Erasmus School of Economics

# Machine Learning

FEM31002

Support Vector Machines

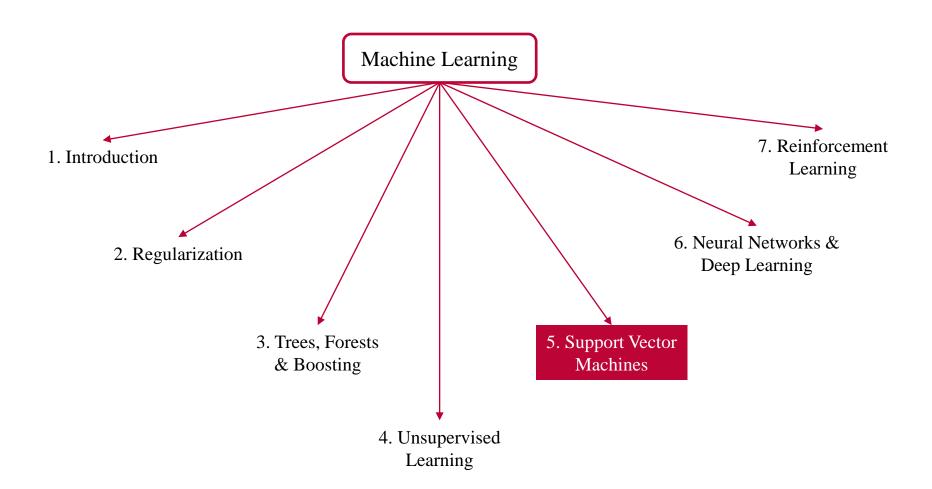
Part 1

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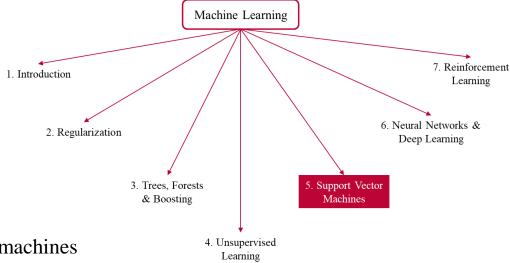


#### **Outline**



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- Geometry of support vector machines
- Dual problem
- Path to kernels
- Simple kernels

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### **Support Vector Machines**

$$(x_i, y_i), i = 1, 2, \dots, n$$

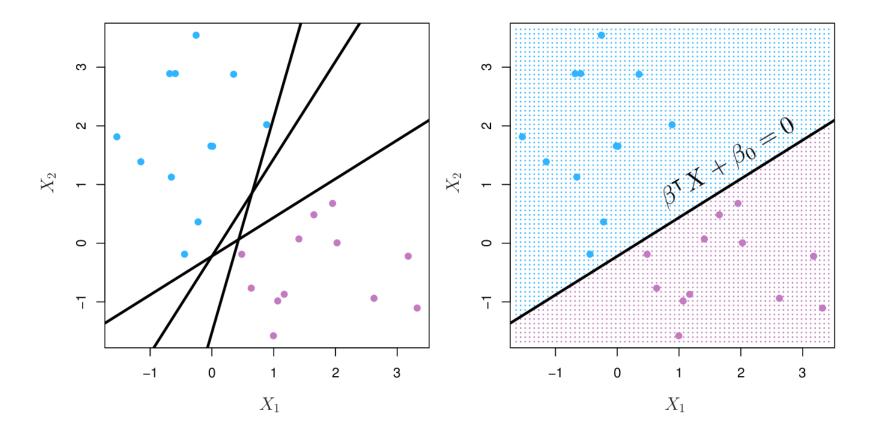
$$x_i \in \mathbb{R}^p \qquad y_i \in \{-1, +1\}$$

**Idea:** Come up with a hyperplane so that the data points are classified according to the side of the hyperplane (halfspace) that they reside

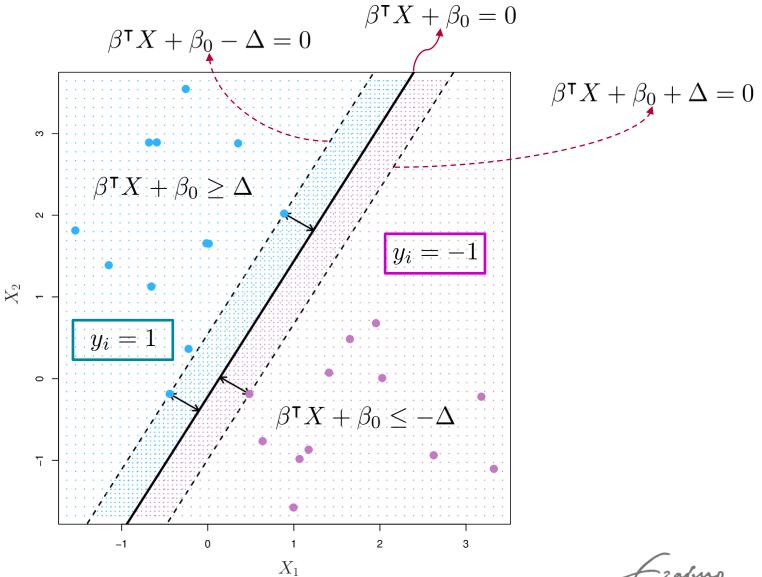
#### Hyperplane

$$\{X \in \mathbb{R}^p : \beta^{\mathsf{T}}X + \beta_0 = 0 \text{ for some } \beta \in \mathbb{R}^p, \beta_0 \in \mathbb{R}\}$$









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**Objective:** Choose  $\beta$  and  $\Delta$  such that the distance between the two hyperplanes

$$\beta^{\mathsf{T}}X + \beta_0 - \Delta = 0$$
 and  $\beta^{\mathsf{T}}X + \beta_0 + \Delta = 0$ 

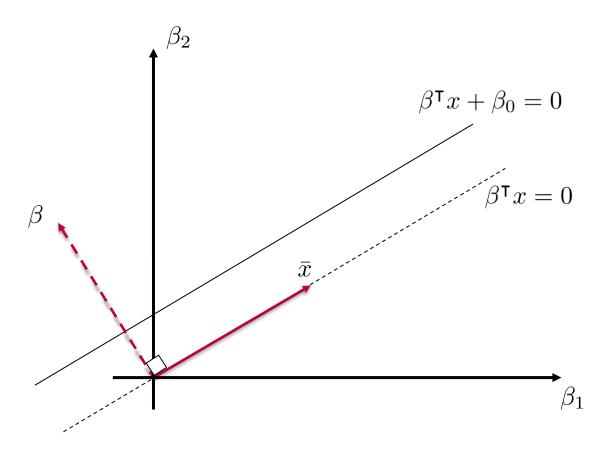
is as large as possible (with scaling we can set  $\Delta = 1$ )

$$(x_i, y_i) < y_i = 1 \qquad \beta^{\mathsf{T}} x_i + \beta_0 - 1 \ge 0$$

$$y_i = -1 \qquad \beta^{\mathsf{T}} x_i + \beta_0 + 1 \le 0$$

$$y_i (\beta^{\mathsf{T}} x_i + \beta_0) \ge 1$$





 $\beta$  is normal to the subspace

$$\beta^{\mathsf{T}}x = 0$$

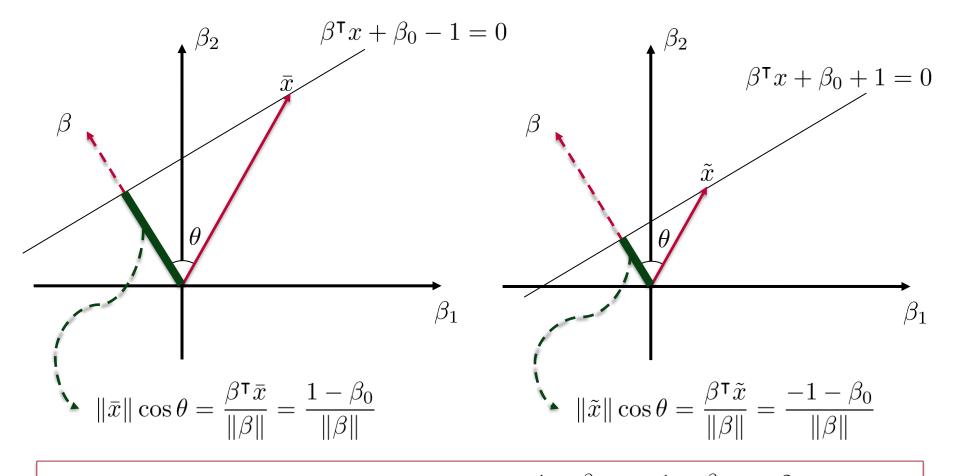
 $\beta$  is also normal to

$$\beta^{\mathsf{T}}x + \beta_0 = 1$$

and

$$\beta^{\mathsf{T}}x + \beta_0 = -1$$





The distance between the two hyperplanes:  $\frac{1-\beta_0}{\|\beta\|} - \frac{-1-\beta_0}{\|\beta\|} = \frac{2}{\|\beta\|}$ 



maximize 
$$\frac{2}{\|\beta\|}$$
  
subject to  $y_i(\beta^{\intercal}x_i + \beta_0) \ge 1$ ,  $i = 1, 2, ..., n$   

$$\equiv \begin{array}{l} \text{minimize} & \frac{1}{2}\|\beta\| \\ \text{subject to} & y_i(\beta^{\intercal}x_i + \beta_0) \ge 1, \quad i = 1, 2, ..., n \end{array}$$

$$\equiv \begin{array}{l} \text{minimize} & \frac{1}{2}\beta^{\intercal}\beta \\ \text{subject to} & y_i(\beta^{\intercal}x_i + \beta_0) \ge 1, \quad i = 1, 2, ..., n \end{array}$$

This is an optimization problem with convex quadratic objective function and linear constraints. This type of problem is known as *quadratic programming*.



