Machine Learning Review Support Vector Machines

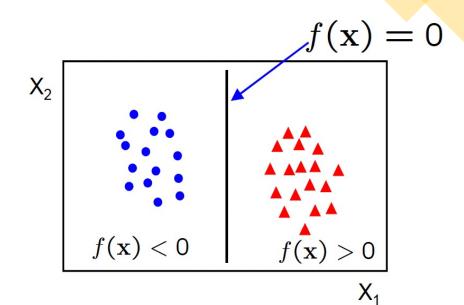
SVM

- We approach the classification problem in a direct way:
 - We try and find a plane that separates the classes in the feature space.
- If we cannot, we get creative:
 - We soften what we mean by "separates"

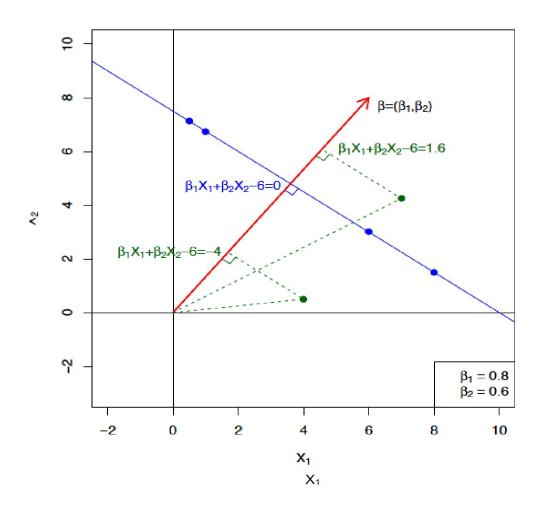
What is a hyperplane?

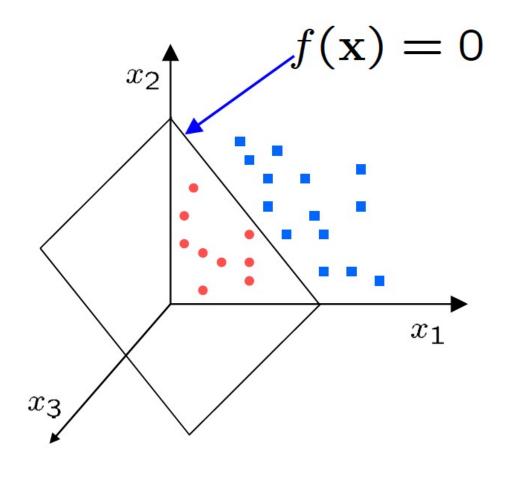
$$\bullet f(x) = W^T X + b$$

- A hyperplane in p dimensions is a subspace of dimension p − 1.
- In 2-D, a hyperplane is a line.
- General form: $\beta_0 + \beta_1 X_1 + \beta_2 X_2 ... + \beta_p X_p = 0$
- The weight vector W is called the normal vector it points in a direction orthogonal to the surface of a hyperplane.

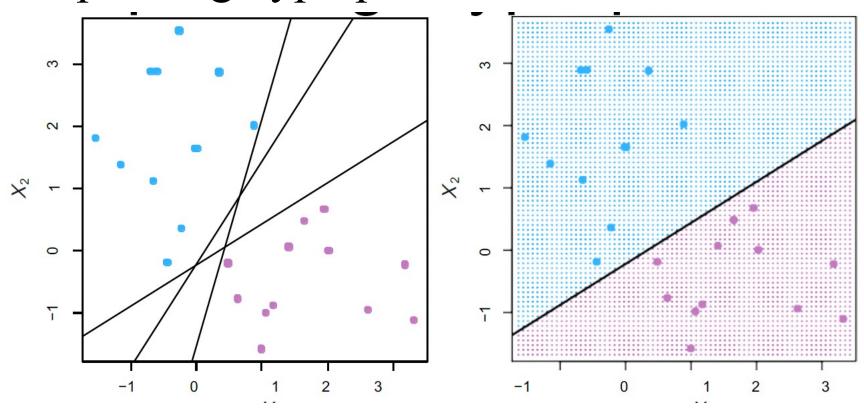






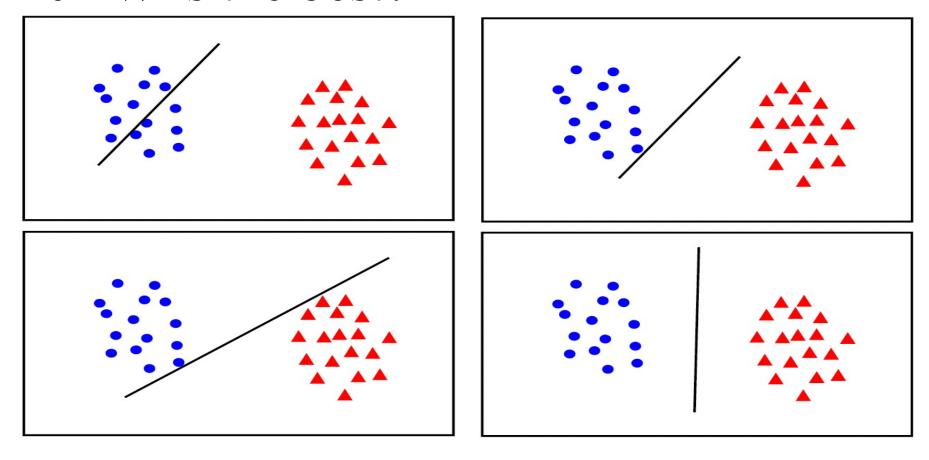


Separating hyperplanes

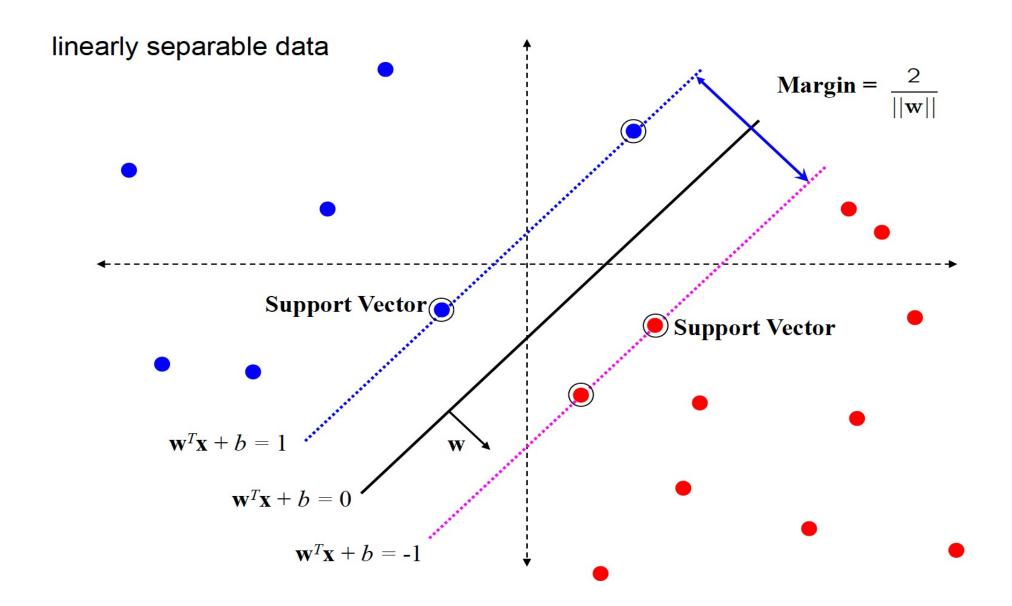


f(x) > 0 for data points on one side of the hyperplane; f(x) < 0 for data points on the other side of the hyperplane.

Which W is the best?



• Maximum margin solution: among all separating hyperplanes, find the one that makes the biggest gap or margin between the two classes.



Margin representation

•
$$w^T x_1 + b = 1$$

•
$$w^T x_2 + b = 0$$

•
$$w^T(x_1 - x_2) = 1$$

•
$$d = x_1 - x_2$$

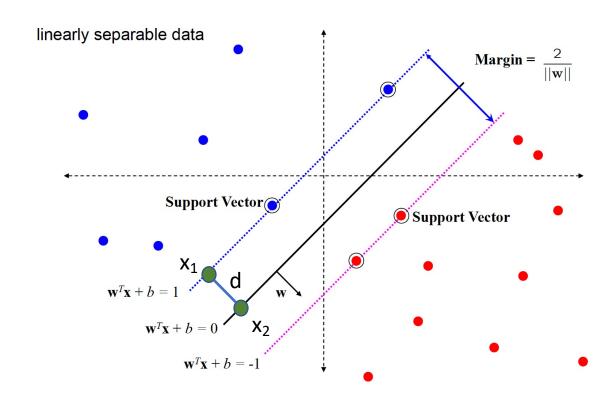
•
$$w^T d = 1$$

- because $cos(\theta) = 1$ (w and d are parallel)
- and $cos(\theta) = \frac{w^T d}{\|w\| \|d\|}$

• so
$$\frac{w^T d}{\|w\| \|d\|} = 1$$

•
$$\frac{1}{\|w\| \|d\|} = 1$$

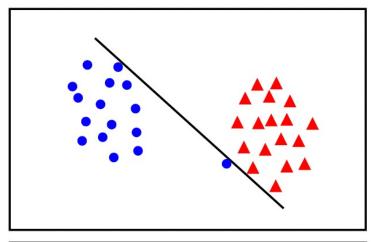
• Therefore $||d|| = \frac{1}{||w||}$



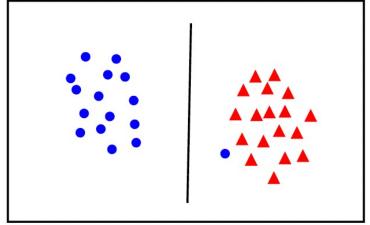
SVM optimization

- $\max \frac{2}{\|w\|}$ subject to $w^T x_i + b \ge +1$ if $y_i = +1$ for i = 1...N
- $\max \frac{2}{\|w\|}$ subject to $w^T x_i + b \le -1$ if $y_i = -1$ for i = 1...N
- Or min $||w||^2$ subject to y_i $(w^Tx_i + b) \ge 1$ for i = 1...N

Soft margin

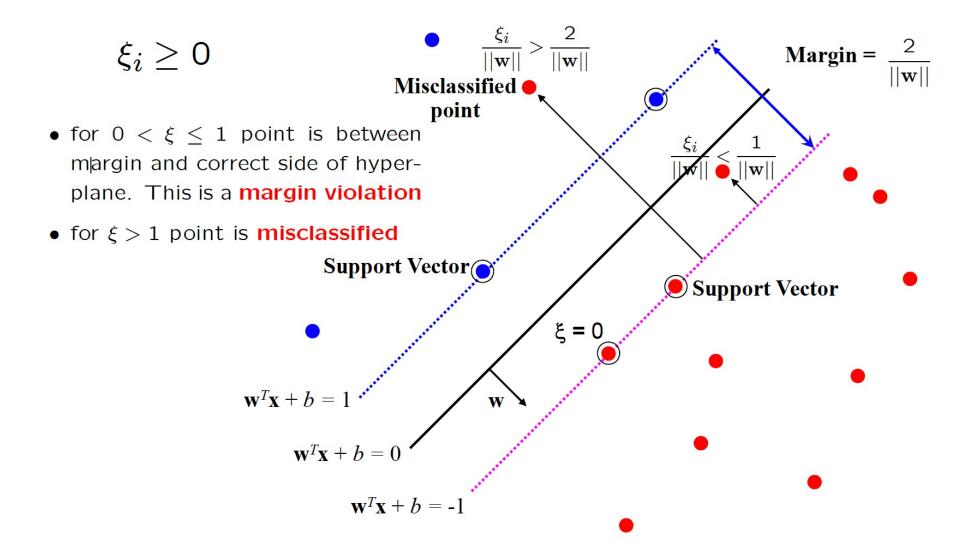


• the points can be linearly separated but there is a very narrow margin



• but possibly the large margin solution is better, even though one constraint is violated

Slack variables



Support vectors

- Only observations that either lie on the margin or that violate the margin will affect the hyperplane, and hence the classifier obtained.
- In other words, an observation that lies strictly on the correct side of the margin does not affect the support vector classifier.
- Observations that lie directly on the margin, or on the wrong side of the margin for their class, are known as support vectors. These observations do affect the support vector classifier.

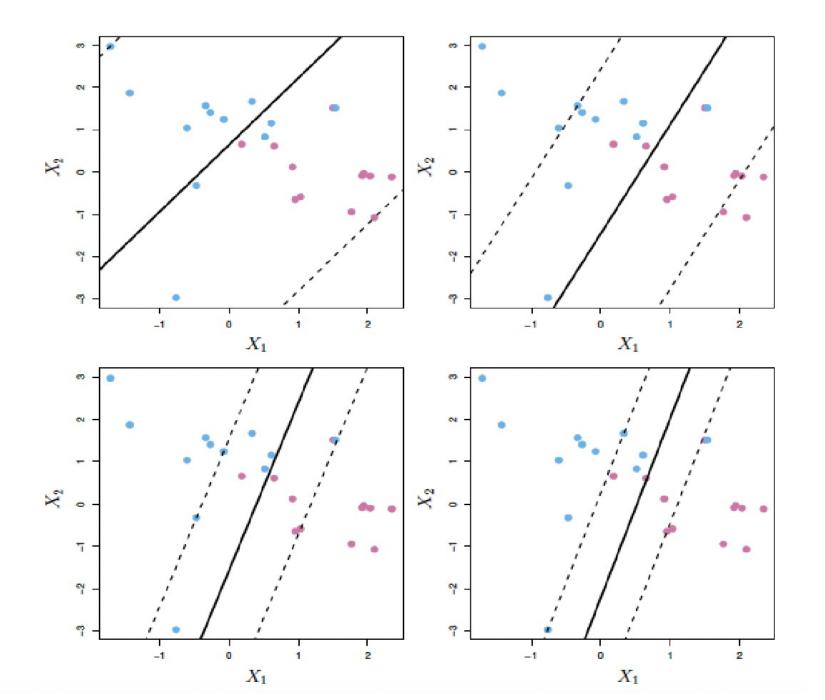
SVM optimization becomes...

$$\min \| w \|^2 + C \sum_{i=1}^{N} \xi_i$$

subject to

$$y_i (w^T x_i + b) \ge 1 - \xi_i \text{ for } i = 1...N$$

- C is a penalty parameter that determines the severity of the violations to the margin (and to the hyperplane) that we will tolerate.
- small C allows constraints to be easily ignored → large margin
- large C makes constraints hard to ignore → narrow margin
- $C = \infty$ enforces all constraints: hard margin



C is a regularization parameter

- C controls the bias-variance trade-off of the statistical learning technique.
- When C is large, we seek narrow margins that are rarely violated; this amounts to a classifier that is highly fit to the data, which may have low bias but high variance.
- On the other hand, when C is small, the margin is wider and we allow more violations to it; this amounts to fitting the data less hard and obtaining a classifier that is potentially more biased but may have lower variance.

Optimization

Learning an SVM has been formulated as a constrained optimization problem over w and ξ

min
$$||w||^2 + C \sum_{i=1}^{N} \xi_i$$
 subject to y_i $(w^T x_i + b) \ge 1 - \xi_i$ for $i = 1...N$

The constraint
$$y_i$$
 $(w^T x_i + b) \ge 1 - \xi_i$ can be written concisely as y_i $f(x_i) \ge 1 - \xi_i$

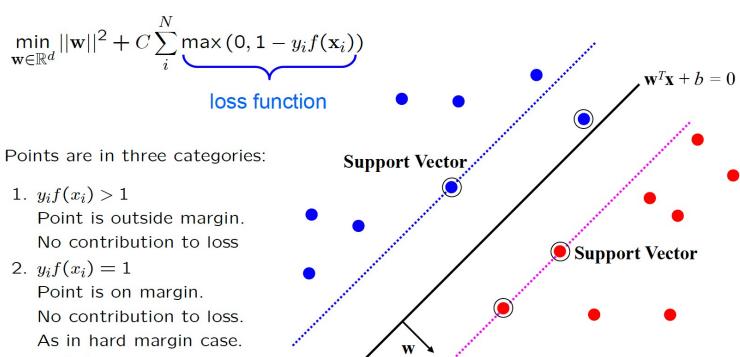
because with $\xi_i \geq 0$

$$\xi_i = \max(0, 1 - y_i \ f(x_i))$$

Then optimization is

min
$$\| w \|^2 + C \sum_{i}^{N} \max(0, 1 - y_i f(x_i))$$
regularization loss function

Hinge loss



	actual	predicted	hinge loss
[0]	+1	0.97	0.03
[1]	+1	1.20	0.00
[2]	+1	0.00	1.00
[3]	+1	-0.25	1.25
[4]	-1	-0.88	0.12
[5]	-1	-1.01	0.00
[6]	-1	-0.00	1.00
[7]	-1	0.40	1.40

3.	$y_i f(x_i) < 1$
	Point violates margin constraint.
	Contributes to loss