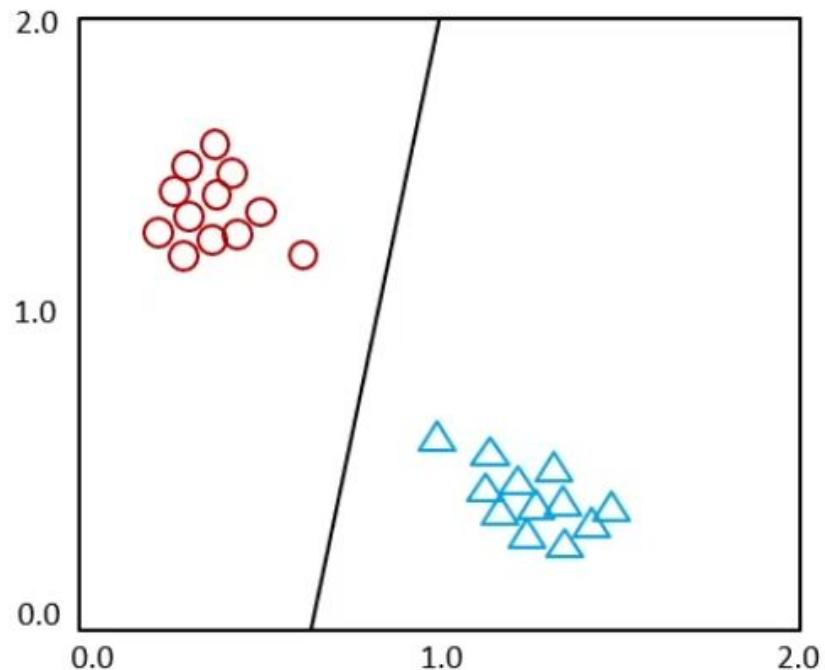


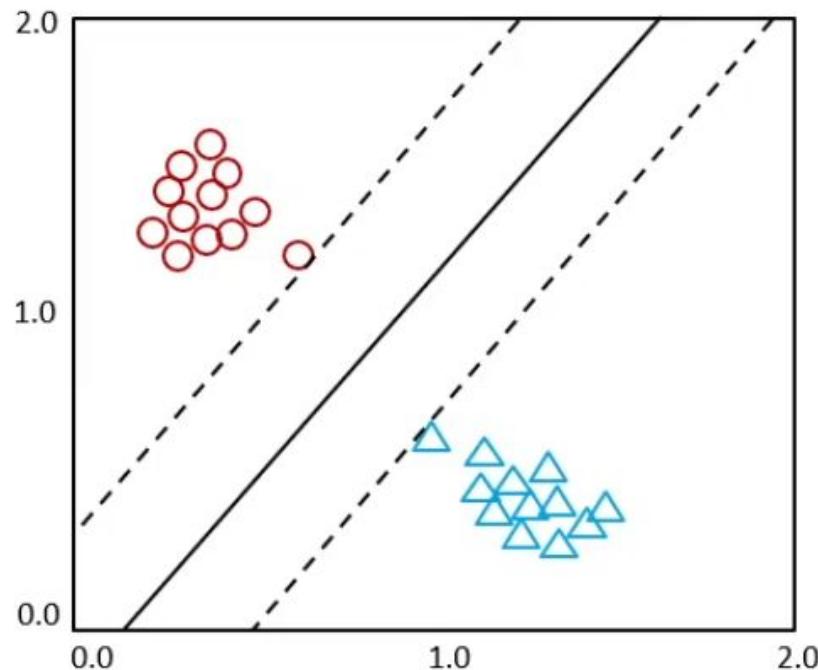
Support Vector Machine

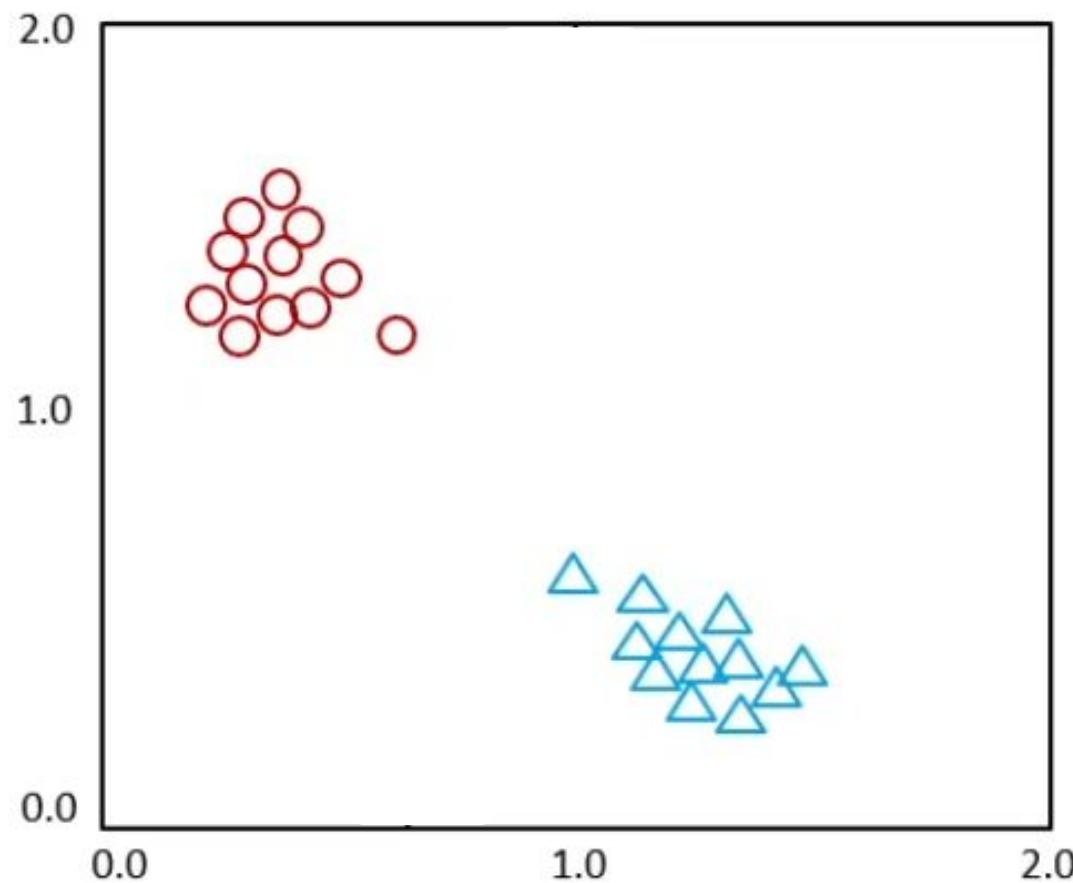
- بتعامل مع outliers, Noise
- Curse of dimensionality
- Non linear date

Logistic Regression



Linear Classification with SVMs





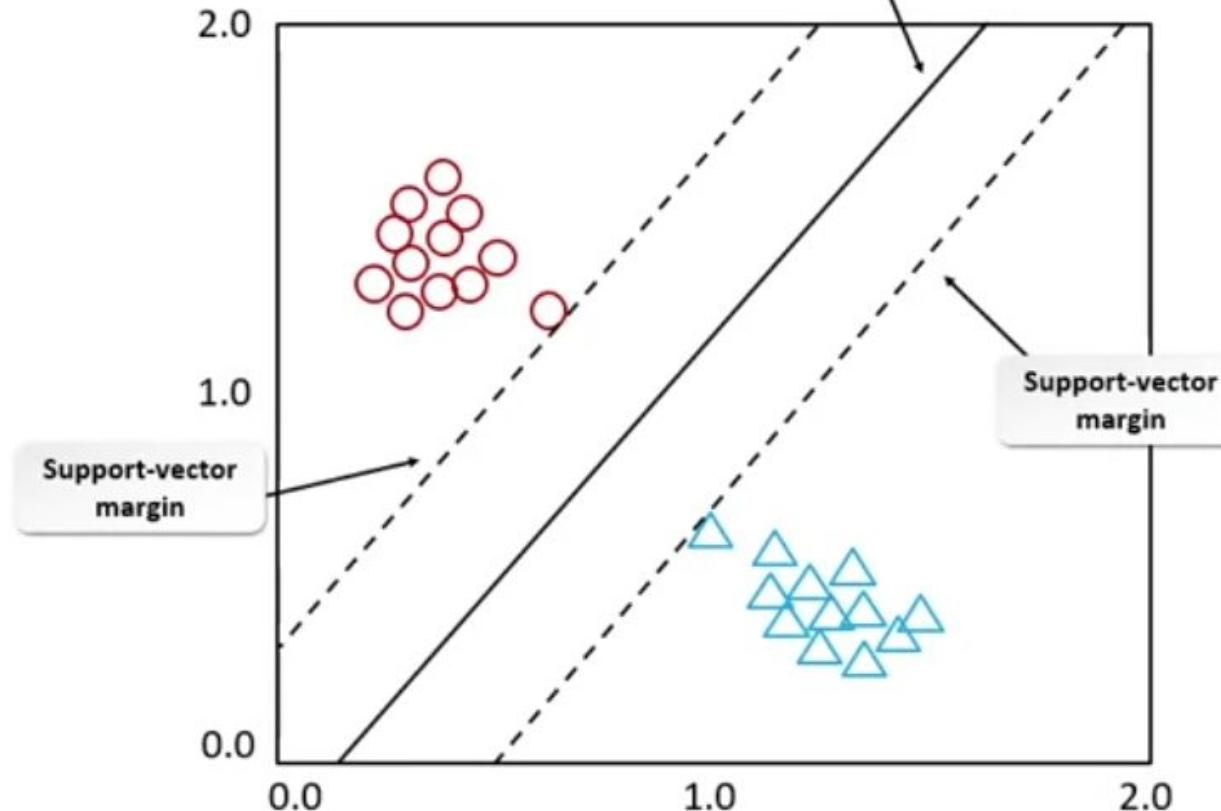
$$Y = b + ax$$

أجيب افضل قيم ل b, a إلى
بتتحقق اكبر margin ممكن

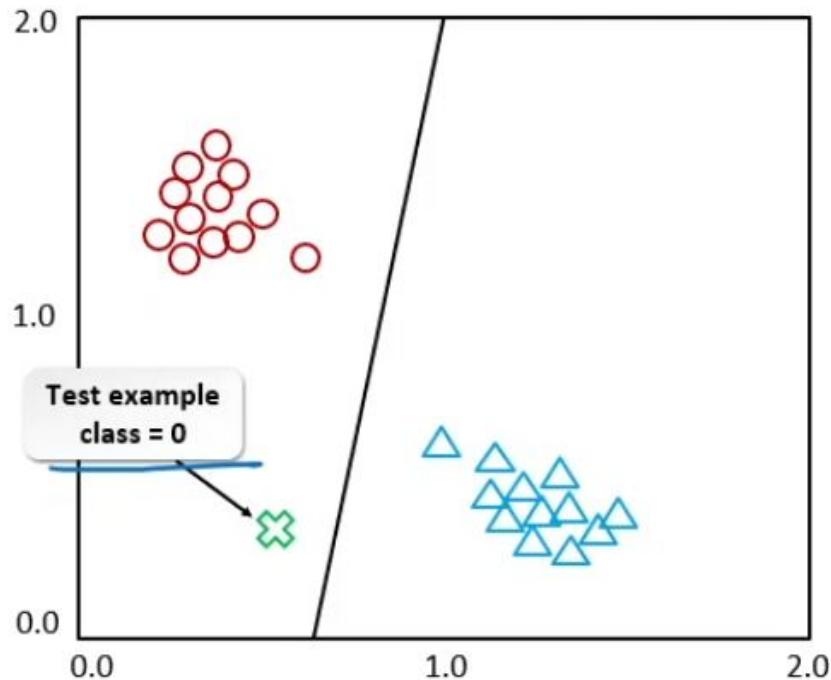
HYPER PLANE

Decision boundary

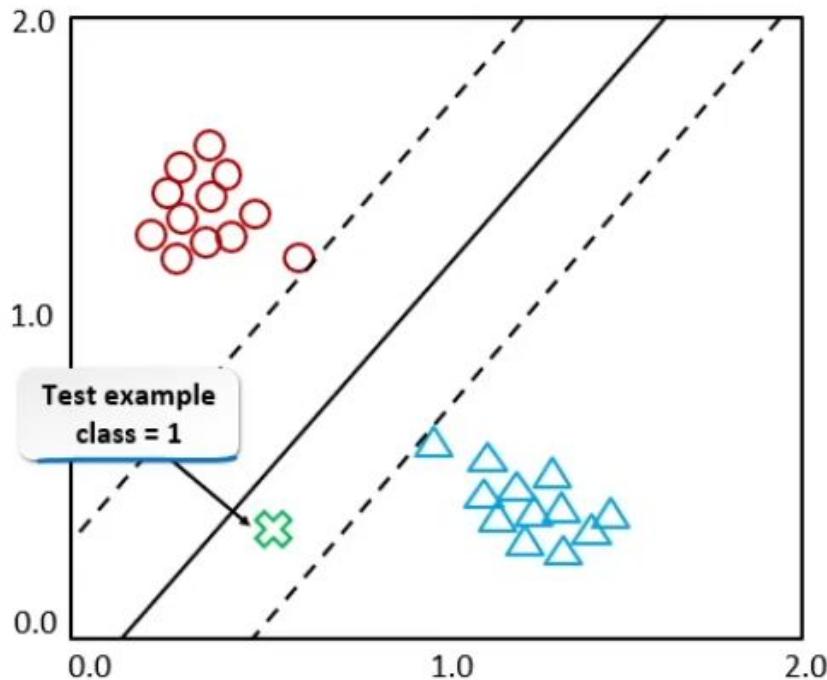
- Class 0
- △ Class 1



Logistic Regression



Linear Classification with SVMs



What Is the Margin Exactly?

The **margin** is the distance between the hyperplane and the closest data points from each class — those are your support vectors.

Mathematically, the margin is:

$$\text{Margin} = \frac{2}{\|w\|}$$

So, if we want a larger margin, we need a **smaller weight magnitude** ($\|w\|$).

That's why the optimization goal is to **minimize** $\|w\|$ while still classifying all points correctly.

The Optimization Problem

The SVM problem is formulated as an **optimization task**:

Minimize:

$$\frac{1}{2} \|w\|^2$$

Subject to:

$$y_i(w \cdot x_i + b) \geq 1$$

Where:

- y_i is the true class label (+1 or -1)
- x_i is the data point

The constraint ensures that every point lies on the correct side of the boundary.

So basically:

👉 We're searching for the **smallest w** (largest margin)

that still classifies every point correctly.

The algorithm doesn't just "draw lines and guess".

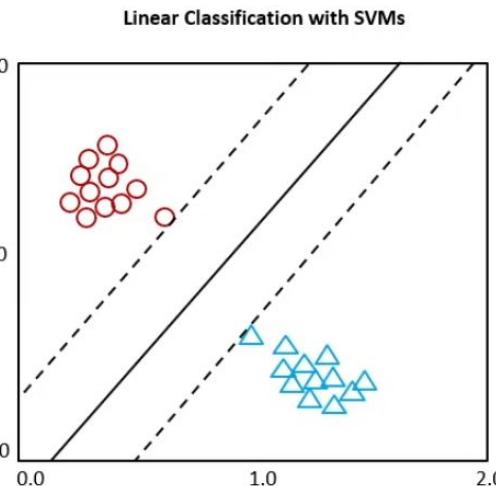
It uses mathematical optimization techniques like:

- **Quadratic Programming**

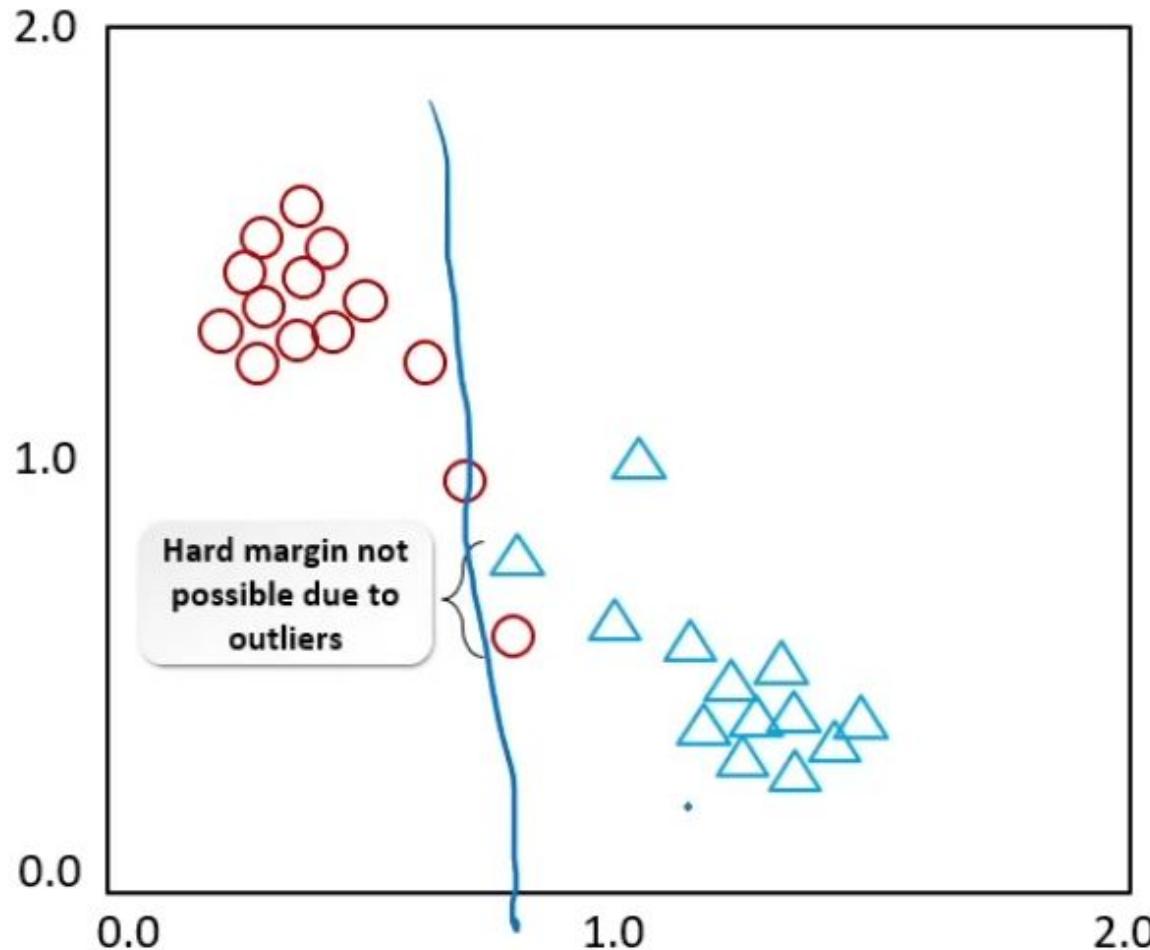
- **Lagrange Multipliers**

>>> to find the precise values of **w** and **b** that maximize the margin.

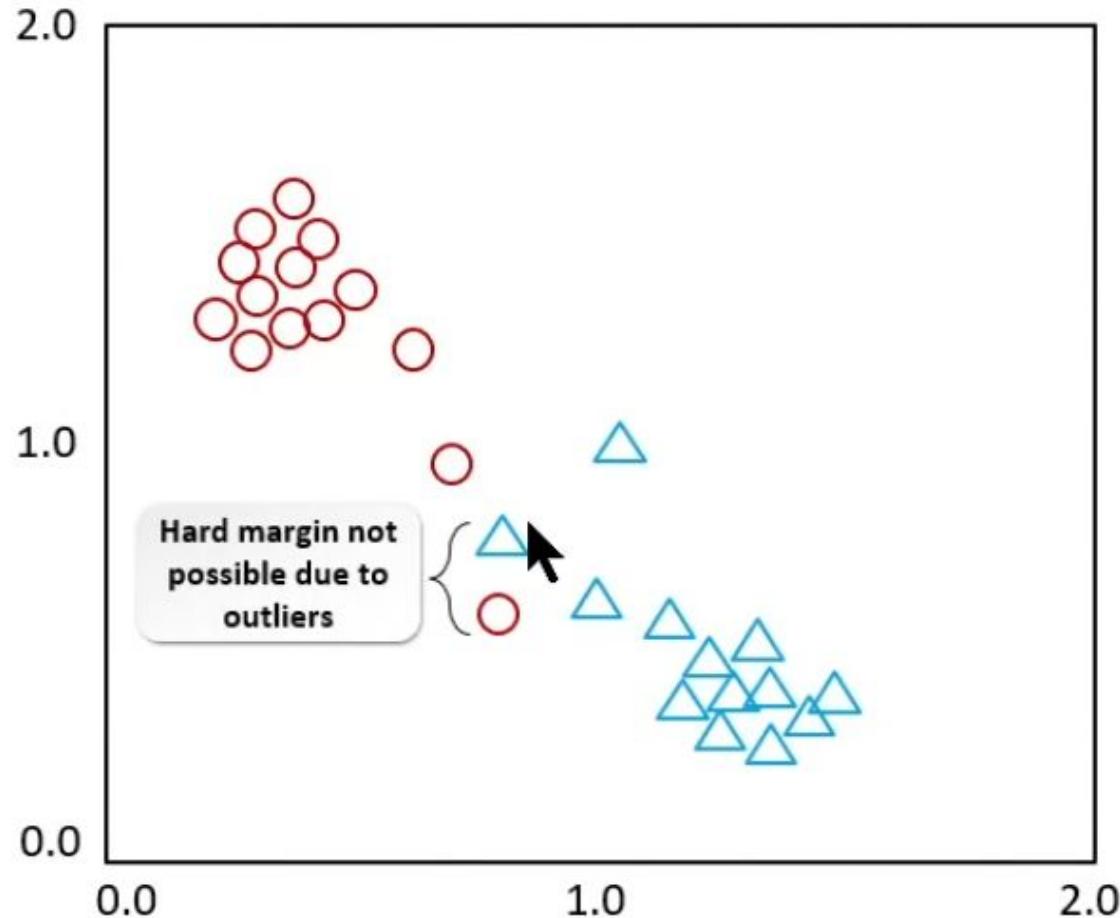
So, it keeps adjusting these parameters — testing margins, calculating distances — until it finds the line that perfectly balances both sides.

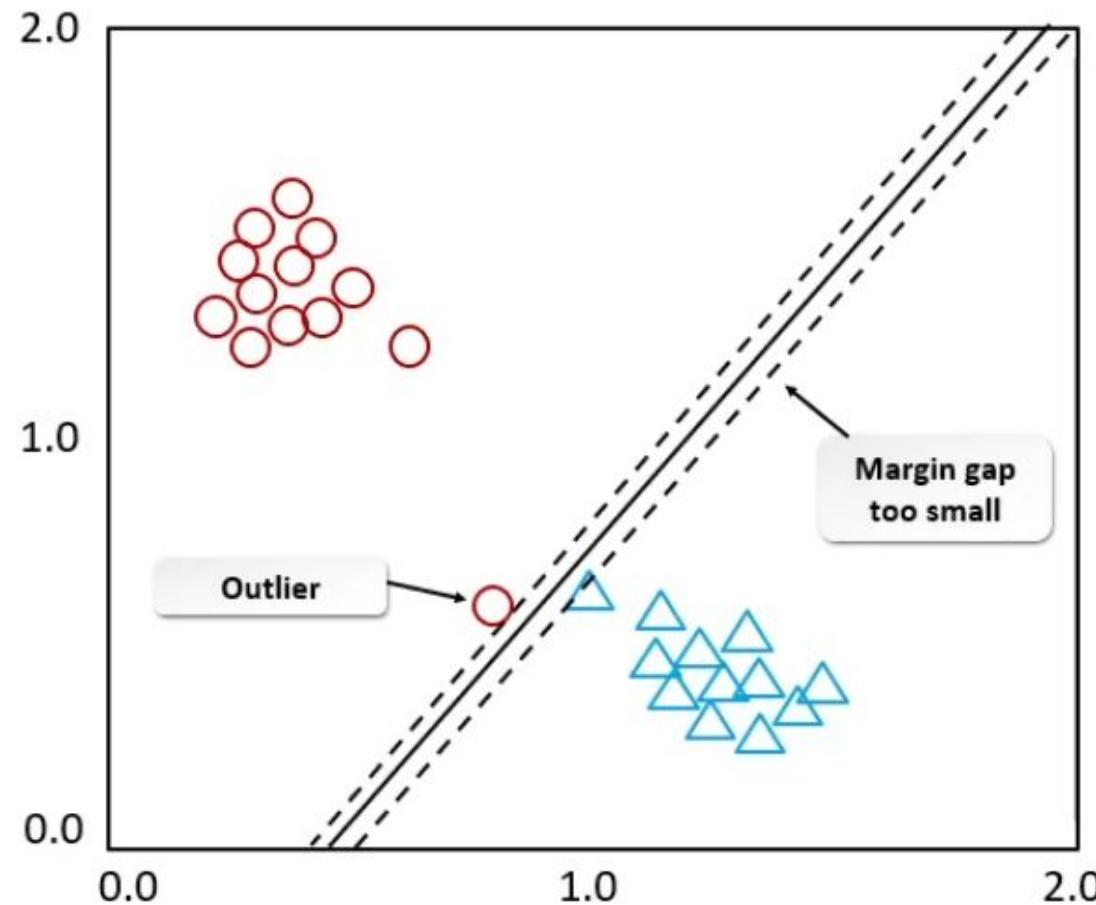


hard Margins

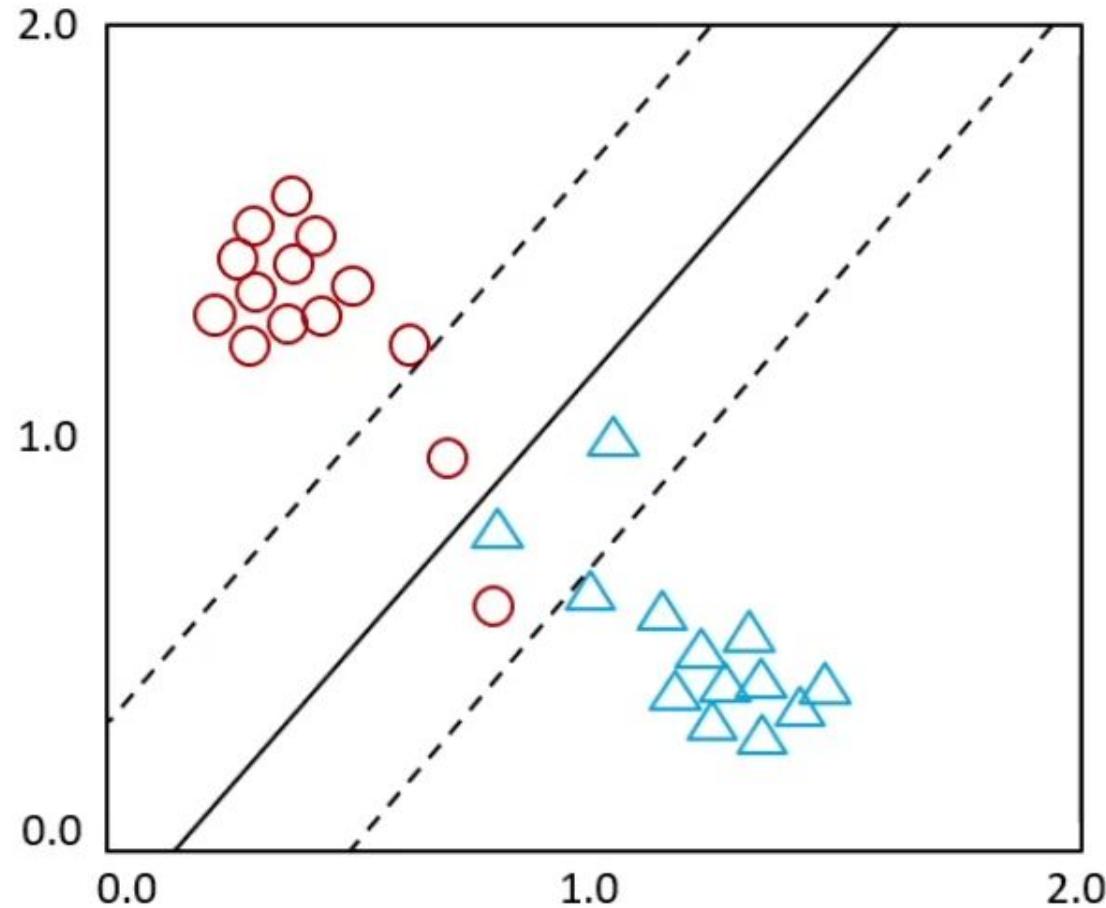


hard Margins





Soft Margins



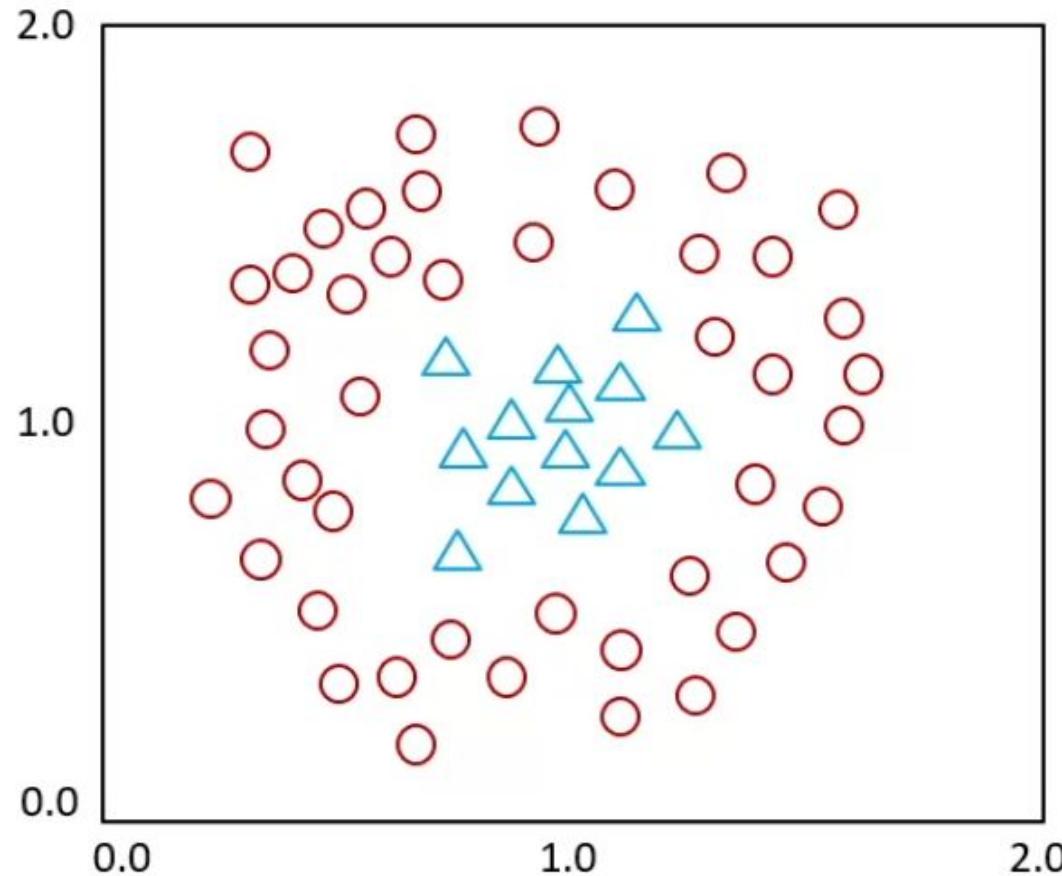
Regularization Penalty in SVM

As hyperparameter > C

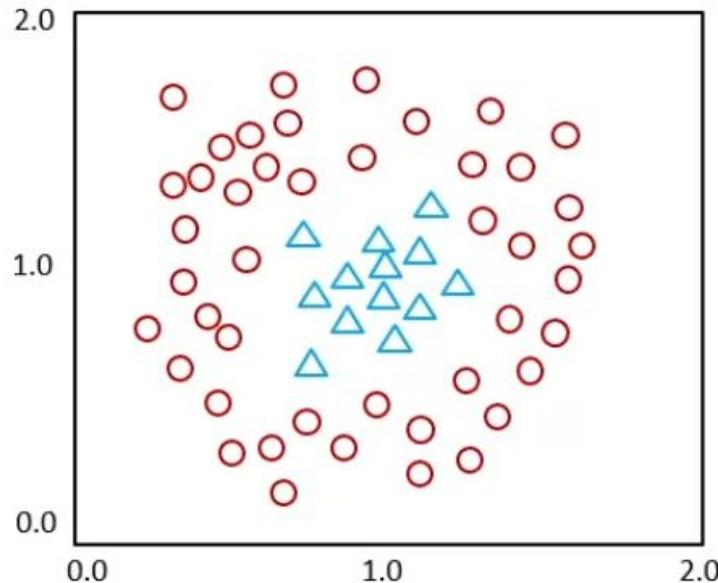
low C >> soft margins

High C >> Hard margins >> overfitting

Nonlinear Classification



Y



X



Y

3-D Space

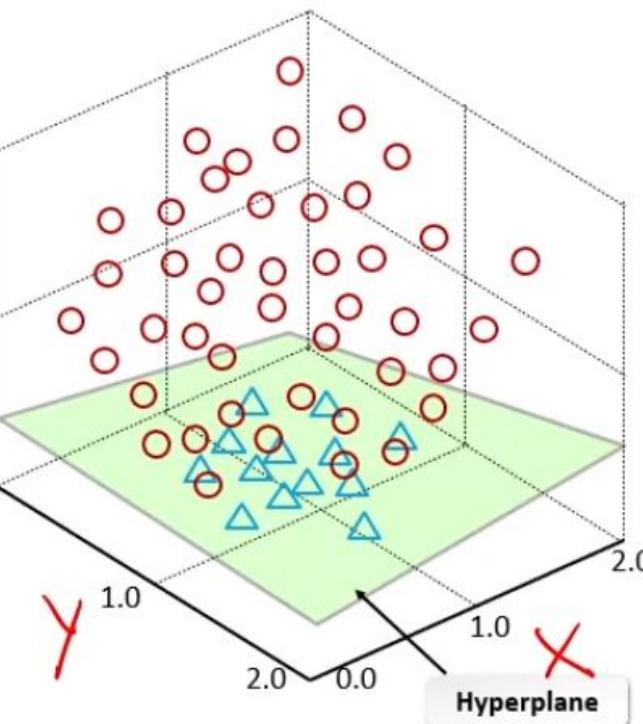
10.0
5.0
0.0

2.0
1.0
0.0

2.0
1.0
0.0

Hyperplane

X



Feature Expansion / Feature Mapping / Basis Expansion

- Explicitly transform input into higher-dimensional features

$$K(x, y) = \langle f(x), f(y) \rangle$$

Assume:

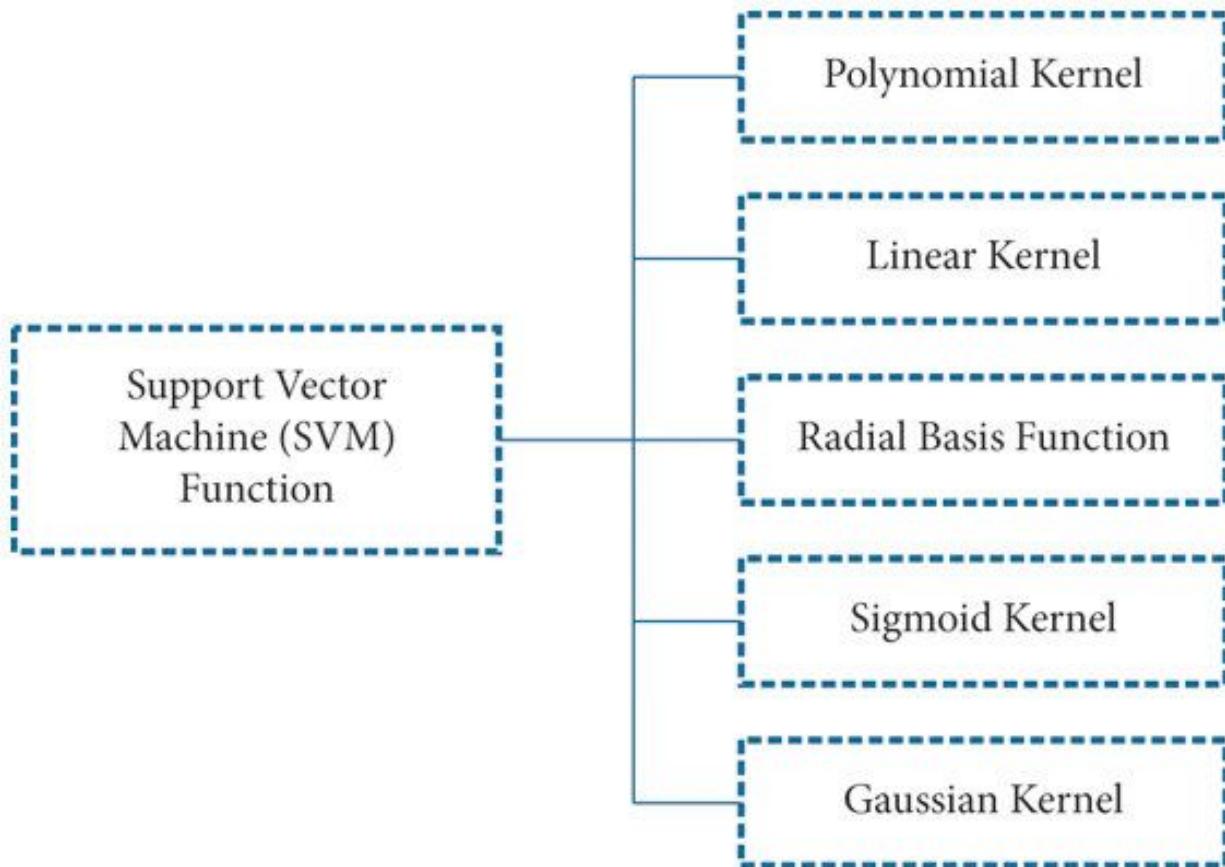
- $x = (x_1, x_2, x_3)$
- $y = (y_1, y_2, y_3)$

$$(x_1x_1, x_1x_2, x_1x_3, x_2x_1, x_2x_2, x_2x_3, x_3x_1, x_3x_2, x_3x_3)$$

Kernel Trick

$$\begin{aligned}x &= (0, 1, 2) \\y &= (3, 4, 5)\end{aligned}$$

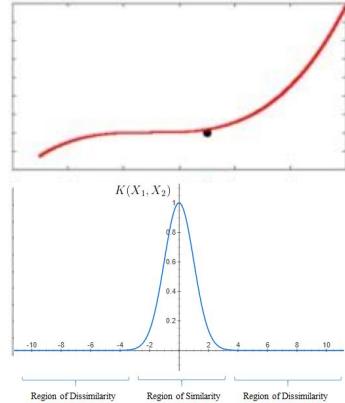
$$K(x, y) = (\underbrace{0 + 4}_{\textcolor{red}{1}} + \underbrace{10}_{\textcolor{red}{2}})^2 = 196$$



Common kernel functions

- Some commonly used kernel functions & their shape:

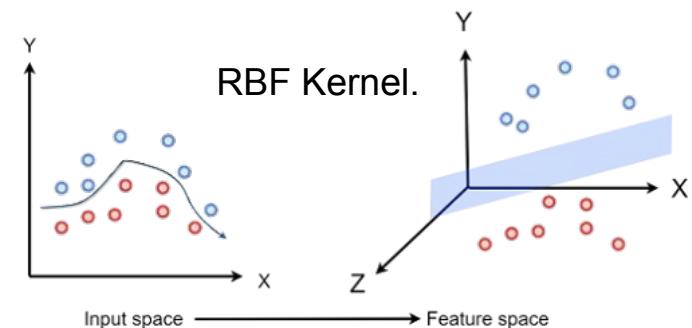
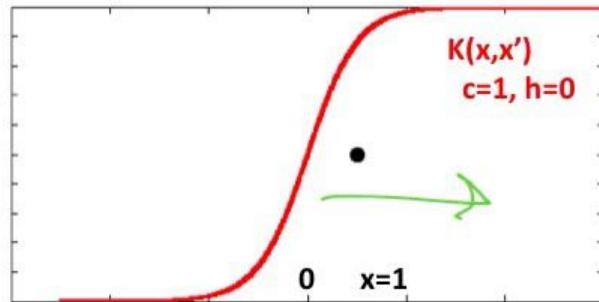
- Polynomial $K(a, b) = (1 + \sum_j a_j b_j)^d$



- Radial Basis Functions & Gaussian
 $K(a, b) = \exp(-(a - b)^2 / 2\sigma^2)$

- Saturating, sigmoid-like:

$$K(a, b) = \tanh(c a^T b + h)$$



Guidelines for Building SVM Models for Classification

- Consider using an SVM model when the problem you are trying to solve is sensitive to outliers.
- Consider using an SVM model when working with a high-dimensional dataset.
- In classification, recognize that the goal of an SVM model is to widen the margins as much as is feasible, while at the same time keeping data examples outside of the margins.
- Tune the (c)regularization hyperparameter to adjust the size of the margins.

Guidelines for Building SVM Models for Classification

- Consider that narrowing the margins too much to keep all examples outside of those margins may lead to complications (e.g., overfitting). Consider softening the margins to avoid hard-margin overfitting issues.
- Recognize that softening the margins will likely place some examples within those margins, which is often a necessary tradeoff.
- Apply a kernel trick method to SVM models whose training data is not linearly separable.
- Consider the different types of kernel methods and how one might be more applicable to your current problem.
- قديش المودل مركز على الجيران القريبين ولا مبسط اكثراً؟ $\gamma >$