



## SVMs

### Lecture 1

- Quick SVM Recap
  - separating hyperplanes:  $\vec{w}\vec{x} + b = 0$
  - margins: distance from point to line
  - kernels: compute dot product in transformed space, w/o trans. data

### • Quick Linear Algebra Review

- inner product (dot product)
- hyperplanes
- distance of point to line
- scaling

### • Quick Lagrangian Optimization Review

- equivalence of two methods  
(Do you encode exact constraint and take partials w.r.t. Lagrange multipliers as well?)  
↳ we will

### • SVMs

- start w/ tutorial
  - perceptron
  - duality
  - kernels
- more to notes
  - functional margin
  - geometric margin
  - optimal margin classifier

-noise

### Lecture 2

①.

- Perceptron Recap - intro to duality
- Functional & Geom. margin recap
  - SVM optimization setup
- Lagrange Opt Review - duality
- SVM primal to dual
  - solving for  $w^*$  &  $b^*$
- Kernel trick
- non-separability & outliers

later

large margin classifier



## Lagrangian Optimization

③

Two equivalent methods:

E.g. max  $x+y$  s.t.  $x^2+y^2=1$

①

$$J(x,y) = (x+y) + \lambda(x^2+y^2)$$

- take partials w.r.t.  $x$  &  $y$ ;
- set to zero to get form

$$\frac{\partial J}{\partial x} = 1 + 2\lambda x = 0 \Rightarrow x = -1/2\lambda$$

$$\frac{\partial J}{\partial y} = 1 + 2\lambda y = 0 \Rightarrow y = -1/2\lambda$$

- Plug into constraint to find value of Lagrange multiplier

$$(-1/2\lambda)^2 + (-1/2\lambda)^2 = 1$$

$$\Rightarrow \lambda = \pm 1/\sqrt{2}$$

- Plug back into form

$$(x,y) = \left(\frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2}\right)$$

$$\text{or } \left(-\frac{\sqrt{2}}{2}, -\frac{\sqrt{2}}{2}\right)$$

②

- Functional encodes constraints and is a function of Lagrange multipliers

$$J(x,y,\lambda) = (x+y) + \lambda(x^2+y^2-1)$$

- Take partials w.r.t. all functional variables, set to zero

$$\frac{\partial J}{\partial x} = 1 + 2\lambda x = 0 \quad (x = -1/2\lambda)$$

$$\frac{\partial J}{\partial y} = 1 + 2\lambda y = 0 \quad (y = -1/2\lambda)$$

$$\frac{\partial J}{\partial \lambda} = x^2 + y^2 - 1 = 0 \quad \Leftarrow \text{just constraint}$$

- Solve simultaneously

Duality: Solve for primary variables, plug in and obtain function of Lagrange variables

$$\begin{aligned} J(\lambda) &= (-1/2\lambda - 1/2\lambda) + \lambda \left( (-1/2\lambda)^2 + (-1/2\lambda)^2 - 1 \right) \\ &= -1/\lambda + \lambda \left( 1/2\lambda^2 - 1 \right) \\ &= -1/\lambda + 1/2\lambda - \lambda \\ &= -\frac{1}{2\lambda} - \lambda \end{aligned}$$

Now we have an optimization problem in Lagrange variables -

- take deriv and set to zero, or
- solve numerically

## Some Basic Linear Algebra

- Inner product (dot product)

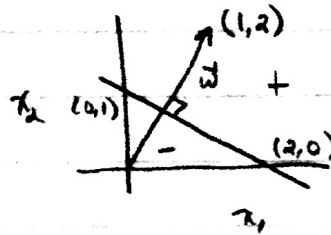
$$\vec{w} \cdot \vec{x} = \langle \vec{w}, \vec{x} \rangle = \vec{w}^T \vec{x} = \sum_i w_i \cdot x_i$$

- Vector length  $\|\vec{w}\| = \sqrt{\vec{w} \cdot \vec{w}} = \sqrt{\sum_i w_i^2}$

- Hyperplane

$$\vec{w} \cdot \vec{x} + b = 0$$

- Pos/Neg dist to line



$$x_1 + 2x_2 = 2$$

$$\vec{w} = (1, 2)$$

$$b = -2$$

$$\Rightarrow \vec{w} \cdot \vec{x} + b = 0$$

$$\frac{\vec{w} \cdot \vec{x} + b}{\|\vec{w}\|} \quad - \text{ can be pos or neg}$$

Note.  $10x_1 + 20x_2 = 20$  is same line

if  $\vec{w}$  is unit vector, then  $\|\vec{w}\| = 1$ ,

$$\Rightarrow 10x_1 + 20x_2 = 20$$

so just

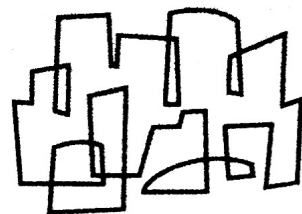
$$\vec{w} = (10, 20) \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \text{scaling}$$

$$b = -20$$

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

Canonical: often normalize to unit  $\perp$  vector

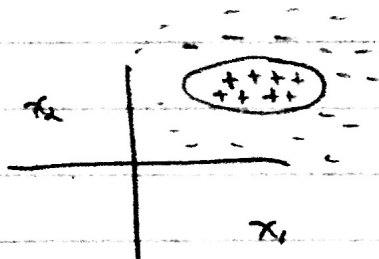
$$\frac{\vec{w}}{\|\vec{w}\|} \cdot \vec{x} + \frac{b}{\|\vec{w}\|} = 0$$



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## Kernel example

Consider ellipse:



centered at  $(x_1^c, x_2^c)$

$$\frac{(x_1 - x_1^c)^2}{a^2} + \frac{(x_2 - x_2^c)^2}{b^2} \leq 1$$

$$\Rightarrow \frac{1}{a^2} x_1^2 + \frac{1}{b^2} x_2^2 - \frac{2x_1^c}{a^2} x_1 - \frac{2x_2^c}{b^2} x_2 + \left(\frac{x_1^c{}^2}{a^2} + \frac{x_2^c{}^2}{b^2} - 1\right) \leq 0$$

$$\Rightarrow \vec{w} \cdot \vec{z} + b \leq 0 \quad \text{where}$$

$$\vec{w} = \left( \frac{1}{a^2}, \frac{1}{b^2}, -\frac{2x_1^c}{a^2}, -\frac{2x_2^c}{b^2} \right) \quad \leftarrow \text{constant coeff.}$$

$$\vec{z} = (x_1^2, x_2^2, x_1, x_2) \quad \leftarrow \text{polynomial kernel}$$

$$b = \frac{x_1^c{}^2}{a^2} + \frac{x_2^c{}^2}{b^2} - 1 \quad \leftarrow \text{constant coeff.}$$