Computing Lab

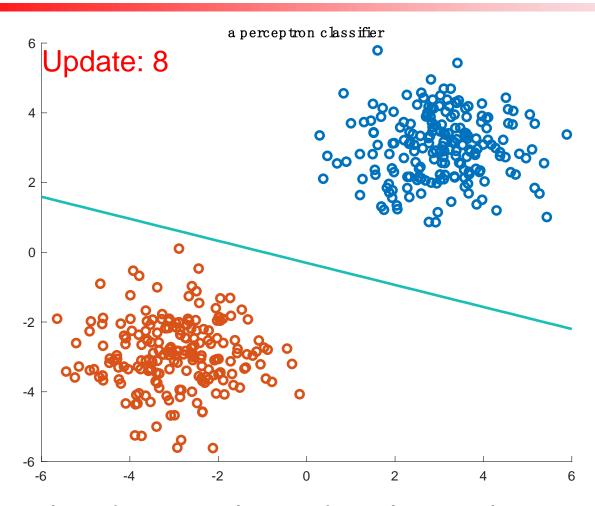
Song Liu (song.liu@bristol.ac.uk)

From Perceptron to SVM

 We modify the perceptron classifier implemented last week by just a bit, to make it a proper SVM classifier!

- Recall our perceptron classifier:
- Initialize w by random
- For iter = 1 to max_iteration
 - Set step size $\eta = \frac{\eta_0}{\text{iter}}$
 - For $i \in D$
 - If $y_i \cdot f(x_i; w) \leq 0$
 - $w' = w + \eta \cdot y_i \cdot \widetilde{x}_i$, where $\widetilde{x} = [x, 1]$

Perceptron Does Not Care Margin



This decision boundary has a thin margin!

From Perceptron to SVM

- Perceptron does not like datapoints are on the wrong side of the decision boundary, a.k.a.,
- If $y_i \cdot f(x_i; w) \le 0$, then modify w.
- Otherwise don't care.

- SVM does not like datapoints are on the wrong side of the margin, a.k.a.,
- If $y_i \cdot f(x_i; w) \leq 1$, then modify w.
- Otherwise don't care.

Maximizing Margin

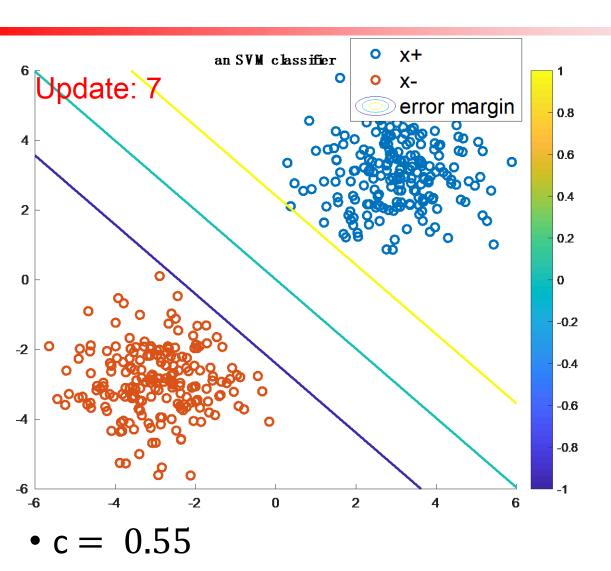
- SVM also does not like margin small.
- Each step, SVM increases the margin, by minimizing $||w'||^2$.

- This can be done by iteratively setting
- $w'_{\text{new}} := w' c \cdot w'$, where c < 1 is a const.
- Show $||w'_{\text{new}}||^2 \le ||w'||^2$

SVM Implementation

- Initialize w by random
- For iter = 1 to max_iteration
 - Set step size $\eta = \frac{\eta_0}{\text{iter}}$
 - For $i \in D$
 - If $y_i \cdot f(x_i; w) \leq 1$
 - $\mathbf{w}_{\text{new}}' = \mathbf{w}' + \eta \cdot (y_i \cdot \widetilde{\mathbf{x}}_i \mathbf{c} \cdot \mathbf{w}')$,
 - where $\widetilde{x} = [x, 1]$
 - $w_{0,\text{new}} = w_0 + \eta \cdot (y_i)$

Toy Example



MATLAB Code

```
|for it = 1:10
eta = 1;
for i = 1:n
    updated = false;
                                               perceptron
    etai = eta/it;
      if y(i)*(w'*x(:,i)) < 0
          w = w + etai* x(:,i)/(norm(x(:,i))^2)*y(i);
           updated = true;
      end
                                          SVM
    if y(i)*(w'*x(:,i)) <= 1
        w = w + etai* x(:,i)/(norm(x(:,i))^2)*y(i) - 2*etai*w/n*110;
        updated = true;
    end
```

Try different c and see what happens!