

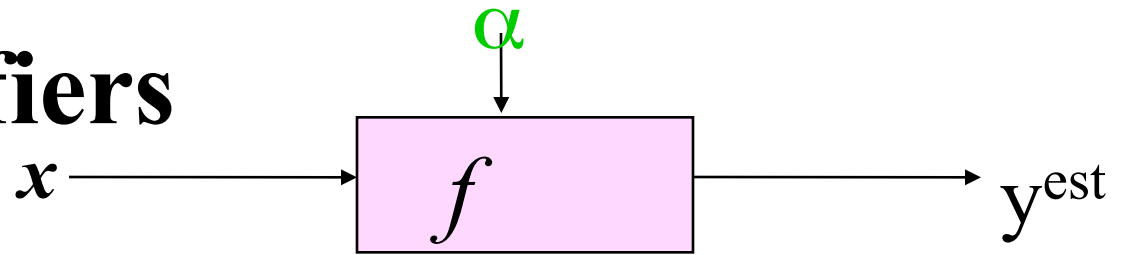
# Support Vector Machines

Some slides were borrowed from Andrew Moore's PowerPoint slides on SVMs. Andrew's PowerPoint repository is here: <http://www.cs.cmu.edu/~awm/tutorials>. Comments and corrections gratefully received.

# Why SVM?

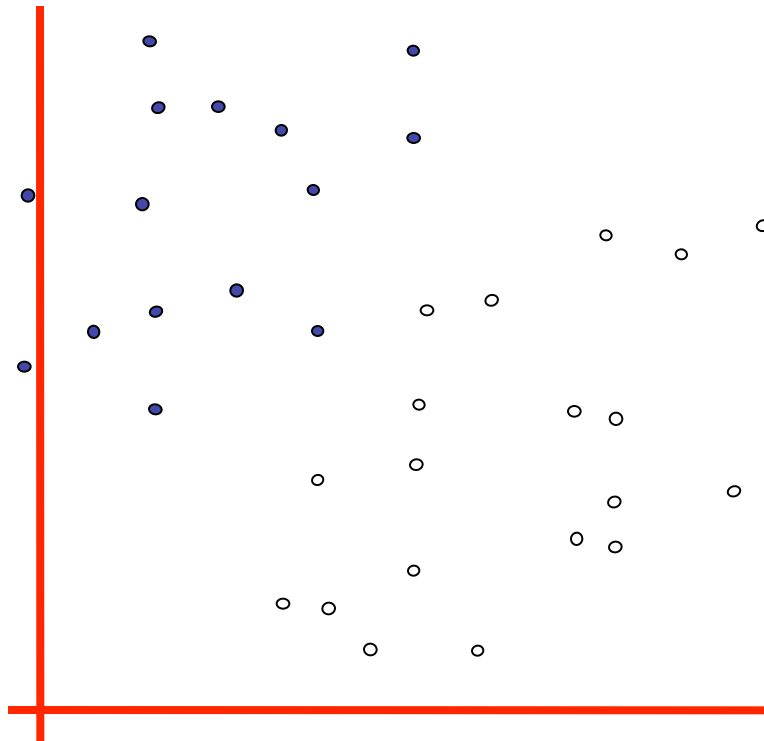
- Very popular machine learning technique
  - Became popular in the late 90s (Vapnik 1995; 1998)
  - Invented in the late 70s (Vapnik, 1979)
- Controls complexity and overfitting issues, so it works well on a wide range of practical problems
- Because of this, it can handle high dimensional vector spaces, which makes feature selection less critical
- Very fast and memory efficient implementations, e..g. `svm_light`
- It's not always the best solution, especially for problems with small vector spaces

# Linear Classifiers



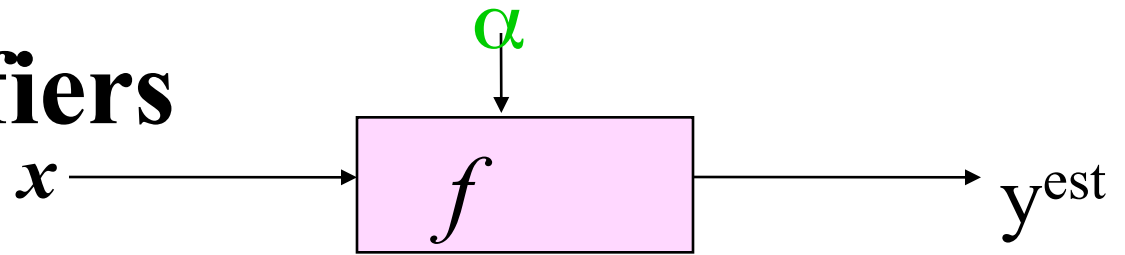
$$f(\mathbf{x}, \mathbf{w}, b) = \text{sign}(\mathbf{w} \cdot \mathbf{x} - b)$$

- denotes +1
- denotes -1

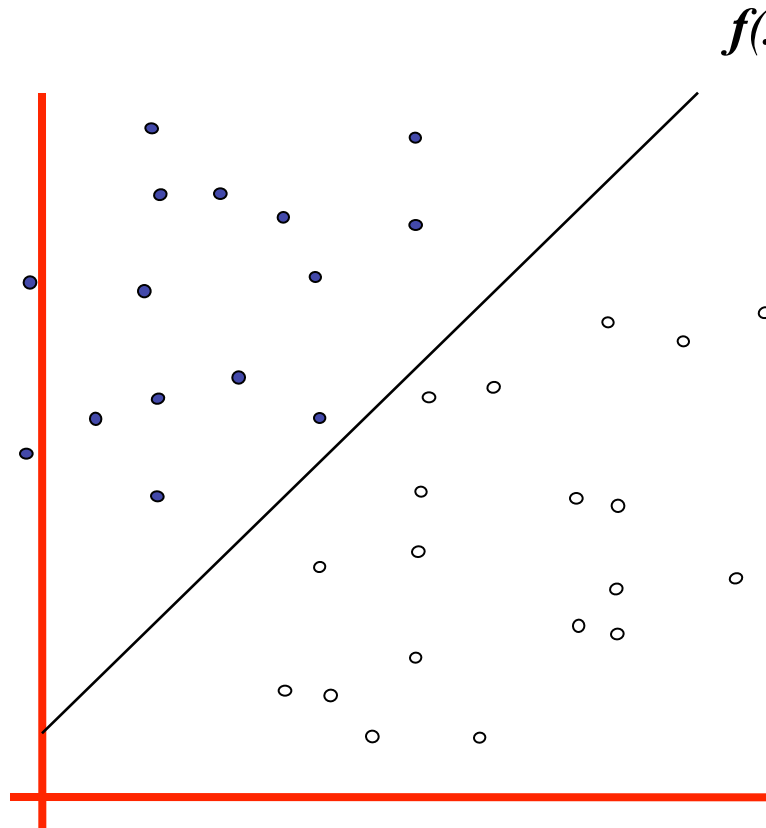


How would you classify this data?

# Linear Classifiers

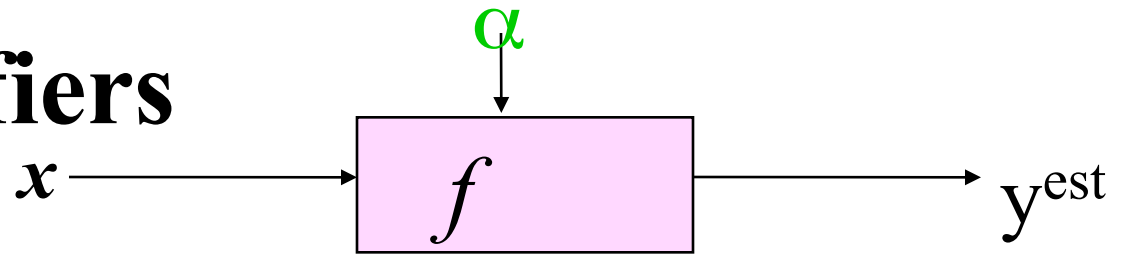


- denotes +1
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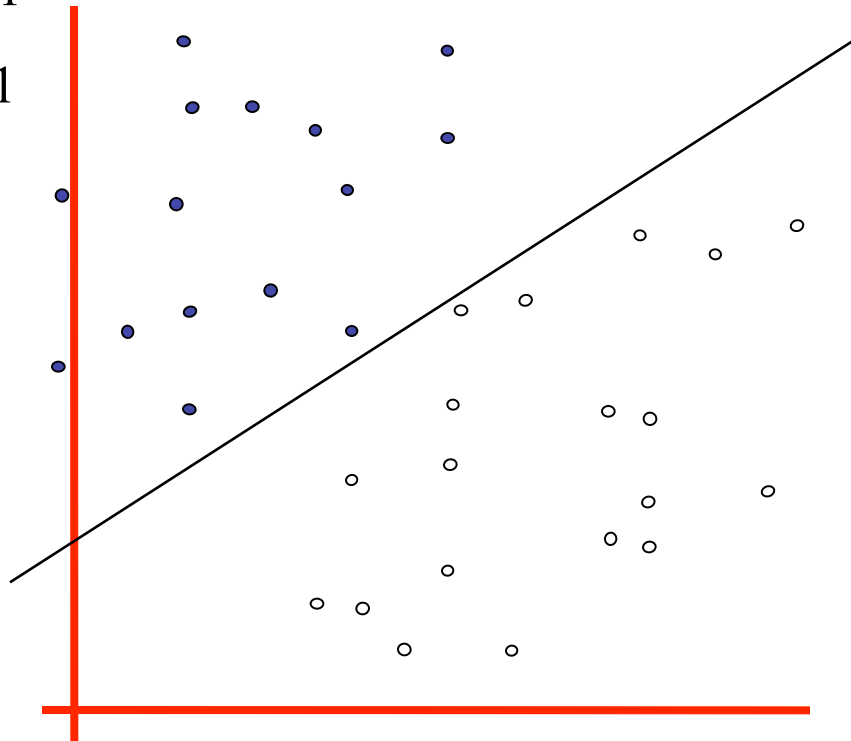
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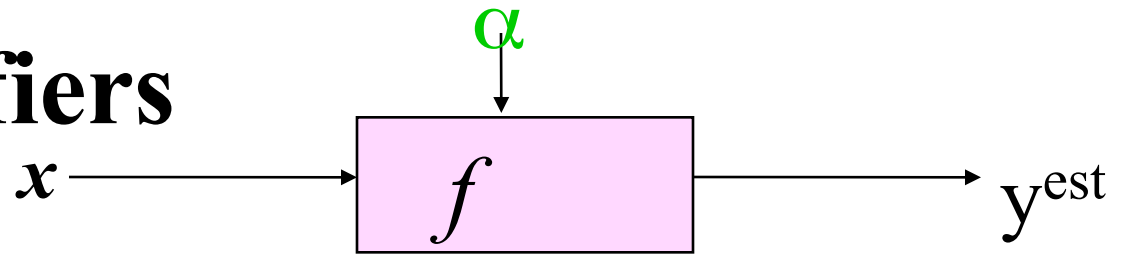
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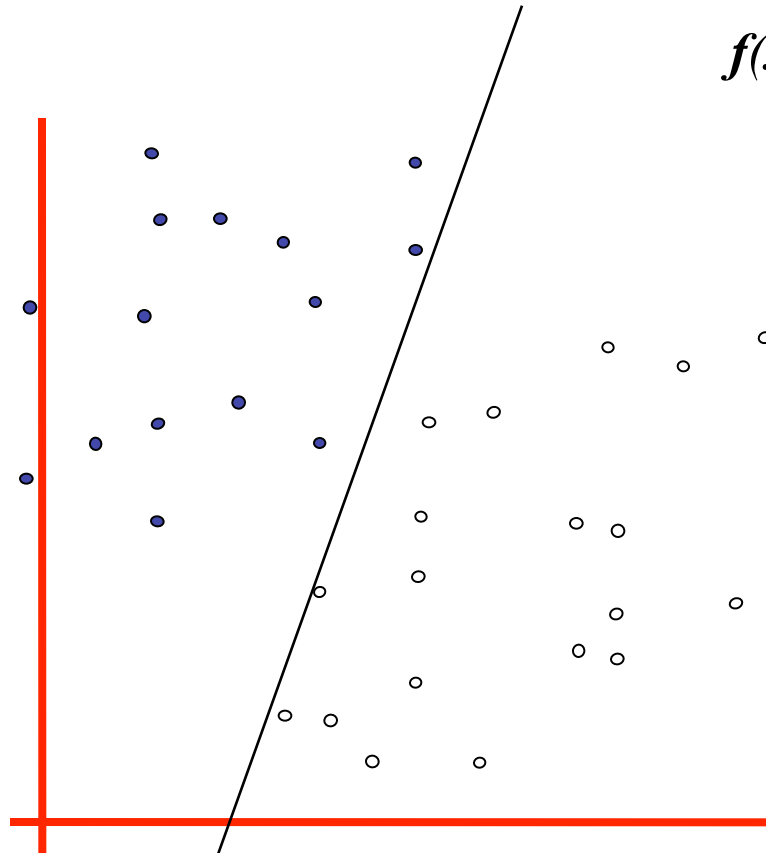


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# Linear Classifiers



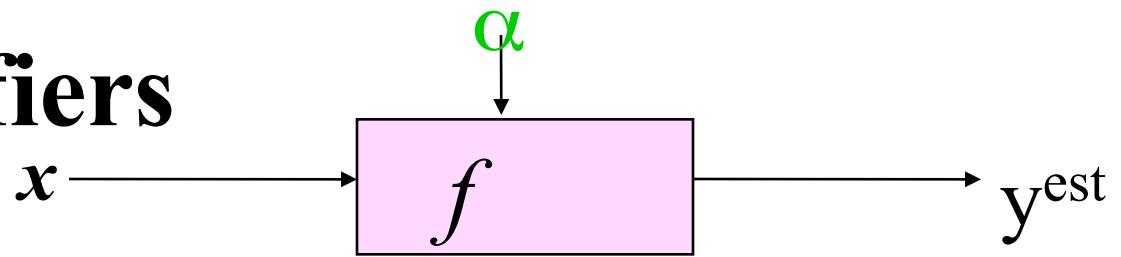
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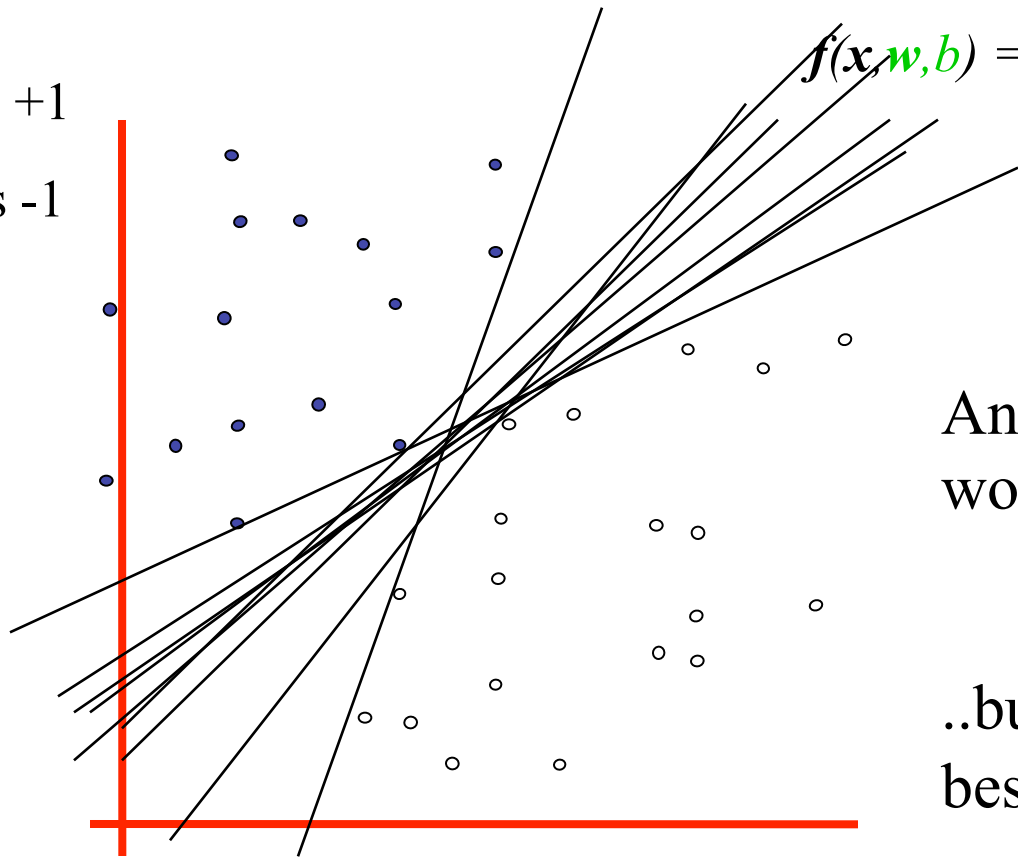
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# Linear Classifiers



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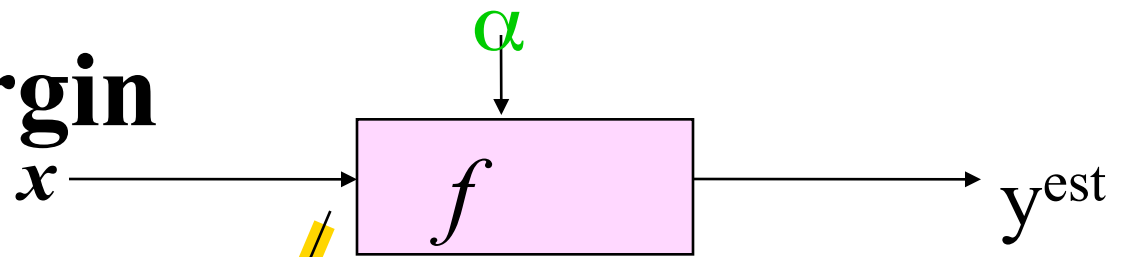


$$f(\mathbf{x}, \mathbf{w}, b) = \text{sign}(\mathbf{w} \cdot \mathbf{x} - b)$$

Any of these  
would be fine..

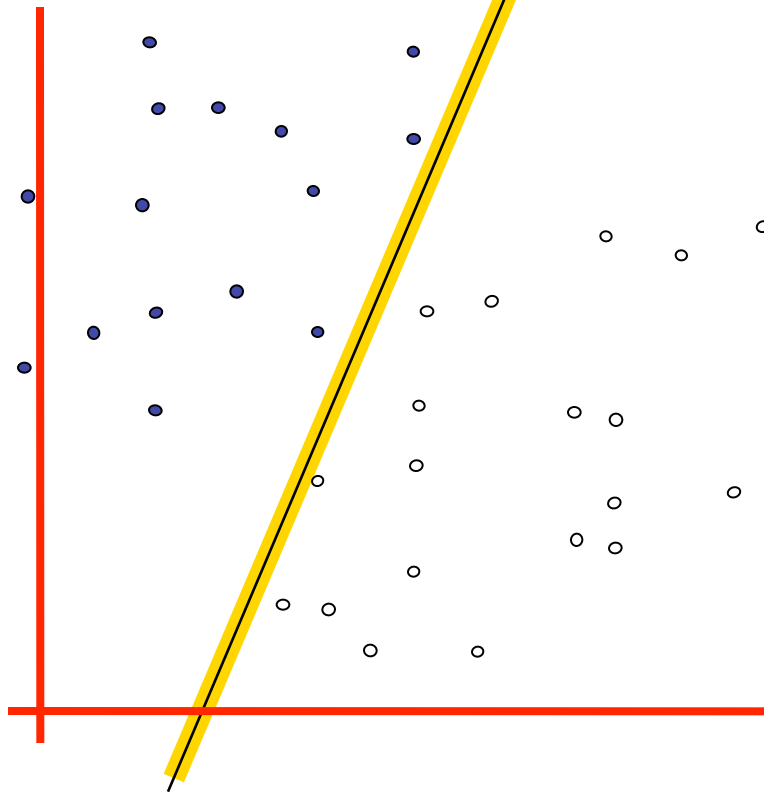
..but which is  
best?

# Classifier Margin



$$f(\mathbf{x}, \mathbf{w}, b) = \text{sign}(\mathbf{w} \cdot \mathbf{x} - b)$$

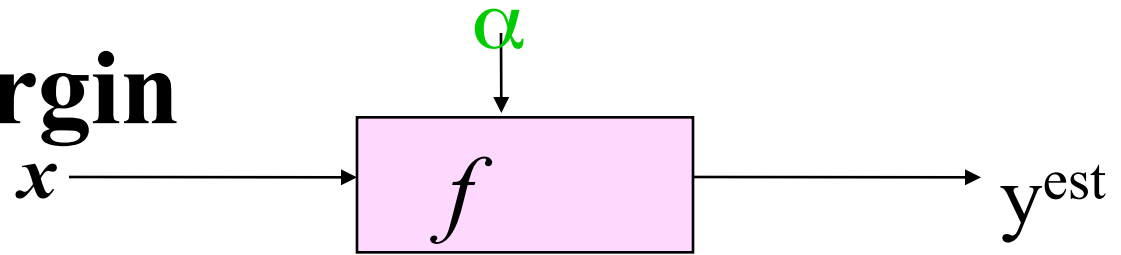
- denotes +1
- denotes -1



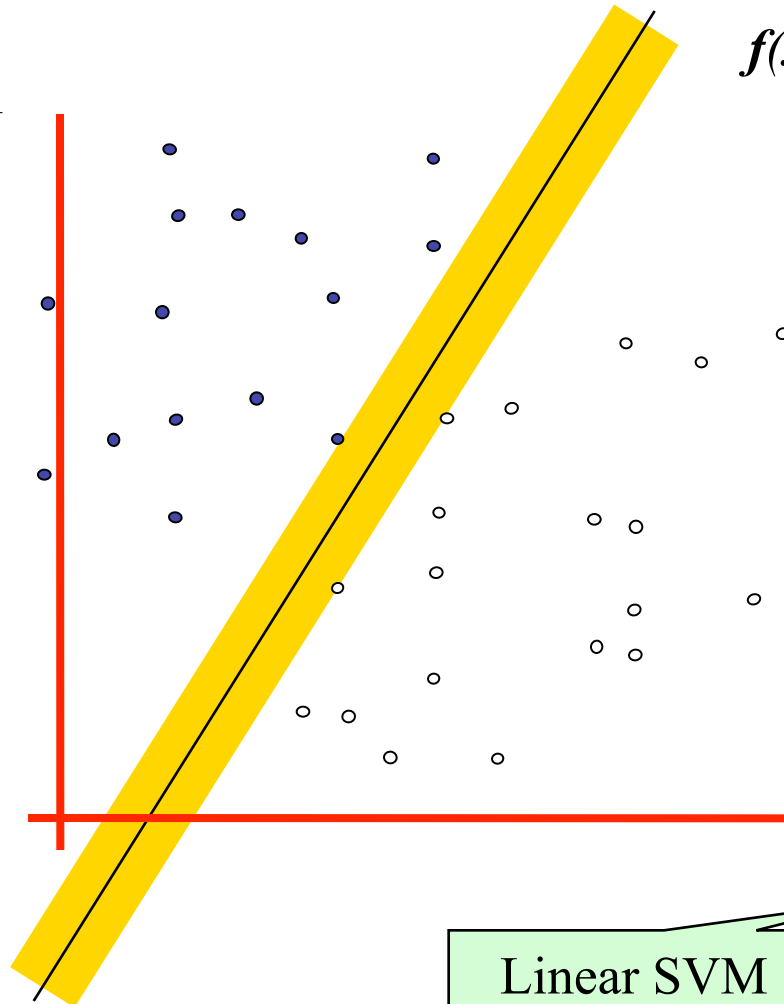
Define the **margin** of a linear classifier as the width that the boundary could be increased by before hitting a datapoint.



# Maximum Margin



- denotes +1
- denotes -1



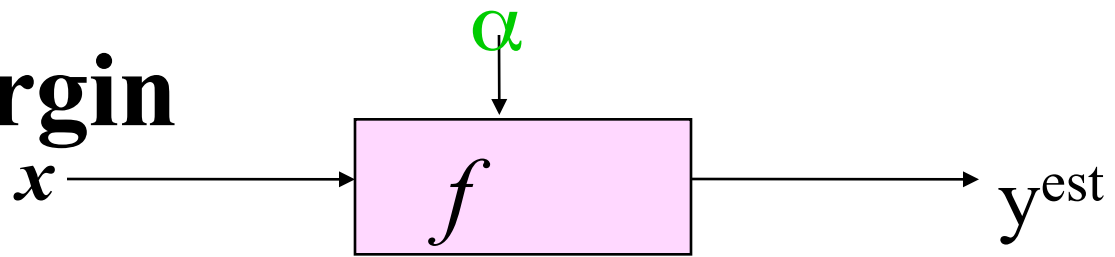
$$f(\mathbf{x}, \mathbf{w}, b) = \text{sign}(\mathbf{w} \cdot \mathbf{x} - b)$$

The **maximum margin linear classifier** is the linear classifier with the, um, maximum margin

This is the simplest kind of SVM  
(Called an LSVM)

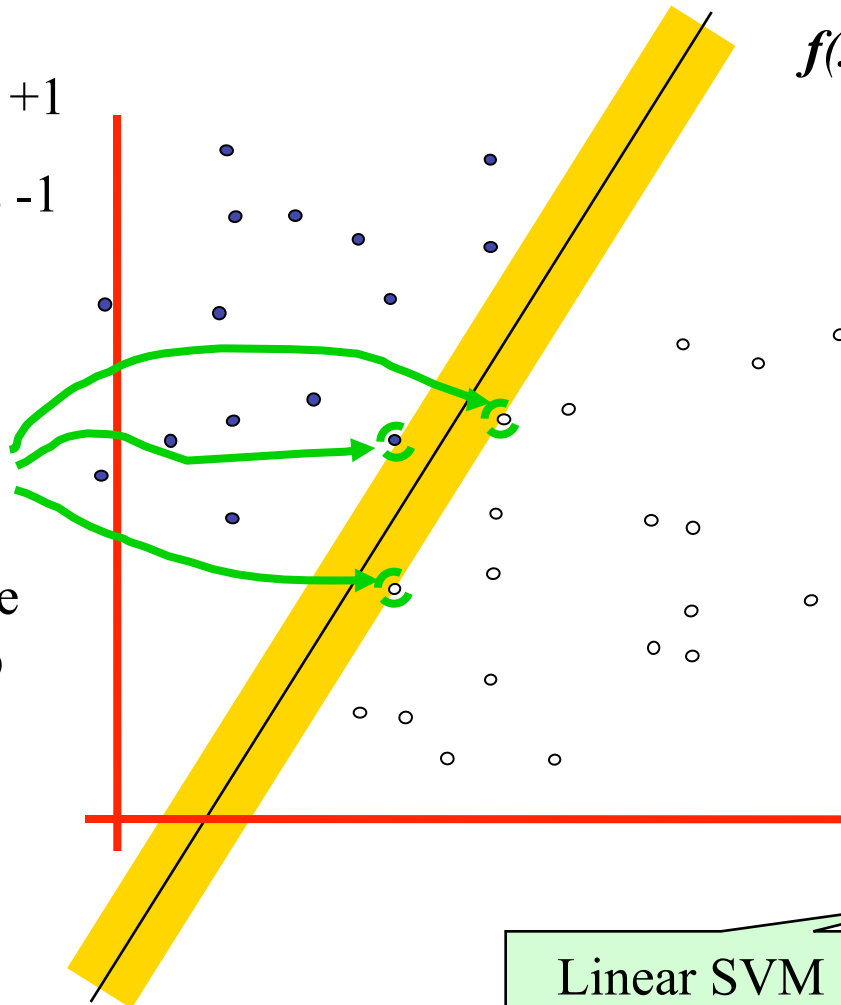
Linear SVM

# Maximum Margin



- denotes +1
- denotes -1

Support Vectors  
are those  
datapoints that the  
margin pushes up  
against



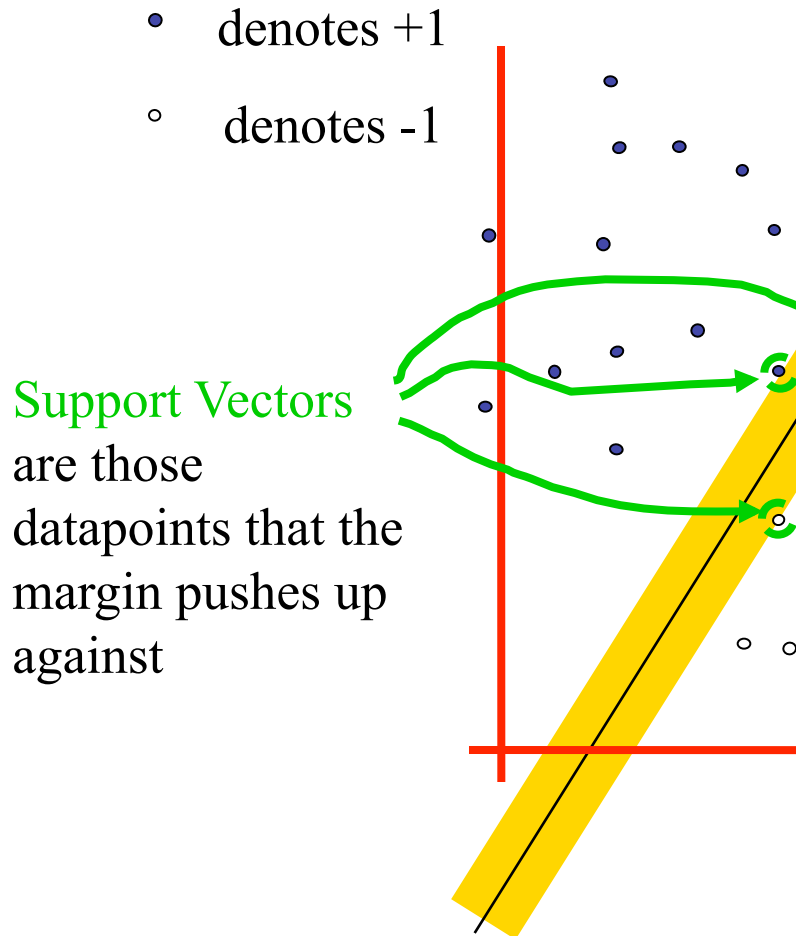
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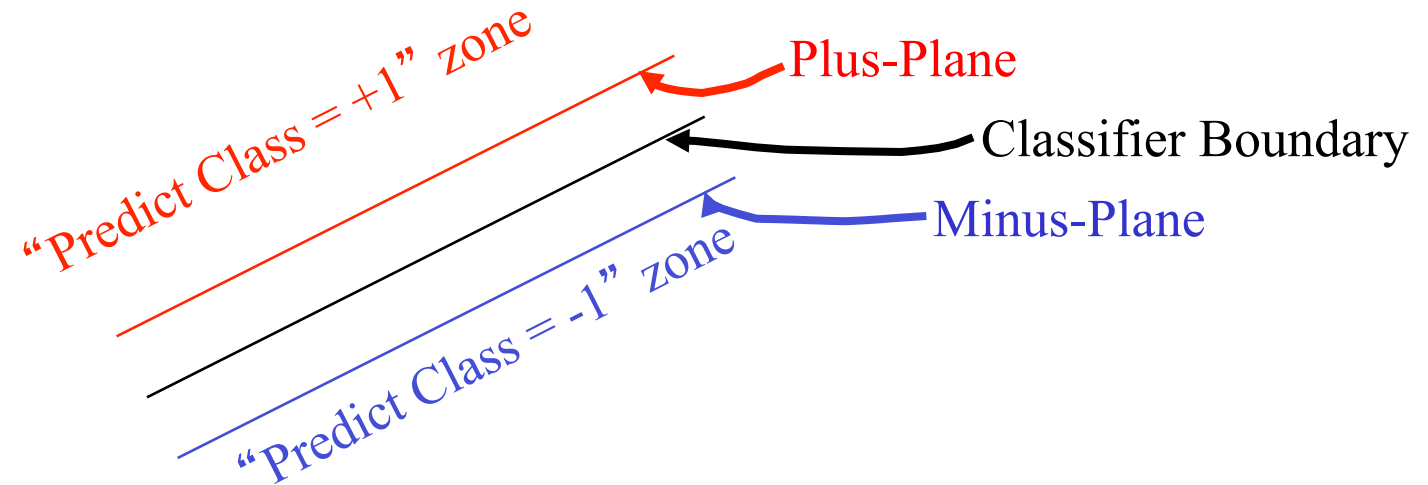
Linear SVM

# Why Maximum Margin?



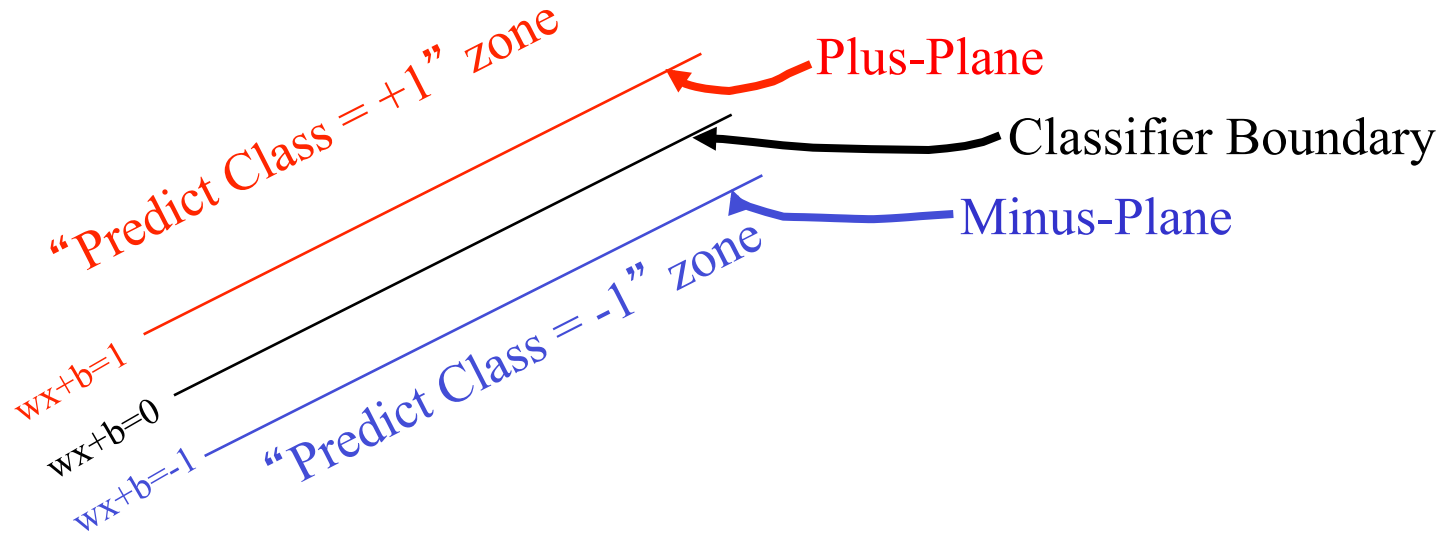
1. Intuitively this feels safest
2. If we've made a small error in the location of the boundary (it's been jolted in its perpendicular direction) this gives us least chance of causing a misclassification
3. LOOCV is easy since the model is immune to removal of any non-support-vector datapoints
4. There's some theory (using VC dimension) that is related to (but not the same as) the proposition that this is a good thing
5. Empirically it works very very well

# Specifying a line and margin



- How do we represent this mathematically?
- ...in  $m$  input dimensions?

# Specifying a line and margin



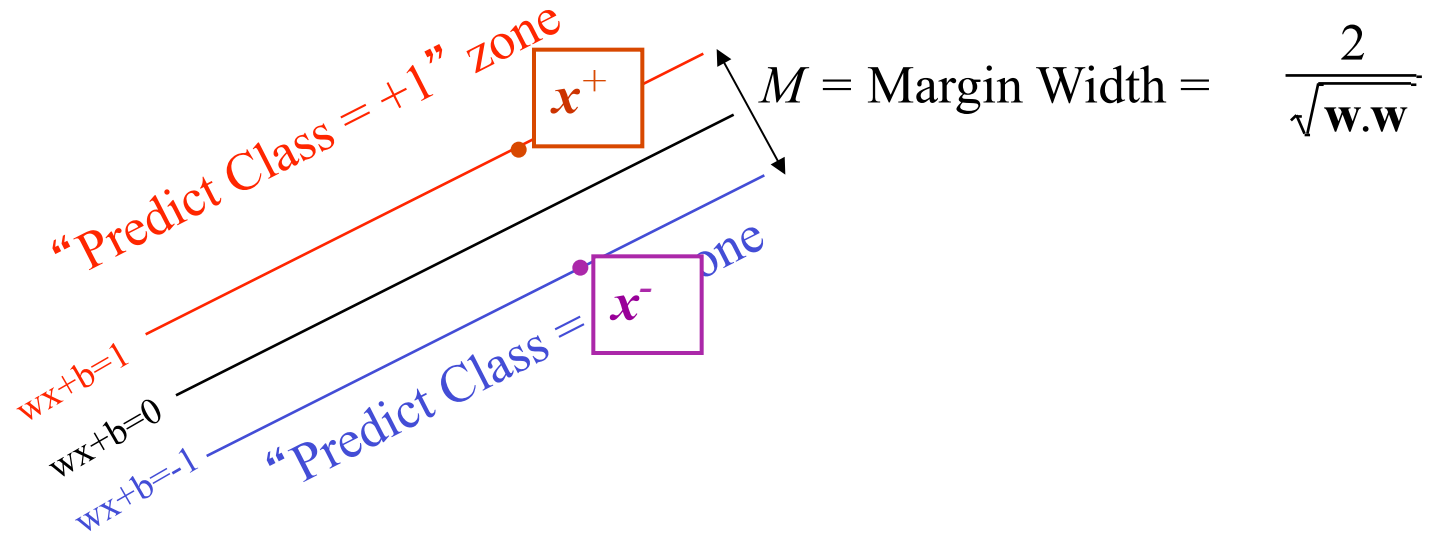
- Plus-plane =  $\{ \mathbf{x} : \mathbf{w} \cdot \mathbf{x} + b = +1 \}$
- Minus-plane =  $\{ \mathbf{x} : \mathbf{w} \cdot \mathbf{x} + b = -1 \}$

Classify as.. **+1** if  **$\mathbf{w} \cdot \mathbf{x} + b \geq 1$**

**-1** if  **$\mathbf{w} \cdot \mathbf{x} + b \leq -1$**

Universe if  **$-1 < \mathbf{w} \cdot \mathbf{x} + b < 1$**   
explodes

# Learning the Maximum Margin Classifier

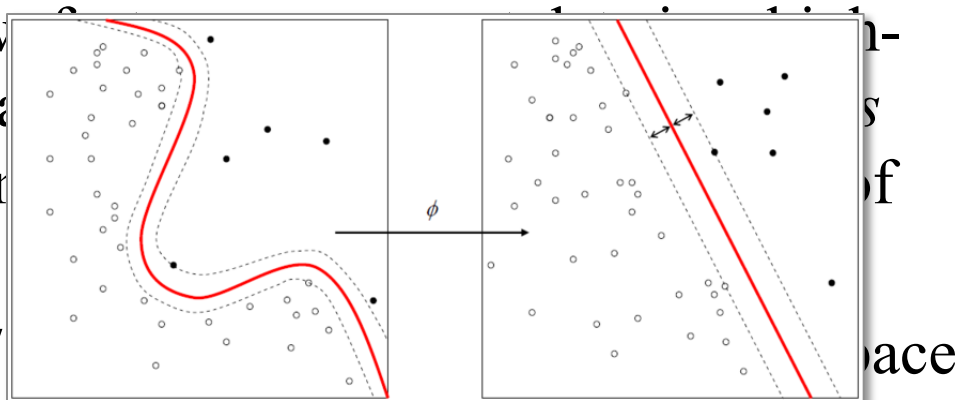


- Given a guess of  $w$  and  $b$  we can
  - Compute whether all data points in the correct half-planes
  - Compute the width of the margin
- Write a program to search the space of  $w$ s and  $b$ s to find widest margin matching all the datapoints.
- *How?* -- Gradient descent? Simulated Annealing? Matrix Inversion? EM? Newton's Method?

# Learning SVMs

- Trick #1: Just find the points that would be closest to the optimal separating plane (“support vectors”) and work directly from those instances
- Trick #2: Represent as a **quadratic optimization problem**, and use quadratic programming techniques
- Trick #3 (“kernel trick”):

- Instead of using the raw  $n$ -dimensional feature space, use *kernel functions* (e.g., polynomial) to map the base features
- Find separating plane /
- Voila: A nonlinear classifier!



# SVM Performance

- Can handle very large features spaces (e.g., 100K features)
- Relatively fast
- Anecdotally they work very very well indeed
- Example: They are currently the best-known classifier on a well-studied hand-written-character recognition benchmark
- Another Example: Andrew knows several reliable people doing practical real-world work who claim that SVMs have saved them when their other favorite classifiers did poorly

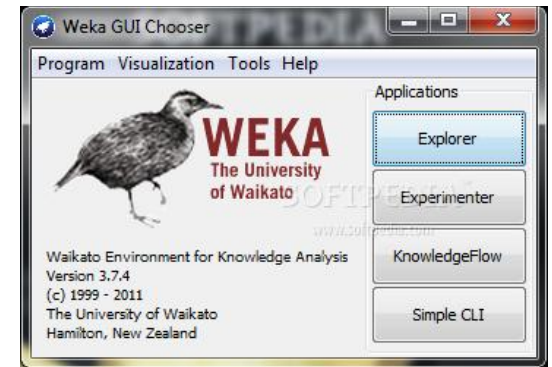


# Binary vs. multi classification

- SVMs can only do binary classification
- There are two approaches to multi classification
  - One-vs-all: can turn an n-way classification into n binary classification tasks
    - E.g., for the zoo problem, do mammal vs. not-mammal, fish vs. not-fish, ...
    - Pick the one that results in the highest score
  - $N*(N-1)/2$  One-vs-one classifiers that vote on results
    - Mammal vs. fish, mammal vs. reptile, etc...

# Weka

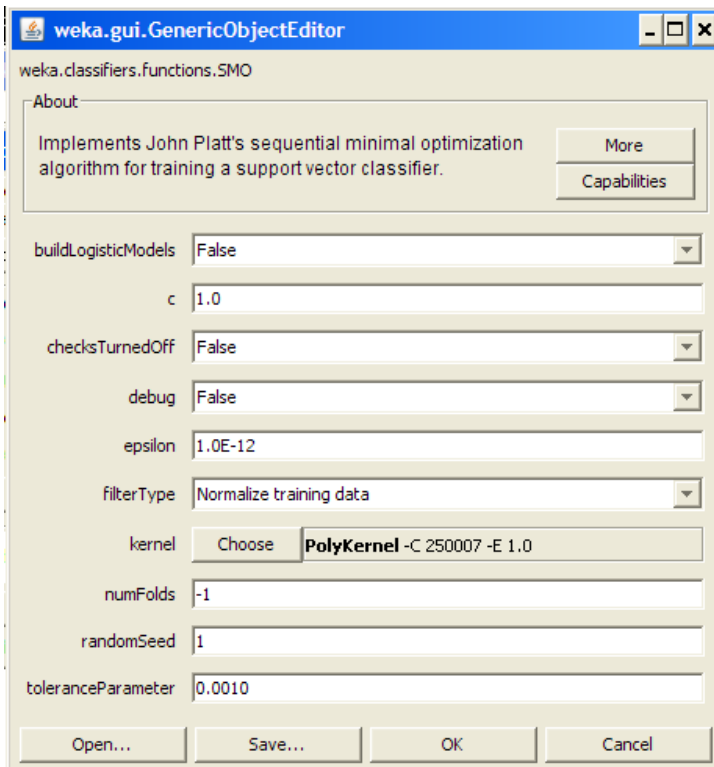
- Weka is a Java-based machine learning tool
- <http://www.cs.waikato.ac.nz/ml/weka/>
- Implements numerous classifiers and other ML algorithms
- Uses a common data representation format, making comparisons easy
- 3 modes of operation: GUI, Command Line, Java API



# .arff data format

```
% 1. Title: Iris Plants Database %  
@RELATION iris  
  
@ATTRIBUTE sepallength NUMERIC  
@ATTRIBUTE sepalwidth NUMERIC  
@ATTRIBUTE petallength NUMERIC  
@ATTRIBUTE petalwidth NUMERIC  
@ATTRIBUTE class {Iris-setosa,Iris-versicolor, Iris-  
virginica}  
  
@DATA  
5.1,3.5,1.4,0.2,Iris-setosa  
4.9,3.0,1.4,0.2,Iris-setosa  
4.7,3.2,1.3,0.2,Iris-setosa  
...
```

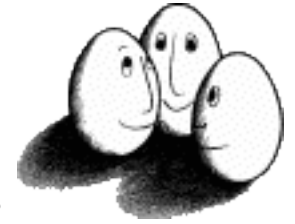
# Using SVM in Weka



- SMO is the implementation of SVM used in Weka
- Note that all nominal attributes are converted into sets of binary attributes
- You can choose either the RBF kernel or the polynomial kernel
- In either case, you have the linear versus non-linear options

# **Weka demo**

# Weka vs. svm\_light vs. ...



- Weka is good for experimenting with different ML algorithms
- Other, more specific tools are much more efficient and scalable
- For SVMs, for example, many use svm\_light
- <http://svmlight.joachims.org/>
- Works well for 10K+ features, 100K+ training vectors
- Uses a sparse vector representation
  - Good for many features (e.g., text)

# Feature Engineering for Text Classification

- Typical features: words and/or phrases along with term frequency or (better) TF-IDF scores
- $\Delta$ TFIDF amplifies the training set signals by using the ratio of the IDF for the negative and positive collections
- Results in a significant boost in accuracy



**Text:** The quick brown fox jumped over the lazy white dog.

**Features:** the 2, quick 1, brown 1, fox 1, jumped 1, over 1, lazy 1, white 1, dog 1, the quick 1, quick brown 1, brown fox 1, fox jumped 1, jumped over 1, over the 1, lazy white 1, white dog 1

# $\Delta$ TFIDF BoW Feature Set

- Value of feature  $t$  in document  $d$  is  $C_{t,d} * \log_2 \left( \frac{N_t}{P_t} \right)$
- Where
  - $C_{t,d}$  = count of term  $t$  in document  $d$
  - $N_t$  = number of negative labeled training docs with term  $t$
  - $P_t$  = number of positive labeled training docs with term  $t$
- Normalize to avoid bias towards longer documents
- Gives greater weight to rare (significant) words
- Downplays very common words
- Similar to Unigram + Bigram BoW in other aspects



# Example: $\Delta$ TFIDF vs TFIDF vs TF



15 features with highest values for a review of *City of Angels*

$\Delta$ tfidf

, city  
cage is  
mediocrity  
criticized  
exhilarating  
well worth  
out well  
should know  
really enjoyed  
maggie ,  
it's nice  
is beautifully  
wonderfully  
of angels  
Underneath the

tfidf

angels  
angels is  
, city  
of angels  
maggie ,  
city of  
maggie  
angel who  
movie goes  
cage is  
seth ,  
goers  
angels ,  
us with  
city

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# Improvement over TFIDF (Uni- + Bi-grams)

- **Movie Reviews:** 88.1% Accuracy vs. 84.65% at 95% Confidence Interval
- **Subjectivity Detection** (Opinionated or not): 91.26% vs. 89.4% at 99.9% Confidence Interval
- **Congressional Support for Bill** (Voted for/ Against): 72.47% vs. 66.84% at 99.9% Confidence Interval
- **Enron Email Spam Detection:** (Spam or not): 98.917% vs. 96.6168 at 99.995% Confidence Interval
- All tests used 10 fold cross validation
- At least as good as mincuts + subjectivity detectors on movie reviews (87.2%)