2/14/2023 Support vector machines (SVM) Competitor to Logistic Rogression - Asso doing binary classification - Arso learn linear decision boundary + Often poind with bornes the efficiency reasons [Intuition] Consider lineary separate data + + + + \$ points OF TO F + + are "Support Not that godd UK many points are case to the line vectors" Better bic even the Closof points are somewhat four away Idea of SUM: Cheose decision boundary where even closest point is far from boundary Far away points duit affect decision boundary | (IF you more one, doesn't charge whether case points are close to boundary) Sonly support vectors (close points to boundary) Influence the boundary Kernel SVM We also define score = $\sum_{i=1}^{n} \alpha_i k(x, x)$ for input x i=1a: for non-support vectors will be O therefore, evaluating kernel SUM takes time proportional to #support vectors < Number of training examples

Fact With no kernel, SVM is colving the minimization problem. $\begin{bmatrix} 2 \end{bmatrix}_{+} = "positive point" of 2 = 2 if z>0 \\ if z \le 0 \\ if z \le 0 \end{bmatrix}$ $\mathcal{L}(\omega) = \left(\sum_{i=1}^{n} \left[1 - y^{(i)} \omega^{T} x^{(i)}\right]_{+}\right) + \frac{\lambda \|\omega\|^{2}}{12}$ [1- mongins]+ is called "hinge Loss" Compare with Lagistic Regression ploss on 2 example SVM hinge loss = [l-margin]+ Logistic Regression: -logs (margin) margin