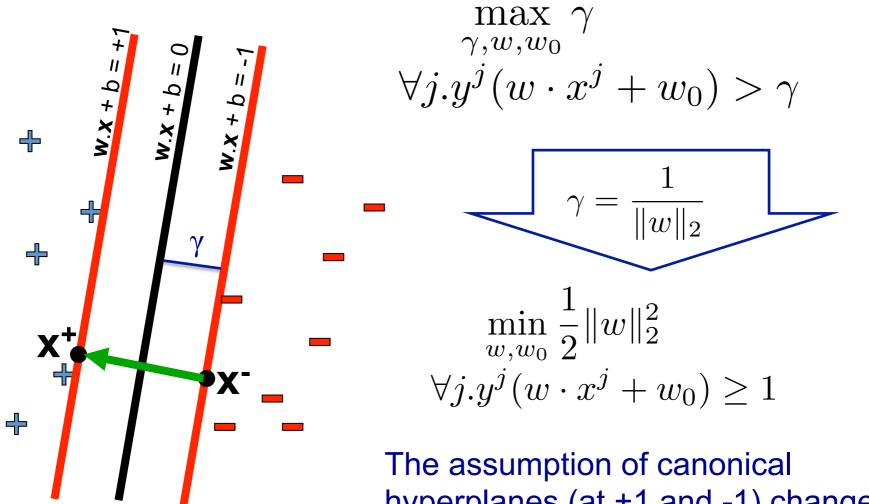
Max margin using canonical hyperplanes



hyperplanes (at +1 and -1) changes the objective and the constraints!