



LECTURE NOTES

Campus: PCE Course: BTECH Class/Section: CS-III - C Section Date: 22-02-22
Name of Faculty: Ravi Kumar Yadav Name of Subject: Machine Learning Code: 6CS4-02
Date (Prep.): 22-02-22 Date (Del.): 16-03-22 Unit No./Topic: 1 Lect. No: 05

OBJECTIVE: To be written before taking the lecture (Pl. write in bullet points the main topics/concepts of which will be taught in this lecture)

Support Vector Machine

IMPORTANT & RELEVANT QUESTIONS:

- ① what is Support Vector Machine? Explain in detail.

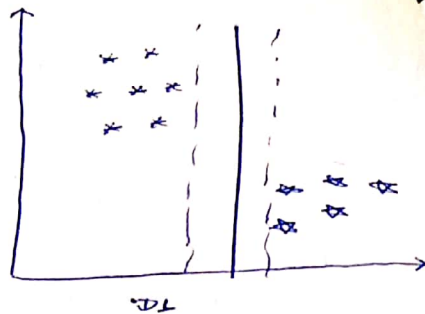
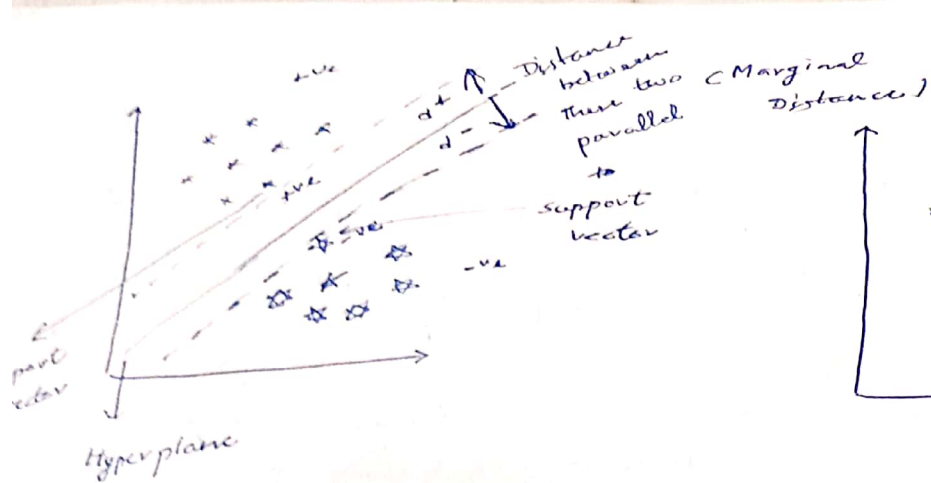
FEED BACK QUESTIONS (AFTER 20 MINUTES):

- ① what is Support Vector.
- ③ what is Margin in SVM?

OUTCOME OF THE DELIVERED LECTURE: To be written after taking the lecture (Pl. write in bullet points about students' feedback on this lecture, level of understanding of this lecture by students etc.)

REFERENCES: Text/Ref. Book with Page No. and relevant Internet Websites:

SVM, Simpli Learn.



Support Vectors

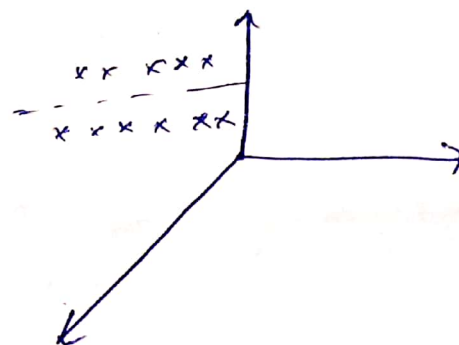
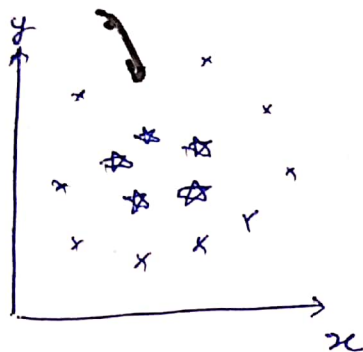
Hyperplane

Marginal Distance

Linear Separable

Non Linear Separable

2D



Kernel - Try to convert low Dimensions into high Dimensional space so that we easily can classify.



POORNIMA

COLLEGE OF ENGINEERING

DETAILED LECTURE NOTES

PAGE NO.

Support Vector Machine:-

- It is a supervised Learning Algorithm.
- SVM used for classification.
- objective of SVM Algorithm is to find a hyper plane in N-dimensional space that distinctly classifies the data points.
- Our objective is to find a plane that has maximum margin-distance between the data points of the classes.

$$D = \{x_i, y_i\}$$



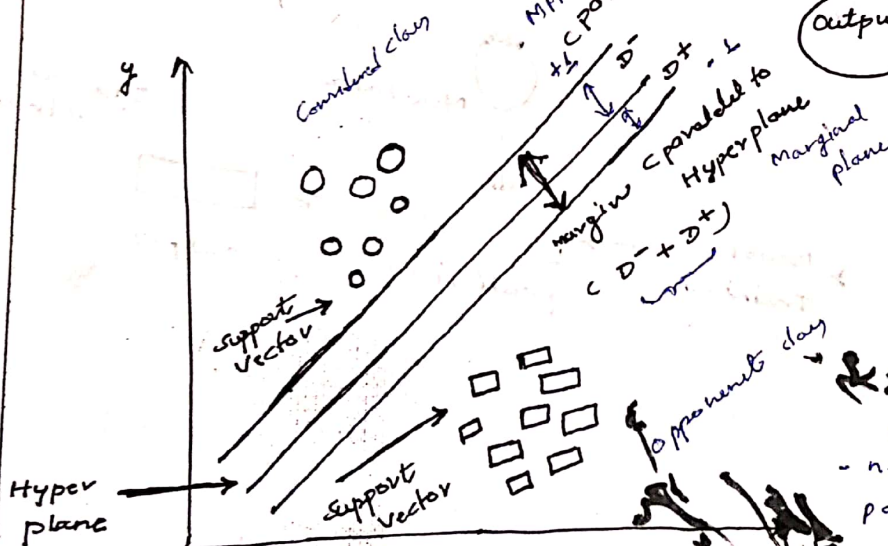
circle class

Model Training

Prediction

Output

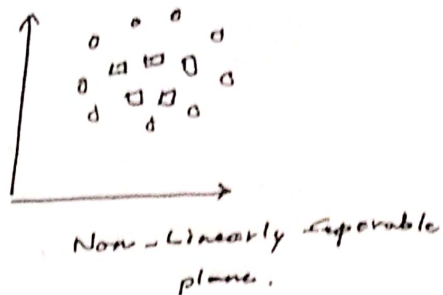
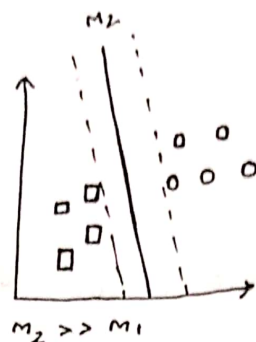
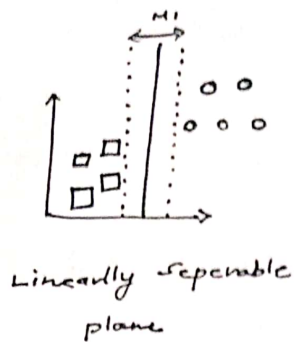
new data



- Maximum margin distance provides some margin so that future data points can be

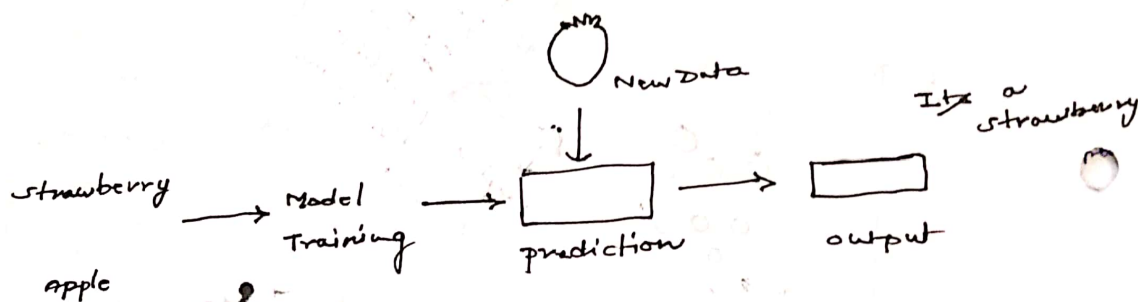
- classified with more confidence.
- nearest data point which belongs to $Mp-1$ and $Mp-2$ are called as support vector.

(Decision Boundary) - since it decides the test data is belongs to which class, either circle or square.



→ we always choose those hyper plane which is having largest margin. (max-width margin).
 (Maximal margin Hyperplane should be selected which decreases error rate and ~~error~~ increase accuracy.

svm is a supervised learning method that looks at data and sort it one of the two category.





POORNIMA

COLLEGE OF ENGINEERING

DETAILED LECTURE NOTES

PAGE NO.

Application of Support Vector Machine:-

- Face detection
- Classification of images.
- Bioinformatics.

AND			OR			EXOR		
	0	1		0	1		0	1
0	0	0	0	0	1	0	0	1
1	0	1	1	1	1	1	1	0

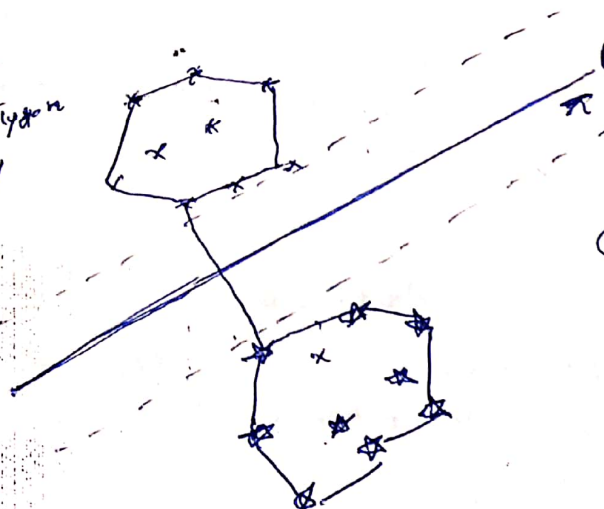
Geometric Intuition - II -

1. Construct a convex hull for all +ve points and -ve points

Convex polygon

All point inside the convex polygon or boundary

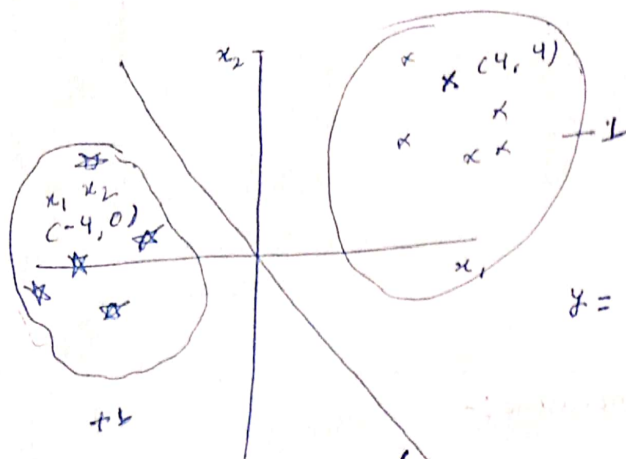
Nonconvex polygon



2. Find the shortest line connecting these hulls.

3. Bisect the line (Margin max plane).

SVM MATHS INTUITION:-



$$y = w^T x + b$$

$$m = -1$$

$$b = 0 \quad (\because \text{since origin})$$

↪ slope = -1

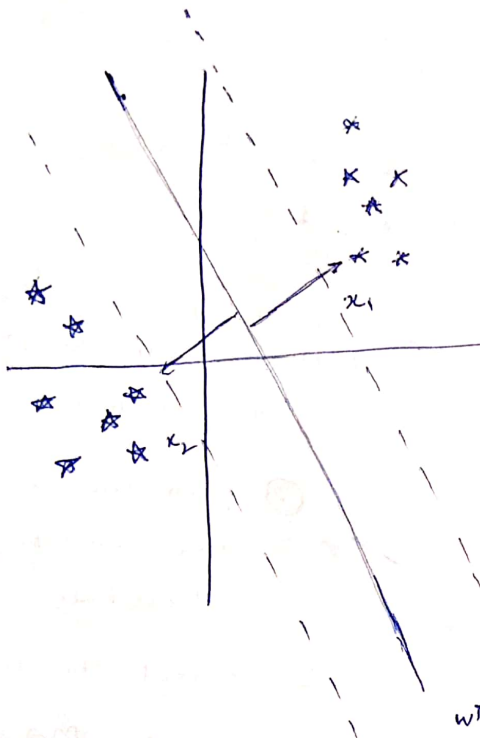
$$y = \begin{bmatrix} -1 \\ 0 \end{bmatrix} \begin{bmatrix} -4 & 0 \end{bmatrix}$$

$$= 4 > +ve \text{ value}$$

$$y = w^T x$$

$$= \begin{bmatrix} -1 \\ 0 \end{bmatrix} \begin{bmatrix} 4 & 4 \end{bmatrix}$$

$$= -4 > -ve \text{ value}$$



$$\text{Negative plane} : w^T x_1 + b = -1$$

$$w^T x + b = 0$$

+ve plane

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

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

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

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

Optimization Funⁿ

$$(w^*, b^*) \max \frac{2}{\|w\|}$$

such that

$$y_i \begin{cases} 1 & w^T x + b \geq 1 \\ -1 & w^T x + b \leq -1 \end{cases}$$

$$w^T (x_2 - x_1) = 2$$

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

SVM MATHS INTITUTION :-

eqⁿ of Hyperplane

$$y = w^T x + b = 0$$

Here $m = -1$, $b = 0$ \therefore (passes through origin)

$$y = w^T x + 0$$

$$= \begin{bmatrix} -1 \\ 0 \end{bmatrix} \begin{bmatrix} x_1 & x_2 \end{bmatrix} \begin{bmatrix} -4 & 0 \end{bmatrix}$$

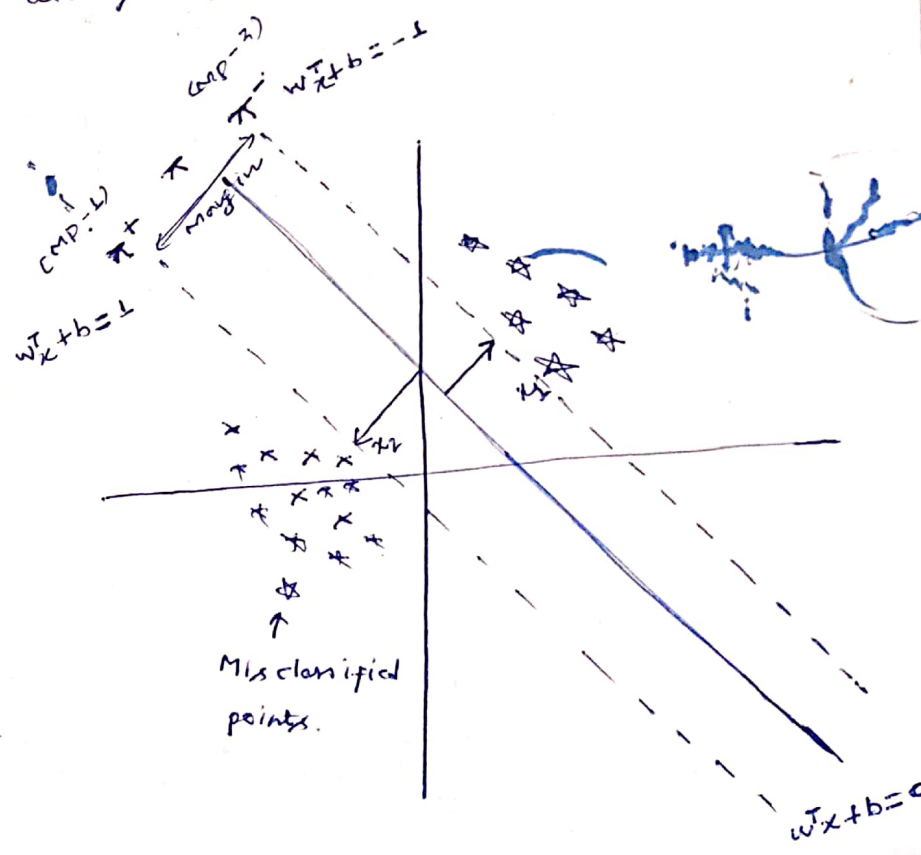
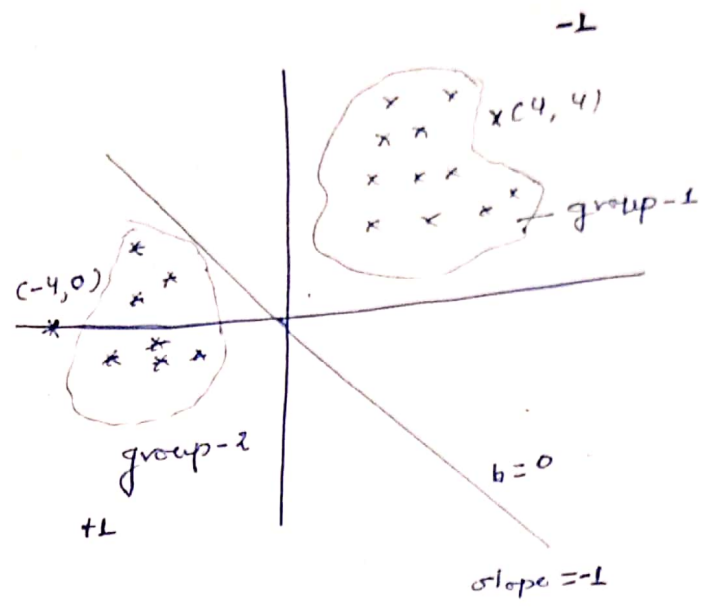
$= 4 \Rightarrow$ +ve value

likewise for ^{any} other point is always going to be an +ve value.

$$y = w^T x$$

$$= \begin{bmatrix} -1 \\ 0 \end{bmatrix} \begin{bmatrix} 4 & 4 \end{bmatrix}$$

$= -4 \Rightarrow$ -ve value



For MP-2 -

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

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

$$w^T (x_2 - x_1) = 2$$

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

this is optimization function we need to maximize it

optimization function -

$$(w^*, b^*) \operatorname{argmax}_{(w, b)} \frac{2}{\|w\|}$$

such that

$$\forall_i y_i \begin{cases} 1 & w^T x_i + b \geq 1 \\ -1 & w^T x_i + b \leq -1 \end{cases}$$

Hard-Margin SVM

in other way

margin

$$(w^*, b^*) \operatorname{argmax}_{(w, b)} \frac{2}{\|w\|}$$

such that $y_i * w^T x_i + b_i \geq 1$

[For correctly classified point]

otherwise it's an mis classification

max n
 $f(x) \Rightarrow$
min n
 $f(x)$

Take a reciprocal of the function

$$(w^*, b^*) \operatorname{argmin}_{(w, b)} \frac{\|w\|}{2}$$

denotes $1/\text{margin}$

$$+ c \sum_{i=1}^n \xi_i$$

Regularization CL

How many errors? we considered in the model?

value of error

avg dist of misclassified point for correct

$$y_i * (w^T x_i + b) = 0.5$$

$$= 1 - (0.5)$$

\uparrow
 E_i

if $E_i > 0$ (0.5 units away from the correct hyper plane)

$$y_i * (w^T x_i + b) = 0.5$$

$$= 1 - (1.5) \rightarrow E_i$$

is further away from the correct than incorrect dist

$$y_i * (w^T x_i + b) = 1.5$$

$$= 1 - (2.5)$$

\uparrow
 E_i

if $E_i = 0$ means correctly classified