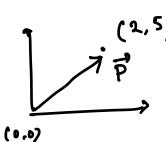
Support Vector Machines (SVM) Support Vector Networks

Vladimir Vapnik (1995-1999)

- linear clanification
- Kernel tricks.
- is a part of max. margin models

Coordinate Geometry



magnitude = $\sqrt{2^{4}5^{2}} = \sqrt{29}$

Angle/direction = ton 0 = Mx

0: tm-1 (Mx)

Plane 23

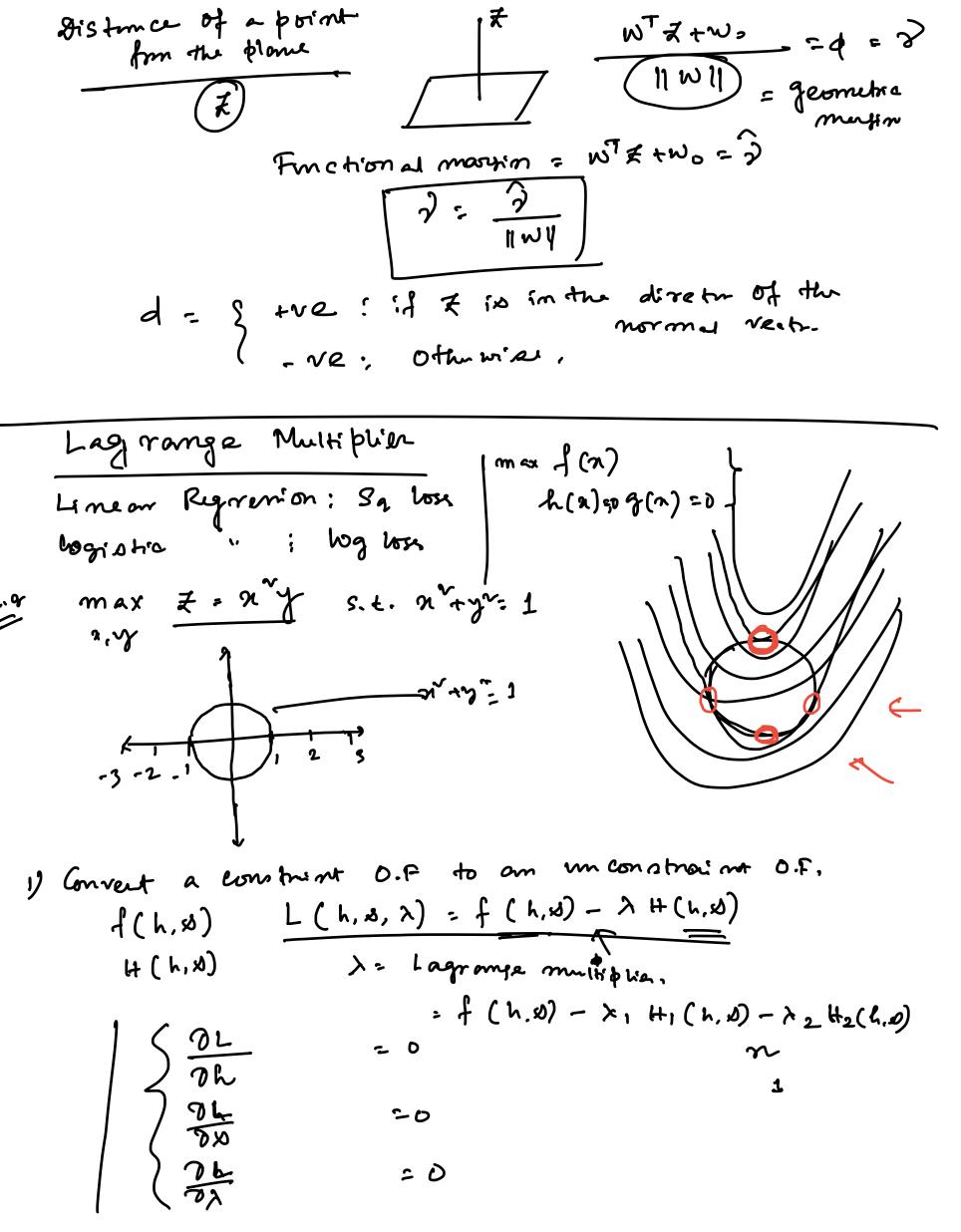
Eq. of a plane:

 (w_1, w_2, w_3)

 $W_1 x_1 + W_2 x_2 + W_3 x_3 + W_0 = 0$ $X_1 \times W^T x \neq W_0 = 0$ Normal vector of the blame:

WTK+Wo = D

wTP+W0=0 WTB+W0=0



E.G
$$f(h,\beta) = 200 h^{2/3} \times V_3$$
 S. E. $H(h,5) \Rightarrow 20h + 170 \times = 20,000$
 $L(h,\lambda,\lambda) = 200 h^{2/3} \times V_5 - \lambda (20h + 170 \times - 20,000)$
 $\frac{\partial L}{\partial h} = 200 \cdot \frac{2}{3} h^{-1/3} \times V_5 - \lambda \cdot 20 = 0$
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if two graphs are tangent at the point then their normal vectors must be parallel. — the two normal vectors must be pealar multiples of each other.

Max f = 51777

$$\nabla f() = \lambda \qquad g()$$

$$\nabla f(x,y,\xi) = \lambda g(x,y,\xi)$$

$$\frac{\nabla f_{x} = \lambda \nabla g_{x}}{\nabla f_{x} - \lambda \nabla g_{x}} \qquad \nabla f_{y} = \lambda \nabla g_{y}$$

$$\frac{\nabla f_{x} = \lambda \nabla g_{x}}{\nabla f_{x} - \lambda \nabla g_{x} = \lambda}$$

f(r) $x^{n}+y^{n}-4=0$ $g(n): \frac{x^{n}}{4}+y^{n}-1=0$