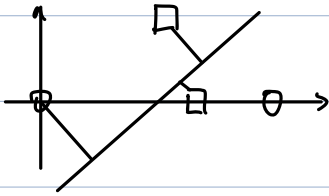


Recap: SVM

$$\hookrightarrow \min_{\underline{w}, b} \frac{1}{2} \underline{w}^T \underline{w} \quad \text{s.t.} \quad y_n (\underline{w}^T \underline{x}_n + b) \geq 1, \quad \text{for } n=1, 2, \dots, N$$



$\hookrightarrow$  constrained optimization problem

No analytical solution  $\rightarrow$  Numerical

Objective:  $\frac{1}{2} \sum_{i=1}^d w_i^2$  quadratic function in  $\{w_i\}$

Constraints linear in  $\{w_i\}$  and  $b$

case of QP problems

### 1. Quadratic programming (QP) problems:

$\hookrightarrow$  Canonical form:

$$\min_{\underline{u} \in \mathbb{R}^L} \frac{1}{2} \underline{u}^T \underline{Q} \underline{u} + \underline{p}^T \underline{u}$$

$$\text{s.t.} \quad \underline{a}_m^T \underline{u} \geq c_m, \quad \text{for } m=1, 2, \dots, M$$

where  $\underline{Q} \in \mathbb{R}^{L \times L}$ ,  $\underline{p} \in \mathbb{R}^L$ ,  $\underline{a}_m \in \mathbb{R}^L$ ,  $\forall m$  are pre-specified parameters.

$\hookrightarrow$  Note:

①  $\underline{a}_m^T \underline{u} \geq c_m$  is general

$$\text{e.g.} \quad \underline{a}^T \underline{u} \leq 1 \Leftrightarrow -\underline{a}^T \underline{u} \geq -1$$

$$\underline{a}^T \underline{u} = 1 \Leftrightarrow \begin{cases} \underline{a}^T \underline{u} \geq 1 \\ -\underline{a}^T \underline{u} \geq -1 \end{cases}$$

$>$  two constraints

$$u_i \geq 2 \Leftrightarrow [0, \dots, 0, 1, 0, \dots, 0] \underline{u} \geq 2$$

↑  
i<sup>th</sup> element

② The  $M$  constraints are often compactly written:

$$A \underline{u} \geq \underline{c}$$

$$\text{where } A = \begin{bmatrix} \underline{a}_1^T \\ \vdots \\ \underline{a}_M^T \end{bmatrix}, \quad \underline{c} = \begin{bmatrix} c_1 \\ \vdots \\ c_M \end{bmatrix}$$

③ If  $Q$  is positive semi-definite,

$$\text{// i.e. } \underline{u}^T Q \underline{u} \geq 0 \text{ for any } \underline{u} \in \mathbb{R}^L$$

then the QP problem is convex  $\Rightarrow$  easy to solve

otherwise hard to solve

④ Many existing software solvers

2. SVM is a convex QP problems.

$$\hookrightarrow \text{Let } \underline{u} = \begin{bmatrix} b \\ \underline{w} \end{bmatrix} \in \mathbb{R}^{d+1} \quad (L = d+1)$$

$$Q = \begin{bmatrix} 0 & 0 & \dots & 0 \\ 0 & 1 & 0 & \dots & 0 \\ \vdots & 0 & 1 & \dots & 0 \\ 0 & \vdots & \vdots & \dots & 1 \end{bmatrix} = \begin{bmatrix} 0 & \underline{0}_d^T \\ \underline{0}_d & I_d \end{bmatrix}$$

$$\therefore \underline{P} = \underline{0}_{d+1}$$

$$\therefore \frac{1}{2} \underline{u}^T Q \underline{u} + \underline{P}^T \underline{u} = \frac{1}{2} \underline{w}^T \underline{w}$$

$$\text{Let } \underline{a}_n^T = [y_n \dots y_n \underline{x}_n^T] \in \mathbb{R}^{d+1}, \quad C_n = 1$$

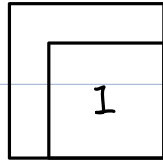
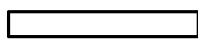
$$\text{then } \underline{a}_n^T \underline{u} \geq C_n \Leftrightarrow y_n b + y_n \underline{x}_n^T \underline{w} \geq 1, \quad \forall n = 1, 2, \dots, N$$

$$(M = N)$$

(✓)

↳ Convexity:

$$\underline{u}^T Q \underline{u} =$$



$$= u_2^2 + u_3^2 + \dots + u_{d+1}^2 \geq 0$$

$$\forall \underline{u} \in \mathbb{R}^L$$

To solve SVM problem, plug  $Q, \underline{p}, \{\underline{a}_n\}, \{C_n\}$  above into any QP solver  $\rightarrow (\underline{w}^*, b^*)$

### 3. Optimal Soft-margin SVM:

(reduce over-fitting)

↳ Allow some margin violation  $\xi_n \geq 0$ ,

but penalize it to discourage large violation

$$\min_{\underline{w}, b, \xi} \quad \frac{1}{2} \underline{w}^T \underline{w} + C \sum_{n=1}^N \xi_n$$

↑  
coeff that how much you care the violation

$$\text{s.t. } y_n (\underline{w}^T \underline{x}_n + b) \geq 1 - \xi_n, \quad n=1, \dots, N$$

↑  
margin violation

↳ Note:

① Large  $C \equiv$  we try to avoid penalty

$\Rightarrow$  close to hard-margin SVM

smaller margin & less violation

② still a convex QP problem

$$\underline{u} = \begin{bmatrix} b \\ \underline{w} \\ \underline{\xi} \end{bmatrix}, \quad Q = \begin{bmatrix} 0 & \underline{0}_d^T & \underline{0}_N^T \\ \underline{0}_d & I_d & \underline{0}_{d \times N} \\ \underline{0}_N & \underline{0}_{N \times d} & \underline{0}_{N \times N} \end{bmatrix}, \quad \underline{p} = \begin{bmatrix} \underline{0}_{d+1} \\ C \underline{1}_N \end{bmatrix}, \quad \underline{a}_m = \dots, \quad C_m = \dots$$