

Part 1. Theory

A. Linear Classifier Margin (20 POINTS)

Given n orthogonal vectors of the form $(0, \dots, 0, 1, 0, \dots, 0)$, show that for any labelling $\{+1, -1\}$ of the vectors, there always exists a linear classification rule with margin at least $\frac{1}{\sqrt{n}}$.

Consider $\vec{w} = \sum_{j=1}^n y_j * \vec{x}_j$ and $b = 0$. This hyperplane classifies correctly as:

$$\begin{aligned} \forall i \quad y_i * (\vec{w} * \vec{x}_i + b) &= \\ y_i * \sum_{j=1}^n y_j * \vec{x}_j * \vec{x}_i &= \\ y_i * y_i &= 1 \end{aligned}$$

Also $\vec{w}$ is a vector with at most n ones in it and therefore $\|\vec{w}\| \leq \sqrt{n}$ and so the margin for $\vec{w}$ is at least $\frac{1}{\sqrt{n}}$.

B. SVM Hard-Margin Classification (20 POINTS)

Show that one can replace the "1" on the right hand side of the constraint in hard-margin SVMs (repeated below) with any positive number $\gamma > 0$ without changing the hyperplane that is computed.

$$\begin{aligned} \min_{\vec{w}, b} \quad & \frac{1}{2} \|\vec{w}\|^2 \\ \text{subject to} \quad & y_i(\vec{x}_i \cdot \vec{w} + b) \geq 1 \quad \forall i \in 1..n, \end{aligned}$$

Let $\vec{w}_1, b_1$ and $\vec{w}_\gamma, b_\gamma$ be the solutions to the problems with 1 and γ respectively on the right hand side. If we substitute $\frac{\vec{w}'}{\gamma}, \frac{b'}{\gamma}$ for $\vec{w}, b$ we get:

$$\begin{aligned} \min_{\frac{\vec{w}'}{\gamma}, \frac{b'}{\gamma}} \quad & \frac{1}{2} \|\vec{w}'\|^2 \\ \text{subject to} \quad & y_i(\vec{x}_i \cdot \vec{w}' + b') \geq \gamma \quad \forall i \in 1..n, \end{aligned}$$

as the $\frac{1}{\gamma^2}$ in the minimization is just a positive constant. But this is the minimization that we get when we have γ on the right hand side instead of 1. So we get that $\frac{\vec{w}_1}{\gamma} = \vec{w}_\gamma$ and $\frac{b_1}{\gamma} = b_\gamma$. Now these two values of $\vec{w}$ and b define the same plane as

$$\begin{aligned} \vec{w}_1 * \vec{x} + b_1 &= 0 \iff \\ \frac{\vec{w}_1}{\gamma} * \vec{x} + \frac{b_1}{\gamma} &= 0 \iff \\ \vec{w}_\gamma * \vec{x} + b_\gamma &= 0 \end{aligned}$$

C. SVM Soft-Margin Classification (20 POINTS)

Imagine you want to train the following soft-margin SVM, where the slack variables enter the objective function squared.

$$\begin{aligned} \min_{\vec{w}, b, \xi} \quad & \frac{1}{2} \|\vec{w}\|^2 + C \sum_{i=1}^n \xi_i^2 \\ \text{subject to} \quad & y_i(\vec{x}_i \cdot \vec{w} + b) \geq 1 - \xi_i \quad \forall i \in 1..n \end{aligned}$$

However, you do not have quadratic programming software that can solve this optimization problem. All you have is a program that can solve hard-margin problems of the form.

$$\begin{aligned} \min_{\vec{w}, b} \quad & \frac{1}{2} \|\vec{w}\|^2 \\ \text{subject to} \quad & y_i(\vec{x}_i \cdot \vec{w} + b) \geq 1 \quad \forall i \in 1..n, \end{aligned}$$

Show how you can transform the soft-margin problem into an equivalent problem that can be trained with the hard-margin software. Hint: Extend the feature vectors $\vec{x}_i$ by adding features in the appropriate way.

Let $\vec{x}'_i = (\vec{x}_i - \frac{y_i}{\sqrt{2C}} * \vec{e}_i)$ where $\vec{e}_i$ is i^{th} row of the $n \times n$ identity matrix. Let $\vec{w}'$ and b' be the results of solving the hard-margin problem with these vectors. Now if we set $\vec{w}_i = \vec{w}'_i \ \forall i \in 1..n$ and $\xi_i = \frac{1}{\sqrt{2C}} * \vec{w}'_{n+i} \ \forall i \in 1..n$ then we can see that from the solution to the hard margin problem we have the guarantee that $\vec{w}'$ minimizes $\frac{1}{2} ||\vec{w}[1..2n]||^2$ and this is equivalent to saying that $\vec{w}, \vec{\xi}$ minimizes $\frac{1}{2} ||\vec{w}[1..n]||^2 + C \sum_{i=1}^n \xi_i^2$ subject to

$$\begin{aligned} y_i(\vec{x}'_i \cdot \vec{w}' + b) &\geq 1 \ \forall i \in 1..n \iff \\ y_i((\vec{x}_i - \frac{y_i}{\sqrt{2C}} * \vec{e}_i) \cdot (\vec{w} - \sqrt{2C} * \vec{\xi}) + b) &\geq 1 \ \forall i \in 1..n \iff \\ y_i(\vec{x}_i \cdot \vec{w}_i + y_i * \xi_i + b) &\geq 1 \ \forall i \in 1..n \iff \\ y_i(\vec{x}_i \cdot \vec{w}_i + b) &\geq 1 - \xi_i \ \forall i \in 1..n \end{aligned}$$

which is exactly what we want.