Support Vector Machines

In their simplest form, SVMs are linear classifiers that do risk minimization.

$$R(\Theta) \le J(\Theta) = R_{emp}(\Theta) + \sqrt{\frac{h \times (log(\frac{2N}{h}) + 1) - log(\frac{\eta}{4})}{N}}$$
 (1)

h: capacity of a clasifier

N: number of training points

- Vapnik and Chernovenkis proved that with probability $1-\eta$ previous equation holds true.
- Vapnik and Chernovenkis proved that with probability $1-\eta$ previous equation holds true.
- SVM algorithm minimizes both h and empirical risk at the same time by increasing seperation margin (less flexibility)
- Vapnik and Chernovenkis proved that with probability $1-\eta$ previous equation holds true.
- SVM algorithm minimizes both h and empirical risk at the same time by increasing seperation margin (less flexibility)
- Let's derive the equations

Derivation

Decision plane: $w^T x + b = 0$ Let's define $q = min_x ||x - 0||$

- We will later use the formula for q on H^+ and H^- .
- For H: $q = min_x ||x 0||$ subject to $w^T x + b = 0$
- Lagrange: $min_x \frac{1}{2} ||x 0||^2 + \lambda (w^T x + b)$
- Take gradient $\left(\frac{\partial}{\partial x}\right)$ set to 0

- Define:

$$- H^{+} = w^{T}x + b = +1$$
$$- H^{-} = w^{T}x + b = -1$$

- This is without loss of generality; We can still adjust b & w
- ullet Calculate q^+ and q^-

$$- q^{+} = \frac{|b-1|}{||w||}$$
$$- q^{-} = \frac{|-b-1|}{||w||}$$

• The margin then is

$$-m = q^{+} + q^{-} = \frac{|b-1-b-1|}{||w||} = \frac{|-2|}{||w||} = \frac{2}{||w||}$$

For maximal margin, increase m (maximize $\frac{2}{||w||}$) or minimize ||w||! Constraints

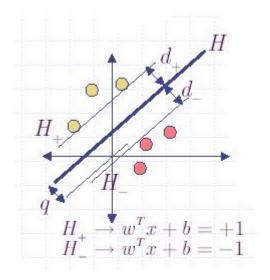


Figure 1:

We want points classified so that + and - points are in the correct side of the hyperplanes;

$$w^T x + b \ge +1, \forall y_i = +1$$

$$w^T x + b \le -1, \forall y_i = -1$$

Combine the two

$$y_i(w^T x + b) - 1 \ge 0 \tag{2}$$

Putting it all together

$$min\frac{1}{2}||w||^2 \text{ subject to } y_i(w^T x_i + b) - 1 \ge 0$$
(3)

This is a quadratic program!

qp

- Python language has cvxopt package
- Matlab Optimization Toolbox has qp() function.
- Or Steve Gunn's SVM Toolbox has another qp written in C
- SVMLight has its own qp
- qp functions usually expect a problem in $\frac{1}{2}x^TPx + q^Tx$ format
- We can massage previous equation to fit the equation above

Dual

- For SVM purposes, working with the dual is easier.
- Form the Lagrange (again), take derivative, set equal to zero
- This gives us the KKT point

$$L_p = \frac{1}{2}||w||^2 - \sum_i \alpha_i (y_i(w^T x_i + b) - 1)$$
(4)

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

$$w = \sum_i \alpha_i y_i x_i$$
(5)

$$\frac{\partial}{\partial b}L_p = -\sum_i \alpha_i y_i = 0 \tag{6}$$

Plugging equation ?? and ?? into primal equation ??:

Maximize
$$L_D = \sum_i \alpha_i - \frac{1}{2} \sum_i \sum_j \alpha_i \alpha_j y_i y_j x_i^T x_j$$
 (7)

constraints

$$\sum_{i} \alpha_i y_i = 0$$
$$\alpha_i \ge 0$$

qp

- qp() again! But now the variable(s) we are solving for are α_i 's, not x's.
- Massage ?? into $\frac{1}{2}x^TPx + q^Tx$ form
- This can be achieved by setting $P_{i,j}$ to be $-y_i y_j x_i^T x_j$
- Call qp
- The solution is a list of α 's

Calculating b

- Due to KKT condition, for each nonzero α_i , the corresponding constraint in the primal problem is tight (an equality)
- Then for each non-zero α_i , calculate b using $w^T x_i + b = y_i$.
- Each b from non-zero α_i will be approximately equal to other b's. It is numerically safer to average all b's for final b.

Classifier Done

For each new point x, we can use $sign(x^Tw+b)$ as our classifier. The result, -1 or +1 will tell us which class this new point belongs to.

Sample Output

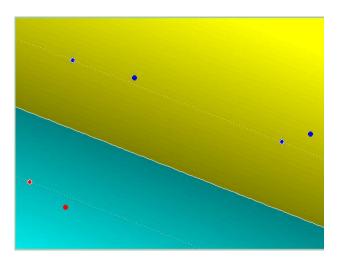


Figure 2:

Kernels

- We talked about linear boundaries so far
- $\bullet\,$ SVMs can also form non-linear boundaries
- Simple: Just preprocess input data with a basis function into higher dimensions
- Rest of the algorithm is unchanged

Nonlinear Kernel

Slack

- Sometimes the problem might be inseperable
- A few points might throw off the classifier

- We can introduce "slack" into a classifier
- For example, allow data to fall on the wrong side with $w^T + b \ge -0.03$ for $y_i = +1$
- But we don't want too many of such points, hence penalize the "quantity" of suck slack points

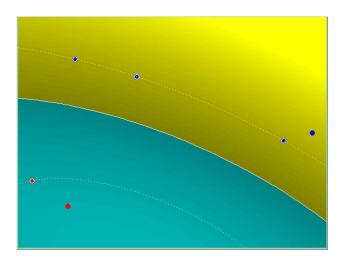


Figure 3:

```
import numpy as np
from numpy import linalg
import cvxopt
import cvxopt.solvers
def svm(X, y):
   n_samples, n_features = X.shape
   # Gram matrix
   K = np.zeros((n_samples, n_samples))
   for i in range(n_samples):
        for j in range(n_samples):
            K[i,j] = np.dot(X[i], X[j])
   P = cvxopt.matrix(np.outer(y,y) * K)
   q = cvxopt.matrix(np.ones(n_samples) * -1)
   A = cvxopt.matrix(y, (1,n_samples))
   b = cvxopt.matrix(0.0)
   G = cvxopt.matrix(np.diag(np.ones(n_samples) * -1))
   h = cvxopt.matrix(np.zeros(n_samples))
   # solve QP problem
   solution = cvxopt.solvers.qp(P, q, G, h, A, b)
   print solution
   # Lagrange multipliers
   a = np.ravel(solution['x'])
   print "a", a
   \ensuremath{\mathtt{\#}} Support vectors have non zero lagrange multipliers
   ssv = a > 1e-5
   ind = np.arange(len(a))[ssv]
   a = a[ssv]
   sv = X[ssv]
   sv_y = y[ssv]
   print "%d support vectors out of %d points" % (len(a), n_samples)
   print "sv", sv
   print "sv_y", sv_y
   # Intercept
   b = 0
   for n in range(len(a)):
        b += sv_y[n]
        b -= np.sum(a * sv_y * K[ind[n],ssv])
   b /= len(a)
   # Weight vector
   w = np.zeros(n_features)
   for n in range(len(a)):
       w += a[n] * sv_y[n] * sv[n]
   print "a", a
   return w, b, sv_y, sv, a
if __name__ == "__main__":
```

```
def test():
    X = np.array([[3.,3.],[4.,4.],[7.,7.],[8.,8.]])
    y = np.array([1.,1.,-1.,-1.])
    w, b, sv_y, sv, a = svm(X, y)
    print "w", w
    print "b", b
    print 'test points'
    print np.dot([2.,2.], w) + b # > 1
    print np.dot([9.,9.], w) + b # < -1

test()</pre>
```

Note: We are maximizing the dual L_d , but we are still calling the minimizer qp() function. Therefore the q's, which represent the summation of all α 's are negated as seen above in np.ones(n_samples) * -1. The quadratic part already has the negated statement $-\frac{1}{2}$ in the beginning, so the rest of does not have to change.

References

http://www.mblondel.org/journal/2010/09/19/support-vector-machines-in-python Jebara, T., Machine Learning Lecture, Columbia University