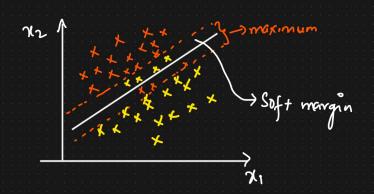
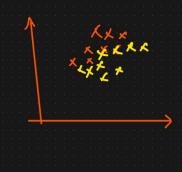
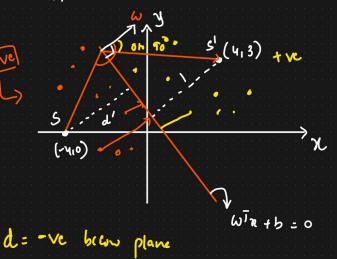


Soft Margin And Hard Margin In SVM





(Support Vector Machines (SVC) Maths Intuition



$$axtby+c=0$$

$$b$$

$$b$$

$$axtby+c=0$$

$$b$$

$$b$$

$$axtby+c=0$$

$$b$$

$$b$$

$$axtby+c=0$$

d= tre above plane

$$\frac{1}{\sqrt{2}} = \frac{1}{\sqrt{2}}$$

$$\frac{1}{\sqrt{2}} = \frac{1$$

$$\omega^{T} x_{1} + b = 1$$

$$\omega^{T} x_{2} + b = -1$$

$$(.) (+)$$

$$\omega^{T} (x_{1} - x_{2}) = +2$$

$$||\omega||$$

Unit vector of Magnitude of the veetor is 1 }

Cost function

For all correct points

Constraint -> y: * (wix+b) >1

Maximize $\frac{2}{|\omega|}$ =) Nin $\frac{|\omega|}{2}$ | ω , ω , ω , ω