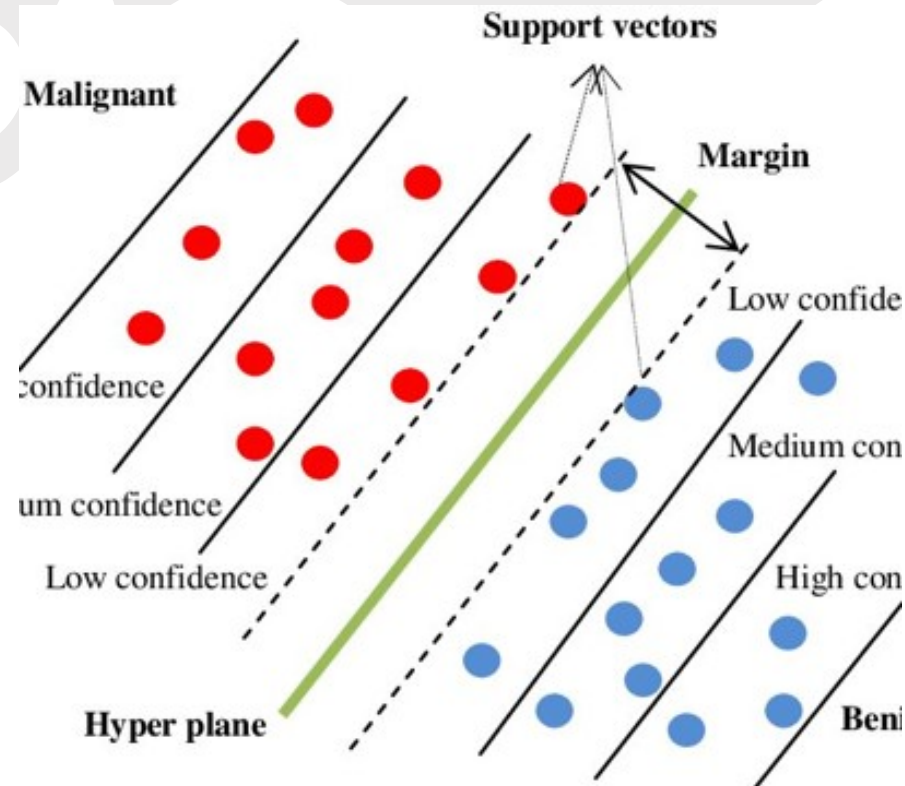


The background is a dark, textured surface filled with various mathematical equations and symbols in a light, handwritten style. These include quadratic formulas like $y = ax^2 + bx + c$, geometric diagrams of triangles and squares, algebraic identities such as $\sqrt{a^2 + b^2} = \sqrt{a^2 + b^2}$, and binary code sequences like 010112, 010002, and 011001. A large, white, irregular, cloud-like shape is centered on the page, containing the main title and date. Several white circles of different sizes are scattered around the edges of this central shape.

Coursework II – Handwritten Digits

February 2024

Classification using Support Vector Machine



- SVM starts by plotting all the data points on a hyperplane.
- Support Vectors are those data points that lie closest to the line separating each class cluster.
- The SVM classifier has to classify these points to their particular class with maximum accuracy.
- The distance between the Support Vectors and the decision boundary is called the Margin.
- The major task of any SVM classifier is to divide the data points in such a manner that the Margin is maximum in value.

Multi Class Classification

Algorithms such as the **Perceptron**, **Logistic Regression**, and **Support Vector Machines** were designed for binary classification and do not natively support classification tasks with more than two classes.

How to use binary classification algorithms for multi-classification problems?

Split the multi-class classification dataset into multiple binary classification datasets and fit a binary classification model on each.


Two different examples of this approach are the **One-vs-Rest** and **One-vs-One** strategies.

- The One-vs-Rest strategy splits a multi-class classification into one binary classification problem per class.
- The One-vs-One strategy splits a multi-class classification into one binary classification problem per each pair of classes.

<https://projector.tensorflow.org/>



Tuning Parameters - Kernel

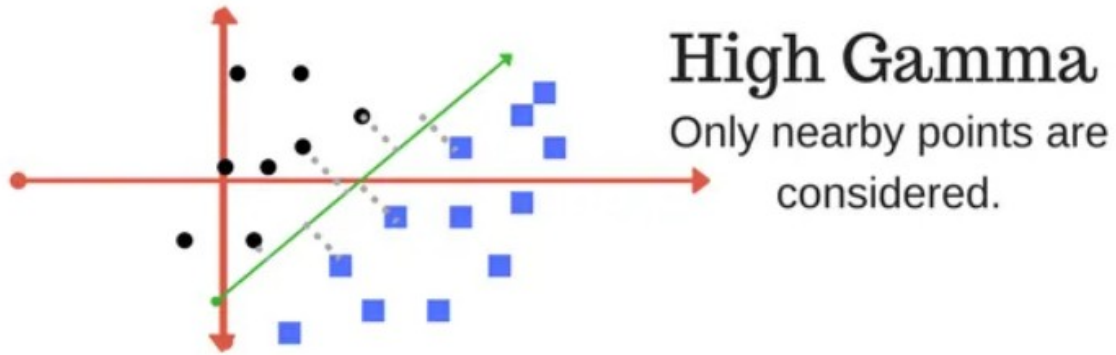
- Radial Basis Function or Gaussian Kernel
- A kernel is a function that returns the result of a dot product performed in another space.
 - A kernel is a measure of the similarity between two vectors
- A RBF is a function whose value depends only on the distance from the origin or from some point.

The diagram shows a small square box containing the symbol \mathbb{R}^∞ , representing an infinite-dimensional space.
- The RBF kernel returns the result of a dot product performed in

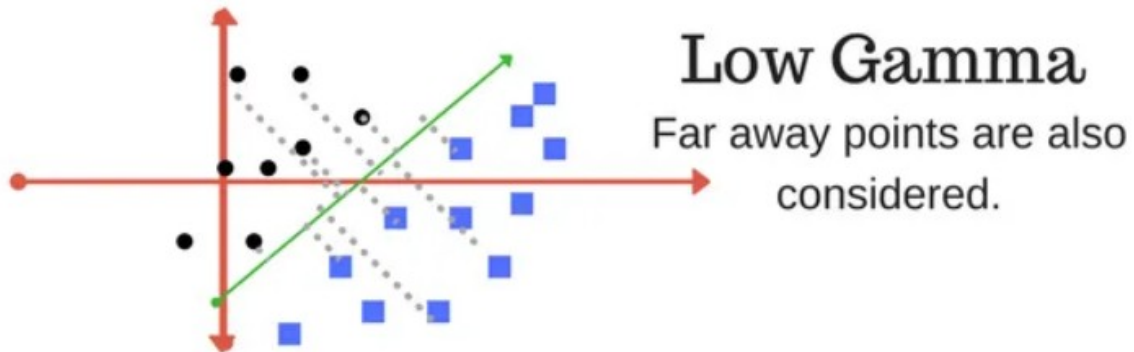
$$K(\mathbf{x}, \mathbf{x}') = \exp(-\gamma \|\mathbf{x} - \mathbf{x}'\|^2)$$

Tuning Parameters

- Gamma



High Gamma

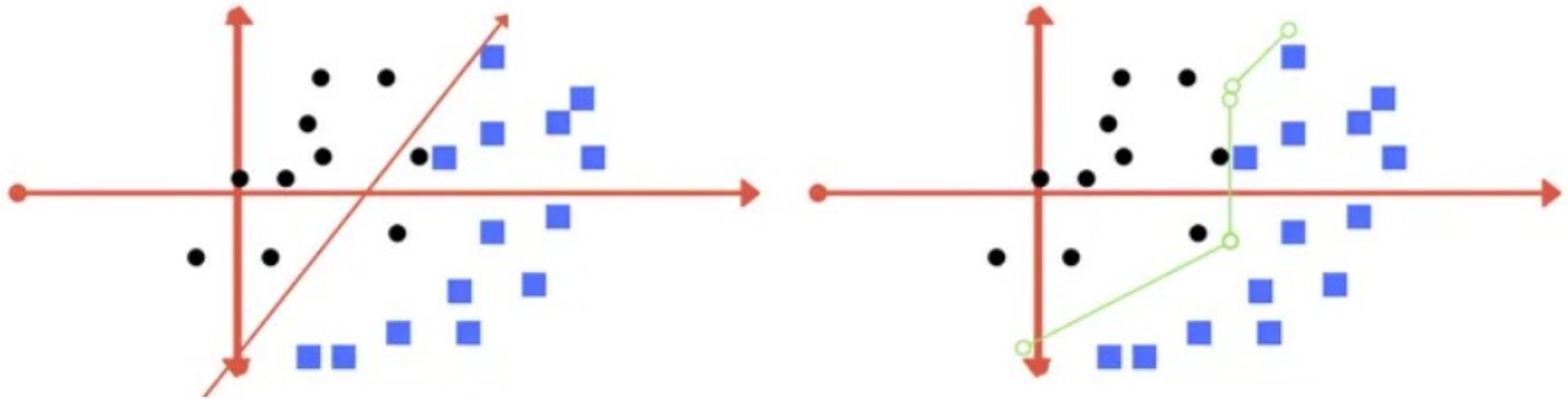


Low Gamma

- The gamma parameter defines how far the influence of a single training example reaches, with low values meaning 'far' and high values meaning 'close'.
- With low gamma, points far away from plausible separation line are considered in calculation for the separation line.
- High gamma means the points close to plausible line are considered in calculation.
- $\text{Gamma} = 0.5$

Tuning Parameters - Regularization

- The Regularization parameter (often termed as C parameter in python's sklearn library) tells the SVM optimization how much you want to avoid misclassifying each training example.
- For large values of C , the optimization will choose a smaller-margin hyperplane if that hyperplane does a better job of getting all the training points classified correctly.
- Conversely, a very small value of C will cause the optimizer to look for a larger-margin separating hyperplane, even if that hyperplane misclassifies more points.
- $C = 0.01$



Left: low regularization value, right: high regularization value

Main Function

- Read Train Dataset
- Read Test Dataset
- Build 10 SVMs
 - Train for 10 classes
- Calculate accuracies for train and test

Constructor for SVM

```
/**  
* @param name_ name of SVM  
* @param data_ training dataset  
* @param dataClass_ expected values of training dataset  
* @param C_ regularization hyperparameter  
* @param gamma_ hyperparameter for RBF  
* @param positiveData_ integer that will be considered positive output  
*/
```


trainModel()

1. **Initialization:**

- Initialize variables:
 - ``numChanged`` to 0, which keeps track of the number of alphas changed during the iteration.
 - ``examineAll`` to ``true``, indicating that the algorithm will start by examining all data points.
 - ``iterations`` to 0, representing the current iteration count.
- Enter a loop that continues until either the maximum number of iterations (`MAX_ITERATIONS``) is reached or no alphas are changed, and ``examineAll`` is ``false``.

2. **Iteration:**

- Print the current iteration number for monitoring purposes.
- Set ``numChanged`` to 0 at the beginning of each iteration.

3. **Optimization Loop:**

- Depending on the value of ``examineAll``, iterate through all data points (``numSamples``) or only those with alphas within the (0, C) range.
- For each data point, call the ``optimizeAlpha`` method to attempt to optimize the Lagrange multiplier (``alpha``). The method returns 1 if an optimization occurs and 0 otherwise.
- Update ``numChanged`` by adding the returned value from ``optimizeAlpha``.

4. **Update ``examineAll``:**

- Update the value of ``examineAll`` based on the results of the iteration:
 - If ``examineAll`` was ``true`` and ``numChanged`` is greater than 0, set ``examineAll`` to ``false``.
 - If ``examineAll`` was ``false`` and ``numChanged`` is 0, set ``examineAll`` to ``true``.

5. **Increment Iteration Count:**

- Increment the ``iterations`` counter.

6. **Loop Termination:**

- Continue the loop until either the maximum number of iterations is reached or no alphas are changed, and ``examineAll`` is ``false``.

Optimizing the values of the Lagrange multipliers (alphas) for a pair of data points in order to update the SVM model.

1. **Initialization:**

- `y1`` is the label of the first data point.
- `alpha1`` is the Lagrange multiplier (weight) associated with the first data point.
- `E1`` is the error of the SVM prediction for the first data point.

2. **Check Conditions:**

- Checks whether the current Lagrange multiplier `alpha1`` violates the KKT (Karush-Kuhn-Tucker) conditions, which are necessary for the solution of the SVM optimization problem.
- If conditions are not met, the method returns 0, indicating that no optimization is performed.

3. **Choose a Second Data Point:**

- `i2`` is chosen randomly, and its label (`y2``), Lagrange multiplier (`alpha2``), and error (`E2``) are obtained.

4. **Compute Bounds (`L`` and `H``):**

- Computes the lower bound (`L``) and upper bound (`H``) for the new Lagrange multiplier (`alpha2``) based on the SVM optimization problem constraints.

5. **Compute Kernel Values:**

- Computes the kernel values `k11``, `k22``, and `k12`` using the radial basis function (RBF) kernel for the chosen data points.

6. **Update Lagrange Multipliers:**

- Updates the Lagrange multiplier `alpha2`` based on the chosen optimization strategy.
- Handles cases where the new value of `alpha2`` is outside the computed bounds.

7. **Check Convergence:**

- Checks for convergence based on a tolerance condition. If the change in `alpha2`` is small, no further optimization is performed.

8. **Update Bias (`b``):**

- Computes the bias term (`b``) based on the updated Lagrange multipliers.
- If either `a1`` or `a2`` is within the (0, C) range (C is a regularization parameter), `b`` is set to the corresponding value (`b1`` or `b2``). Otherwise, it is set to the average.

9. **Update Lagrange Multipliers in the Array (`alphas``):**

- Updates the Lagrange multipliers for the chosen data points in the array `alphas``.

10. **Return Status:**

- Returns 1 to indicate that the optimization was successful.

11. **Fallback:**

- If the initial conditions are not met, the method returns 0, indicating that no optimization was performed.

Other useful helper methods

- Choose a random index
- rbfKernel implementer – calculates the dot product of x_1 and x_2 in infinite dimensions
- Calculate error in the value of α
- Classify to calculate whether a datapoint lies with respect to a hyperplane
- Calculate the value of the quadratic problem to optimise for α

