## 디지털미디어랩 머신러닝 여름캠프 4주차

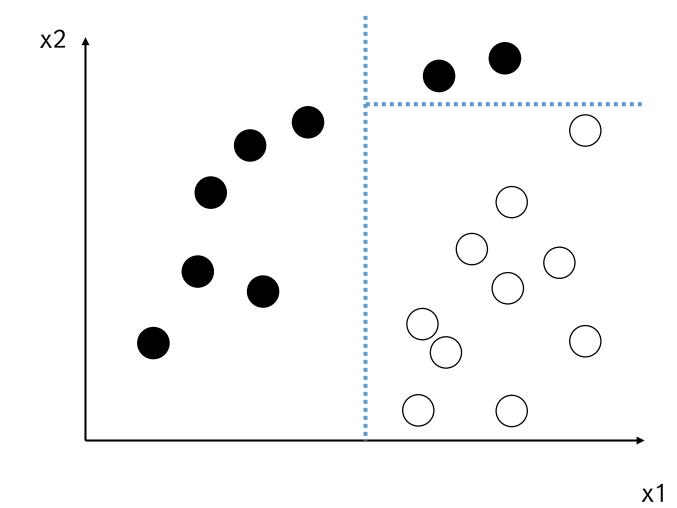
(2) Support Vector Machine



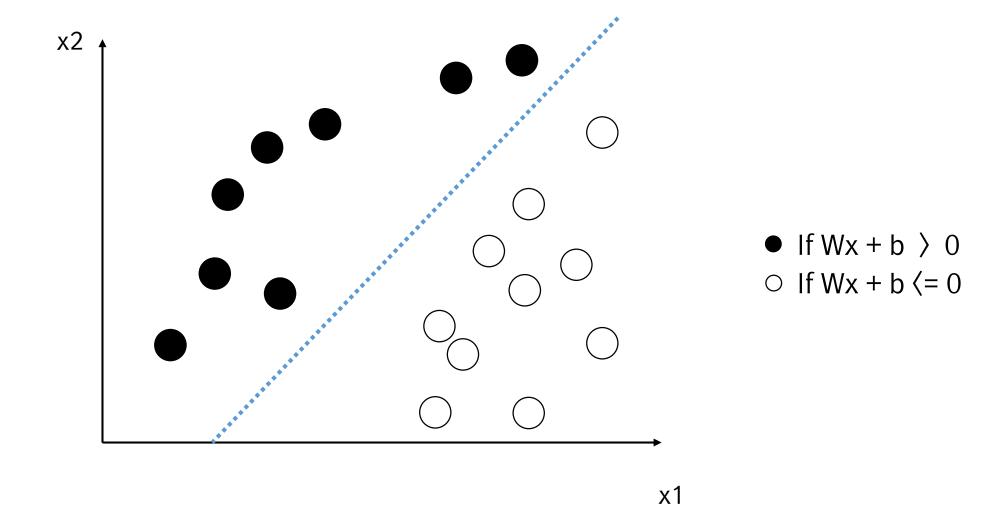
#### 목차 • 선형 분류

• Support Vector Machine

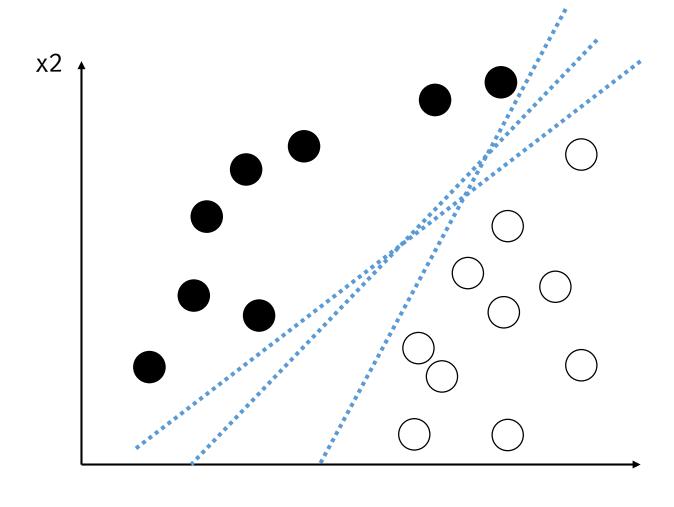
## **Decision Tree**



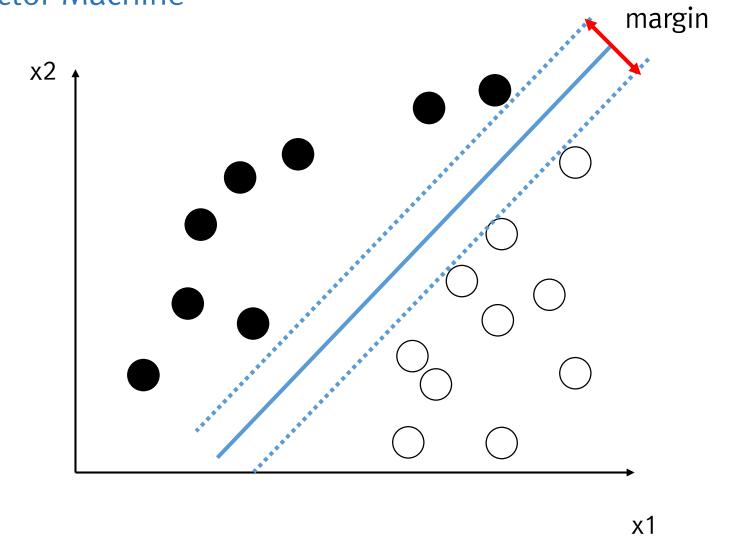
## 선형 분류



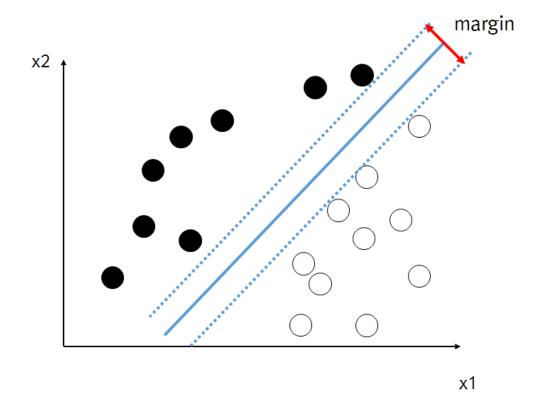
### 어떻게 공간을 더 잘 나눌 수 있을까



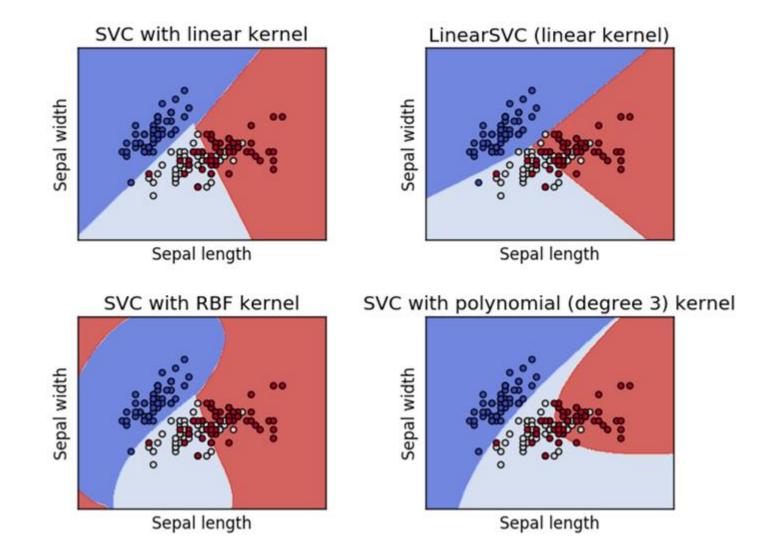
# Support Vector Machine

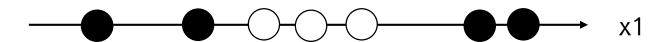


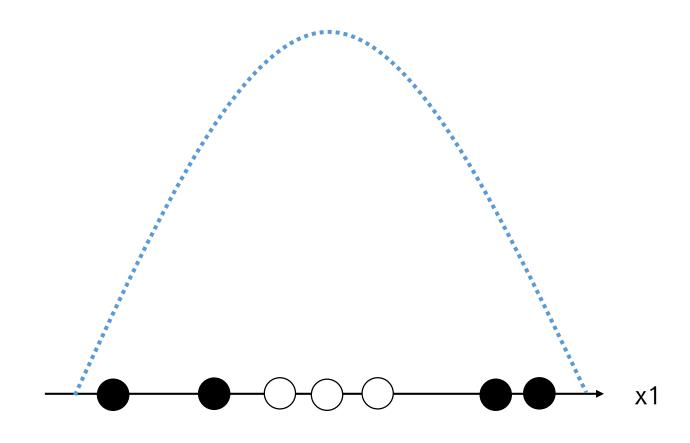
## Support Vector Machine (Margin)

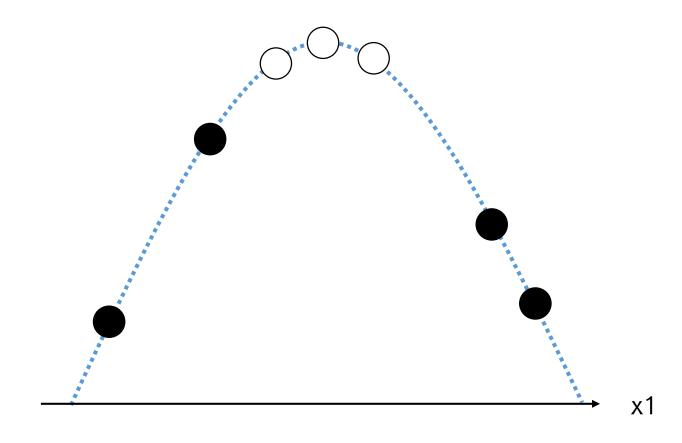


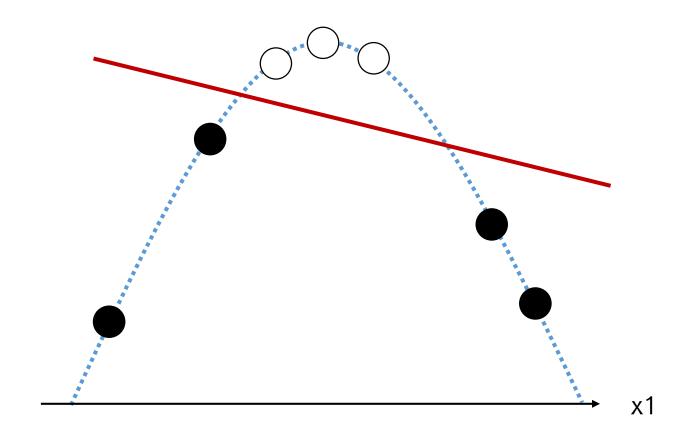
- 하나의 선이 아닌 두꺼운 막대로 분할
- 폭(Margin)을 최대로 만드는 것이 목적
- 폭을 최대로 만들어야 모델이 안정적

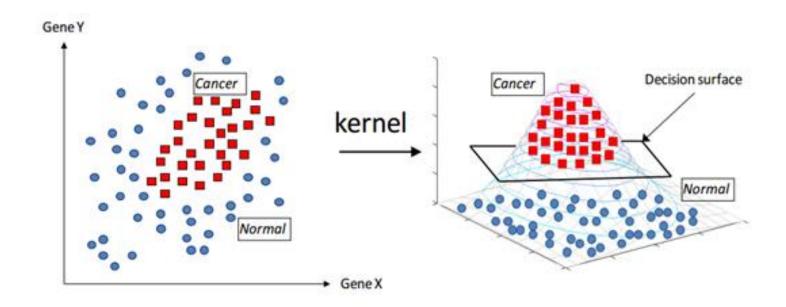




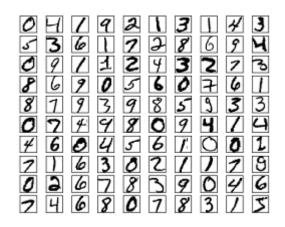






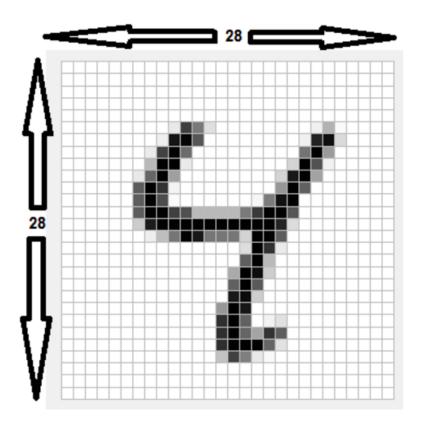


#### MNIST 실습



- Modified National Institute of Standards and Technology database
- 이미지 인식의 가장 기초가 되는 손글씨 데이터

#### MNIST 실습



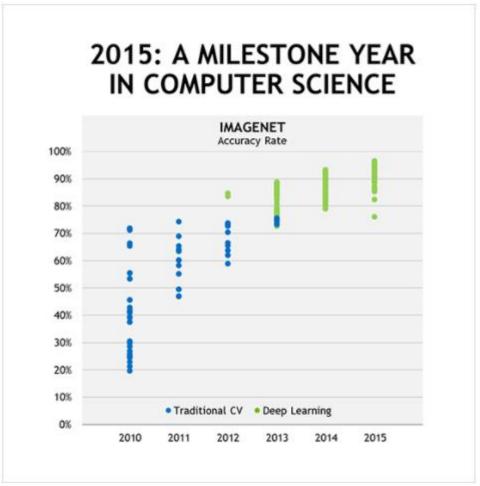
• Features: 28x28 = 784개

Target: 0~9 (nominal)

#### ImageNet Accuracy Rate



- 천 만개 이상의 이미지 DB
- 3만 가지 이상의 카테고리
- SVM (Vapnik, 1979)



#### 참고 자료 MNIST Description

http://derindelimavi.blogspot.kr/2015/04/mnist-el-yazs-rakam-veri-seti.html

**MNIST Dataset** 

https://www.kaggle.com/c/digit-recognizer/data

2015: A Milestone year in Computer Science

https://blogs.nvidia.com/blog/2016/01/12/accelerating-ai-artificial-intelligence-gpus/