## **Support Vector Machine**

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## 01 Support Vector Machine

We have seen previously the perceptron algorithm and the passive-aggressive algorithm, two **on-line algorithms** (defined by processing each example individually) that fulfill the goal of minimize errors (perceptron) and minimize loss (passive-aggressive). However, the support vector machine attempts to solve the minimal loss solution with all of the data at once. Hence, it is called **off-line algorithm**. Now we will attempt to minimize  $\theta$ ,  $\theta_0$  with respect to all the data in  $S_n$  at once by evaluating

$$\arg\min_{\theta,\theta_0} \sum_{i=1}^n \left[ \frac{\lambda}{2} \|x\|^2 + \mathrm{Loss}_h \big( y^{(i)} \big( \theta^\mathsf{T} x^{(i)} + \theta_0 \big) \big) \right]$$

How would someone go about computing this? It turns out that this SVM **objective function** can be reformulated as a quadratic program.

$$\frac{1}{n}\sum_{i=1}^n \biggl[\zeta_i + \frac{\lambda}{2}\|\theta\|^2\biggr] \ \text{ subject to } \ \begin{cases} y^{(i)}\big(\theta^{\mathsf{T}}x^{(i)} + \theta_{0a}\big) \geq 1 - \zeta_i \\ \zeta_i \geq 1 \end{cases}$$

In practice, this algorithm does not scale well to computation, with a complexity of  $\mathcal{O}(n^3)$ . In practice we can use a simple **stochastic gradient descent** algorithm, by taking exactly one term i randomly, and applying its gradient onto  $\theta$ . The **Pegasos algorithm** relies on

$$\begin{split} \theta &\leftarrow \theta - \eta \boldsymbol{\nabla}_{\boldsymbol{\theta}} \bigg[ \mathrm{Loss}_{\boldsymbol{h}} \big( \boldsymbol{y}^{(i)} \big( \boldsymbol{\theta}^\mathsf{T} \boldsymbol{x}^{(i)} + \boldsymbol{\theta}_0 \big) \big) + \frac{\lambda}{2} \| \boldsymbol{x} \|^2 \bigg] \\ &= (1 - \lambda \eta) \theta + \eta \begin{cases} \boldsymbol{y}^{(i)} \boldsymbol{x}^{(i)} & \text{for } \boldsymbol{y}^{(i)} \big( \boldsymbol{\theta}^\mathsf{T} \boldsymbol{x}^{(i)} \big) \leq 1 \\ 0 & \text{otherwise} \end{cases} \end{split}$$

The derivation of this is quite simple, and its implementation in a gradient descent loop is *much* more efficient.