

(1)

## Support Vector Machines (SVM)

One way to write the equation for a line in a plane is

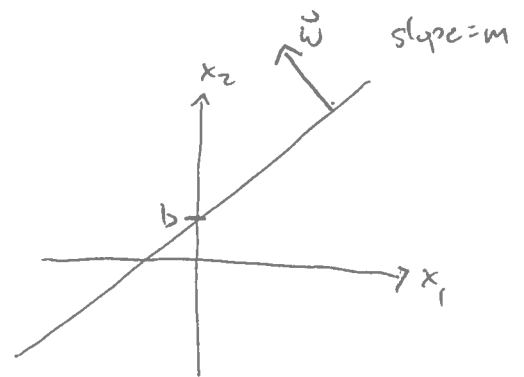
$$x_2 = m x_1 + b$$

In higher dimensions, it is more convenient to write

$$\begin{pmatrix} -m \\ 1 \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = b$$

↓

$$\vec{w} \cdot \vec{x} = b$$



Note:  $\vec{w}$  is perpendicular or normal to the line.

In 2-dimensions, the set of pts. satisfying  $\vec{w} \cdot \vec{x} = b$  is a line. In 3-dim, it's a plane. The vector  $\vec{w}$  is normal to the plane. In  $n$ -dim, it's an  $n-1$  dim hyperplane.

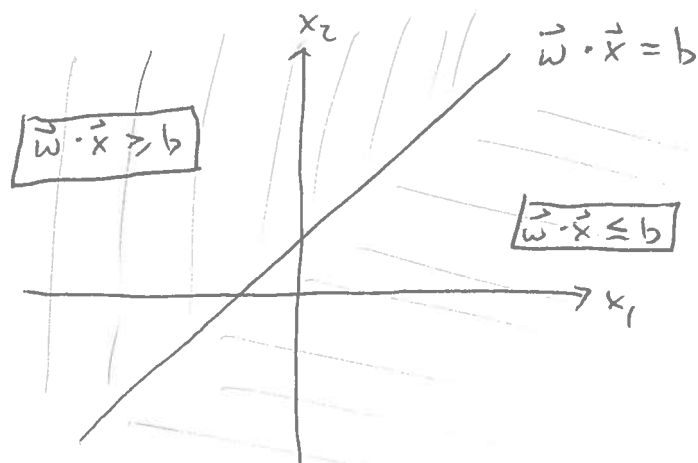
(2)

How do we describe the set of pts. above the line,

$\vec{w} \cdot \vec{x} = b$ , in 2-dim? It is the half-space of

pts.  $\vec{x}$  satisfying

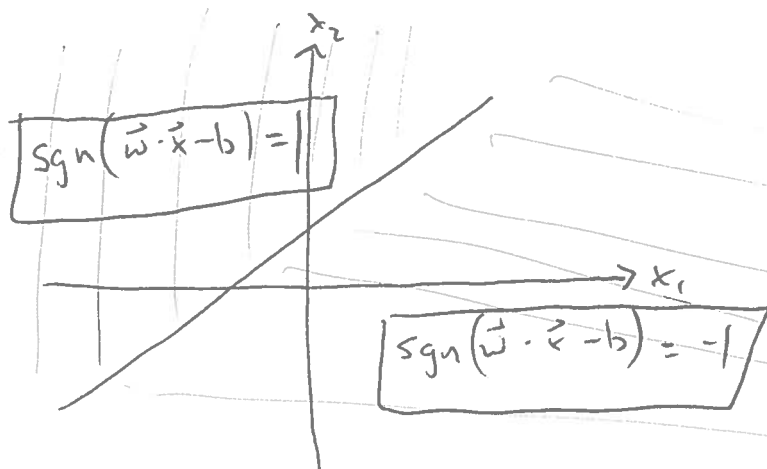
$$\vec{w} \cdot \vec{x} \geq b.$$



If I know  $\vec{w}$  and  $b$ , I can define a classifier

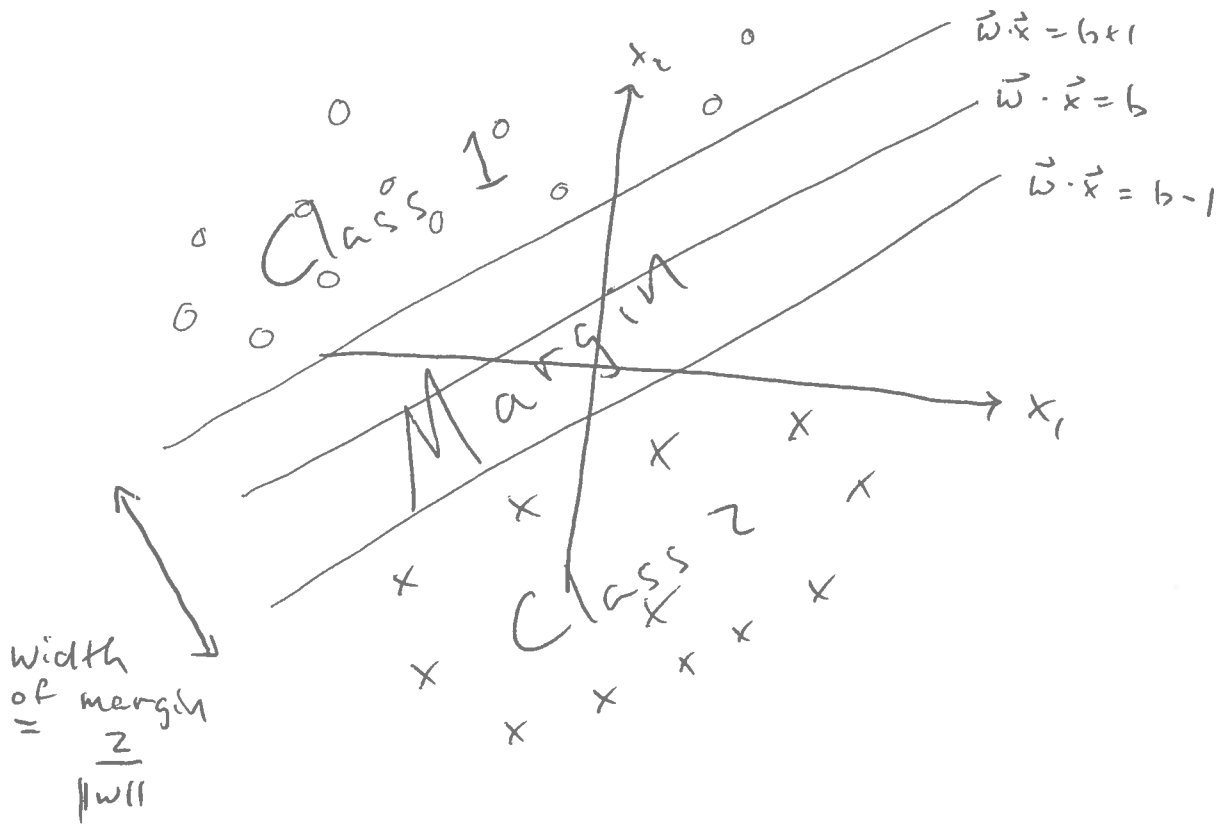
by

$$\vec{x} \mapsto \text{sgn}(\vec{w} \cdot \vec{x} - b)$$



(3)

If I take  $b \mapsto b+1$  or  $b \mapsto b-1$ , I get 2 more lines parallel to the first.



Idea:

$$\text{maximize}_{w, b} \quad \frac{1}{\|\vec{w}\|}$$

$$\text{s.t.} \quad \begin{aligned} \vec{w} \cdot \vec{x}_i &\geq b+1 && \forall i \text{ belonging to class 1} \\ \vec{w} \cdot \vec{x}_i &\leq b-1 && \forall i \text{ belonging to class 2.} \end{aligned}$$

It can be shown that this is equivalent to

$$\begin{array}{ll} \text{minimize} & \|w\| \\ w, b \end{array}$$

$$\text{s.t.} \quad y_i (\vec{w} \cdot \vec{x}_i - b) \geq 1 \quad \forall i.$$

From the picture, the max-margin hyperplane

will touch some of the  $x_i$  (otherwise, we could take

$\|w\|$  to be smaller). These  $x_i$  are called support

vectors.