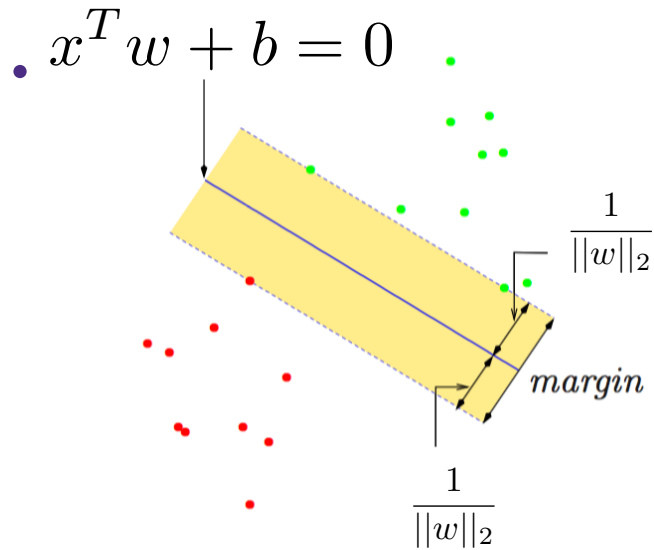


# Kernels

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# What if the data is not linearly separable?



Some points don't satisfy margin constraint:

$$\min_{w,b} \|w\|_2^2$$

$$y_i(x_i^T w + b) \geq 1 \quad \forall i$$

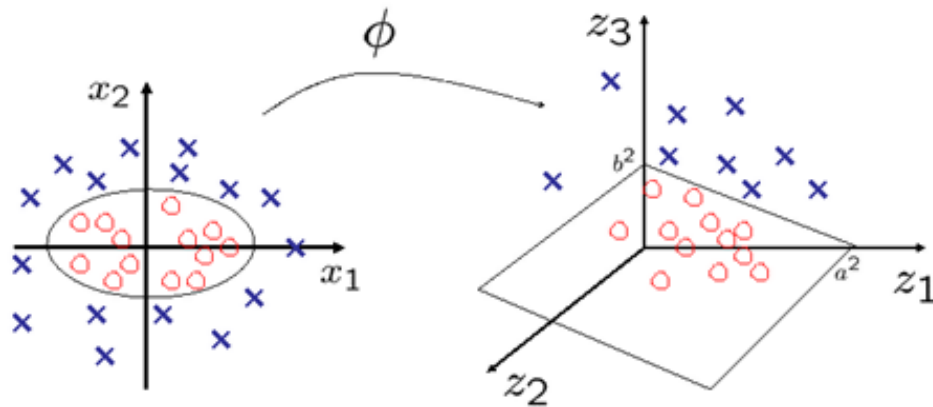
Two options:

1. Introduce slack to this optimization problem
2. **Lift to higher dimensional space**

# What if the data is not linearly separable?

---

Use features of features of features...



# How do we deal with high-dimensional lifts/data?

## A fundamental trick in ML: use kernels

A function  $K : \mathbb{R}^d \times \mathbb{R}^d \rightarrow \mathbb{R}$  is a *kernel* for a map  $\phi$  if  $K(x, x') = \phi(x) \cdot \phi(x')$  for all  $x, x'$ .

So, if we can represent our algorithms/decision rules as dot products  
and we can find a kernel for our feature map  
then we can avoid explicitly dealing with  $\phi(x)$ .

# Examples of Kernels

- **Polynomials of degree exactly d**

$$K(\mathbf{u}, \mathbf{v}) = (\mathbf{u} \cdot \mathbf{v})^p$$

- **Polynomials of degree up to d**

$$K(\mathbf{u}, \mathbf{v}) = (\mathbf{u} \cdot \mathbf{v} + 1)^p$$

- **Gaussian (squared exponential) kernel**

$$K(\mathbf{u}, \mathbf{v}) = \exp\left(-\frac{\|\mathbf{u} - \mathbf{v}\|^2}{2\sigma^2}\right)$$

- **Sigmoid**

$$K(u, v) = \tanh(\gamma \cdot u^T v + r)$$

# The Kernel Trick

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**Pick a kernel  $K$**

**For a linear predictor, show  $w = \sum_i \alpha_i x_i$**

**Change loss function/decision rule to only access data through dot products**

**Substitute  $K(x_i, x_j)$  for  $x_i^T x_j$**

# The Kernel Trick for regularized least squares

$$\hat{w} = \arg \min_w \sum_{i=1}^n (y_i - x_i^T w)^2 + \lambda \|w\|_w^2$$

There exists an  $\alpha \in \mathbb{R}^n$ :  $\hat{w} = \sum_{i=1}^n \alpha_i x_i$

$$\begin{aligned} \hat{\alpha} &= \arg \min_{\alpha} \sum_{i=1}^n (y_i - \sum_{j=1}^n \alpha_j \langle x_j, x_i \rangle)^2 + \lambda \sum_{i=1}^n \sum_{j=1}^n \alpha_i \alpha_j \langle x_i, x_j \rangle \\ &= \arg \min_{\alpha} \sum_{i=1}^n (y_i - \sum_{j=1}^n \alpha_j K(x_i, x_j))^2 + \lambda \sum_{i=1}^n \sum_{j=1}^n \alpha_i \alpha_j K(x_i, x_j) \\ &= \arg \min_{\alpha} \|\mathbf{y} - \mathbf{K}\alpha\|_2^2 + \lambda \alpha^T \mathbf{K}\alpha \end{aligned}$$

$$K(x_i, x_j) = \langle \phi(x_i), \phi(x_j) \rangle$$

# Why regularization?

---

Typically,  $\mathbf{K} \succ 0$ . What if  $\lambda = 0$ ?

$$\hat{\alpha} = \arg \min_{\alpha} ||\mathbf{y} - \mathbf{K}\alpha||_2^2 + \lambda \alpha^T \mathbf{K} \alpha$$



# Why regularization?

Typically,  $\mathbf{K} \succ 0$ . What if  $\lambda = 0$ ?

$$\hat{\alpha} = \arg \min_{\alpha} ||\mathbf{y} - \mathbf{K}\alpha||_2^2 + \lambda \alpha^T \mathbf{K} \alpha$$

Unregularized kernel least squares can (over) fit **any data!**

$$\hat{\alpha} = \mathbf{K}^{-1} \mathbf{y}$$

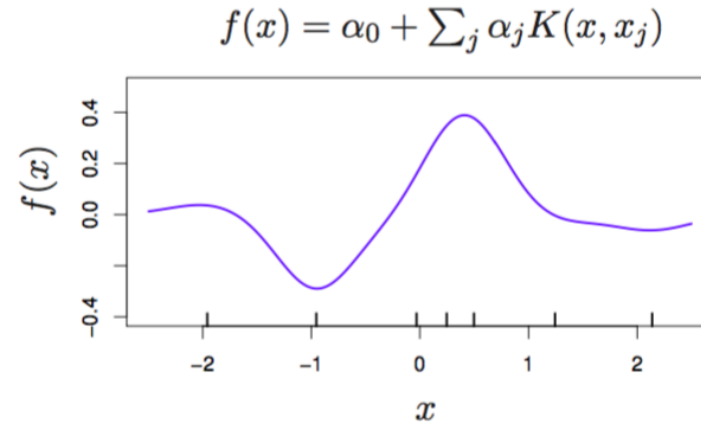
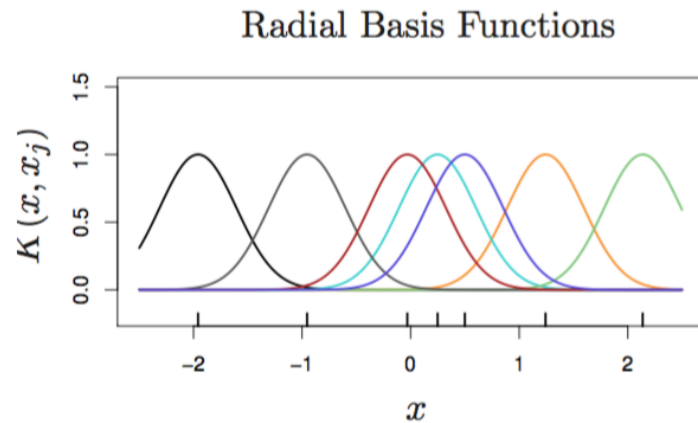
# The Kernel Trick for SVMs

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# RBF Kernel

$$K(\mathbf{u}, \mathbf{v}) = \exp\left(-\frac{\|\mathbf{u} - \mathbf{v}\|_2^2}{2\sigma^2}\right)$$

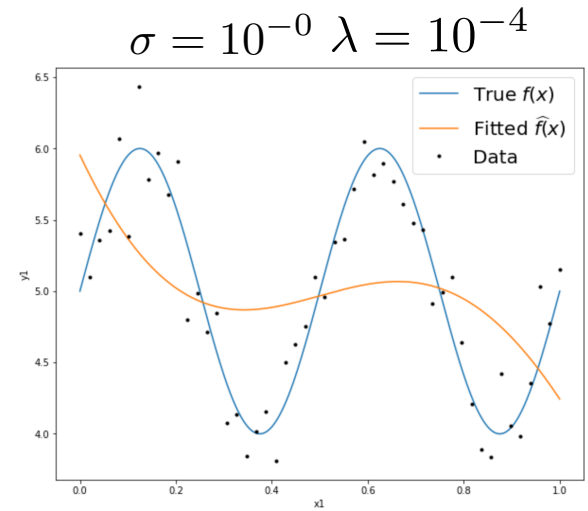
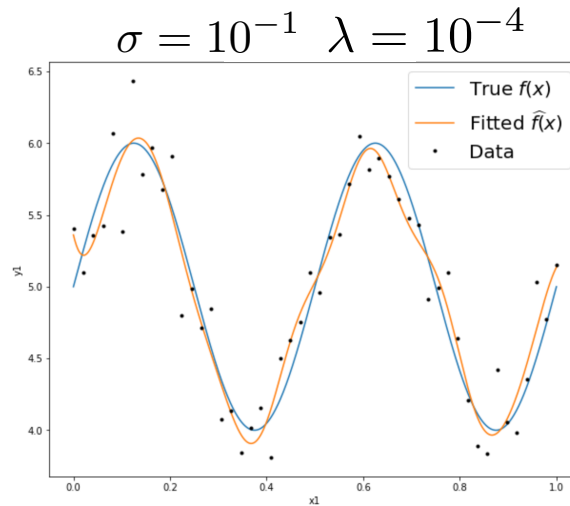
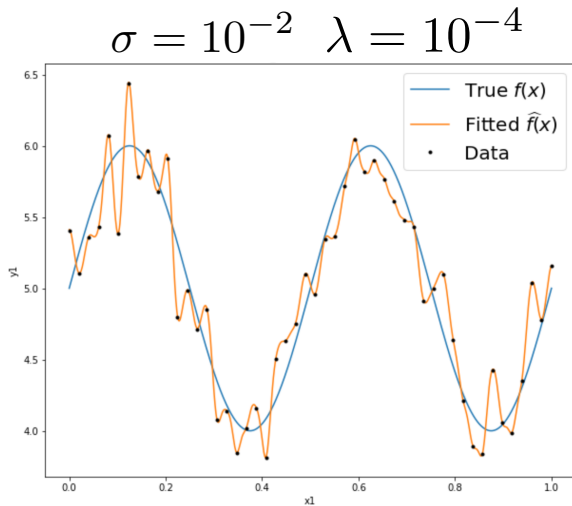
This is like weighting “bumps” on each point



# RBF Kernel

$$K(\mathbf{u}, \mathbf{v}) = \exp\left(-\frac{\|\mathbf{u} - \mathbf{v}\|_2^2}{2\sigma^2}\right)$$

The bandwidth sigma has an enormous effect on fit:



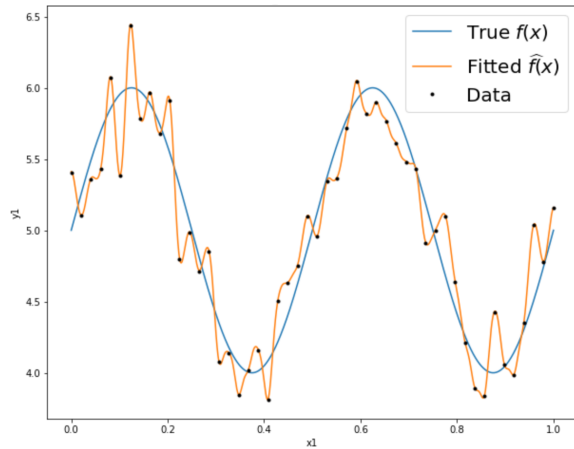
$$\hat{f}(x) = \sum_{i=1}^n \hat{\alpha}_i K(x_i, x)$$

# RBF Kernel

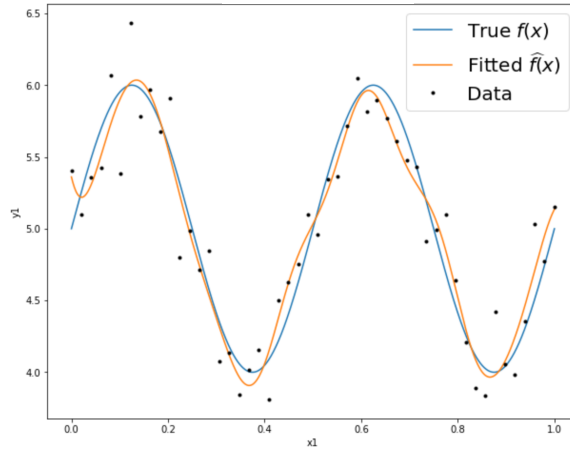
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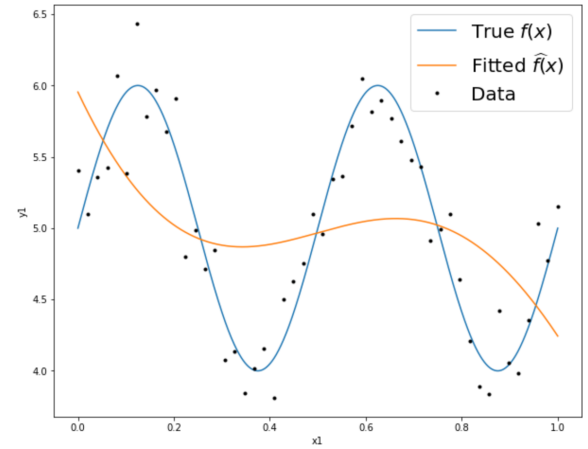
$$\sigma = 10^{-2} \quad \lambda = 10^{-4}$$



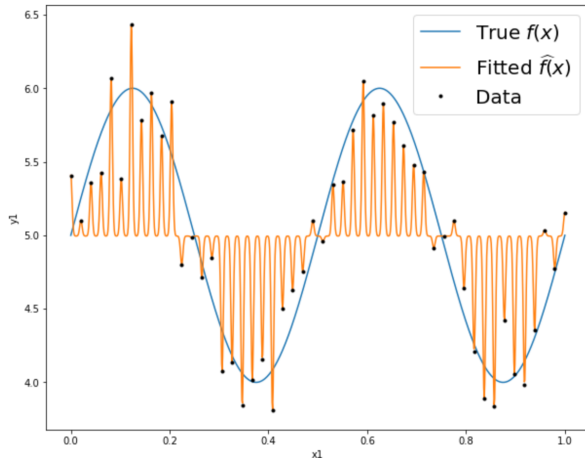
$$\sigma = 10^{-1} \quad \lambda = 10^{-4}$$



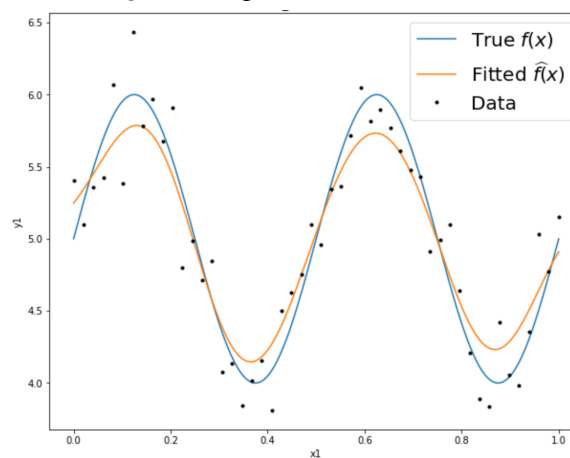
$$\sigma = 10^{-0} \quad \lambda = 10^{-4}$$



$$\sigma = 10^{-3} \quad \lambda = 10^{-4}$$



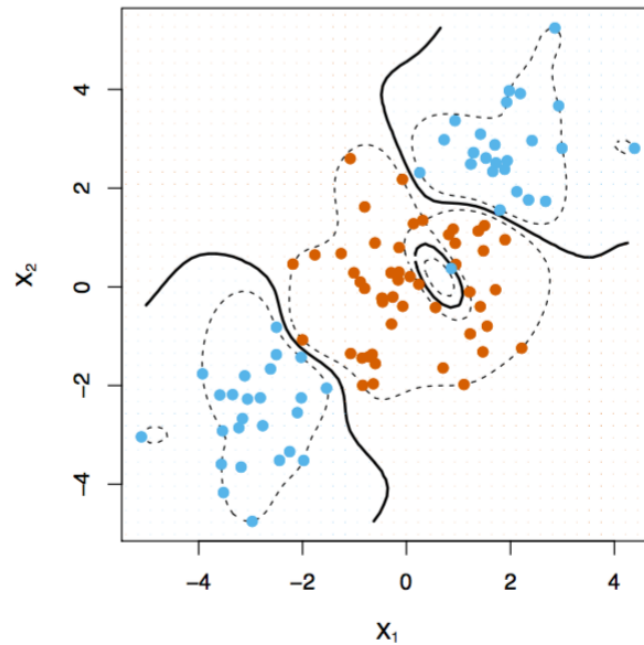
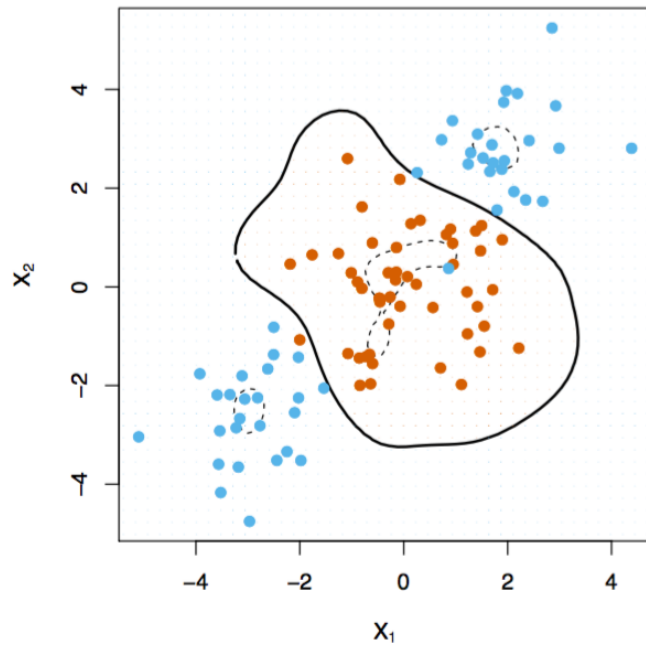
$$\sigma = 10^{-1} \quad \lambda = 10^{-0}$$



$$\hat{f}(x) = \sum_{i=1}^n \hat{\alpha}_i K(x_i, x)$$

# RBF kernel and random features

$$\hat{w} = \sum_{i=1}^n \max\{0, 1 - y_i(b + x_i^T w)\} + \lambda \|w\|_2^2$$
$$\min_{\alpha, b} \sum_{i=1}^n \max\{0, 1 - y_i(b + \sum_{j=1}^n \alpha_j \langle x_i, x_j \rangle)\} + \lambda \sum_{i,j=1}^n \alpha_i \alpha_j \langle x_i, x_j \rangle$$



# RBF kernel and random features

---

$$K(\mathbf{u}, \mathbf{v}) = \exp \left( -\frac{\|\mathbf{u} - \mathbf{v}\|_2^2}{2\sigma^2} \right)$$

If  $n$  is very large, allocating an  $n$ -by- $n$  matrix is tough.

# RBF kernel and random features

$$K(\mathbf{u}, \mathbf{v}) = \exp \left( -\frac{\|\mathbf{u} - \mathbf{v}\|_2^2}{2\sigma^2} \right)$$

If  $n$  is very large, allocating an  $n$ -by- $n$  matrix is tough.

$$2 \cos(\alpha) \cos(\beta) = \cos(\alpha + \beta) + \cos(\alpha - \beta)$$

$$e^{jz} = \cos(z) + j \sin(z)$$

$$\phi(x) = \begin{bmatrix} \sqrt{2} \cos(w_1^T x + b_1) \\ \vdots \\ \sqrt{2} \cos(w_p^T x + b_p) \end{bmatrix}$$

$$w_k \sim \mathcal{N}(0, 2\gamma I)$$

$$b_k \sim \text{uniform}(0, \pi)$$

[Rahimi, Recht NIPS 2007]  
“NIPS Test of Time Award, 2018”



# String Kernels

Example from Efron and Hastie, 2016

Amino acid sequences of different lengths:

x1

IPTSALVKETLALLSTHRTLIIANETLRIPVPVHKNHQLCTEEIFQGIGTLESQTVQGGTV  
ERLFKNLSLIKKYIDGQKKKCGEERRRVNQFLDY**LQE**FLGVMNTEWI

x2

PHRRDLCSRSIWLARKIRSDLTALTESYVKHQGLWSELTEAER**LQEN**LQAYRTFHVLLA  
RLLEDQQVHFTPTGDFHQAIHTLLLQVAAFAYQIEELMILLEYKIPRNEADGMLFEKK  
LWGLKV**LQE**LSQWTVRSIHDLRFISSHQTGIP

All subsequences of length 3 (of possible 20 amino acids)  $20^3 = 8,000$

$$h_{\text{LQE}}^3(x_1) = 1 \text{ and } h_{\text{LQE}}^3(x_2) = 2.$$

# Fixed Feature V.S. Learned Feature

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