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4/2881/11 (x2-X-) = 8W
X_{-} = \begin{pmatrix} 3 \\ 3 \end{pmatrix} - \lambda \begin{pmatrix} 2 \\ 1 \end{pmatrix} = \begin{pmatrix} 3 - 2 \\ 3 - \lambda \end{pmatrix}
                 50 (2,1) (3-28)-4=0
                       6-47+3-7-4=0
                          -58 = -5
                              \gamma = 1 \longrightarrow \chi = \begin{pmatrix} 3-2(1) \\ 3-1 \end{pmatrix} \chi = \begin{pmatrix} 1 \\ 2 \end{pmatrix} (addled to graph in 1.2)
              Convex hull C = line segment joining Xp + XQ.
        (1.5)
              Convex hull C+ = line segment joining Xp & Xs
                (XR-X_) is scalar multiple of $\vec{w}$ + \(\perp\) to our old hyperplane
                (Xs-X_) is scalar multiple of w + 1 to our old hyperplane but larger
                           than (XR-X_)
                So Xx is the closest point to C- and X- is the point closest
                  WSVM= 7 (XR-X_) = 3 (3-1) = 3 (2)
               hyperplane will go through the midpoint between Xx and X-
                       midpoint = X_R + X_- = \frac{1}{2} \left( \frac{3+1}{3+2} \right) = \left( \frac{2}{5/2} \right)
                  WSVMT (S/2) + bSVM = 0
                            \rightarrow bsvm = -\frac{1}{2}(2,1)(\frac{2}{5/2}) = -\frac{1}{2}(\frac{13}{2})
                                                                          - Xp + X_ are the closest to the hyperplane
              Since we want canonical form, we say wsim Txx + b = 1
                       \sqrt[3]{(2,1)(\frac{3}{3})-13/2}=1
                        2 [9-13/2]=1
                         7 (5/2) = 1 > WSVM= = = (2) WSVM= (4/5 2/5)T
                                                bsum = - 2 (13) bsum = - 13
                          7= = =
                                                                        (Sketched on graph Fram 1.1)
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1.6
    Wsum = - Xpxp - XQXQ + Xpxp + Xsxs
         of = 0 because WTXs+b>1 so Xs is not a support vector
                                      (Xs is too far from the SVM hyperplane)
         (4/5) = - Ap (2) - (4) + XR (3)
                -dp-da+dr=0 sine Edigi=0
          \frac{4}{5} = -2\alpha p + 3\alpha R
\frac{2}{5} = -4\alpha q + 3\alpha R
                      L> 2 + 400 = 30/R
                     Plugging into eq. 2
                       4 = -2xp +3 (2 + 4xx)
                       ==-2xp+6+4x0
                        = -400 = -200 -> 0/p = -1/5+20/6
              Plugging both into eq. 1

-\left(-\frac{1}{5} + 2 \times Q\right) - \times Q + \left(\frac{2}{15} + \frac{4}{3} \times Q\right) = 0
               \frac{1}{5} - 2 \alpha - \alpha + \frac{2}{15} + \frac{4}{3} \alpha = 0
\frac{1}{3} = \frac{5}{3} \alpha
\alpha = \frac{1}{5}, \alpha = \frac{1}{5}, \alpha = \frac{2}{5}
      SO MP=5, NQ=5, NR=3, NS=0
          The d's are unique because there is only I way to
          combine Xp, Xq, and Xx to get Wsum. There is only I way
          to get XR and also only I way to get X- from Xp and Xq.
          And since (Xe-X-) is a scalar multiple of Wsum, there is only
          I way to get Wsvm: This also makes sense because there are
         only 1 or 2 points in each convex hull. Thus, &'s are unique.
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