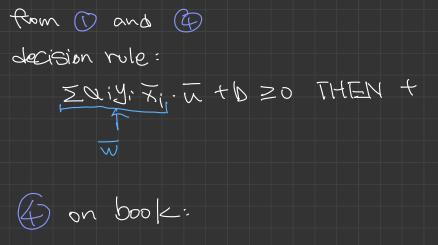
represented by w Decision rule distance to the yellow line length of won direction of w M. M + P >0 Introduce y; (labeli) { tor + cample Constraint y: (w-x:+b)-130 y; (w. 7: tb)-1= to for comples on gutter

mdth = (x+-x-). 1111111 trom (3) 1-1=W. FX So width = TIWII 3 ズ· マニ 1+b minimize 1/11/11/2 for mathamatical convience Using lagrange multipliers L= = [[] - Zd; [] ([, x; +b) - i] 30 = W - Edigix: =0 80 W = ZaiyiXi 3 = 2d; 4; =0 plug w = Eaiyixi back in L L= = \(\(\int \alpha \) \(\ - Zaiyib - Zai =0 because Eajy;=0 and b is a constant change to K(Xi.Xj) when I non-linear.



$$\max_{\alpha} \left[\sum_{i=1}^{m} \alpha - \frac{1}{2} \sum_{i,j=1}^{m} label^{(i)} \cdot label^{(j)} \cdot a_{i} \cdot a_{j} \langle x^{(i)}, x^{(j)} \rangle \right]$$

subject to the following constraints:

$$\boxed{\alpha \ge 0,} \text{ and } \sum_{i=1}^{m} \alpha_i \cdot label^{(i)} = 0$$

$$c \ge \alpha \ge 0, \text{ and } \sum_{i=1}^{m} \alpha_i \cdot label^{(i)} = 0$$

The constant C controls weighting between our goal of making the margin large and ensuring that most of the examples have a functional margin of at least 1.0. The constant C is an argument to our optimization code that we can tune and get different results. Once we solve for our alphas, we can write the separating hyperplane in terms of these alphas. That part is straightforward. The majority of the work in SVMs is finding the alphas.

Sequential Minimal Optimization Idea: update 2 alphas each time and maintain Ediyi =0 d': updated d d, y, +d, y, = d, 'y, + d, 'y, = constant. let 7= 0, 4 9, 42 dz two situation O: bounds for all and dz such that DE DIJOREC (Q1. Q2) Can only move on the line diyitazyz = constant Clip: d=mox (a, U) VP derte function U: upper bound Y2.(F2-E1) d2 = Clip (d2+ where E; = (\$\frac{\sum}{2} \gamma \gamma \gamma_1 \ki; + b) - \gamma_1 ERROR ESTIMATE LABEL

Kernols: To find a "hyperplane" to seperate the data instead of a line, we use Kernels instead of dot product for kij radial bias function: $K(x,y) = \exp\left(\frac{-\|x-y\|^2}{2G^2}\right)$ 6: a variable that can be tured < x-4, x-4> Decision rule when using Kernels: Z Q; Y; K(x; N) +b >0 dot product for linear/non-terral