

# Note 1

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**VC-Dimension.** If  $\exists x_1, \dots, x_n$ , s.t.  $\mathcal{F}$  shatters  $x_1, \dots, x_n$  and  $\forall x_1, \dots, x_{n+1}$ ,  $\mathcal{F}$  can not shatter  $x_1, \dots, x_{n+1}$ .  $n$  is the **VC-dimension** of  $\mathcal{F}$

**Linear Classifier.**

$$\begin{aligned} & \max_{w,b,t} t \\ & \text{s.t. } y_i(w^T x_i + b) \geq t \\ & \|w\| = 1 \end{aligned}$$

or

$$\begin{aligned} & \min_{w,b} \frac{1}{2} \|w\|^2 \\ & \text{s.t. } y_i(w^T x_i + b) \geq 1 \end{aligned}$$

**Appendix: Game Theory & Lagrange Duality.** In two player zero-sum game, We have  $\min_{\max} = \max_{\min}$  in a Nash equilibrium.<sup>1</sup>

$$\max_{y \in A_2} \min_{x \in A_1} u_1(x, y) = \min_{x \in A_1} \max_{y \in A_2} u_1(x, y)$$

**Problem 1.** For a matrix  $M$ ,  $\min_i \max_j M_{ij} \geq \max_j \min_i M_{ij}$  which means that if two player choose pure strategy and to act sequentially, second one gets an advantage.

If two players can choose mixed strategy, a Nash equilibrium exists, so the equation above holds.

**Saddle Point Theorem.**  $f(x, y)$  Fix  $y$ ,  $f(\cdot, y)$  is convex. Fix  $x$ ,  $f(x, \cdot)$  is concave, then

$$\max_y \min_x f(x, y) = \min_x \max_y f(x, y)$$

If  $f(x), g_i(x)$  are convex and  $h_i(x)$  is linear, the optimization problem

$$\begin{aligned} & \begin{cases} \min f(x) \\ \text{s.t. } g_i(x) \leq 0 \\ h_i(x) = 0 \end{cases} \\ \iff & \begin{cases} \min_x \max_{\mu, \lambda} f(x) + \sum \mu_i h_i(x) + \sum \lambda_i g_i(x) \\ \text{s.t. } \lambda_i \geq 0 \end{cases} \\ \iff & \begin{cases} \max_{\mu, \lambda} \min_x f(x) + \sum \mu_i h_i(x) + \sum \lambda_i g_i(x) \\ \text{s.t. } \lambda_i \geq 0 \end{cases} \end{aligned}$$

Let  $L(x, \mu, \lambda) = f(x) + \sum \mu_i h_i(x) + \sum \lambda_i g_i(x)$ , solve  $\frac{\partial L}{\partial x} = 0$  to get  $x^* = \phi(\mu, \lambda)$ . It suffices to solve  $\max_{\mu, \lambda} f(\phi(\mu, \lambda)) + \sum \mu_i h_i(\phi(\mu, \lambda)) + \sum \lambda_i g_i(\phi(\mu, \lambda))$ .

$$\text{The linear classifier problem is } \begin{cases} \min_{w,b} \frac{1}{2} \|w\|^2 \\ \text{s.t. } y_i(w^T x_i + b) \geq 1 \end{cases}$$

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<sup>1</sup>A course in Game Theory, P25

$$\Longleftrightarrow \begin{cases} \min_{w,b,\lambda_i} L(w,b) = \frac{1}{2}\|w\|^2 - \sum \lambda_i [y_i(w^T x_i + b) - 1] \\ \lambda_i \geq 0 \end{cases}$$

$$L(w,b) = \frac{1}{2}\|w\|^2 - \sum \lambda_i [y_i(w^T x_i + b) - 1], w^* = \sum \lambda_i y_i x_i, \sum \lambda_i y_i = 0$$

**KKT-conditions.** (1) *Stationary:*  $\nabla L(x, \lambda, \mu)|_{x^*, \lambda^*, \mu^*} = 0$  (2) *Primal feasibility:*  $h_i(x^*) = 0, g_i(x^*) \leq 0$   
(3) *Dual Feasible*  $\lambda^* \geq 0$  (4) *Complementary slackness*  $\lambda_i g_i(x^*) = 0$

**Problem 2.** *KKT is necessary condition.*

**Problem 3.** *If  $f(x), g_i(x)$  are convex and  $h_i(x)$  is linear, KKT is sufficient condition.*

By KKT condition,  $\lambda_i^* [y_i(w^{*T} x_i + b^*) - 1] = 0$ .  $\lambda_i^* = 0$  for all  $(x_i, y_i)$  that are not closest to the hyperspace.  $\lambda_i^* \neq 0$  for all support vector. It is the Support Vector Machine (SVM).

**Term Project.** *Data space =  $[N]$ ,  $\mathcal{F} \subseteq \{0, 1\}^N$ , VC dimension  $VC(\mathcal{F}) = d$  if  $\exists i_1, \dots, i_d$ ,  $\mathcal{F}$ 's projection onto  $i_1, \dots, i_d$  contains  $\{0, 1\}^d$  and  $\forall i_1, \dots, i_{d+1}$ 's projection onto  $i_1, \dots, i_{d+1} \neq \{0, 1\}^{d+1}$*

$f \in \mathcal{F}$ ,  $\exists X_f \subseteq X$ ,  $f|_{X_f} \neq f'|_{X_f}, \forall f' \in \mathcal{F}$

*Teaching dimension of  $f$  is  $TD(f, \mathcal{F}) = \min |X_f|$ , best case teaching dimension is  $TD_{\min}(\mathcal{F}) = \min_{f \in \mathcal{F}} TD(f, \mathcal{F})$ .*

*Let  $\mathcal{F}_0 = \mathcal{F}$  and assume  $f_1$ , s.t.  $TD_{\min}(\mathcal{F}) = TD(f_1, \mathcal{F})$ ,  $\mathcal{F}_1 = \mathcal{F}_0 \setminus \{f_1\}$  and so on.*

*Define Recursive Teaching Dimension:  $RTD(\mathcal{F}) = \max_t TD_{\min}(\mathcal{F}_t)$ , then  $RTD(\mathcal{F}) = O(VC(\mathcal{F})^2)^2$*

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<sup>2</sup>Quadratic Upper Bound for Recursive Teaching Dimension of Finite VC Classes