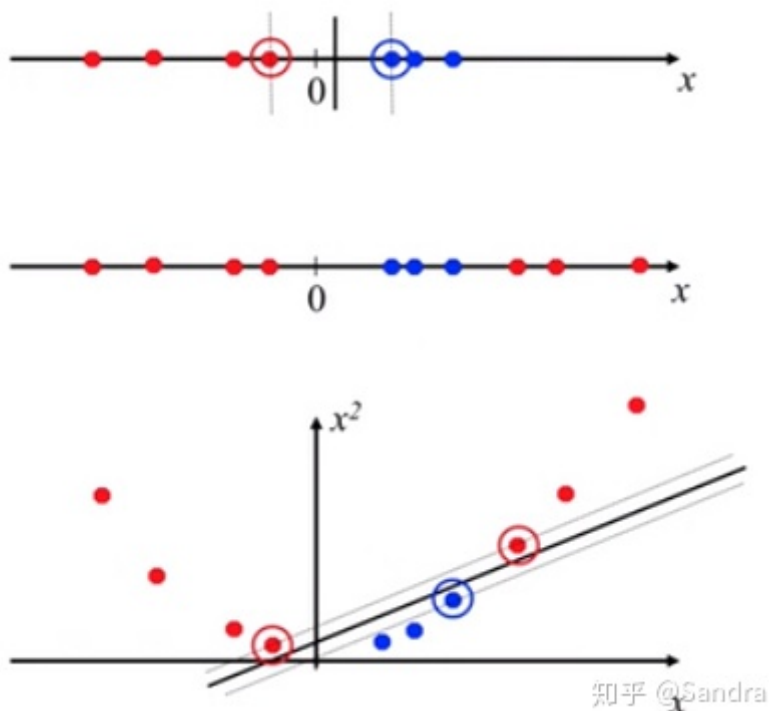
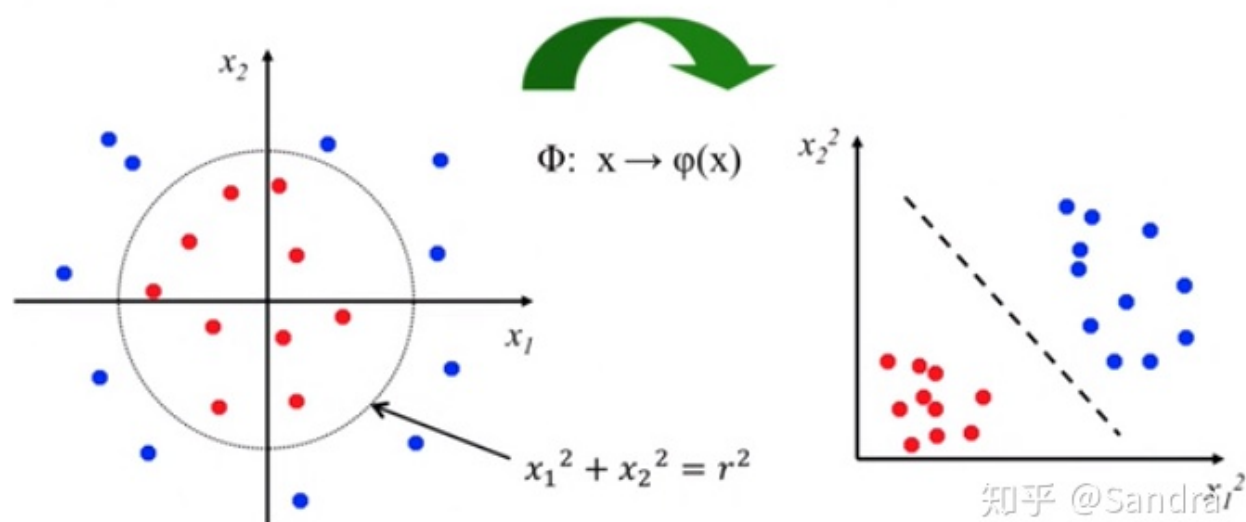
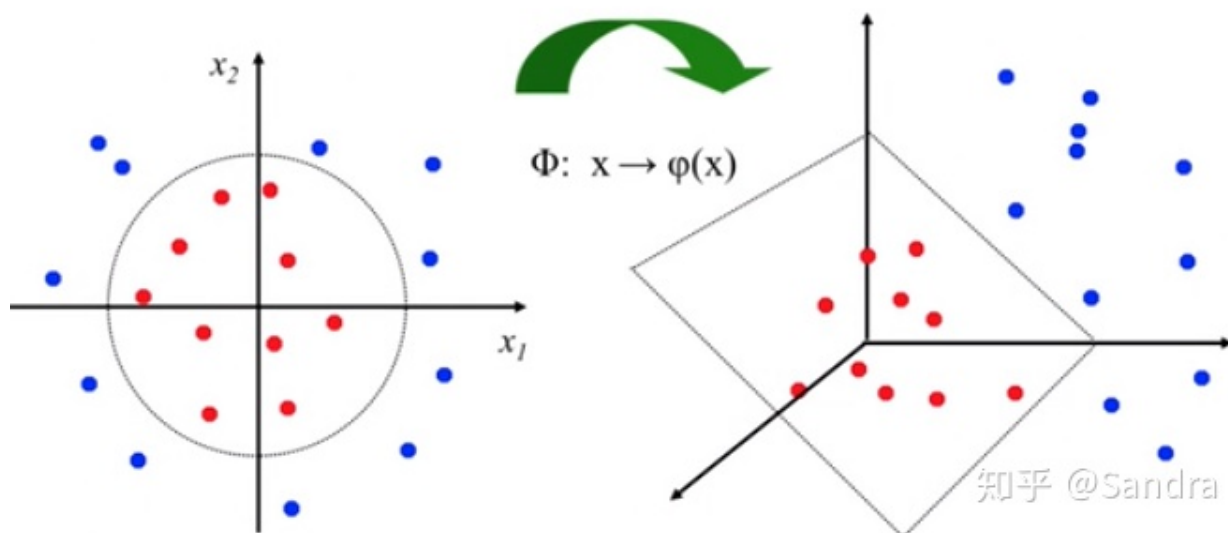


线性不可分问题下的SVM:



基本思想：一维不可分映射为高维度（feature space），映射不唯一。





一般都是用几种固定的应设方法：

$$\Phi(x) = \begin{bmatrix} 1 \\ \sqrt{2}x_1 \\ \sqrt{2}x_2 \\ \vdots \\ \sqrt{2}x_m \\ x_1^2 \\ x_2^2 \\ \vdots \\ x_m^2 \\ \sqrt{2}x_1x_2 \\ \sqrt{2}x_1x_3 \\ \vdots \\ \sqrt{2}x_1x_m \\ \sqrt{2}x_2x_3 \\ \vdots \\ \sqrt{2}x_2x_m \\ \vdots \\ \sqrt{2}x_{m-1}x_m \end{bmatrix}$$

} Constant Terms
 } Linear Terms
 } Pure Quadratic Terms
 } Quadratic Cross-Terms

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从低维映射至高维，通过公式，大概含义例如有一个100维的数据，映射至5000维。

Number of terms

$$C_{m+2}^2 = \frac{(m+2)(m+1)}{2} \approx \frac{m^2}{2}$$

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SVM中大多为向量做内积：

$$\Phi(a) \cdot \Phi(b) = \begin{bmatrix} 1 \\ \sqrt{2}a_1 \\ \sqrt{2}a_2 \\ \vdots \\ \sqrt{2}a_m \\ a_1^2 \\ a_2^2 \\ \vdots \\ a_m^2 \\ \sqrt{2}a_1a_2 \\ \sqrt{2}a_1a_3 \\ \vdots \\ \sqrt{2}a_1a_m \\ \sqrt{2}a_2a_3 \\ \vdots \\ \sqrt{2}a_2a_m \\ \vdots \\ \sqrt{2}a_{m-1}a_m \end{bmatrix} \cdot \begin{bmatrix} 1 \\ \sqrt{2}b_1 \\ \sqrt{2}b_2 \\ \vdots \\ \sqrt{2}b_m \\ b_1^2 \\ b_2^2 \\ \vdots \\ b_m^2 \\ \sqrt{2}b_1b_2 \\ \sqrt{2}b_1b_3 \\ \vdots \\ \sqrt{2}b_1b_m \\ \sqrt{2}b_2b_3 \\ \vdots \\ \sqrt{2}b_2b_m \\ \vdots \\ \sqrt{2}b_{m-1}b_m \end{bmatrix}$$

$$\begin{aligned} & \left. \begin{array}{l} 1 \\ \sqrt{2}a_1 \\ \sqrt{2}a_2 \\ \vdots \\ \sqrt{2}a_m \end{array} \right\} \sum_{i=1}^m 2a_i b_i \\ & \left. \begin{array}{l} a_1^2 \\ a_2^2 \\ \vdots \\ a_m^2 \end{array} \right\} \sum_{i=1}^m a_i^2 b_i^2 \\ & \left. \begin{array}{l} \sqrt{2}a_1a_2 \\ \sqrt{2}a_1a_3 \\ \vdots \\ \sqrt{2}a_1a_m \\ \sqrt{2}a_2a_3 \\ \vdots \\ \sqrt{2}a_2a_m \\ \vdots \\ \sqrt{2}a_{m-1}a_m \end{array} \right\} \sum_{i=1}^{m-1} \sum_{j=i+1}^m 2a_i a_j b_i b_j \end{aligned}$$

$x_i \cdot x_j \Rightarrow \Phi(x_i) \cdot \Phi(x_j)$

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Kernel Trick:

高维做内积复杂度是很高的，但是存在一个表达式（核函数，Kernel）：

$$(a \cdot b + 1)^2 = \phi(a) \cdot \phi(b)$$

，说明低维度该计算公式可以得到与高维度计算得出相同的结果，既保证的提高维度，又降低了计算复杂度。

$$\Phi(a) \cdot \Phi(b) = 1 + 2 \sum_{i=1}^m a_i b_i + \sum_{i=1}^m a_i^2 b_i^2 + \sum_{i=1}^{m-1} \sum_{j=i+1}^m 2a_i a_j b_i b_j$$

$$\begin{aligned} (a \cdot b + 1)^2 &= (a \cdot b)^2 + 2a \cdot b + 1 = \left(\sum_{i=1}^m a_i b_i \right)^2 + 2 \sum_{i=1}^m a_i b_i + 1 \\ &= \sum_{i=1}^m \sum_{j=1}^m a_i b_i a_j b_j + 2 \sum_{i=1}^m a_i b_i + 1 \\ &= \sum_{i=1}^m (a_i b_i)^2 + 2 \sum_{i=1}^{m-1} \sum_{j=i+1}^m a_i b_i a_j b_j + 2 \sum_{i=1}^m a_i b_i + 1 \end{aligned}$$

$$K(a, b) = (a \cdot b + 1)^2 = \Phi(a) \cdot \Phi(b)$$

$O(m)$

知乎@Sandra $O(m^2)$

高维度操作=低维度操作

- The linear classifier relies on dot products $x_i \cdot x_j$ between vectors.
- If every data point is mapped into a high-dimensional space via some transformation $\Phi: x \rightarrow \phi(x)$, the dot product becomes: $\phi(x_i) \cdot \phi(x_j)$
- A *kernel function* is some function that corresponds to an inner product in some expanded *feature* space: $K(x_i, x_j) = \phi(x_i) \cdot \phi(x_j)$
- Example: $x=[x_1, x_2]$; $K(x_i, x_j) = (1+x_i \cdot x_j)^2$

$$K(x_i, x_j) = (1 + x_i \cdot x_j)^2 = 1 + x_{i1}^2 x_{j1}^2 + 2x_{i1} x_{j1} x_{i2} x_{j2} + x_{i2}^2 x_{j2}^2 + 2x_{i1} x_{j1} + 2x_{i2} x_{j2}$$

$$= [1, x_{i1}^2, \sqrt{2}x_{i1}x_{i2}, x_{i2}^2, \sqrt{2}x_{i1}, \sqrt{2}x_{i2}] \cdot [1, x_{j1}^2, \sqrt{2}x_{j1}x_{j2}, x_{j2}^2, \sqrt{2}x_{j1}, \sqrt{2}x_{j2}]$$

$$= \Phi(x_i) \cdot \Phi(x_j), \text{ where } \Phi(x) = [1, x_1^2, \sqrt{2}x_1x_2, x_2^2, \sqrt{2}x_1, \sqrt{2}x_2]$$

非常巧妙的一点！

求解w和b：（转到高维空间了，但

$\phi(x)$

其实是不需要求得）

$$w = \sum_{i=1}^l \alpha_i y_i \Phi(x_i)$$

$$w \cdot \Phi(x_j) = \sum_{i=1}^l \alpha_i y_i \Phi(x_i) \cdot \Phi(x_j) = \sum_{i=1}^l \alpha_i y_i K(x_i, x_j)$$

$$b = \frac{1}{N_s} \sum_{s \in S} (y_s - \sum_{m \in S} \alpha_m y_m \Phi(x_m) \cdot \Phi(x_s)) = \frac{1}{N_s} \sum_{s \in S} (y_s - \sum_{m \in S} \alpha_m y_m K(x_m, x_s))$$

$$g(x) = \sum_{i=1}^l \alpha_i y_i K(x_i, x) + b \quad \longleftrightarrow \quad g(x) = w \cdot x + b = \sum_{i=1}^l \alpha_i y_i x_i \cdot x + b$$

与之前的对照

发现转为高维的求解函数，仍与低维的基本一致。

核函数的强悍！

$$\text{Polynomial} : K(x_i, x_j) = (x_i \cdot x_j + 1)^d$$

$$\text{Gaussian} : K(x_i, x_j) = \exp\left(-\frac{\|x_i - x_j\|^2}{2\sigma^2}\right)$$

$$\text{Hyperbolic Tangent} : K(x_i, x_j) = \tanh(\kappa x_i \cdot x_j + c)$$

第一个是我们上面讲过的例子；第二个是高斯核函数：可以展开无数多项，所以可以映射至无穷维。

String Kernel:

文本转数值，转到高维空间

- ❖ Calculate the similarity between text strings.
- ❖ The substring 'c-a-r' is present in both **Car** and **Custard**.
- ❖ Each substring corresponds to a dimension of the feature space.

	c-a	c-t	a-t	b-a	b-t	c-r	a-r	b-r
$\phi(\text{cat})$	λ^2	λ^3	λ^2	0	0	0	0	0
$\phi(\text{car})$	λ^2	0	0	0	0	λ^3	λ^2	0
$\phi(\text{bat})$	0	0	λ^2	λ^2	λ^3	0	0	0
$\phi(\text{bar})$	0	0	0	λ^2	0	0	λ^2	λ^3

$$K(\text{car}, \text{cat}) = \lambda^4$$

$$K(\text{car}, \text{car}) = K(\text{cat}, \text{cat}) = 2\lambda^4 + \lambda^6$$

包含c-t, 但是因为一共三个字母所以是三次方