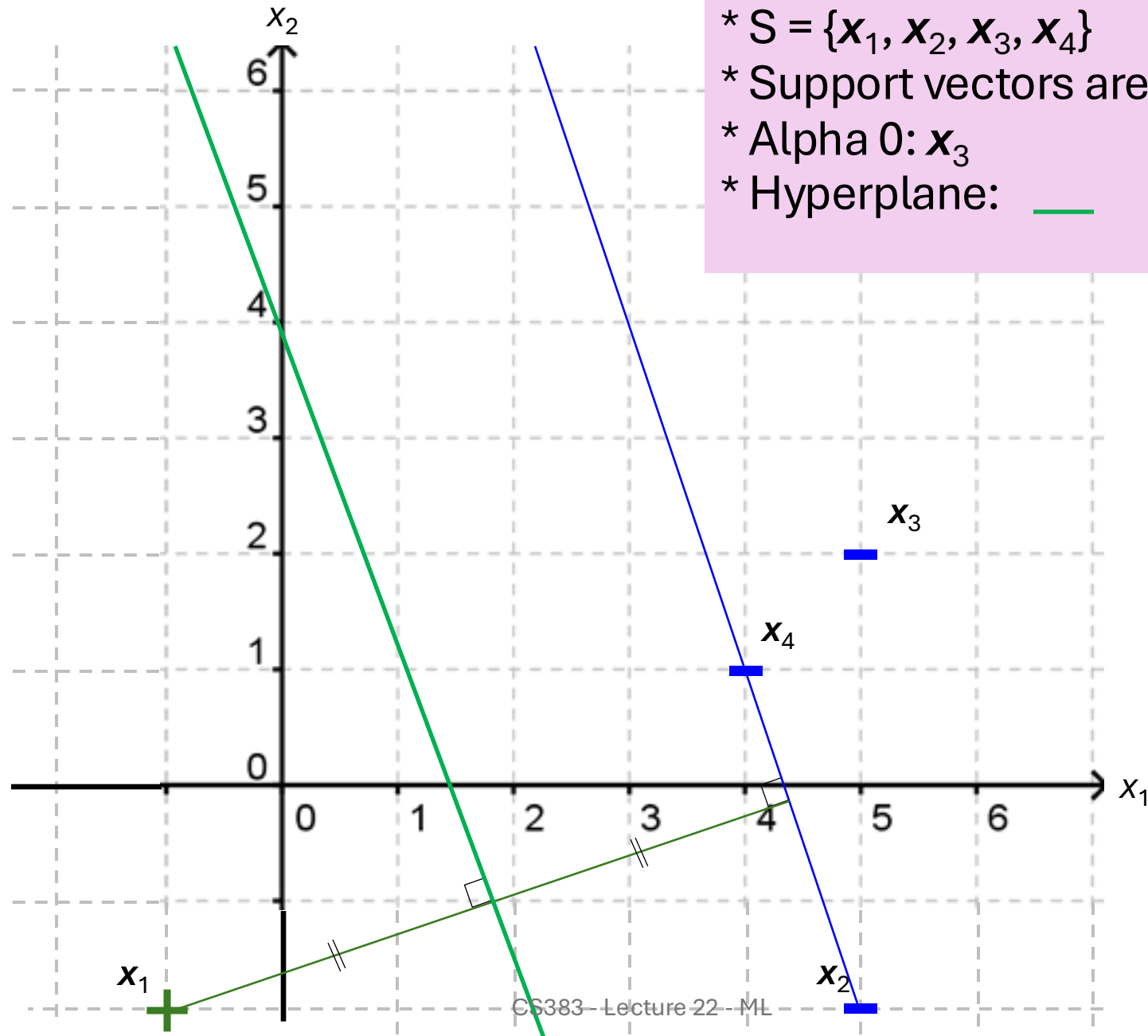
Round 1:

* $S = \{x_1, x_2, x_3, x_4\}$

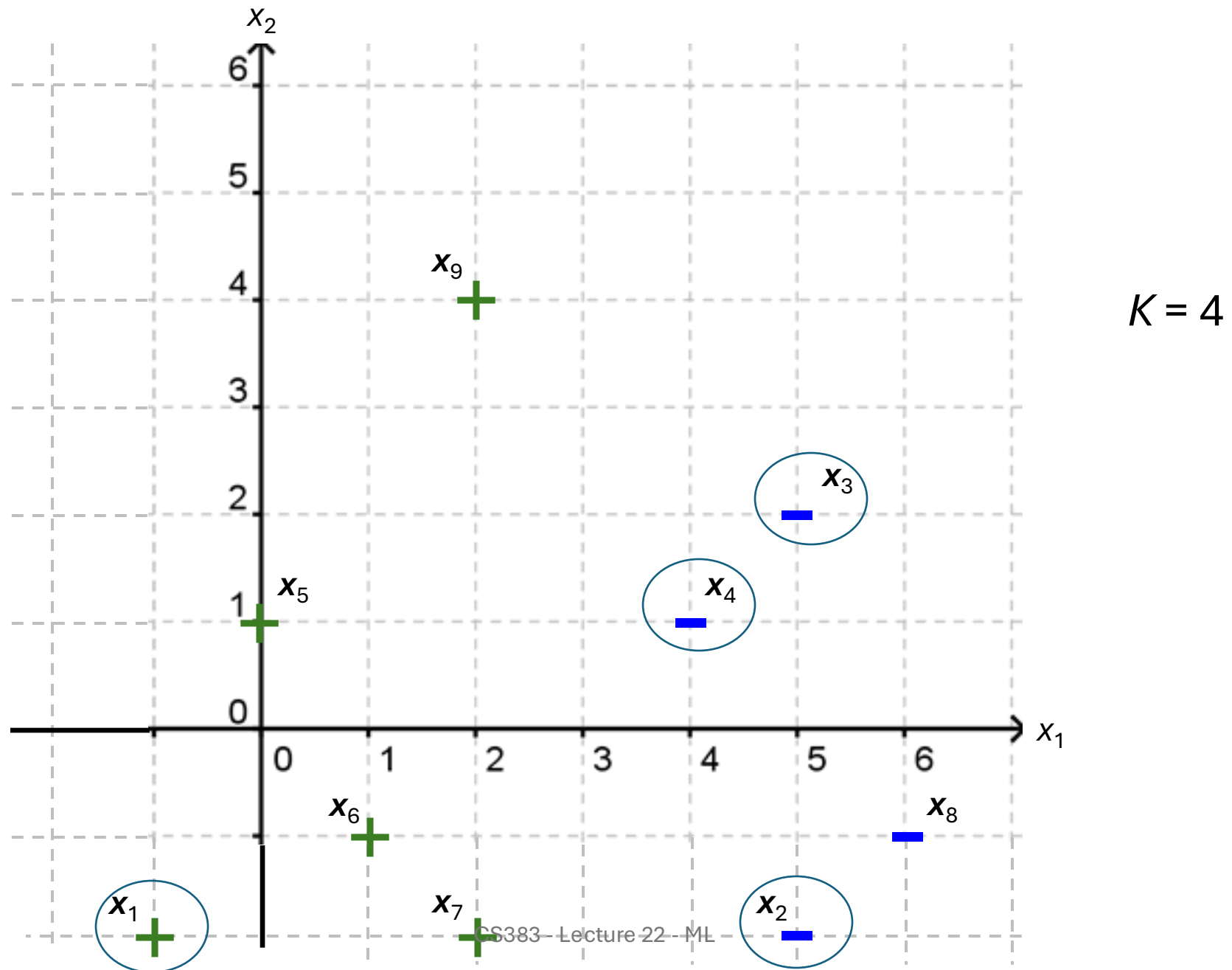
* Support vectors are: x_1, x_2, x_4

* Alpha 0: x_3

* Hyperplane: —



Meta-optimization: example



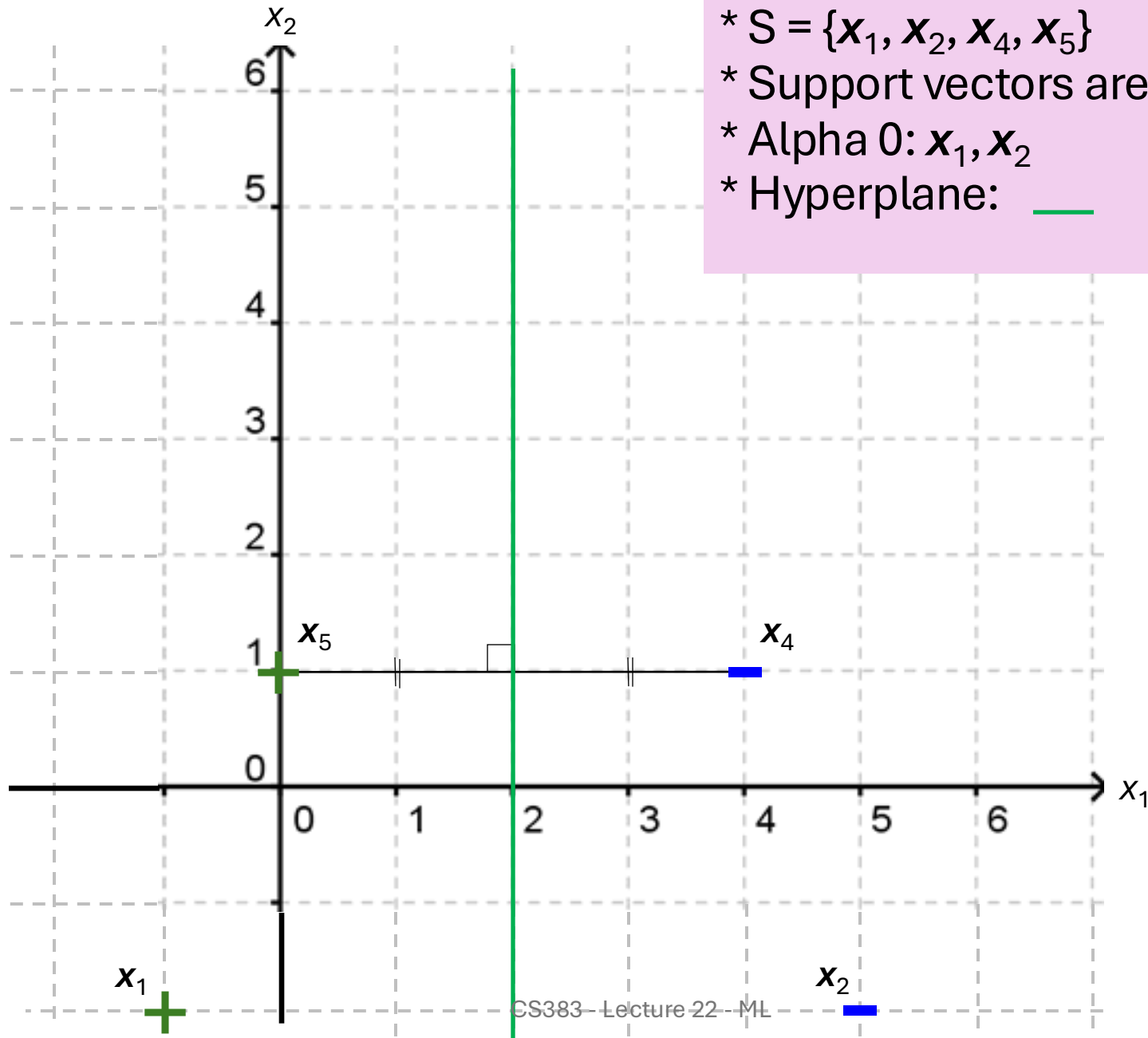
Round 1:

* $S = \{x_1, x_2, x_4, x_5\}$

* Support vectors are: x_4, x_5

* Alpha 0: x_1, x_2

* Hyperplane: 



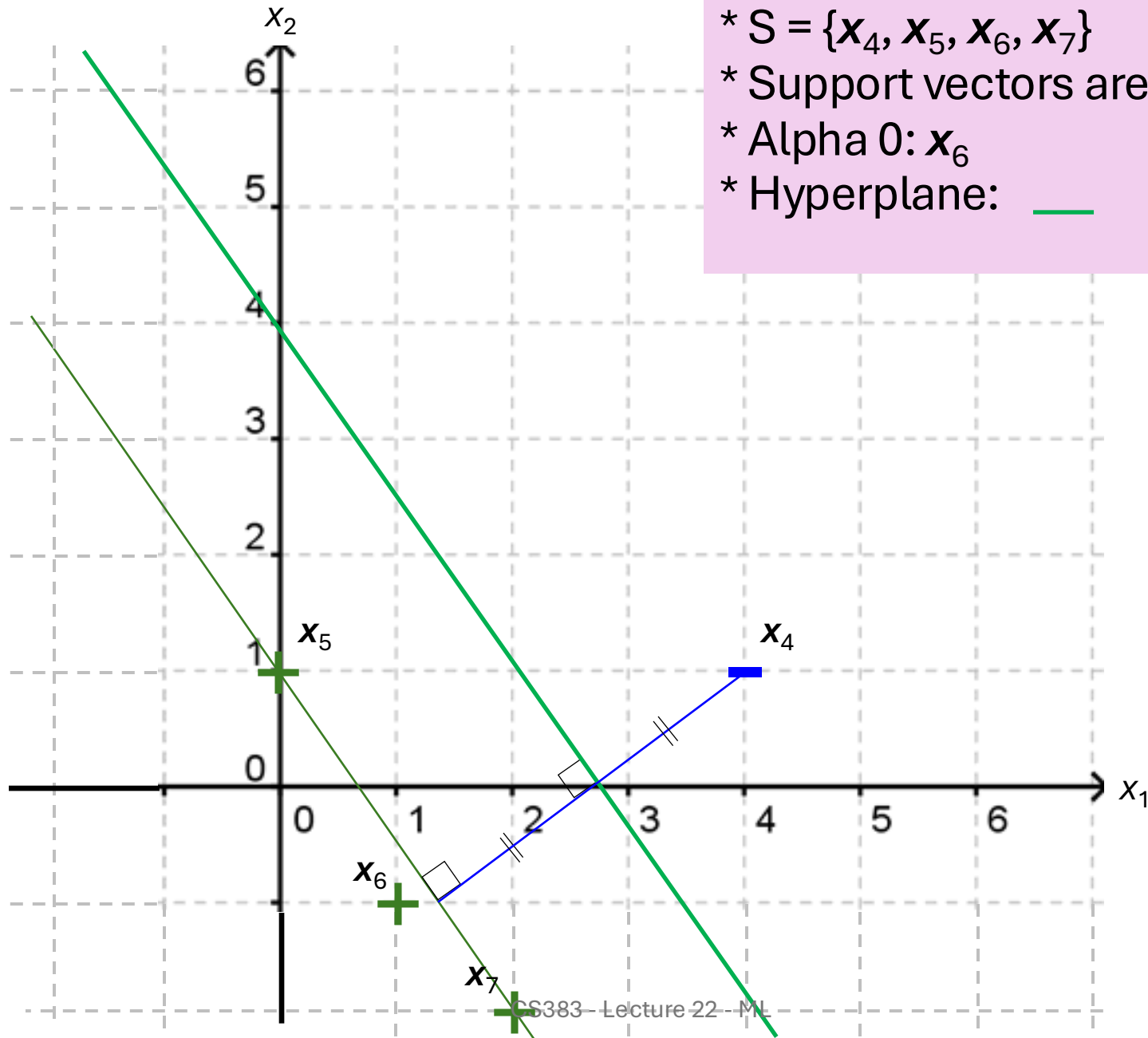
Round 3:

* $S = \{x_4, x_5, x_6, x_7\}$

* Support vectors are: x_4, x_5, x_7

* Alpha 0: x_6

* Hyperplane: 



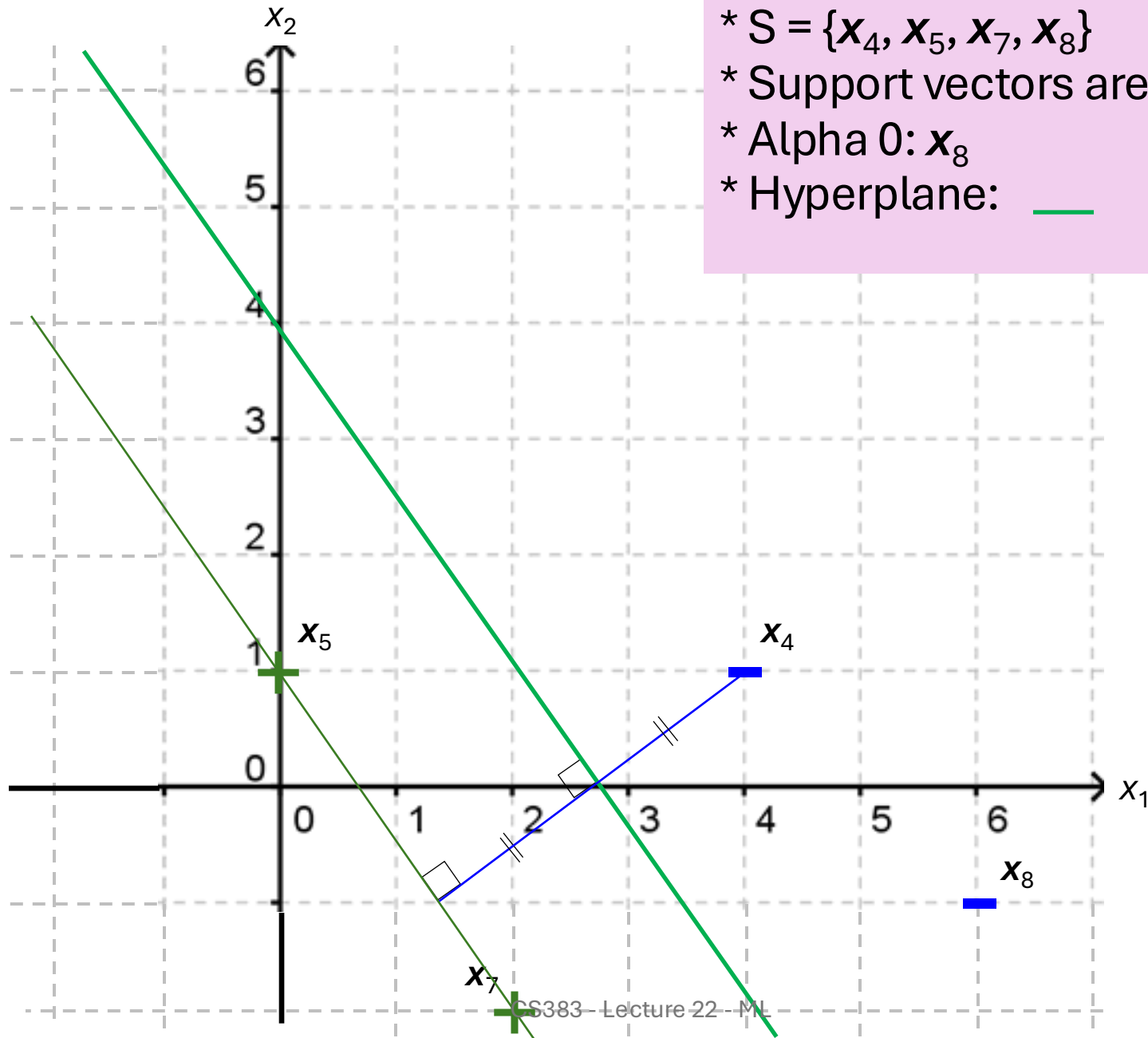
Round 4:

* $S = \{x_4, x_5, x_7, x_8\}$

* Support vectors are: x_4, x_5, x_7

* Alpha 0: x_8

* Hyperplane: —



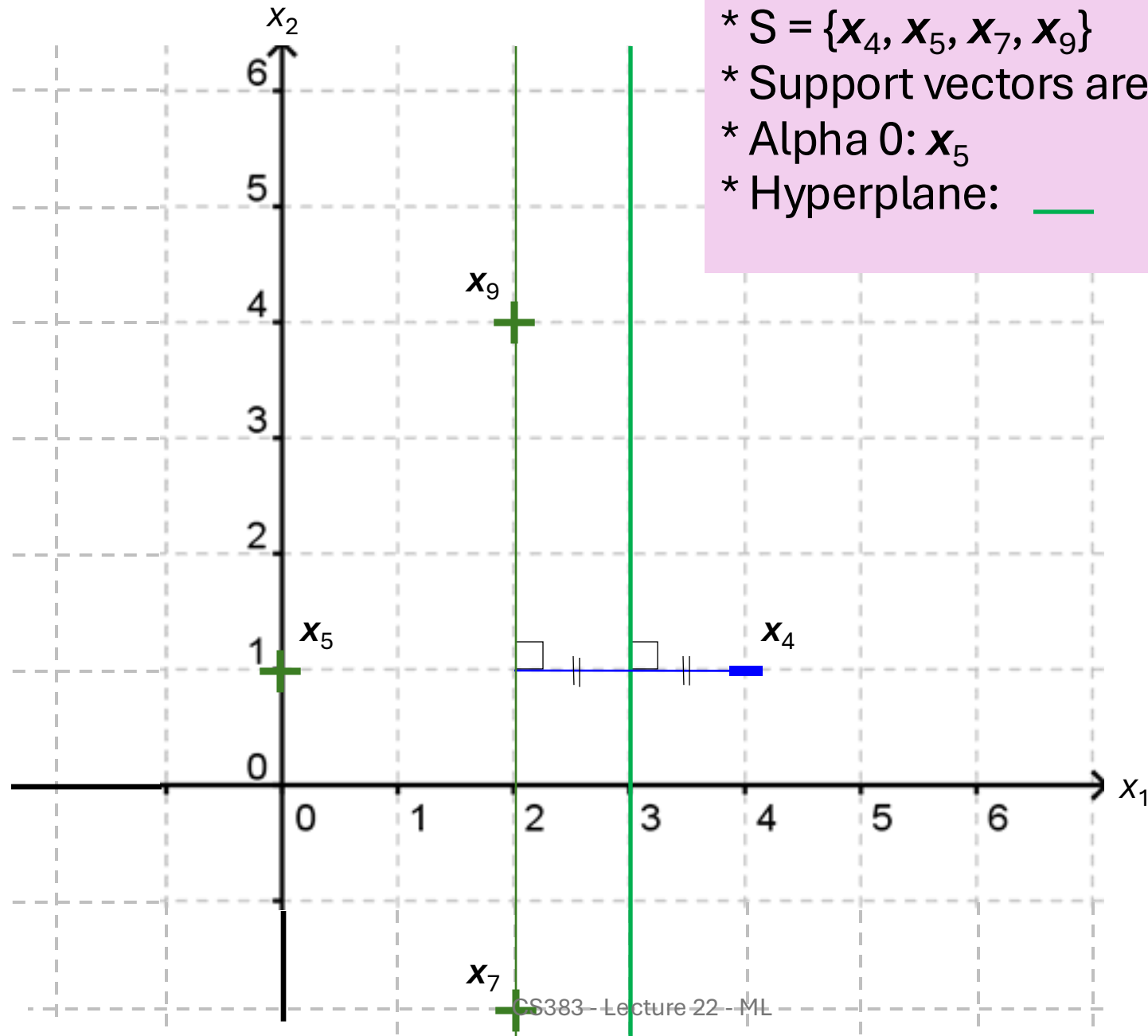
Round 5:

* $S = \{x_4, x_5, x_7, x_9\}$

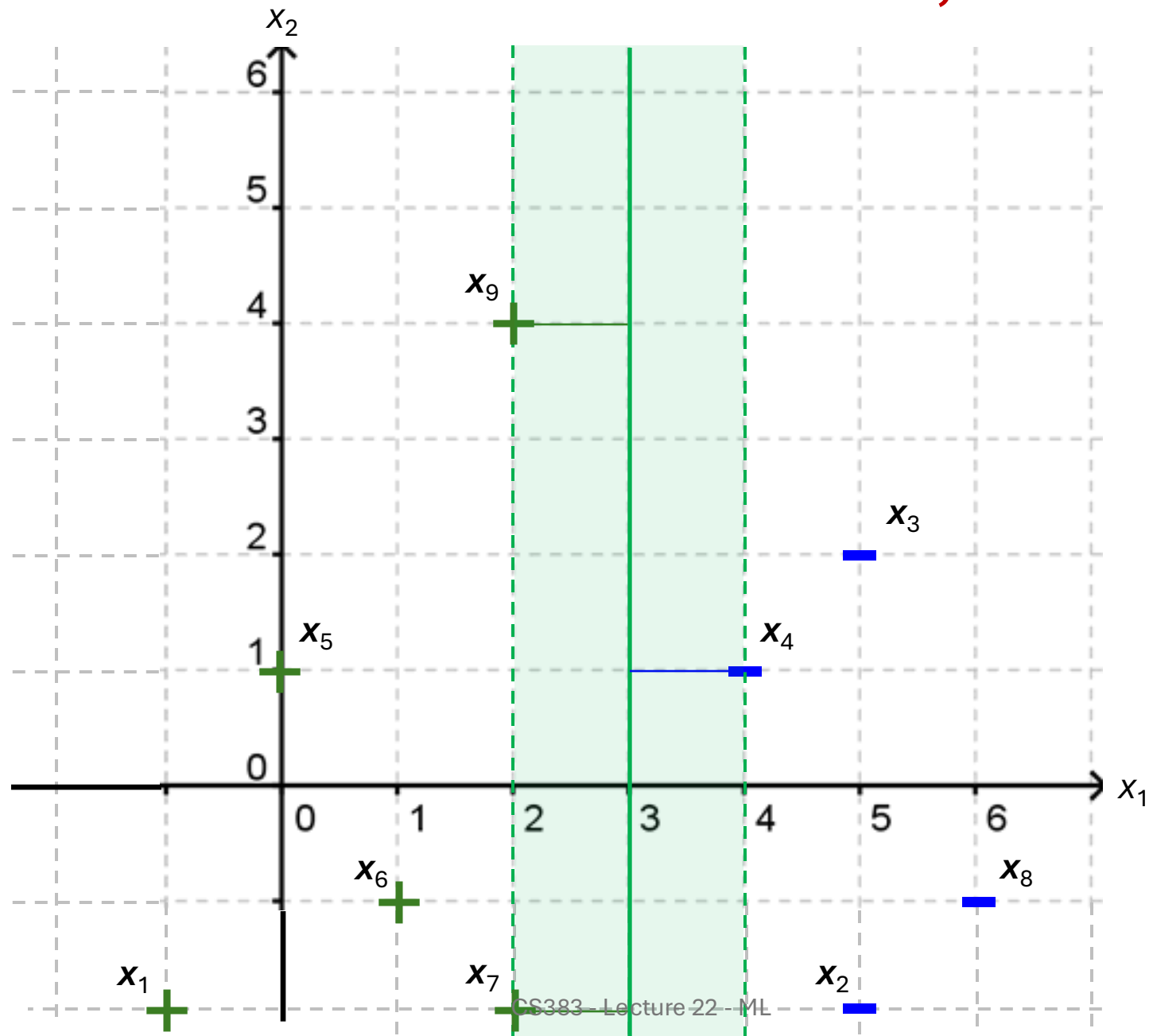
* Support vectors are: x_4, x_7, x_9

* Alpha 0: x_5

* Hyperplane: _____



Handout 18, Final Solution



Lagrange Multiplier for SVM

$$\begin{aligned} \min_{\vec{w}, b} \quad & \frac{1}{2} \|\vec{w}\|^2 \\ \text{s.t.} \quad & y_i(\vec{w} \cdot \vec{x}_i + b) \geq 1, \quad i = 1, \dots, n \end{aligned}$$

$$h(\vec{w}, b, \vec{\alpha}) = \frac{1}{2} \|\vec{w}\|^2 - \sum_{i=1}^n \alpha_i [y_i (\vec{w} \cdot \vec{x}_i + b) - 1]$$

Dual form

$$\max W(\vec{\alpha}) = \sum_i^n \alpha_i - \frac{1}{2} \sum_i^n \sum_j^n y_i y_j \alpha_i \alpha_j \boxed{\vec{x}_i \vec{x}_j}$$

$$s.t. \alpha_i > 0 \forall i \text{ \& } \sum_i^n \alpha_i y_i = 0$$

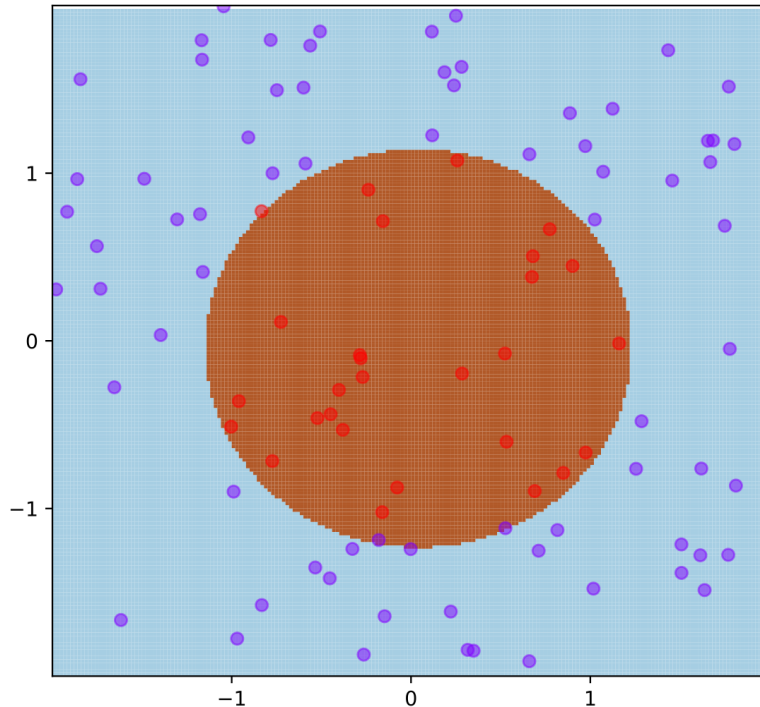
Kernel Idea

- By solving the dual form of the problem, we have seen how all computations can be done in terms of inner products between examples
- One example of an inner product is the dot product, which is the linear version of SVMs
- But there are many others!
- Intuition: if points are close together, their kernel function will have a large value (measure of similarity)

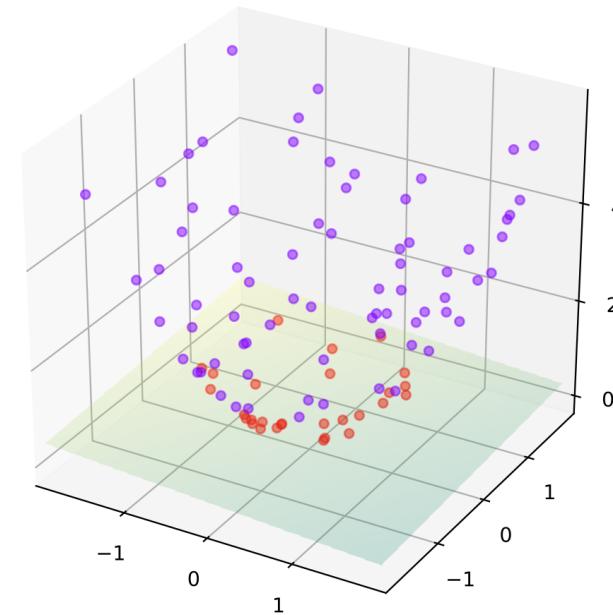
Kernel Trick example

Feature mapping:

$$\varphi(\mathbf{x}) = (x_1, x_2, x_1^2 + x_2^2)$$



Original feature space



Mapping after applying
kernel (can now find a
hyperplane)

Kernel function: $K(\mathbf{x}, \mathbf{z}) = \mathbf{x} \cdot \mathbf{z} + \|\mathbf{x}\|^2 \|\mathbf{z}\|^2$

Gaussian Kernel

- Gaussian kernel is near 0 when points are far apart and near 1 when they are similar
- Also called Radial Basis Function (RBF) kernel

$$K(\vec{x}, \vec{z}) = \exp\left(-\frac{\|\vec{x} - \vec{z}\|^2}{2\sigma^2}\right)$$

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Often re-parametrized by
gamma (different gamma!)

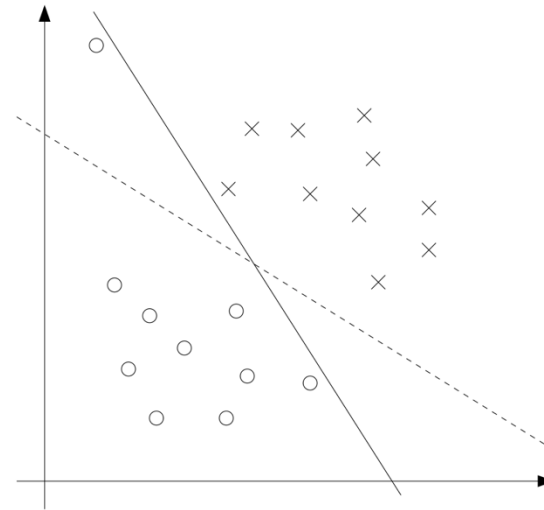
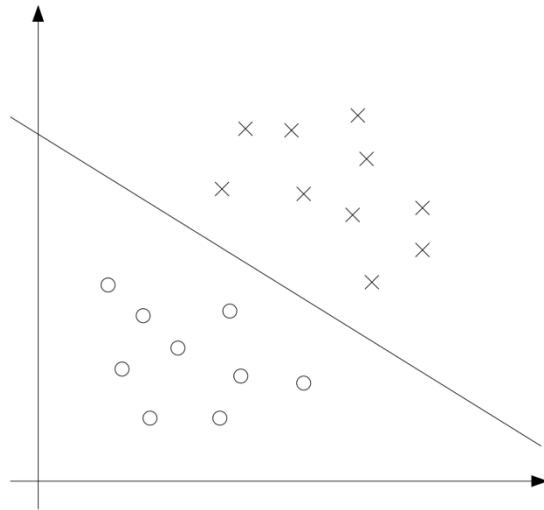
$$\gamma = \frac{1}{2\sigma^2}$$

$$K(\vec{x}, \vec{z}) = \exp\left(-\gamma\|\vec{x} - \vec{z}\|^2\right)$$

We will tune gamma as part of
Homework 7

Soft-margin SVMs (non-separable case)

- Idea: we will use regularization to add a cost for each point being incorrectly classified by the hyperplane
- Hopefully many costs will be 0, but we can accommodate a few outliers



Soft-margin SVMs (non-separable case)

- New optimization problem with regularization
- We will tune the C parameter as part of Homework 7

$$\begin{aligned} \min_{\xi, \vec{w}, b} \quad & \frac{1}{2} \|\vec{w}\|^2 + C \sum_{i=1}^n \xi_i \\ \text{s.t.} \quad & y_i(\vec{w} \cdot \vec{x}_i + b) \geq 1 - \xi_i, \quad i = 1, \dots, n \\ \text{and} \quad & \xi_i \geq 0, \quad i = 1, \dots, n \end{aligned}$$

"flexible margin" 