

Support Vector Machine

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Outline

Precursor: Linear Classifier and Perceptron



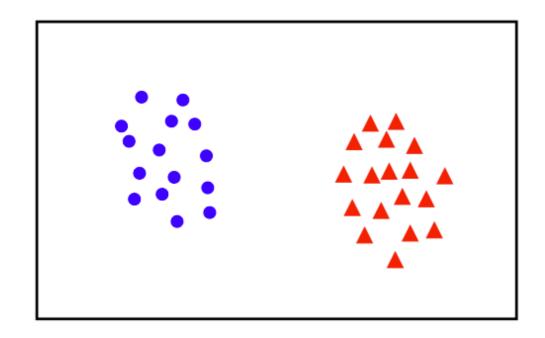
- **Support Vector Machine**
- Parameter Learning

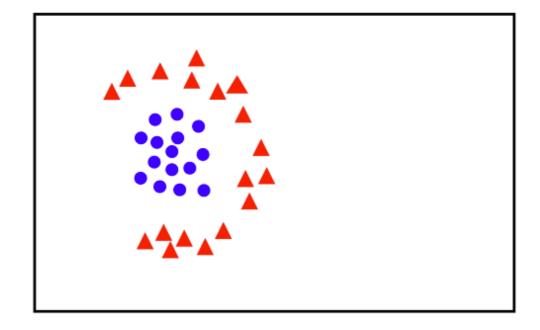
Binary Classification

Given training data (\mathbf{x}_i, y_i) for i = 1...N, with $\mathbf{x}_i \in \mathbb{R}^d$ and $y_i \in \{-1, 1\}$, learn a classifier $f(\mathbf{x})$ such that

$$f(\mathbf{x}_i) \begin{cases} \geq 0 & +1 \\ < 0 & -1 \end{cases}$$

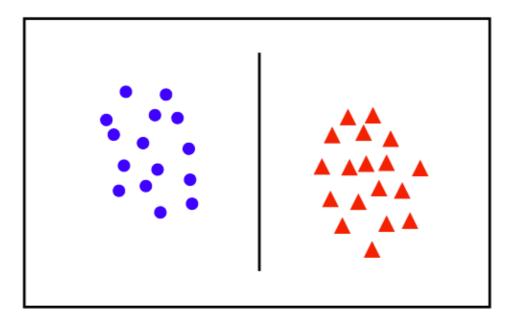
i.e. $y_i f(\mathbf{x}_i) > 0$ for a correct classification.

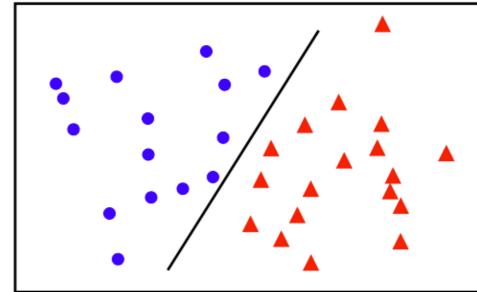




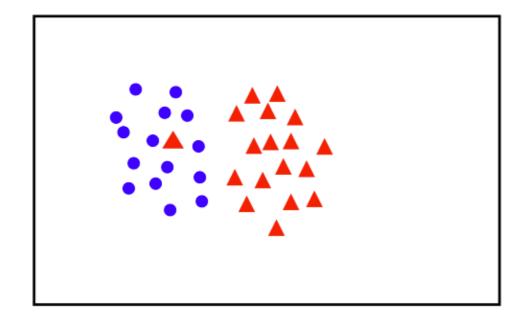
Linear Separability

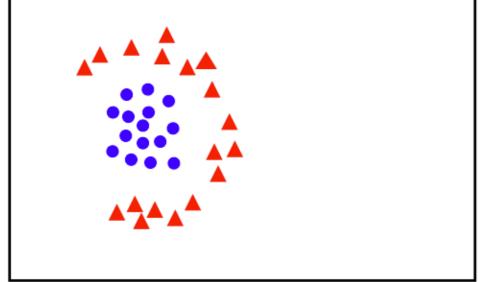
linearly separable





not linearly separable

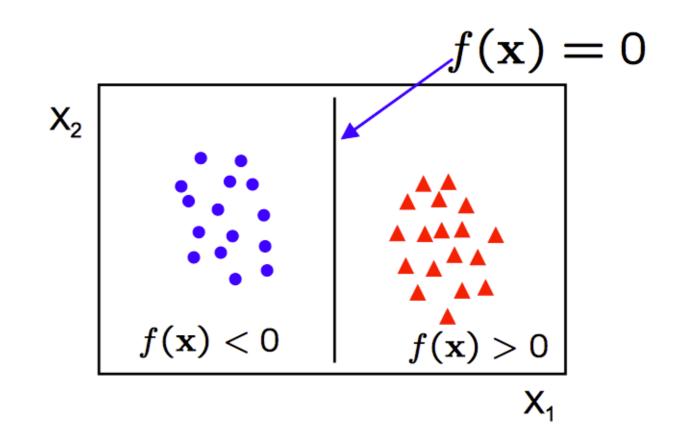




Linear Classifier

A linear classifier has the form

$$f(x) = x\theta + \theta_0$$

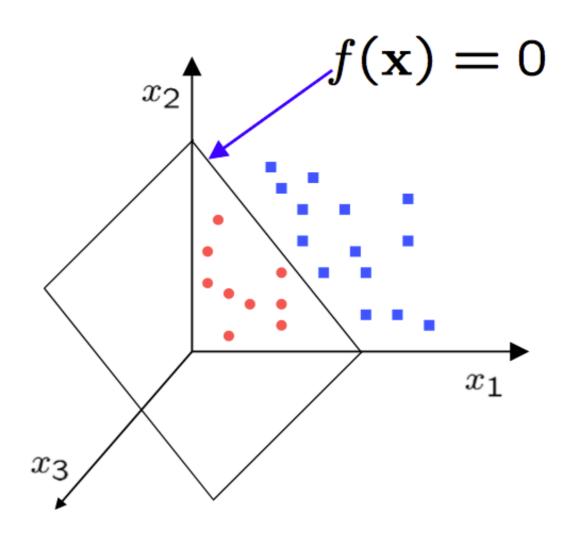


- in 2D the discriminant is a line
- θ is the normal to the line, and θ_0 the bias
- θ is known as the weight vector

Linear Classifier (higher dimension)

A linear classifier has the form

$$f(x) = x\theta + \theta_0$$



in 3D the discriminant is a plane, and in nD it is a hyperplane

The Perceptron Classifier

Considering \boldsymbol{x} is linearly separable and \boldsymbol{y} has two labels of $\{-1,1\}$

$$f(x_i) = x_i \theta$$
 Bias is inside θ now

How can we separate datapoints with label 1 from datapoints with label −1 using a line?

Perceptron Algorithm:

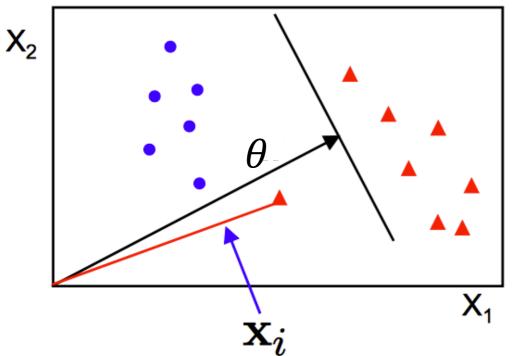
Misclassified

Ex.
$$y_i f(x_i) < 0$$
 actual predicted

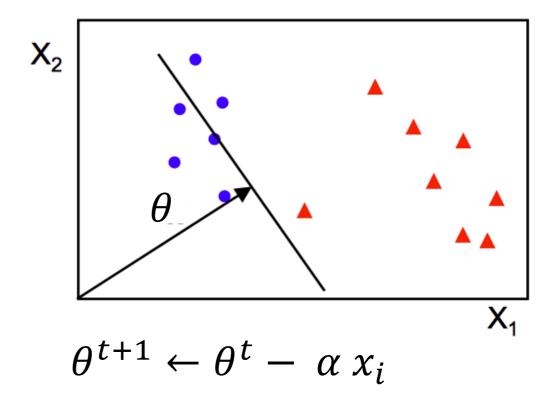
- Initialize $\theta = 0$
- Go through each datapoint {x_i, y_i}
 - If x_i is misclassified then $\theta^{t+1} \leftarrow \theta^t + \alpha y_i x_i$
- Until all datapoints are correctly classified

- Initialize $\theta = 0$
- Go through each datapoint $\{x_i, y_i\}$
 - If x_i is misclassified then $\theta^{t+1} \leftarrow \theta^t + \alpha y_i x_i$
- Until all datapoints are correctly classified

before update

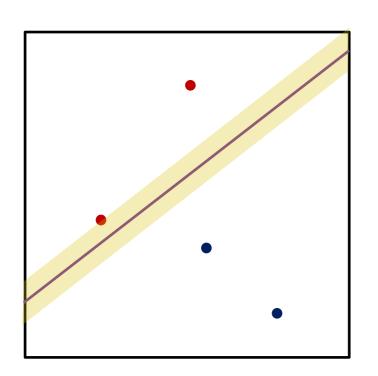


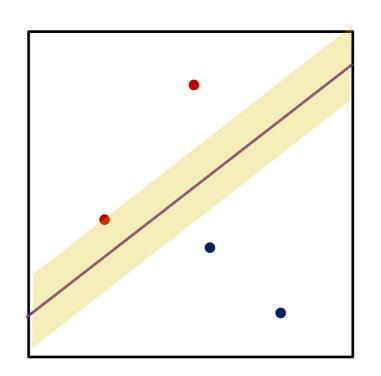
after update

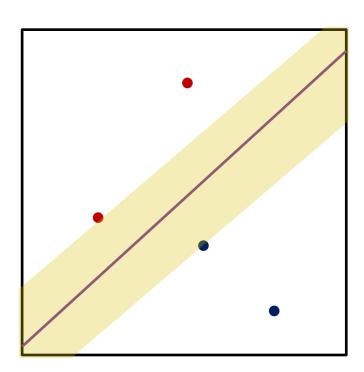


Linear separation

We can have different separating lines





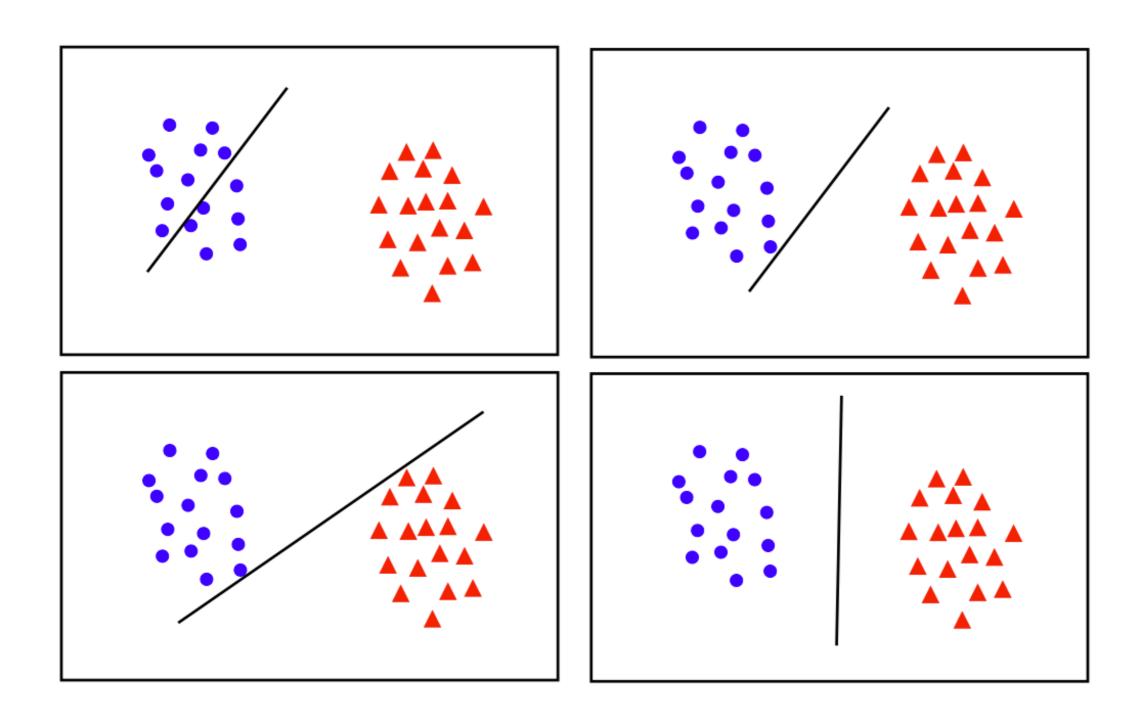


Which line is the best?

All cases, error is zero and they are linear, so they are all good for generalization. Why is the bigger margin better?

What *\theta* maximizes the margin?

What is the Best θ ?



• maximum margin solution: most stable under perturbations of the inputs

6 Perceptron example 0 0 0 0 -2 0 0 8 0 -8 -10 -15 -10 -5

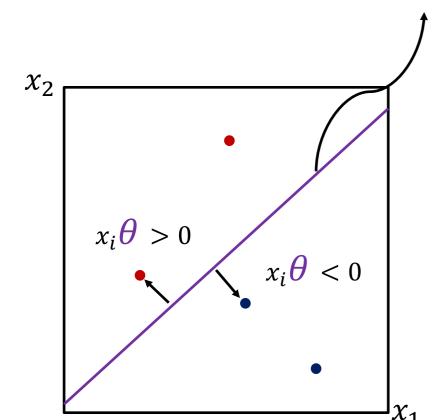
- if the data is linearly separable, then the algorithm will converge
- convergence can be slow ...
- separating line close to training data
- we would prefer a larger margin for generalization (better generalization)

Outline

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Finding θ with a **fat** margin

Solution (decision boundary) of the line: $x\theta=0$



Let x_i to be the nearest data point to the line (plane):

$$|x_i\theta| > 0$$

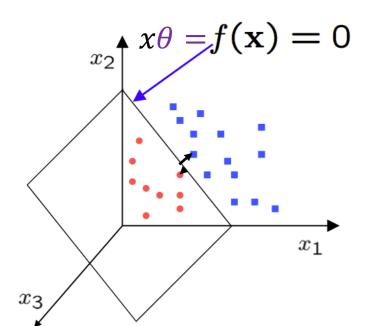
Our line solution is $x\theta = 0$

Does it matter if I scale up or down θ for the decision boundary?

$$|x_i\theta|=1 \rightarrow$$
 normalization

Let's pull out $heta_0$ from $heta=(heta_1,\dots, heta_d)$ and call it be b

Decision boundary would be: $x\theta+b=0$



Computing the distance

The distance between x_i and the line $x\theta + b = 0$ where $|x_i\theta + b| = 1$

The vector θ is perpendicular to the decision line.

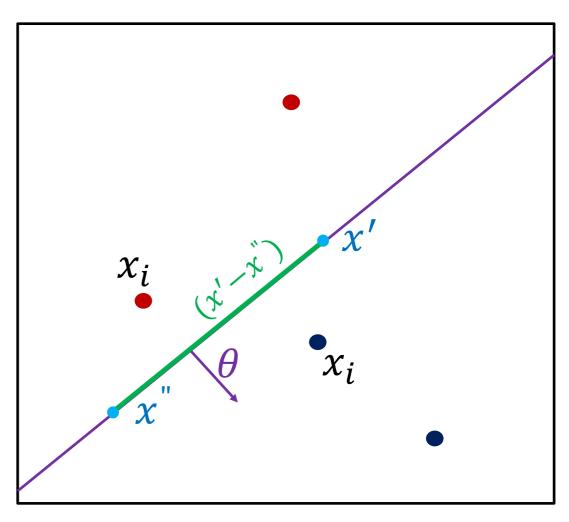
You should ask me why?

 x_2

Consider x' and x'' on the plane

$$x'\theta + b = 0$$
 and $x''\theta + b = 0$
 $x'\theta + b = x''\theta + b$

$$(x'-x'')\theta=0$$



 x_1

What is the distance of my fat margin?

What is the distance between x_i and the plane?

Let's take any point x on the line:

Distance would be projection of $(x_i - x)$ vector on θ .

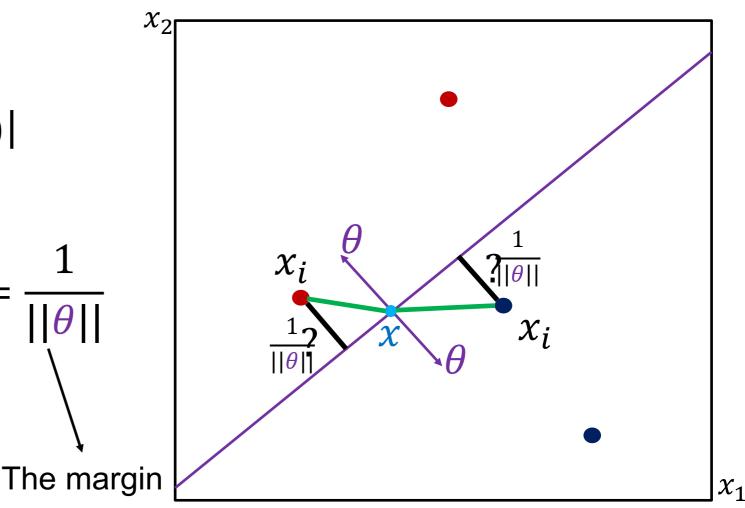
To project the vector, we need to normalize θ to get the unit vector.

$$\hat{\theta} = \frac{\theta}{\|\theta\|} \Rightarrow \text{distance} = \left| (x_i - x) \hat{\theta} \right| \text{ which is the dot product}$$

$$\operatorname{distance} = \frac{1}{||\theta||} |(x_i\theta - x\theta)|$$

$$= \frac{1}{||\theta||} |(x_i\theta + b - x\theta - b)| = \frac{1}{||\theta||}$$

$$|x_i\theta + b| = 1$$
A point on the decision line $x\theta + b = 0$



Now we need to maximize the margin

-Maximize
$$\frac{1}{||\theta||}$$

Subject to Min value of
$$|x_i\theta + b| = 1 \Rightarrow nearest \ neighbour$$

 $i = 1, 2, ..., N$

There is a "min" in our constraining; it can be hard to optimize this problem(non-convex form)

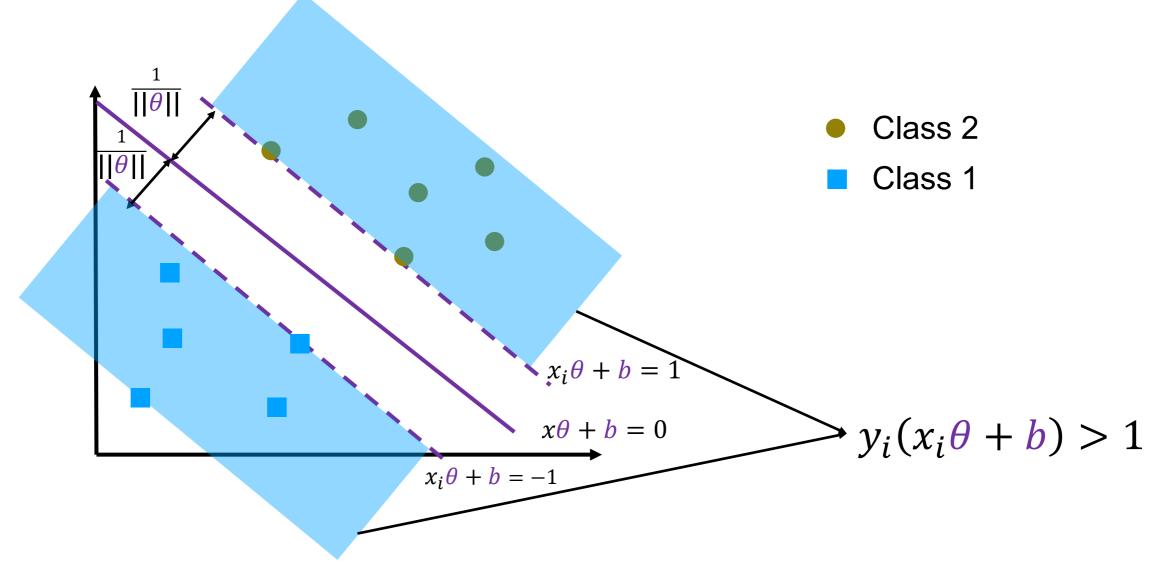
Can I write the following term to get rid of absolute value?

$$|x_i\theta + b| = y_i(x_i\theta + b) \Rightarrow$$
 for a correct classification

If min
$$|x_i\theta + b| = 1 \Rightarrow so it can be at least 1$$

Maximize
$$\frac{1}{||\theta||}$$

Subject to
$$y_i(x_i\theta + b) \ge 1$$
 for $i = 1, 2, ..., N$



Maximize
$$\frac{2}{||\theta||}$$

If $\theta \neq 0$, there exists a max value

Subject to
$$y_i(x_i\theta + b) \ge 1$$
 for $i = 1, 2, ..., N$

Minimize
$$\frac{1}{2}\theta\theta^T$$

Subject to
$$y_i(x_i\theta + b) \ge 1$$
 for $i = 1, 2, ..., N$

Constrained optimization

Minimize
$$\frac{1}{2}\theta\theta^T$$

Subject to
$$y_i(x_i\theta + b) \ge 1$$
 for $i = 1, 2, ..., N$

$$\theta \in \mathbb{R}^d, b \in \mathbb{R}$$

Using Lagrange method: But wait, there is an inequality in our constraints

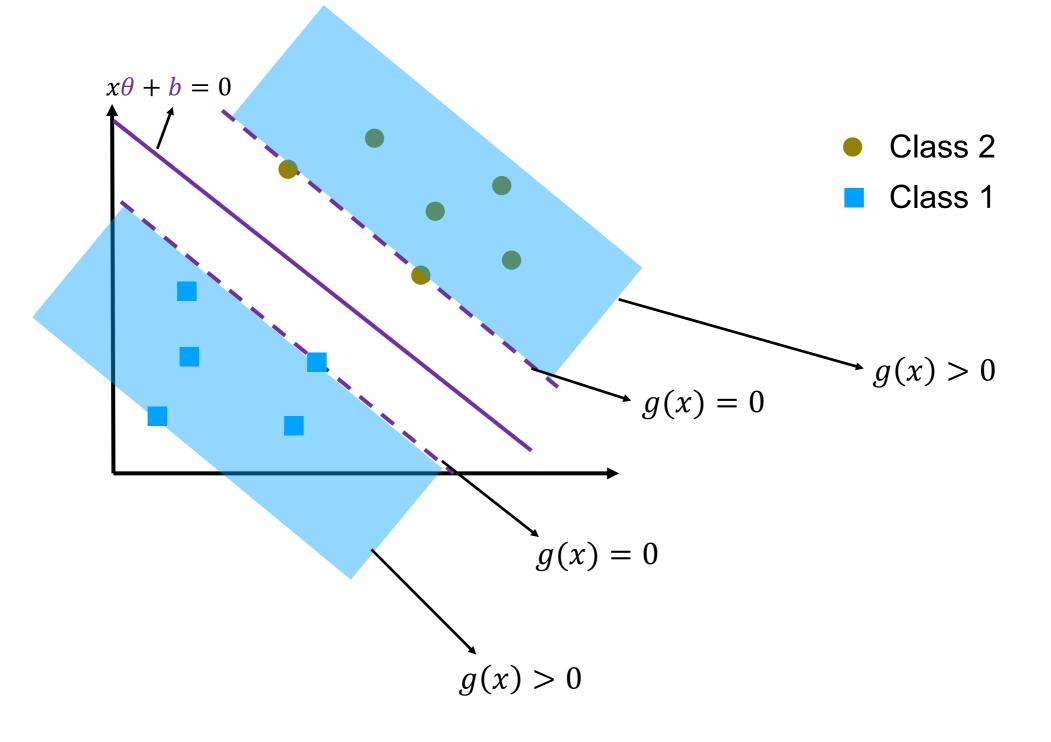
We use Karush-Kuhn-Tucker (KKT) condition to deal with this problem

$$g(x) = y_i(x_i\theta + b) - 1$$
 $\alpha = lagrange multiplier$

1) Stationary

We need to optimize θ , b, and α

- 2) $g(x) \ge 0$ Primal feasibility
- 3) $\alpha \ge 0$ Dual feasibility
- 4) $g(x)\alpha = 0$ Complementary slackness $\Rightarrow \begin{cases} g(x) > 0, & \alpha = 0 \\ \alpha > 0, & g(x) = 0 \end{cases}$



$$g(x) = y_i(x_i\theta + b) - 1$$

3)
$$g(x)\alpha = 0$$
 Complementary slackness $\Rightarrow \begin{cases} g(x) > 0, & \alpha = 0 \\ \alpha > 0, & g(x) = 0 \end{cases}$

Lagrange formulation

$$\frac{1}{2}\theta\theta^T$$

Minimize
$$\frac{1}{2}\theta\theta^T$$
 s.t. $y_i(x_i\theta + b) - 1 \ge 0$

$$\mathcal{L}(\theta, b, \alpha) = \frac{1}{2}\theta\theta^T - \sum_{i=1}^N \alpha_i (y_i(x_i\theta + b) - 1)$$

Minimize w.r.t θ and b and maximize w.r.t each $\alpha_i \geq 0$

$$abla_{\theta} \mathcal{L}(\theta, b, \alpha) = \theta - \sum_{i=1}^{N} \alpha_{i} y_{i} x_{i} = 0$$

$$abla_{b} \mathcal{L}(\theta, b, \alpha) = -\sum_{i=1}^{N} \alpha_{i} y_{i} = 0$$

$$\theta = \sum_{i=1}^{N} \alpha_i y_i x_i$$

$$\sum_{i=1}^{N} \alpha_i y_i = 0$$

Let's substitute these in the Lagrangian:

$$\mathcal{L}(\theta, b, \alpha) = \frac{1}{2}\theta\theta^T - \sum_{i=1}^{N} \alpha_i (y_i(x_i\theta + b) - \mathbf{1})$$

$$\mathcal{L}(\theta, b, \alpha) = \sum_{i=1}^{N} \alpha_i + \frac{1}{2}\theta\theta^T - \sum_{i=1}^{N} \alpha_i (y_i(x_i\theta + b))$$

$$\mathcal{L}(\theta, b, \alpha) = \sum_{i=1}^{N} \alpha_i + \frac{1}{2}\theta\theta^T - \sum_{i=1}^{N} \alpha_i (y_i(x_i\theta)) = \sum_{i=1}^{N} \alpha_i + \frac{1}{2}\theta\theta^T - \theta\theta^T =$$

$$= \sum_{i=1}^{N} \alpha_i - \frac{1}{2}\theta\theta^T$$

$$\theta = \sum_{i=1}^{N} \alpha_i y_i x_i$$

$$\sum_{i=1}^{N} \alpha_i y_i = 0$$

$$\mathcal{L}(\theta, b, \alpha) = \sum_{i=1}^{N} \alpha_i - \frac{1}{2} \theta \theta^T$$

$$\mathcal{L}(\boldsymbol{\theta}, \boldsymbol{b}, \boldsymbol{\alpha}) = \sum_{i=1}^{N} \alpha_i - \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} y_i y_j \alpha_i \alpha_j x_i x_j^T$$

maximize w.r.t each $\alpha_i \geq 0$ for i = 1, ..., N and

$$\sum_{i=1}^{N} \alpha_i y_i = 0$$

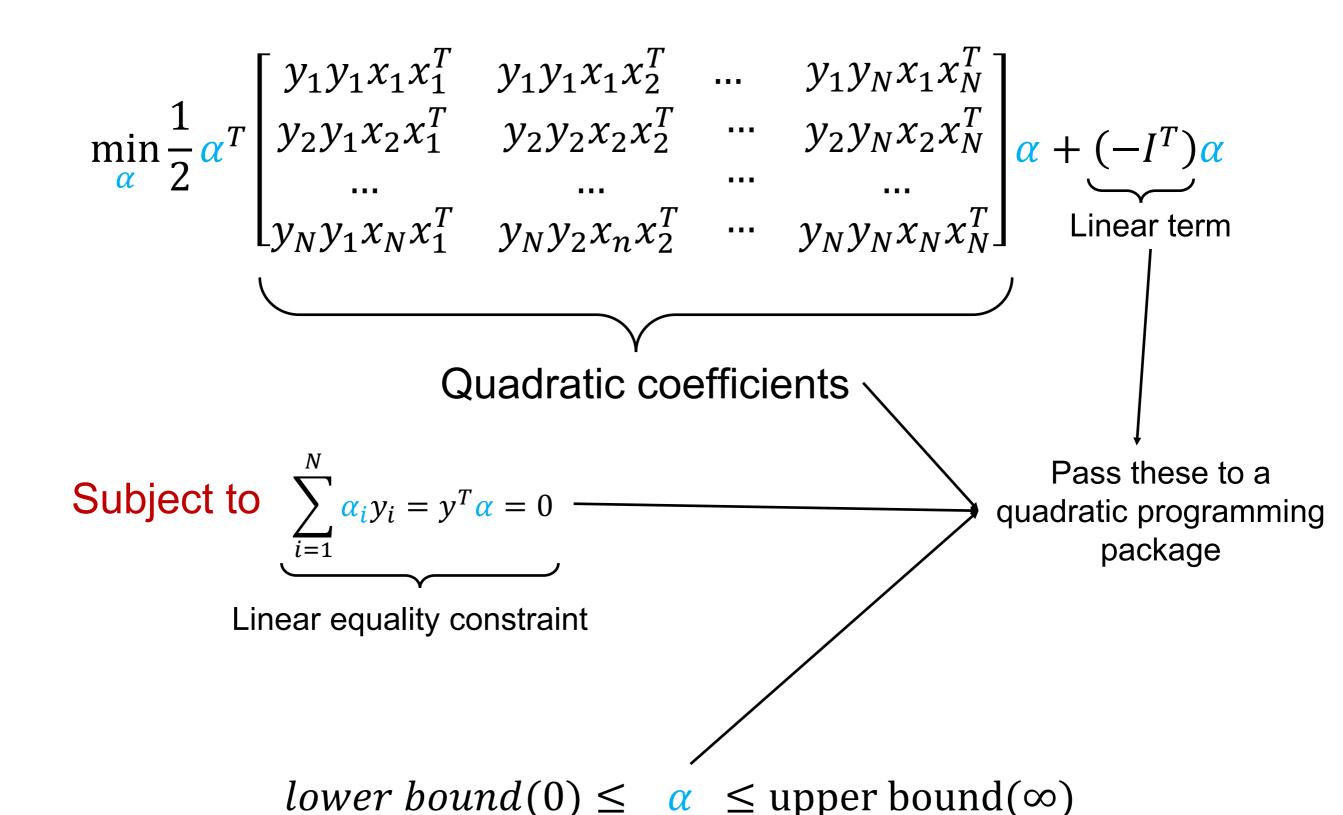
The solution – quadratic programming

$$\max_{\alpha} \sum_{i=1}^{N} \alpha_i - \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} y_i y_j \alpha_i \alpha_j x_i x_j^T$$

Quadratic programming packages usually use "min"

$$\min_{\alpha} \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} y_i y_j \alpha_i \alpha_j x_i x_j^T - \sum_{i=1}^{N} \alpha_i$$

$$\min_{\alpha} \frac{1}{2} \alpha^{T} \begin{bmatrix} y_{1}y_{1}x_{1}x_{1}^{T} & y_{1}y_{2}x_{1}x_{2}^{T} & \dots & y_{1}y_{N}x_{1}x_{N}^{T} \\ y_{2}y_{1}x_{2}x_{1}^{T} & y_{2}y_{2}x_{2}x_{2}^{T} & \dots & y_{2}y_{N}x_{2}x_{N}^{T} \\ \dots & \dots & \dots & \dots \\ y_{N}y_{1}x_{N}x_{1}^{T} & y_{N}y_{2}x_{N}x_{2}^{T} & \dots & y_{N}y_{N}x_{N}x_{N}^{T} \end{bmatrix} \alpha + (-I^{T})\alpha$$



$$\min_{\alpha} \frac{1}{2} \alpha^T Q \alpha - 1^T \alpha \quad \text{subject to} \quad y^T \alpha = 0; \alpha \ge 0$$

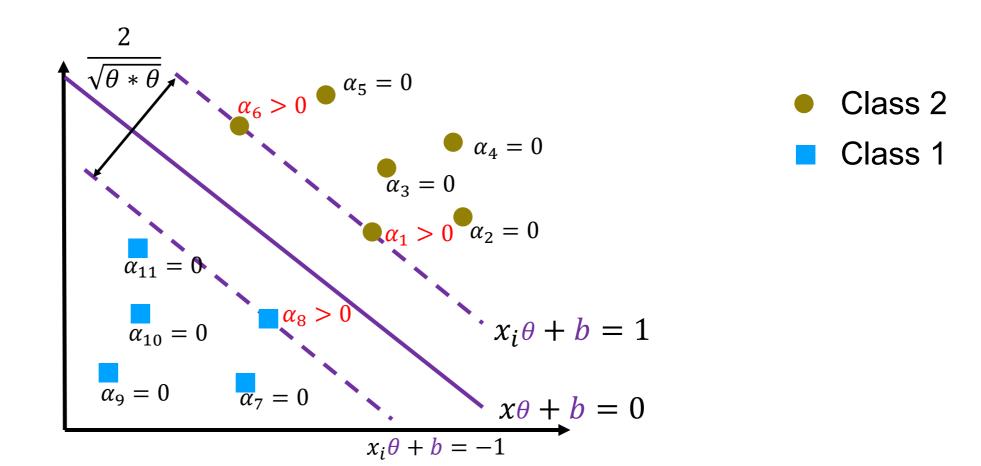
Quadratic programming will give us α

Solution: $\alpha = \alpha_1, ..., \alpha_N$

KKT condition
$$(\alpha_i g_i(\theta) = 0)$$
: $\alpha_i (y_i(x_i \theta + b) - 1) = 0$

$$(y_i(x_i\theta + b) - 1) > 0 \Rightarrow \alpha_i = 0$$

$$(y_i(x_i\theta + b) - 1) = 0$$
 \Rightarrow $\alpha_i > 0 \Rightarrow x_i \text{ is a support vector}$



Training

$$\theta = \sum_{i=1}^{N} \alpha_i y_i x_i$$

No need to go over all datapoints

$$\rightarrow \theta = \sum_{x_i \text{in } SV} \alpha_i y_i x_i$$

and for b pick any support vector and calculate: $y_i(x_i\theta + b) = 1$

Testing

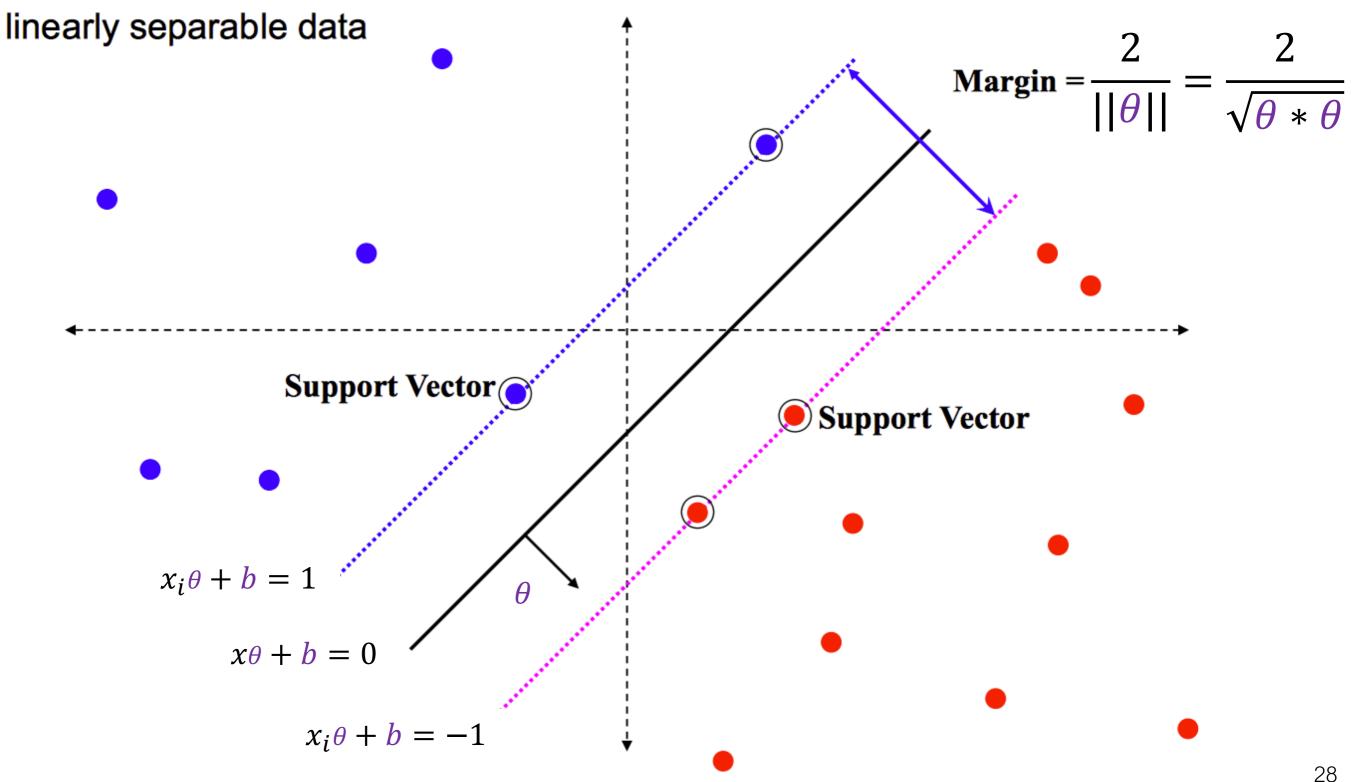
For a new test point s

Compute:

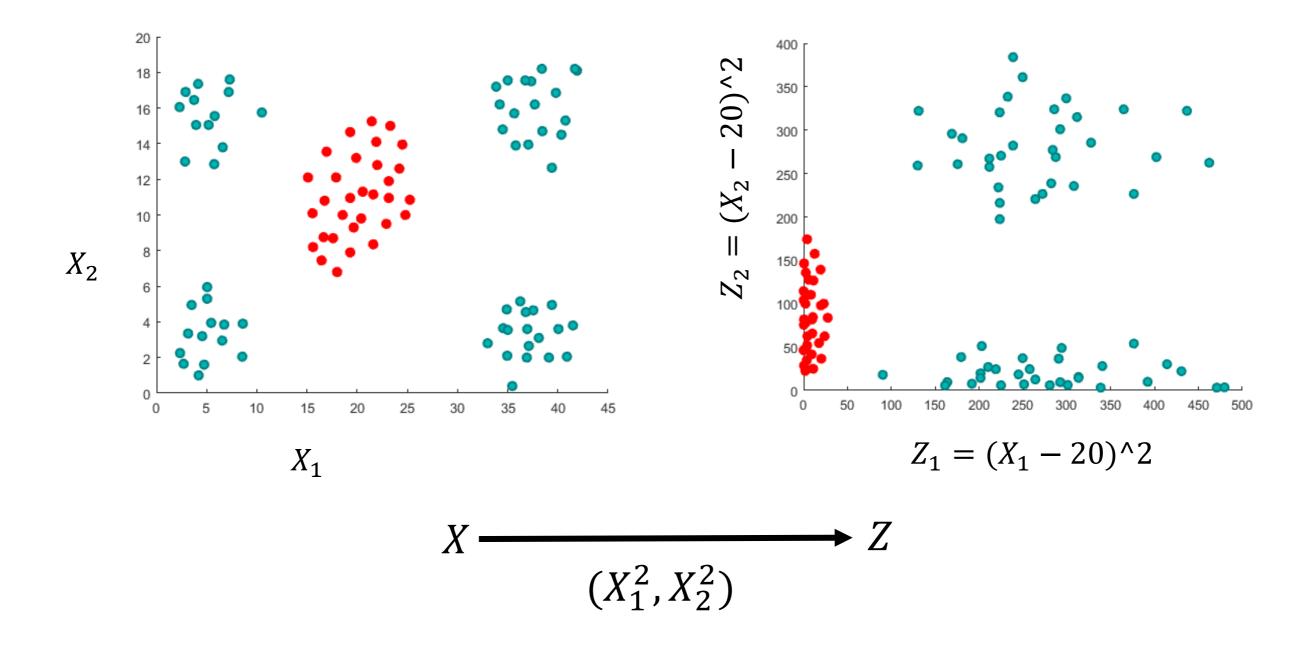
$$s\theta + b = \sum_{x_i in \, SV} \alpha_i y_i x_i s^T + b$$

Classify s as class 1 if the result is positive, and class 2 otherwise

Geometric Interpretation

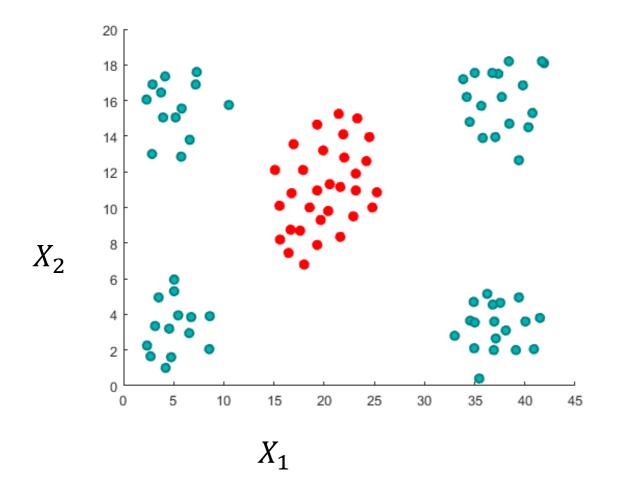


From x to z space



In x space

$$\max_{\alpha} \sum_{i=1}^{N} \frac{\alpha_i}{\alpha_i} - \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} y_i y_j \alpha_i \alpha_j x_i x_j^T$$

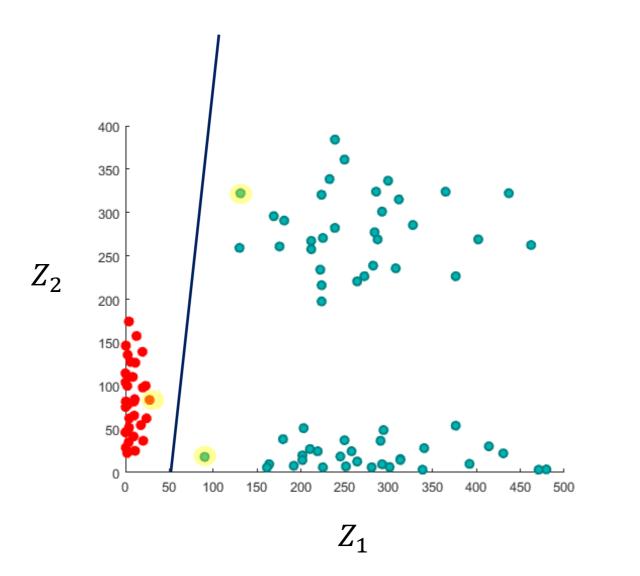


 $let's say x is n \times d$ xx^{T} will be $n \times n$

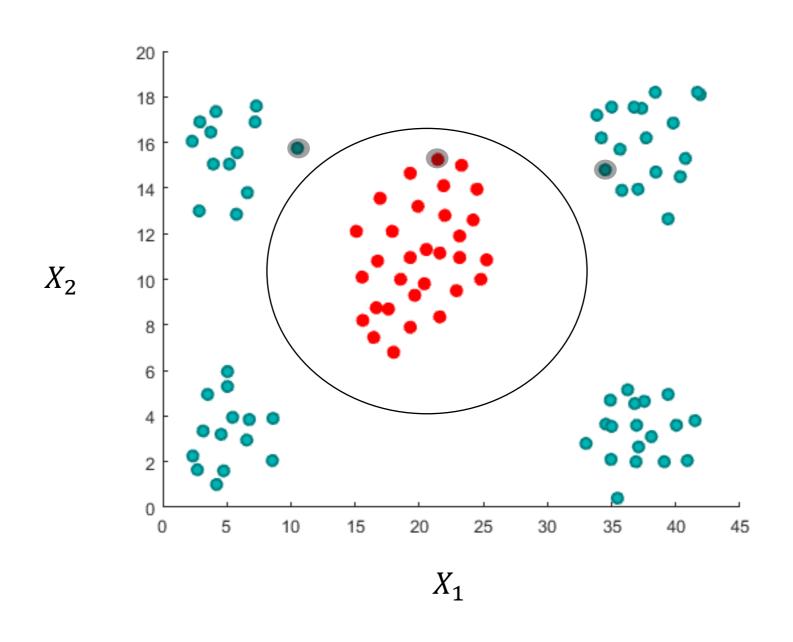
If I add millions of dimensions to x, would it affect the final size of xx^T ?

In z space

$$\max_{\alpha} \sum_{i=1}^{N} \alpha_i - \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} y_i y_j \alpha_i \alpha_j \mathbf{z}_i \mathbf{z}_j^T$$



In x space, they are called pre-images of support vectors



Take-Home Messages

- Linear Separability
- Perceptron
- SVM: Geometric Intuition and Formulation