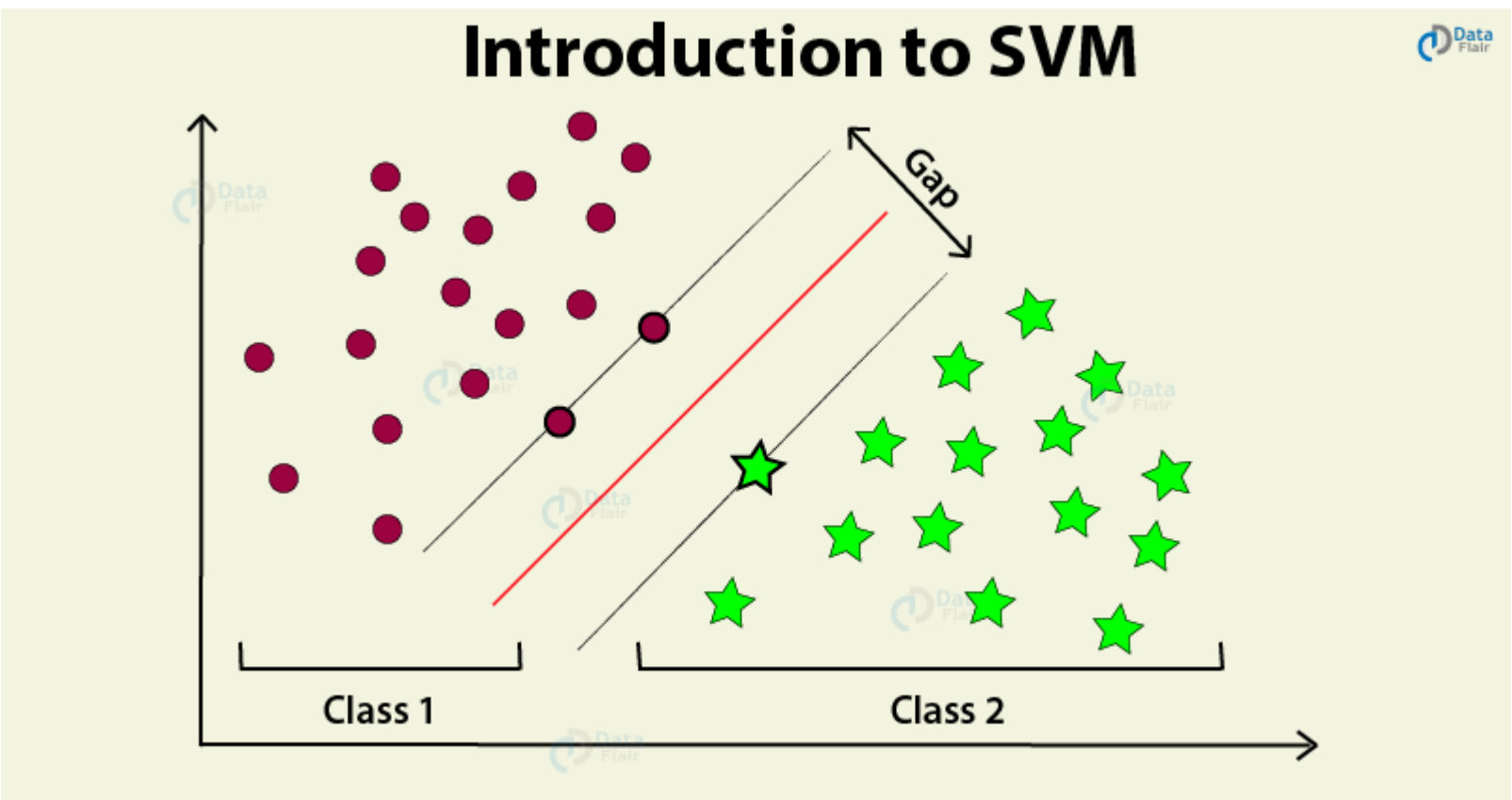
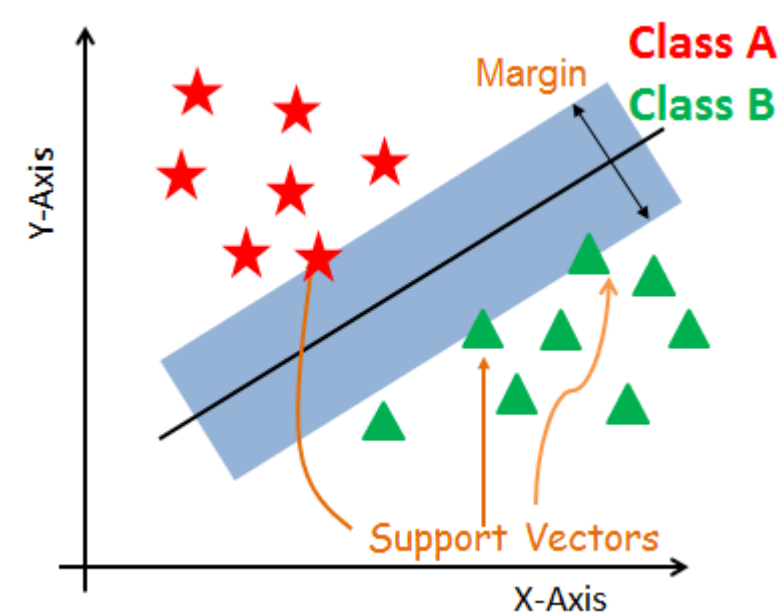


Support Vector Machine | Classification done with the support point or vector of nearest point from the Hyperplan.

- A support vector machine is widely known as SVM is a type of supervised machine learning classification algorithm.
- SVM introduced since 1960 and it was later redefined in 1990. However, it became extremely popular owing to its accuracy in achieving the brilliant result.



- SVM can be implemented in a unique way when compared to other machine learning models.
- Let's consider we have a hyperplane which is separating Class A and Class B.
- Moreover, the classifier would attempt to draw a straight line and separate two subsets of the data, thereby creating a model for classification.
- For Class 2, it is handy to do that manually, but very difficult when we have multiple classes.
- The SVM classifier would attempt to draw a straight line by separating two sets of data, thereby creating a model for classification.
- For two classes, we can draw the line by hand, but immediately we see the problem: there is more than one possible dividing line that can perfectly discriminate between the two classes.
- It is a very difficult task to find that line which bisects the two classes in a better manner with low error.
- For that, SVM comes into the role.
- If we have a scatter plot in which one class and another class are divided by one plane or line, i.e., Hyperplane. This hyperplane is drawn in such a way that the margin, which means the distance between the nearest point and hyperplane, would be the maximum.
- The distance between the hyperplane and the nearest point of each class is known as the margin.
- Either side of the plane would have the same distance, e.g., one side having d and the other side also having d means the plane bisects them in such a way that the margin will be equal for all classes.
- The line which touches the nearest point from the hyperplane is called the support vector line, and the nearest points are also known as support vectors. These points come across the line.



- Support Vector.
- Hyperplane.
- Margin.

Support Vector.

- The support vectors are the data points, which are closest to the hyperplane. These points will define the separating line by calculating the margin.
- These points are more relevant to the construction of a classifier.

Hyperplane.

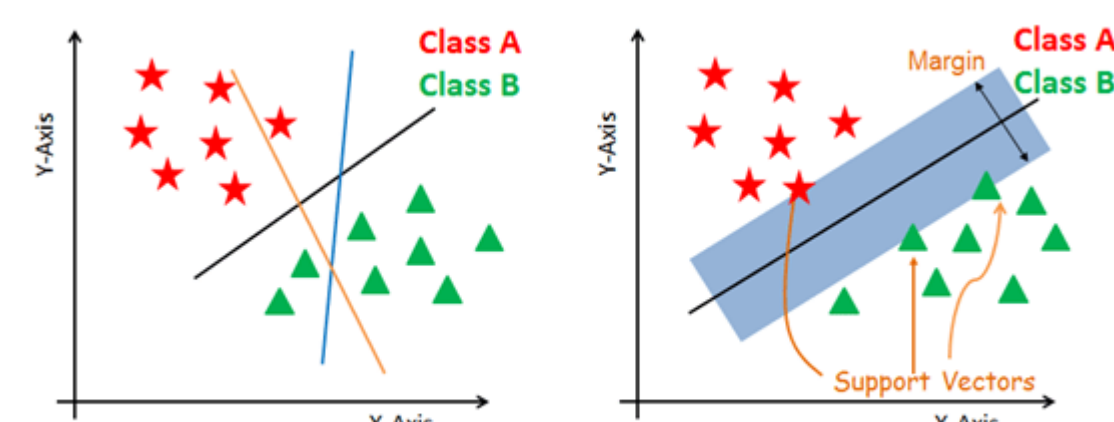
- A hyperplane is the decision plane which separates between the set of objects having the different class membership.

Margin

- The margin is the gap between the two lines on the closest class points. This is calculated as the perpendicular distance from the line to the support vectors or closest points.
- If the margin is larger in between the classes, then it is considered a good margin or good classification; a smaller margin means bad classification.
- Higher the margin, it means there is a good classification, and vice versa.

How the SVM works ?

- In the SVM, it is always necessary to separate the two or more classes with minimum error or minimum misclassification.
- If we set a line inside the data at random fashion, then there is a highest chance of error occurrence, but if we bisect the data point in such a manner that it will give us the minimum error with the best segmentation between two classes with a high margin.



Separation Plan.

- We have two types of plan that are the :-
 - Linear
 - Non-Linear
- If we have data in which it is very easy to separate by simply drawing a straight line.
- But when we get the data at random fashion and it is not separable by simply drawing a straight line at that condition, we will use the non-linear separation plan.
- In this kind of situation, SVM uses the **Kernel-Tricks** to transform the input space to the higher dimensional subspace, and then the data points plotted on the x axis and z axis and higher subspace, there so that we can classify the two class A and class B very easily.
- In this case, SVM converts the low dimensional space to high dimensional space by using the kernel trick. It helps to create circle, hyperbola, parabola to classify the data at a good level.
- Suppose we have x and y at a round round fashion that we could not classify the data point by using a simple line. Therefore, we required the high dimensional curve to classify those points.
- Like for circle, $z = x^2 + y^2$
- SVM kernel trick transforms the data into a higher dimensional space and then it applies the simple SVM algorithm.
- Here in the circle, x and y are fit in the z plane.

Fig.3

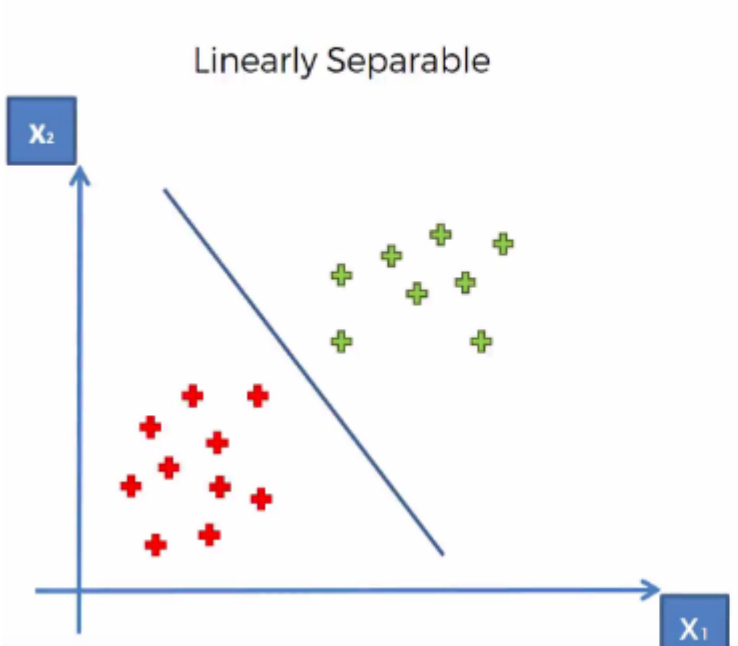
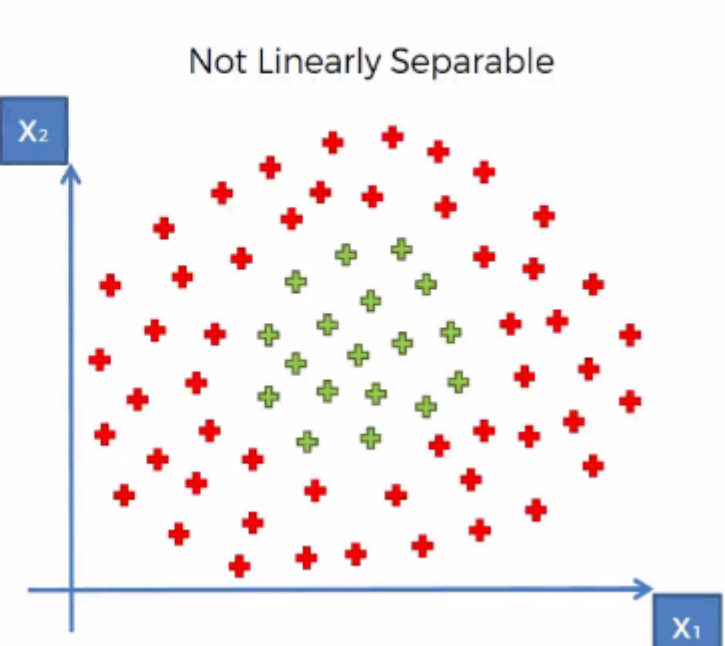
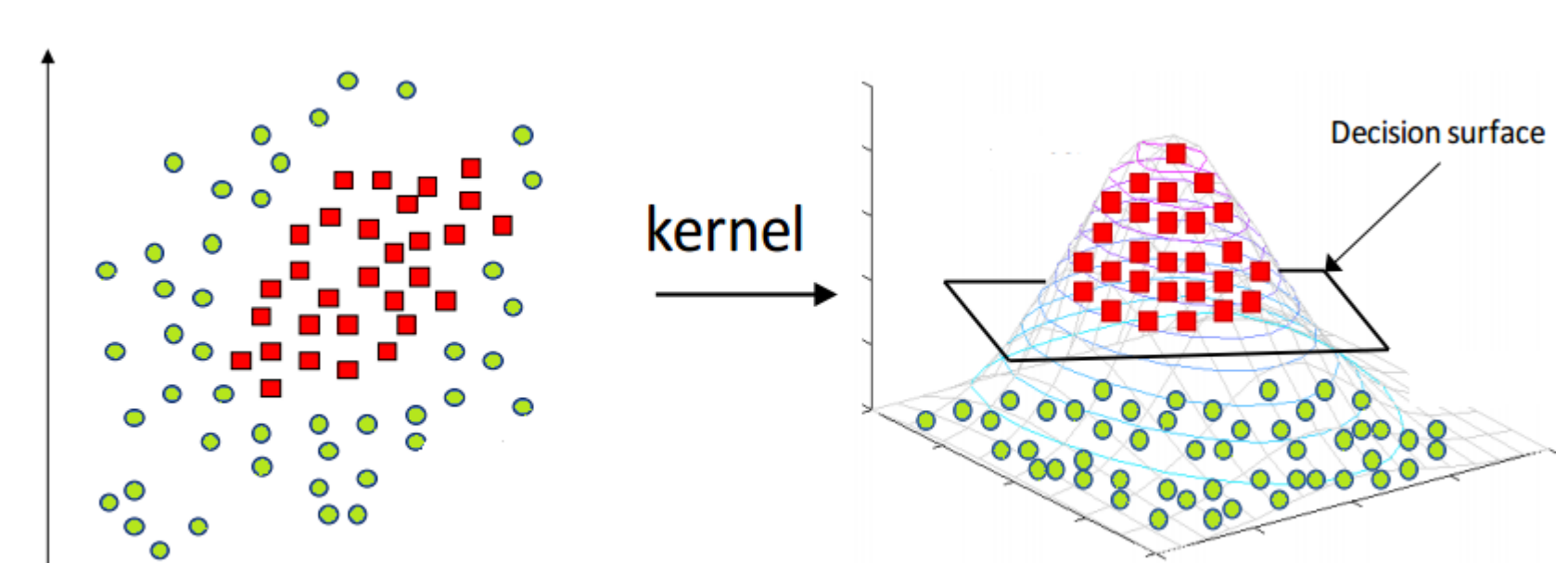


Fig.4



How to make the Non-linear Data Separation.



SVM Kernel.

- Linear
- Polynomial
- Radial Basis Function.(RBF)
- Sigmoid
 - The SVM is implemented in practice using a kernel. Kernel helps us to build a more accurate classifier.
 - Kernel transforms the input dataspace into the required form. SVM uses the technique called Kernel trick here.
 - Kernel takes the low dimensional input space and transforms it into the higher dimensional space. In other words, we can say that it converts the non-separable problem to a separable problem by adding more dimensions to it.
 - It is most useful in non-linear separable problems. Kernel trick helps us to build a more accurate classifier.
 - The linear kernel can be used as the normal dot product of any two given observations.
 - The product between the two vectors is the sum of the multiplication of each pair of input values.
 - A polynomial kernel is a more generalized form of the linear kernel. The polynomial kernel distinguishes curved and non-linear input space. If we put the polynomial degree $= 1$, then it will become a normal linear kernel.
 - The radial basis function (RBF) kernel is a popular kernel function commonly used in support vector machine classification.
 - RBF can map an input space into an infinite dimensional space.