



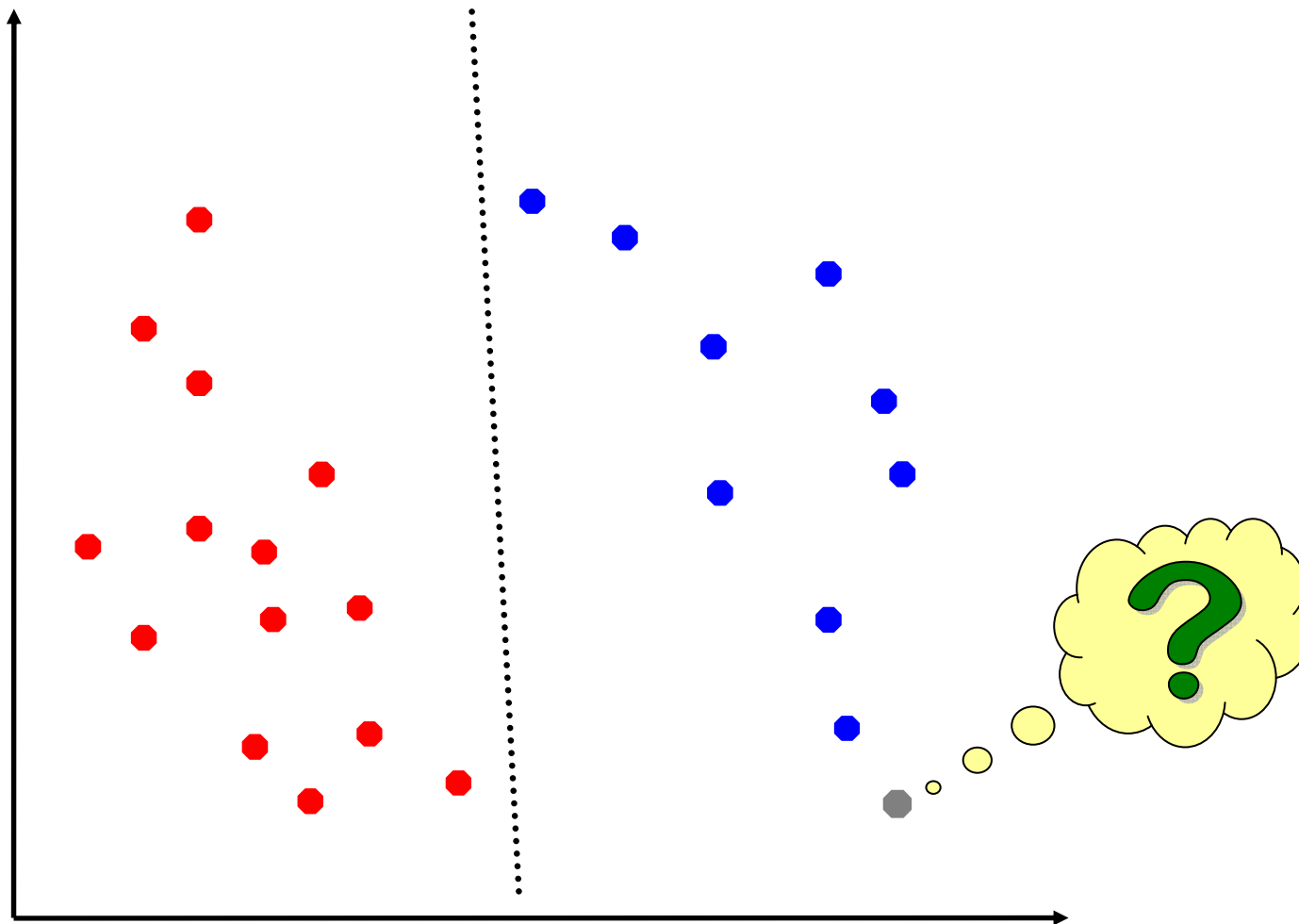
Support Vector Machines: a gentle introduction

Data Mining and Text Mining (UIC 583 @ Politecnico di Milano)

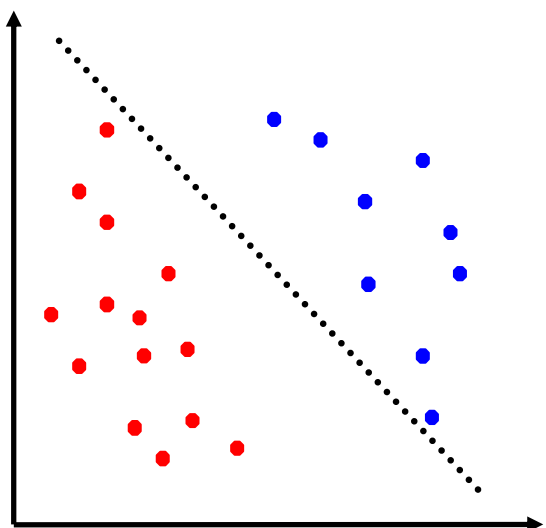
Part 1: What are SVMs?

- ❑ The problem
- ❑ Separating Hyperplane
- ❑ The optimization problem
- ❑ Derivation of the dual problem and Support Vector Expansion
- ❑ The Soft-Margin optimization problem

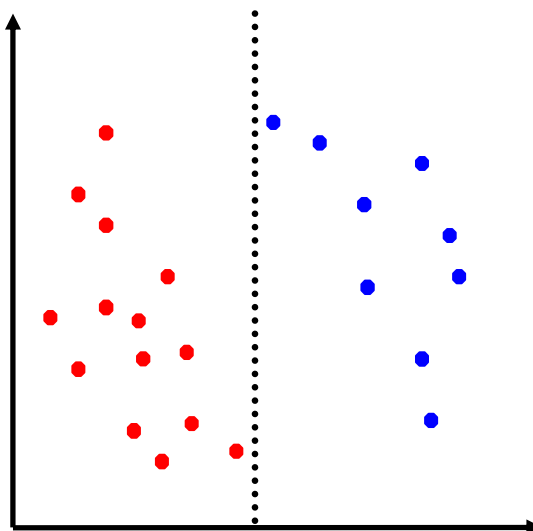
What is all about?



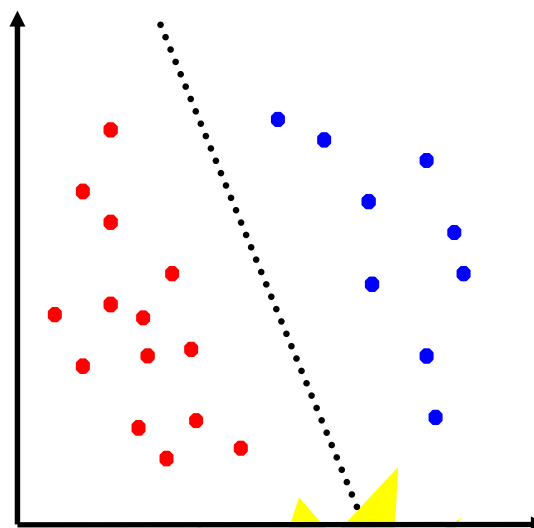
Guess the best!



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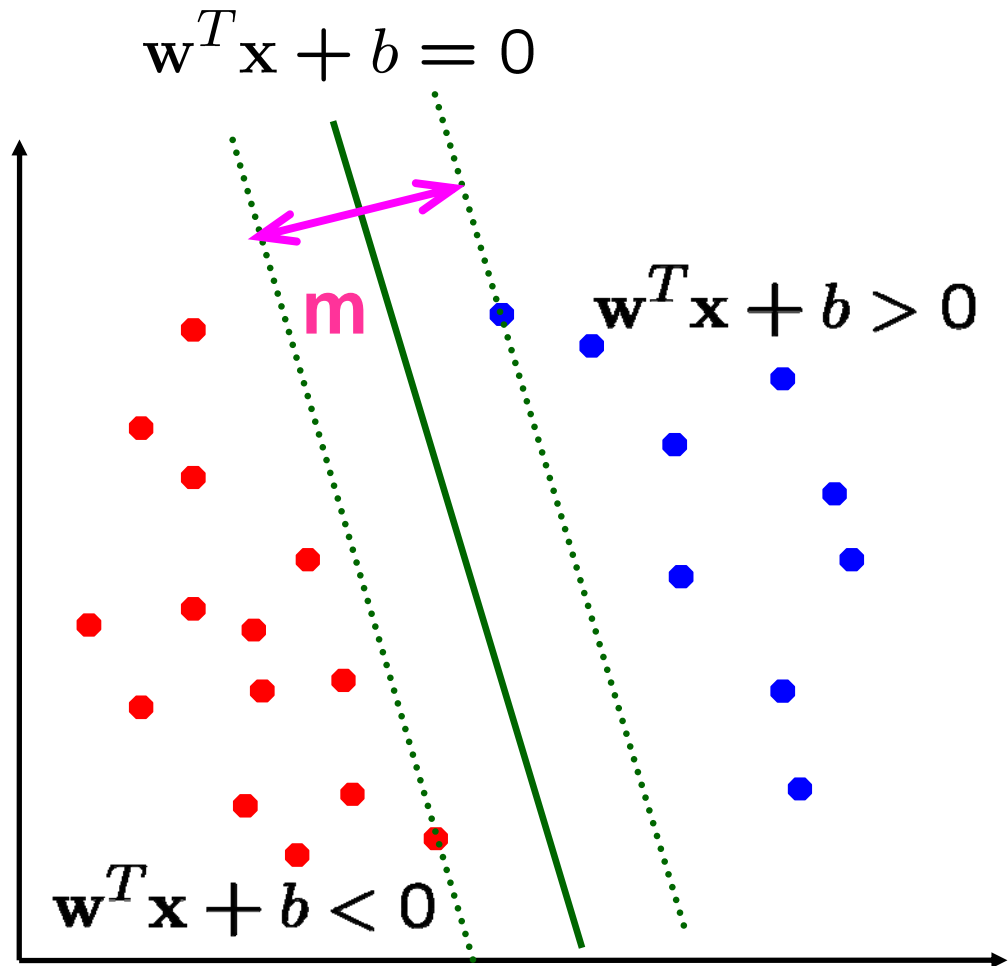


2



3

Separating Hyperplane



Separating Hyperplane

- Scale problem

$$\forall c > 0, \{\mathbf{w}^T \mathbf{x} + b = 0\} \iff \{c\mathbf{w}^T \mathbf{x} + cb = 0\}$$

- **Canonical** hyperplane

$$\min_{\mathbf{x}_i} |\mathbf{w}^T \mathbf{x}_i + b| = 1$$

- **Margin** of the hyperplane

$$m = \frac{2}{\|\mathbf{w}\|}$$

The optimization problem

- More formally the problem is:

$$\text{Minimize } \frac{1}{2} \|\mathbf{w}\|^2$$

$$\text{subject to } y_i(\mathbf{w}^T \mathbf{x}_i + b) \geq 1 \quad \forall i$$

- Is an optimization problem with inequality constraints...

Derivation of the dual problem

$$\mathcal{L}(\mathbf{w}, b, \alpha) = \frac{1}{2} \|\mathbf{w}\|^2 - \sum_{i=1}^n \alpha_i (y_i (\mathbf{w}^T \mathbf{x}_i + b) - 1)$$

- L has to be minimized w.r.t. the **primal variables** \mathbf{w} and b and maximized with respect to the **dual variables** $\alpha_i \geq 0$

$$\frac{\partial}{\partial \mathbf{w}} \mathcal{L} = 0 \quad \Rightarrow \quad \mathbf{w} = \sum_{i=1}^n \alpha_i y_i \mathbf{x}_i$$

$$\frac{\partial}{\partial b} \mathcal{L} = 0 \quad \Rightarrow \quad \sum_{i=1}^n \alpha_i y_i = 0$$

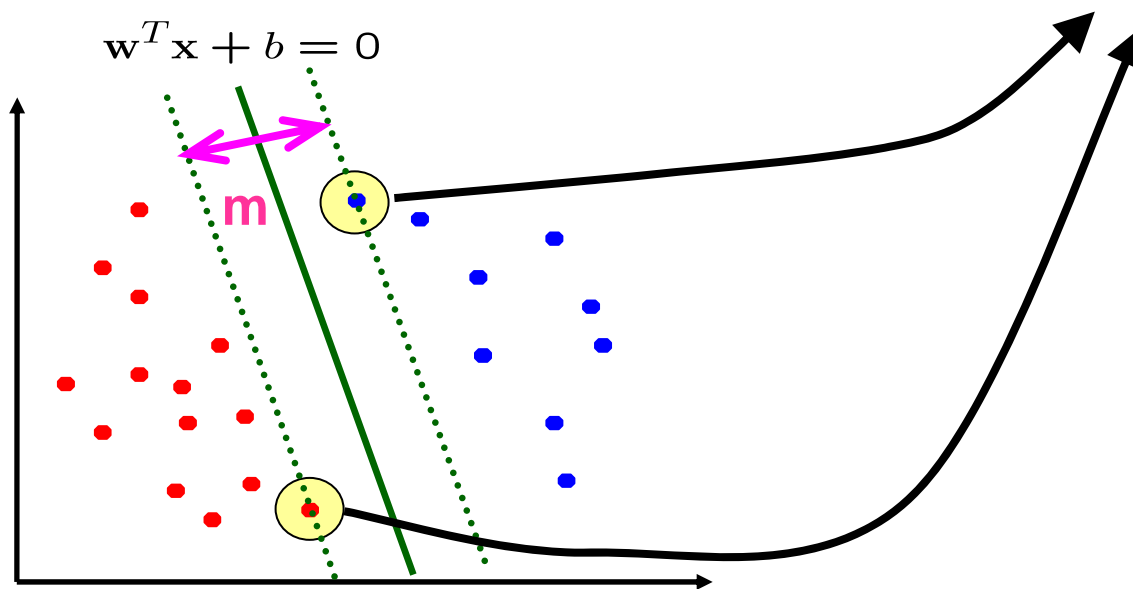
- Substitute both in L to get the **dual problem**

Support Vectors

$$\mathbf{w} = \sum_{i=1}^n \alpha_i y_i \mathbf{x}_i$$

where for all $i = 1, \dots, m$

$$\begin{cases} y_i(\mathbf{w}^T \mathbf{x}_i + b) > 1 & \alpha_i = 0 \Rightarrow x_i \text{ is irrelevant} \\ y_i(\mathbf{w}^T \mathbf{x}_i + b) = 1 & \alpha_i \neq 0 \Rightarrow x_i \text{ is a Support Vector} \end{cases}$$



The dual problem

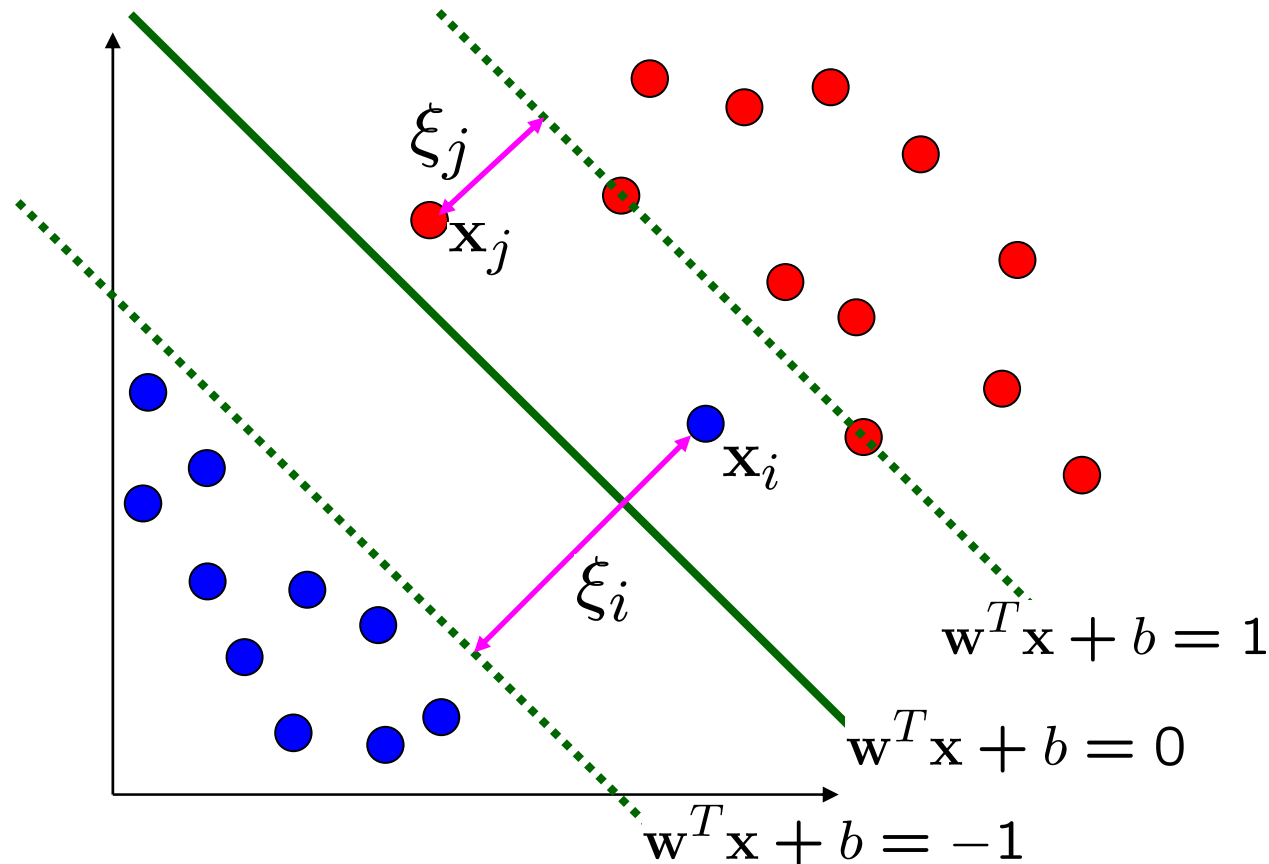
- The value of α_i can be found solving the following quadratic optimization problem (the dual optimization problem):

$$\max. W(\boldsymbol{\alpha}) = \sum_{i=1}^n \alpha_i - \frac{1}{2} \sum_{i=1, j=1}^n \alpha_i \alpha_j y_i y_j \mathbf{x}_i^T \mathbf{x}_j$$

$$\text{subject to } \alpha_i \geq 0, \sum_{i=1}^n \alpha_i y_i = 0$$

Non-linearly Separable Problem

- ❑ In practice problem are not often linearly separable
- ❑ In this case we allow "error" ξ_i in classification:



Soft-Margin optimization problem

$$\text{Minimize } \frac{1}{2} \|\mathbf{w}\|^2 + C \sum_{i=1}^n \xi_i$$

$$\text{subject to } y_i(\mathbf{w}^T \mathbf{x}_i + b) \geq 1 - \xi_i \quad \forall i$$

$$\xi_i > 0 \quad \forall i$$

- ❑ ξ_i are “slack variables” in optimization
- ❑ C is a tradeoff parameter between error and margin

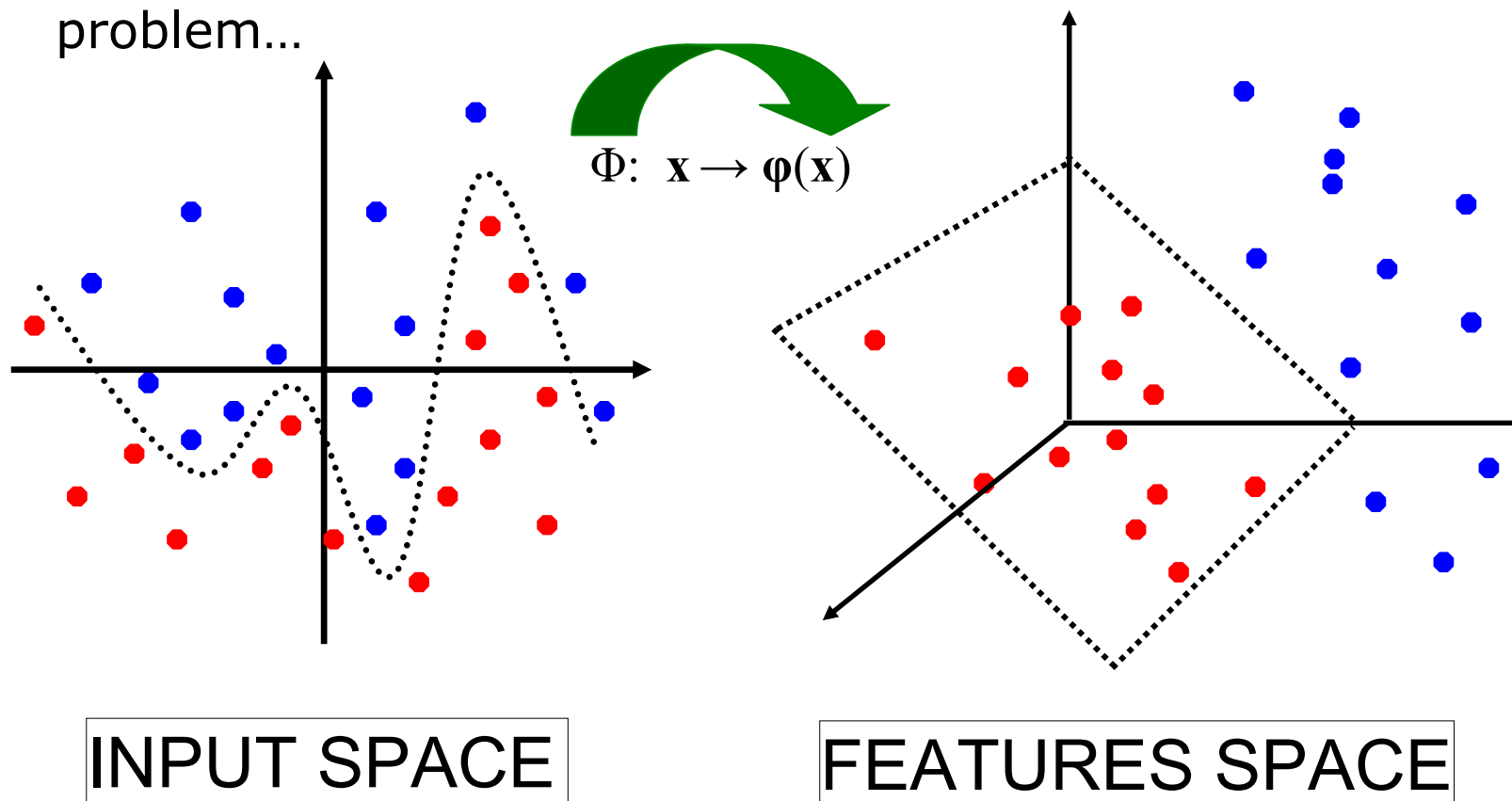
Part 2: SVMs in a non linear world



- ❑ Extension to non linear classification problem
- ❑ Mastering the Kernel Trick

Non-linearly separable problems

- ❑ So far we considered only (almost) linearly separable problems
- ❑ In practice we have to deal with non-linearly separable problem...



The Kernel Trick

- ❑ But a suitable features space have often **very high dimensionality** (too expensive for computation)
- ❑ We use the Kernel trick! Recall the dual problem:

$$\max. W(\boldsymbol{\alpha}) = \sum_{i=1}^n \alpha_i - \frac{1}{2} \sum_{i=1, j=1}^n \alpha_i \alpha_j y_i y_j \mathbf{x}_i^T \mathbf{x}_j$$

$$\text{subject to } C \geq \alpha_i \geq 0, \sum_{i=1}^n \alpha_i y_i = 0$$

- ❑ We only need to know the dot product in the features space
- ❑ We define the **kernel function** as

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

and

$$\mathbf{x}_i^T \mathbf{x}_j \rightarrow K(\mathbf{x}_i, \mathbf{x}_j)$$

An Example for kernel

- Suppose $\phi(\cdot)$ is given as follows

$$\phi\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right) = (1, \sqrt{2}x_1, \sqrt{2}x_2, x_1^2, x_2^2, \sqrt{2}x_1x_2)$$

- An inner product in the feature space is

$$\left\langle \phi\left(\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}\right), \phi\left(\begin{bmatrix} y_1 \\ y_2 \end{bmatrix}\right) \right\rangle = (1 + x_1y_1 + x_2y_2)^2$$

- So, if we define the kernel function as follows, there is no need to carry out $\phi(\cdot)$ explicitly

$$K(\mathbf{x}, \mathbf{y}) = (1 + x_1y_1 + x_2y_2)^2$$

- In general even some high dimensional features space admit an easy to compute kernel!

Part 3: Why does SVMs work?

A naïve introduction to statistical learning (VC) theory:

- Risk Minimization
- Uniform convergence
- VC-dimension
- Structural Risk Minimization
- The VC theory and SVMs

Risk Minimization

- We want learn a decision function $f: X \rightarrow \{-1,+1\}$ from a set of samples $\{(x_1,y_1),\dots,(x_n,y_n)\}$ generated i.i.d. from $P(x, y)$
- The expected misclassification error on a test set will be:

$$R[f] = \int \frac{1}{2} |f(x) - y| dP(x, y)$$

- Our goal is the minimization of $R[f]$ (**Risk Minimization**)
- But $P(x,y)$ is unknown, we can only minimize the error on the training set (**Empirical Risk**):

$$R_{emp}[f] = \frac{1}{n} \sum_{i=1}^n \frac{1}{2} |f(x) - y|$$

Does it converge?

- At least we want to prove that:

$$\lim_{n \rightarrow \infty} R_{emp}[f] = R[f]$$

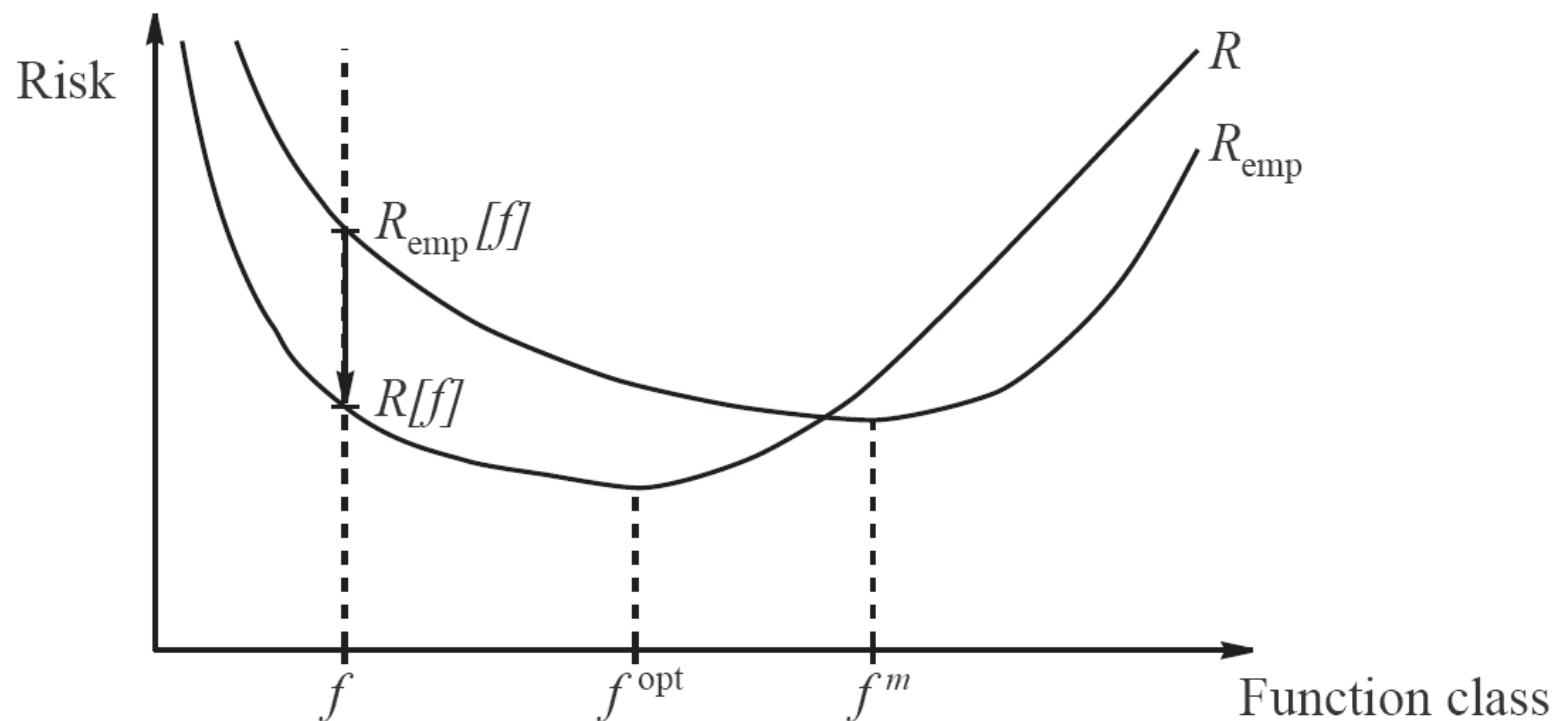
- Sketch of the proof

- ▶ loss: $\xi_i = \frac{1}{2} |f(x_i) - y_i|$
- ▶ ξ_i as independent Bernoulli trials
- ▶ for the law of large numbers the empirical mean (the Empirical Risk) will converge to the expected value of ξ_i (the Risk, $R[f]$)
- ▶ Chernoff's Bound:

$$P \left(\left| \frac{1}{n} \sum_{i=1}^n \xi_i - E[\xi] \right| \geq \varepsilon \right) \leq 2e^{-2n\varepsilon^2}$$

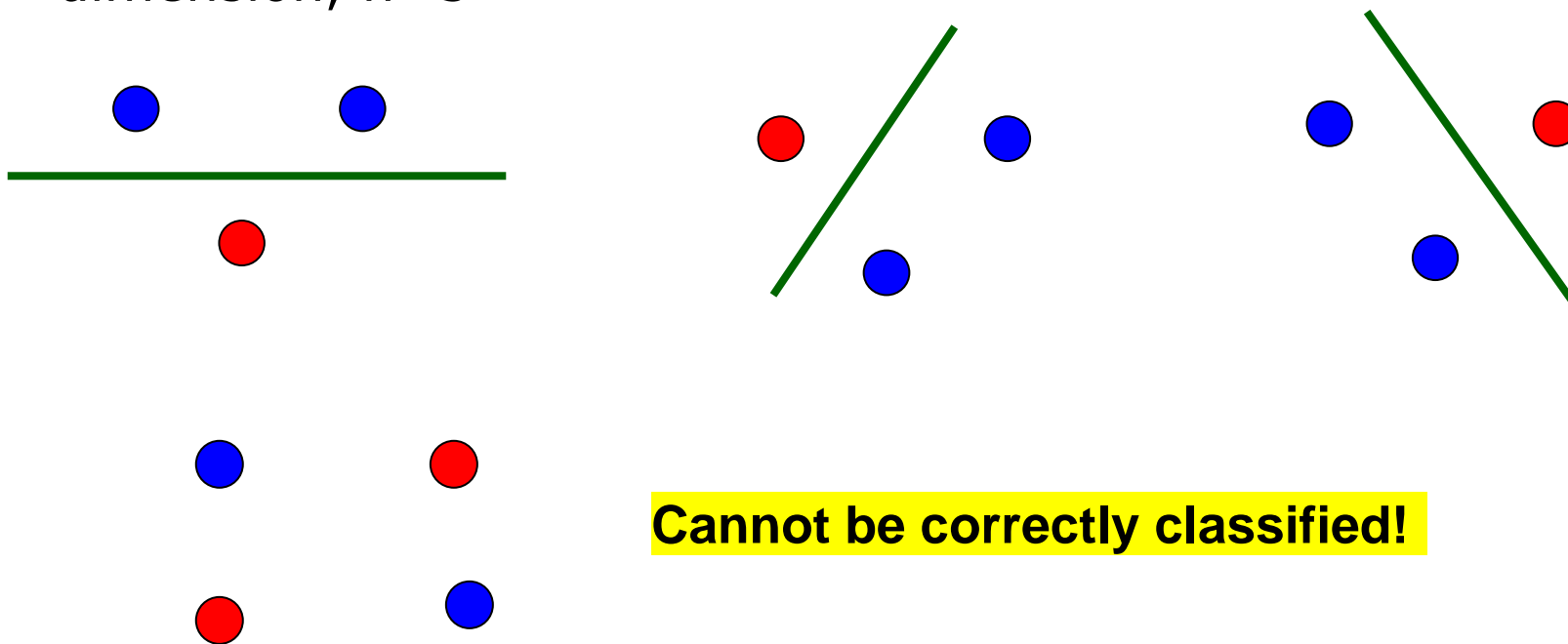
The sad truth!

- ❑ ξ_i are not independent if the function class is not fixed
- ❑ In a more general case we would need an uniform convergence
- ❑ How can we find a bound? Statistical Learning (VC) Theory



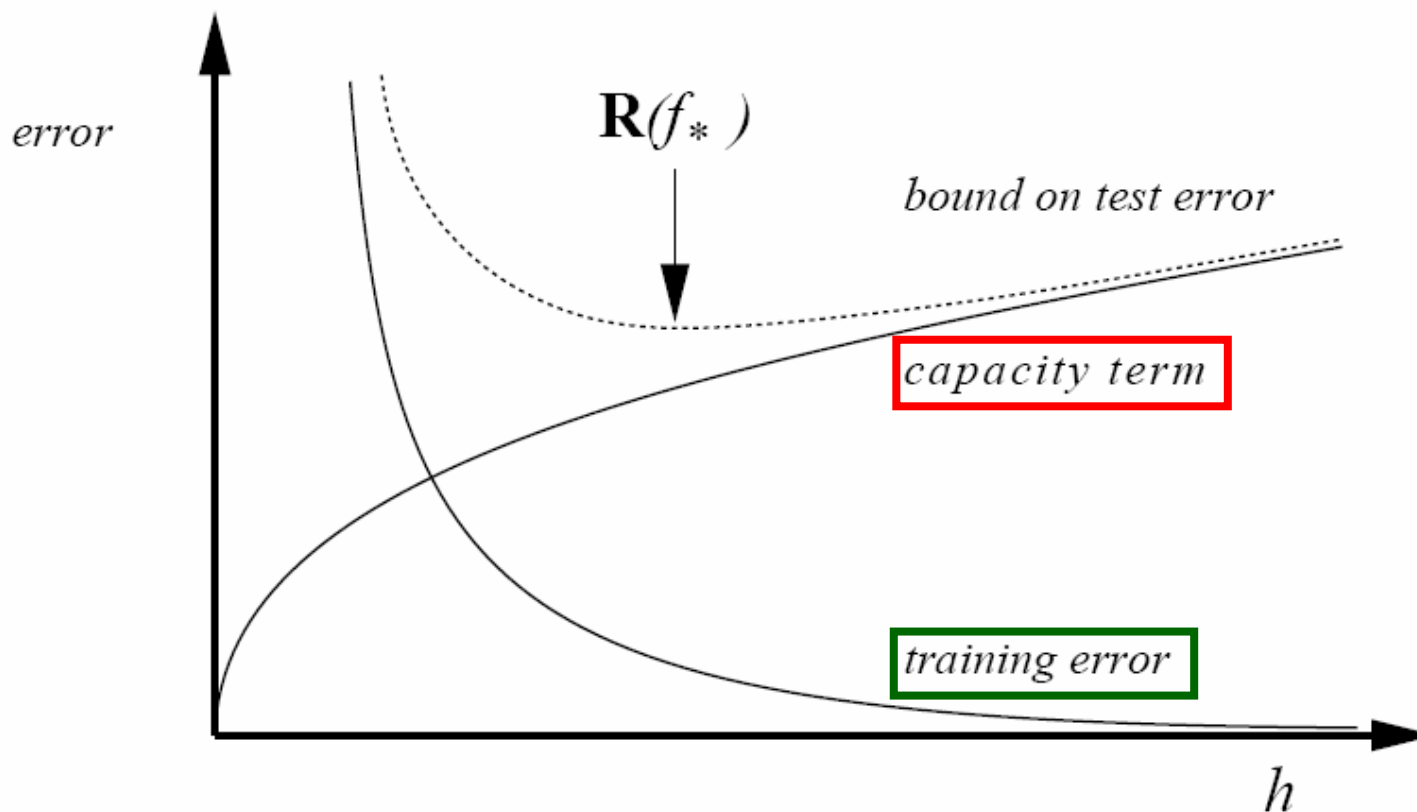
VC-dimension

- ❑ Vapnik-Chervonenkis introduced a measure of the flexibility (**capacity**) of a classifier, the **VC-dimension**
- ❑ VC-dimension is the maximal number of samples the classifier can always classify correctly without any error
- ❑ For example a linear classifier in a 2D space has VC-dimension, $h=3$



Structural Risk Minimization

$$R[f] \leq R_{emp}[f] + \phi\left(\frac{h}{n}\right)$$



What about SVMs ?

- ❑ Recall that a linear separator in R^2 has VC-dimension, $h=3$
- ❑ In general a linear separator in R^N has VC-dimension, $h = N+1$
- ❑ A separating hyperplane in an high dimensional features space used can have a very high VC-dimension and thus generalizing bad
- ❑ Instead, large margin hyperplane $\langle \mathbf{w}, b \rangle$ have a bounded VC-dimension:

$$h \leq R^2 \|\mathbf{w}\|^2$$

- ❑ where R is the radius of the smallest sphere around the origin containing the training samples

Part 4: Advanced Topics

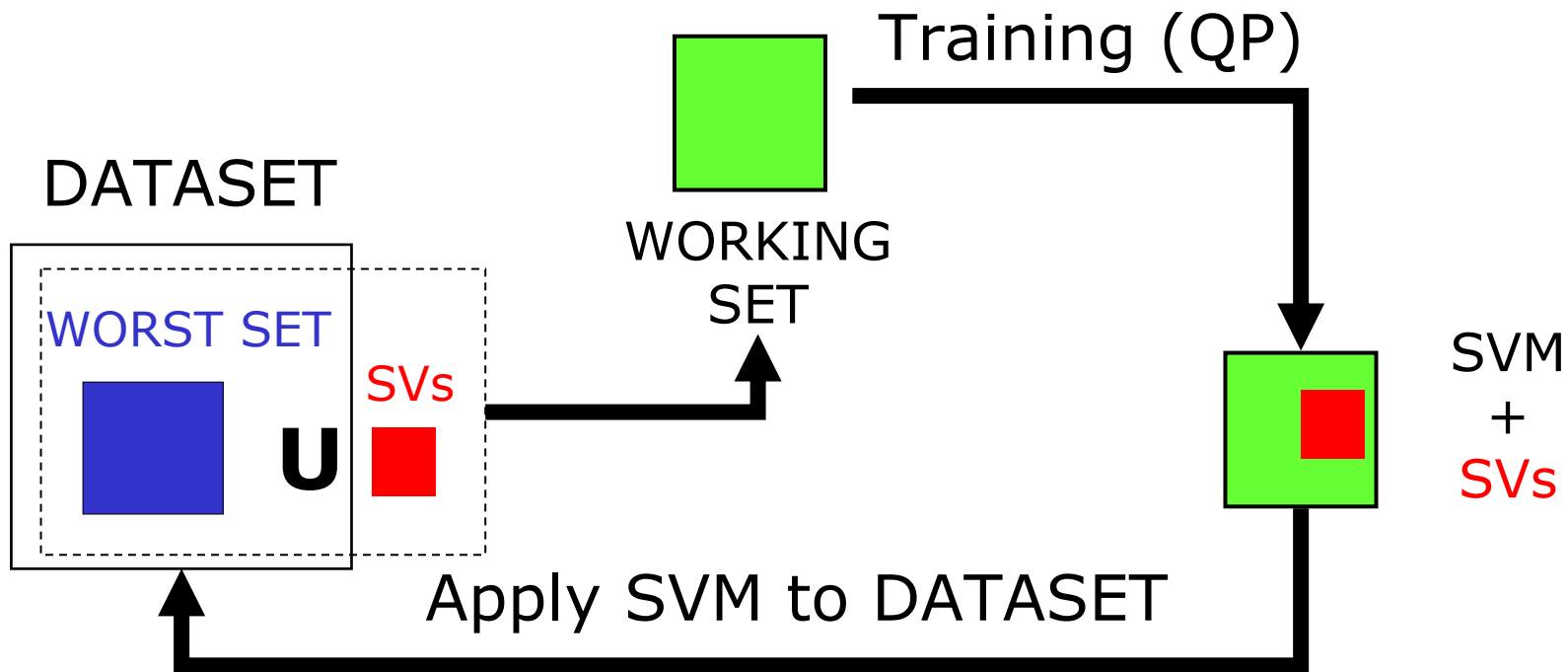


- Training SVM
- Multi-class SVM
- Regression

SVM Training

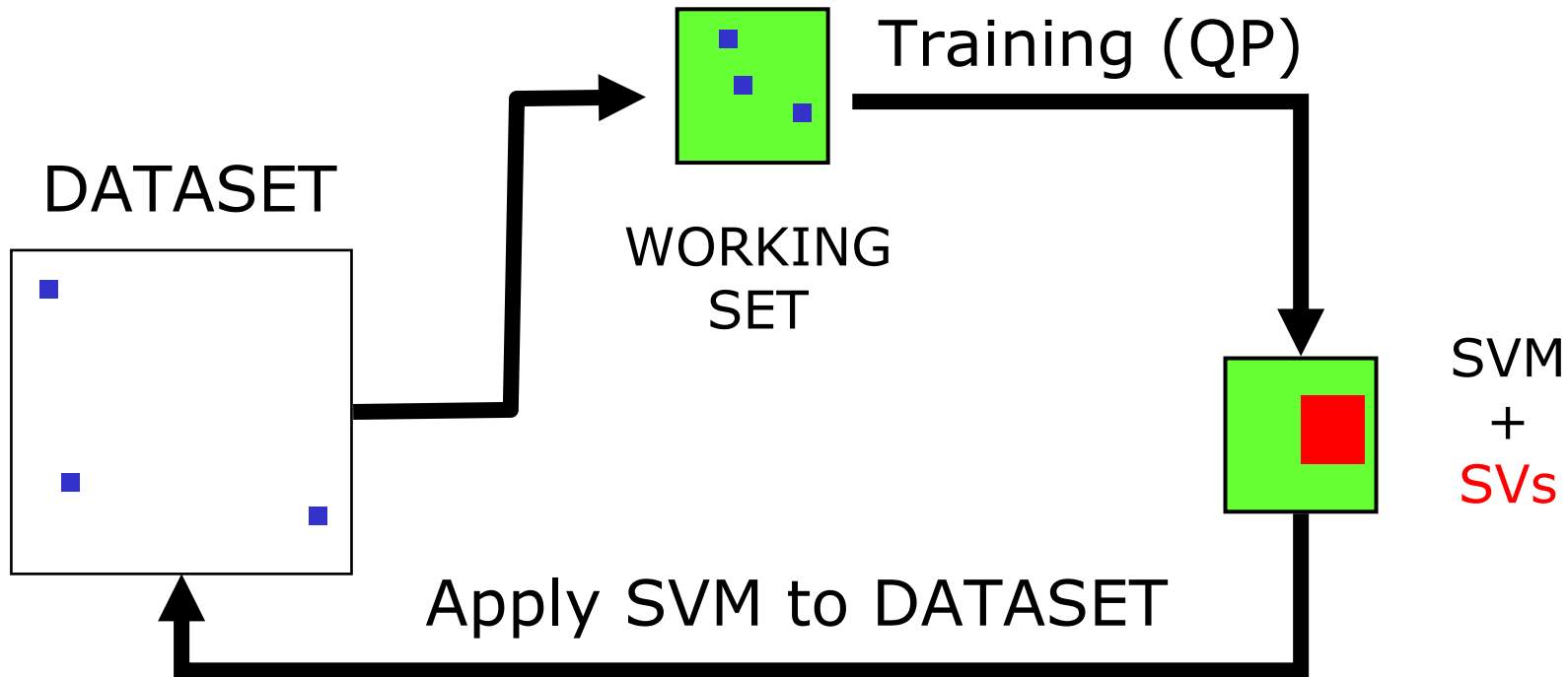
- ❑ Just solve the optimization problem to find a_i and b
- ❑ ... but it is very expensive: $O(n^3)$ where n is the size of training set
- ❑ Faster approaches:
 - ▶ Chunking
 - ▶ Osuna's methods
 - ▶ Sequential Minimal Optimization
- ❑ Online learning:
 - ▶ Chunking-based methods
 - ▶ Incremental methods

Chunking



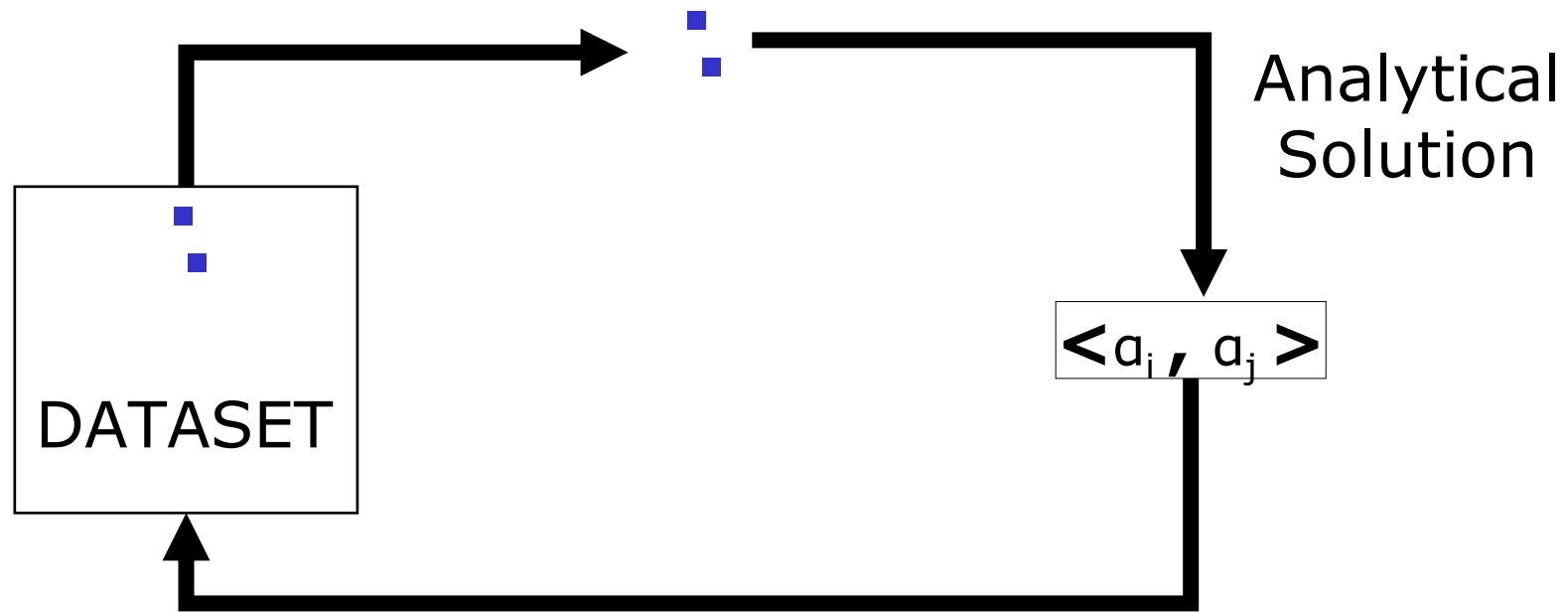
- ❑ Solves iteratively a sub-problem (working set)
- ❑ Build the working set with current SVs and the M samples with the bigger error (worst set)
- ❑ Size of the working set may increase!
- ❑ Converges to optimal solution!

Osuna's Method



- ❑ Solves iteratively a sub-problem (working set)
- ❑ Replace some samples in the working set with misclassified samples in data set
- ❑ Size of the working set is fixed!
- ❑ Converges to optimal solution!

Sequential Minimal Optimization



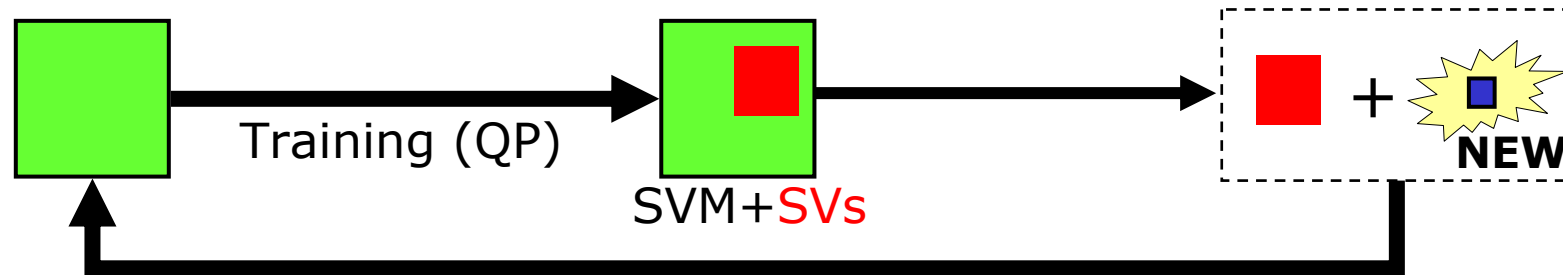
- ❑ Works iteratively only on two samples
- ❑ Size of the working set is minimal and multipliers are found analytically
- ❑ Converges to optimal solution!

Online Learning

- ❑ Batch Learning
 - ▶ All the samples known in advance
 - ▶ Training at once
- ❑ Online Learning
 - ▶ One sample at each time step
 - ▶ Adaptive Training
- ❑ Applications
 - ▶ Huge Dataset
 - ▶ Data streaming (e.g. satellite, financial markets)
- ❑ Approaches
 - ▶ Chunking-based
 - ▶ Incremental

Online Learning (2)

❑ Chunking-based methods



❑ Incremental methods

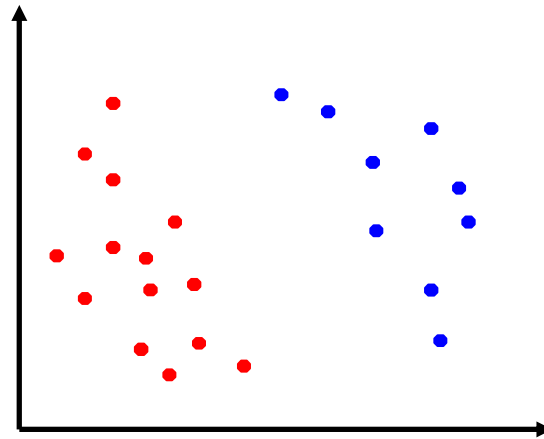
- ▶ Adapting online the Lagrangian multipliers on the arrival of new samples
- ▶ Recursive solution to the QP optimization problem

❑ Incremental methods are not widely used because they are too tricky and complex to implement

Multi-class SVM



□ So far we considered two-classes problems:



□ How does SVM deal with multi-class problems?

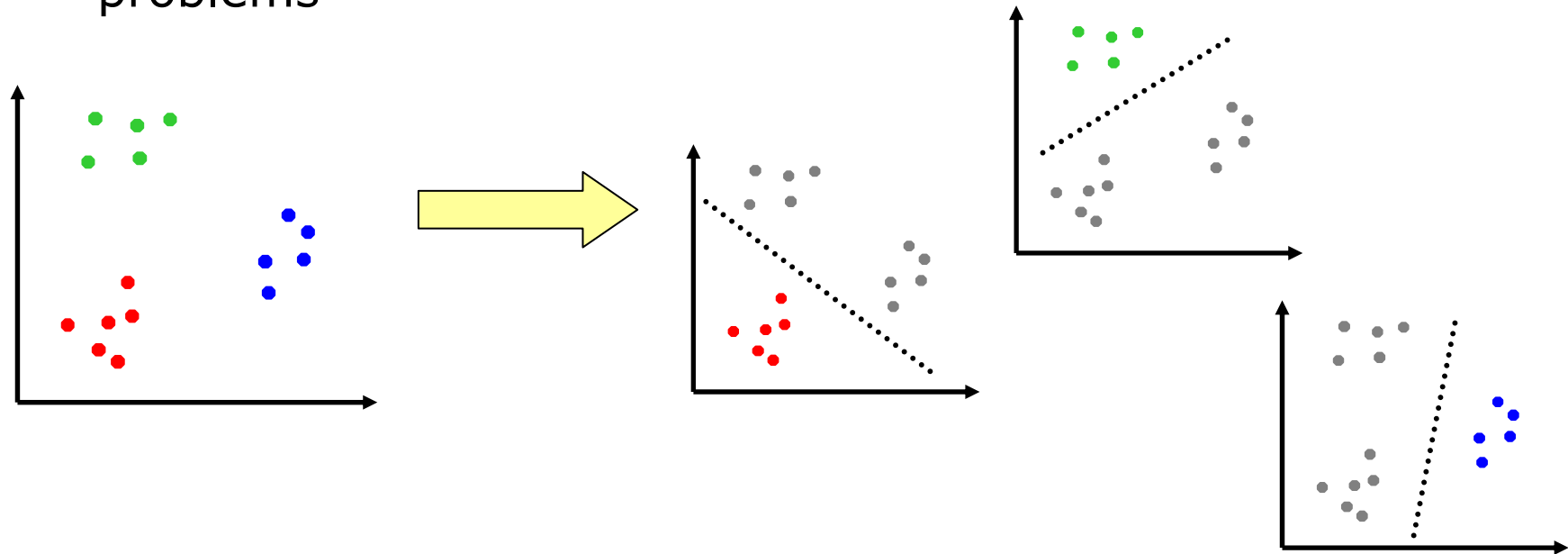


Multi-class SVM: the approaches

- ❑ Adapt the problem formulation to a multi-class problems
 - ▶ Complex
 - ▶ Poor performing
- ❑ Reduce a k-class problem to N of 2-class problems
 - ▶ Computationally expensive
 - ▶ Simple (based on usual SVMs)
 - ▶ Good performance
- ❑ The second solution is widely used and we focus on it

One-against-all

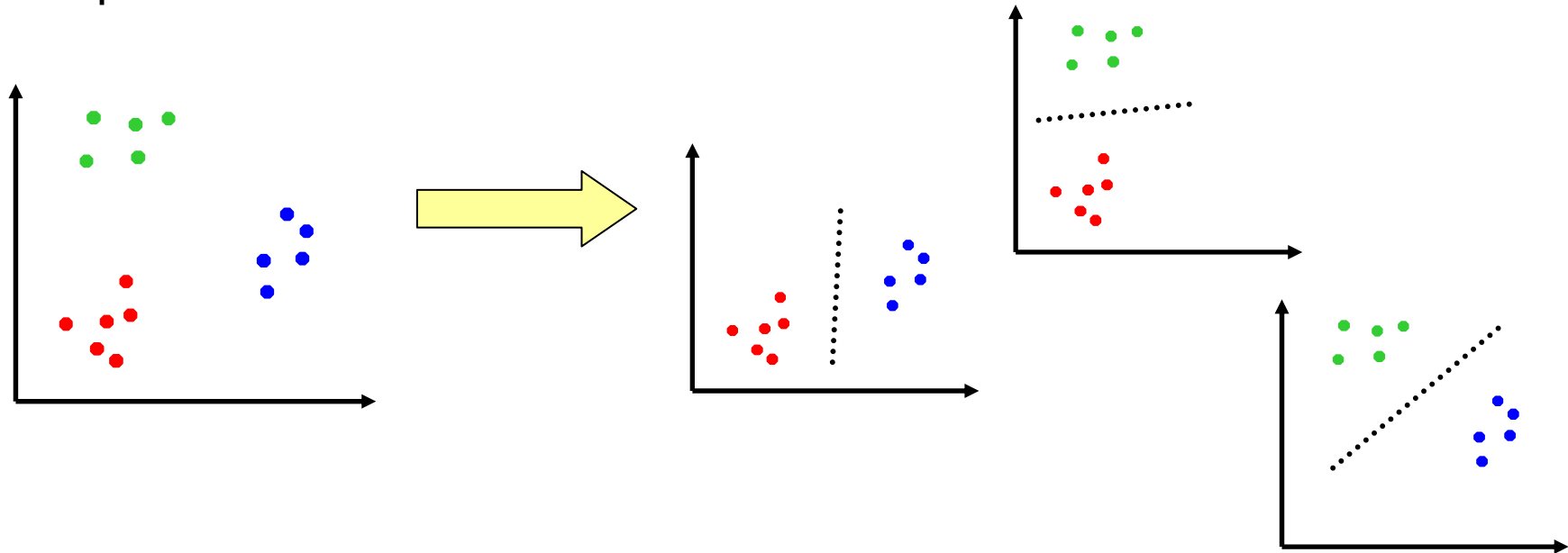
- A k -class problem is decomposed in k binary (2-class) problems



- Training is performed on the **entire dataset** and involves **k SVM classifiers**
- Test is performed choosing the class selected with the **highest margin** among the **k SVM classifiers**

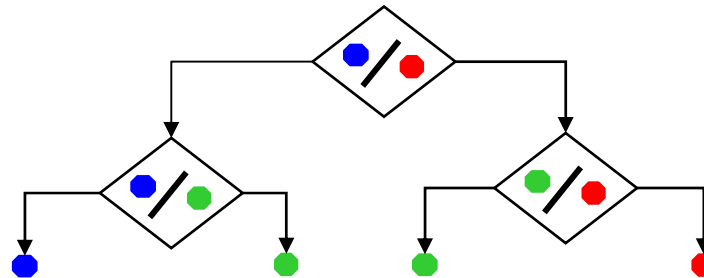
One-against-one

- A k -class problem is decomposed in $k(k-1)/2$ binary (2-class) problems



- The $k(k-1)/2$ **SVM classifiers** are trained on **subsets of the dataset**
- Test is performed by applying all the $k(k-1)/2$ classifiers to the new sample and the **most voted** label is chosen

- ❑ In DAGSVM, the k -class problem is decomposed in $k(k-1)/2$ binary (2-class) problems as in one-against-one
- ❑ Training is performed as in one-against-one
- ❑ But test is performed using a Direct Acyclic Graph to reduce the number of SVM classifiers to apply:

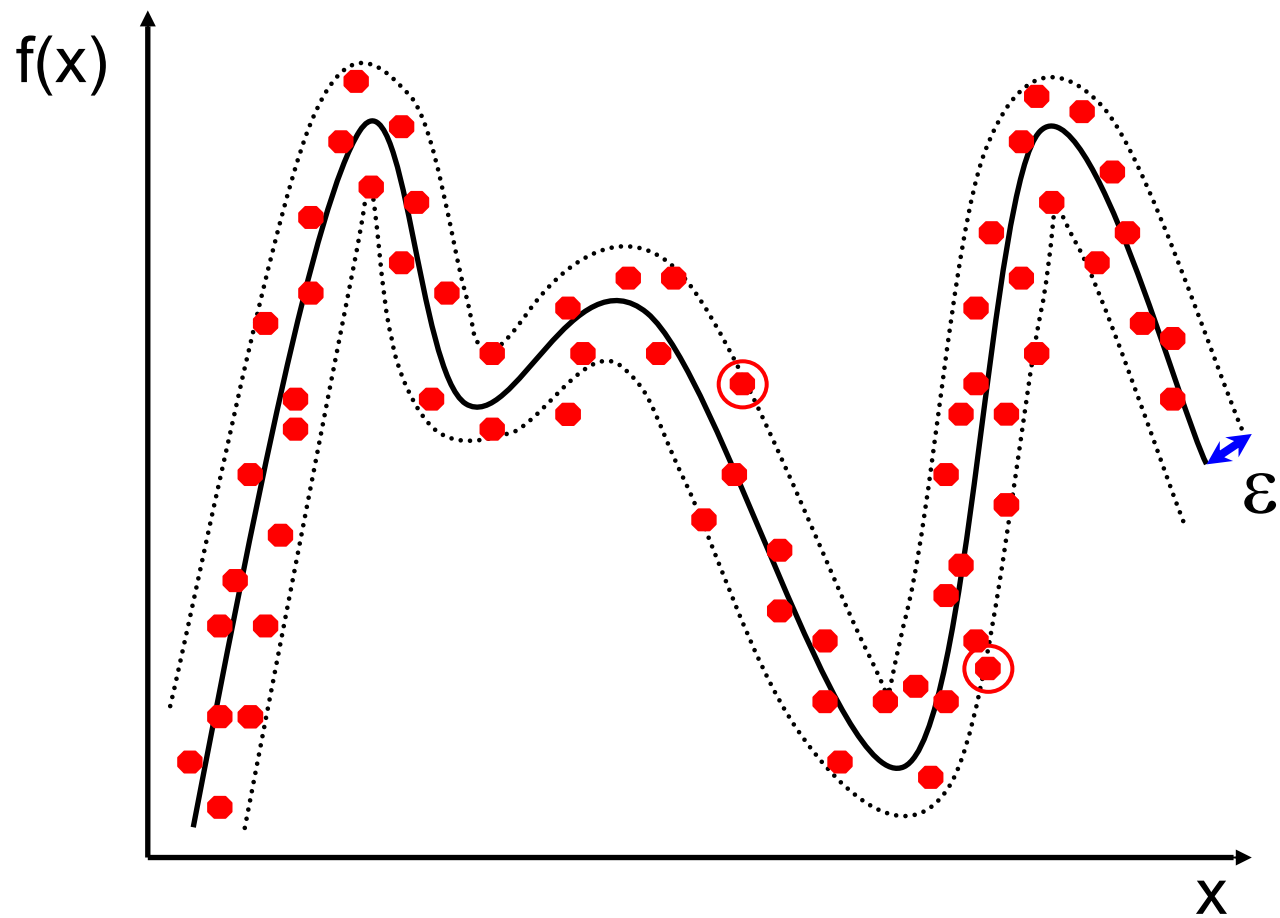


- ❑ The test process involves only **$k-1$** binary SVM classifiers instead of $k(k-1)/2$ as in one-against-one approach

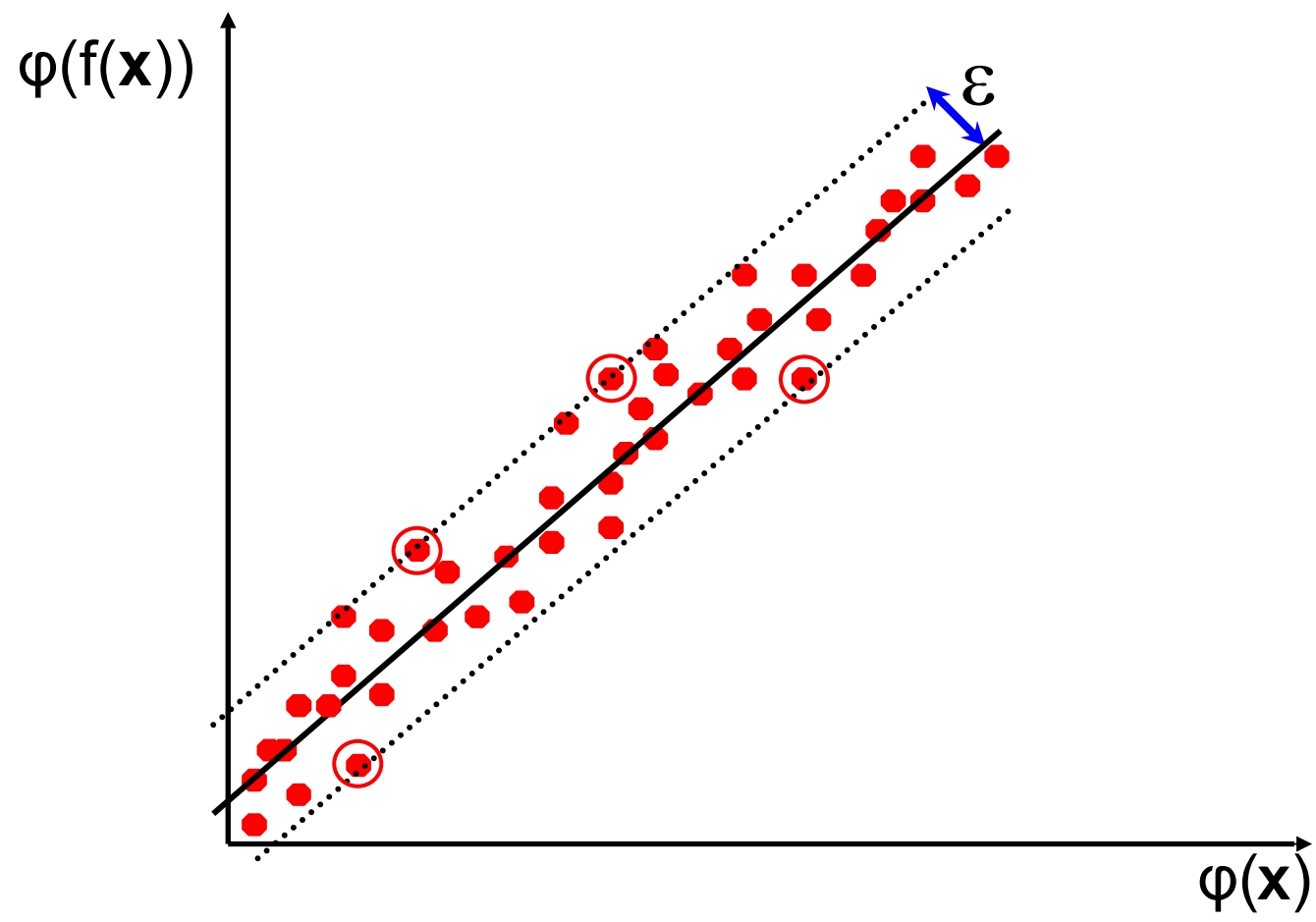
Multi-class SVM: summary

- ❑ One-against-all
 - ▶ **cheap** in terms of **memory** requirements
 - ▶ **expensive training** but **cheap test**
- ❑ One-against-one
 - ▶ **expensive** in terms of **memory** requirements
 - ▶ **expensive test** but **slightly cheap training**
- ❑ DAGSVM
 - ▶ **expensive** in terms of **memory** requirements
 - ▶ **slightly cheap training** and **cheap test**
- ❑ **One-against-one** is the **best performing** approach, due to the most effective decomposition
- ❑ **DAGSVM** is a **faster approximation** of one-against-one

Regression



Regression



Part 5: Applications

- Handwriting recognition
- Face detection
- Learning to Drive

Handwriting recognition

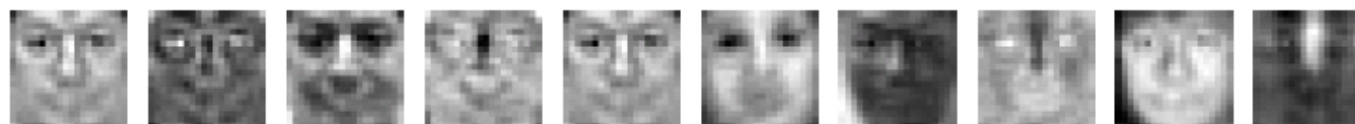


MNIST Benchmark

- 60000 training samples
- 10000 test samples
- 28x28 pixel

Classifier	Test Error
Linear Classifier	8.4%
3-nearest-neighbour	2.4%
SVM	1.4%
LeNet4	1.1%
Boosted LeNet4	0.7%
Translation Invariant SVM	0.56%

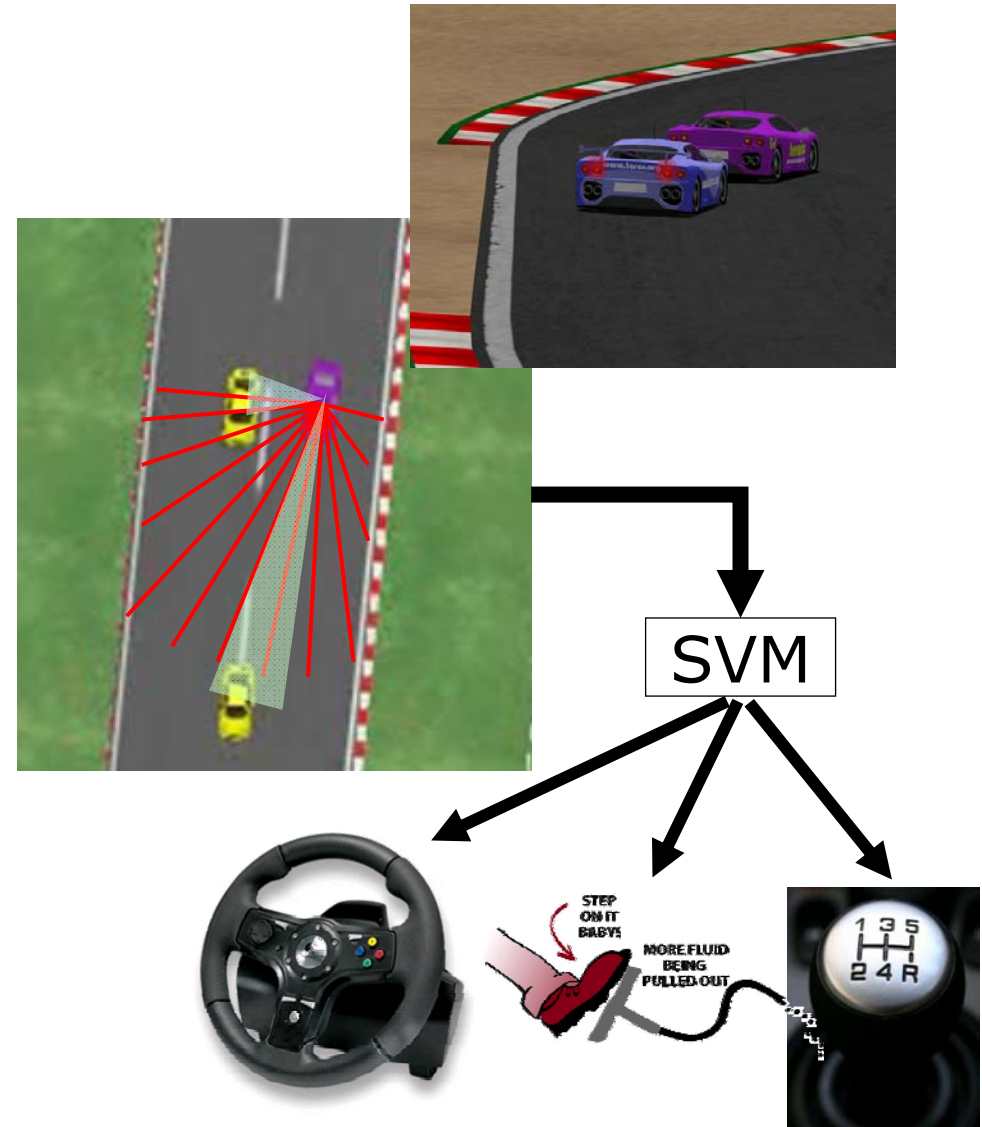
Face Detection



Templates

Learn to drive

- ❑ TORCS is an open source racing game
- ❑ Can a SVM learn to drive imitating a human driver?
- ❑ Player modeling has many interesting application in computer games:
 - ▶ human-like opponents
 - ▶ improve opponents prediction capabilities
 - ▶ automatic testing and design



Summary

- ❑ SVM search for an optimal **separating hyperplane**
- ❑ With **kernel trick**, SVM extend to **non-linear problems**
- ❑ SVM have a **strong theoretical background**
- ❑ SVM are **very expensive** to train
- ❑ SVM can be extended to
 - ▶ Multi-class problems
 - ▶ Regression problems
- ❑ SVM have been successfully applied to many problems

- ❑ Pointers
 - ▶ <http://www.kernel-machines.org/>
 - ▶ <http://videolectures.net/>
 - ▶ LIBSVM (<http://www.csie.ntu.edu.tw/~cjlin/libsvm/>)