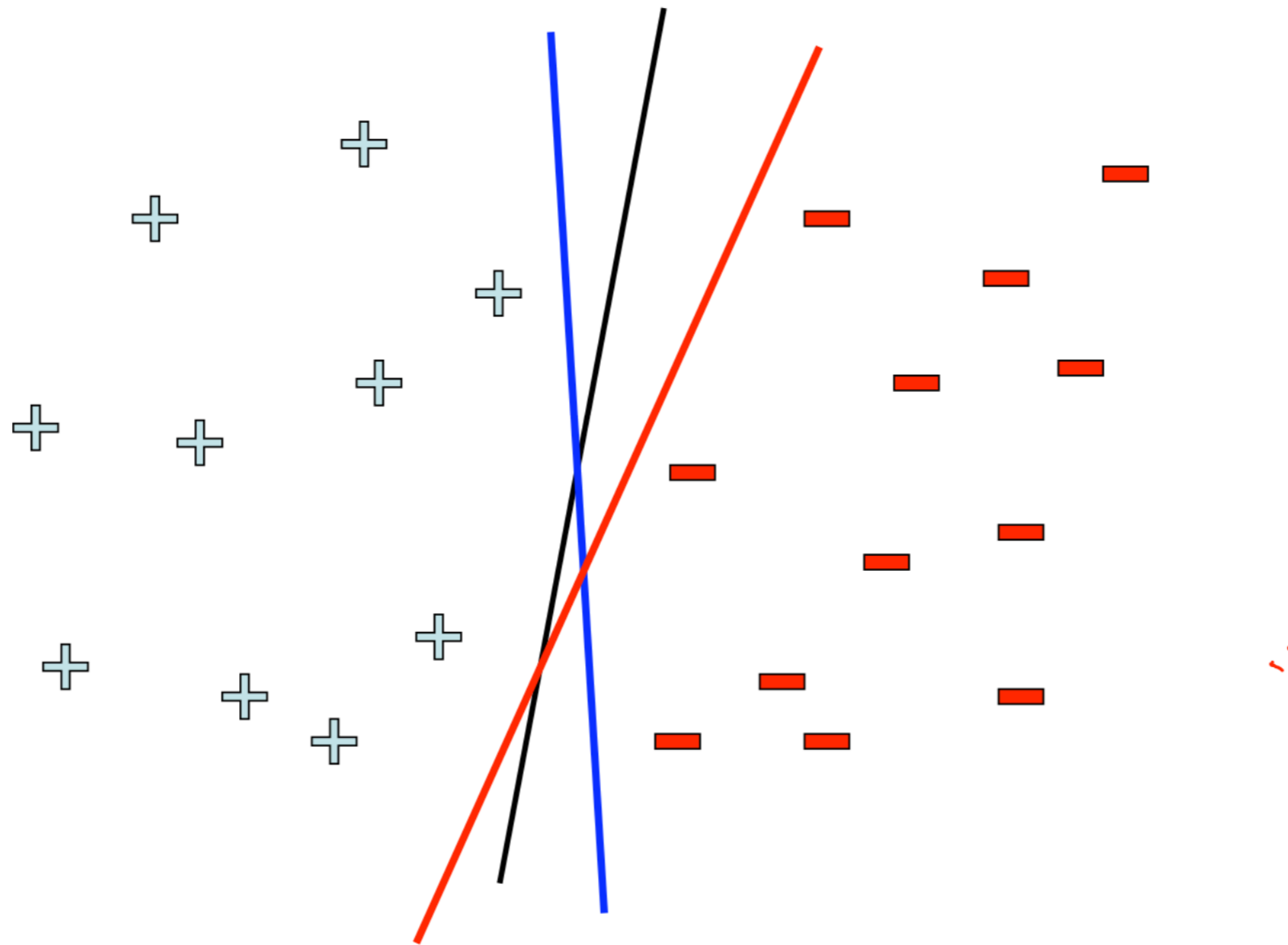


# CS 4824/ECE 4424: Support Vector Machine

## *Acknowledgement:*

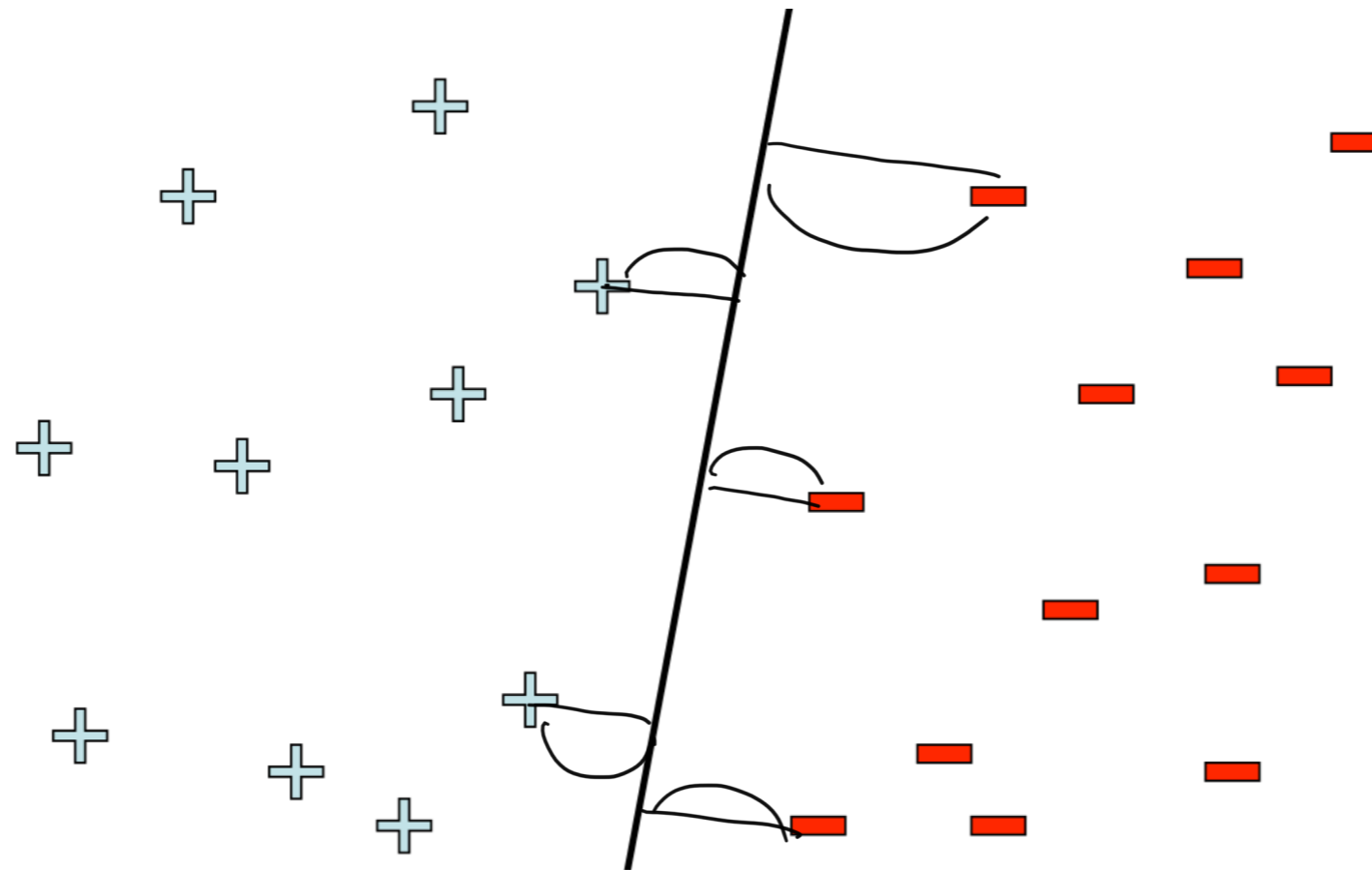
Many of these slides are derived from Tom Mitchell, Pascal Poupart, Pieter Abbeel, Eric Eaton, Carlos Guestrin, William Cohen, and Andrew Moore.

# Linear classifiers – multiple possibilities

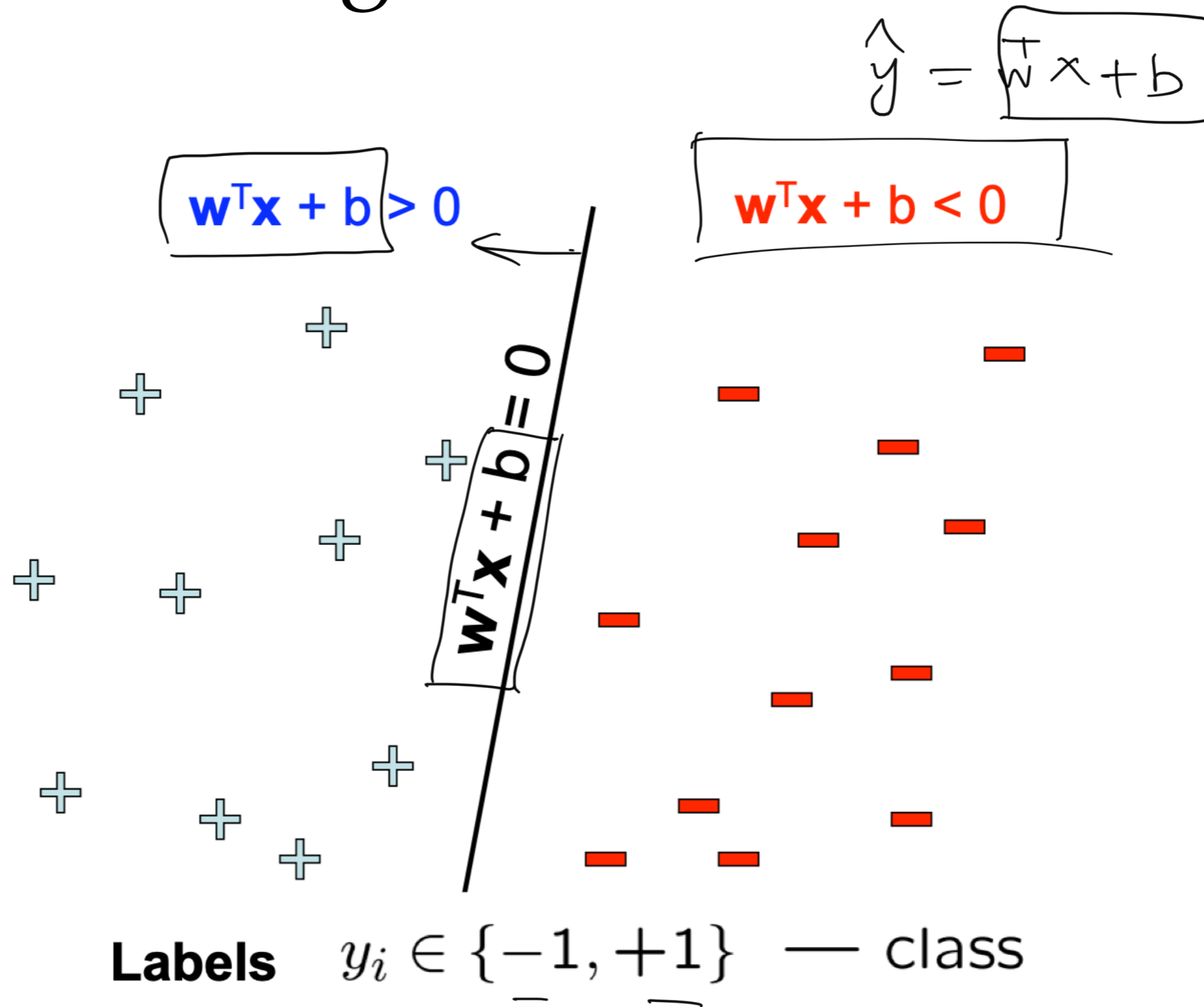


- **Challenge:** How to pick the best classifier?

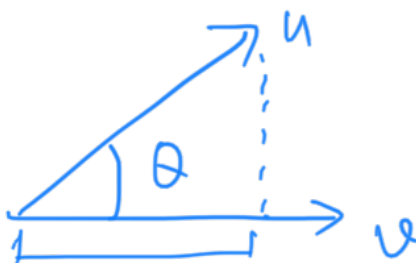
# Pick the one with the largest margin!



# Parameterizing the decision boundary



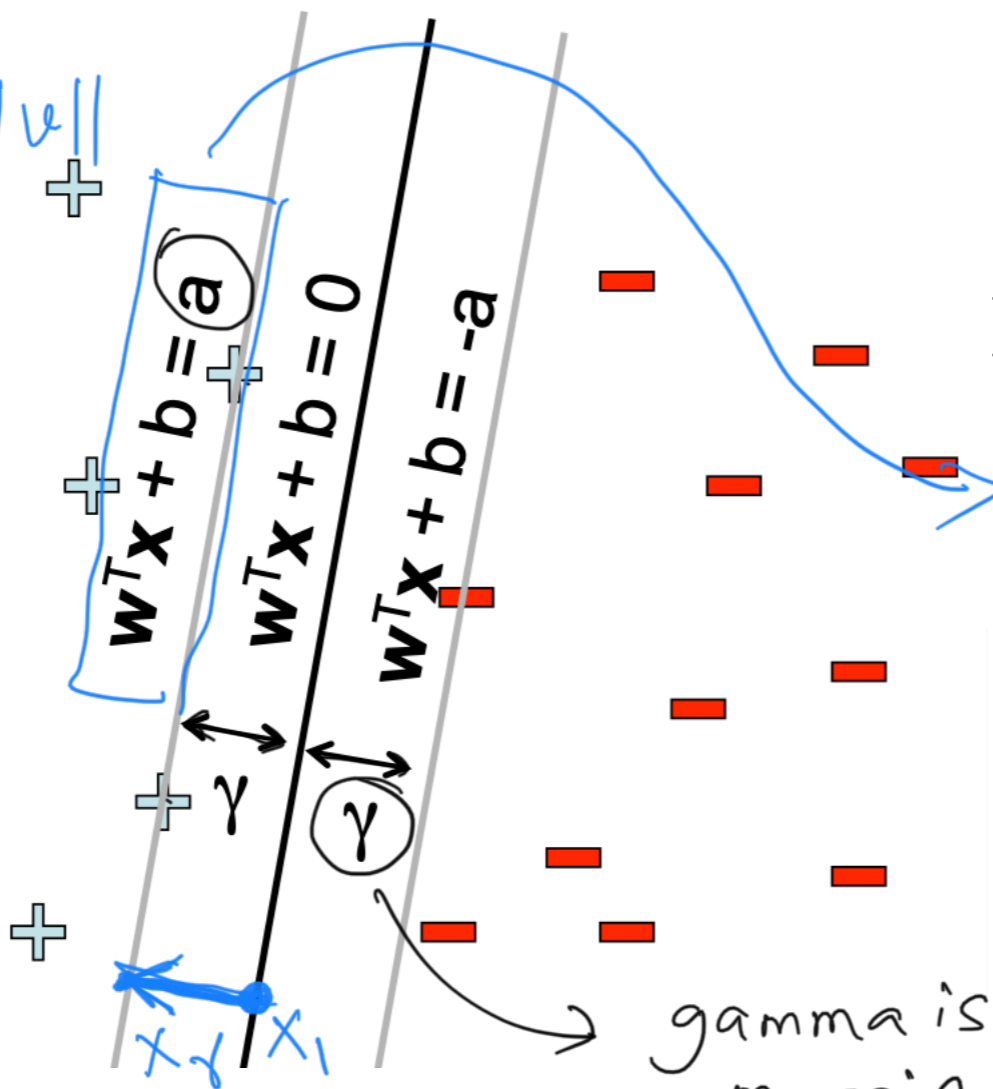
# Maximizing the margin



$u \cdot v = \|u\| \|v\| \cos \theta$   
 if  $\theta = 0$ ,  
 $u \cdot v = \|u\| \|v\|$

*sits at the middle*

- Margin = Distance of closest examples from the decision line/hyperplane



How to find the Max Margin = ?

$$w^T (x_1 + x_\gamma) + b = a$$

$$\underbrace{w^T x_1 + b}_0 + w^T x_\gamma = a$$

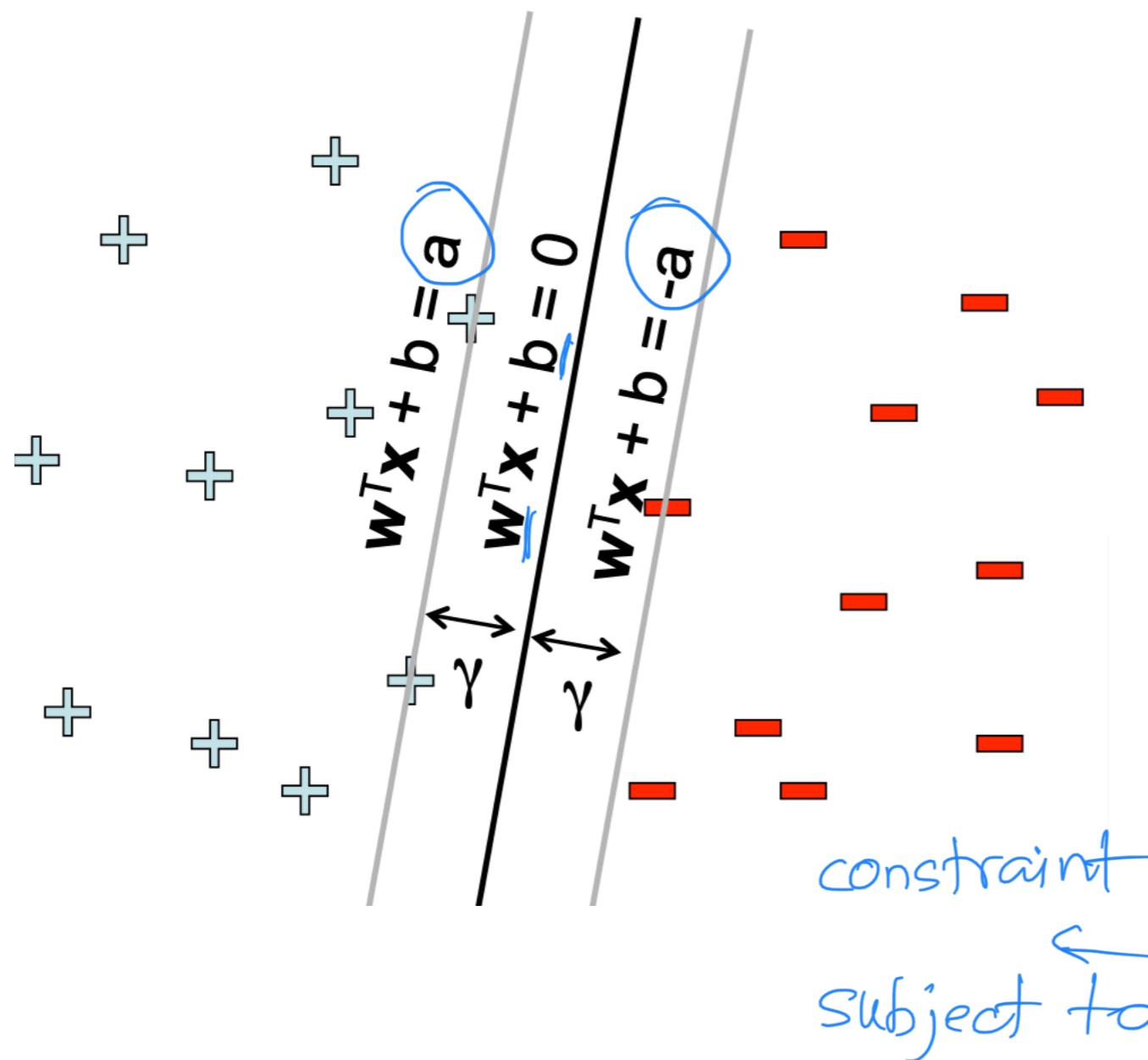
*gamma is the margin*

$$\|w\| \|x_\gamma\| = a$$

$$\|w\| \gamma = a \Rightarrow \gamma = \frac{a}{\|w\|}$$

# Maximizing the margin

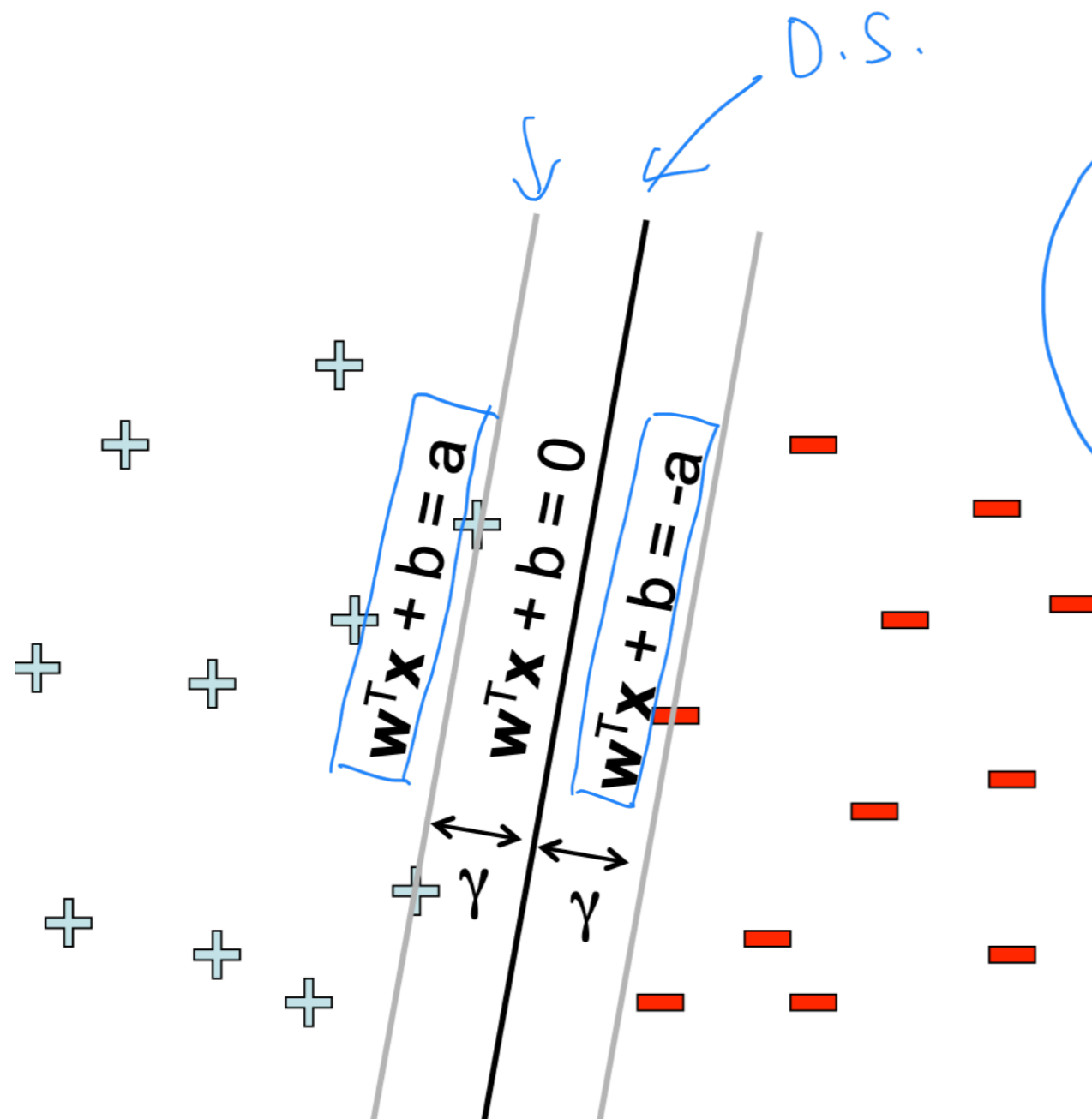
- Margin = Distance of closest examples from the decision line/hyperplane



$$\text{Margin} = \gamma = \frac{a}{\|\mathbf{w}\|}$$

$$\begin{aligned} & \arg \max_{\mathbf{w}, b} \frac{a}{\|\mathbf{w}\|} \\ & \text{s.t. } (\mathbf{W}^T \mathbf{X}_j + b)y_j \geq a \forall j \end{aligned}$$

# Support Vector Machine



$$\arg \max_{\mathbf{w}, b} \frac{a}{\|\mathbf{w}\|}$$

$$s.t. (\mathbf{W}^T \mathbf{X}_j + b)y_j \geq a \forall j$$

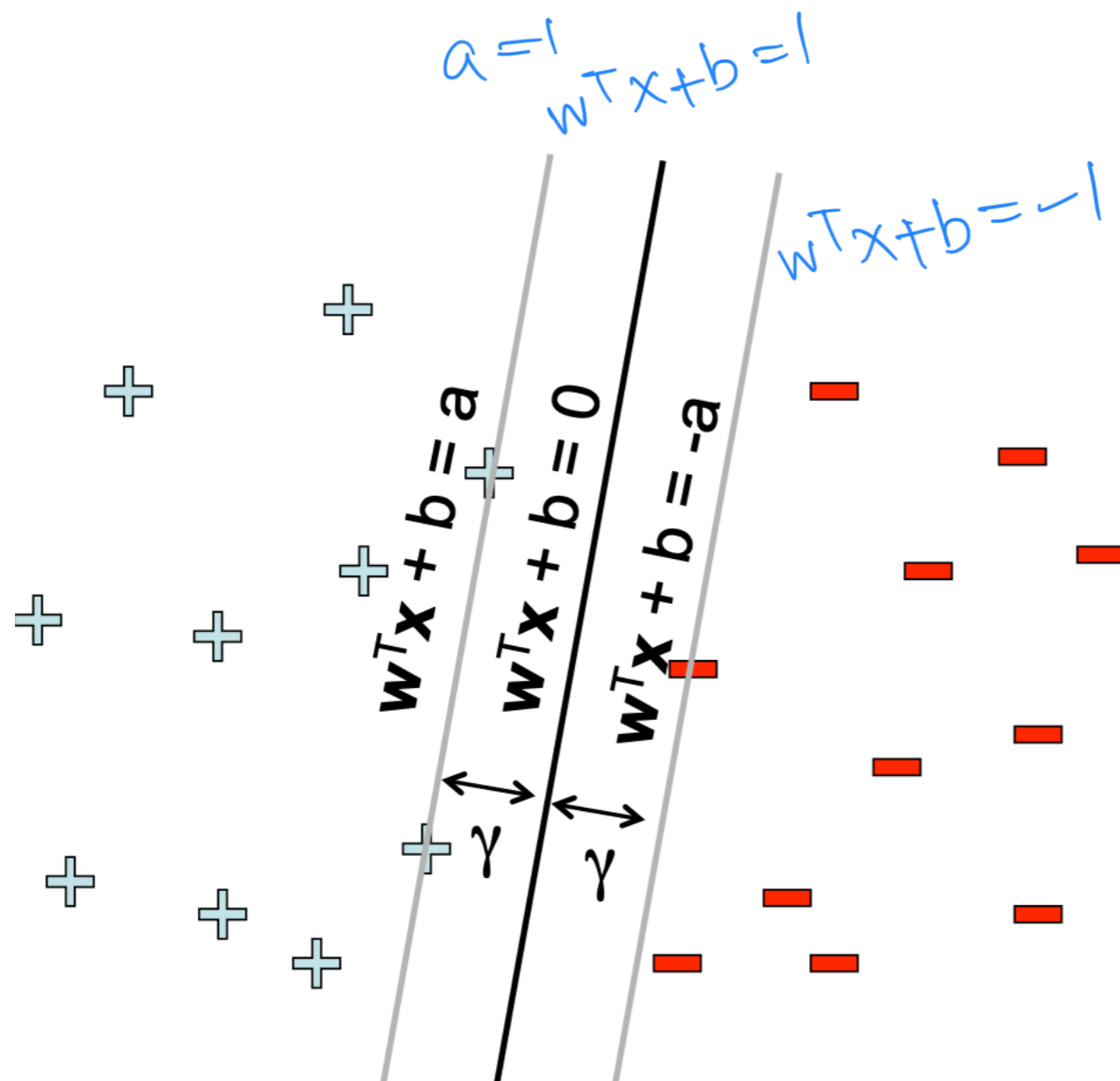
$$\arg \min_{\mathbf{w}, b} \mathbf{W}^T \mathbf{W}$$

$$s.t. (\mathbf{W}^T \mathbf{X}_j + b)y_j \geq a \forall j$$

Solve efficiently by quadratic programming (QP) - well studied

**Note:**  $a$  is arbitrary (can normalize equations by  $a$ )

# Support Vector Machine



$$\arg \max_{\mathbf{w}, b} \frac{1}{\|\mathbf{w}\|}$$

$$s.t. (\mathbf{W}^T \mathbf{X}_j + b)y_j \geq 1 \forall j$$

$$\arg \min_{\mathbf{w}, b} \mathbf{W}^T \mathbf{W}$$

$\mathbf{w} \cdot \mathbf{w}$

$$s.t. (\mathbf{W}^T \mathbf{X}_j + b)y_j \geq 1 \forall j$$

Solve efficiently by quadratic programming (QP) - well studied

**Note:** a is arbitrary (can normalize equations by a)



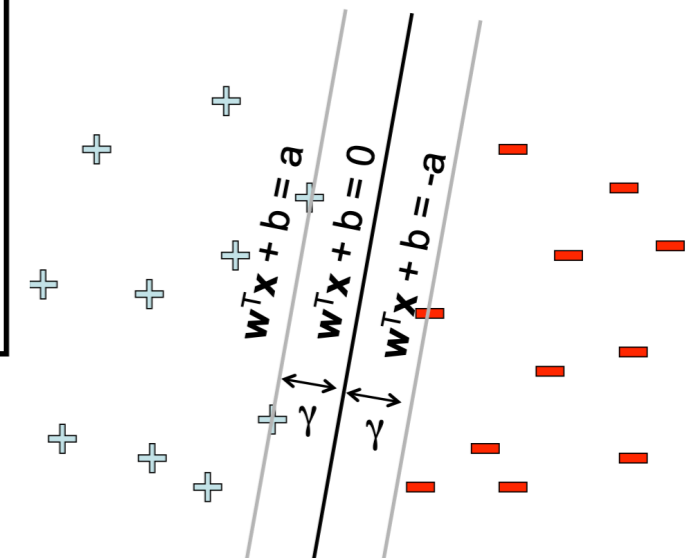
# SVM – primal and dual forms

Primal form: solve for  $\underline{\mathbf{w}}, \underline{b}$

$$\arg \min_{\mathbf{w}, b} \mathbf{W}^T \mathbf{W}$$

$$s.t. \ y_l(\mathbf{W}^T \mathbf{X}_l + b) \geq 1 \ \forall l \in \text{training examples}$$

Classification for new  $\underline{\mathbf{X}} : (\underline{\mathbf{W}}^T \underline{\mathbf{X}} + \underline{b}) > 0$



# SVM – primal and dual forms

Primal form: solve for  $\underline{\mathbf{w}}, \underline{b}$

$$\underline{\arg \min}_{\mathbf{w}, b} \mathbf{W}^T \mathbf{W}$$

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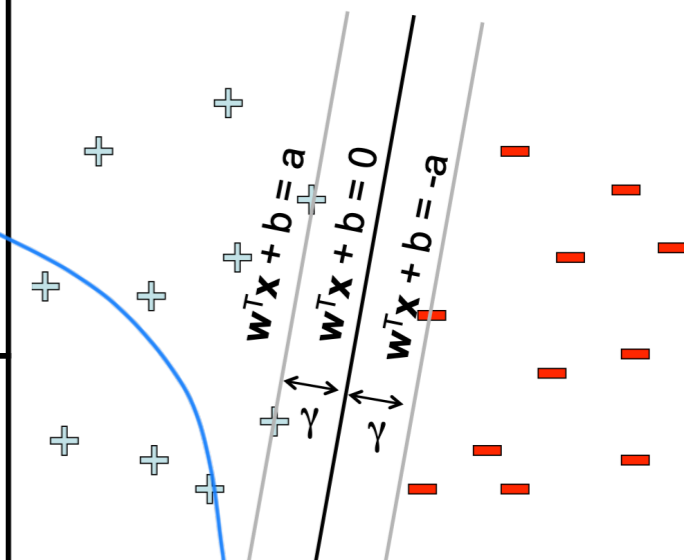
Classification for new  $\underline{\mathbf{X}} : (\mathbf{W}^T \mathbf{X} + b) > 0$

Dual form: solve for  $\underline{\alpha}_1, \dots, \underline{\alpha}_n$

$$\underline{\arg \max}_{\alpha_1 \dots \alpha_n} \sum_{l=1}^M \alpha_l - \frac{1}{2} \sum_{j=1}^M \sum_{k=1}^M \alpha_j \alpha_k y_j y_k \langle \mathbf{X}_j, \mathbf{X}_k \rangle$$

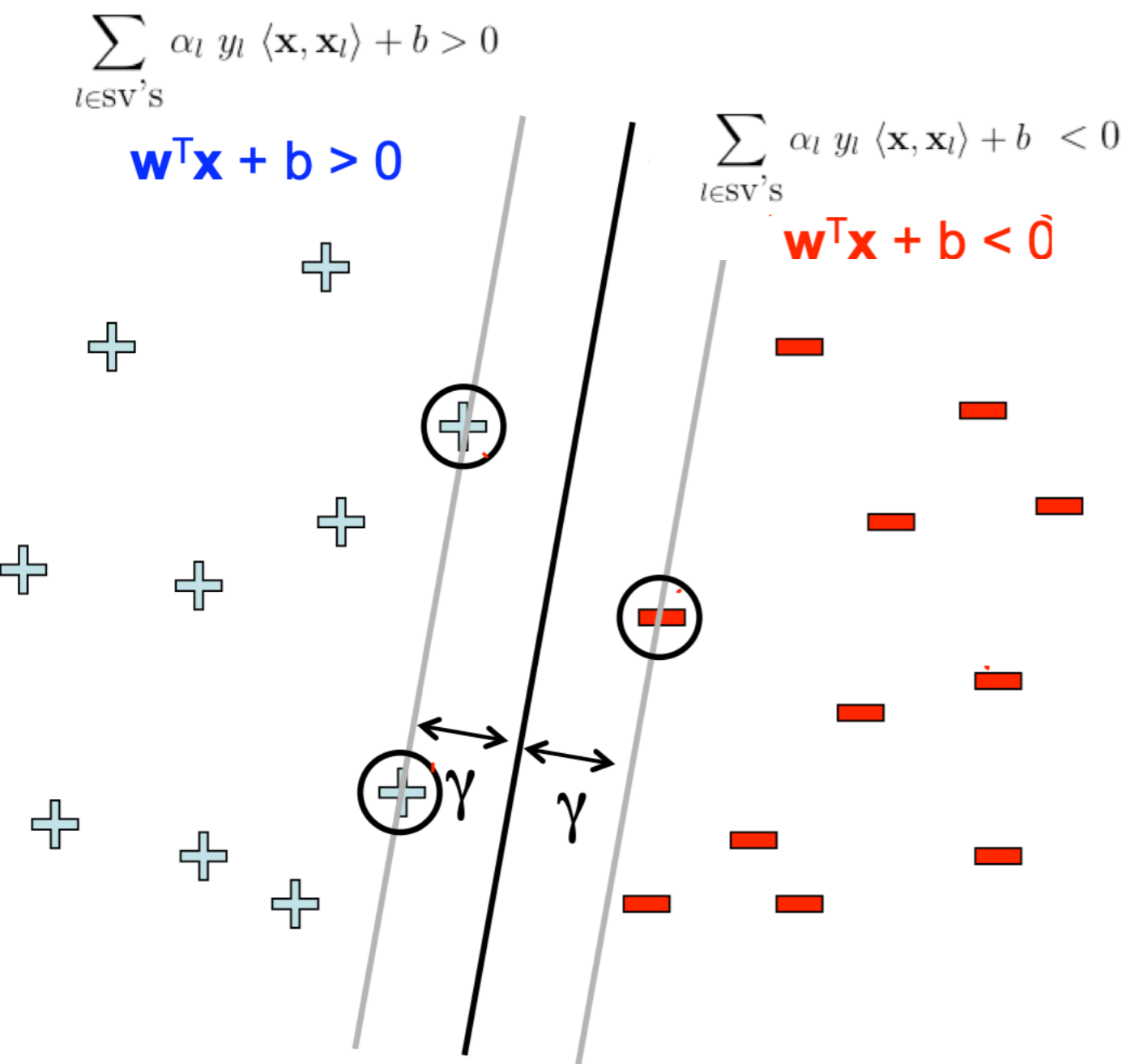
$$s.t. \alpha_l > 0 \forall l \in \text{training examples} \quad \sum_{l=1}^M \alpha_l y_l = 0$$

Classification for new  $\underline{\mathbf{X}} : \sum_{l \in \text{SV's}} \alpha_l y_l \langle \mathbf{X}, \mathbf{X}_l \rangle + b > 0$



Handwritten notes:  $\langle \mathbf{x}, \mathbf{x}_l \rangle = \mathbf{x} \cdot \mathbf{x}_l$

# Support Vectors



- The linear hyperplane is defined by “**support vectors**”
- Moving other points a little doesn't effect the decision boundary
- Only need to store the support vectors to predict labels of new points

# Kernel SVM – primal and dual forms

Primal form: solve for  $\mathbf{w}, b$

$$\arg \min_{\mathbf{w}, b} \mathbf{W}^T \mathbf{W}$$

$$s.t. y_l (\mathbf{W}^T \phi(\mathbf{X}_l) + b) \geq 1 \quad \forall l \in \text{training examples}$$

$$\text{Classification for new } \mathbf{X} : (\mathbf{W}^T \phi(\mathbf{X}) + b) > 0$$

Dual form: solve for  $\alpha_1, \dots, \alpha_n$

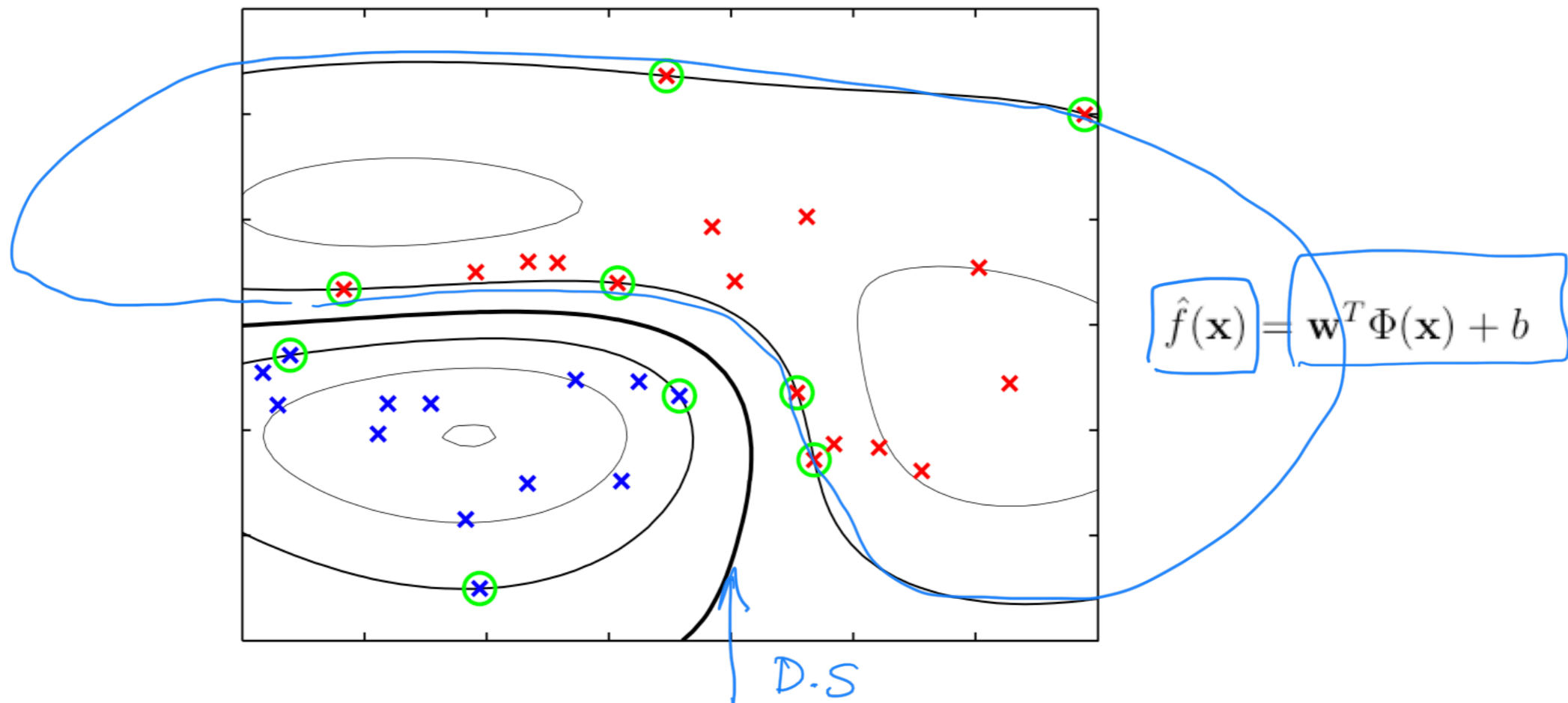
$$\arg \max_{\alpha_1, \dots, \alpha_n} \sum_{l=1}^M \alpha_l - \frac{1}{2} \sum_{j=1}^M \sum_{k=1}^M \alpha_j \alpha_k y_j y_k K(\mathbf{X}_j, \mathbf{X}_k)$$

$$s.t. \alpha_l > 0 \quad \forall l \in \text{training examples} \quad \sum_{l=1}^M \alpha_l y_l = 0$$

$$\text{Classification for new } \mathbf{X} : \sum_{l \in \text{SV's}} \alpha_l y_l K(\mathbf{X}, \mathbf{X}_l) > +b > 0$$

- Since the dual form depends only on inner products, we can apply the kernel trick to work in a (virtual) projected higher-dimensional space

# SVM Decision Surface using Gaussian Kernel



- Circled points are the *support vectors*: training examples with non-zero  $\alpha_l$
- Points plotted in original 2-D space
- Contour lines show constant  $\hat{f}(\mathbf{x})$

$$\hat{f}(\mathbf{x}) = b + \sum_{l=1}^M \alpha_l y_l \kappa(\mathbf{x}, \mathbf{x}_l) = b + \sum_{l=1}^M \alpha_l y_l \exp(-\|\mathbf{x} - \mathbf{x}_l\|^2 / 2\sigma^2)$$

# SVM Summary

- **Objective:** maximize margin between decision surface and data
- Primal and dual formulations
  - dual represents classifier decision in terms of *support vectors*
- Kernel SVM's
  - learn linear decision surface in high dimension space, working in original low dimension space
- SVM algorithm: Quadratic Program optimization
  - single global minimum