

The new dual program is solved using ADMM. The  $(2m+1) \times 4m$  matrix  $A_3$  corresponding to the equational constraints

$$\sum_{i=1}^m \lambda_i + \sum_{i=1}^m \mu_i = C\nu$$

$$\lambda + \alpha = \frac{C}{m}, \quad \mu + \beta = \frac{C}{m},$$

is given by

$$A_3 = \begin{pmatrix} \mathbf{1}_m^\top & \mathbf{1}_m^\top & 0_m^\top & 0_m^\top \\ I_m & 0_{m,m} & I_m & 0_{m,m} \\ 0_{m,m} & I_m & 0_{m,m} & I_m \end{pmatrix}.$$

We leave it as an exercise to show that  $A_3$  has rank  $2m + 1$ . We define the vector  $c_3$  (of dimension  $2m + 1$ ) as

$$c_3 = \begin{pmatrix} C\nu \\ \frac{C}{m} \mathbf{1}_{2m} \end{pmatrix}.$$

Since there are  $4m$  Lagrange multipliers  $(\lambda, \mu, \alpha, \beta)$ , we need to pad the  $2m \times 2m$  matrix  $P_3 = P + \begin{pmatrix} \mathbf{1}_m \mathbf{1}_m^\top & -\mathbf{1}_m \mathbf{1}_m^\top \\ -\mathbf{1}_m \mathbf{1}_m^\top & \mathbf{1}_m \mathbf{1}_m^\top \end{pmatrix}$  with zeros to make it into a  $4m \times 4m$  matrix

$$P_{3a} = \begin{pmatrix} P_3 & 0_{2m,2m} \\ 0_{2m,2m} & 0_{2m,2m} \end{pmatrix}.$$

Similarly, we pad  $q$  with zeros to make it a vector  $q_{3a}$  of dimension  $4m$ ,

$$q_{3a} = \begin{pmatrix} q \\ 0_{2m} \end{pmatrix}.$$

It remains to compute  $\epsilon$ . There are two methods to do this.

The first method assumes the **Standard Margin Hypothesis**, which is that there is some  $i_0$  such that  $0 < \lambda_{i_0} < C/m$  or there is some  $j_0$  such that  $0 < \mu_{j_0} < C/m$ ; in other words, there is some support vector of type 1. By the complementary slackness conditions,  $\xi_{i_0} = 0$  or  $\xi'_{j_0} = 0$ , so we have either  $w^\top x_{i_0} + b - y_{i_0} = \epsilon$  or  $-w^\top x_{j_0} - b + y_{j_0} = \epsilon$ , which determines  $\epsilon$ .

Due to numerical instability, when writing a computer program it is preferable to compute the lists of indices  $I_\lambda$  and  $I_\mu$  given by

$$I_\lambda = \{i \in \{1, \dots, m\} \mid 0 < \lambda_i < C/m\}$$

$$I_\mu = \{j \in \{1, \dots, m\} \mid 0 < \mu_j < C/m\}.$$