

INTRO to DATA SCIENCE

LECTURE 11: SUPPORT VECTOR MACHINES

LAST TIME:

- ENSEMBLE TECHNIQUES**
- PROBLEMS IN CLASSIFICATION**
- BAGGING, BOOSTING, RANDOM FORESTS**

I. SUPPORT VECTOR MACHINES

II. NONLINEAR CLASSIFICATION

III. MAXIMUM MARGIN HYPERPLANES

IV. SLACK VARIABLES

EXERCISE:

V. SVM IN SCIKIT-LEARN

I. SUPPORT VECTOR MACHINES

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recall:

binary classifier — solves two-class problem

linear classifier — creates linear decision boundary (in 2d)

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The generalization error is equated with the geometric concept of **margin**, which is the region along the decision boundary that is free of data points.

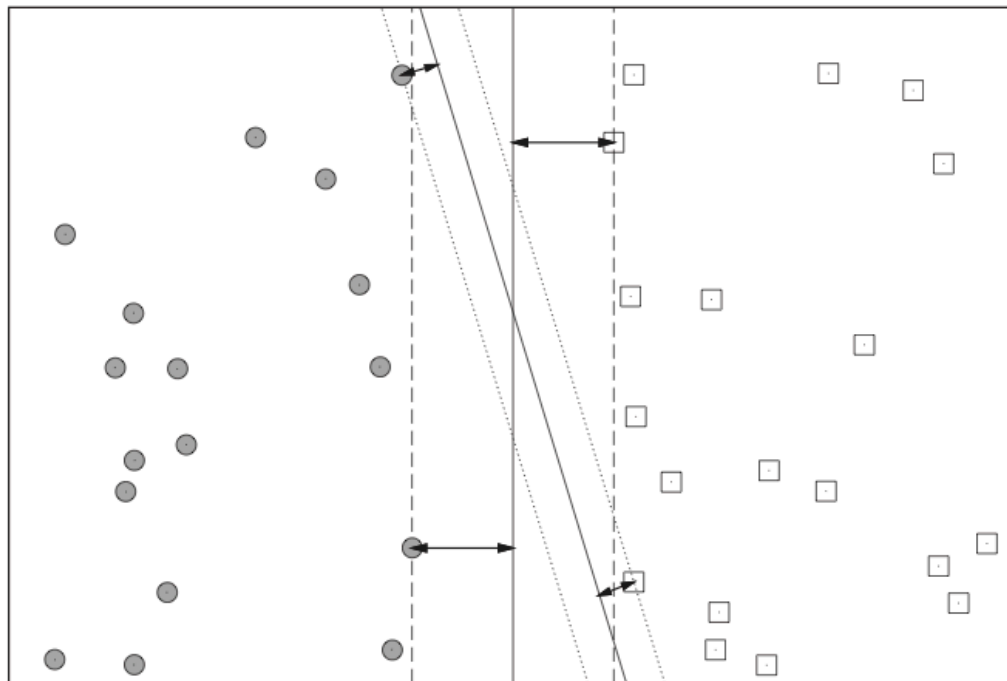


FIGURE 18-4. Two decision boundaries and their margins. Note that the vertical decision boundary has a wider margin than the other one. The arrows indicate the distance between the respective support vectors and the decision boundary.

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NOTE

A *hyperplane* is just a high-dimensional generalization of a line.

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A: Using a clever maneuver called the **kernel trick**.

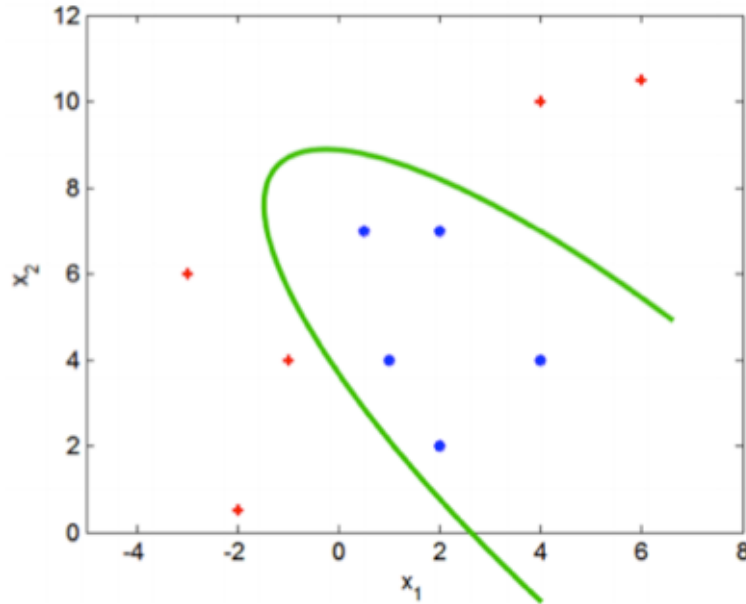
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Nonlinear classification in K is then obtained by creating a linear decision boundary in K' .

II. NONLINEAR CLASSIFICATION

Suppose we need a more complex classifier than a linear decision boundary allows.



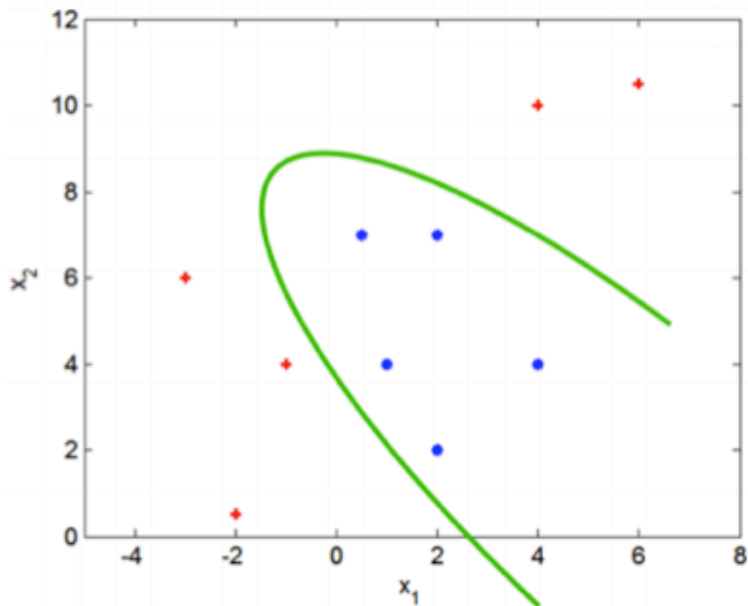
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One possibility is to add nonlinear combinations of features to the data, and then to create a linear decision boundary in the enhanced (higher-dimensional) feature space.

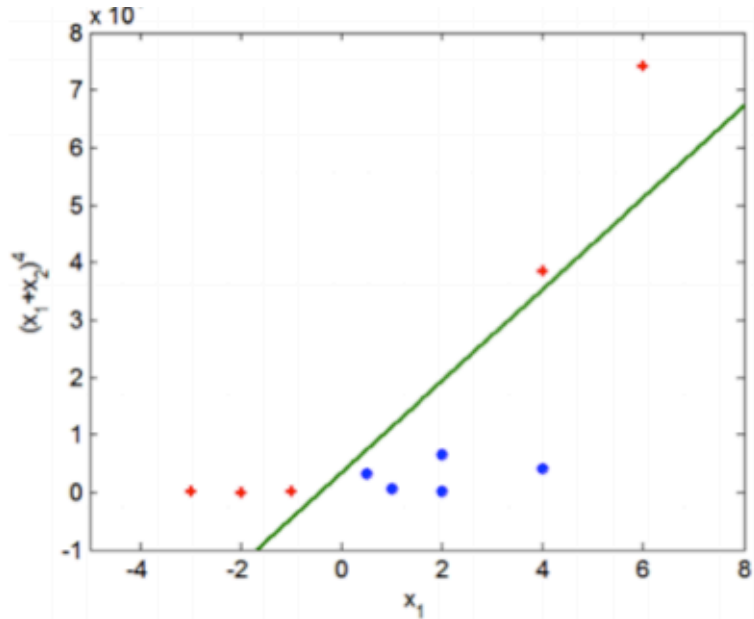
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This *linear* decision boundary will be mapped to a *nonlinear* decision boundary in the original feature space.



original feature space K



higher-dim feature space K'

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It will likely lead to more complexity (both modeling complexity and computational complexity) than we want.

Let's hang on to the logic of the previous example, namely:

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- remap the feature vectors x_i into a higher-dimensional space K'
- create a linear decision boundary in K'
- back out the nonlinear decision boundary in K from the result

some popular kernels:

linear kernel $k(\mathbf{x}, \mathbf{x}') = \langle \mathbf{x}, \mathbf{x}' \rangle$

polynomial kernel $k(\mathbf{x}, \mathbf{x}') = (\mathbf{x}^\top \mathbf{x}' + 1)^d$

Gaussian kernel $k(\mathbf{x}, \mathbf{x}') = \exp(-\gamma \|\mathbf{x} - \mathbf{x}'\|^2)$

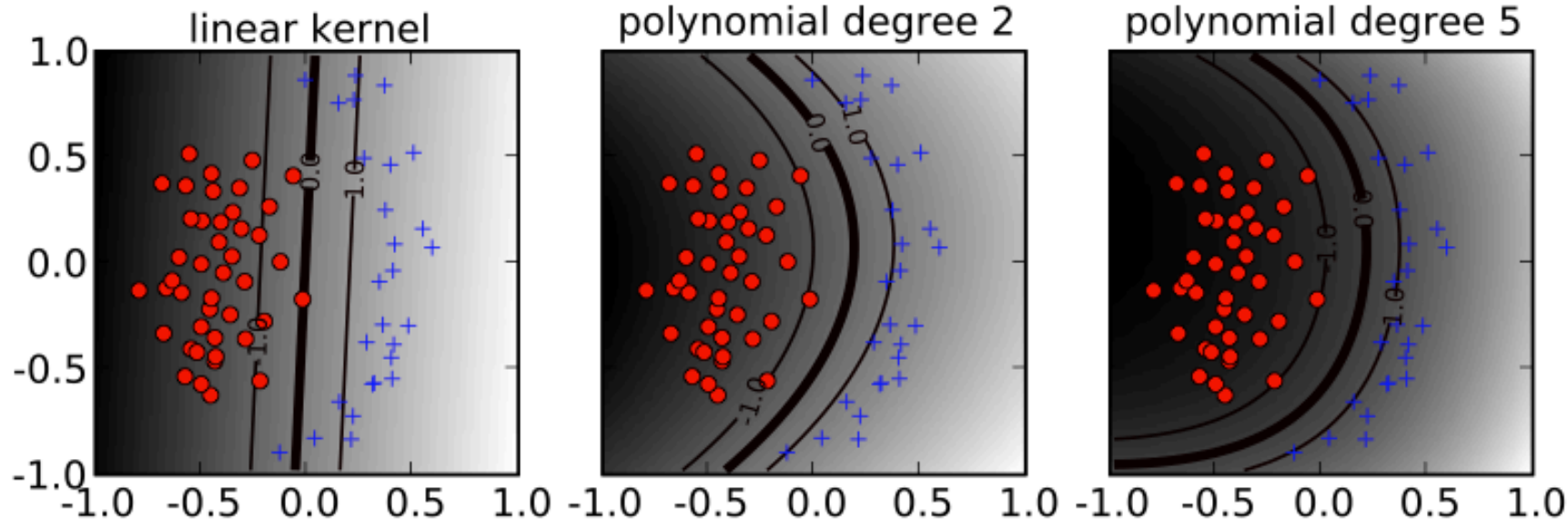
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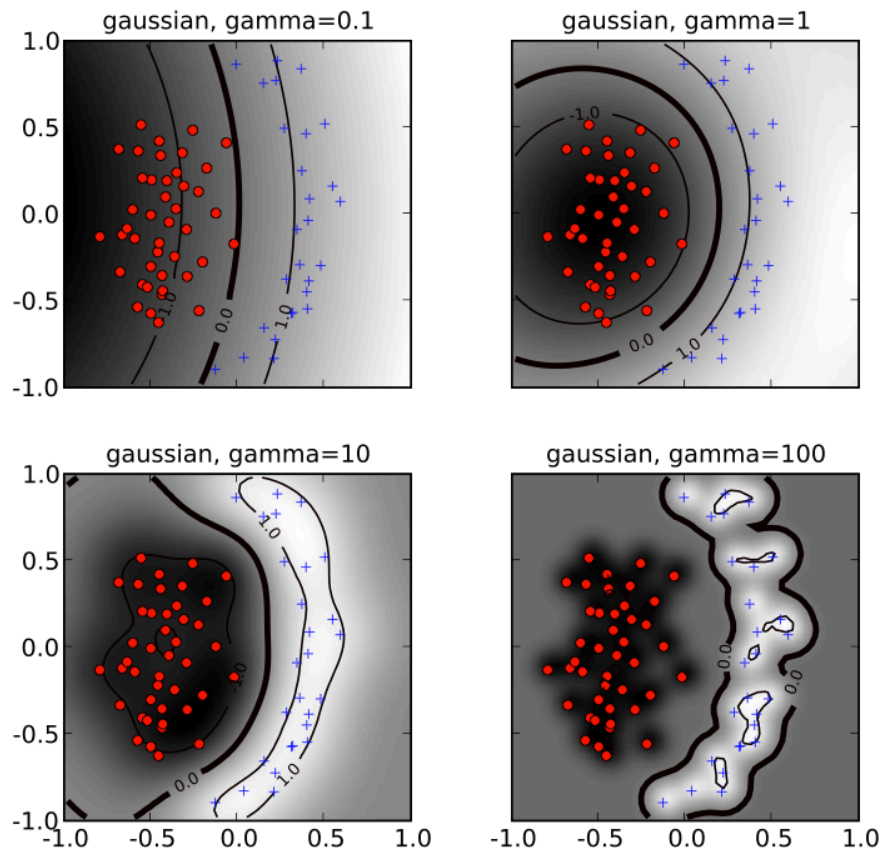
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The **hyperparameters** d, γ affect the flexibility of the decision plane.





III. MAXIMUM MARGIN HYPERPLANES

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A: By the **discriminant function**,

$$f(\mathbf{x}) = \mathbf{w}^T \mathbf{x} + b.$$

$$(OR f(x) = \beta_1 x_1 + \dots + \beta_n x_n + b)$$

such that w is the *weight vector* and b is the *bias*.

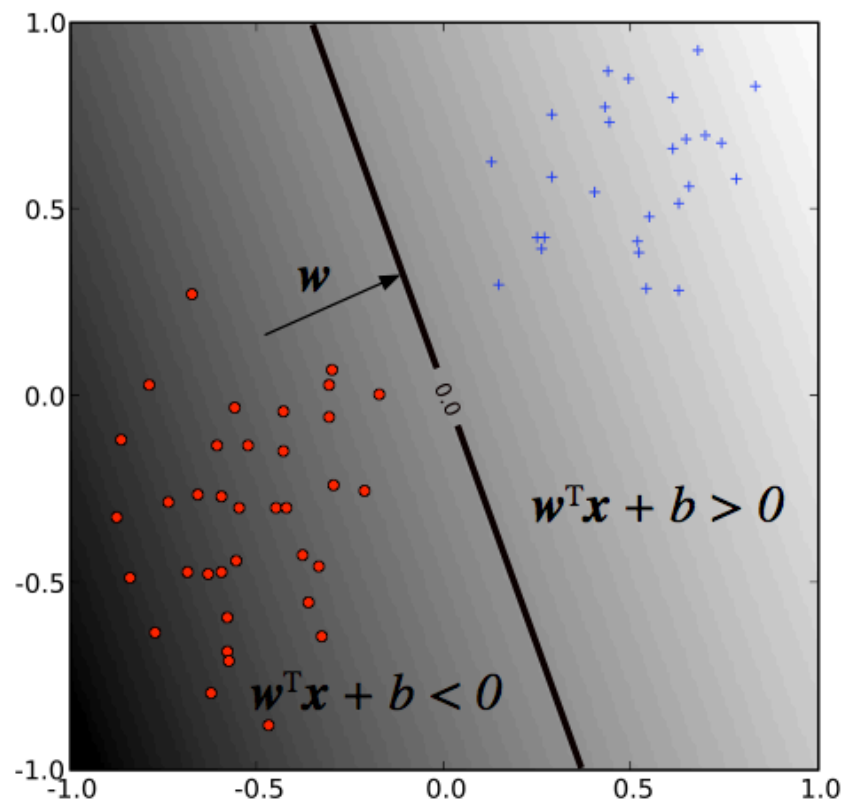
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The sign of $f(\mathbf{x})$ determines the (binary) class label of a record \mathbf{x} .



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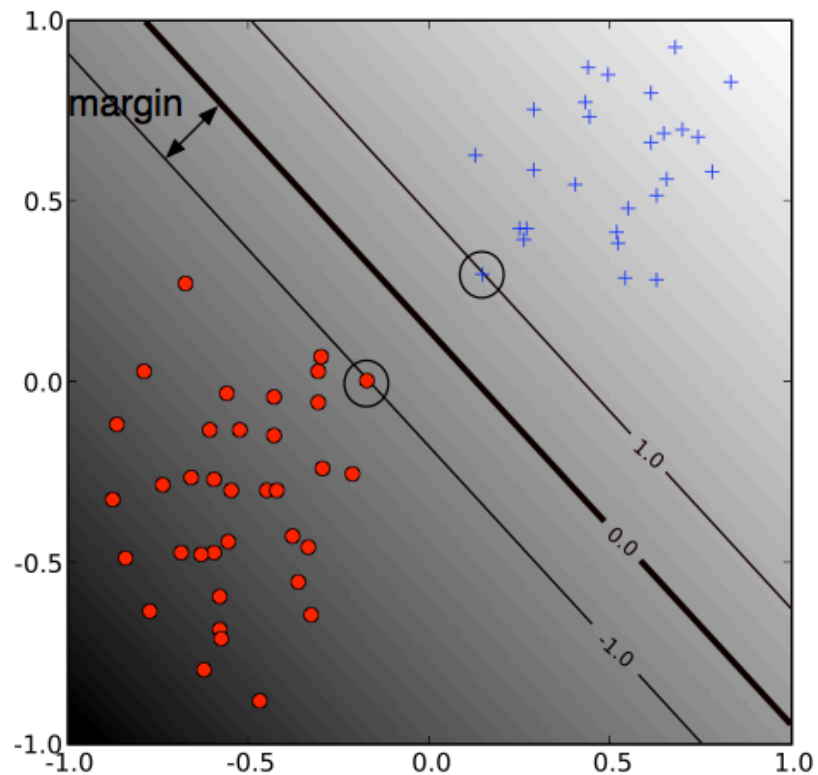
NOTE

Intuitively, the wider the margin, the clearer the distinction between classes.

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The other points (far from the decision boundary) don't affect the construction of the mmh at all!

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The optimization problem that this SVM solves is:

$$\begin{aligned}
 &\underset{\mathbf{w}, b}{\text{minimize}} && \frac{1}{2} \|\mathbf{w}\|^2 \\
 &&& \mathbf{w} \cdot \mathbf{x}_i - b \geq 1 && \text{for } \mathbf{x}_i \text{ of the first class} \\
 \text{or} &&& \\
 &&& \mathbf{w} \cdot \mathbf{x}_i - b \leq -1 && \text{for } \mathbf{x}_i \text{ of the second.}
 \end{aligned}$$

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The optimization problem that this SVM solves is:

$$\begin{array}{ll} \underset{\mathbf{w}, b}{\text{minimize}} & \frac{1}{2} \|\mathbf{w}\|^2 \\ \text{subject to:} & y_i(\mathbf{w}^\top \mathbf{x}_i + b) \geq 1 \quad i = 1, \dots, n. \end{array}$$

IV. SLACK VARIABLES

Recall that in building the hard margin classifier, we assumed that our data was **linearly separable** (eg, that we could perfectly classify each record with a linear decision boundary).

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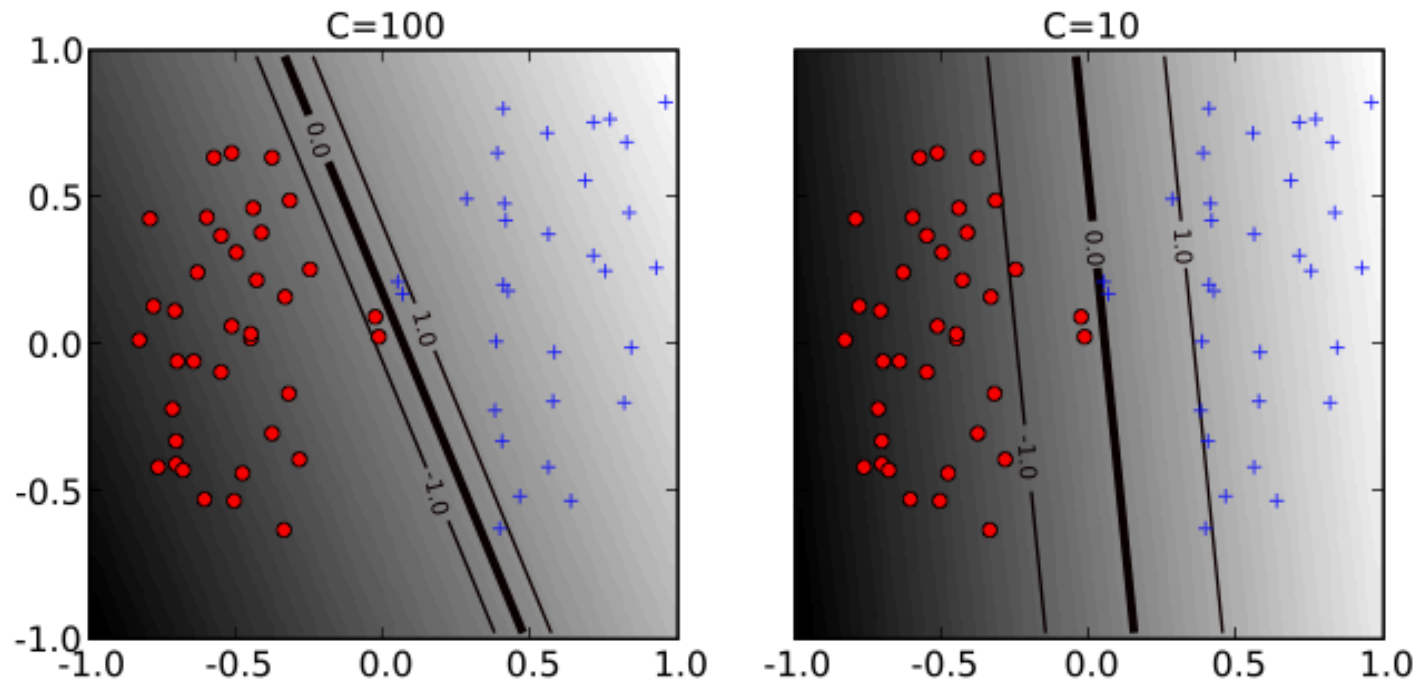
This can be done using by introducing **slack variables**.

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The resulting **soft margin classifier** is given by:

$$\begin{aligned} & \underset{\mathbf{w}, b}{\text{minimize}} && \frac{1}{2} \|\mathbf{w}\|^2 + C \sum_{i=1}^n \xi_i \\ & \text{subject to:} && y_i(\mathbf{w}^\top \mathbf{x}_i + b) \geq 1 - \xi_i, \quad \xi_i \geq 0. \end{aligned}$$



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How do we compute this?

Quadratic programming optimization technique

There is a unique \mathbf{W} which gives the best separation

SVMs (and **kernel methods** in general) are versatile, powerful, and popular techniques that can produce accurate results for a wide array of classification problems.

The main disadvantage of SVMs is the lack of intuition they produce. These models are truly black boxes!

Advantages:

Represent non-linear representations

Disadvantages:

Difficult to train —

Difficult to choose hyperparameter

Long training times

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