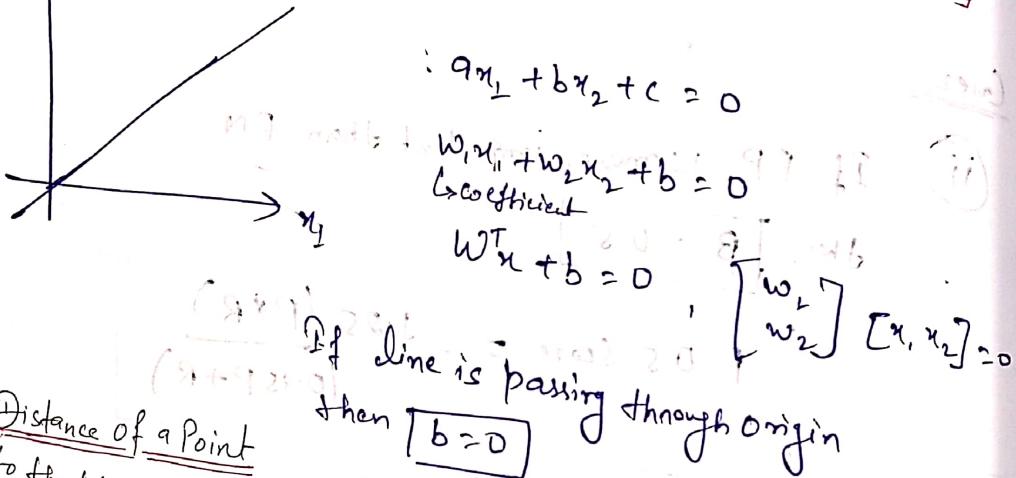
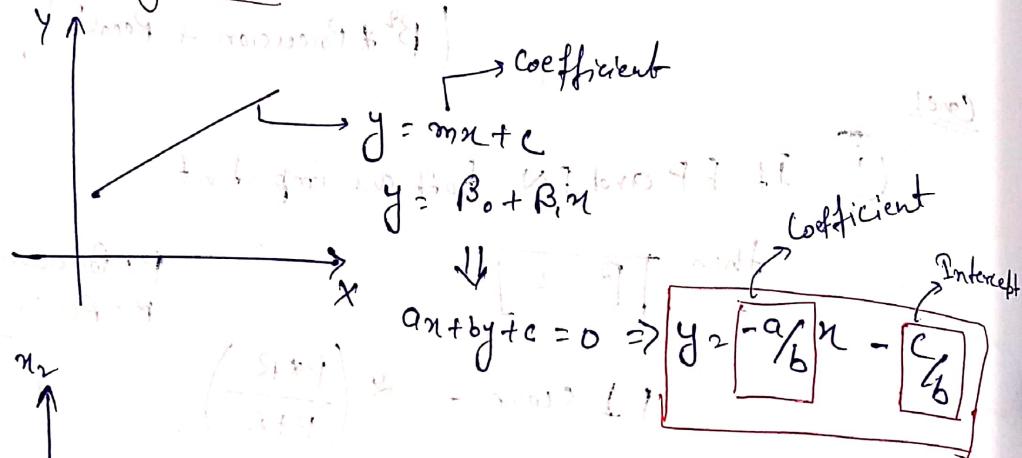


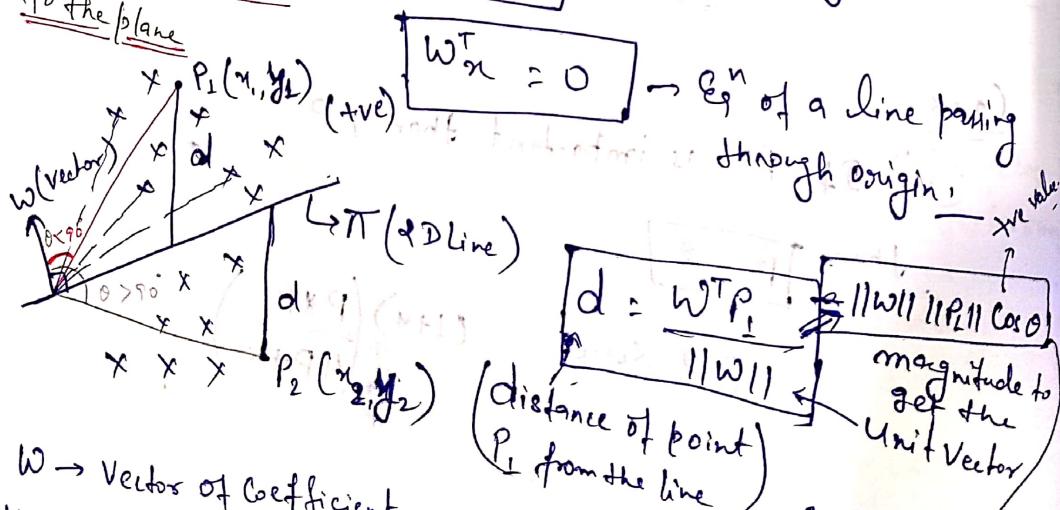
Support Vector Machines (SVM) is a subset of linear models.

- ① Classification
- ② Regression } → SVC → Support Vector classifier } → Induction.
- } → SVR → Support Vector Regressor }

Eqn of Straight Line: $y = mx + c$



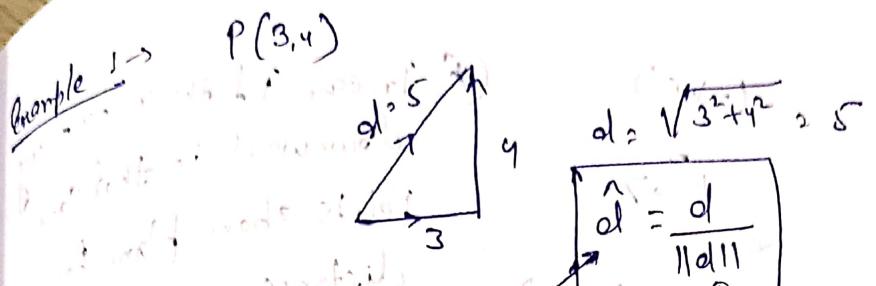
Distance of a Point to the plane \rightarrow If line is passing through origin then $b=0$ then through origin



* $w \rightarrow$ Vector of Coefficient.

Henry any point above the plane will have distance in +ve since $\theta < 90^\circ$ and $\cos \theta$ will lie b/w 0 to 1.

$\cos \theta$ when $\theta < 90^\circ$ is always +ve



Now, $(3/5, 4/5)$ (magnitude is same changing but direction)

$$\sqrt{(3/5)^2 + (4/5)^2} = \sqrt{9/25 + 16/25} = \sqrt{25/25} = \sqrt{1} = 1 \leftarrow \text{unit vector}$$

Unit vector \rightarrow Vector which has a magnitude of 1.

⑧ Below the plane $\theta > 90^\circ$. Hence any point which lies below the plane will make angle greater than 90° with w.

If $\theta > 90^\circ$ then $\cos\theta < 0$ i.e. $\cos\theta$ will be -ve.

Hence In case Vector facing upward

$$d = \frac{\mathbf{w}^T \mathbf{p}_2}{\|\mathbf{w}\| \|\mathbf{p}_2\|} = \|\mathbf{w}\| \|\mathbf{p}_2\| \cos\theta \Rightarrow \boxed{-ve} \quad \begin{matrix} \text{Below} \\ \text{the plane} \end{matrix}$$

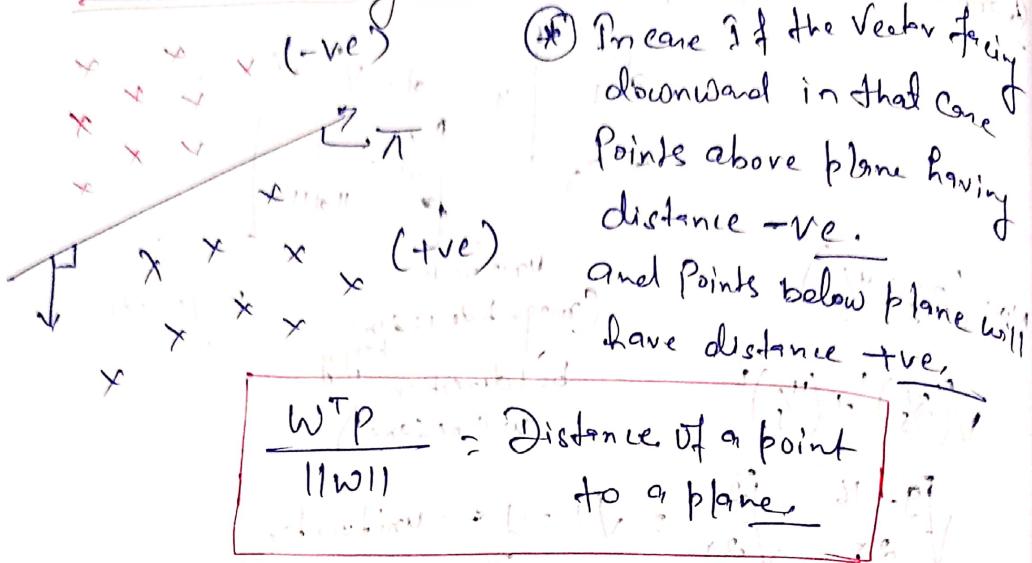
$$d = \frac{\mathbf{w}^T \mathbf{p}_1}{\|\mathbf{w}\| \|\mathbf{p}_1\|} = \|\mathbf{w}\| \|\mathbf{p}_1\| \cos\theta \Rightarrow \boxed{+ve} \quad \begin{matrix} \text{Above} \\ \text{the plane} \end{matrix}$$

Conclusion

⑨ Any line which falls above the plane and form an angle of $< 90^\circ$ with Vector "w", then the distance of the plane with the point is +ve;

⑩ If Any line which falls below the plane and form an angle $> 90^\circ$ with Vector "w", then the distance of the plane with the point is -ve.

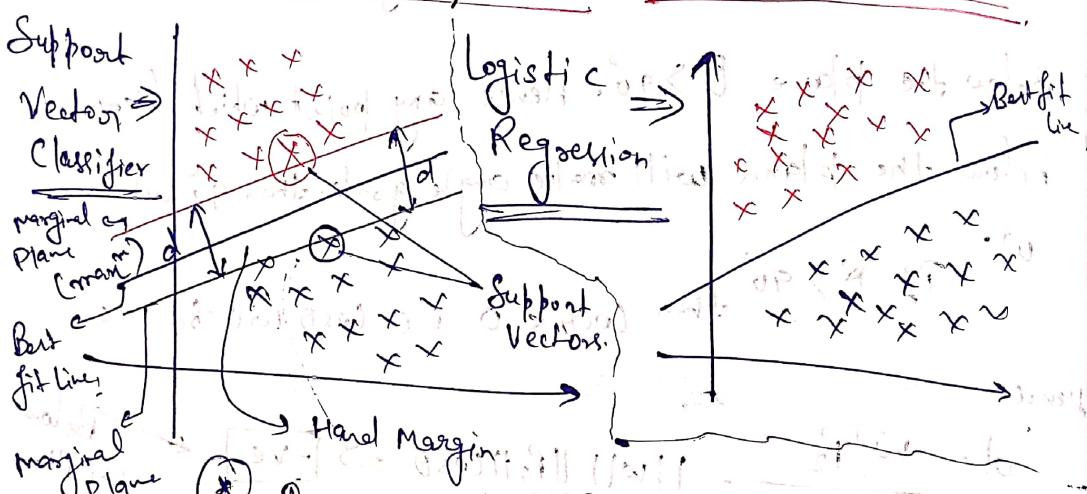
In Case Vector facing downwards



(*) In case if the Vector facing downward in that case Points above plane having distance -ve.

and Points below plane will have distance +ve,

Geometric Intuition Behind Support Vector Machine



(*) In case of Support Vector classifier along with the Best fit line we draw the Marginal Plane in such a way that distance b/w the Marginal Plane should be maximum

(*) If distance is max means we are clearly able to divide the data points with some margin.

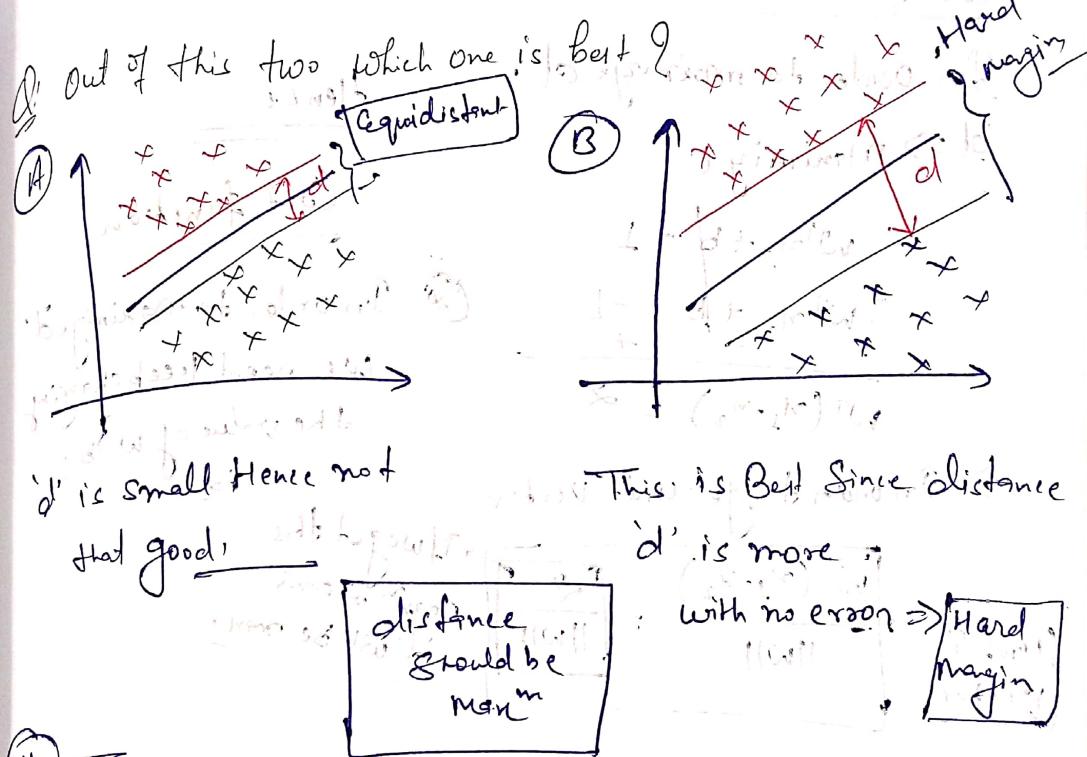
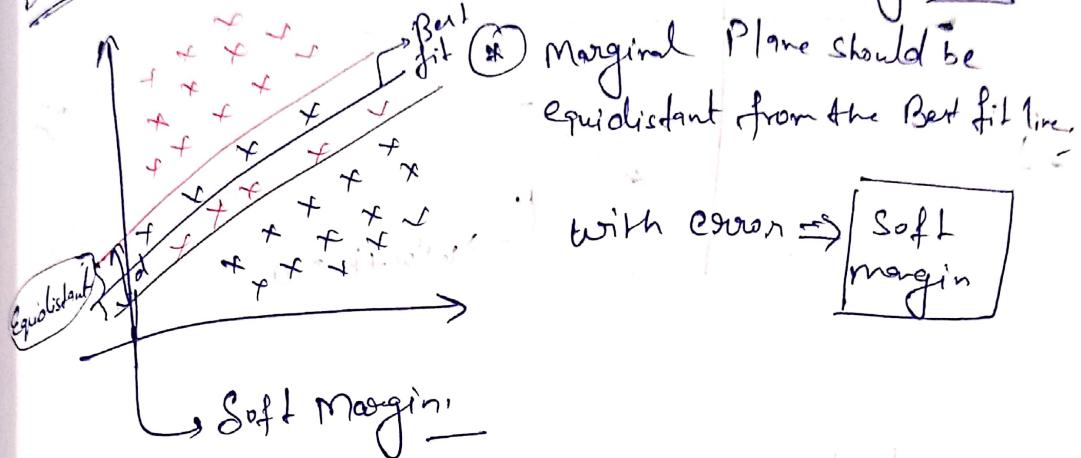
(*) Marginal Plane: Marginal line is similar to the best fit line which passes through the nearest data points.

(*) The point through which the Marginal Plane is passing is called as Support Vector.

Point / Categories are helping to create the marginal plane we can have more than one support vector.

Hard Margin → When we are able to clearly separate the two points with marginal plane and there is no error then i.e. called Hard Margin.

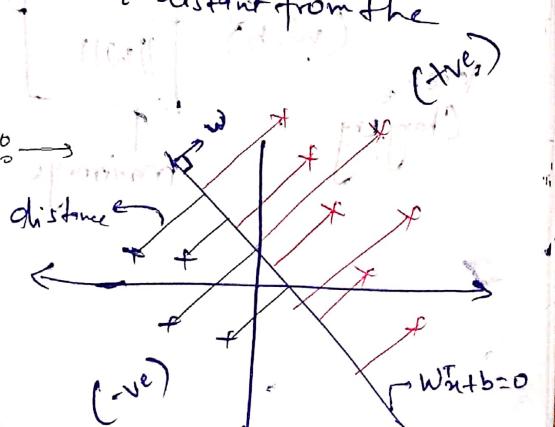
But In real world we don't get clearly separable margin and i.e. called soft margin.

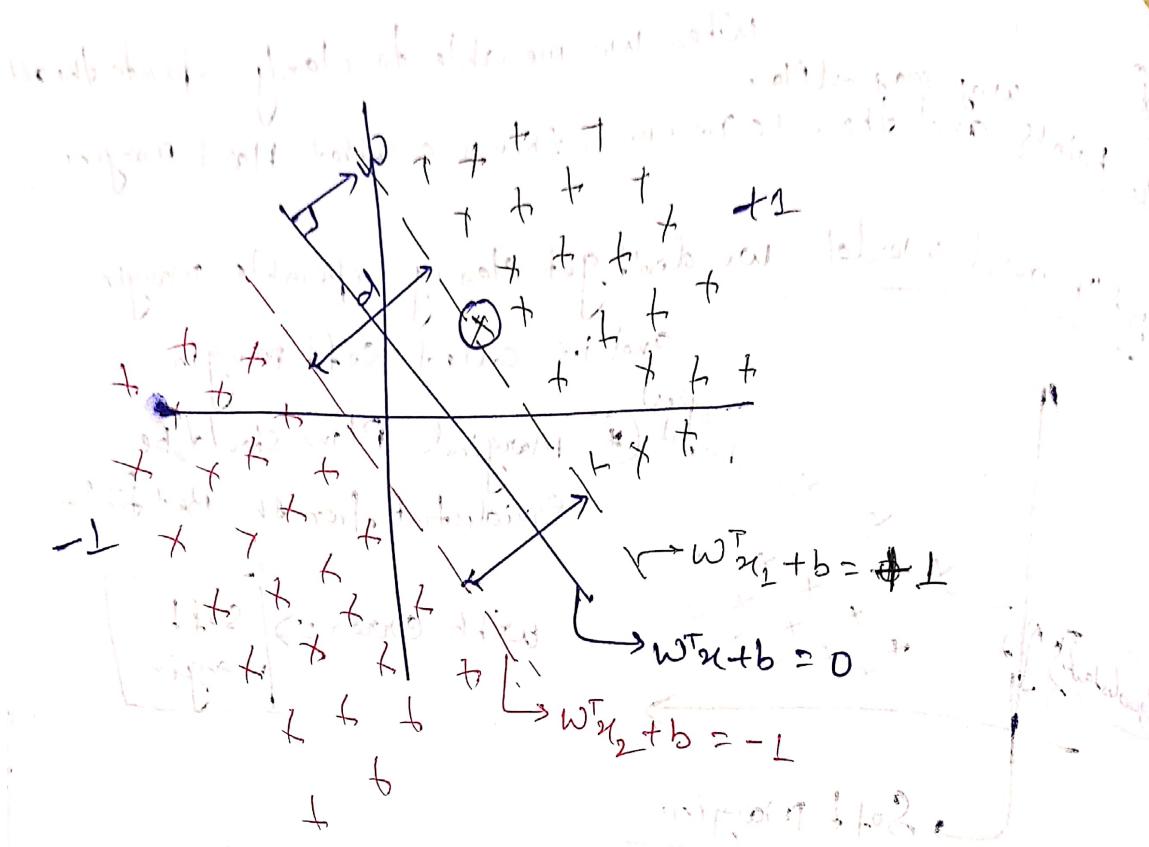


This Marginal Plane Should be equidistant from the best fit line.

SVM Mathematical Intuition

Distance b/w Point and the best fit line below the line will be -ve and above the line will be +ve.
Since below the line $\theta > 90^\circ$.
above the line $\theta < 90^\circ$.





Cost function

① In order to maximize α .

$\alpha \Rightarrow$ Maximize

$$w^T x_1 + b = 1$$

$$w^T x_2 + b = -1$$

$$w^T(x_1 - x_2) \pm 2$$

⇒ In order to get unit vector

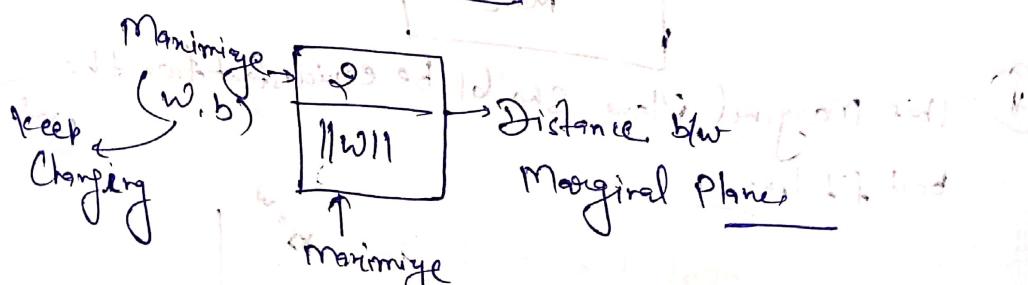
$$\frac{w^T(x_1 - x_2)}{\|w\|} = \frac{2}{\|w\|}$$

If we get this
means
 α will be max.

Hence

Cost function

② In order to Maximized,
we need keep changing
the value of w, b .



Constraint such that

for all correct points

for all wrong points

for both true and false points

Constraint $\rightarrow y_i * (w^T x + b) \geq 1$

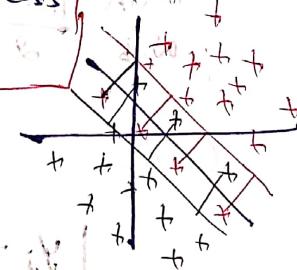
$\Rightarrow \text{Maximize}_{(w,b)} \frac{2}{\|w\|} \Rightarrow \boxed{\text{Minimize}_{(w,b)} \frac{\|w\|^2}{2}}$ Loss function

Cost function \rightarrow Hyperparameters

$$\min_{(w,b)} \frac{\|w\|^2}{2} + C_i \sum_{i=1}^n \gamma_i \rightarrow \text{Hinge Loss}$$

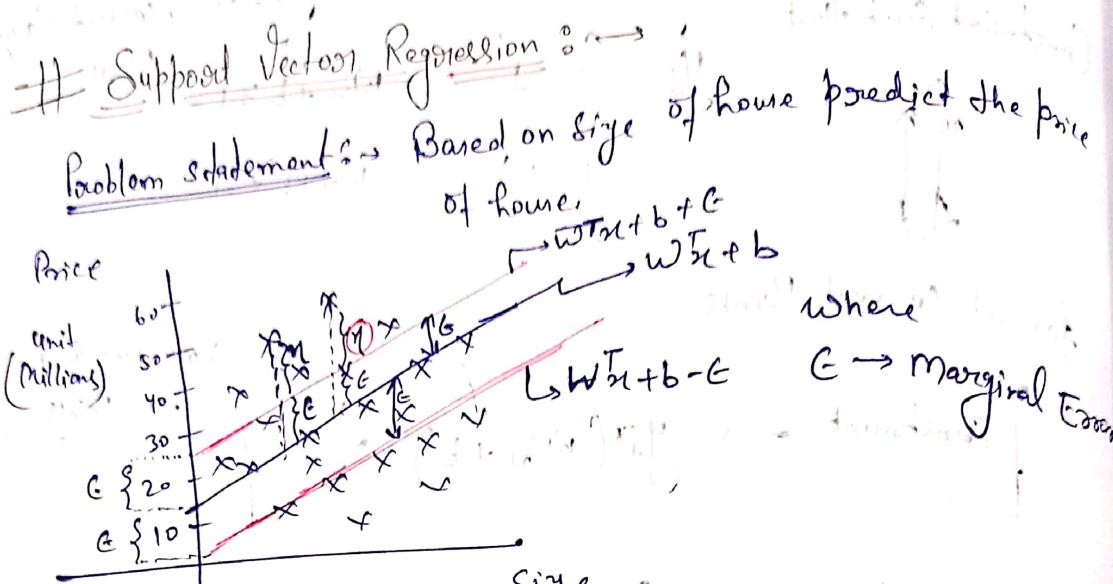
where $C_i = \#$ of misclassified points.

Ignore for misclassification.



$\sum_{i=1}^n \gamma_i =$ Summation of the distance of incorrect data points from the marginal plane.

Initially, C and γ value is very high. If we try to restrict 'C' and ' γ ', then the marginal plane will shift and its value will decrease.



- (*) Marginal Error is the difference b/w Marginal Plane & Best fit.
- (*) We construct the Marginal plane with E i.e Marginal Error means this much error is fine.

Cost function: →

$$\text{Min. } \frac{\|w\|}{2} + C \sum_{i=1}^m |\gamma_i| \Rightarrow \text{Hinge Loss}$$

Constraint → MAE → Hyperparameter

$$|y_i - w^T x_i| \leq E + |\gamma_i|$$

Actual : Predicted Where, E = Marginal Error
 γ_i = Error above the Margin

- (*) Points which lies outside the Marginal plane their distance from the Marginal plane is γ .
- (*) Suppose if an outlier comes then the error will be more but we have put the constraint $|\gamma_i| \leq E + \gamma$ and plane may move towards the outlier but since

Constraint Outlier Marginal Plane $|\gamma_i| \leq E + \gamma$ we have put this Marginal Plane will not move with outlier.

(*) There is no incorrect point inside Regression since Regression is having continuous values.

(*) In Regression problem we can't predict the exact output often there will be some difference hence there is no incorrect points.

(*) The points which are inside the marginal plane those distance will be always less than ϵ .

for that

$$|y_i - w_i x_i| \leq \epsilon$$

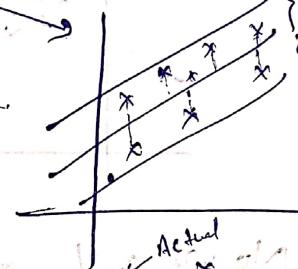
when
Points Inside
Marginal Plane

(Model is Performing
well)
(Marginal Plane
is Perfect)

(*) Points which are outside the Marginal Plane for that we add η along with the ϵ .

Hence,

$$|y_i - w_i x_i| \leq \epsilon + \eta$$



(*) Hence it says that if the difference b/w actual & Predicted Point is less than equal to $\epsilon + \eta$, then also our Marginal Plane is right.

(*) If η value is very high means if there is an outlier then it may become greater than 'error' which is $|y_i - w_i x_i|$ which is wrong. So we need to do Hyperparameters tuning. So we need to continuously change η value with ϵ such that our points are near to the marginal plane doesn't change.

(*) In case of outlier the algorithm will automatically change the Marginal Plane so that $|\text{error}| \leq \epsilon + \eta$

Q: Will SVM get impacted by outliers?

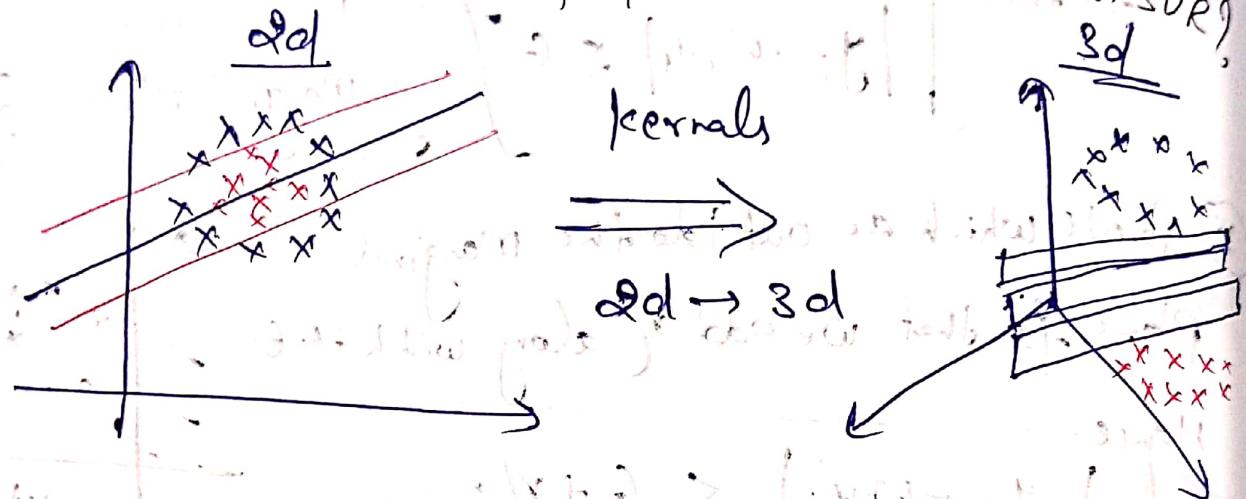
YES → Marginal Plane will get shifted till a margin is found.

Q: Do we need to normalize our data points like Standard Deviation?

YES

SVM kernel →

Q: Can we solve this kind of problem with SVM or SUR?



No We Can't → 50% Accuracy

Q: Then What is the solution?

for that we use something called "kernel" which is a simple transformation technique which converts the plane into 2D to 3D and separates the data points and then draw the bar and then apply the plane and solve the problem.