

# 生物信息学：导论与方法

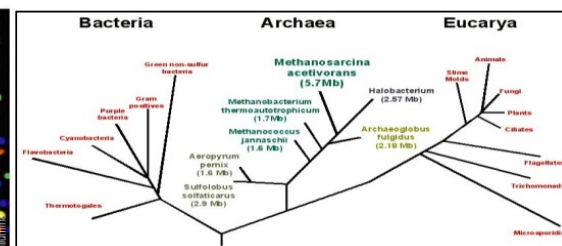
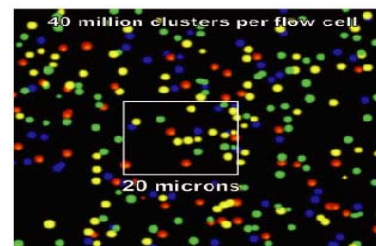
Bioinformatics: Introduction and Methods



<https://www.coursera.org/course/pkubioinfo>



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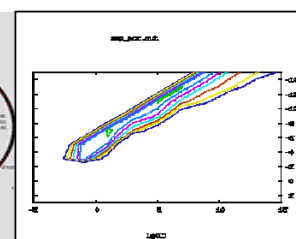
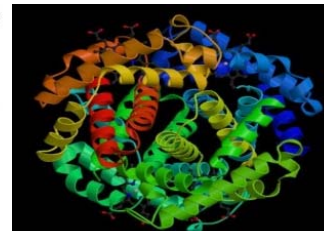
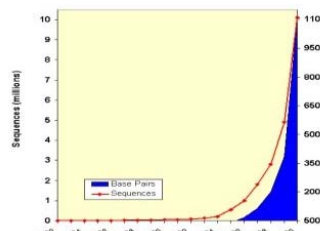
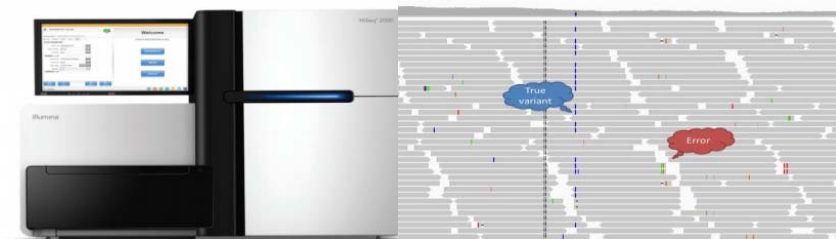


# Support Vector Machine(SVM)

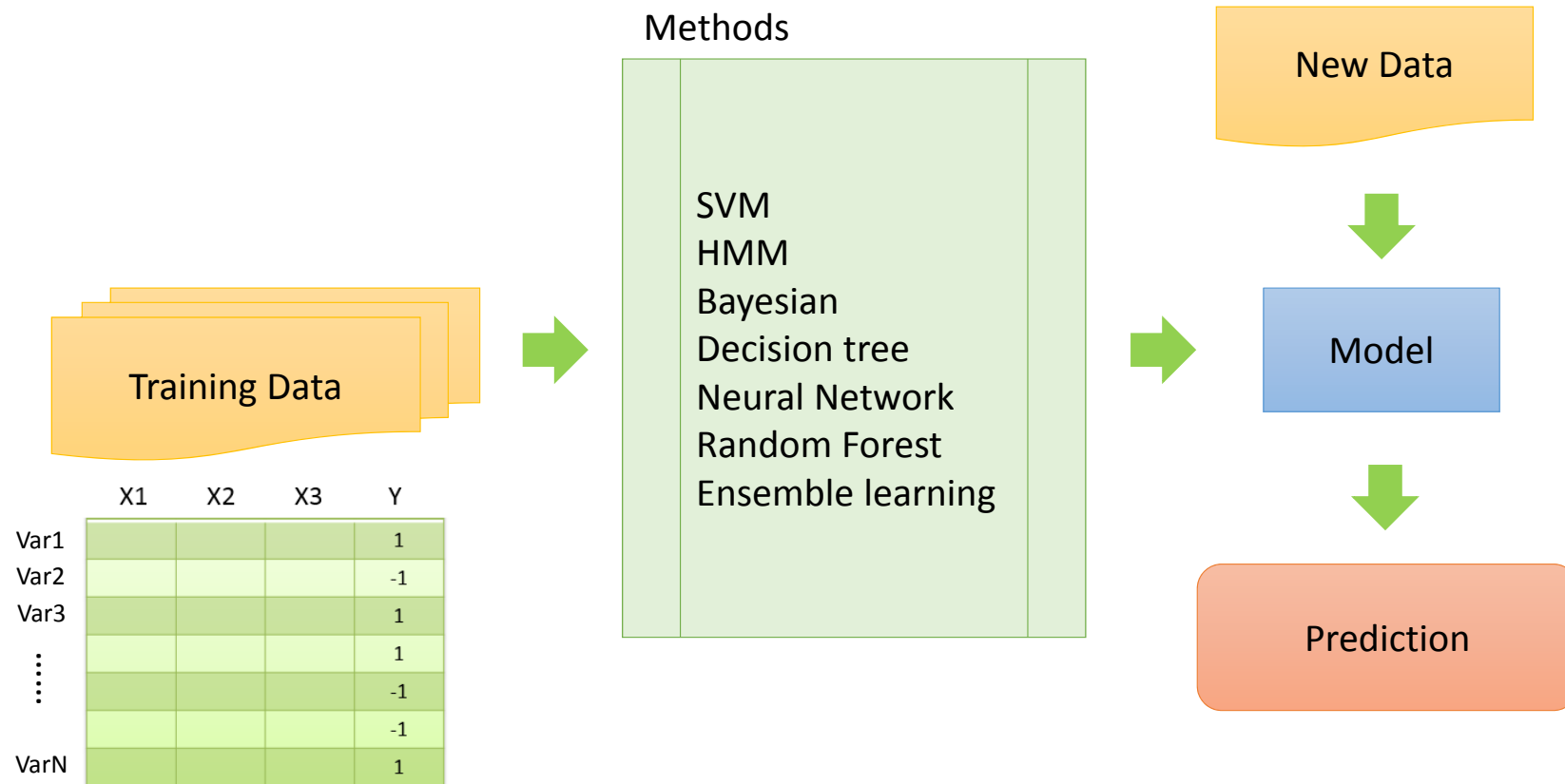
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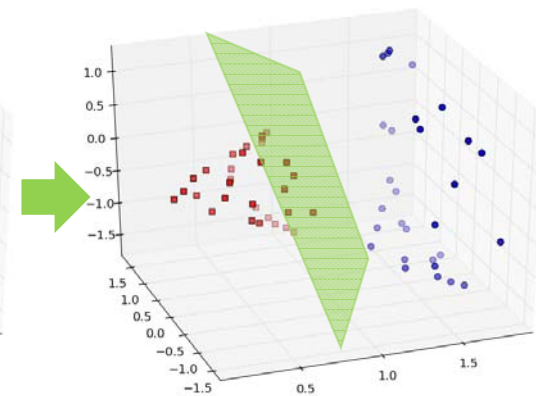
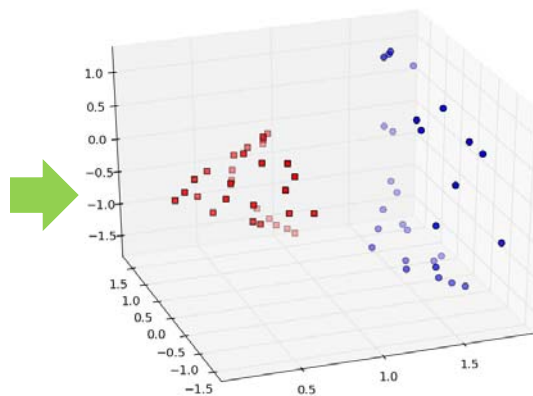
# Machine learning model



# Classification

- Classifying data is a common task in machine learning. Suppose some given data points each belong to one of two classes, and the goal is to decide which class a new data point will be in.

X1	X2	X3	Y
			1
			-1
			1
			1
			-1
			-1
			1

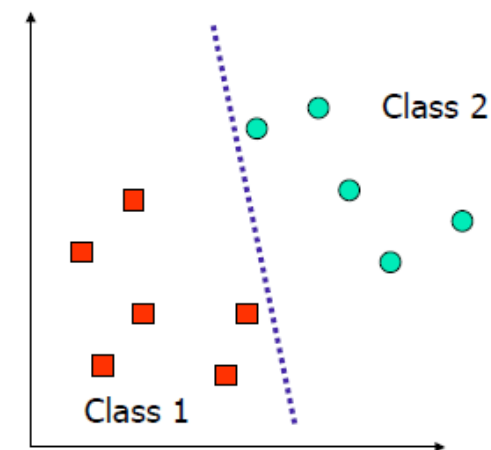
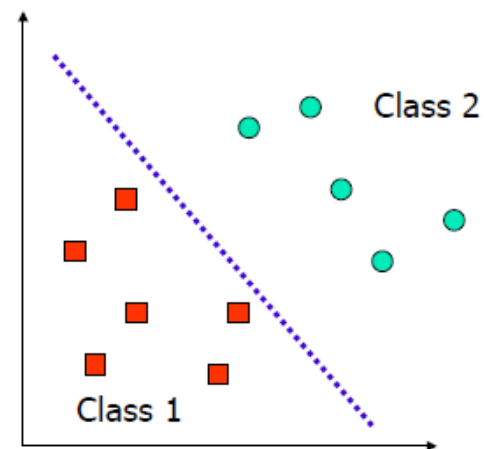


# Introduction

- SVM is supervised learning model that analyze data and recognize patterns, used for **classification** and **regression** analysis.
- It selects a small number of critical boundary instances called support vectors from each class and build a linear discriminant function that separates them as widely as possible.
- SVMs can efficiently perform non-linear classification using what is called the **kernel** trick, implicitly mapping their inputs into high-dimensional feature spaces.

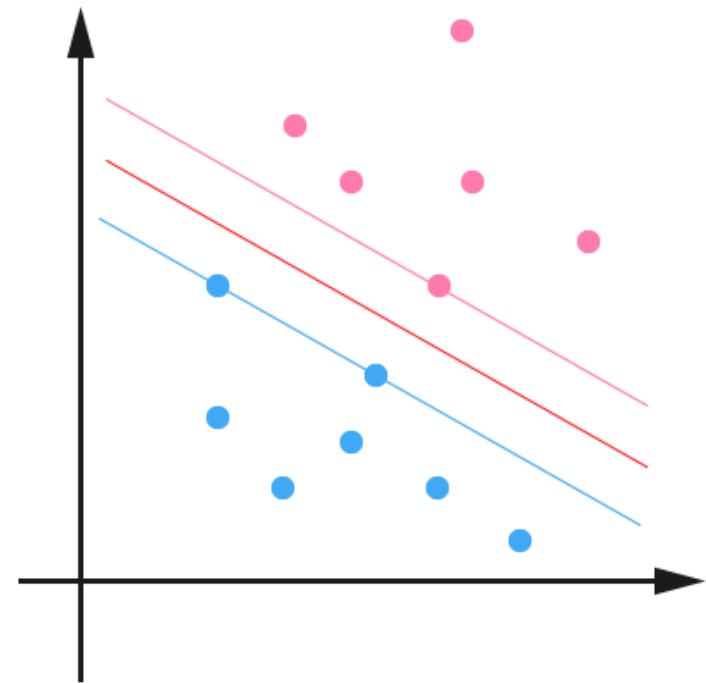
# What is a good Decision Boundary?

- Consider a two-class, linearly separable classification problem
- Many decision boundaries!
- Are all decision boundaries equally good?



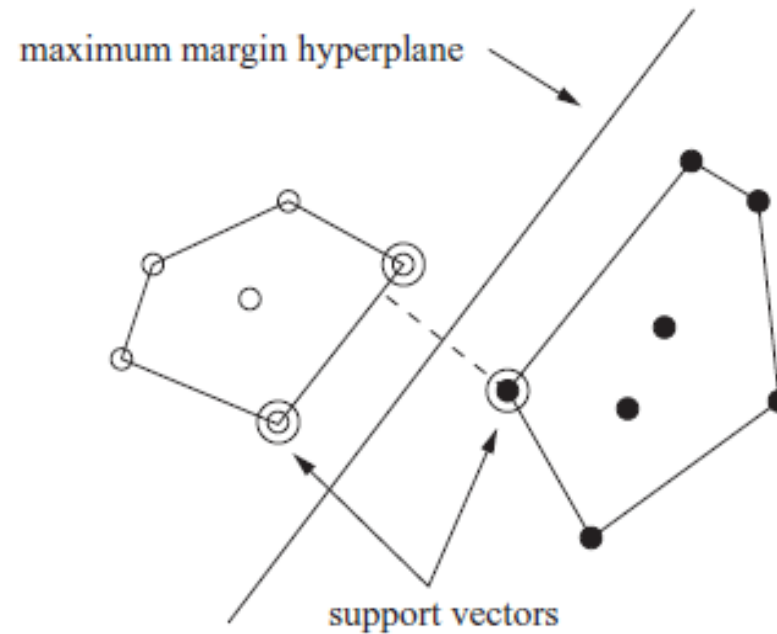
# Decision Boundary

- Intuitively, the best hyperplane is the one that represents the largest separation, or margin, between the two classes,
- since the larger the margin is, the lower the generalization error of the classifier will be.



# Support Vector

- The instances that are closest to the maximum-margin hyperplane—the ones with the minimum distance to it—are called **support vectors**.





# SVM - mathematics

The data point is donated by  $x_i$ , which is a  $n$  dimension vector, and  $y_i$  is the 1 or -1 to represent the two different class. The hyperplane is

$$w^T x + b = 0$$

So the classification function is

$$f(x) = w^T x + b$$

And

$$y = \begin{cases} 1, & f(x) > 0 \\ -1, & f(x) < 0 \end{cases}$$

# SVM - mathematics

The confidence of a classification can be measured by the functional margin, which is  $|f(x)|$ , and whether the classification is right can be determined by the consistence of signs of  $f(x_i)$  and  $y_i$ . And in fact,  $|f(x)| = y_i f(x_i)$ . So **functional margin** is:

$$\hat{r}_i = y_i(w^T x_i + b)$$

The functional margin of a hyperplane is measured by

$$\hat{r} = \min \hat{r}_i$$

However, the **functional margin can be scaled** even if the hyperplane remain the same, for example,  $w$  and  $b$  changed into  $2w$  and  $2b$ .

# SVM - mathematics

A intuitional measurement can be obtained using the distance from the point to the hyperplane, which is called geometrical margin

$$r = \frac{|f(x)|}{||w||} = \frac{\hat{r}}{||w||}$$

In this maximum margin classifier, we want to  $\max r$ . Because the functional margin is scalable, we can assume  $\hat{r} = 1$  without influence the optimal result.

# SVM - mathematics

So the objective function is

$$\max \frac{1}{||w||} \quad s.t. \quad y_i(w^T x_i + b) \geq 1, \quad i = 1, 2, \dots, n.$$

Which equals to

$$\min \frac{1}{2} ||w||^2 \quad s.t. \quad y_i(w^T x_i + b) \geq 1, \quad i = 1, 2, \dots, n.$$

This is a optimization model with constraints, and can be easily solve by ***Quadratic Programming***.

# SVM - mathematics

We can also solve this by Lagrange multipliers

$$L(w, b, \alpha) = \frac{1}{2} \|w\|^2 - \sum_{i=1}^n \alpha_i [y_i (w^T x_i + b) - 1]$$

$$\frac{\partial L}{\partial w} = 0 \quad \Rightarrow \quad w = \sum_{i=1}^n \alpha_i y_i x_i$$

$$\frac{\partial L}{\partial b} = 0 \quad \Rightarrow \quad \sum_{i=1}^n \alpha_i y_i = 0$$

# SVM - mathematics

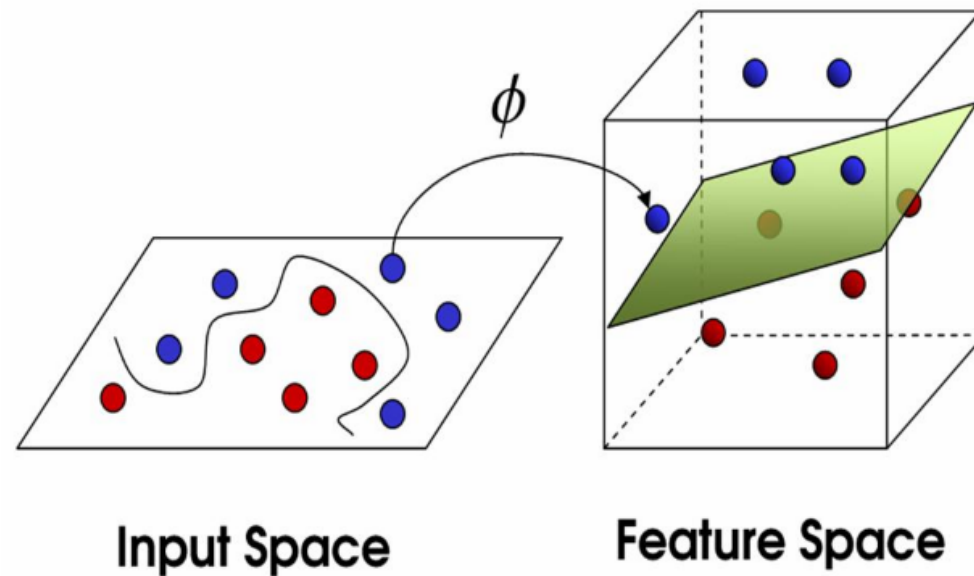
Finally the classification function can be rewritten as

$$f(x) = \left( \sum_{i=1}^n \alpha_i y_i x_i \right)^T x + b$$

$$= \sum_{i=1}^n \alpha_i y_i \langle x_i, x \rangle + b$$

# SVM - kernel

- The linear learning machine has very limited ability in practice, because of complexity in the real world, which needs more flexible hypothetical space.
- We can use a function  $\phi$  to map  $x$  to a higher dimension space, in which all the points can be linear separable.



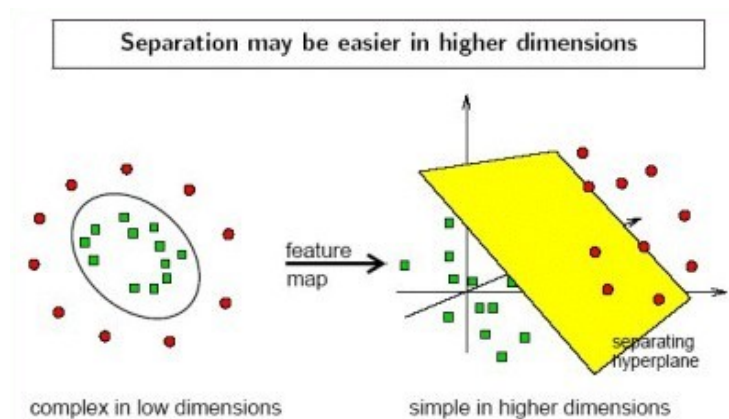
# kernel

- So the classification function can be extended as

$$f(x) = \sum_{i=1}^n \alpha_i y_i \langle \phi(x_i), \phi(x) \rangle + b$$

- Here we get the kernel function:

$$K(x, z) = \langle \phi(x), \phi(z) \rangle$$





# kernel

- Take points in the picture for example, the two classes can be separated by a circle

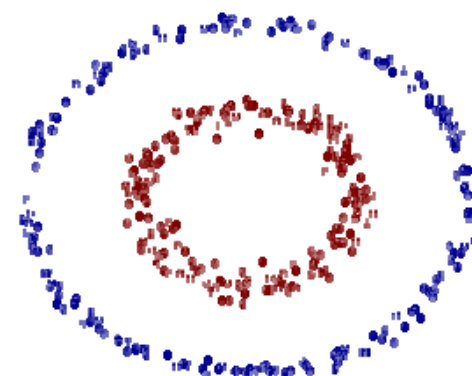
$$a_1X_1 + a_2X_1^2 + a_3X_2 + a_4X_2^2 + a_5x_1x_2 + a_6 = 0$$

- The we can construct a 5-dimension space, where

$$Z_1 = x_1, \quad Z_2 = x_1^2, \quad Z_3 = x_2, \quad Z_4 = x_2^2, \quad Z_5 = x_1x_2$$

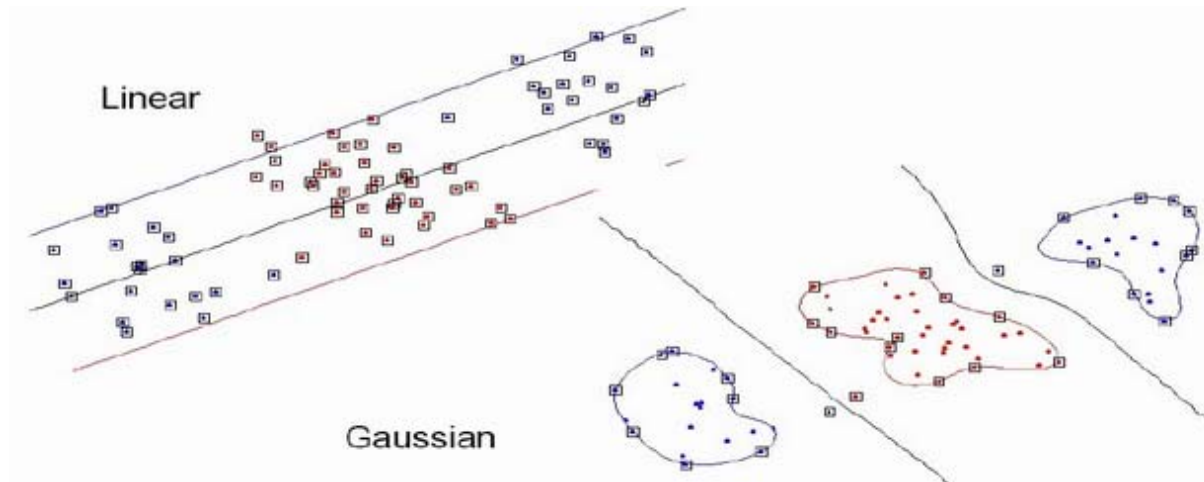
- So the hyperplane in the new feather space is

$$\sum_{i=1}^5 a_i Z_i + a_6 = 0$$



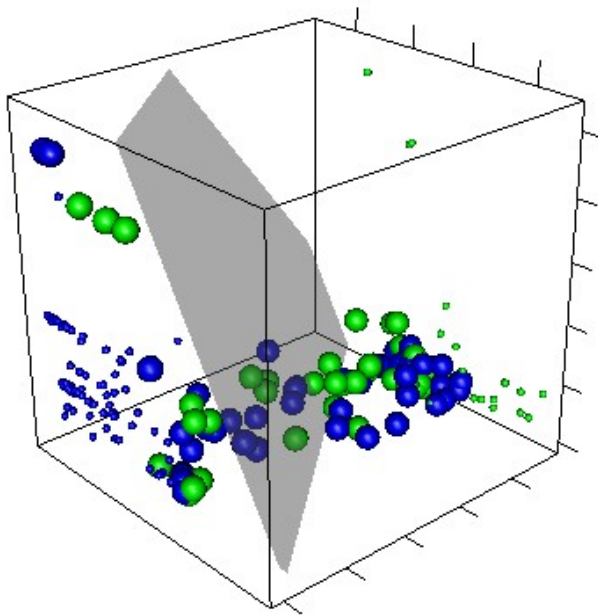
# Kernel function

- **Linear kernel:**  $K(x_1, x_2) = \langle x_1, x_2 \rangle$
- **Polynomial kernel:**  $K(x_1, x_2) = (\langle x_1, x_2 \rangle + d)^n$
- **Gauss kernel:**  $K(x_1, x_2) = e^{-\frac{\|x_1 - x_2\|^2}{2\sigma^2}}$

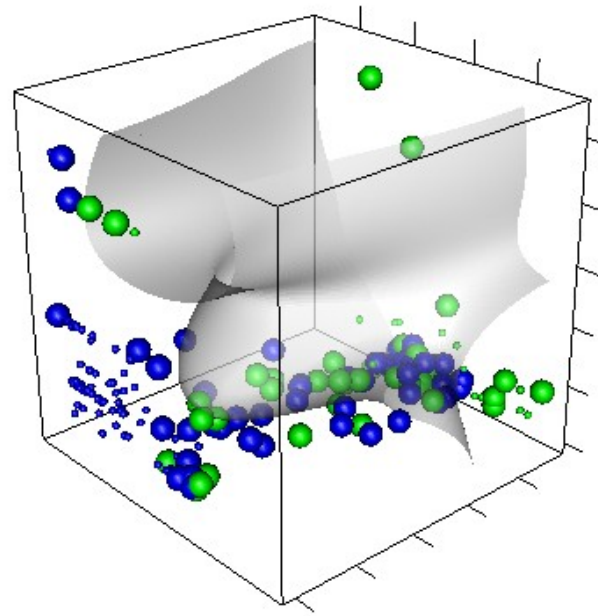


# SVM - example

■ Linear kernel



■ Gauss kernel



# Applications

**SVM has been used successfully in many real-world problems**

- ❑ bioinformatics (Mutation classification, Cancer classification)
- ❑ text (and hypertext) categorization
- ❑ image classification – different types of sub-problems
- ❑ hand-written character recognition

# Pros and Cons

- With support vectors, the maximum-margin hyperplane is relatively stable.
- However, they often produce very accurate classifiers because subtle and complex decision boundaries can be obtained.
- Compared with other methods, even the fastest training algorithms for support vector machines are slow when applied in the nonlinear setting.

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