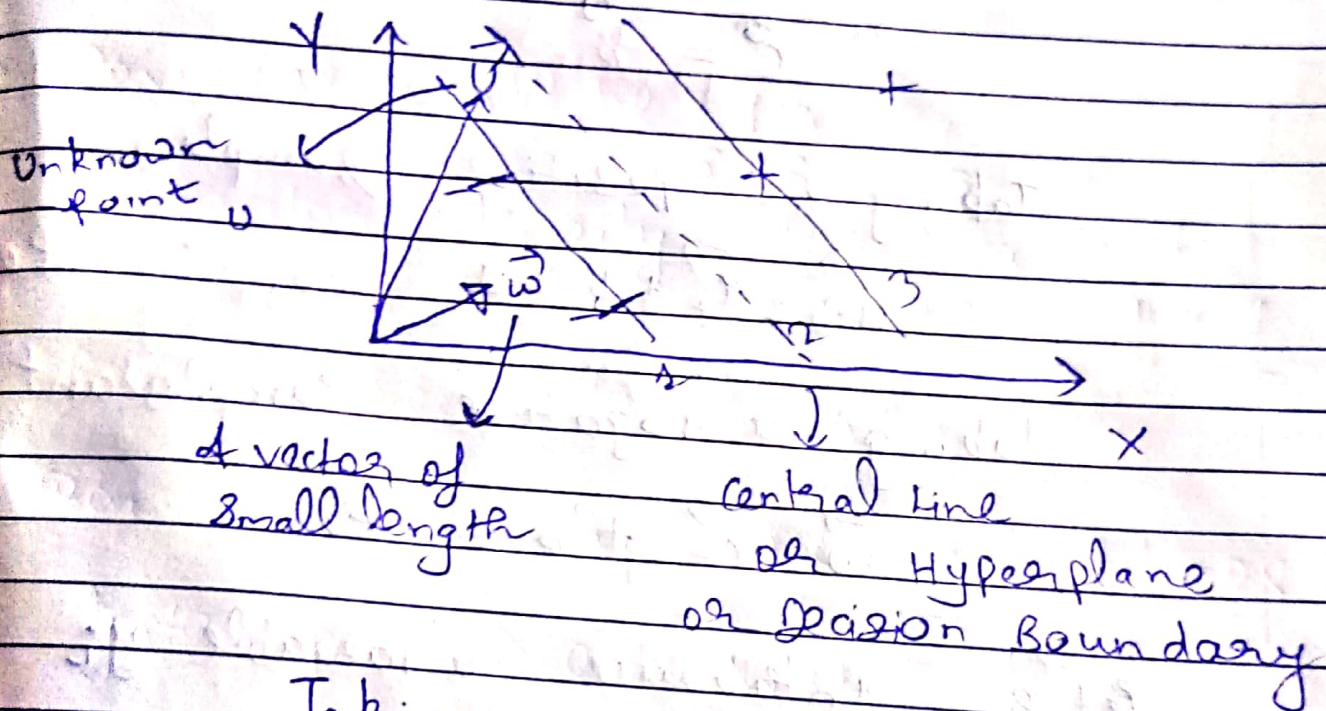


## SVM classifier

Consider a system where we want to classify data points as positive and negative.



Taking dot product of  $w$  &  $u$

$$\vec{w} \cdot \vec{u} \geq c \quad \text{where } c \text{ is a constant}$$

Or we could say without the loss of generality

$$\vec{w} \cdot \vec{u} + b \geq 0 \quad \text{Then}$$

Decision rule

①



$$\boxed{\phantom{0}} + \boxed{\phantom{0}} + \boxed{2} + \boxed{\phantom{0}} + \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$\vec{b}$  has to be perpendicular to  $H_0$   
~~median of the~~ decision boundary.  
 But we do not know its  
 length. Nor we know  $\vec{b}$

$$\vec{c} = -\vec{b}$$

Taking a positive sample,

$$\vec{w} \cdot \vec{x}_+ + b \geq 1$$

Taking a negative sample,

$$\vec{w} \cdot \vec{x}_- + b \leq -1$$

Let's introduce a variable  $y_i$

$y_i$  such that  $y_i = +1$  for +  
 samples and  $y_i = -1$  for -  
 samples.

For + samples

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

For - samples

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



$$y_i (\vec{x}_i \cdot \vec{w} + b) - 1 > 0$$

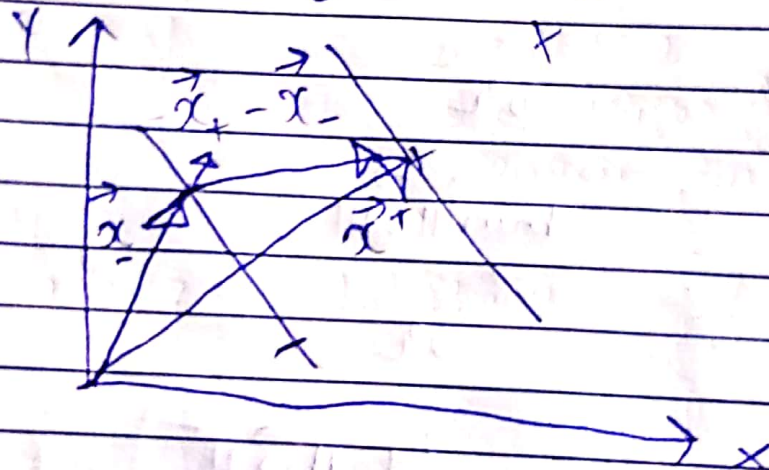
Now,

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

For  $x_i$  on lines 1 & 3 is passing through the support vectors.

①

Redrawing the figure



$$\text{width} = (\vec{x}_+ - \vec{x}_-) \cdot \frac{\vec{w}}{\|\vec{w}\|}$$

$$\vec{x}_+ \cdot \vec{w} = 1 - b$$

$$\vec{x}_- \cdot \vec{w} = -1 - b$$

from ②



$$\square + \square + \textcircled{4} \square + \square + \square = \square$$

$$\therefore \text{width} = \frac{2}{\|\vec{w}\|} \quad \text{--- (3)}$$

We need to maximize the width

$$\max \left( \frac{2}{\|\vec{w}\|} \right)$$

or

$$\max \left( \frac{1}{\|\vec{w}\|} \right)$$

dropping the constant

or

$$\min(\|\vec{w}\|)$$

or

$$\min \left( \frac{1}{2} \|\vec{w}\|^2 \right)$$

In order to maximize the width

$$L = \frac{1}{2} \|\vec{w}\|^2 - \lambda \left[ y_0(\vec{w} \cdot \vec{a} + b) - 1 \right]$$

Taking Partial Derivative w.r.t  $\vec{w}$  and setting it to 0



⑤

$$\boxed{\phantom{0}} + \boxed{\phantom{0}} + \boxed{\phantom{0}} + \boxed{\phantom{0}} + \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$$\frac{\partial L}{\partial \vec{w}} = \vec{w} - \sum_i \alpha_i y_i x_i = 0$$

$$\Rightarrow \boxed{\vec{w} = \sum_i \alpha_i y_i x_i}$$

Taking partial derivative w.r.t b

$$\frac{\partial L}{\partial b} = -\sum_i \alpha_i y_i = 0$$

$$\Rightarrow \boxed{\sum_i \alpha_i y_i = 0}$$

$$\begin{aligned} \therefore L &= \frac{1}{2} \left( \sum_i \alpha_i y_i x_i \right) \left( \sum_j \alpha_j y_j x_j \right) \\ &\quad - \sum_i \alpha_i y_i x_i \cdot \left( \sum_j \alpha_j y_j x_j \right) \\ &\quad - \sum_i \alpha_i y_i b + \sum_i \alpha_i \end{aligned}$$

$$\boxed{L = \sum_i \alpha_i - \frac{1}{2} \sum_i \sum_j \alpha_i \alpha_j y_i y_j x_i \cdot x_j}$$

we need to maximize L

$$\boxed{\phantom{0}} + \boxed{\phantom{0}} + \textcircled{6} \boxed{\phantom{0}} + \boxed{\phantom{0}} + \boxed{\phantom{0}} = \boxed{\phantom{0}}$$

$$\{x_i, y_i; x_i \cdot \vec{v} + b \geq 0 \text{ True} +$$

else - samples

Here,  $\vec{v}$  is the unknown point