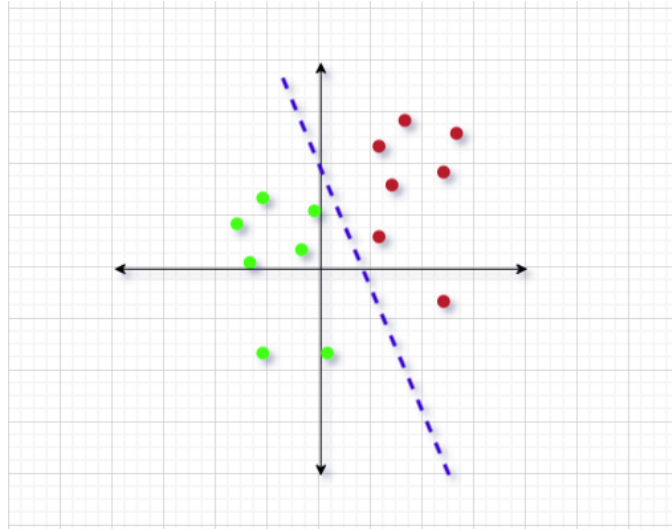


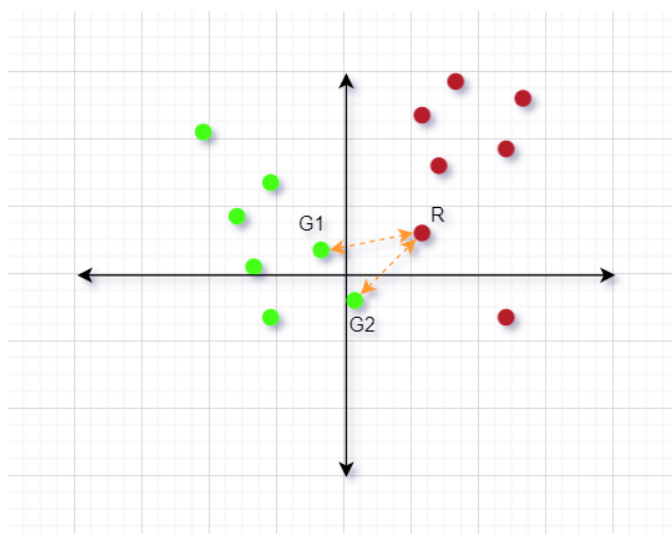
# SVM Theory

## *SVM(Support Vector Machine) Theory*



We will draw a line that will separate red and green points. These are two classes of a dataset.

- We will first calculate the distance between the **negative class and the positive class**.



- Here, the points G1, G2 and R are the closest for the two classes.

- For SVM, we consider the points of different closed classes to draw a boundary using them. These points are called **support vectors**.
- Here:
  - $G1 \Rightarrow S1$
  - $G2 \Rightarrow S2$
  - $R \Rightarrow S3$

### Theoretical Steps:

- Let's say the coordinates of the support vectors are:

$$S_1 = \begin{pmatrix} 2 \\ 1 \end{pmatrix} \quad S_2 = \begin{pmatrix} 2 \\ -1 \end{pmatrix} \quad S_3 = \begin{pmatrix} 4 \\ 0 \end{pmatrix}$$

- We will augment a 1 at the end for each vector.

$$\bar{S}_1 = \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} \quad \bar{S}_2 = \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix} \quad \bar{S}_3 = \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix}$$

- For 3 support vectors, we will have 3 parameters.

$$\alpha_1 \quad \alpha_2 \quad \alpha_3$$

- We will do the following calculations, using the matrix calculation:

$$\bar{S} \bar{S}^T \alpha$$

.

$$\text{Where, } \bar{S} = \begin{pmatrix} \bar{S}_1 \\ \bar{S}_2 \\ \bar{S}_3 \end{pmatrix} \quad \text{and} \quad \bar{S}^T = (\bar{S}_1 \quad \bar{S}_2 \quad \bar{S}_3)$$

- The result will be as follows:

$$\tilde{S} \tilde{S}^T = \begin{bmatrix} \tilde{s}_1 \tilde{s}_1 & \tilde{s}_1 \tilde{s}_2 & \tilde{s}_1 \tilde{s}_3 \\ \tilde{s}_2 \tilde{s}_1 & \tilde{s}_2 \tilde{s}_2 & \tilde{s}_2 \tilde{s}_3 \\ \tilde{s}_3 \tilde{s}_1 & \tilde{s}_3 \tilde{s}_2 & \tilde{s}_3 \tilde{s}_3 \end{bmatrix}$$

(3 × 3)

- If the aforementioned is multiplied by alpha, then we will get the following:

$$\begin{aligned} \alpha_1 \bar{S}_1 \bar{S}_1 + \alpha_2 \bar{S}_1 \bar{S}_2 + \alpha_3 \bar{S}_1 \bar{S}_3 &= -1 \\ \alpha_1 \bar{S}_2 \bar{S}_1 + \alpha_2 \bar{S}_2 \bar{S}_2 + \alpha_3 \bar{S}_2 \bar{S}_3 &= -1 \\ \alpha_1 \bar{S}_3 \bar{S}_1 + \alpha_2 \bar{S}_3 \bar{S}_2 + \alpha_3 \bar{S}_3 \bar{S}_3 &= +1 \end{aligned}$$

- We are assigning S1 and S2 (Green) as the **negative class**, and S3 (Red) as the **positive class**. That's why we are assigning -1 to the first two and +1 to the third one.
- After putting the values of the augmented vectors:

$$\begin{aligned} \omega_1 \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} + \omega_2 \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix} + \omega_3 \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} &= -1 \\ \omega_1 \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} + \omega_2 \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix} + \omega_3 \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} &= -1 \\ \omega_1 \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} + \omega_2 \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix} + \omega_3 \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} &= +1 \end{aligned}$$

- We know that, for matrix calculation:

$$\text{if } A = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \text{ and } B = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$

then,

$$A \cdot B = a_1 b_1 + a_2 b_2 + a_3 b_3$$

- Finally, after calculation, we have the following 3 equations:

$$\begin{aligned}
6\alpha_1 + 4\alpha_2 + 9\alpha_3 &= -1 \quad \text{--- (i)} \\
4\alpha_1 + 6\alpha_2 + 9\alpha_3 &= -1 \quad \text{--- (ii)} \\
9\alpha_1 + 9\alpha_2 + 17\alpha_3 &= 1 \quad \text{--- (iii)}
\end{aligned}$$

- Now we solve for the alpha values and get the following:

$$\alpha_1 = -3.25$$

$$\alpha_2 = -3.25$$

$$\alpha_3 = 3.5$$

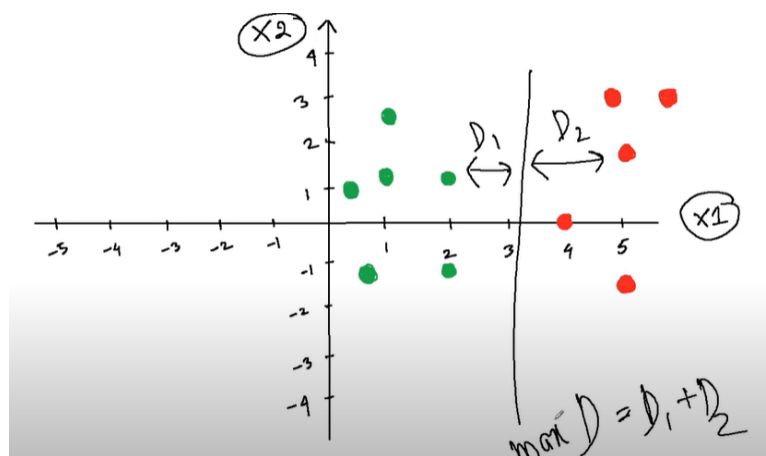
⇒ Since we are working with **Linear SVM**, the **decision boundary will be linear**.  
Hence

$$y = mx + c$$

- From the machine learning perspective, the equation becomes:

$$y = WX + b$$

- We have to **maximize** the margin D. Because we want to separate the classes using the decision boundary. If it's close to the classes, then there is a chance of overlap. So the distance of the **decision boundary** from the classes should be **as high as possible**.



- Finally, the value of Weight is as follows:

$$\bar{W} = \sum \alpha_i \bar{S}_i$$

$$\begin{aligned}
\bar{W} &= \alpha_1 \bar{S}_1 + \alpha_2 \bar{S}_2 + \alpha_3 \bar{S}_3 \\
&= -3.25 \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} + -3.25 \begin{pmatrix} 2 \\ -1 \\ 1 \end{pmatrix} + -3.5 \begin{pmatrix} 4 \\ 0 \\ 1 \end{pmatrix} \\
&= \begin{pmatrix} -6.50 \\ -3.25 \\ -3.25 \end{pmatrix} + \begin{pmatrix} -6.50 \\ 3.25 \\ -3.25 \end{pmatrix} + \begin{pmatrix} 14.0 \\ 0 \\ 3.5 \end{pmatrix} \\
\bar{W} &= \begin{pmatrix} 1 \\ 0 \\ 3 \end{pmatrix}
\end{aligned}$$

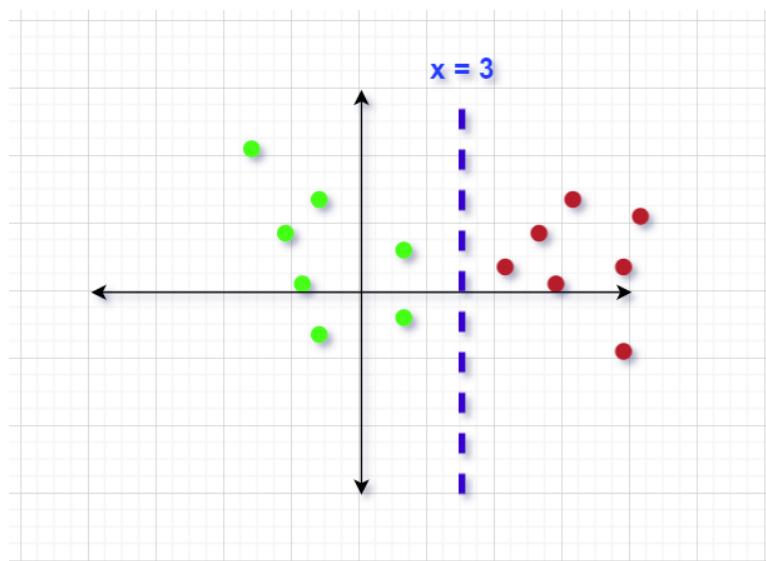
- This is the **augmented W**. The last value -3 was a bias. So finally:

$$\bar{W} = \begin{pmatrix} 1 \\ 3 \\ -3 \end{pmatrix} \quad \text{So, } W = \begin{pmatrix} 1 \\ 3 \end{pmatrix} \quad \text{and} \quad b = -3$$

- The equation of the decision boundary becomes:

$$\begin{aligned}
y &= W x - 3 \\
\Rightarrow y &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} x - 3
\end{aligned}$$

- As  $b = -3$ ,  **$x = 3$ , will be positive**. If  $b$  were positive,  $x$  would be negative. The decision boundary/hyperplane will be:



- For a new point (1, 0), the following will be the calculation to get the class:

$$\begin{aligned}
 y &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} x - 3 \\
 y &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} - 3 \\
 &= (1 + 0) - 3 \\
 &= 1 - 3 \\
 \text{So, } y &= -2
 \end{aligned}$$

- As the value is negative, the new point belongs to the **negative class**. If the result were positive, the point would belong to the positive class.

**Linear SVM also works with non-linear data, which is a great strength.**