

MATHEMATICAL ASPECTS OF MACHINE LEARNING

REPORT

Digit Recognition with Support Vector Machines

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1 Problem Statement and Introduction to SVM

Our main goal is to correctly identify handwritten digits based on the MNIST ("Modified National Institute of Standards and Technology") data set. This data set consists of 42,000 gray-scale images. Each image is 28 pixels in height and 28 pixels in width. Each pixel has a single pixel-value associated with it, indicating the lightness or darkness of that pixel (kag).

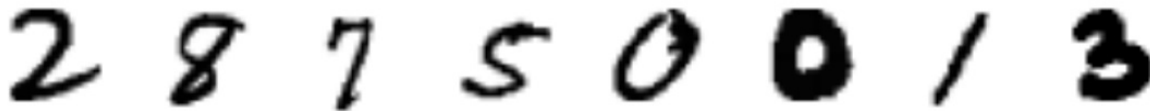


Figure 1: Visualization of eight of these images

Formally speaking, we have points $\{x_i\}_{i=1}^l \subset \mathbb{R}^{28^2}$ with respective labels from $\{0, 1, \dots, 9\}$. Our goal is now to find a classification function f that gives for each of these points a prediction $f(x) \in \{0, 1, \dots, 9\}$ which ideally matches the actual label.

There are several ways to achieve this goal, one of which are the concept of kernelized support vector machines (SVM). The main idea behind this algorithm is to not only separate the data according to their labels, but also do so in a way that is as reasonable as possible, i.e. we want to maximize the distance of the data to the decision boundary. We first transfer the data with a feature map Φ into a suitable feature space and look for a linear separation there.

From this notion, one particular problem arises: The SVM is a binary classifier, i.e. it can only handle data that is divided into two classes. We therefore decided to compare different ways to deal with this obstacle, generalizing the application of SVMs to multi-class classification problems (cf. Section 3). The methods that we considered all combine several instances of the SVM in its original form, classifying according to labels $\{\pm 1\}$.

We can summarize this binary classification problem in the objective of finding a decision function of the form

$$f(x) = \text{sgn} \left(w^T \Phi(x) + b \right).$$

1.1 Binary Support Vector Machine

Approaching binary support vector machines from a more technical side, we find that they aim to find the maximum margin hyperplane in the feature space, i.e. the goal is to maximize the margin while softly penalizing points that lie on the wrong side of the boundary or inside the margin (Bis06). Dualizing this optimization problem, we obtain the following equivalent quadratic program:

$$\begin{aligned} \text{minimize} \quad & d(\alpha) := \frac{1}{2} \alpha^T Q \alpha - 1^T \alpha \\ \text{s.t.} \quad & 0 \leq \alpha \leq C \quad \text{and} \quad y^T \alpha = 0, \end{aligned} \tag{1.1}$$

where α is the dual variable, $Q_{ij} = y_i y_j k(x_i, x_j)$, k the kernel function and $C = 1/(2\lambda)$ for the penalty term λ of the soft margin SVM. After finding the optimal solution α^* of

this program, we can formulate the resulting decision function as

$$f(x) = \text{sgn} \left(\sum_{i=1}^l \alpha_i^* y_i k(x_i, x_j) + b \right).$$

Note that only data points x_i with $\alpha_i \neq 0$ appear in the decision function. Those points are called *support vectors*.

By analysing primal, dual and the corresponding KKT conditions, we find that any x_i with $\alpha_i = C$ was correctly classified and lies exactly on the margin boundary, and any x_i with $0 < \alpha_i < C$ lies either inside the margin or on the wrong side of the margin. Additionally, any data points x_i on the (correct) margin boundary must satisfy $y_i f(x_i) = 1$. We can use this property to find the parameter b (Bis06). Hence, if we succeed to find an optimal solution to (1.1), we have everything we need to construct the decision function.

2 Solving the optimization problem with SMO

Let α be some feasible variable for Problem (1.1). Defining

$$F_i(\alpha) := y_i(\partial_i d)(\alpha) = \sum_{j=1}^l \alpha_j y_j k(x_i, x_j) - y_i \quad \text{for } i = 1, \dots, l, \quad (2.1)$$

by careful computation, we find that the KKT optimality conditions for a solution of Problem (1.1) (which are both necessary and sufficient since Q is spsd), are equivalent to the – much simpler looking – pairwise condition

$$b_{up}(\alpha) := \min_{i \in I_{up}(\alpha)} F_i(\alpha) \geq \max_{j \in I_{low}(\alpha)} F_j(\alpha) =: b_{low}(\alpha) \quad (2.2)$$

where $I_{up}(\alpha)$ and $I_{low}(\alpha)$ are subsets of the index set $\{1, \dots, l\}$, defined by

$$I_{up}(\alpha) := \{i \mid \alpha_i < C \text{ and } y_i = 1 \text{ or } \alpha_i > 0 \text{ and } y_i = -1\} \quad (2.3)$$

$$I_{low}(\alpha) := \{j \mid \alpha_j < C \text{ and } y_j = -1 \text{ or } \alpha_j > 0 \text{ and } y_j = 1\}. \quad (2.4)$$

Any pair $(i, j) \in I_{up}(\alpha) \times I_{low}(\alpha)$ with $F_i(\alpha) < F_j(\alpha)$ is thus called a *violating pair* and an objective equivalent to solving Problem (1.1) is to change α so as to remove all such violating pairs. Since a priori we do not know if the solution α^* fulfils (2.2) strictly or not, we define, for some small tolerance $\tau > 0$, a τ -violating pair as some $(i, j) \in I_{up}(\alpha) \times I_{low}(\alpha)$ which satisfies $F_i(\alpha) < F_j(\alpha) - \tau$ and require that all τ -violating pairs be removed, or equivalently,

$$b_{up}(\alpha) \geq b_{low}(\alpha) - \tau. \quad (2.5)$$

It holds that any algorithm of the following form terminates after finitely many steps:

Algorithm 1 (General SMO type algorithm). Let $\tau > 0$. Initialize $k = 0$ and $\alpha = 0$ and generate iterates α^k , $k \in \mathbb{N}$, as follows:

1. If α^k satisfies (2.5), stop. Else choose a τ -violating pair $(i, j) \in I_{up}(\alpha^k) \times I_{low}(\alpha^k)$.
2. Minimize d varying only α_i^k and α_j^k , leaving α_n^k fixed for $n \notin \{i, j\}$ and respecting the constraints of Problem (1.1) to obtain α^{new} .

3. Set $k := k + 1$, $\alpha^k := \alpha^{\text{new}}$ and go to Step 1.

Platt’s original SMO algorithm (actually, we are referring to "Modification 1" by (?)[KEERTHI ET AL. SVM, PAPER]), although ground-breaking, has two weaknesses. Firstly, its pseudocode description is quite complex, making it hard to judge whether or not one has implemented it as intended by its originators. Secondly, by trying to avoid computational effort in the *while* steps, it actually runs much longer than all other algorithms we have implemented or tested.

In short, Platt’s SMO tries first to ensure that

$$b_{up, I_0}(\alpha) := \max_{i \in I_0(\alpha)} F_i(\alpha) \geq \min_{j \in I_0} F_j(\alpha) =: b_{low, I_0}(\alpha),$$

where $I_0(\alpha) := \{i \mid 0 < \alpha_i < C\}$ is the index set of “interior” α_i ’s. A cache of only the F_i for $i \in I_0$ is kept until this is achieved. Then all $i \in \{0, \dots, l\}$ are examined, and the cache of correctly stored F_i ’s (along with the indices \widetilde{i}_{up} and \widetilde{i}_{low} indicating where the so far most extreme F_i occur) is extended as long as an α_j is found such that (j, \widetilde{i}_{low}) or (\widetilde{i}_{up}, j) is violating, depending on whether $j \in I_{up}$ or $j \in I_{low}$. Therefore, the algorithm does not resolve a *maximally* violating pair, by which we mean some

$$(\widetilde{i}_{up}, \widetilde{i}_{low}) \in \underset{i \in I_{up}}{\operatorname{argmin}} F_i(\alpha) \times \underset{j \in I_{low}}{\operatorname{argmax}} F_j(\alpha).$$

To look up such a pair is the strategy of the “Working Set Selection 1” (WSS1) approach in [PAPER VON FAN, CHEN ...] and a rewarding investment, see benchmarking section.

Since, actually, for a pair (i, j) , the term $F_i(\alpha) - F_j(\alpha)$ is the derivative at α of the 1D problem in Step 2 of Algorithm 1, WSS1 corresponds to a steepest descent approach aiming for a substantial decrease in d . Since this uses only first order information, a second “Working Set Selection 2” (WSS2) strategy is proposed in [PAPER VON FAN, CHEN ...], which (at relatively low extra cost) employs second order information to choose a violating pair almost optimally, optimally meaning maximizing the descent of d in the SMO step.

3 Multiclass Classification Problem

Support Vector Machines are binary classifiers, meaning that they only have two possible output labels. Often one chooses them to be 1 and -1 . Our problem however was to classify unknown data into one out of ten different categories. Since there is no direct way to change one support vector machine so that it can choose from more than two labels we had to find a way to combine several SVMs, who together would be able to do so. There are a number of well known strategies tackling this issue. Let us first look at a very intuitive but also primitive approach called One-vs-All classification. Using this method one trains as many SVMs as there are classes, so ten in our case, and sets labels such that the i -th SVM has all training data with label i set to 1 and everything else to -1 . When trying to predict a new label, one simply looks for a classifier that gave this data point the label 1. Unfortunately, this approach has many issues. First of all, new data points are generally not uniquely classified. Therefore, it is necessary to add some sort of confidence score that signals which label is considered to be most likely out of the

possible ones. Finding good ways of assigning reliable confidence scores is often not an easy task. We decided to resolve this issue by computing the barycenters of each class, and when ambiguities arose, we chose the label of the closest barycenter. This simple strategy notably improved our results and we decided on not devoting any more time to a different strategy because the One-vs-All classification has another major drawback. The number of training points for each classifier being assigned positive and negative labels is very unbalanced, in our case on average 1 to 9. Therefore, one is likely to get shifted margins to what one would normally perceive to be correct. Since the negative class is simply greater in size, the penalty term will draw more attention towards avoiding points with negative label inside the margin.

Another common intuitive approach would be the One-vs-One classification. Here, during training one only ever considers the data corresponding to two classes and sets one label to 1 and the other one to -1 for every possible pair. In our case this would mean training $\binom{10}{2} = 45$ different SVMs however with data sets of a fifth of the original size. Because here, the issue of how to deal with ambiguities gets even worse, we decided not to implement this approach and instead focus our attention on a different strategy that seemed like a much better idea to us. And indeed, as the next chapter will reveal, this yielded very good results.

3.1 Error-Correcting Output Codes

Error-correcting output codes (ECOC) are easiest to explain considering a concrete example. We trained 15 different classifiers f_i . The rows of the table show what class is assigned which label depending on each classifier. For example f_0 assigns 1 to all even numbers and -1 to all odd numbers. This way, each class has a string or code word consisting of 1's and -1 's it corresponds to.

Table 1: Error Correcting Output Codes

Class	f_0	f_1	f_2	f_3	f_4	f_5	f_6	f_7	f_8	f_9	f_{10}	f_{11}	f_{12}	f_{13}	f_{14}
0	1	1	-1	-1	-1	-1	1	-1	1	-1	-1	1	1	-1	1
1	-1	-1	1	1	1	1	-1	1	-1	1	1	-1	-1	1	-1
2	1	-1	-1	1	-1	-1	-1	1	1	1	1	-1	1	-1	1
3	-1	-1	1	1	-1	1	1	1	-1	-1	-1	-1	1	-1	1
4	1	1	1	-1	1	-1	1	1	-1	-1	1	1	-1	-1	1
5	-1	1	-1	-1	1	1	-1	-1	1	1	-1	-1	-1	-1	1
6	1	-1	1	1	1	-1	-1	-1	-1	1	-1	1	-1	-1	1
7	-1	-1	-1	1	1	1	1	-1	1	-1	1	1	-1	-1	1
8	1	1	-1	1	-1	1	1	-1	-1	1	-1	-1	-1	1	1
9	-1	1	1	1	-1	-1	-1	-1	1	-1	1	-1	-1	1	1

The code words are chosen such that their Hamming distance (i.e. the number of entries where they differ) is maximized. In our case, each code word has a Hamming distance of at least six to any of the others strings. Now, when one wants to label an unknown data point, each of the classifiers assigns it a label and one eventually gets an output string of 15 digits. We classify the data point according the code word it has the least Hamming distance to. The name *Error Correcting Output Codes* is derived from the fact that for example any three classifiers can misclassify a data point and the algorithm still outputs

the correct result. Depending on the difficulty of the problem one could choose more or less classifiers and hence increase or decrease the Hamming distance of the set of code words. We took this idea as well as the code words given above from (DB95).

4 Results, Difficulties & Conclusions

This is the largest programming project any one of us has ever worked on and neither of us had done much with Python before or had any other machine learning experience. So at any given time there was always a great variety of difficulties at hand. And because we implemented everything ourselves the problem could be literally anywhere, from misunderstanding the pseudocode we used, over float and integer division or git merging issues to ... But because that every little success was a source of joy which grew with every working block of code we managed to compile.

The overall structure of our program looks as follows...(sorry haven't had time yet)
I couldn't exactly find where we do cross validation? would have only needed it if we had less training data?

We trained our SVMs with a linear and a Gaussian kernel and with different numbers training points. Our given data set included 42000 training points. We never used all of them for training because it simply exceeded our available compute power. But from the table below we can see that it would probably not have improved our results considerably or might even have worsened them. And this way we always had enough labeled data to test and verify our results with. In the table you can find the results of the different multi-class classifiers. For the One-vs-All approach we give numbers for how many labels were found correctly with and without using additional classification by location of the barycenters, so that one can really see how many uniquely classified data points are labeled correctly. The percentages are derived from always testing with 1000 data points that were of course not used for training beforehand. Unsurprisingly ECOC had longer run times than the One-vs-All classifier, it has to train 15 instead of only 10 and the computation with the Gaussian kernel took longer than with the linear kernel, which was also to be expected because of its higher complexity (more detail?). For 10000 training points ECOC with linear kernel took 1h 16 min and ECOC with gaussian kernel took 2 h 26 min for training.

As expected from theoretical considerations the Error-Correcting Output Codes performed better than the One-vs-All classification for training sets of any size. However we were surprised how well One-vs-All with the gaussian kernel worked in the end. Every picture of a hand-written digit gets turned into a vector of size 784 ($= 28^2$), it was not clear that the output data would be anywhere close to being linearly separable so we were also surprised to see the linear classifiers working at all, especially in the first case where not a single ambiguity or mistake could be corrected.

How do we explain the decrease?

ECOC linear 10000 points: 1 h 16 min ECOC Gauss 10000 points: 2 h 26 min So we can say at least how long the longest jobs took. Is that, combined with an extra benchmark section only focused on the comparison of the 5 SMOs applied to only the first of the 15 ECOC classifiers, both kernels, enough? —> Is what wrote enough otherwise please add on :)

We have learned a lot in the past 4 weeks and although this program does not (yet?) win

Table 2: Overview Results

# training points	One-vs-All uniquely classified correctly linear	One-vs-All with barycenters linear	One-vs-All uniquely classified correctly Gaussian	One-vs-All w/ barycenters Gaussian	ECOC linear	ECOC Gaussian
500	65.9%	74.1%	75.4%	83.3%	74.2%	87.4%
1000	68.2%	75.0%	84.3%	89.0%	78.0%	92.7%
2000	70.2%	76.4%	89.8%	91.9%	77.8%	94.3%
5000	70.0%	73.8%	88.9%	91.6%	82.0%	95.2%
10000	64.6%	67.5	88.0%	90.6%	82.5%	95.4%

us a kaggle competition we are in general (very) satisfied with the overall outcome of the project and especially with our success rate of over 95%.

References

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- [DB95] DIETTERICH, Thomas G. ; BAKIRI, Ghulum: Solving multiclass learning problems via error-correcting output codes. In: *Journal of artificial intelligence research* 2 (1995), S. 263–286
- [kag] <https://www.kaggle.com/c/digit-recognizer/data>