# INTRO TO DATA SCIENCE LECTURE 13: SUPPORT VECTOR MACHINES

LAST TIME 2

- I. DECISION TREES
- II. FITTING DECISION TREES
- III. OBJECTIVE FUNCTIONS
- IV. REGULARIZATION
- V. ENSEMBLE METHODS

BAGGING BOOSTING RANDOM FORESTS

Questions?

COURSE OUTLINE 3

**DATA EXPLORATION** 

**SUPERVISED LEARNING: REGRESSION** 

**SUPERVISED LEARNING: CLASSIFICATION** 

**UNSUPERVISED LEARNING** 

**VARIOUS TOPICS** 

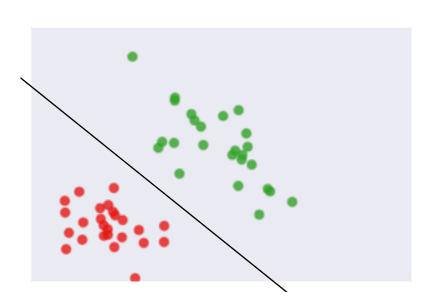
LOGISTIC REGRESSION
NAIVE BAYES
RANDOM FORESTS
SUPPORT VECTOR MACHINES
COMPETITION

Final outlines for your project are due next lesson

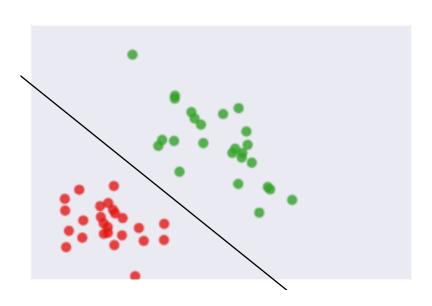
## I. SUPPORT VECTOR MACHINES II. REGULARIZATION III. KERNELS

### L SUPPORT VECTORS

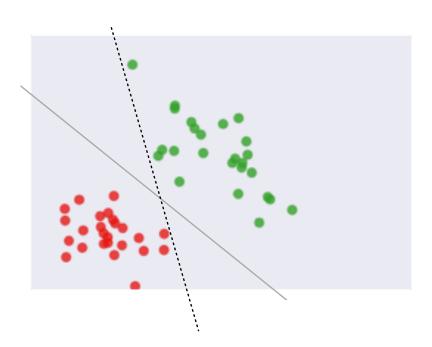




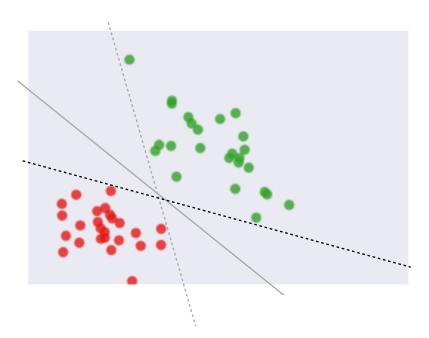
Recall that after fitting a classifier, we can draw the **decision boundary** which separates the two classes



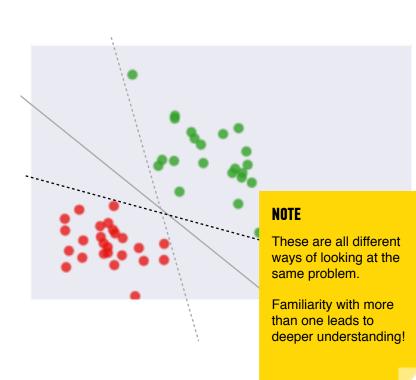
Recall that after fitting a classifier, we can draw the **decision boundary** which separates the two classes



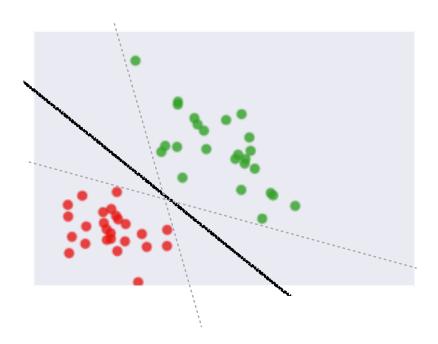
Recall that after fitting a classifier, we can draw the **decision boundary** which separates the two classes



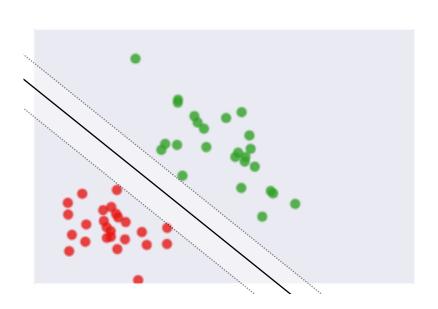
Recall that after fitting a classifier, we can draw the decision boundary which separates the two classes



Recall that after fitting a classifier, we can draw the decision boundary which separates the two classes

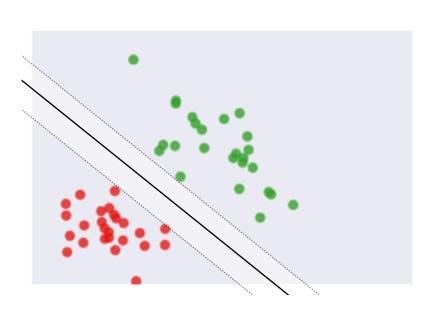


Support Vector Machines is a classifier that explicitly constructs a decision boundary that geometrically "makes the most sense"



Support Vector Machines is a classifier that explicitly constructs a decision boundary that geometrically "makes the most sense"

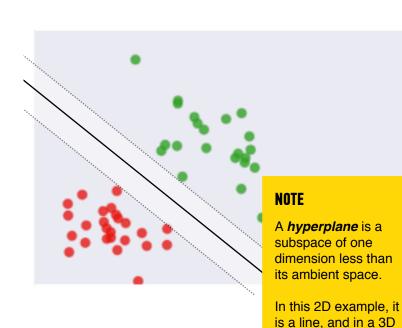
The generalization error is equated with the geometric concept of **margin**, which is the region along the boundary that is free of points.



Support Vector Machines is a classifier that explicitly constructs a decision boundary that geometrically "makes the most sense"

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

The goal of SVM is to create a linear decision boundary with the largest margin. This is called the maximum margin hyperplane.



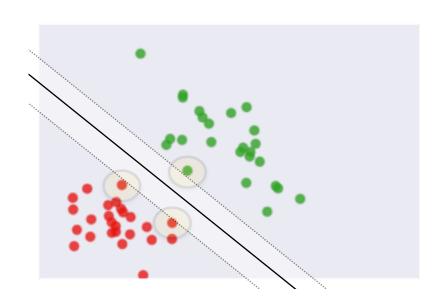
space it is an ordinary

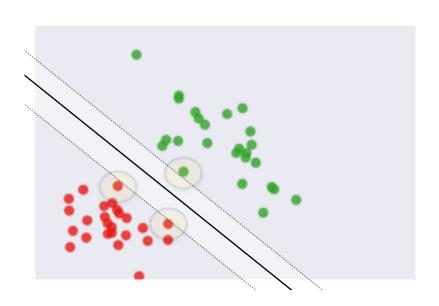
plane.

Support Vector Machines is a classifier that explicitly constructs a decision boundary that geometrically "makes the most sense"

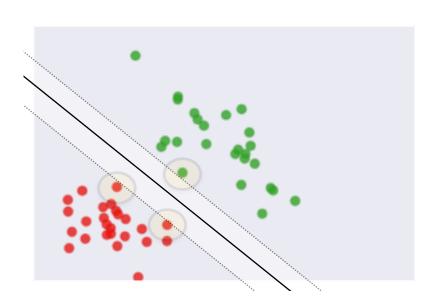
The generalization error is equated with the geometric concept of **margin**, which is the region along the boundary that is free of points.

The goal of SVM is to create a linear decision boundary with the largest margin. This is called the maximum margin hyperplane.



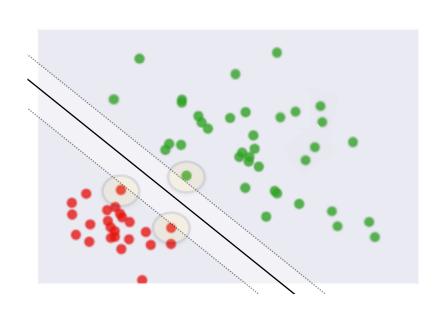


These points are called the support vectors.



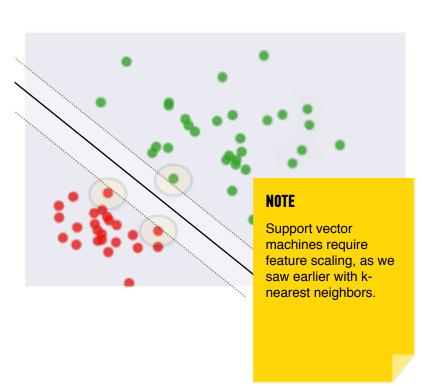
These points are called the support vectors.

The other points don't affect the construction of the hyperplane at all!



These points are called the support vectors.

The other points don't affect the construction of the hyperplane at all!



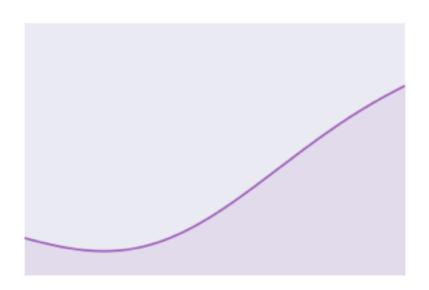
These points are called the support vectors.

The other points don't affect the construction of the hyperplane at all!

Finding the maximum margin hyperplane is a straightforward exercise in analytic geometry. (We won't go through the details here.)

Finding the maximum margin hyperplane is a straightforward exercise in analytic geometry. (We won't go through the details here.)

In short, this requires the optimization of a convex objective function.



Finding the maximum margin hyperplane is a straightforward exercise in analytic geometry. (We won't go through the details here.)

In short, this requires the optimization of a convex objective function.

Convex optimization are guaranteed to give global optima.



So to summarize, what is a support vector machine?

So to summarize, what is a support vector machine?

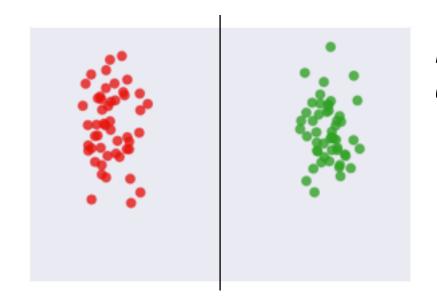
An SVM is a binary linear classifier whose decision boundary is explicitly constructed to minimize generalization error.

recall:

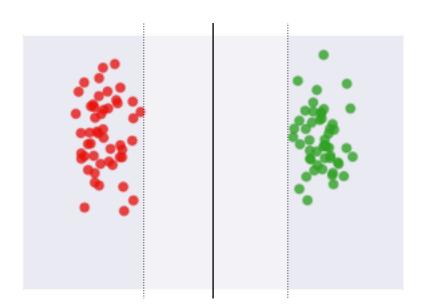
**binary classifier** — *solves two-class problem* **linear classifier** — *creates linear decision boundary* 

#### II. REGULARIZATION



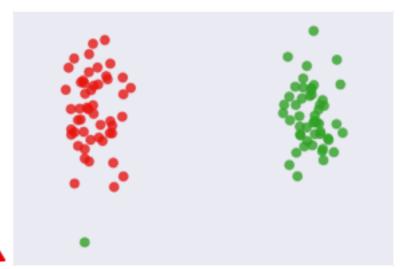


If the data are **linearly separable**, the training error is zero.



If the data are **linearly separable**, the training error is zero.

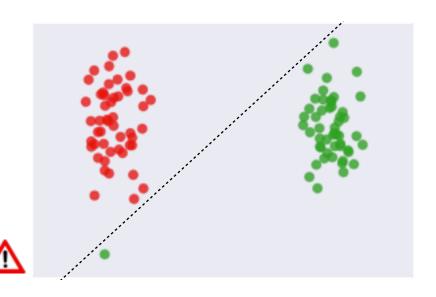
The margin is nice and wide.



If the data are **linearly separable**, the training error is zero.

But what if our data has a single outlier?





If the data are **linearly separable**, the training error is zero.

But what if our data has a single outlier?

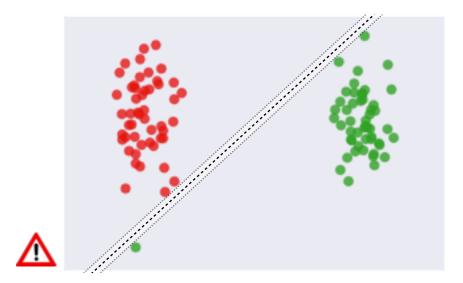
This will disproportionally impact the result, since the SVM tries to linearly separate **all** data.

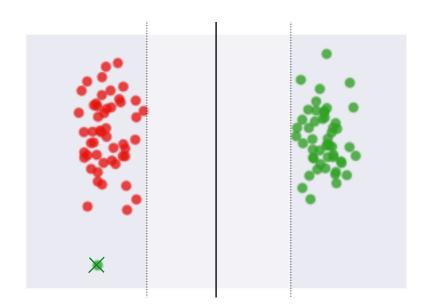
If the data are **linearly separable**, the training error is zero.

But what if our data has a single outlier?

This will disproportionally impact the result, since the SVM tries to linearly separate **all** data.

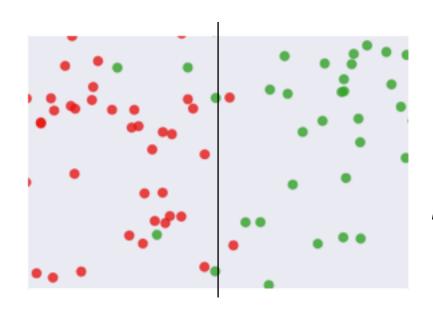
The margin is very small.





Again, we'll need some sort of regularization.

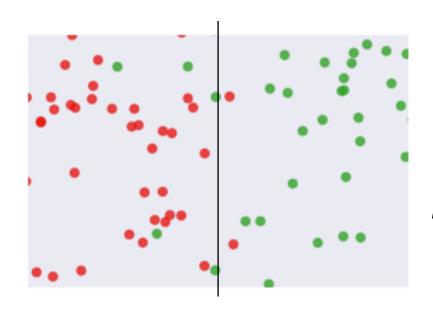
We want a **tradeoff** of the width of the margin and the number of misclassifications.



Again, we'll need some sort of regularization.

We want a **tradeoff** of the width of the margin and the number of misclassifications.

We definitely need this when our data are not perfectly linearly separable.



Again, we'll need some sort of regularization.

We want a **tradeoff** of the width of the margin and the number of misclassifications.

We definitely need this when our data are not perfectly linearly separable.

This is again a bias-variance tradeoff, which is done by slack variables.



Again, we'll need some sort of regularization.

We want a **tradeoff** of the width of the margin and the number of misclassifications.

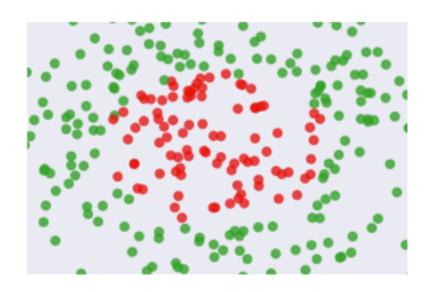
We definitely need this when our data are not perfectly linearly separable.

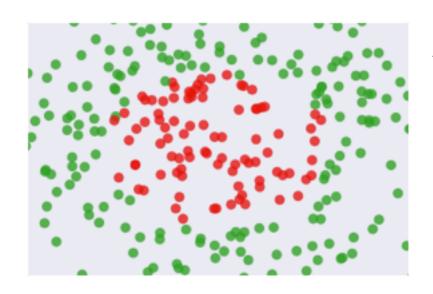
This is again a bias-variance tradeoff, which is done by slack variables.

#### INTRO TO DATA SCIENCE

# III. KERNELS

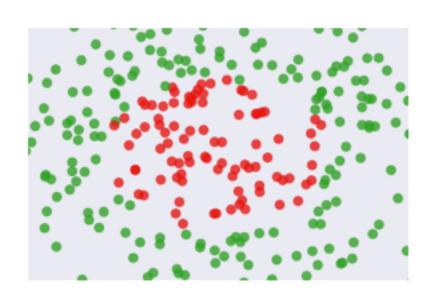
What if our data is not linearly separable at all?





What if our data is not linearly separable at all?

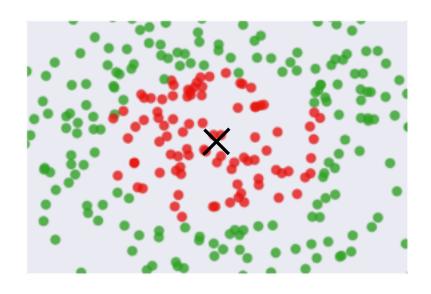
Again, we could add polynomial features. (This might be computationally expensive.)

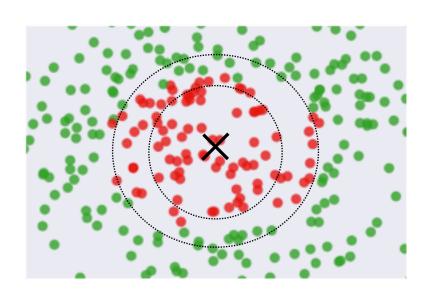


What if our data is not linearly separable at all?

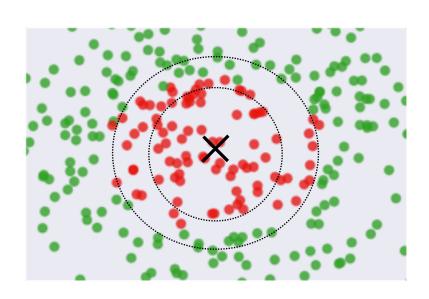
Again, we could add polynomial features. (This might be computationally expensive.)

We could also use kernels.





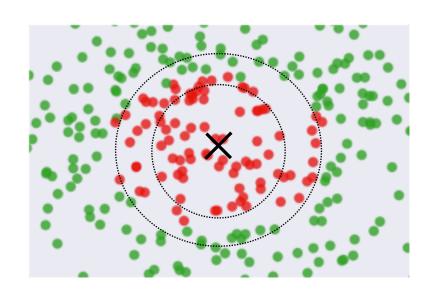
For each point, compute the distance to this landmark:  $\|x - l\|$ 



For each point, compute the distance to this landmark: ||x - l||

Then define the similarity as the radius basis function (rbf)

$$e^{-\frac{||x-l||^2}{2\sigma^2}}$$

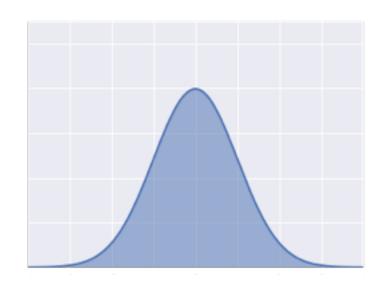


For each point, compute the distance to this landmark: ||x - l||

Then define the similarity as the radius basis function (rbf)

$$e^{-\frac{||x-l||^2}{2\sigma^2}}$$

This is called a Gaussian kernel.

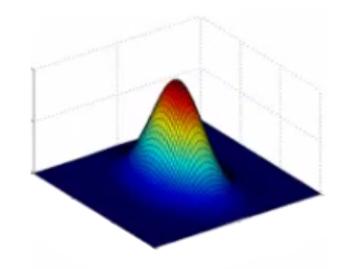


For each point, compute the distance to this landmark: ||x - l||

Then define the similarity as the radius basis function (rbf)  $||x-y||^2$ 

$$e^{-\frac{||x-l||^2}{2\sigma^2}}$$

This is called a Gaussian kernel.

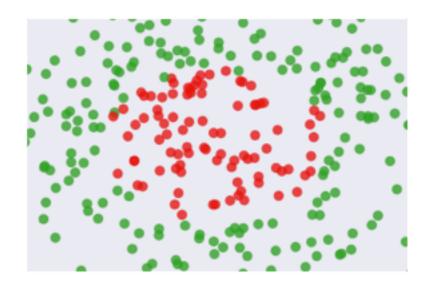


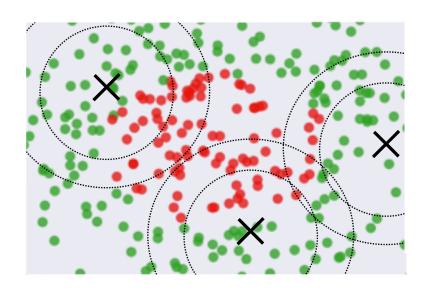
For each point, compute the distance to this landmark: ||x - l||

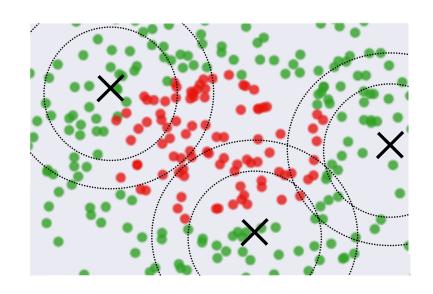
Then define the similarity as the radius basis function (rbf)

$$e^{-\frac{||x-l||^2}{2\sigma^2}}$$

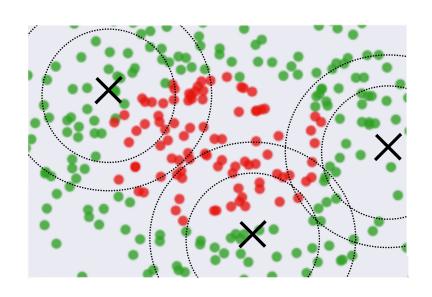
This is called a Gaussian kernel.





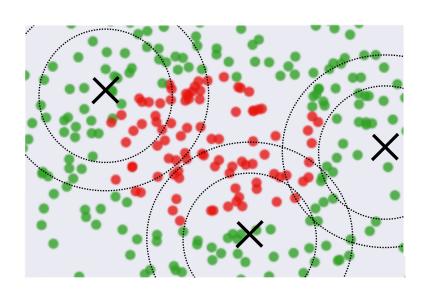


Choose each sample as a landmark.



Choose each sample as a landmark.

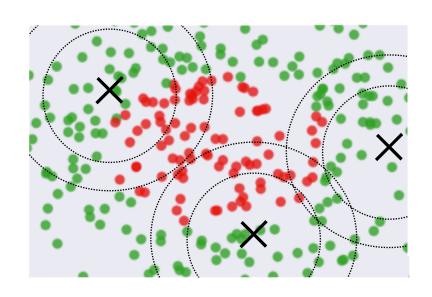
Then replace all samples with the kernel values.



Choose each sample as a landmark.

Then replace all samples with the kernel values.

This will (non-linearly) transform your feature matrix **X** from an N×n matrix to an N×N matrix.



Choose each sample as a landmark.

Then replace all samples with the kernel values.

This will (non-linearly) transform your feature matrix **X** from an N×n matrix to an N×N matrix.

On the diagonal we have ones (each sample compared with itself).

As long as the kernel function satisfies certain conditions, we can perform the same methods for the maximum margin hyperplane

As long as the kernel function satisfies certain conditions, we can perform the same methods for the maximum margin hyperplane

Nonlinear classification is then obtained by creating a linear decision boundary in the higher-dimensional space

As long as the kernel function satisfies certain conditions, we can perform the same methods for the maximum margin hyperplane

Nonlinear classification is then obtained by creating a linear decision boundary in the higher-dimensional space

#### NOTE

These conditions are contained in a result called *Mercer's theorem*.

Kernels can be used as preprocessing step at other models as well.

Kernels can be used as preprocessing step at other models as well.

However, they tend to be very computationally expensive.

Kernels can be used as preprocessing step at other models as well.

However, they tend to be very computationally expensive.

The SVM is far more efficient, so using kernels is more practical.

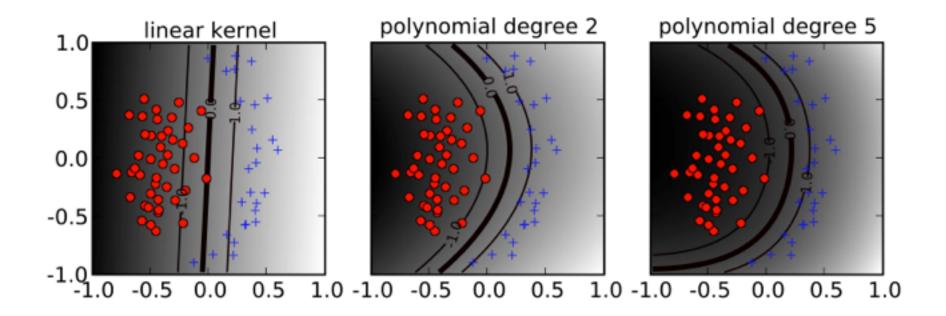
## Some popular kernels

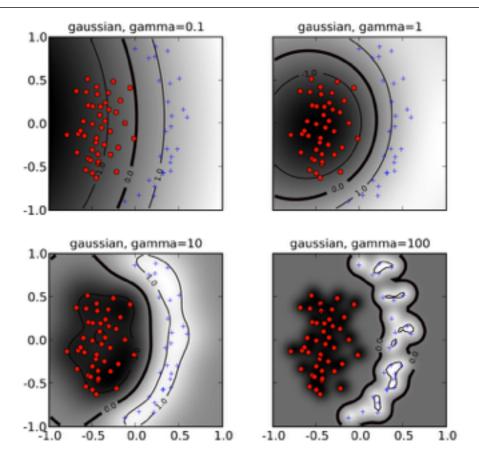
linear kernel 
$$k(\mathbf{x}, \mathbf{x}') = \langle \mathbf{x}, \mathbf{x}' \rangle$$

polynomial kernel 
$$k(\mathbf{x}, \mathbf{x}') = (\mathbf{x}^\mathsf{T} \mathbf{x}' + 1)^d$$

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

The hyperparameters d and  $\gamma$  affect the flexibility of the dec. boundary





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

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!

#### INTRO TO DATA SCIENCE

# DISCUSSION