CS246 Homework 4 Answers

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1 Question 1 –Support Vector Machine

1.1 (a)

The example:

- (0, 0): -1
- (0, 1): -1
- (1, 0): 1
- (1, 1): 1
- (2, 0): -1

This is unfeasible under hard constraints SVM but feasible under soft margin

SVM.

Such as:
$$w = (2,0), b = -1, \xi_1, ..., \xi_5 = (0,0,0,0,4)$$

1.2 (b)

Lets set:

$$w_j = 0, \forall j = 1, ..., d,$$

$$b = 0$$
,

$$\xi_i = 1, \forall i = 1, ..., n$$

Then $y_i(w \cdot x + b) \ge 1 - \xi_i$ holds true for all i.

1.3 (c)

Let T be the training set and E be the set of points where linear classification mis-classified.

Then $y_i(x_i \cdot w + b) < 0, \forall i \in E$.

Also, $(w, \xi_i, ..., \xi_n)$ is a feasible point, so $y_i(x_i \cdot w + b) \ge 1 - \xi_i, \forall i \in T$ Now we

have
$$1 - \xi_i < 0$$
, i.e., $\xi_i > 1$, $\forall i \in E$

So
$$\sum_{i \in T} \xi_i > = \sum_{i \in E} \xi_i > |E|$$

1.4 (d)

$$\nabla_b f(w, b) = \frac{\delta f(w, b)}{\delta b} = C \sum_{i=1}^n \frac{\delta L(x_i, y_i)}{\delta b}$$
Where $\frac{\delta L(x_i, y_i)}{\delta b} = \begin{cases} 0 & \text{if } y_i(w \cdot x_i + b) \ge 1\\ -y_i & \text{otherwise} \end{cases}$

1.5 (e)

2 Question 2 –Decision Tree Learning

2.1 (a)

$$G = max[I(D) - (I(D_L) + I(D_R))]$$

There we only consider one attribute, so:

$$G = I(D) - (I(D_L) + I(D_R)) =$$

$$|D| \times (1 - \sum_{i} p_i^2) - |D_L| \times (1 - \sum_{i} p_{L(i)}^2) - |D_R| \times (1 - \sum_{i} p_{R(i)}^2) =$$

$$\begin{split} |x+y+u+v| * \left(\left(1 - \frac{(x+u)^2}{(x+y+u+v)^2} \right) + \left(1 - \frac{(y+v)^2}{(x+y+u+v)^2} \right) \right) - |x+y| * \left(\left(1 - \frac{x^2}{x+y)^2} \right) + \\ \left(1 - \frac{y^2}{x+y)^2} \right) \right) - |u+v| * \left(\left(1 - \frac{u^2}{u+v)^2} \right) + \left(1 - \frac{v^2}{u+v)^2} \right) \right) = \\ \frac{x^2+y^2}{x+y} + \frac{u^2+v^2}{u+v} - \frac{(x+u)^2+(y+v)^2}{x+y+u+v} > 0 \end{split}$$

Solve the inequality and we get $(xv - yu)^2 > 0$.

So
$$\frac{x}{y} \neq \frac{u}{v}$$
.

2.2 (b)

based on the equation in (a), we have:

$$\begin{split} G_{wine} &= \frac{30^2 + 20^2}{50} + \frac{30^2 + 20^2}{50} - \frac{60^2 + 40^2}{100} = 0 \\ G_{running} &= \frac{20^2 + 10^2}{30} + \frac{40^2 + 30^2}{70} - \frac{60^2 + 40^2}{100} = 0.381 \\ G_{pizza} &= \frac{50^2 + 30^2}{80} + \frac{10^2 + 10^2}{20} - \frac{60^2 + 40^2}{100} = 0.500 \end{split}$$

We should use the attribute 'likes pizza'

The code:

```
print S_bar
print list_rho
print list_num_edge
print list_size_s

if __name__ == '__main__':
    main()
```