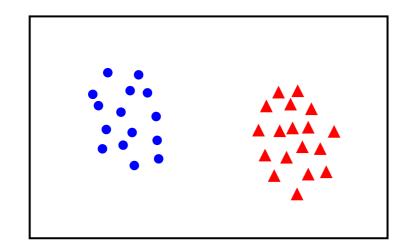
Support Vector Machines

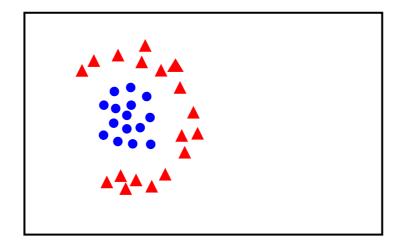
Binary Classification

Given training data (\mathbf{x}_i, y_i) for i = 1...N, with $\mathbf{x}_i \in \mathbb{R}^d$ and $y_i \in \{-1, 1\}$, learn a classifier $f(\mathbf{x})$ such that

$$f(\mathbf{x}_i) \left\{ \begin{array}{ll} \geq 0 & y_i = +1 \\ < 0 & y_i = -1 \end{array} \right.$$

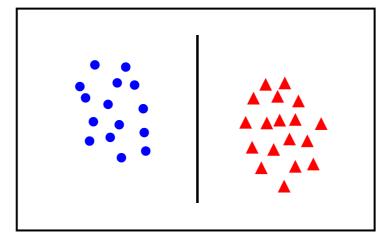
i.e. $y_i f(\mathbf{x}_i) > 0$ for a correct classification.

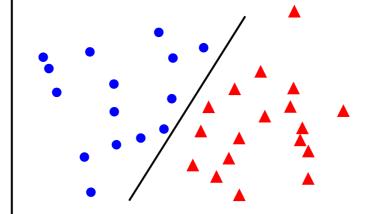




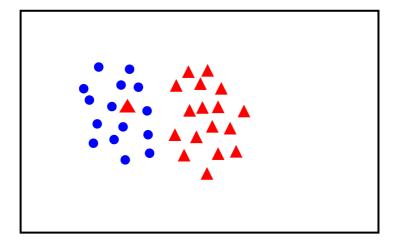
Linear separability

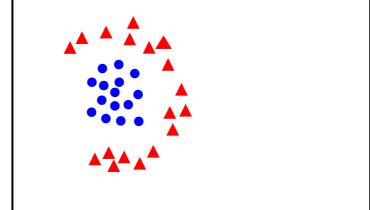
linearly separable





not linearly separable

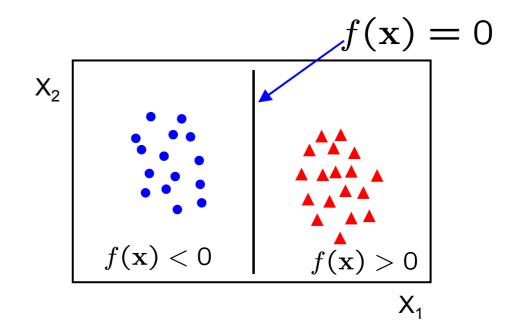




Linear classifiers

A linear classifier has the form

$$f(\mathbf{x}) = \mathbf{w}^{\top} \mathbf{x} + b$$

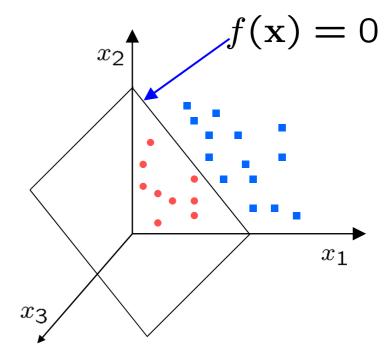


- in 2D the discriminant is a line
- **W** is the normal to the line, and b the bias
- W is known as the weight vector

Linear classifiers

A linear classifier has the form

$$f(\mathbf{x}) = \mathbf{w}^{\top} \mathbf{x} + b$$



• in 3D the discriminant is a plane, and in nD it is a hyperplane

For a K-NN classifier it was necessary to `carry' the training data

For a linear classifier, the training data is used to learn **w** and then discarded

Only **w** is needed for classifying new data

The Perceptron Classifier

Given linearly separable data \mathbf{x}_i labelled into two categories $y_i = \{-1,1\}$, find a weight vector \mathbf{w} such that the discriminant function

$$f(\mathbf{x}_i) = \mathbf{w}^{\top} \mathbf{x}_i + b$$

separates the categories for i = 1, .., N

how can we find this separating hyperplane?

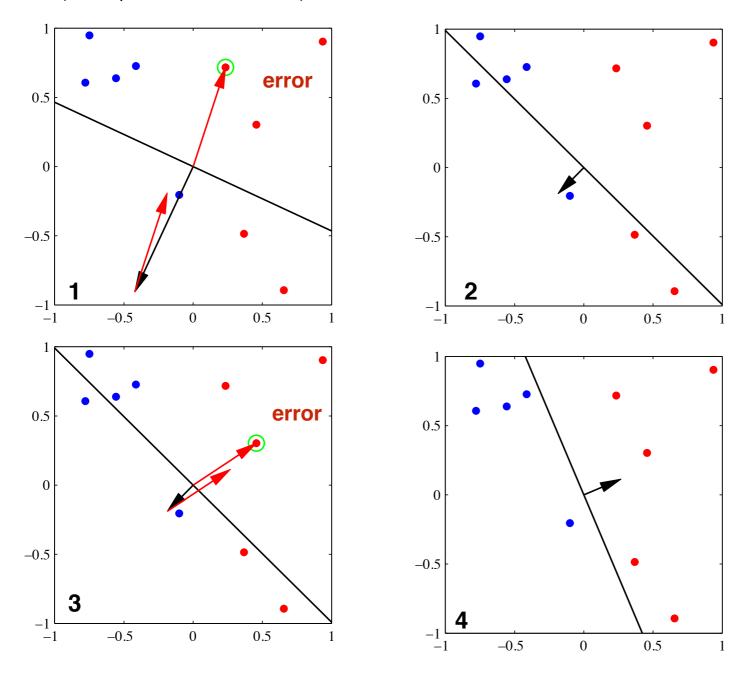
The Perceptron Algorithm

Write classifier as $f(\mathbf{x}_i) = \tilde{\mathbf{w}}^{\top} \tilde{\mathbf{x}}_i + w_0 = \mathbf{w}^{\top} \mathbf{x}_i$ where $\mathbf{w} = (\tilde{\mathbf{w}}, w_0), \mathbf{x}_i = (\tilde{\mathbf{x}}_i, 1)$

- Initialize $\mathbf{w} = 0$
- Cycle though the data points $\{ \mathbf{x}_i, \mathbf{y}_i \}$
 - if \mathbf{x}_i is misclassified then $\mathbf{w} \leftarrow \mathbf{w} + \alpha \operatorname{sign}(f(\mathbf{x}_i)) \mathbf{x}_i$
- Until all the data is correctly classified

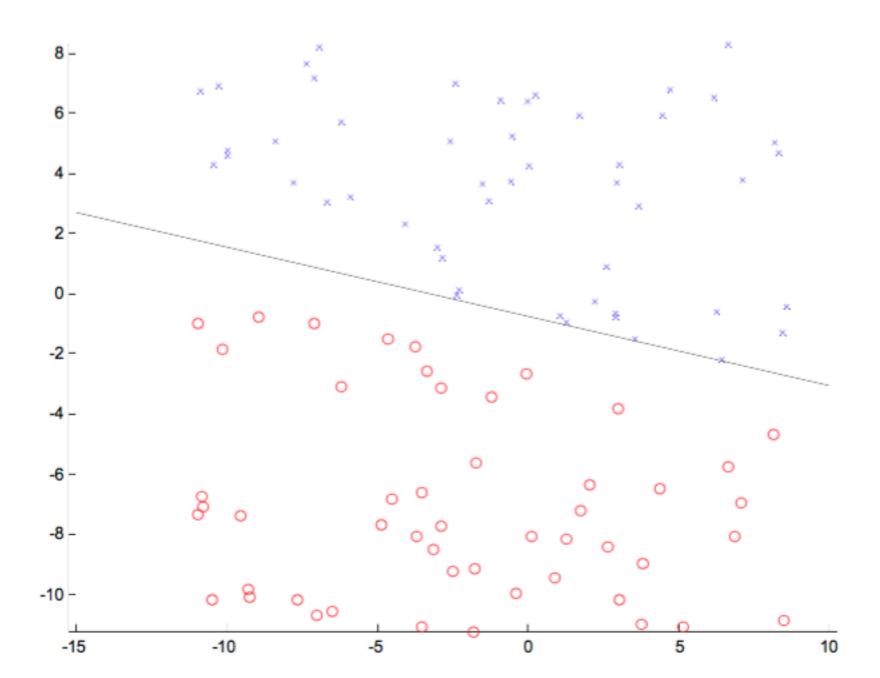
Illustration of two steps in the Perception learning algorithm (Bishop 4.7)

(Green points are misclassified)



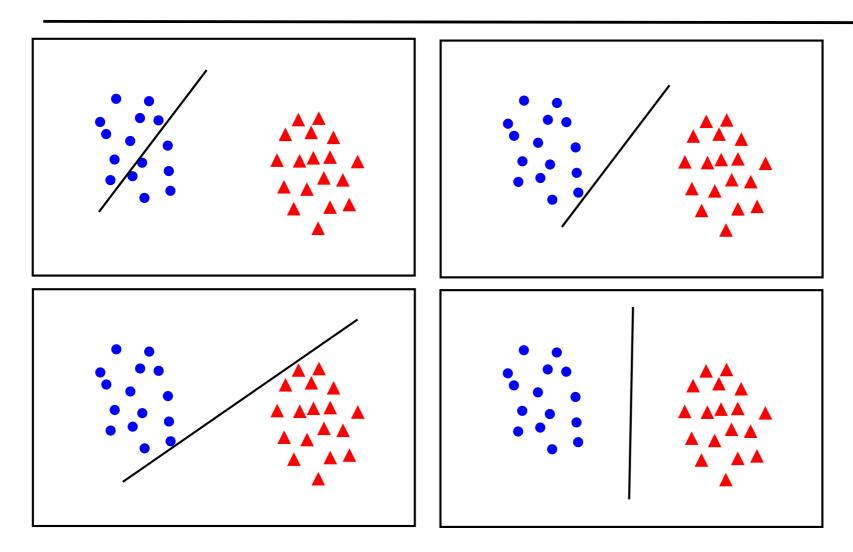
The black arrow should point to a half plane of red points

Perceptron example



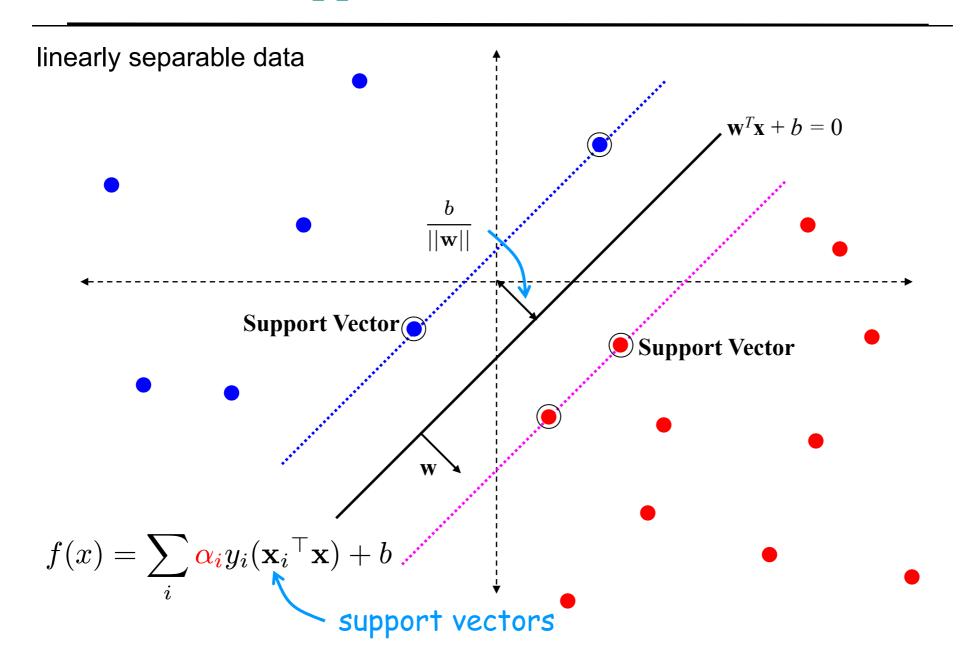
- if the data is linearly separable, then the algorithm will converge
- convergence can be slow
- separating line close to training data
- we would prefer a larger margin for generalization

What is the best w?



• maximum margin solution: most stable under perturbations of the inputs

Support Vector Machine

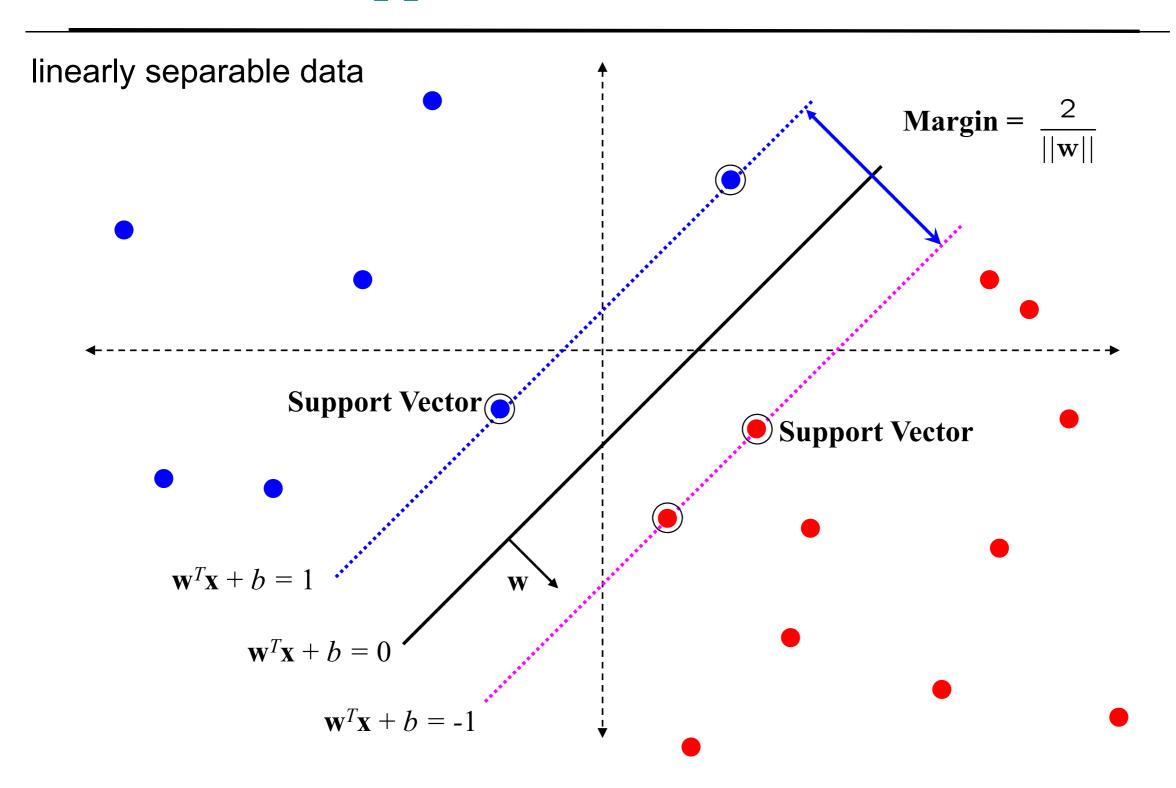


SVM – sketch derivation

- Since $\mathbf{w}^{\top}\mathbf{x} + b = 0$ and $c(\mathbf{w}^{\top}\mathbf{x} + b) = 0$ define the same plane, we have the freedom to choose the normalization of \mathbf{w}
- Choose normalization such that $\mathbf{w}^{\top}\mathbf{x}_{+}+b=+1$ and $\mathbf{w}^{\top}\mathbf{x}_{-}+b=-1$ for the positive and negative support vectors respectively
- Then the margin is given by

$$\frac{\mathbf{w}}{||\mathbf{w}||} \cdot (\mathbf{x}_{+} - \mathbf{x}_{-}) = \frac{\mathbf{w}^{\top} (\mathbf{x}_{+} - \mathbf{x}_{-})}{||\mathbf{w}||} = \frac{2}{||\mathbf{w}||}$$

Support Vector Machine



SVM – Optimization

• Learning the SVM can be formulated as an optimization:

$$\max_{\mathbf{w}} \frac{2}{||\mathbf{w}||} \text{ subject to } \mathbf{w}^{\top} \mathbf{x}_i + b \overset{\geq}{\leq} 1 \quad \text{ if } y_i = +1 \\ \text{if } y_i = -1 \quad \text{for } i = 1 \dots N$$

Or equivalently

$$\min_{\mathbf{w}} ||\mathbf{w}||^2$$
 subject to $y_i \left(\mathbf{w}^\top \mathbf{x}_i + b \right) \ge 1$ for $i = 1 \dots N$

 This is a quadratic optimization problem subject to linear constraints and there is a unique minimum

The problem statement

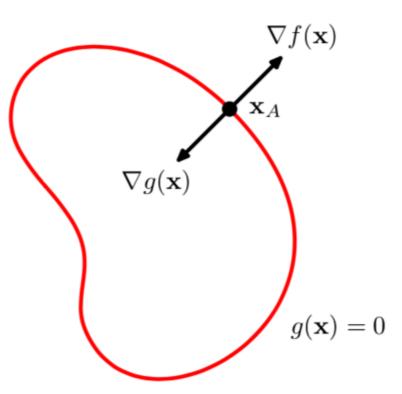
Given a set of training data $\{(\mathbf{x}_i, d_i), i = 1, \dots, N\}$, minimize

$$\Phi(\mathbf{w}) = \frac{1}{2} \mathbf{w}^T \mathbf{w}$$

subject to the constraint that

$$d_i(\mathbf{w}^T\mathbf{x_i} + b) \ge 1, i = 1, \dots, N$$

A geometrical picture of the technique of Lagrange multipliers in which we seek to maximize a function $f(\mathbf{x})$, subject to the constraint $g(\mathbf{x}) = 0$. If \mathbf{x} is D dimensional, the constraint $g(\mathbf{x}) = 0$ corresponds to a subspace of dimensionality D-1, indicated by the red curve. The problem can be solved by optimizing the Lagrangian function $L(\mathbf{x}, \lambda) = f(\mathbf{x}) + \lambda g(\mathbf{x})$.



The problem statement

Given a set of training data $\{(\mathbf{x}_i, d_i), i = 1, \dots, N\}$, minimize

$$\Phi(\mathbf{w}) = \frac{1}{2}\mathbf{w}^T\mathbf{w}$$

subject to the constraint that

$$d_i(\mathbf{w}^T\mathbf{x_i} + b) \ge 1, i = 1, \dots, N$$

Looks like a job for LAGRANGE MULTIPLIERS!

$$J(\mathbf{w}, b, \lambda) = \frac{1}{2} \mathbf{w}^T \mathbf{w} - \sum_{i=1}^{N} \lambda_i (d_i(\mathbf{w}^T \mathbf{x_i} + b) - 1)$$

So that

$$J_{\mathbf{w}} = \mathbf{0} = \mathbf{w} - \sum_{i=1}^{N} \lambda_i d_i \mathbf{x_i}$$
 (3)

and

$$J_b = 0 = \sum_{i=1}^{N} \lambda_i d_i \tag{4}$$

Now for the DUAL PROBLEM

$$J(\mathbf{w}, b, \lambda) = \frac{1}{2} \mathbf{w}^T \mathbf{w} - \sum_{i=1}^{N} \lambda_i d_i \mathbf{w}^T \mathbf{x_i} + b \sum_{i=1}^{N} \lambda_i d_i + \sum_{i=1}^{N} \lambda_i$$

Note that from (4) third term is zero. Using Eq. (3):

$$Q(\lambda) = \sum_{i=1}^{N} \lambda_i - \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} \lambda_i \lambda_j d_i d_j \mathbf{x}_i^T \mathbf{x}_j$$

Lets enjoy the moment!

DUAL PROBLEM

$$\max Q(\lambda) = \sum_{i=1}^{N} \lambda_i - \frac{1}{2} \sum_{i=1}^{N} \sum_{j=1}^{N} \lambda_i \lambda_j d_i d_j \mathbf{x}_i^T \mathbf{x}_j$$

Subject to constraints

$$\sum_{i=1}^{N} \lambda_i d_i = 0$$

$$\lambda_i \ge 0, \ i = 1, \dots, N$$

This is *easier to solve* than the original. Furthermore it only depends on the training samples $\{(\mathbf{x}_i, d_i), i = 1, ..., N\}$.

Once you have the λ_i s, get the w from

$$\mathbf{w} = \sum_{i=1}^{N} \lambda_i d_i \mathbf{x_i}$$

and the b from a support vector that has $d_i = 1$,

$$b = 1 - \mathbf{w}^T \mathbf{x}_s$$

Almost done ...

KERNEL FUNCTIONS

Now the big bonus occurs because all the machinery we have developed will work if we map the points x_i to a higher dimensional space, provided we observe certain conventions.

Let $\phi(\mathbf{x}_i)$ be a function that does the mapping. So the new hyperplane is

$$\sum_{i=1}^{N} w_i \phi_i(\mathbf{x}) + b = 0$$

For simplicity in notation define

$$\phi(\mathbf{x}) = (\phi_0(\mathbf{x}), \phi_1(\mathbf{x}), \phi_2(\mathbf{x}), \dots, \phi_{m_1}(\mathbf{x}))$$

where m_1 is the new dimension size and by convention $\phi_0(\mathbf{x}) = 1$.

Then all the work we did with \mathbf{x} works with $\phi(\mathbf{x})$. The only issue is that instead of $\mathbf{x}_i^T \mathbf{x}_j$ we have a *Kernel function*, $K(\mathbf{x}_i, \mathbf{x}_j)$ where

$$K(\mathbf{x}_i, \mathbf{x}_j) = \phi_i(\mathbf{x})^T \phi_j(\mathbf{x})$$

and Kernel functions need to have certain nice properties. :)

Examples

Polynomials

$$(\mathbf{x}_i^T \mathbf{x}_j + 1)^p$$

Radial Basis Functions

$$\exp\left(-\frac{||\mathbf{x}_i - \mathbf{x}_i||^2}{2\sigma^2}\right)$$

TABLE 6.2 XOR Problem

Input vector x	Desired response d		
(-1, -1)	-1		
(-1, +1)	+1		
(+1,-1)	+1		
(+1, +1)	-1		

$$k(\mathbf{x}, \mathbf{x}_i) = (1 + \mathbf{x}^T \mathbf{x}_i)^2 \tag{6.40}$$

With $\mathbf{x} = [x_1, x_2]^T$ and $\mathbf{x}_i = [x_{i1}, x_{i2}]^T$, we may thus express the kernel $k(\mathbf{x}, \mathbf{x}_i)$ in terms of monomials of various orders as follows:

$$k(\mathbf{x}, \mathbf{x}_i) = 1 + x_1^2 x_{i1}^2 + 2x_1 x_2 x_{i1} x_{i2} + x_2^2 x_{i2}^2 + 2x_1 x_{i1} + 2x_2 x_{i2}$$
(6.41)

The image of the input vector \mathbf{x} induced in the feature space is therefore deduced to be

$$\mathbf{\phi}(\mathbf{x}) = [1, x_1^2, \sqrt{2}x_1x_2, x_2^2, \sqrt{2}x_1, \sqrt{2}x_2]^T$$

Similarly,

$$\mathbf{\phi}(\mathbf{x}_i) = [1, x_{i1}^2, \sqrt{2}x_{i1}x_{i2}, x_{i2}^2, \sqrt{2}x_{i1}, \sqrt{2}x_{i2}]^T, \qquad i = 1, 2, 3, 4$$
 (6.42)

Using the definition of Eq. (6.35), we obtain the Gram

$$\mathbf{K} = \begin{bmatrix} 9 & 1 & 1 & 1 \\ 1 & 9 & 1 & 1 \\ 1 & 1 & 9 & 1 \\ 1 & 1 & 1 & 9 \end{bmatrix}$$

$$Q(\alpha) = \alpha_1 + \alpha_2 + \alpha_3 + \alpha_4 - \frac{1}{2} (9\alpha_1^2 - 2\alpha_1\alpha_2 - 2\alpha_1\alpha_3 + 2\alpha_1\alpha_4 + 9\alpha_2^2 + 2\alpha_2\alpha_3 - 2\alpha_2\alpha_4 + 9\alpha_3^2 - 2\alpha_3\alpha_4 + 9\alpha_4^2)$$

Optimizing $Q(\alpha)$ with respect to the four Lagrange multipliers yields the following set of simultaneous equations:

$$9\alpha_{1} - \alpha_{2} - \alpha_{3} + \alpha_{4} = 1$$

$$-\alpha_{1} + 9\alpha_{2} + \alpha_{3} - \alpha_{4} = 1$$

$$-\alpha_{1} + \alpha_{2} + 9\alpha_{3} - \alpha_{4} = 1$$

$$\alpha_{1} - \alpha_{2} - \alpha_{3} + 9\alpha_{4} = 1$$

Hence, the optimum values of the Lagrange multipliers are

$$\alpha_{o,1} = \alpha_{o,2} = \alpha_{o,3} = \alpha_{o,4} = \frac{1}{8}$$

This result indicates that in this example, all four input vectors $\{\mathbf{x}_i\}_{i=1}^4$ are support vectors. The optimum value of $Q(\alpha)$ is

$$Q_o(\alpha) = \frac{1}{4}$$

Correspondingly, we may write

$$\frac{1}{2} \|\mathbf{w}_o\|^2 = \frac{1}{4}$$

or

$$\|\mathbf{w}_o\| = \frac{1}{\sqrt{2}}$$

$$\mathbf{w}_{o} = \frac{1}{8} \left[-\varphi(\mathbf{x}_{1}) + \varphi(\mathbf{x}_{2}) + \varphi(\mathbf{x}_{3}) - \varphi(\mathbf{x}_{4}) \right]$$

$$= \frac{1}{8} \left[-\begin{bmatrix} 1 \\ 1 \\ \sqrt{2} \\ 1 \\ -\sqrt{2} \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \\ -\sqrt{2} \\ 1 \\ -\sqrt{2} \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \\ -\sqrt{2} \\ 1 \\ \sqrt{2} \end{bmatrix} - \begin{bmatrix} 1 \\ 1 \\ \sqrt{2} \\ 1 \\ \sqrt{2} \end{bmatrix} \right]$$

$$= \begin{bmatrix} 0 \\ 0 \\ -1/\sqrt{2} \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

The first element of \mathbf{w}_o indicates that the bias b is zero. The optimal hyperplane is defined by

$$\mathbf{w}_{o}^{T}\mathbf{\phi}(\mathbf{x})=0$$

Expanding the inner product $\mathbf{w}_o^T \mathbf{\phi}(\mathbf{x})$ yields:

$$\left[0, 0, \frac{-1}{\sqrt{2}}, 0, 0, 0\right] \begin{bmatrix} 1\\ x_1^2\\ \sqrt{2}x_1x_2\\ x_2^2\\ \sqrt{2}x_1\\ \sqrt{2}x_2 \end{bmatrix} = 0$$

which reduces to

$$-x_1x_2=0$$