

# Cpts 570 Homework 2

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## Analytical Analysis

**1**

**a**

We know that  $w$  = vector point from - to +. Therefore  $w = C_+ - C_-$ . Any point on the hyperplane  $w \cdot x + b$  is 0 and hyperplane is in the middle of  $C_+, C_-$ . Therefore, we have  $w \cdot \frac{C_+ + C_-}{2} + b = 0$ . Use  $w$  we found,  $b = -(C_+ - C_-) \cdot \frac{C_+ + C_-}{2}$

**b**

Number of support vectors = points that lies on margin

**2**

**a**

$$\begin{aligned} & \exp(-\frac{1}{2}\|x_i - x_j\|^2) \\ & \exp(-\frac{1}{2}(\|x_i\|^2 - 2x_i x_j + \|x_j\|^2)) \\ & \exp(x_i x_j - \frac{1}{2}\|x_i\|^2 - \frac{1}{2}\|x_j\|^2) \\ & \exp(x_i x_j) \exp(-\frac{1}{2}\|x_i\|^2 - \frac{1}{2}\|x_j\|^2) \\ & \exp(-\frac{1}{2}\|x_i\|^2 - \frac{1}{2}\|x_j\|^2) = \text{some constant } C \\ & C * \exp(x_i x_j) \\ & = C * \sum_{n=0}^{\infty} \frac{x_i^n x_j^n}{n!} \\ & = C * \sum_{n=0}^{\infty} \frac{(x_i x_j)^n}{n!} \\ & = C * \sum_{n=0}^{\infty} \frac{K(x_i x_j)}{n!} \end{aligned}$$

Kernel for any n

**b**

$$\begin{aligned} & \|\phi(x_i) - \phi(x_j)\|^2 \\ & = \|\phi(x_i)\|^2 - 2\phi(x_i)\phi(x_j) + \|\phi(x_j)\|^2 \\ & \text{RBF kernel has range } (0, 1) \end{aligned}$$

$$= 1 - 2 * 0 + 1 = 2 \leq 2$$

### 3

Again, RBF kernel has range (0,1), when  $x_i$  and  $x_j$  are very far,  $K(x_i, x_j) = 0$

$$\text{Therefore } f(x_{far}) = \sum a_i y_i K(x_{far}, x_i) + b = 0 + b$$

### 4

According to Mercer's theorem, the kernel function has to be symmetric and positive-definite. We know that a legal kernel function is  $K = \langle x_i, x_j \rangle$ , which means  $\langle x_i, x_j \rangle$  is positive. Therefore,  $-\langle x_i, x_j \rangle$  is not positive and does not satisfy Mercer's theorem.

### 5

Soft margin optimization is  $\min \frac{1}{2} \|w\|^2 + C \sum \xi_i$ .

$C \sum \xi_i$  means bend for fitting training samples by  $C * \text{sum of all cost}$ , therefore we substitute  $\xi_i$  with  $C_+$  and  $C_-$  depending on whether  $i$  is  $+1$  or  $-1$ .

Changed version would be  $\min \frac{1}{2} \|w\|^2 + C \sum_i C_i$  where  $C_i = C_+$  or  $C_-$

### 6

#### a

Training formula would be optimizing  $\min \frac{1}{2} \|w\|^2 + c \sum_i \xi_i$  where  $\xi_i$  is the coarseness of  $i$ -th cluster

#### b

If current refine level accuracy is too low, then increase the amount of refinement.

#### c

The refining SVM should stop when current cluster accuracy = next level refined cluster accuracy

### 7

#### a

He only needs to pick  $B$ -th closest to margin support vectors from SV, because those have more weight values for classifying.

#### b

$f(u) = \sum_{i \in SV}^B \alpha_i x_i u$ . for all  $B$  are obtained from (a), then update weights based on  $f(u)$

# Programming and Empirical Analysis

1

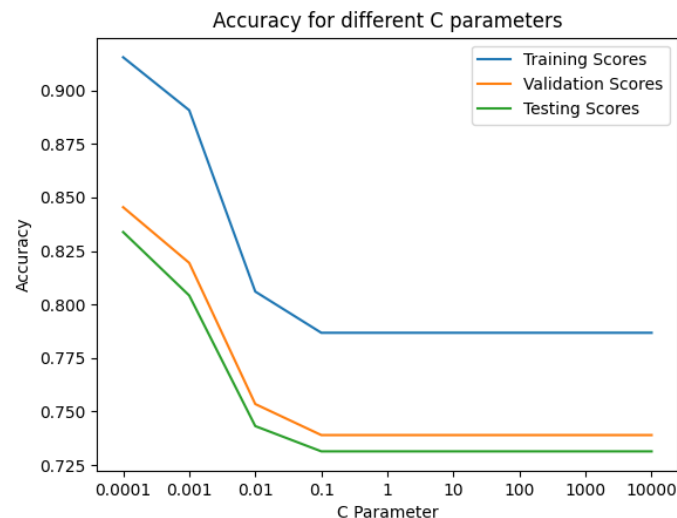
1a.

The graphs for 1a takes too long to generate since SVC() takes long to converge. However, I have accuracy for what I've got so far.

	Training	Validation	Testing
$10^{-4}$	0.91620...	0.8454...	0.8351
$10^{-3}$	0.9228...	0.83775	0.8282
$10^{-2}$	0.9267...	0.8355	0.827

We can see that as C parameter increases, so does training accuracy. However, validation and testing accuracy go down. When C is too large, that means tolerance for training data is too high, thus causing overfitting.

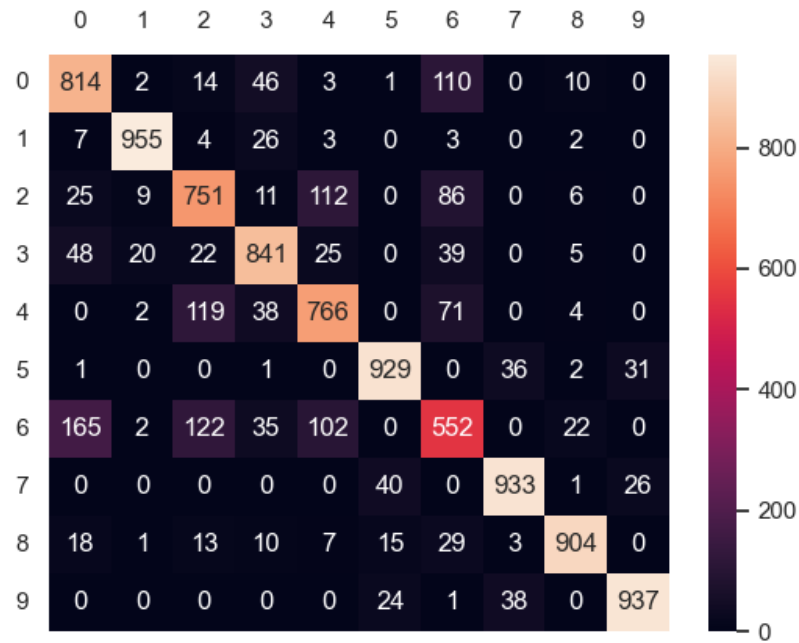
Following is the graph when max\_iter = 500000. Since it doesn't reach convergence, we can't really say much about this result. However, we can see that accuracy becomes a flat line starting at  $10^{-1}$ . It's possible that C becomes too large and completely overrules optimization.



1b.

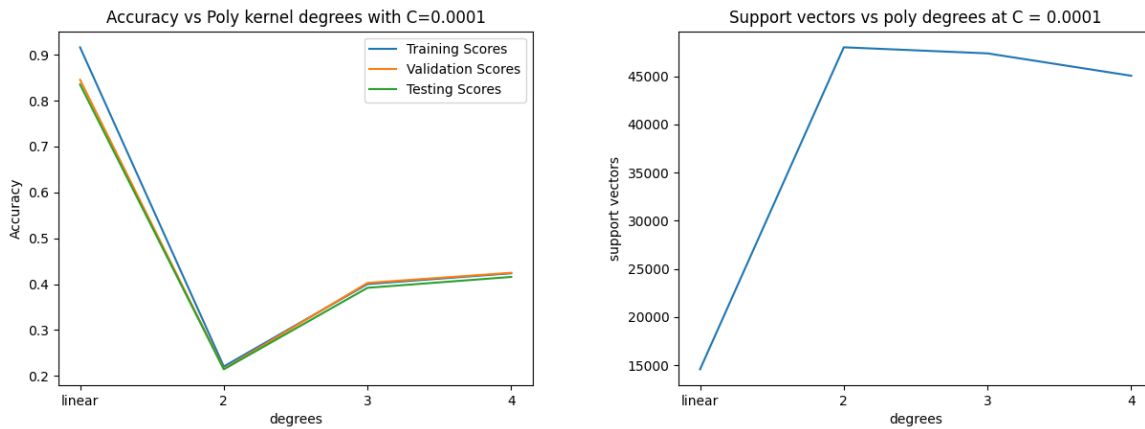
- Best C is: 0.0001
- Accuracy: 0.8382

Confusion matrix:

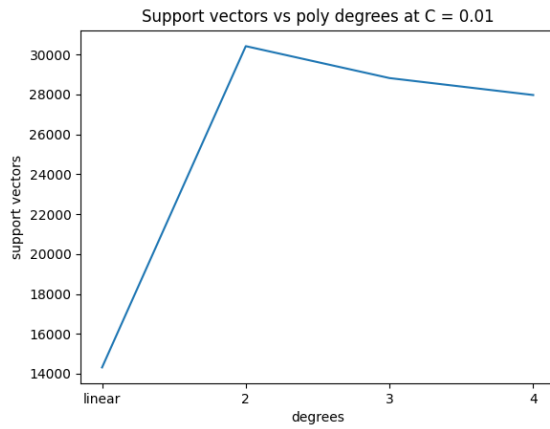
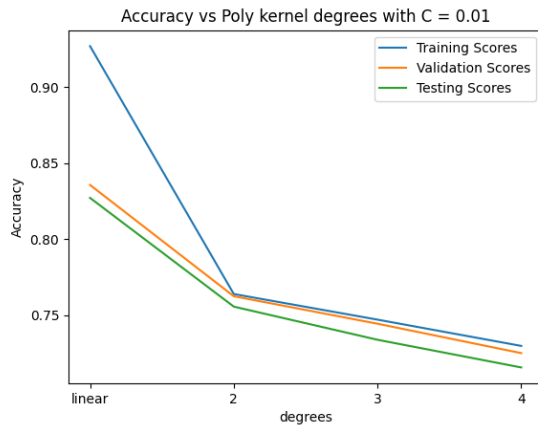
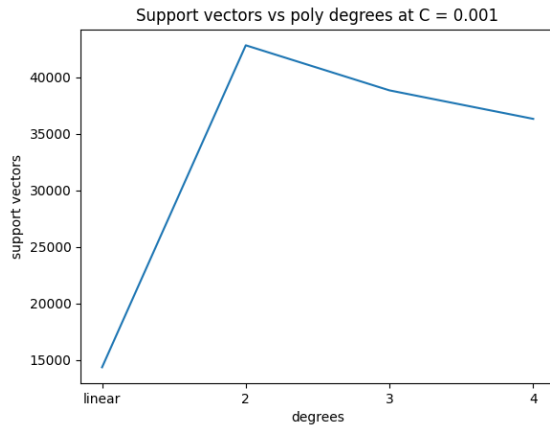
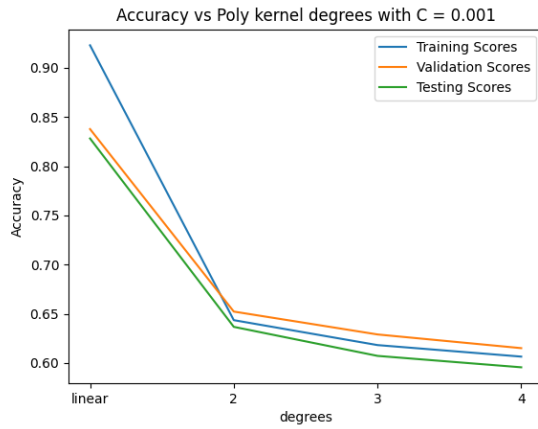


1c.

We find  $C = 0.0001$  is the best option from 1a. When we use a polynomial kernel function of 2, 3, 4 degrees, we can see that accuracy drop dramatically. Therefore, we can conclude that linear kernel fits best for fashion-mnist data. Also, support vectors increase as accuracy drop, likely it's because when using extra support vectors for margin maximization causes overfitting.



Following are some extra graphs for other C.



2

Graph takes way too long, therefore I only have code for this question.

3

	Training	Validation	Testing
ID3	1.0	0.9705	0.9489
Pruned	0.9916	1.0	0.9708

As we can see, the training accuracy for ID3 is 100% as expected. Validation and testing are relatively high also. After pruning, there is a big increase in accuracy for validation and testing with only a very slight drop for training.