Support Vector Machine (SVM) Algorithm

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Introduction

Support Vector Machines (SVM) is a powerful non-parametric supervised machine learning algorithm used for classification and, less commonly, regression tasks. Support Vector Machines are designed to find an optimal hyperplane that best separates data points into classes. The key idea behind SVMs is to maximize the margin between data points of different classes while

minimizing classification errors. This leads to a robust decision boundary that generalizes well to unseen data.

The Mathematical Foundation of SVM

Consider a classification problem. Given a dataset $(\mathbf{x}_i, y_i)$ where $i = 1, 2, \ldots, N$, $x_i \in \mathbb{R}^d$ represents the feature vector of the i-th sample, and $y_i \in \{-1, 1\}$ represents the class label. The goal of SVM is to find a hyperplane that maximally separates the classes.

Hyperplane and Dicision Boundary

Definition (Hyperplane) A hyperplane in an n-dimensional space is defined by:

$$w^T \mathbf{x} + b = 0$$

where:

- w is the weight vector,
- b is the bias term,
- x is any point on the hyperplane.

For a two-dimensional space, this hyperplane is simply a line.

$$w^T \mathbf{x} + b = 0; \quad \implies w_0 x + w_1 y + b = 0; \quad \implies y = \frac{-w_0 x - b}{w_1}$$

and for a three-dimensional space, this hyperplane is simply a 2D plane

$$w^T \mathbf{x} + b = 0; \quad \implies w_0 x + w_1 y + w_2 z + b = 0; \quad \implies z = \frac{-w_0 x - w_1 y - b}{w_2}$$

```python
import numpy as np
import matplotlib.pyplot as plt
from mpl_toolkits.mplot3d import Axes3D

w_2d = np.array([1,1])
b_2d = -0.5

w_3d = np.array([1,1,1])
b_3d = -1

def decision_boundary_2d(x):
    return (-w_2d[0]*x-b_2d) / w_2d[1]
```

```python
def decision_boundary_3d(x, y):
    return (-w_3d[0]*x-w_3d[1]*y-b_3d) / w_3d[2]

np.random.seed(0)
class1x_2d = np.random.normal(loc=[1,1],scale=0.5, size=(30,2))
class2x_2d = np.random.normal(loc=[-1,-1],scale=0.5, size=(30,2))

class1x_3d = np.random.normal(loc=[1,1,1],scale=0.5, size=(90,3))
class2x_3d = np.random.normal(loc=[-1,-1,-1],scale=0.5, size=(90,3))

fig = plt.figure( figsize=(7.9,4))
ax1 = fig.add_subplot(121)
x_vals_2d = np.linspace(-2,3,100)
plt.plot(
    x_vals_2d, decision_boundary_2d(x_vals_2d),
    'k-', label = "Decision Boundary (Hyperplane)"
    )
ax1.scatter(
    class1x_2d[:,0], class1x_2d[:,1], color='blue',
    marker='o', label = 'Class +1'
    )
ax1.scatter(
    class2x_2d[:,0], class2x_2d[:,1], color='red',
    marker='o', label = 'Class -1'
    )
ax1.set_xlabel('x')
ax1.set_ylabel('y')
ax1.set_title('Hyperplane (a line) in 2D Space')
ax1.axhline(0, color='grey', lw = 0.5)
ax1.axvline(0, color='grey', lw = 0.5)


ax2 = fig.add_subplot(122, projection = '3d')
x_vals_3d = np.linspace(-2,2,30)
y_vals_3d = np.linspace(-2,2,30)
X, Y = np.meshgrid(x_vals_3d, y_vals_3d)
Z = decision_boundary_3d(X, Y)

ax2.plot_surface(X, Y, Z, color='k', alpha = 0.3, rstride=100, cstride=100, edgecolor='none')
ax2.scatter(class1x_3d[:,0], class1x_3d[:,1],class1x_3d[:,2], color = 'blue', marker='o', lab
ax2.scatter(class2x_3d[:,0], class2x_3d[:,1],class2x_3d[:,2], color = 'red', marker='o', labe
ax2.set_xlabel('X')
```
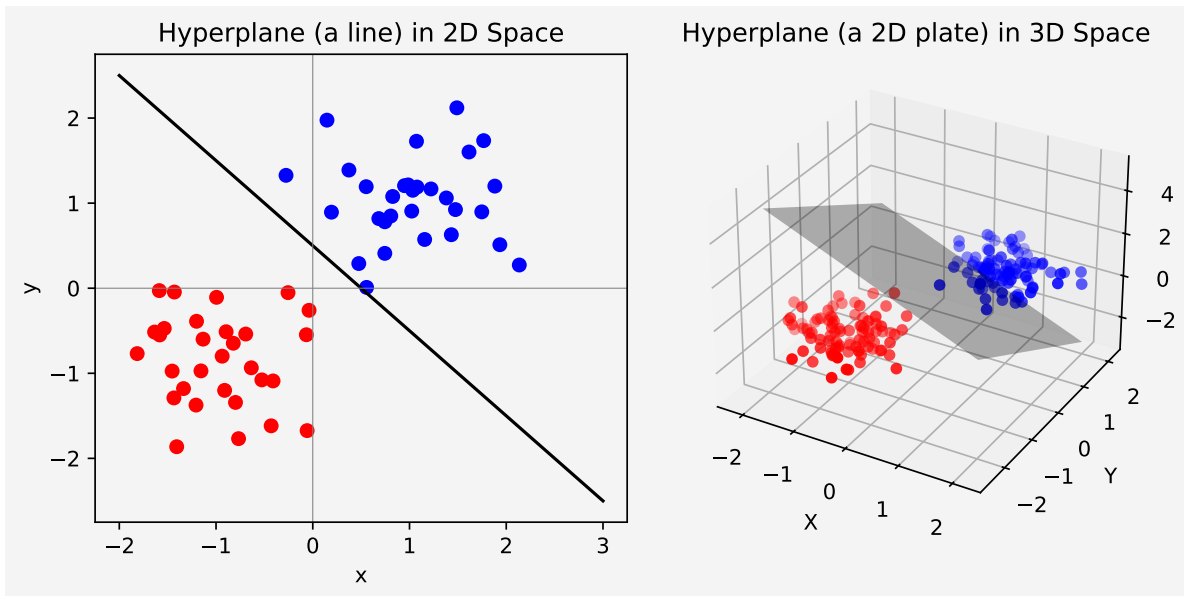
```
ax2.set_ylabel('Y')
ax2.set_zlabel('Z')
ax2.set_title('Hyperplane (a 2D plate) in 3D Space')

plt.tight_layout()
axes = [ax1,ax2]
for ax in axes:
    ax.set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```


Margin and the Optimal Hyperplane

Definition (Margin) The margin is the distance between the hyperplane and the nearest data points from either class. SVM aims to maximize this margin to achieve better separation, which makes the classifier more robust.

To define the margin mathematically, we impose that for all points:

$$y_i(w^T \mathbf{x}_i + b) \geq 1 \quad \forall i$$

For a data vector $\mathbf{x}_i$ with label y_i:

- If $y_i = +1$: we want $w^T \mathbf{x}_i + b \geq 1$ (to be on the correct side of the hyperplane)

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- If $y_i = -1$: we want $w^T \mathbf{x}_i + b \leq 1$ (to be on the correct side of the hyperplane)

These two conditions combaine the equation mention above. That is all points must be at least a unit distance from the hyperplane on the correct side. The data points that satisfy $y_i(w^T x_i + b) = 1$ or $y_i(w^T x_i + b) = -1$ lie on the "support vectors," or the points closest to the hyperplane.

We know from the elementary geometry that the distance between two parallel lines $ax + by + c_1 = 0$ and $ax + by + c_2 = 0$ is given by

$$\frac{|c_1 - c_2|}{\sqrt{a^2 + b^2}}$$

and the distance between two 2D parallel planes $ax + by + cz + d_1 = 0$ and $ax + by + cz + d_2 = 0$ in 3D space is given as

$$\frac{|d_1 - d_2|}{\sqrt{a^2 + b^2 + c^2}}$$

```python
import plotly.graph_objects as go
import plotly.io as pio
pio.renderers

z1 = np.array([
    [8.83,8.89,8.81,8.87,8.9,8.87],
    [8.89,8.94,8.85,8.94,8.96,8.92],
    [8.84,8.9,8.82,8.92,8.93,8.91],
    [8.79,8.85,8.79,8.9,8.94,8.92],
    [8.79,8.88,8.81,8.9,8.95,8.92],
    [8.8,8.82,8.78,8.91,8.94,8.92],
    [8.75,8.78,8.77,8.91,8.95,8.92],
    [8.8,8.8,8.77,8.91,8.95,8.94],
    [8.74,8.81,8.76,8.93,8.98,8.99],
    [8.89,8.99,8.92,9.1,9.13,9.11],
    [8.97,8.97,8.91,9.09,9.11,9.11],
    [9.04,9.08,9.05,9.25,9.28,9.27],
    [9,9.01,9,9.2,9.23,9.2],
    [8.99,8.99,8.98,9.18,9.2,9.19],
    [8.93,8.97,8.97,9.18,9.2,9.18]
])

z2 = z1 + 1
z3 = z1 - 1
```

```
fig = go.Figure(data=[
    go.Surface(z=z1),
    go.Surface(z=z2, showscale=False, opacity=0.9),
    go.Surface(z=z3, showscale=False, opacity=0.9)

])
fig.update_layout(
    scene=dict(
        xaxis=dict(backgroundcolor='#f4f4f4'),
        yaxis=dict(backgroundcolor='#f4f4f4'),
        zaxis=dict(backgroundcolor='#f4f4f4')
    ),
    paper_bgcolor = '#f4f4f4',
    title = "Hyperplanes in higher dimension"
)
fig.show()
```

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For the hyperplanes in higher dimensions, the distance between two parallel hyperplanes $w^T\mathbf{x} + b = 1$ and $w^T\mathbf{x} + b = -1$ is given as

$$\text{Distance: } M = \frac{|1 - (-1)|}{\|w\|} = \frac{2}{\|w\|}$$

This distance, M is the margin and our objective is to maximize M, or equivalently, minimize $\|w\|$ subject to the constraints $y_i(w^T x_i + b) \geq 1$.

Optimization of the SVM

The optimization problem can be formulated as follows:

Primal Form:
$$\min_{w,b} \frac{1}{2}\|w\|^2$$

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

This is a convex optimization problem because the objective function $\frac{1}{2}\|w\|^2$ is convex, and the constraints are linear.

The Dual Form of SVM

To solve the optimization problem, it is often more efficient to use the dual form. By introducing Lagrange multipliers $\alpha_i \geq 0$, we can construct the Lagrangian:

$$L(w, b, \alpha) = \frac{1}{2}\|w\|^2 - \sum_{i=1}^{n} \alpha_i \left(y_i(w^T x_i + b) - 1 \right)$$

Taking the partial derivatives of L with respect to w and b and setting them to zero yields:

$$\frac{\partial L}{\partial w} = w - \sum_{i=1}^{n} \alpha_i y_i x_i = 0$$

$$\implies w = \sum_{i=1}^{n} \alpha_i y_i x_i$$

and

$$\frac{\partial L}{\partial b} = -\sum_{i=1}^{n} \alpha_i y_i = 0$$

$$\sum_{i=1}^{n} \alpha_i y_i = 0$$

This tells us that w can be expressed as a linear combination of the training points x_i with weights given by $\alpha_i y_i$ and the sum of the weighted labels is zero.

Now we substitute $w = \sum_{i=1}^{n} \alpha_i y_i x_i$ back into the Lagrangian $L(w, b, \alpha)$. The primal objective function $\frac{1}{2}\|w\|^2$ becomes:

$$\frac{1}{2}\|w\|^2 = \frac{1}{2}\left(\sum_{i=1}^{n} \alpha_i y_i x_i\right)^T \left(\sum_{j=1}^{n} \alpha_j y_j x_j\right)$$

$$= \frac{1}{2}\sum_{i=1}^{n}\sum_{j=1}^{n} \alpha_i \alpha_j y_i y_j x_i^T x_j$$

Substituting back into the Lagrangian,

$$L(w, b, \alpha) = \frac{1}{2}\|w\|^2 - \sum_{i=1}^{n} \alpha_i y_i (w^T x_i + b) + \sum_{i=1}^{n} \alpha_i$$

we get the dual form as:

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$$\max_{\alpha} \sum_{i=1}^{n} \alpha_i - \frac{1}{2} \sum_{i=1}^{n} \sum_{j=1}^{n} \alpha_i \alpha_j y_i y_j x_i^T x_j$$

subject to:

$$\alpha_i \geq 0 \quad \forall i, \quad \text{and} \quad \sum_{i=1}^{n} \alpha_i y_i = 0$$

The solution to the dual form gives the values of α_i, which are used to construct the optimal hyperplane. The final decision boundary is then:

$$f(x) = \text{sign}\left(\sum_{i=1}^{N} \alpha_i y_i x_i^T x + b \right)$$

Nonlinear Support Vector Machines

Imagine we have a dataset that looks like this.

```
from sklearn.datasets import make_moons
X,y = make_moons(n_samples=300, noise=0.2, random_state=42)
plt.figure(figsize=(8,6))
plt.scatter(X[y==0][:,0], X[y==0][:,1], color='red', label='Class 0')
plt.scatter(X[y==1][:,0], X[y==1][:,1], color='blue', label='Class 1')
plt.xlabel('Feature 1')
plt.ylabel('Feature 2')
plt.legend()
plt.gca().set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```
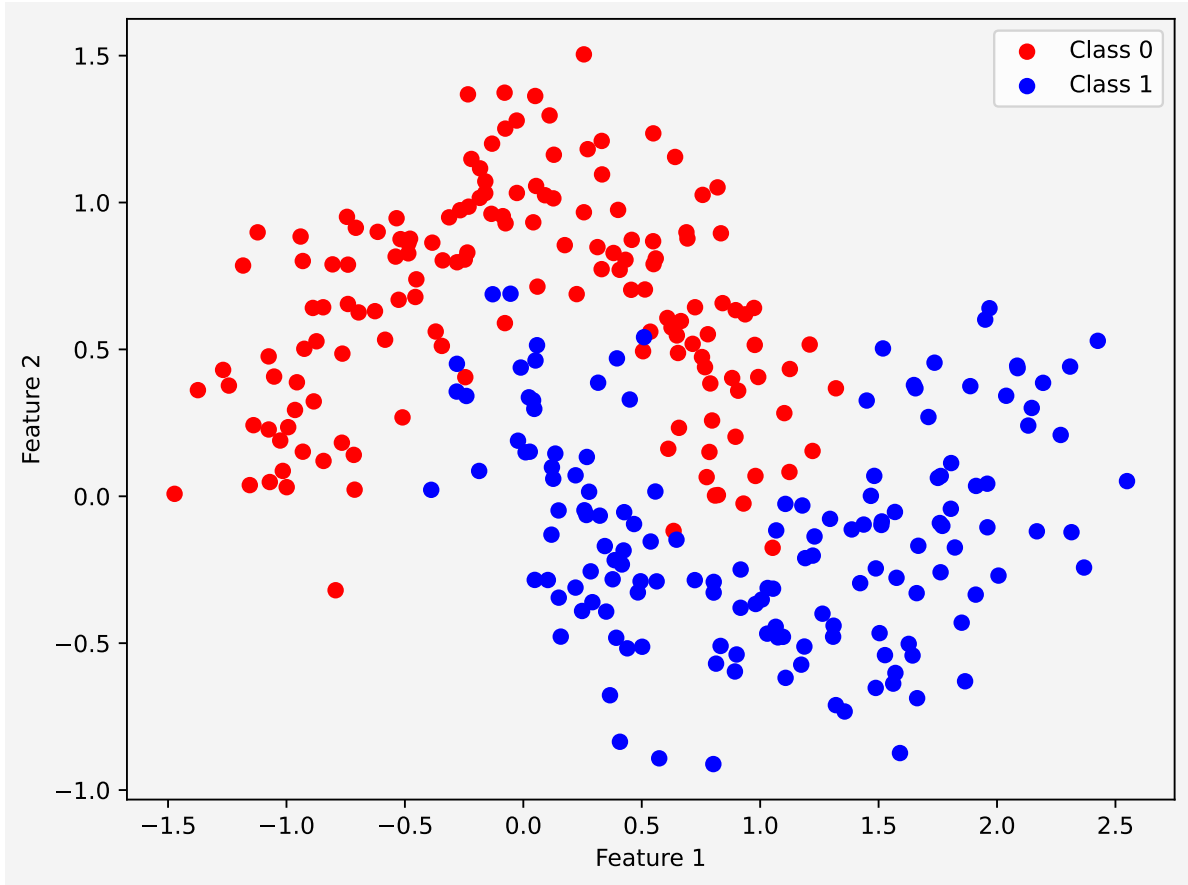
There is now way that a linear hyperplane seperates the data. Therefore, when the data is not linearly separable, SVMs use the **kernel trick** to map the data into a higher-dimensional space where a linear separation is possible. The idea is to map the original data points **x** from the input space to a higher-dimensional feature space using a *feature transformation function $\phi(x)$.

For example,

$$\phi : \mathbb{R}^n \mapsto \mathbb{R}^m, \quad \text{where } m > n$$

In the higher-dimensional space, it's often easier to find a hyperplane that separates the two classes linearly. However, explicitly calculating and working with this higher-dimensional transformation $\phi(x)$ can be computationally expensive, especially when the dimensionality m is very high or infinite. This is where the **kernel trick** comes in.

The Kernel Trick

The **kernel trick** is a method that allows us to compute the inner product between two transformed data points $\phi(x_i)$ and $\phi(x_j)$ in the higher-dimensional space **without** explicitly computing the transformation $\phi(x)$. Instead of computing $\phi(x_i)$ and $\phi(x_j)$ separately and then taking their inner product, we define a **kernel function** $K(x_i, x_j)$ that directly computes this inner product in the higher-dimensional space:

$$K(x_i, x_j) = \phi(x_i)^T \phi(x_j)$$

By substituting this kernel function into the SVM optimization problem, we can work in the higher-dimensional space implicitly, without ever explicitly mapping the data points to that space. This allows us to handle complex, nonlinear decision boundaries with a more computationally efficient approach.

Polynomial Kernel

The polynomial kernel allows us to model nonlinear decision boundaries using polynomial functions. It is defined as:

$$K(x_i, x_j) = (x_i^T x_j + c)^d$$

where:

- c is a constant that controls the influence of higher-order terms.
- d is the degree of the polynomial.

The polynomial kernel creates a feature space that corresponds to all monomials up to degree d. It can model interactions between features, allowing the SVM to classify data with polynomial decision boundaries.

For example, when we have 1-D data and it is linearly inseperable, we can use polynomial kernel with degree 2 or higher. Say $c = 1/2$ and $d = 2$,

$$K(x_1, x_2) = \left(x_1 x_2 + \frac{1}{2}\right)^2$$

$$= \left(x_1 x_2 + \frac{1}{2}\right)\left(x_1 x_2 + \frac{1}{2}\right)$$

$$= x_1^2 x_2^2 + \frac{1}{2} x_1 x_2 + \frac{1}{4}$$

$$= x_1 x_2 + x_1^2 x_2^2 + \frac{1}{4}$$

$$= (x_1, x_1^2, \frac{1}{2}) \cdot (x_2, x_2^2, \frac{1}{2})$$

```python
x1 = list(range(1,11))
x2 = list(range(14,24))
x3 = list(range(27,37))
x = [j for sub in [x1,x2,x3] for j in sub]
y = [0]*30
colors = ['blue']*10+['red']*10+ ['blue']*10
y_squared = [i**2 for i in x]
slope = (197-529.5)/(14-23)
line_x = np.linspace(0,40,100)
line_y = slope* (line_x - 14) + 197

fig = plt.figure(figsize=(7.9,4))
ax1 = fig.add_subplot(121)
ax1.scatter(x,y, c=colors, label='Actual Data in 1D')
ax1.set_xlabel(r'$feature$')
ax1.set_xlim(0,40)
ax1.set_ylim(-50,50)

ax2 = fig.add_subplot(122)
ax2.scatter(x,y, c=colors, label='Actual Data in 1D')
ax2.scatter(x,y_squared, c= colors, marker='o', label='Transformed Data in 2D')
ax2.plot(line_x,line_y, color='green',label='1D Hyperplane')
ax2.set_xlim(0,40)
ax2.set_ylim(-100,1400)
ax2.set_xlabel(r'$feature$')
ax2.set_ylabel(r'$feature^2$')
ax2.legend()

plt.tight_layout()
axes = [ax1,ax2]
for ax in axes:
```
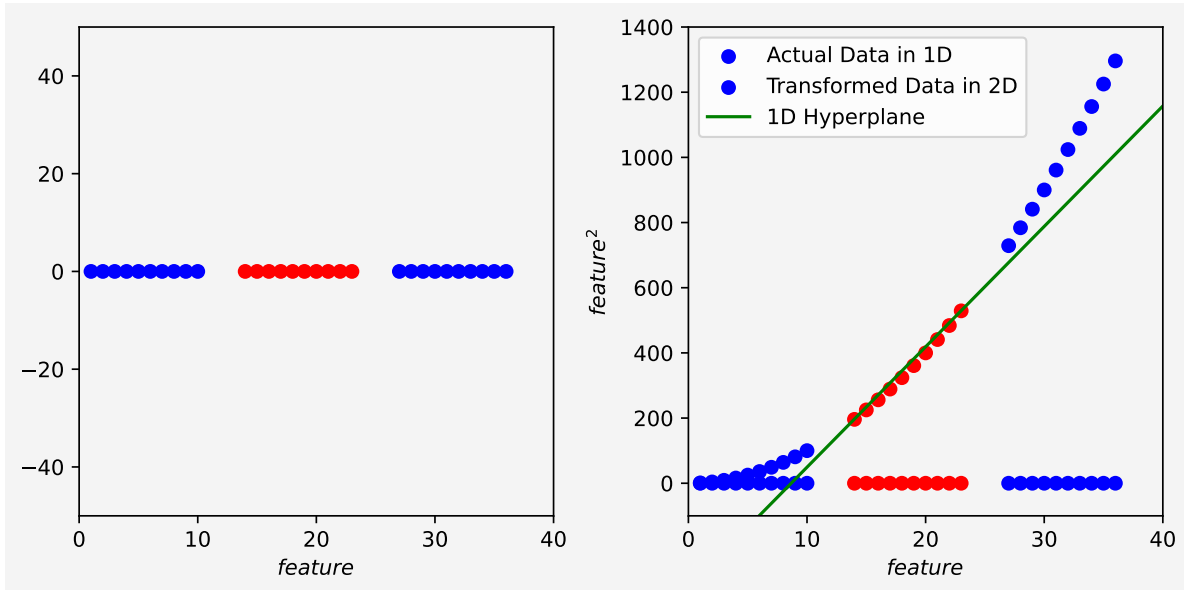
```
    ax.set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```


or for a 2D data to 3D transformation along with 2D hyperplane

```
from sklearn.datasets import make_circles
from mpl_toolkits.mplot3d import Axes3D

# Generate a dataset that is not linearly separable
X, y = make_circles(n_samples=300, factor=0.3, noise=0.1, random_state=42)

# Plot the original dataset
fig = plt.figure(figsize=(7.9, 4))
ax1 = fig.add_subplot(121)
ax1.scatter(X[y == 0][:, 0], X[y == 0][:, 1], color='red', label='Class 0')
ax1.scatter(X[y == 1][:, 0], X[y == 1][:, 1], color='blue', label='Class 1')
ax1.set_title('Original Data')
ax1.set_xlabel('feature 1')
ax1.set_ylabel('feature 2')
ax1.legend()

# Apply polynomial kernel transformation
X_transformed = np.hstack((X, (X[:, 0]**2 + X[:, 1]**2).reshape(-1, 1)))
```

```
# Plot the transformed dataset in 3D
ax2 = fig.add_subplot(122, projection='3d')
ax2.scatter(X_transformed[y == 0][:, 0], X_transformed[y == 0][:, 1], X_transformed[y == 0][
ax2.scatter(X_transformed[y == 1][:, 0], X_transformed[y == 1][:, 1], X_transformed[y == 1][
ax2.set_title('2D to 3D transformed')
ax2.set_xlabel('Feature 1')
ax2.set_ylabel('Feature 2')
ax2.set_zlabel('Poly Feature')
ax2.legend()

axes = [ax1, ax2]
for ax in axes:
    ax.set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```
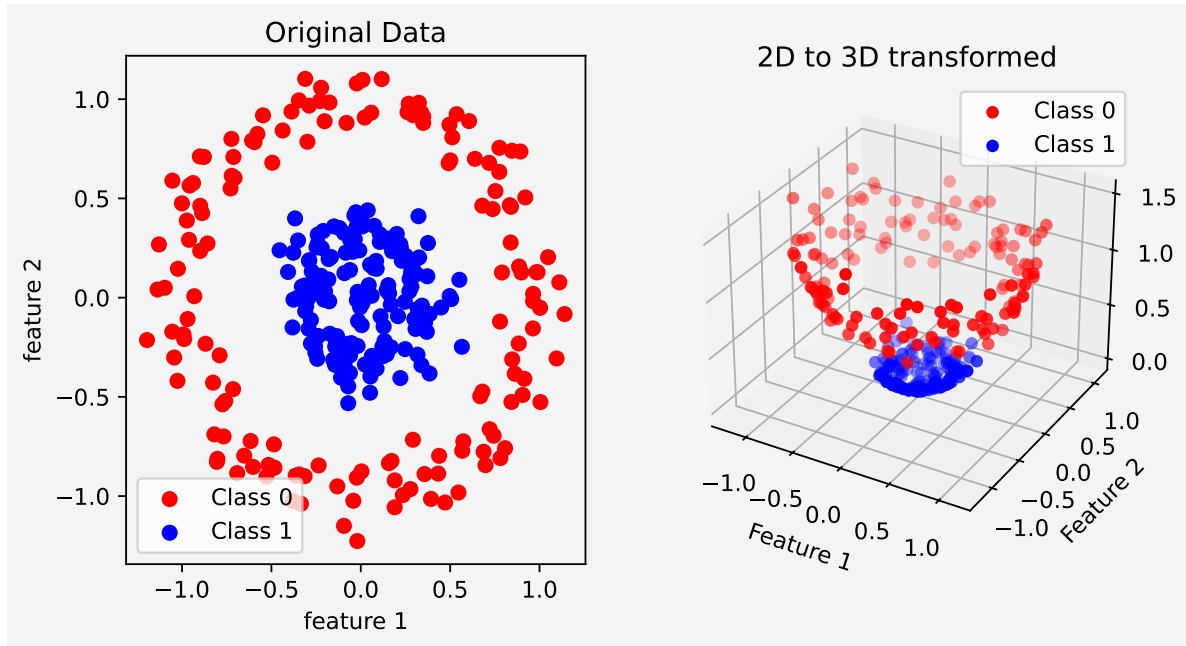

Radial Basis Function (RBF) Kernel (Gaussian Kernel)

The RBF kernel, also known as the Gaussian kernel, is one of the most popular kernels because it can map the data to an infinite-dimensional space, allowing the model to capture highly complex relationships. It's defined as:

$$K(x_i, x_j) = \exp\left(-\frac{\|x_i - x_j\|^2}{2\sigma^2}\right)$$

or equivalently:

$$K(x_i, x_j) = \exp\left(-\gamma\|x_i - x_j\|^2\right)$$

where:

- $\|x_i - x_j\|^2$ is the squared Euclidean distance between the points x_i and x_j.
- σ (or $\gamma = \frac{1}{2\sigma^2}$) controls the width of the Gaussian function and, thus, the influence of each training example.

The RBF kernel is particularly effective when the relationship between classes is highly nonlinear. It maps each data point to an infinite-dimensional space, allowing the SVM to capture fine-grained patterns.

Sigmoid Kernel

The sigmoid kernel is related to neural networks and is defined as:

$$K(x_i, x_j) = \tanh(\kappa x_i^T x_j + \theta)$$

where:

- κ and θ are parameters that control the shape of the kernel.

This kernel can be interpreted as simulating a neural network with a single hidden layer, where tanh serves as the activation function.

Dual Formulation with the Kernel Trick

In the dual form of the SVM optimization problem, we only require the inner products $x_i^T x_j$ between data points. By replacing these inner products with $K(x_i, x_j) = \phi(x_i)^T \phi(x_j)$, we obtain the dual form of the optimization problem for a kernelized SVM:

$$\max_{\alpha} \sum_{i=1}^{n} \alpha_i - \frac{1}{2} \sum_{i=1}^{n} \sum_{j=1}^{n} \alpha_i \alpha_j y_i y_j K(x_i, x_j)$$

subject to:

$$\alpha_i \geq 0 \quad \forall i, \quad \text{and} \quad \sum_{i=1}^{n} \alpha_i y_i = 0$$

Using the kernel function $K(x_i, x_j)$, we can compute the decision boundary in the original space without explicitly mapping to the higher-dimensional space.

Decision Function with the Kernel Trick

Once we solve for α and determine the support vectors, the decision function for a new point x becomes:

$$f(x) = \sum_{i=1}^{n} \alpha_i y_i K(x_i, x) + b$$

where:

- α_i are the Lagrange multipliers found from the optimization.
- y_i are the labels of the support vectors.
- $K(x_i, x)$ is the kernel function that calculates the inner product between the support vector x_i and the new data point x.

This decision function allows us to classify new data points by evaluating their relationship with the support vectors in the original input space, using the kernel to measure similarity.

Soft Margin SVM

The concept of **soft margin SVM** extends the hard margin SVM approach to handle cases where data is not perfectly separable. In real-world datasets, it's often impossible to perfectly separate classes without allowing some misclassification or overlap. Soft margin SVM addresses this by introducing a **margin of tolerance**—it allows some data points to lie within the margin or even on the wrong side of the decision boundary.

In hard margin SVM, we strictly enforced that:

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

which means that each point is correctly classified and outside the margin.

In soft margin SVM, we introduce **slack variables** ξ_i, which allow some points to violate this constraint. The constraints become:

$$y_i(w^T x_i + b) \geq 1 - \xi_i, \quad \xi_i \geq 0$$

where:

- ξ_i measures the degree of misclassification for each data point x_i.
- If $\xi_i = 0$, then x_i lies on or outside the margin (correct classification).
- If $0 < \xi_i \leq 1$, then x_i lies within the margin but is still correctly classified.
- If $\xi_i > 1$, then x_i is misclassified.

To find the optimal hyperplane with a soft margin, we modify the objective function to include a **penalty** for misclassifications. The goal is to balance maximizing the margin and minimizing the misclassification error. The objective function becomes:

$$\min_{w,b,\xi} \quad \frac{1}{2}\|w\|^2 + C\sum_{i=1}^{n}\xi_i$$

where:

- The term $\frac{1}{2}\|w\|^2$ encourages a large margin, just as in hard margin SVM.
- The term $C\sum_{i=1}^{n}\xi_i$ penalizes misclassified points, where C is a **regularization parameter** that controls the trade-off between maximizing the margin and minimizing the classification error.

The **parameter** C:

- If C is large, the optimization emphasizes minimizing misclassifications (more sensitive to individual data points), which leads to a narrower margin with fewer violations.
- If C is small, the optimization focuses more on maximizing the margin, allowing more misclassifications.

The optimization problem for soft margin SVM can be written as:

$$\min_{w,b,\xi} \quad \frac{1}{2}\|w\|^2 + C\sum_{i=1}^{n}\xi_i$$

subject to:

$$y_i(w^T x_i + b) \geq 1 - \xi_i, \quad \xi_i \geq 0 \quad \forall i$$

This problem is still convex and can be solved using Lagrange multipliers, though it becomes slightly more complex due to the introduction of slack variables ξ_i.

The dual form of the soft margin SVM, similar to the hard margin case, can be derived using Lagrange multipliers. The dual problem becomes:

$$\max_{\alpha} \sum_{i=1}^{n}\alpha_i - \frac{1}{2}\sum_{i=1}^{n}\sum_{j=1}^{n}\alpha_i\alpha_j y_i y_j K(x_i, x_j)$$

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subject to:

$$0 \leq \alpha_i \leq C, \quad \sum_{i=1}^{n} \alpha_i y_i = 0$$

The main difference here is that each α_i is now bounded by C instead of being unrestricted, which introduces a balance between the margin maximization and error tolerance.

In soft margin SVM, the margin is not strict. Some points are allowed to lie within the margin or even be misclassified. Points that lie on the wrong side of the margin are called **support vectors** with non-zero slack values ξ_i.

- **High** C: A larger C results in a narrower margin with fewer violations, meaning fewer points within the margin or misclassified. This leads to a more complex model that might overfit if C is too high.
- **Low** C: A smaller C results in a wider margin with more allowed violations, meaning more tolerance to misclassifications. This generally leads to a simpler, more robust model that might underfit if C is too low.

The regularization parameter C controls the trade-off between margin width and classification accuracy. **Cross-validation** is commonly used to select the optimal value of C by evaluating the model's performance across different values of C and choosing the one that generalizes best to unseen data.

```python
import numpy as np
import matplotlib.pyplot as plt
from sklearn import svm
from sklearn.datasets import make_blobs

# Generate synthetic dataset
X, y = make_blobs(n_samples=40, centers=2, random_state=6)
y = np.where(y == 0, -1, 1)  # Transform labels to -1 and +1 for SVM

# Different values of C for comparison
C_values = [0.1, 1, 100]

# Plotting
plt.figure(figsize=(6, 15))  # Adjust figure size for vertical layout
plt.gcf().patch.set_facecolor('#f4f4f4')  # Set background color for the figure

for i, C in enumerate(C_values):
    # Fit SVM model with the given C value
    model = svm.SVC(kernel='linear', C=C)
    model.fit(X, y)
```

```
    # Create a mesh to plot decision boundaries
    x_min, x_max = X[:, 0].min() - 1, X[:, 0].max() + 1
    y_min, y_max = X[:, 1].min() - 1, X[:, 1].max() + 1
    xx, yy = np.meshgrid(np.linspace(x_min, x_max, 200), np.linspace(y_min, y_max, 200))

    # Plot decision boundary and margin
    Z = model.decision_function(np.c_[xx.ravel(), yy.ravel()])
    Z = Z.reshape(xx.shape)

    ax = plt.subplot(len(C_values), 1, i + 1)  # Adjust to create vertical subplots
    ax.set_facecolor('#f4f4f4')  # Set background color for the plot area
    plt.contourf(xx, yy, Z, levels=[-1, 0, 1], colors=['#FFAAAA', '#AAAAFF', '#AAAAFF'], alph
    plt.contour(xx, yy, Z, levels=[-1, 0, 1], linestyles=['--', '-', '--'], colors='k')

    # Plot training points
    plt.scatter(X[:, 0], X[:, 1], c=y, cmap=plt.cm.bwr, s=30, edgecolors='k')
    plt.title(f"SVM with Soft Margin (C={C})")
    plt.xlabel("Feature 1")
    plt.ylabel("Feature 2")

    # Mark support vectors
    plt.scatter(model.support_vectors_[:, 0], model.support_vectors_[:, 1], s=100, facecolors

plt.suptitle("Effect of Regularization Parameter C on Soft Margin SVM", y=0.96)
plt.tight_layout(rect=[0, 0, 1, 0.95])
plt.show()
```
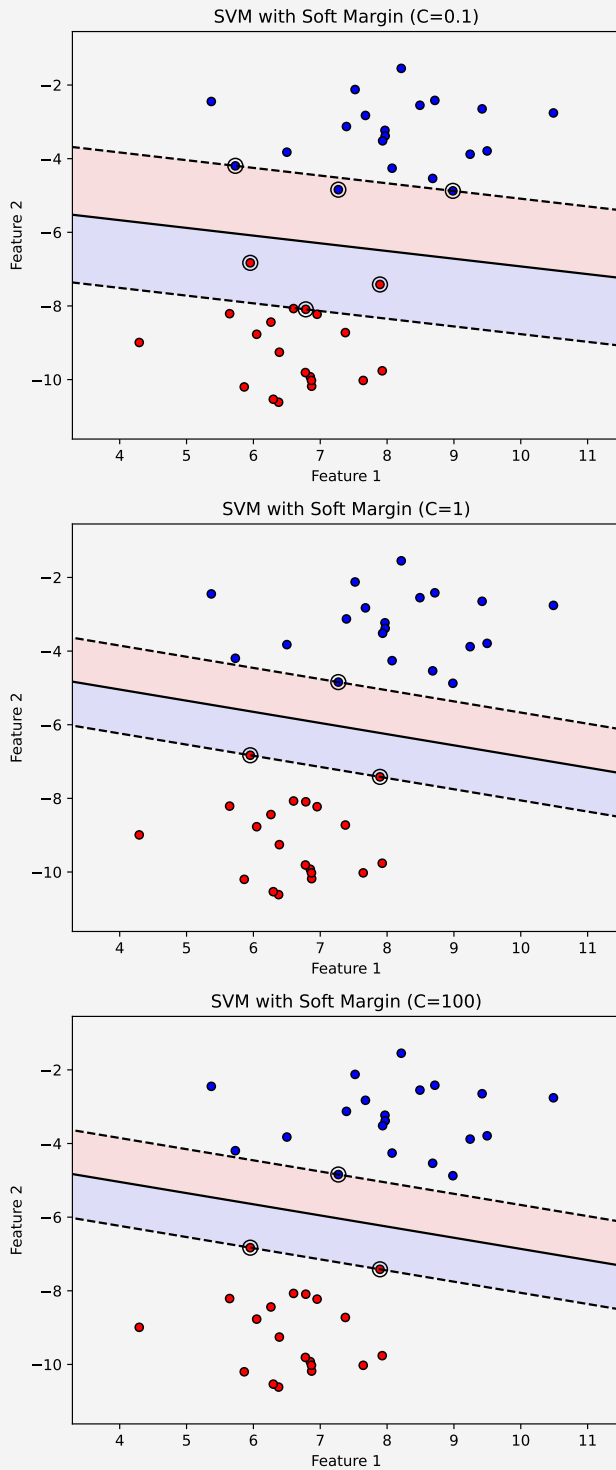
Effect of Regularization Parameter C on Soft Margin SVM

SVM with Soft Margin (C=0.1)

SVM with Soft Margin (C=1)

SVM with Soft Margin (C=100)

Python Implementation of SVM

LinearSVC

Let's first create the data

```python
np.random.seed(123)
n_rows = 200
diff = 0.1
X1 = np.random.random((n_rows,2))
X_1 = X1[(X1[:,1]-X1[:,0])<= -diff,:]
X_2 = X1[(X1[:,1]-X1[:,0])>= diff,:]

X = np.append(X_1, X_2, axis=0)
y = np.empty(np.shape(X)[0])
y[(X[:,1]-X[:,0])<= -diff] = -1
y[(X[:,1]-X[:,0])>= diff] = 1
plt.scatter(X[y==-1,0], X[y==-1,1], c='blue', label=-1)
plt.scatter(X[y==1,0], X[y==1,1], c='red', label=1)
plt.xlabel('$x_1$')
plt.ylabel('$x_2$')
plt.grid(True)
plt.legend()
plt.gca().set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```
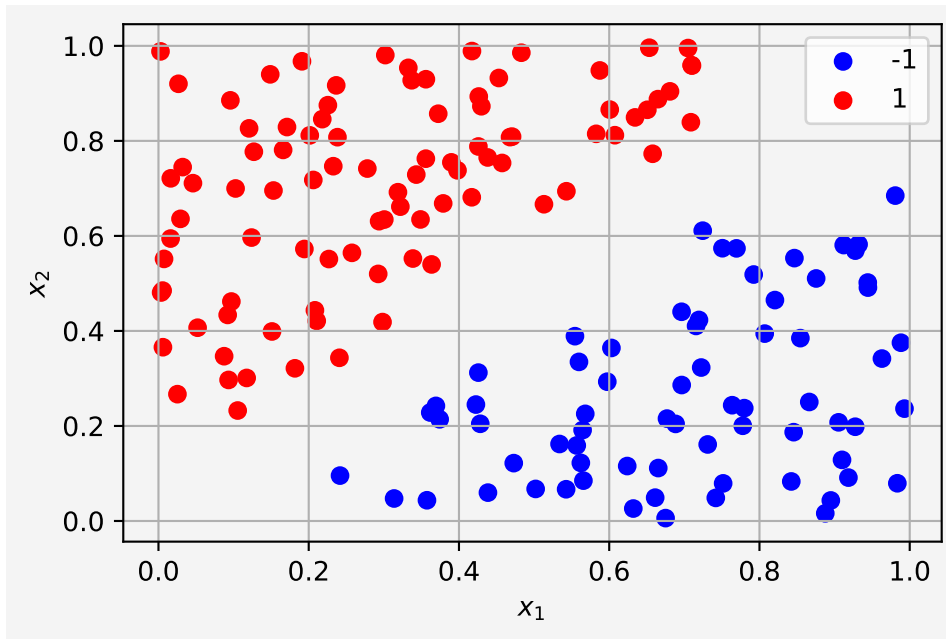
Now we apply linear SVM classifier

```python
from sklearn.svm import LinearSVC

maximum_margin_SVC = LinearSVC(C= 1000, max_iter=10000, dual="auto")
maximum_margin_SVC.fit(X,y)
x1 = np.linspace(0,1,100)
x2 = np.linspace(0,1,100)

x1,x2 = np.meshgrid(x1,x2)
x1x2 = np.vstack([x1.ravel(),x2.ravel()]).T
z = maximum_margin_SVC.decision_function(x1x2).reshape(x1.shape)

plt.scatter(X[y==-1,0],X[y==-1,1], c='blue', label='Training -1')
plt.scatter(X[y==1,0],X[y==1,1], c='red', label='Training 1')
plt.contour(x1,x2,z, colors='k',levels=[-1,0,1], alpha=0.7, linestyles=['--','-','--'])
plt.legend()
plt.xlim(0,1)
plt.ylim(0,1)
plt.xlabel('$x_1$')
plt.ylabel('$x_2$')
plt.grid(True)
plt.legend()
plt.gca().set_facecolor('#f4f4f4')
```

```
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```
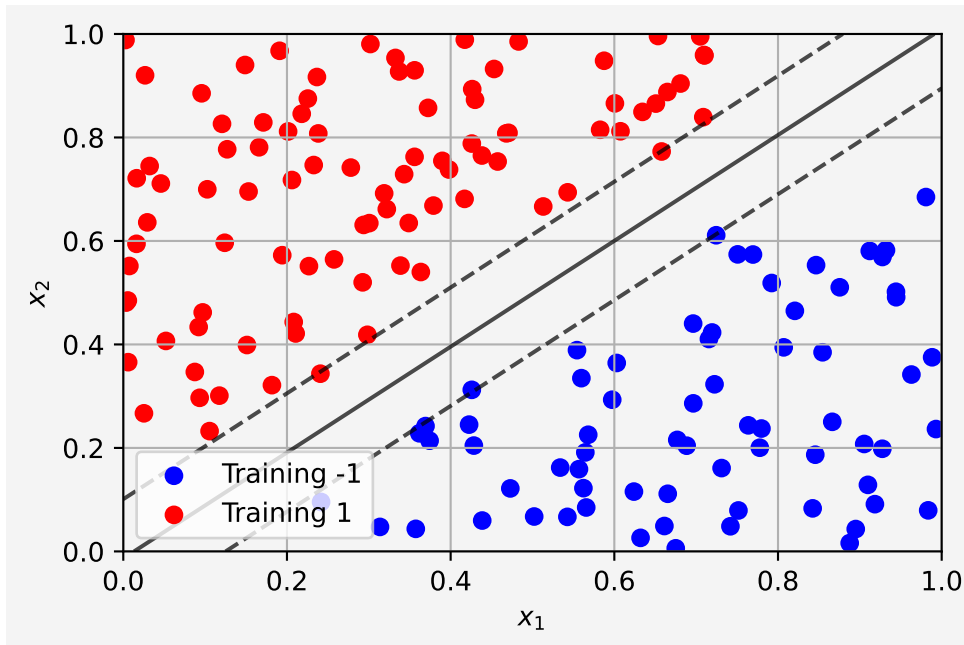

The data that we used to explain the polynomial kernels

```
from sklearn.svm import SVC
X = 2*np.random.random(50)-1
y = np.ones(len(X))
y[(X>0.35) | (X<-0.35)] = -1

svc = SVC(kernel='poly', degree=2, C=1000)
svc.fit(X.reshape(-1,1),y)
plt.scatter(X[y==-1],np.ones(sum(y==-1)), c='blue',label='class -1')
plt.scatter(X[y==1],np.ones(sum(y==1)), c='red',label='class 1')
dcsns = svc.decision_function(np.linspace(-1,1,10000).reshape(-1,1)).round(1)
plt.scatter(
    np.linspace(-1,1,10000)[dcsns==0],
    np.ones(10000)[dcsns==0],
    marker='|',
    s= 400,
    c='green',
    label='Decision Boundary'
    )
```

```
plt.legend()
plt.gca().set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```
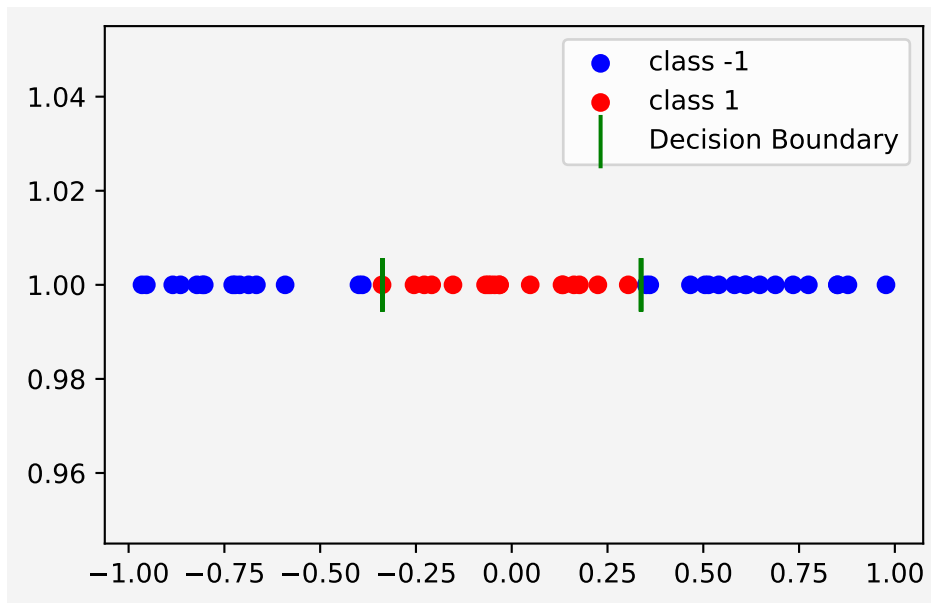

For the higher dimensions

```
X, y = make_circles(n_samples=300, factor=0.3, noise=0.1, random_state=42)

# Create SVM models with polynomial and RBF kernels
model_poly = svm.SVC(kernel='poly', degree=2, C=1000)
model_rbf = svm.SVC(kernel='rbf', gamma=1, C=1000)

# Fit the models
model_poly.fit(X, y)
model_rbf.fit(X, y)

# Create a mesh to plot decision boundaries
x_min, x_max = X[:, 0].min() - 1, X[:, 0].max() + 1
y_min, y_max = X[:, 1].min() - 1, X[:, 1].max() + 1
xx, yy = np.meshgrid(np.linspace(x_min, x_max, 300), np.linspace(y_min, y_max, 300))

# Plotting
plt.figure(figsize=(7.9, 4))
```

```python
# Polynomial Kernel
plt.subplot(1, 2, 1)
Z_poly = model_poly.decision_function(np.c_[xx.ravel(), yy.ravel()])
Z_poly = Z_poly.reshape(xx.shape)
plt.contourf(xx, yy, Z_poly, levels=[-1, 0, 1], colors=['#FFAAAA', '#AAAAFF', '#AAAAFF'], alp
plt.contour(xx, yy, Z_poly, levels=[-1, 0, 1], linestyles=['--', '-', '--'], colors='k')
plt.scatter(X[:, 0], X[:, 1], c=y, cmap=plt.cm.bwr, s=20, edgecolors='k')
plt.title("SVM with Polynomial Kernel")
plt.xlabel("Feature 1")
plt.ylabel("Feature 2")
plt.gca().set_facecolor('#f4f4f4')

# RBF Kernel
plt.subplot(1, 2, 2)
Z_rbf = model_rbf.decision_function(np.c_[xx.ravel(), yy.ravel()])
Z_rbf = Z_rbf.reshape(xx.shape)
plt.contourf(xx, yy, Z_rbf, levels=[-1, 0, 1], colors=['#FFAAAA', '#AAAAFF', '#AAAAFF'], alp
plt.contour(xx, yy, Z_rbf, levels=[-1, 0, 1], linestyles=['--', '-', '--'], colors='k')
plt.scatter(X[:, 0], X[:, 1], c=y, cmap=plt.cm.bwr, s=20, edgecolors='k')
plt.title("SVM with RBF Kernel")
plt.xlabel("Feature 1")
plt.ylabel("Feature 2")
plt.gca().set_facecolor('#f4f4f4')

plt.suptitle("Polynomial and RBF Kernels on Nonlinear Data")
plt.tight_layout(rect=[0, 0, 1, 0.96])
plt.gca().set_facecolor('#f4f4f4')
plt.gcf().patch.set_facecolor('#f4f4f4')
plt.show()
```

Polynomial and RBF Kernels on Nonlinear Data
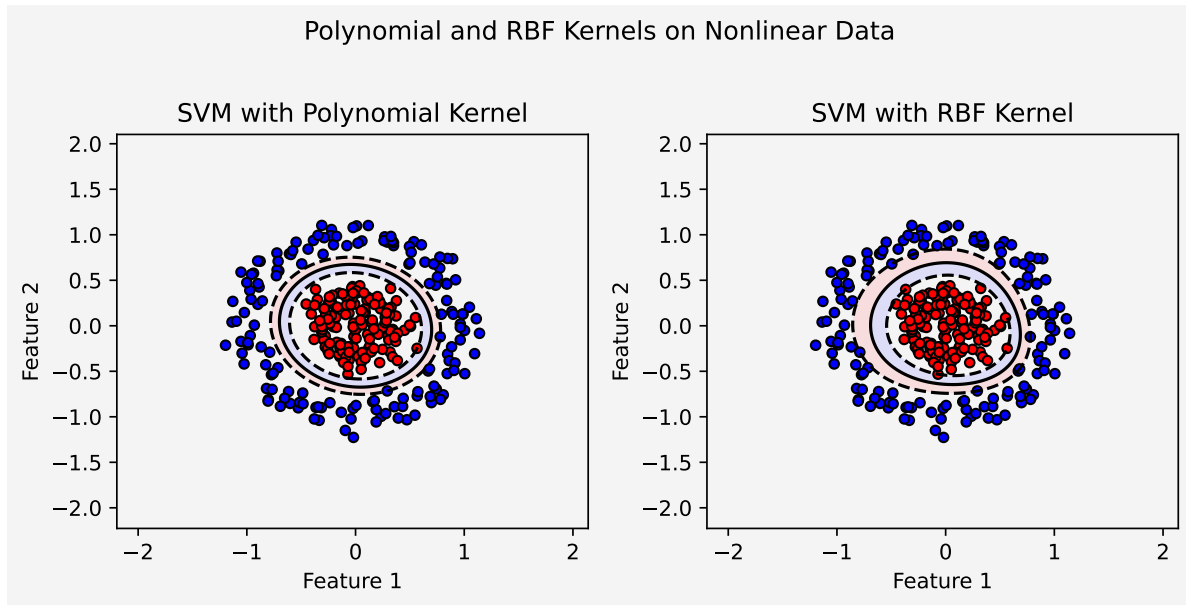
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Books

- Bishop, C. M. (2006). *Pattern Recognition and Machine Learning.* Springer
- Hastie, T., Tibshirani, R., & Friedman, J. (2009). *The Elements of Statistical Learning: Data Mining, Inference, and Prediction.* 2nd Edition. Springer.

- Boyd, S., & Vandenberghe, L. (2004). *Convex Optimization.* Cambridge University Press.

- Schölkopf, B., & Smola, A. J. (2002). *Learning with Kernels: Support Vector Machines, Regularization, Optimization, and Beyond.* MIT Press.

- Murphy, K. P. (2012). *Machine Learning: A Probabilistic Perspective.* MIT Press.

- Vapnik, V. (1998). *Statistical Learning Theory.* Wiley-Interscience.

Lecture Notes

- Andrew Ng's *Machine Learning* course on Coursera, particularly the lectures on Support Vector Machines, covering linear SVMs, geometric interpretation, and constraints.

- StatQuest with Josh Starmer
- Data Science Bootcamp by *The Erdos Institute*

Journals and Articles

- Cortes, C., & Vapnik, V. (1995). "Support-vector networks." *Machine Learning*, 20(3), 273-297.

- Aizerman, M. A., Braverman, E. M., & Rozonoer, L. I. (1964). "Theoretical foundations of the potential function method in pattern recognition learning." *Automation and Remote Control*, 25, 821-837.

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