

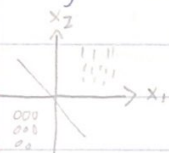
02/07

# Support Vector Machine (SVM)

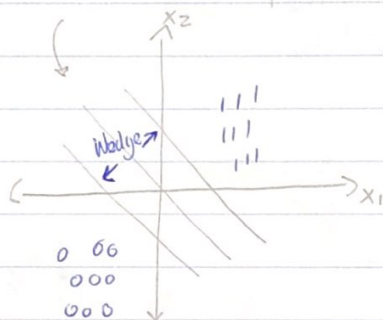
Assume linear separability

$$y = \{0, 1\}$$

Binary Classification model



Wedge space in the lines.  
we want a line that separates both spaces evenly



$$\mathcal{H} = \{ \vec{w} \cdot \vec{x} - b \geq 0 : \vec{w} \in \mathbb{R}^p, b \in \mathbb{R} \}$$

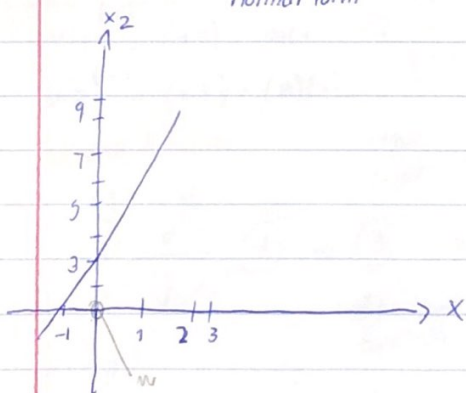
Hesse  
normal form

Where is  $\vec{w}$

On the plot?

"Normal vector"

it is  $\perp$  perpendicular to the hyperplane



$$l: x_2 = 2x_1 + 3$$

$$\Rightarrow 2x_1 - x_2 + 3 = 0$$

$$\underbrace{\begin{bmatrix} 2 \\ -1 \end{bmatrix}}_{\vec{w}} \cdot \underbrace{\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}}_{\vec{x}} - \underbrace{3}_{b} = 0$$

$$\|\vec{w}\| := \sqrt{\sum_{i=1}^p w_i^2} = \sqrt{\vec{w} \cdot \vec{w}}$$

$$\vec{w}_0 := \frac{\vec{w}}{\|\vec{w}\|} \quad \text{the normal vector w/ length 1.}$$

let  $\vec{z} = \alpha \vec{w}_0$

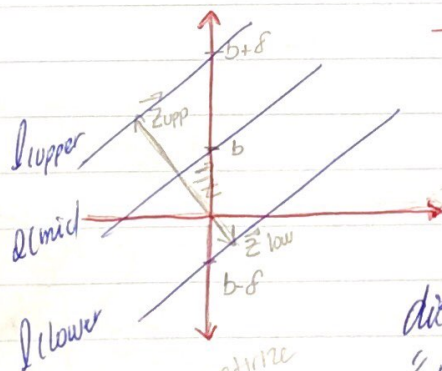
$$\|\vec{z}\| = \sqrt{\sum_{i=1}^p (\alpha w_i)^2} = \sqrt{\alpha^2 \sum_{i=1}^p w_{0,i}^2} = |\alpha| \|\vec{w}_0\| = |\alpha|$$

Find  $\vec{z}$  which starts from origin to  $Q$ :

$$\vec{w} \cdot \vec{z} - b = 0$$

$$\vec{w} \cdot (\alpha \vec{w}_0) - b = 0 \Rightarrow \alpha \frac{\vec{w} \cdot \vec{w}_0}{\|\vec{w}\|} = b \Rightarrow \alpha \frac{\|\vec{w}\|^2}{\|\vec{w}\|} = b \Rightarrow$$

$$\alpha = \frac{b}{\|\vec{w}\|}$$



$$\rightarrow L_u: \vec{w} \cdot \alpha \vec{w}_0 - (b + \delta) = 0 \Rightarrow L_u = \frac{b + \delta}{\|\vec{w}\|}$$

$$L_l = \alpha_l = \frac{b - \delta}{\|\vec{w}\|}$$

distance between upper & lower line, the "Margin"

$$\text{Margin} = L_u - L_l = \frac{b + \delta}{\|\vec{w}\|} - \frac{b - \delta}{\|\vec{w}\|} = \frac{2\delta}{\|\vec{w}\|}$$

$$\vec{w} \cdot \vec{x} - b = 0$$

$$c \vec{w} \cdot \vec{x} - cb = 0$$

set  $\delta = 1$

Because of that we will set one parameter to be what we want.

2 or size of  $\|\vec{w}\|$

• We want to maximize the margin.

Maximize margin  $\Leftrightarrow$  minimize  $\|\vec{w}\|$

minimize  $\|\vec{w}\|$

to max



▷ We want to create

the wedge the biggest possible

we have express the wedge =  $\frac{2}{\|\vec{w}\|}$

All  $y_i = 1$  must have their  $x_i$ 's above  $L+1$ .

$$\forall_i \quad y_i = 1 \quad \vec{w} \cdot \vec{x}_i - (b+1) \geq 0$$

$$\Rightarrow \vec{w} \cdot \vec{x}_i - b \geq 1$$

then multiply both sides by  $(y_i - \frac{1}{2})$

$$\Rightarrow (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \geq y_i - \frac{1}{2}$$

Since  $y_i = 1 \Rightarrow$  intentionally  $(y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \geq \frac{1}{2}$

All  $y_i = 0$  next have their  $y_i$ 's both  $L > 1$

$$\vec{w} \cdot \vec{x}_i - (b-1) \geq 0$$

$$\Rightarrow \vec{w} \cdot \vec{x}_i - b + 1 \geq 0$$

$$\vec{w} \cdot \vec{x}_i - b \geq -1$$

Multiply both sides by  $y_i = -\frac{1}{2}$

$$(y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \geq -y_i + \frac{1}{2}$$

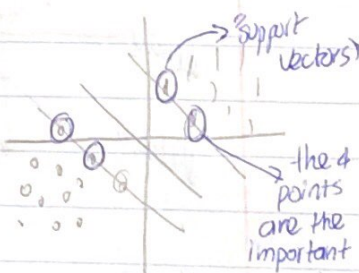
Since  $y_i = 0 \Rightarrow (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \geq \frac{1}{2}$

$$\forall_i \quad (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \geq \frac{1}{2}$$

this do that

lower line on 0

upper line on 1's



this will make  
all the 0 go  
up and  
all 1's go down.

margin  
maximization

$$\min_{\|\vec{w}\|} \sum_i^N \text{s.t.}^{\wedge} (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \geq 0$$

solve  $\vec{w}, b$ .

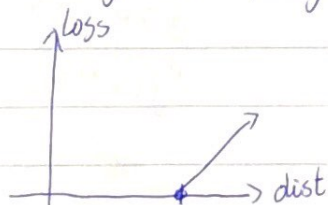
for con is we allow violation

so if  $i = .49 \neq 0.5$  yet we take it  $\Rightarrow$  violation

$$H_i = \max \left\{ 0, \frac{1}{2} - (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \right\} \Rightarrow \text{if condition satisfy error } 0$$

if this gives us error, the error is what we know how much we are missing

hinge error / hinge loss



$$\Rightarrow \text{if } (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) = \frac{1}{2} + d \neq \frac{1}{2}$$

$$H = \max \left\{ \frac{1}{2} - (\frac{1}{2} + d), 0 \right\} = \max \{ -d, 0 \} = 0$$

Sum of hinge Error

$$\sum H_i = \sum_{i=1}^N \max \left\{ 0, \frac{1}{2} - (y_i - \frac{1}{2}) (\vec{w} \cdot \vec{x}_i - b) \right\}$$

We can do sum

A = minimize  $\sum H_i$

How far away from what I want.

or

average

Find  $\vec{w}, b$  s.t. A.H.E is minimal.

A.H.E



Write  
lecture  
again

We want both min error (distance of the distance from line)  
and maximum margin:

Vapnik (1963) proposed:

$$\arg \min_{\vec{w}, b} \left\{ \underbrace{AHE}_{\text{margin}} + \underbrace{\lambda \|\vec{w}\|^2}_{\text{max wedge}} \right\}$$

margin      mini over error

hyperparameter / tuning parameter  
has to be explicit  
in both  
it is my choice.

From this

$$\rightarrow g = A(\mathcal{D}, H, \lambda)$$

$y = \{0, 1, \dots, L\}, L \geq 2$   
nominal  
{Red, Green, blue, ...}

$$\begin{aligned} d &> 0 \\ d(x, y) &= d(y, x) \\ d(x, x) &= 0 \end{aligned}$$

Null model:  $g = \text{Mode}(y)$

Mode ???

this is hyperparameter  
it

a distance  
function

Consider the Model

nearest neighbor  
algorithm

$$g(x_*) = y_i \text{ s.t. } i = \arg \min_{i=1 \dots n} \{d(\vec{x}_*, \vec{x}_i)\}$$

create  
to put  
there  
 $x_*$

represents  
data  
 $x_* \rightarrow$  new data  
point

prediction new datapoint

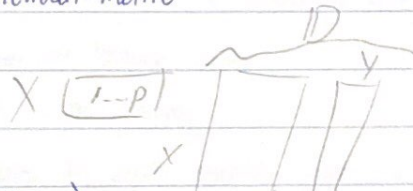
if has to be  
 $> 0$

just by

$y_i$  that correspond  $x_i$   
closer to  $x_*$

$$d(\vec{x}_*, \vec{x}_i) = \sqrt{\sum_{j=1}^p (x_{*,j} - x_{i,j})^2}$$

↓  
Euclidean metric



$$H = \{ \}$$

$$A = \{ \dots \}$$

$$g(x_*) = \text{Mode}[y_1, \dots, y_k] \rightarrow \text{new hyperparameter}$$

where  $y_1, \dots, y_k$  correspond to the  $k$  closest observation in  $D$  to  $x_*$ .

$K$ -new neighbor (KNN)

dict  $\phi a = \text{first}$

$\phi a \rightarrow \text{new}$   
[1] first