



# Smart Mobile Platform

## Support Vector Machine (SVM)

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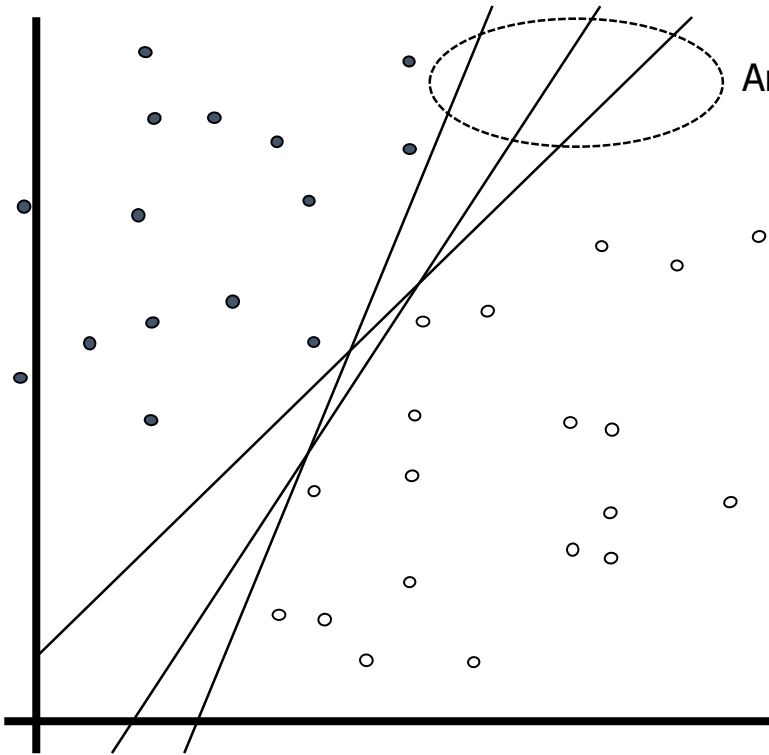


- **Support Vector Machine (SVM)**
  - **Main Idea**
  - Hyperplane in  $n$ -Dimensional Space
  - Brief Introduction to Optimization for SVM
  - SVM for Classification



# Main Idea

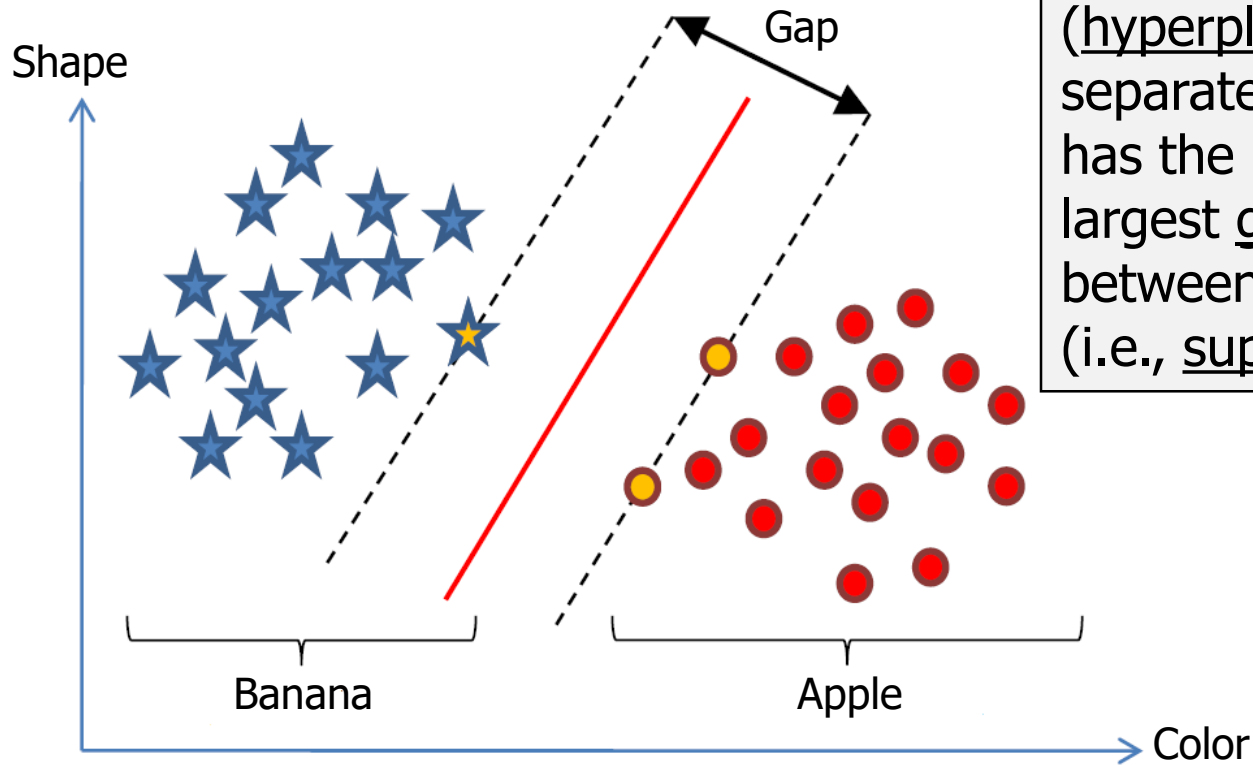
- How can we classify the give data?



Any of these would be fine. But which is the best?



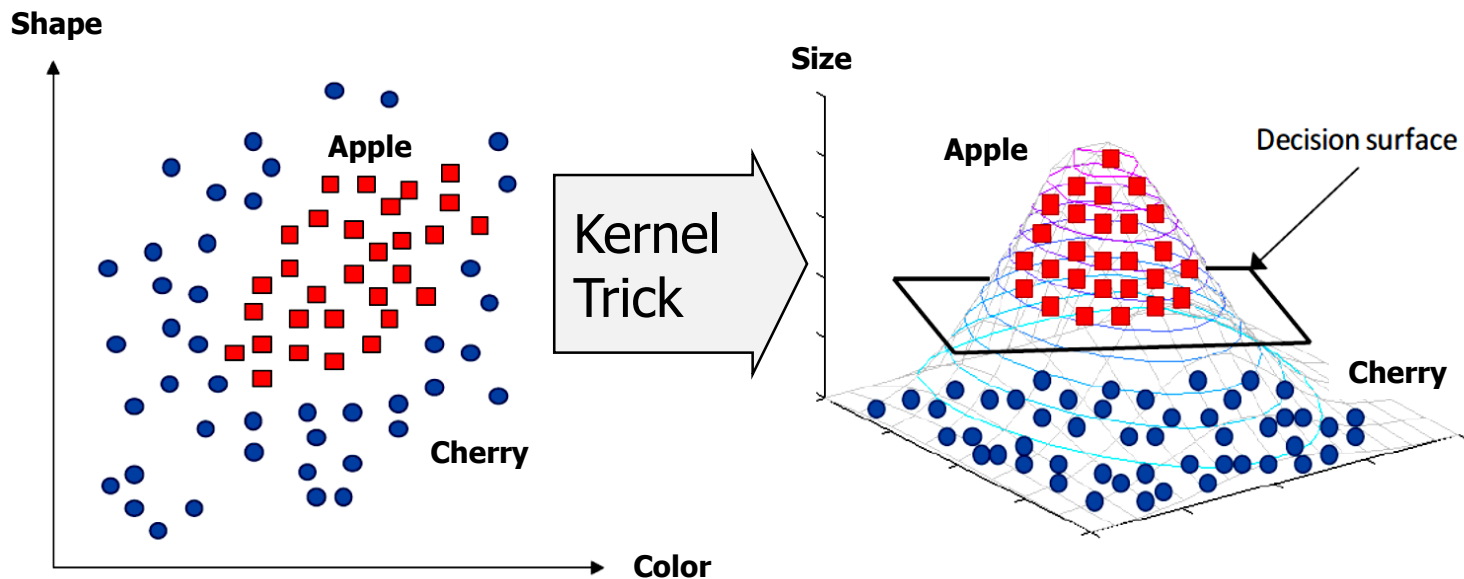
# Main Idea



Find a linear decision surface (hyperplane) that can separate object classes and has the largest distance (i.e., largest gap (or margin)) between border-line objects (i.e., support vectors);



# Main Idea



- If linear decision surface does not exist, the data is mapped into a higher dimensional space (feature space) where the separating decision surface is found.
- The feature space is constructed via mathematical projection (kernel trick).



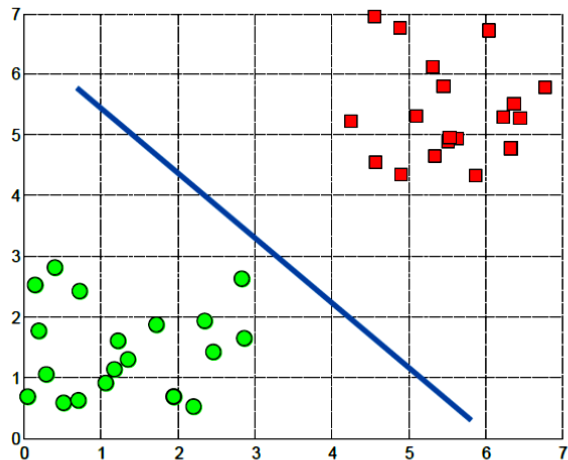
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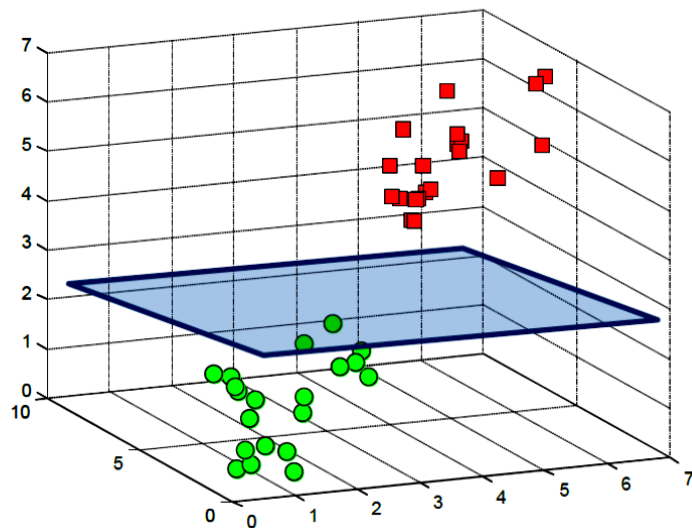
# Hyperplane in $n$ -Dimensional Space

[Definition (Hyperplane)] A subspace of one dimension less than its ambient space, i.e., the hyperplane in  $n$ -dimensional space means the  $n - 1$  subspace.

A decision surface in  $\mathbb{R}^2$



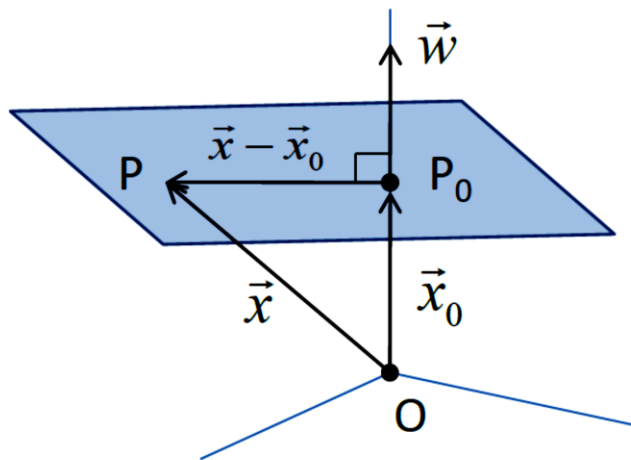
A decision surface in  $\mathbb{R}^3$





# Hyperplane in $n$ -Dimensional Space

- Equations of a Hyperplane



- An equation of a hyperplane is defined by a point ( $P_0$ ) and a perpendicular vector to the plane ( $\vec{w}$ ) at that point.

- Define vectors:  $\vec{x}_0$  and  $\vec{x}$  where  $P$  is an arbitrary point on a hyperplane.

- A condition for  $P$  to be on the plane is that the vector  $\vec{x} - \vec{x}_0$  is perpendicular to  $\vec{w}$ :

$$\vec{w} \cdot (\vec{x} - \vec{x}_0) = 0$$

$$\vec{w} \cdot \vec{x} - \vec{w} \cdot \vec{x}_0 = 0 \quad \text{and define} \quad b = -\vec{w} \cdot \vec{x}_0$$

$$\vec{w} \cdot \vec{x} + b = 0$$

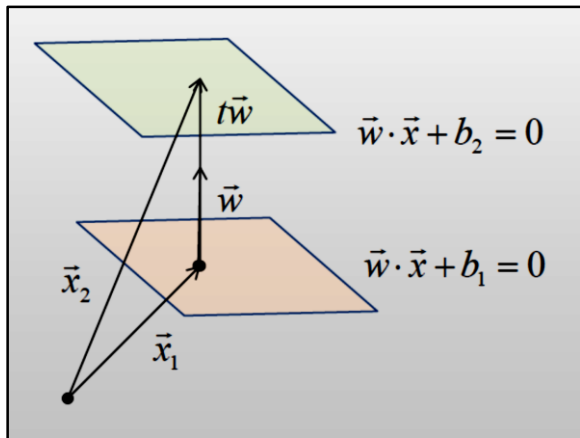
- The above equations hold for  $R^n$  when  $n > 3$ .





# Hyperplane in $n$ -Dimensional Space

- Equations of a Hyperplane



$$\vec{x}_2 = \vec{x}_1 + t\vec{w}$$

$$D = \|t\vec{w}\| = |t|\|\vec{w}\|$$

$$\vec{w} \cdot \vec{x}_2 + b_2 = 0$$

$$\vec{w} \cdot (\vec{x}_1 + t\vec{w}) + b_2 = 0$$

$$\vec{w} \cdot \vec{x}_1 + t\|\vec{w}\|^2 + b_2 = 0$$

$$(\vec{w} \cdot \vec{x}_1 + b_1) - b_1 + t\|\vec{w}\|^2 + b_2 = 0$$

$$-b_1 + t\|\vec{w}\|^2 + b_2 = 0$$

$$t = (b_1 - b_2)/\|\vec{w}\|^2$$

$$\text{Therefore, } D = |t|\|\vec{w}\| = (b_1 - b_2)/\|\vec{w}\|$$

Distance between two parallel hyperplanes  $\vec{w} \cdot \vec{x} + b_1 = 0$  and  $\vec{w} \cdot \vec{x} + b_2 = 0$  is equivalent to

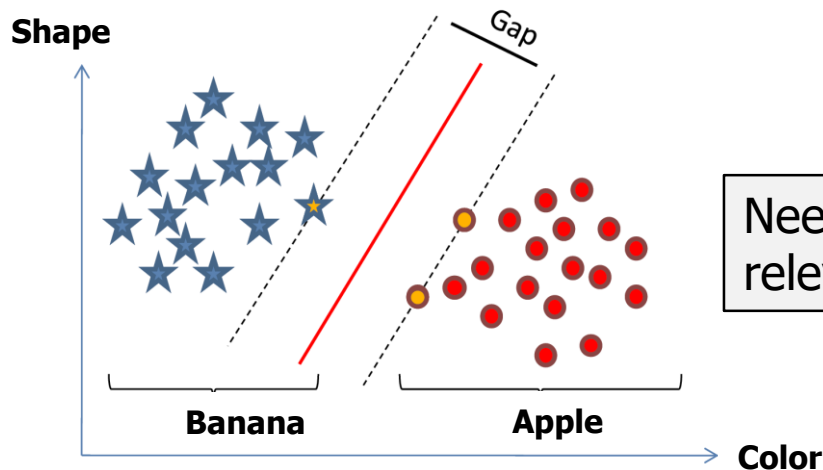
$$D = \frac{|b_1 - b_2|}{\|\vec{w}\|}.$$



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- Now, we understand
  - How to represent data (vectors)
  - How to define a linear decision surface (hyperplane)
- We need to understand
  - How to efficiently compute the hyperplane that separates two classes with the largest gap?

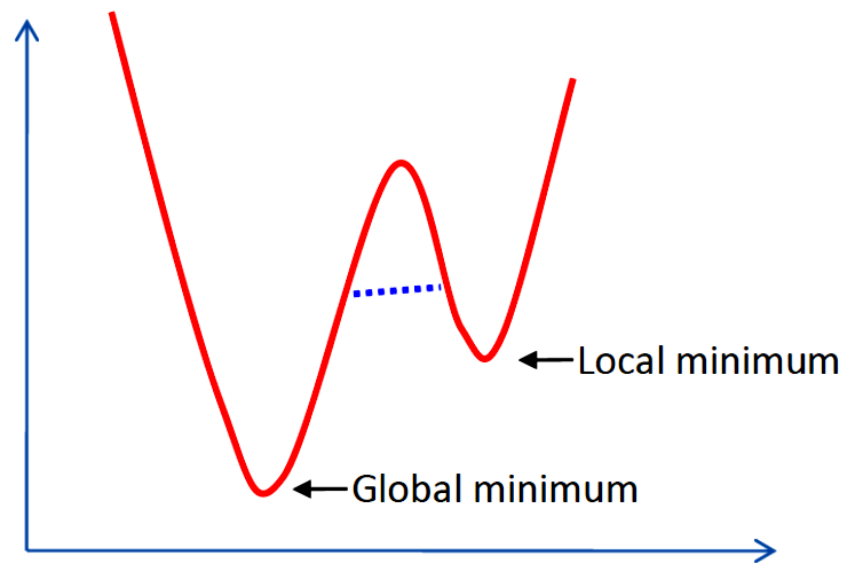
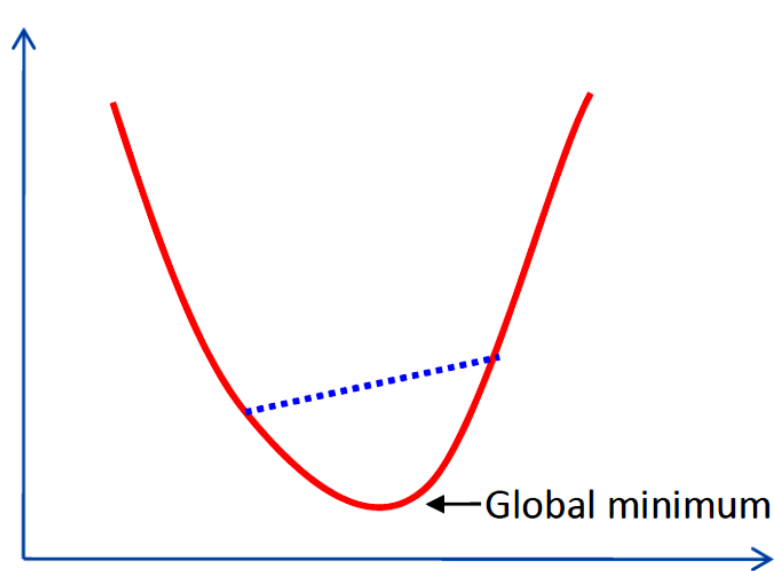


Need to understand the basics of relevant optimization theory



- Convex Functions

- A function is called convex if the function lies below the straight line segment connecting two points, for any two points in the interval.
- Property: Any local minimum is a global minimum.





- Quadratic programming (QP)
  - Quadratic programming (QP) is a special optimization problem: the function to optimize (objective) is quadratic, subject to linear constraints.
  - Convex QP problems have convex objective functions.
  - These problems can be solved easily and efficiently by greedy algorithms (because every local minimum is a global minimum).



- Quadratic programming (QP)
  - [Example], Constrained Optimization, i.e., **Lagrange Multiplier** is required.

Consider  $\vec{x} = (x_1, x_2)$

Minimize  $\frac{1}{2} \|\vec{x}\|_2^2$  subject to  $x_1 + x_2 - 1 \geq 0$

Quadratic Objective

Linear Constraints

Consider  $\vec{x} = (x_1, x_2)$

Minimize  $\frac{1}{2} (x_1^2 + x_2^2)$  subject to  $x_1 + x_2 - 1 \geq 0$

Quadratic Objective

Linear Constraints



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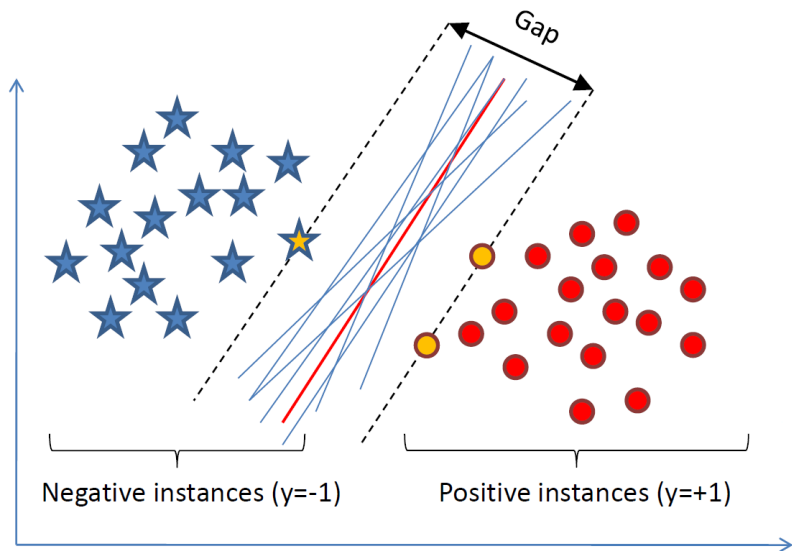


- SVM for Classification
  - (Case 1) Linearly Separable Data; Hard-Margin Linear SVM
  - (Case 2) Not Linearly Separable Data; Soft-Margin Linear SVM
  - (Case 3) Not Linearly Separable Data; Kernel Trick





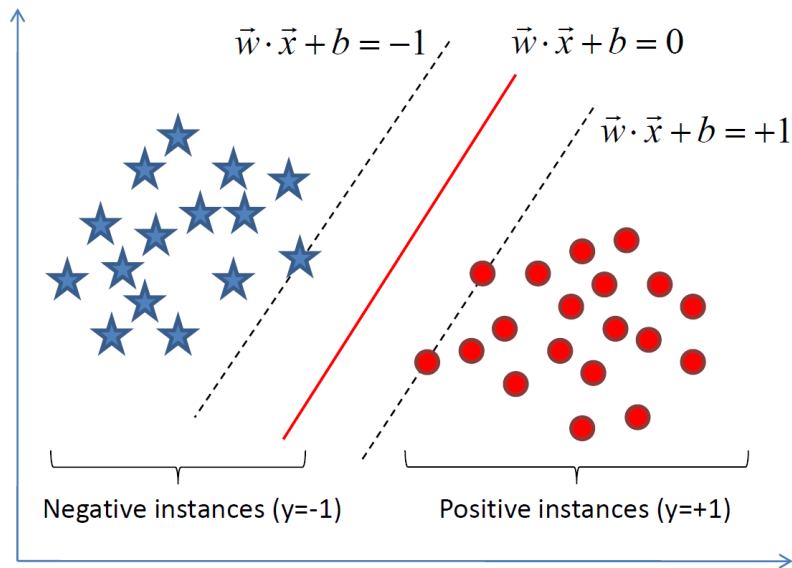
- (Case 1) Linearly Separable Data; Hard-Margin Linear SVM



- Want to find a classifier (hyperplane) to separate negative instances from the positive ones.
- An infinite number of such hyperplanes exist.
- SVMs find the hyperplane that maximizes the gap between data points on the boundaries (so-called support vectors).
- If the points on the boundaries are not informative (e.g., due to noise), SVMs will not do well.



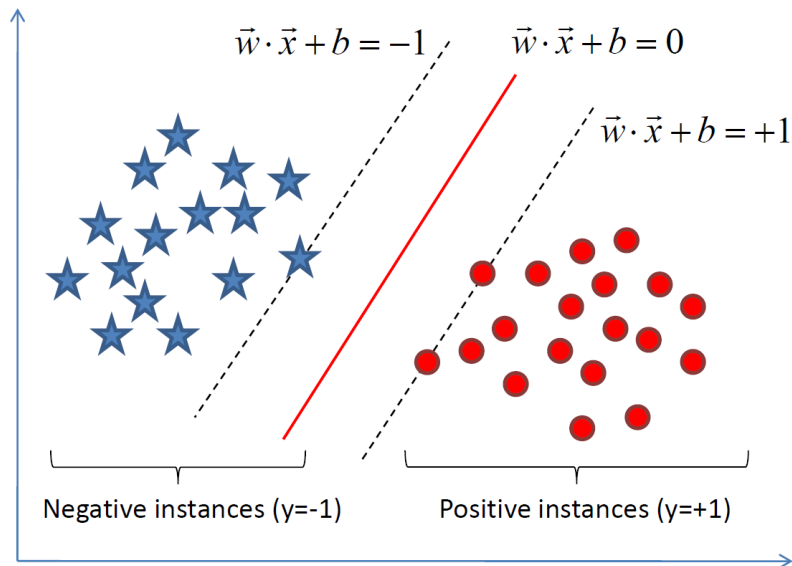
- (Case 1) Linearly Separable Data; Hard-Margin Linear SVM



- The gap is distance between two parallel hyperplanes:  
 $\vec{w} \cdot \vec{x} + b = -1$  and  $\vec{w} \cdot \vec{x} + b = +1$
- Now, we know that  
$$D = \frac{|b_1 - b_2|}{\|\vec{w}\|}, \text{ i.e., } D = \frac{2}{\|\vec{w}\|}.$$
- Since we have to maximize the gap, we have to minimize  $\|\vec{w}\|$ .
- Or equivalently, we have to minimize  $\frac{1}{2} \|\vec{w}\|^2$ .



- (Case 1) Linearly Separable Data; Hard-Margin Linear SVM



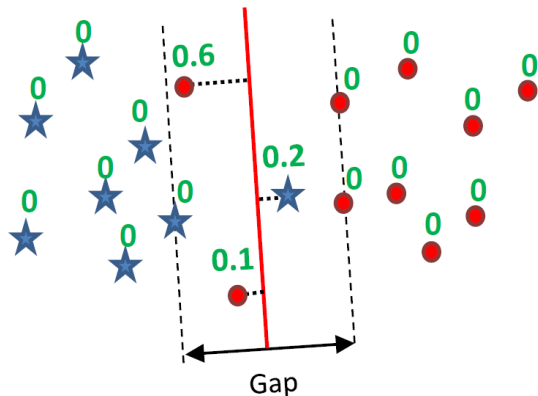
- In addition, we need to impose constraints that all instances are correctly classified. In our case,  $\vec{w} \cdot \vec{x}_i + b \leq -1$  if  $y_i = -1$   
 $\vec{w} \cdot \vec{x}_i + b \geq +1$  if  $y_i = +1$ , i.e., equivalently,  $y_i(\vec{w} \cdot \vec{x}_i + b) \geq 1$ .

In summary,

- Minimize  $\frac{1}{2} \|\vec{w}\|^2$  subject to  $y_i(\vec{w} \cdot \vec{x}_i + b) \geq 1$ , for  $i = 1, \dots, N$



- (Case 2) Not Linearly Separable Data; Soft-Margin Linear SVM



- What if the data is not linearly separable? E.g., there are outliers or noisy measurements, or the data is slightly non-linear.

## Approach

- Assign a slack variable to each instance  $\xi_i \geq 0$ , which can be thought of distance from the separating hyperplane if an instance is misclassified and 0 otherwise.
- Minimize  $\frac{1}{2} \|\vec{w}\|^2 + C \sum_{i=1}^N \xi_i$  subject to  $y_i(\vec{w} \cdot \vec{x}_i + b) \geq 1 - \xi_i$ , for  $i = 1, \dots, N$



- (Case 3) Not Linearly Separable Data; Kernel Trick

Data is not linearly separable in the input space

Data is linearly separable in the feature space obtained by a kernel

