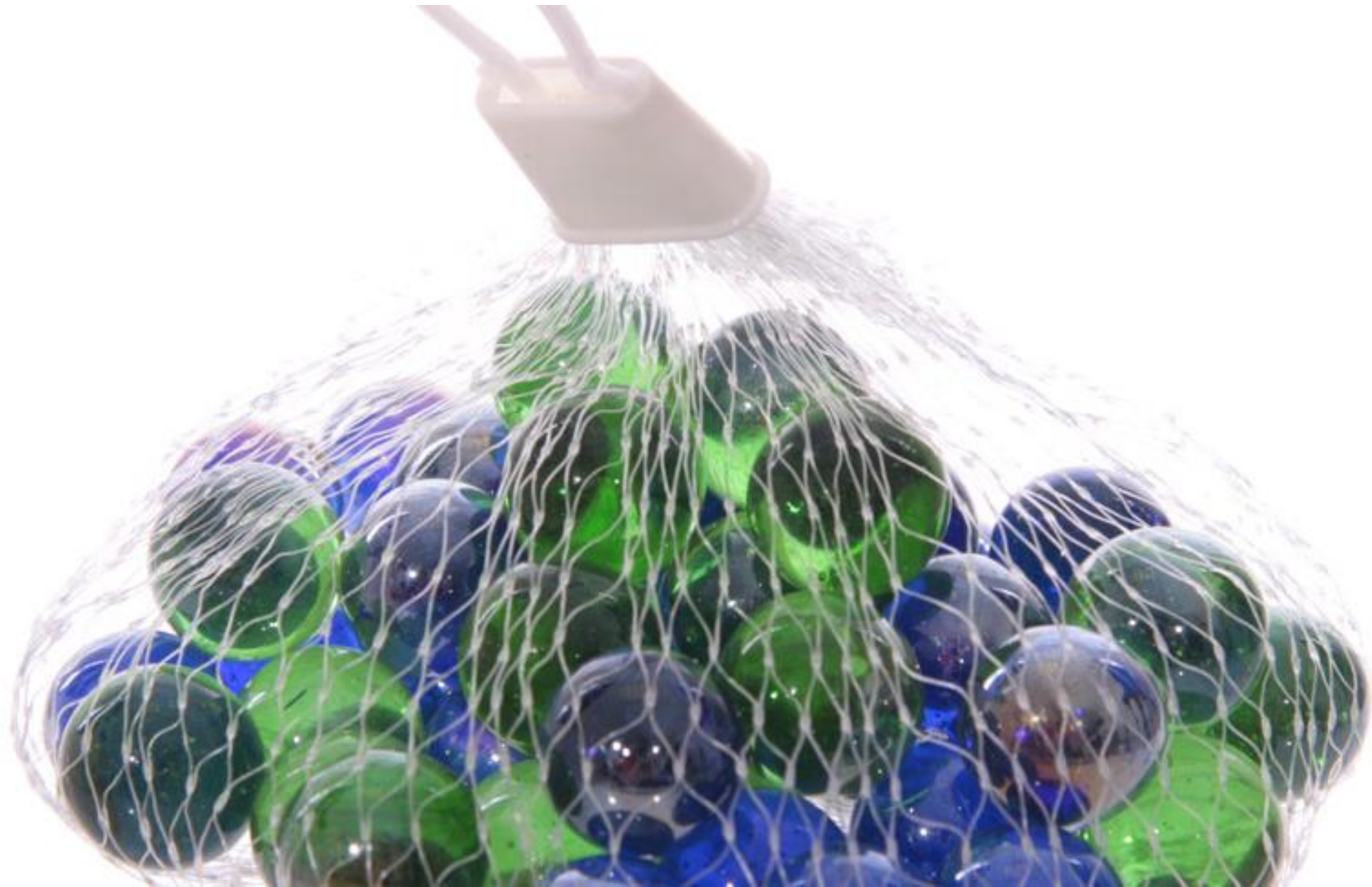


# Image classification

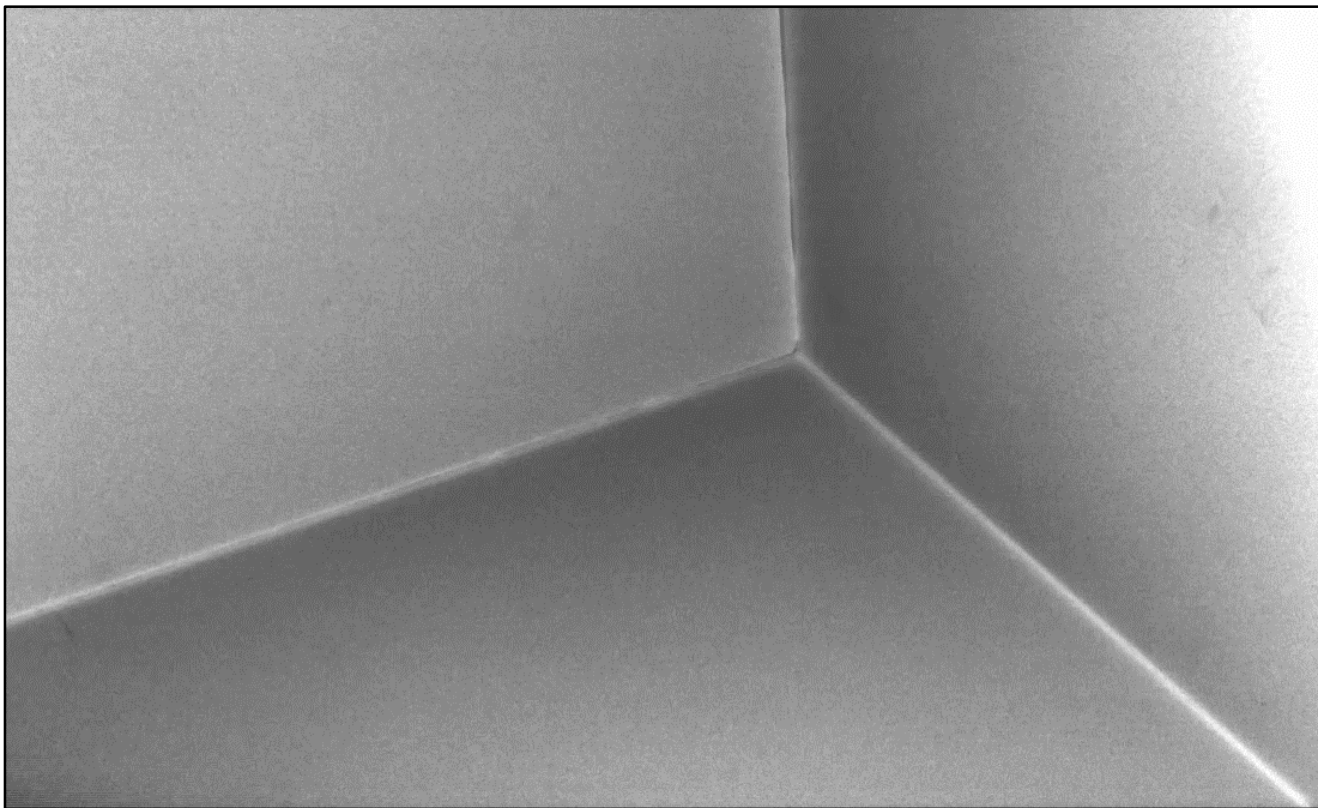
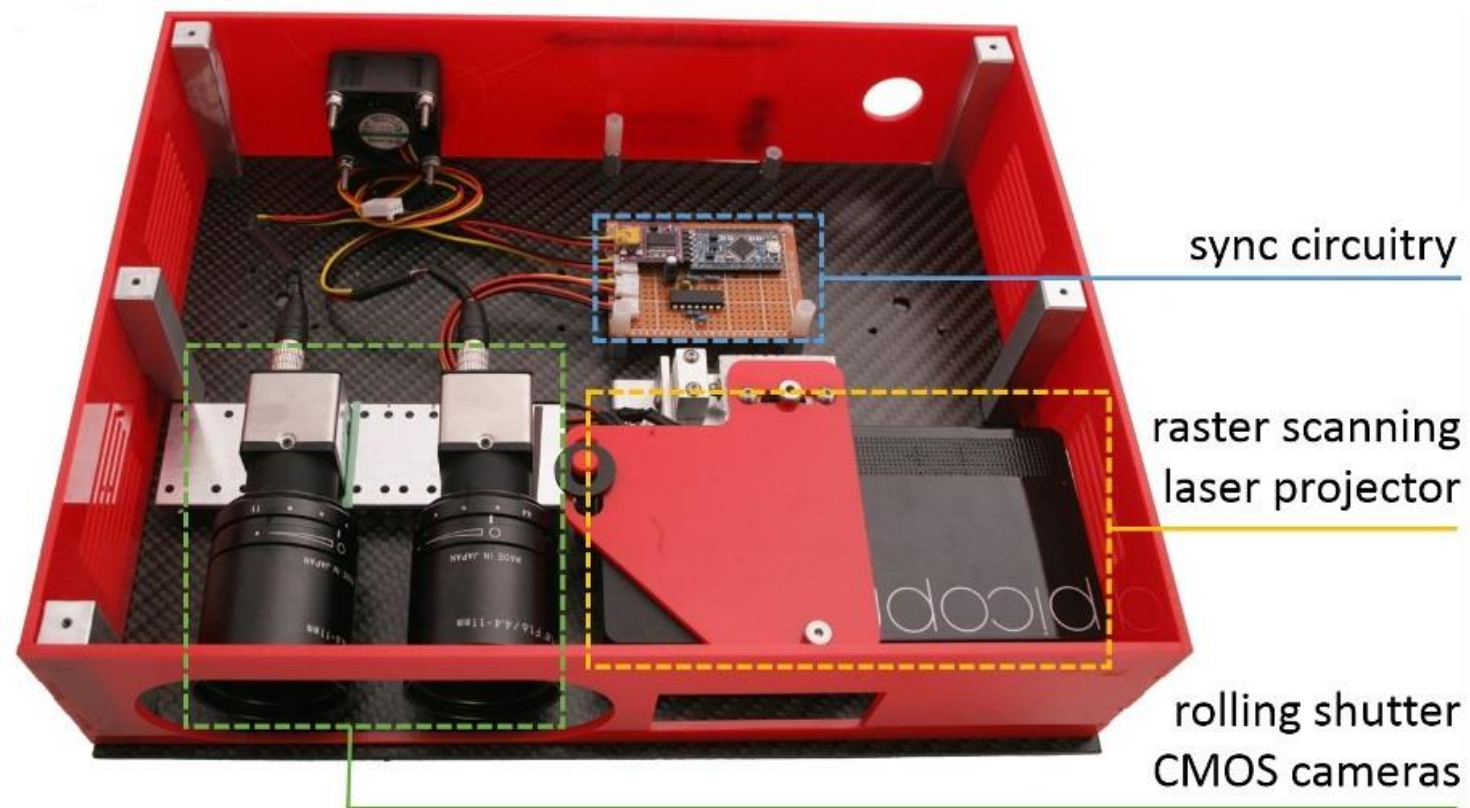


# Course announcements

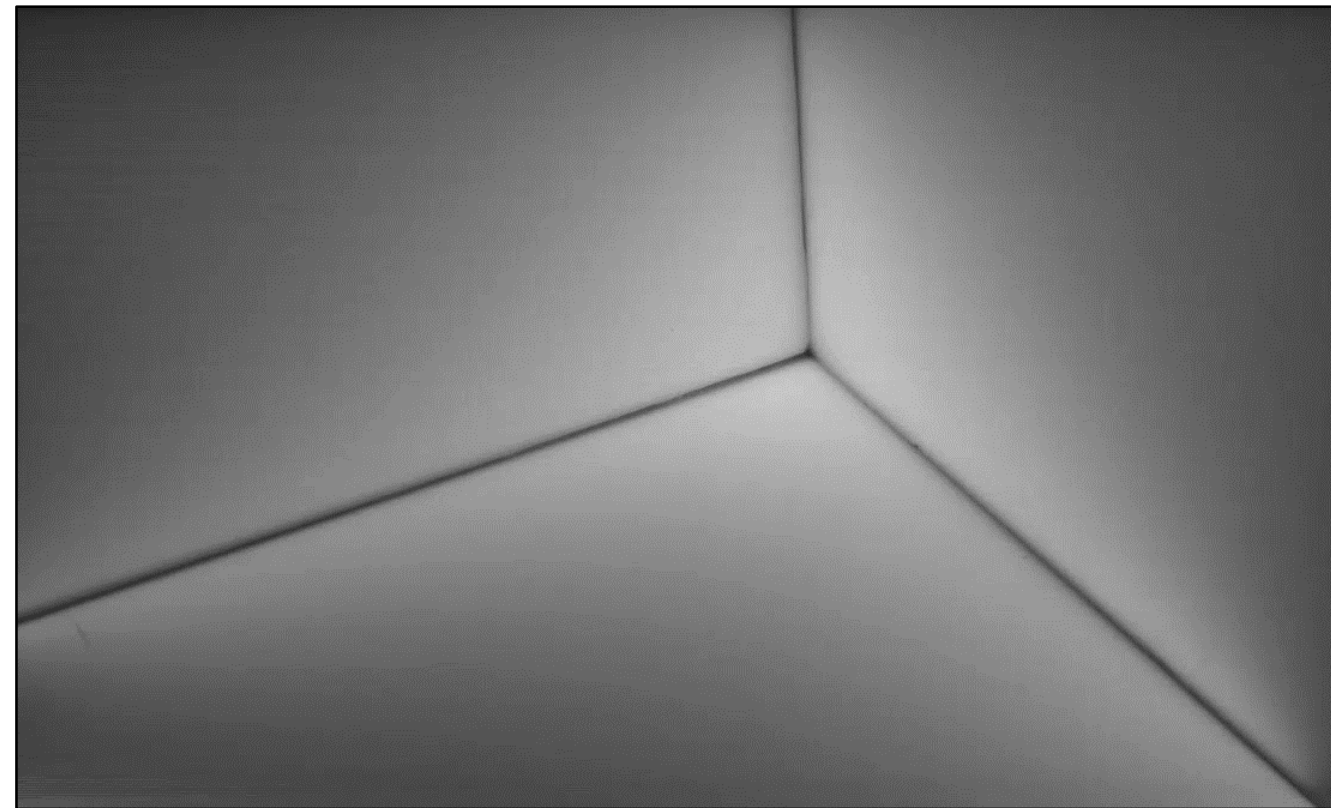
- Homework 5 has been posted and is due on April 6<sup>th</sup>.
  - Dropbox link because course website is out of space...
  - Any questions about the homework?
  - How many of you have looked at/started/finished homework 5?
- Yannis' office hours this Friday will be 3 – 4:30pm instead of 3 – 5pm.
  - I'll make it up by scheduling additional office hours next week on Wednesday.
- How many of you went to Saurabh Gupta's talk yesterday?
- Talk: Matthew O'Toole, "Probing light transport for 3D shape," Thursday, 1:00 PM, GHC 6115.



# Epipolar imaging camera



Video stream of direct reflections



Video stream of indirect reflections



top-left: conventional  
top-right: indirect-only  
bottom-right: epipolar-only





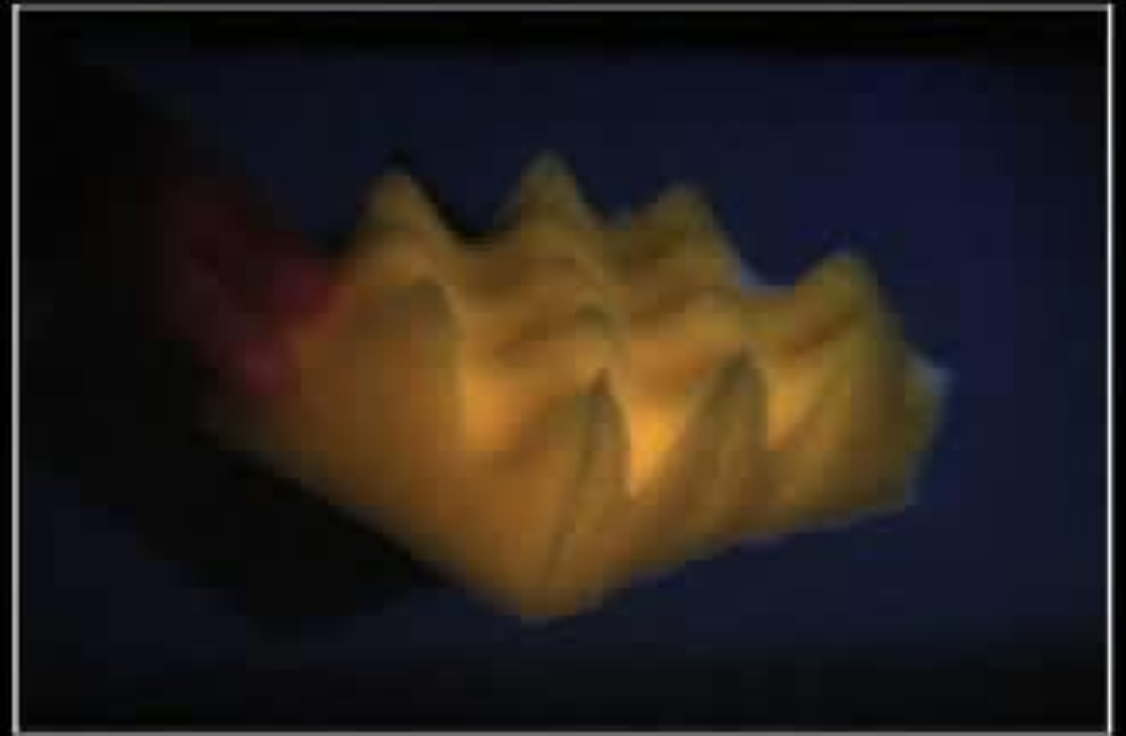
top-left: conventional  
top-right: indirect-only  
bottom-right: epipolar-only







top-left: conventional  
top-right: indirect-only  
bottom-right: epipolar-only



top-left: conventional  
top-right: indirect-only  
bottom-right: epipolar-only



# 15-463/15-663/15-862 Computational Photography

Learn about this and other unconventional cameras – and build some on your own!



cameras that take video at the speed of light



cameras that measure depth in real time



cameras that see around corners



cameras that capture  
entire focal stacks

<http://graphics.cs.cmu.edu/courses/15-463/>

Matt O'Toole will talk about all of these tomorrow



# Overview of today's lecture

- Bag-of-words.
- K-means clustering.
- Classification.
- K nearest neighbors.
- Naïve Bayes.
- Support vector machine.

# Slide credits

Most of these slides were adapted from:

- Kris Kitani (16-385, Spring 2017).
- Noah Snavely (Cornell University).
- Fei-Fei Li (Stanford University).

# Image Classification



(assume given set of discrete labels)  
{dog, cat, truck, plane, ...}



cat

# Image Classification: Problem



05	02	22	97	38	15	00	40	00	75	04	05	07	78	52	12	50	77	01	02
49	49	99	40	17	81	18	57	60	87	17	40	98	43	69	48	04	56	62	00
81	49	31	73	55	79	14	29	93	71	40	67	58	88	30	03	49	13	36	65
52	70	95	23	04	60	11	42	69	24	68	56	01	32	56	71	37	02	36	91
22	31	16	71	51	62	83	89	41	92	36	54	22	40	40	28	66	33	13	80
24	47	43	60	99	03	45	02	44	75	33	53	78	36	84	20	35	17	12	50
32	98	81	28	64	23	67	10	26	38	40	67	59	54	70	66	18	38	64	70
67	26	20	68	02	62	12	20	95	63	94	39	63	08	40	91	66	49	94	21
24	55	58	05	66	73	99	26	97	17	78	78	96	83	14	88	34	89	63	72
21	36	23	09	75	00	76	44	20	43	35	14	00	61	33	97	34	31	33	95
78	17	53	28	22	75	31	67	15	94	03	80	04	62	16	14	09	53	56	92
16	39	05	42	96	35	31	47	55	58	88	24	00	17	54	24	36	29	85	57
86	56	00	48	35	71	89	07	05	44	44	37	44	60	21	58	51	54	17	58
19	80	81	68	05	94	47	69	28	73	92	13	86	52	17	77	04	89	55	40
04	52	08	83	97	35	99	16	07	97	57	32	16	26	26	79	33	27	98	66
55	46	68	87	57	62	20	72	03	46	33	67	46	55	12	32	63	93	53	69
04	42	16	73	58	25	39	11	24	94	72	18	08	46	29	32	40	62	76	36
20	69	36	41	72	30	23	88	34	82	99	69	82	67	59	85	74	04	36	16
20	73	35	29	78	31	90	01	74	31	49	71	48	55	81	16	23	57	05	54
01	70	54	71	83	51	54	69	16	92	33	48	61	43	52	01	89	17	67	48

What the computer sees

image classification

82% cat  
15% dog  
2% hat  
1% mug



# Data-driven approach

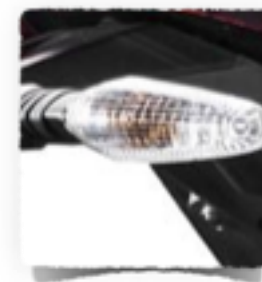
- Collect a database of images with labels
- Use ML to train an image classifier
- Evaluate the classifier on test images

Example training set



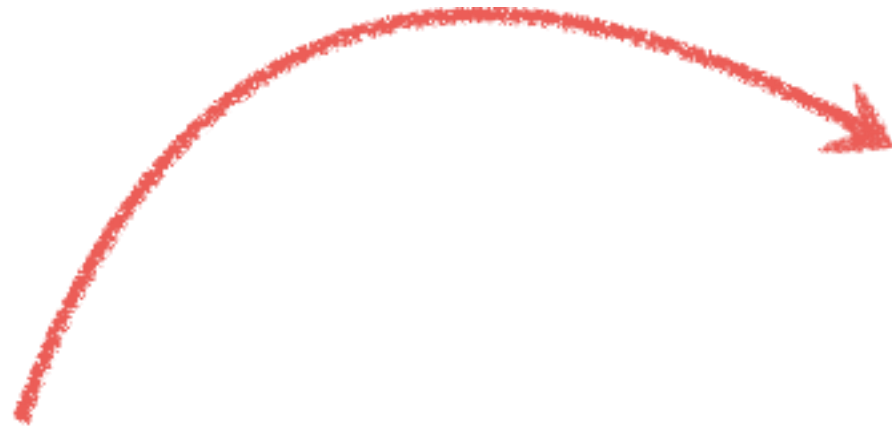
Bag of words

What object do these parts belong to?

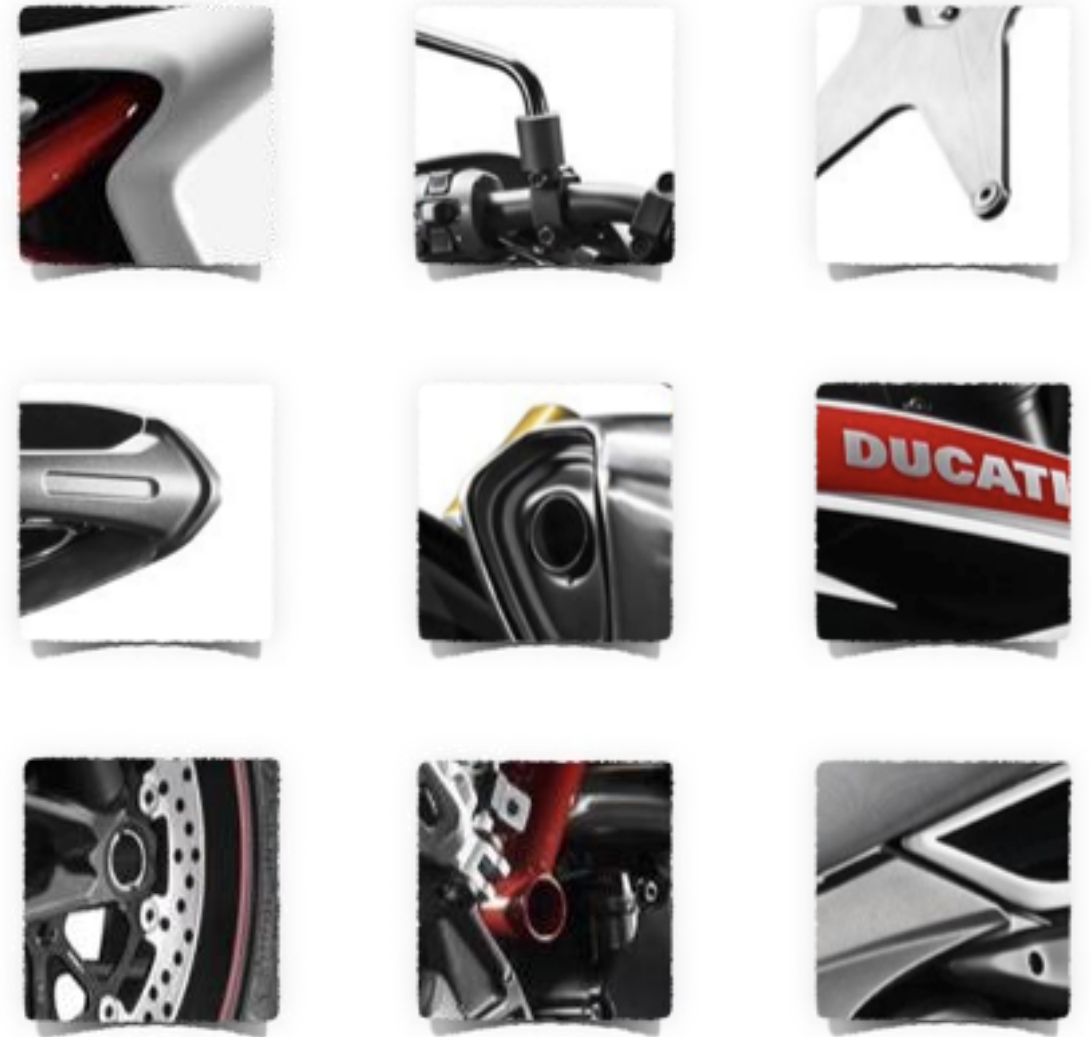




Some local feature are  
very informative



An object as

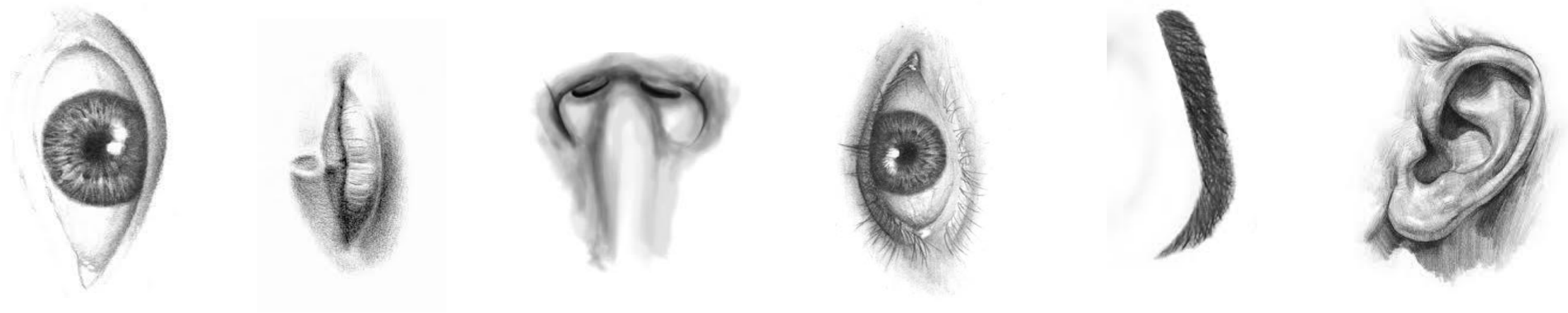


a collection of local features  
(bag-of-features)

- deals well with occlusion
- scale invariant
- rotation invariant



# (not so) crazy assumption



spatial information of local features  
can be ignored for object recognition (i.e., verification)

# CalTech6 dataset



class	bag of features	bag of features	Parts-and-shape model
	Zhang et al. (2005)	Willamowski et al. (2004)	Fergus et al. (2003)
airplanes	<b>98.8</b>	97.1	90.2
cars (rear)	98.3	<b>98.6</b>	90.3
cars (side)	<b>95.0</b>	87.3	88.5
faces	<b>100</b>	99.3	96.4
motorbikes	<b>98.5</b>	98.0	92.5
spotted cats	<b>97.0</b>	—	90.0

Works pretty well for image-level classification

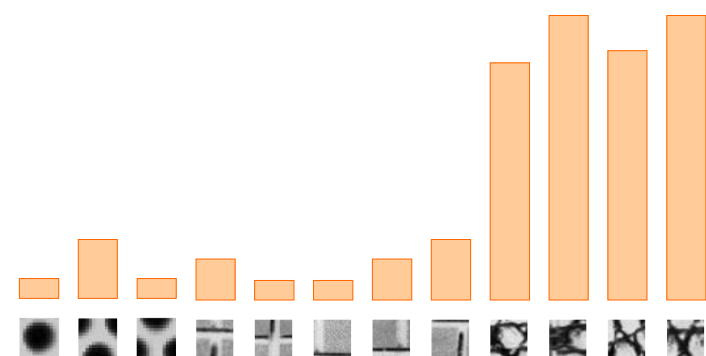
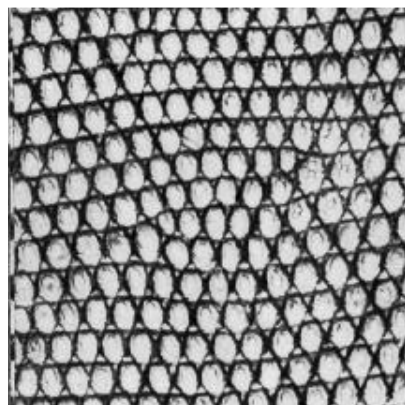
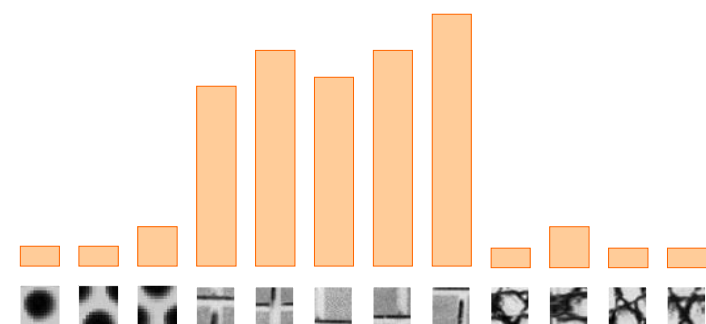
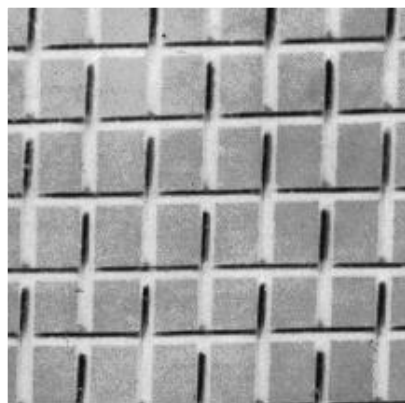
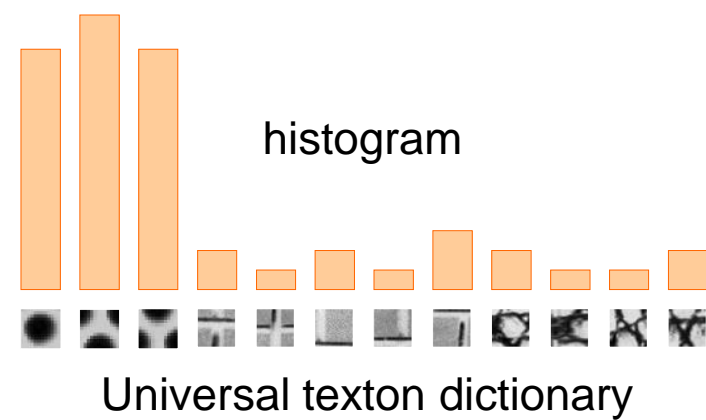
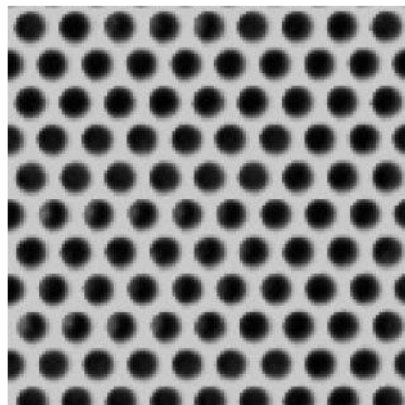
# Bag-of-features

represent a data item (document, texture, image)  
as a histogram over features

an old idea

(e.g., texture recognition and information retrieval)

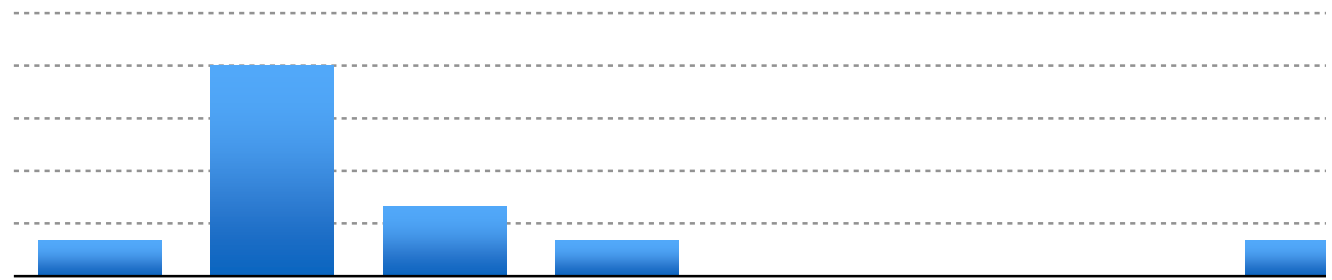
# Texture recognition



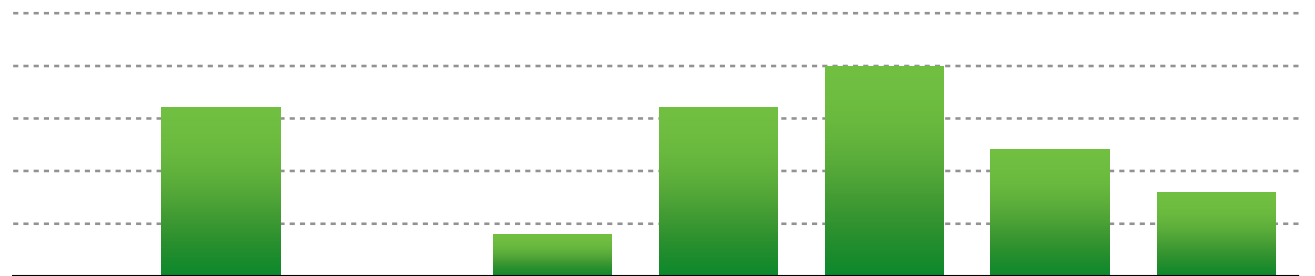


# Vector Space Model

G. Salton. 'Mathematics and Information Retrieval' Journal of Documentation, 1979



1	6	2	1	0	0	0	1
Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor



0	4	0	1	4	5	3	2
Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor

A document (datapoint) is a vector of counts over each word (feature)

$$\mathbf{v}_d = [n(w_{1,d}) \quad n(w_{2,d}) \quad \cdots \quad n(w_{T,d})]$$

$n(\cdot)$  counts the number of occurrences



just a histogram over words

What is the similarity between two documents?



A document (datapoint) is a vector of counts over each word (feature)

$$\mathbf{v}_d = [n(w_{1,d}) \quad n(w_{2,d}) \quad \cdots \quad n(w_{T,d})]$$

$n(\cdot)$  counts the number of occurrences



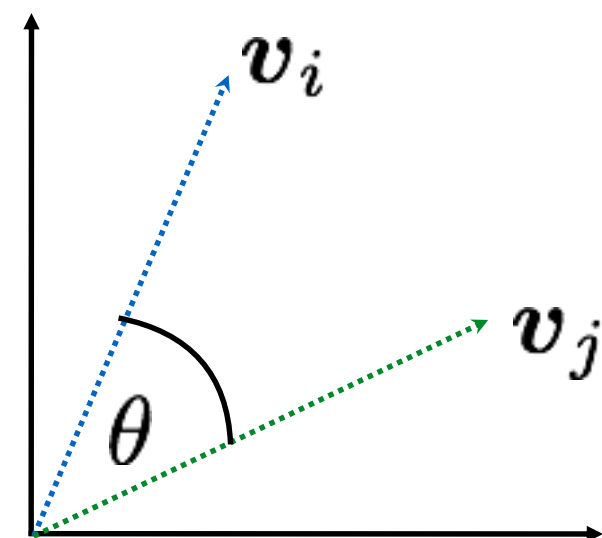
just a histogram over words

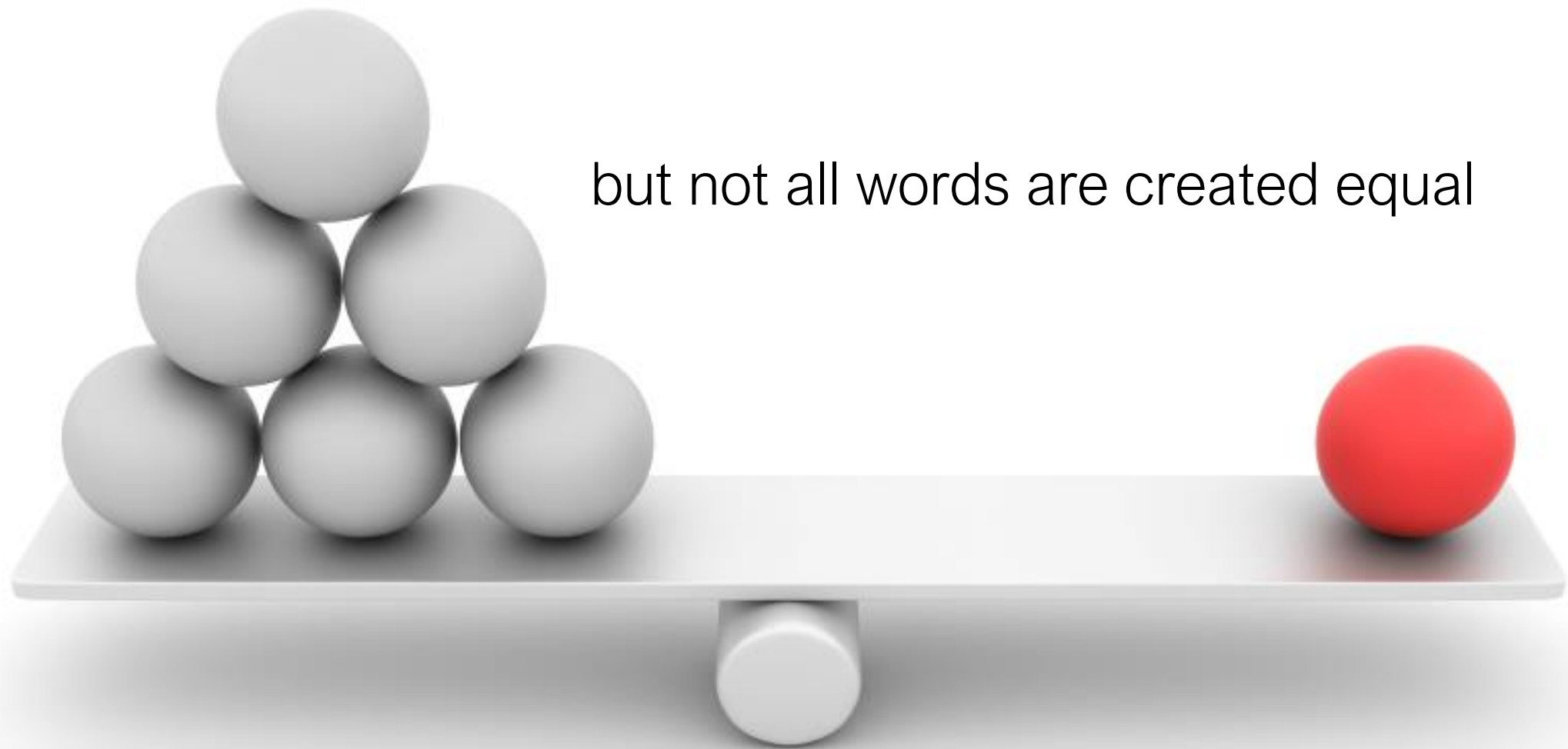
What is the similarity between two documents?



Use any distance you want but the cosine distance is fast.

$$\begin{aligned} d(\mathbf{v}_i, \mathbf{v}_j) &= \cos \theta \\ &= \frac{\mathbf{v}_i \cdot \mathbf{v}_j}{\|\mathbf{v}_i\| \|\mathbf{v}_j\|} \end{aligned}$$





but not all words are created equal



# TF-IDF

Term **F**requency Inverse **D**ocument **F**requency

$$\mathbf{v}_d = [n(w_{1,d}) \quad n(w_{2,d}) \quad \cdots \quad n(w_{T,d})]$$

weigh each word by a heuristic

$$\mathbf{v}_d = [n(w_{1,d})\alpha_1 \quad n(w_{2,d})\alpha_2 \quad \cdots \quad n(w_{T,d})\alpha_T]$$

$$n(w_{i,d})\alpha_i = \overset{\text{term frequency}}{n(w_{i,d})} \log \left\{ \overset{\text{inverse document frequency}}{\frac{D}{\sum_{d'} \mathbf{1}[w_i \in d']}} \right\}$$

(down-weights **common** terms)

# Standard BOW pipeline

(for image classification)

## **Dictionary Learning:**

Learn Visual Words using clustering

## **Encode:**

build Bags-of-Words (BOW) vectors  
for each image

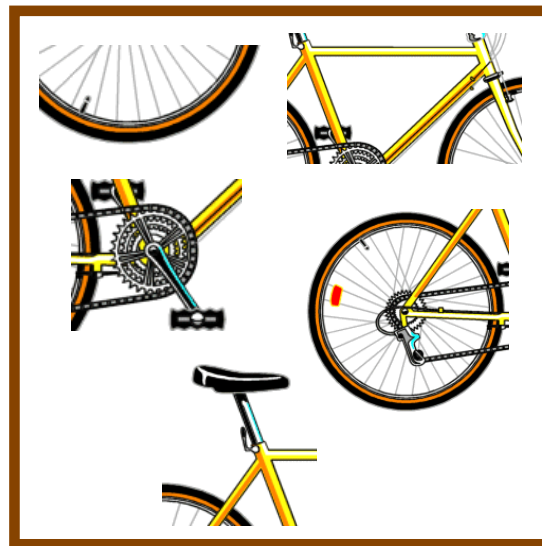
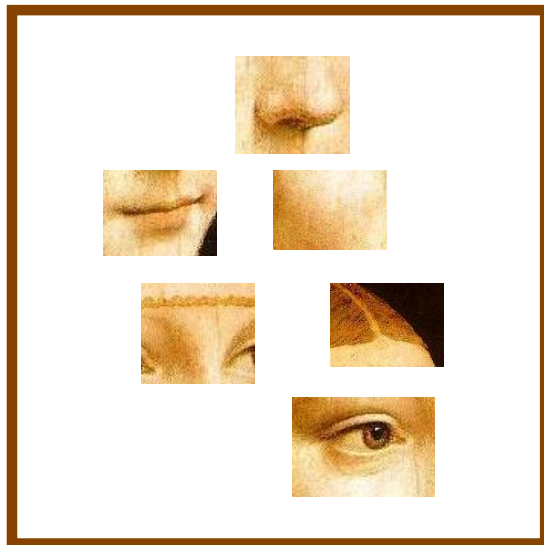
## **Classify:**

Train and test data using BOWs

# Dictionary Learning:

Learn Visual Words using clustering

1. extract features (e.g., SIFT) from images

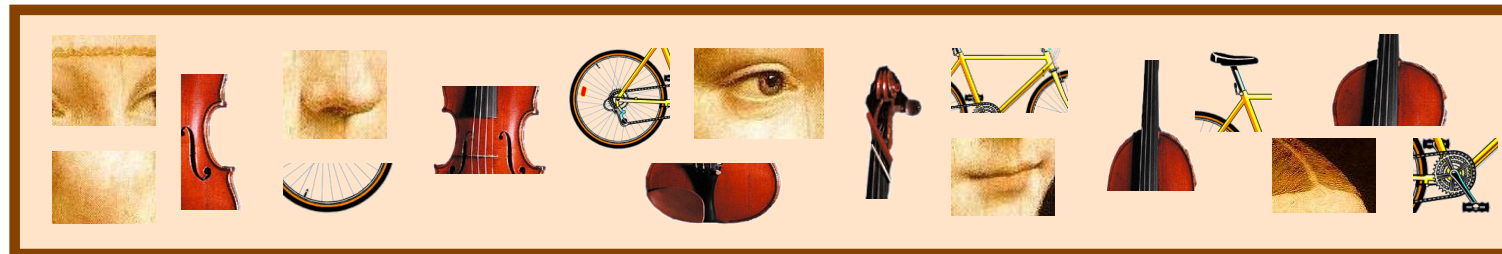




# Dictionary Learning:

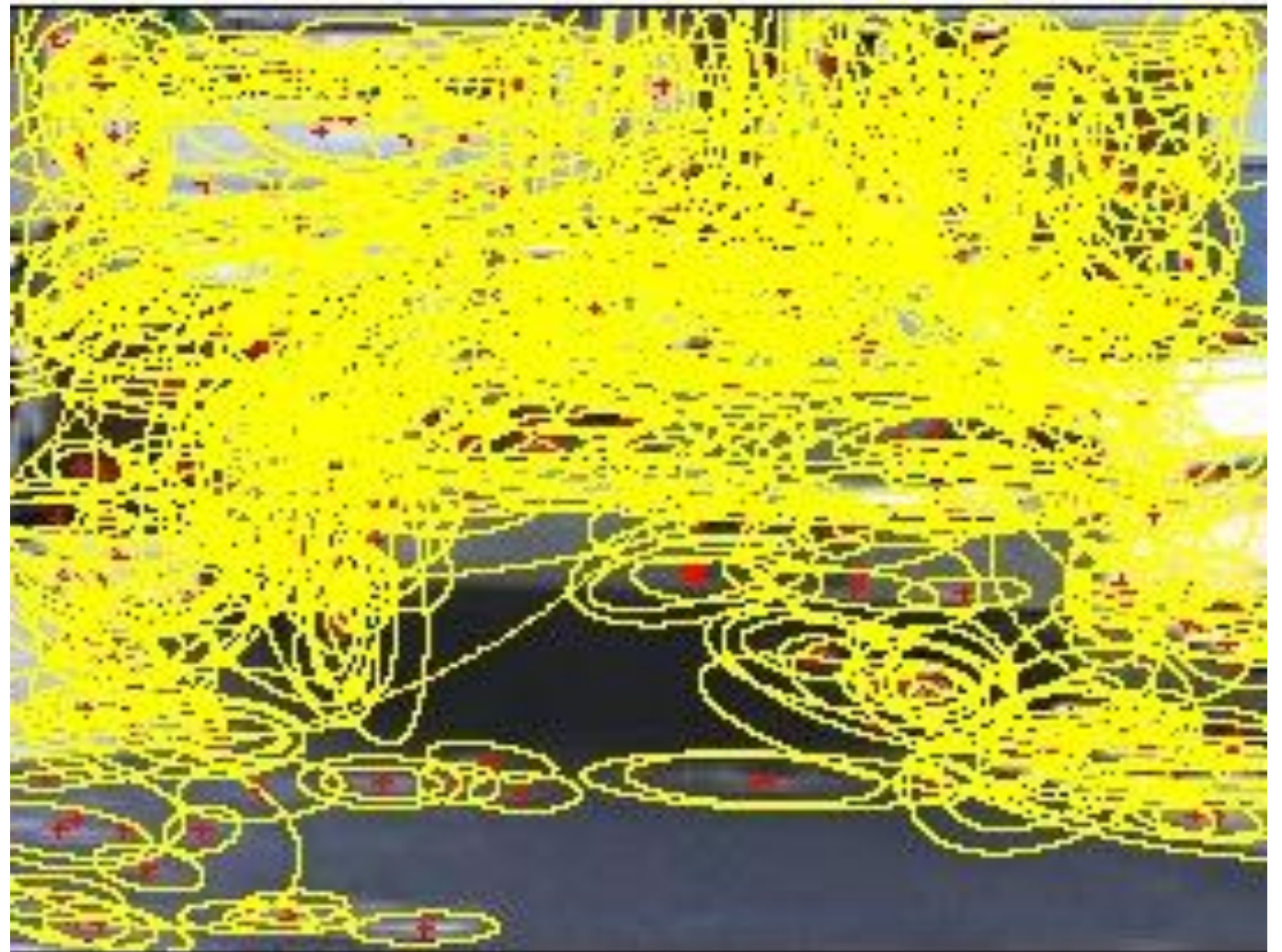
Learn Visual Words using clustering

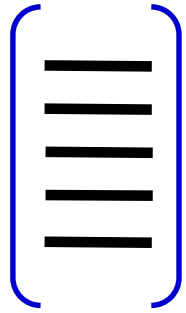
2. Learn visual dictionary (e.g., K-means clustering)



*What kinds of features can we extract?*

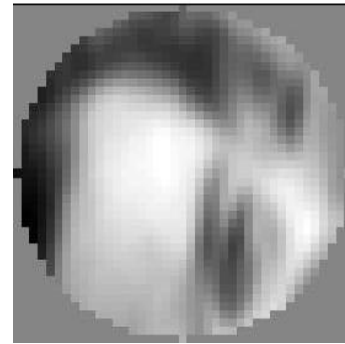
- Regular grid
  - Vogel & Schiele, 2003
  - Fei-Fei & Perona, 2005
- Interest point detector
  - Csurka et al. 2004
  - Fei-Fei & Perona, 2005
  - Sivic et al. 2005
- Other methods
  - Random sampling (Vidal-Naquet & Ullman, 2002)
  - Segmentation-based patches (Barnard et al. 2003)



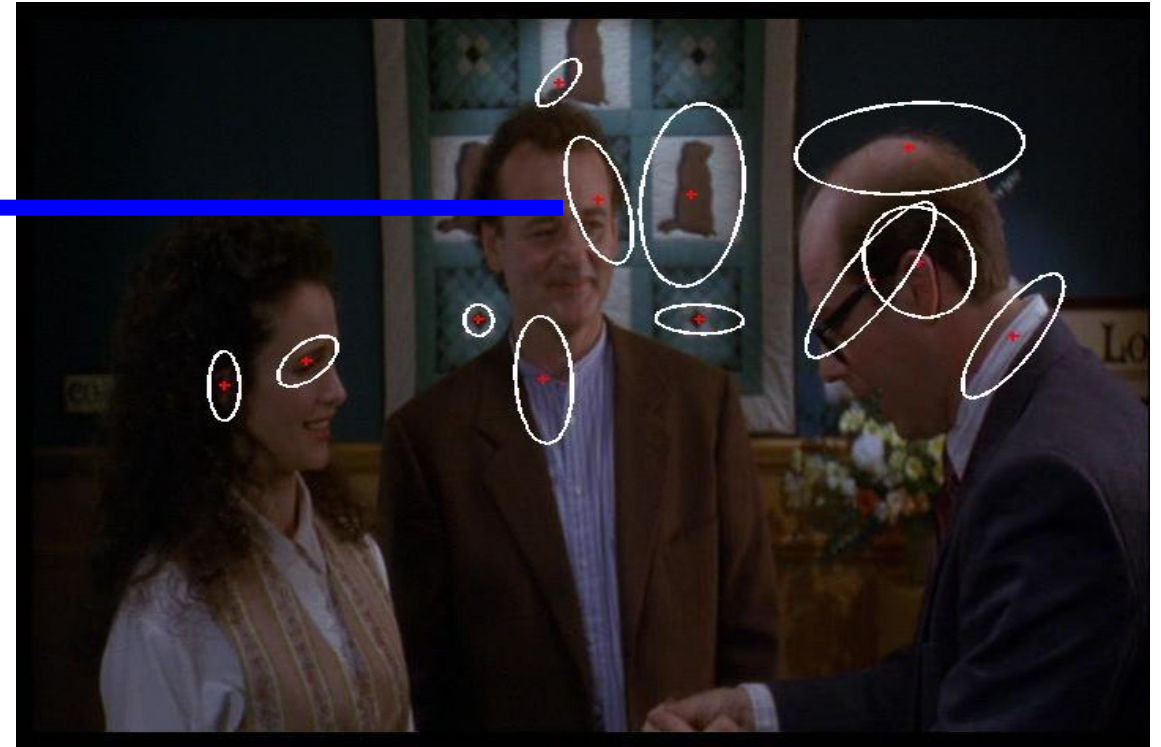


**Compute SIFT  
descriptor**

[Lowe'99]



**Normalize patch**



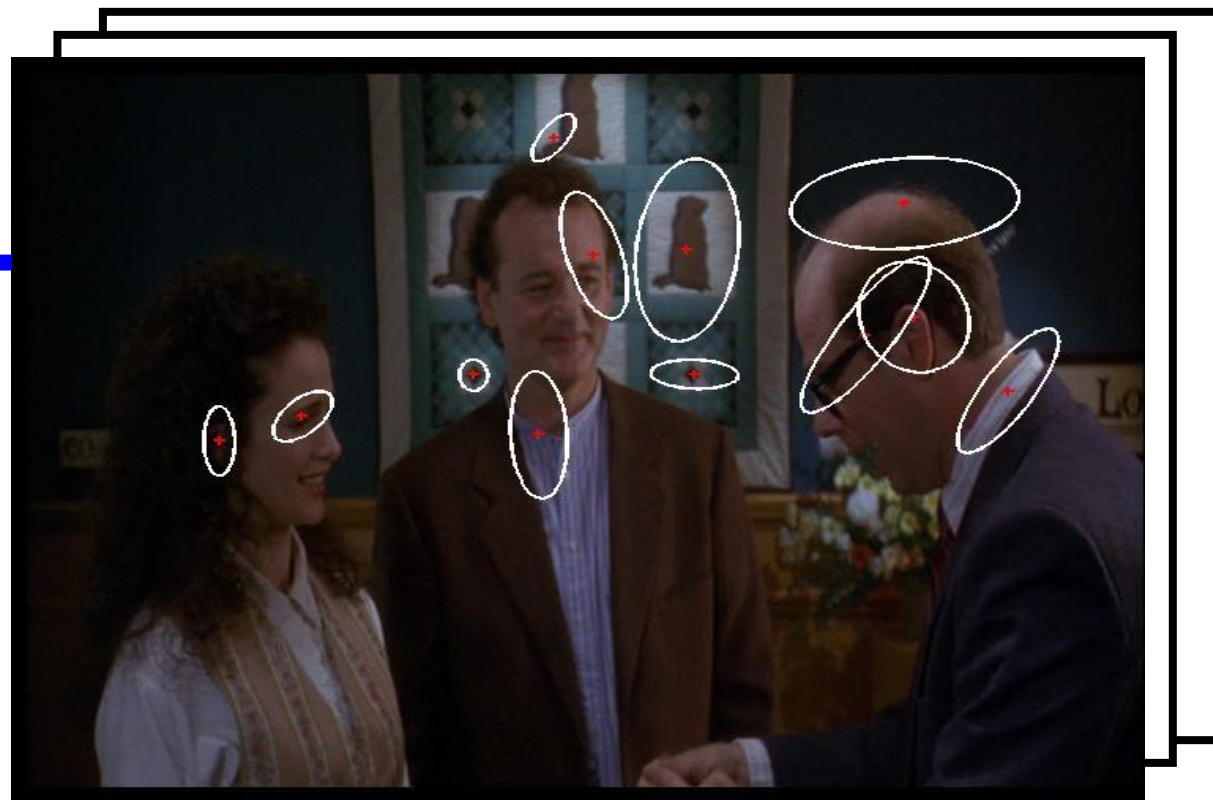
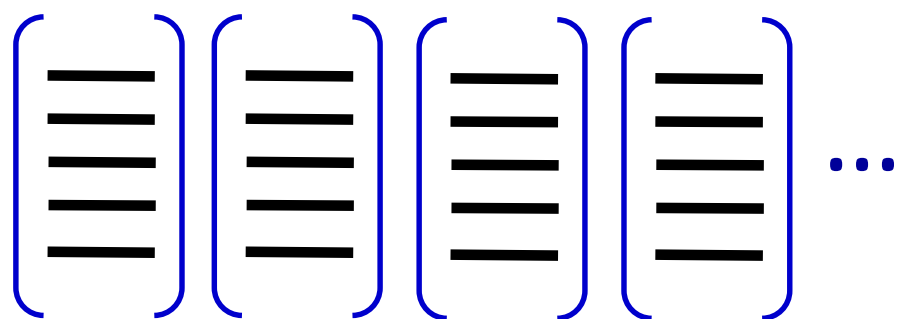
**Detect patches**

[Mikojaczyk and Schmid '02]

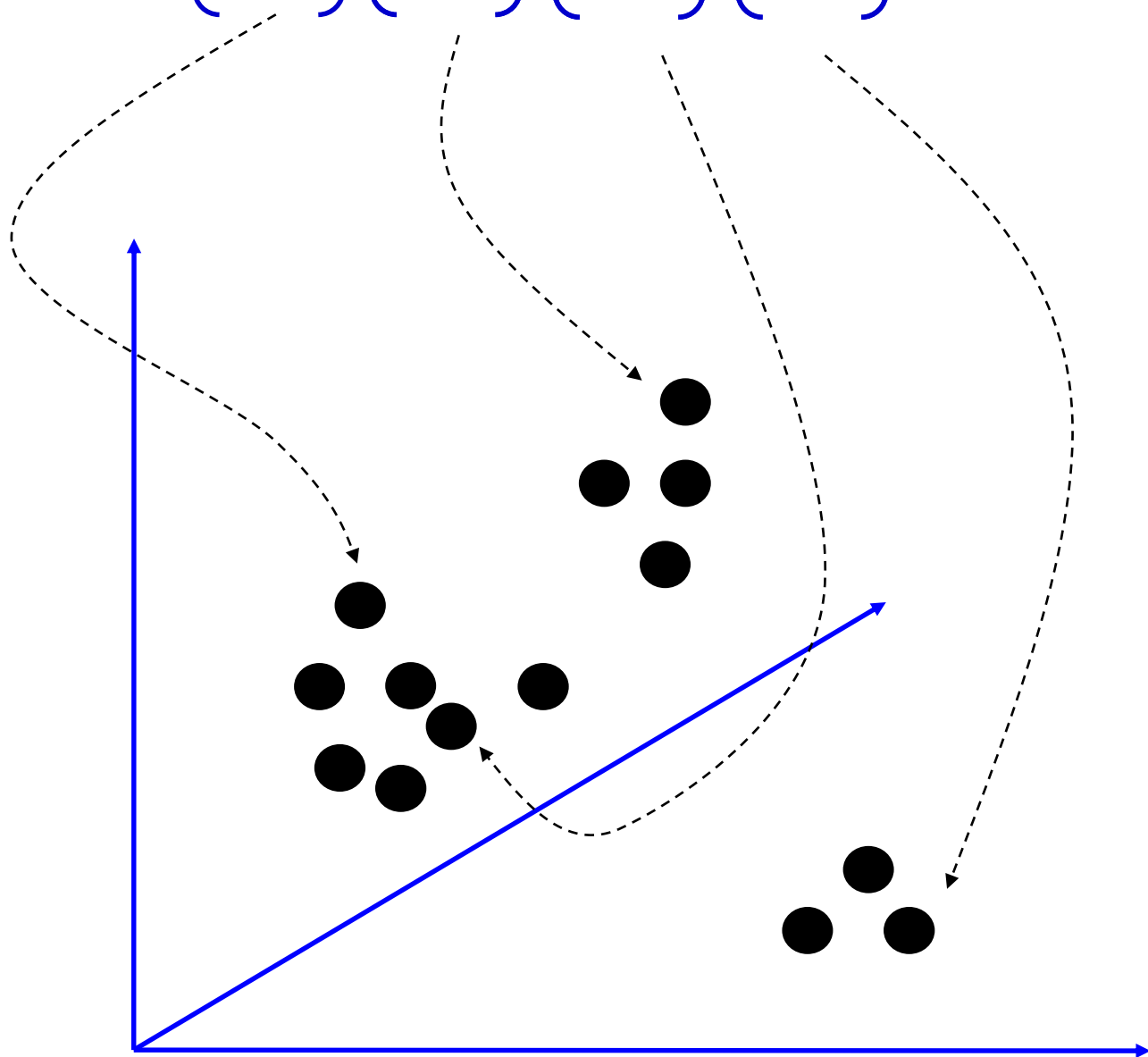
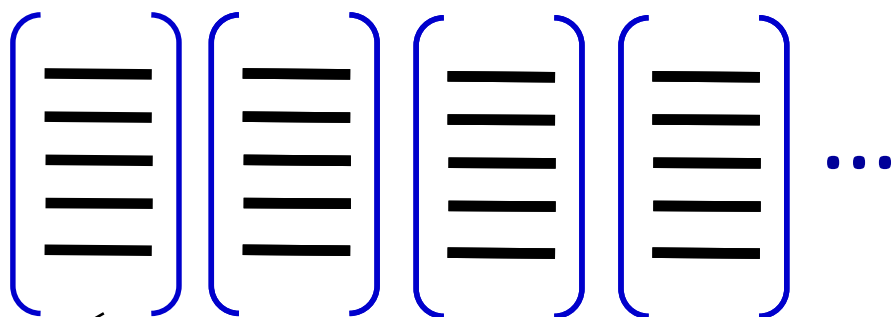
[Mata, Chum, Urban & Pajdla, '02]

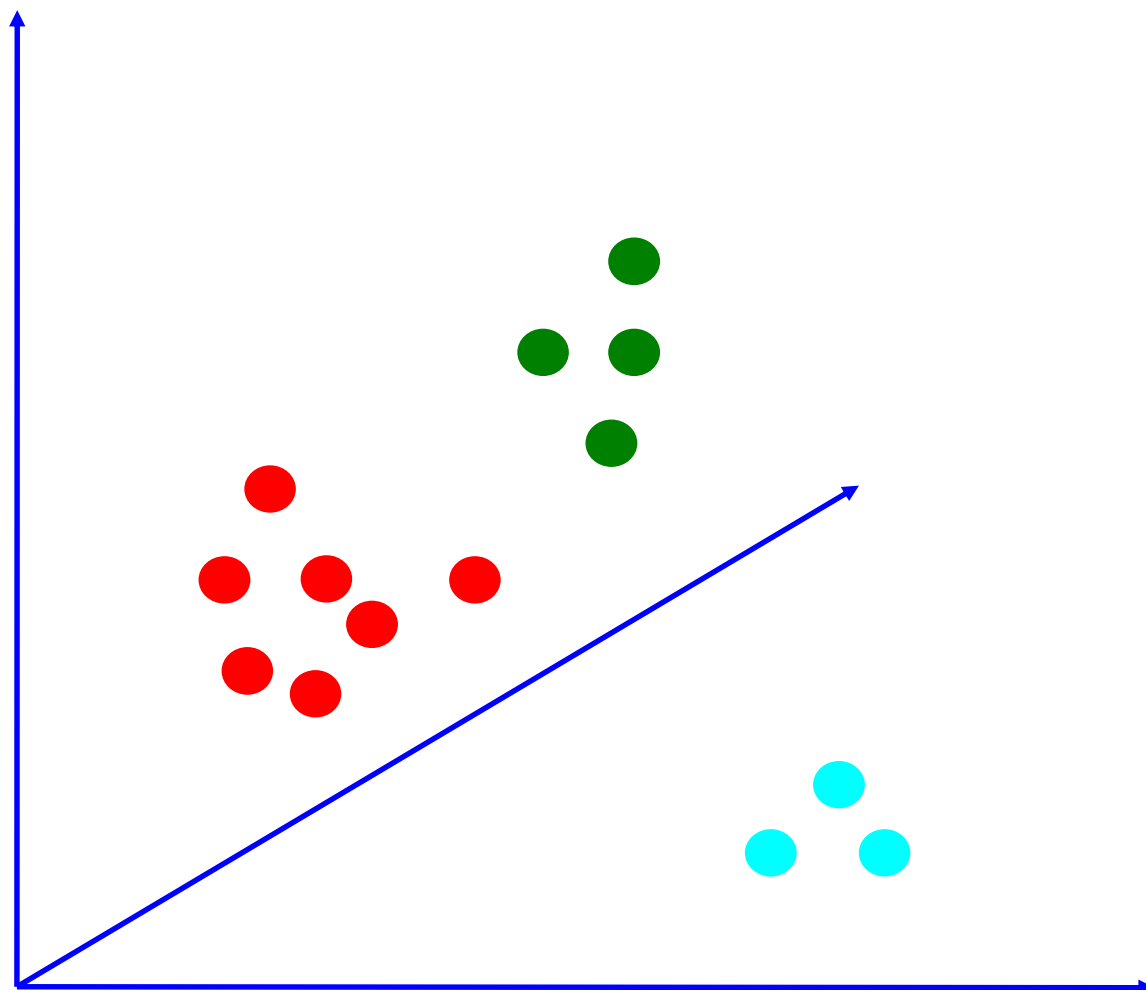
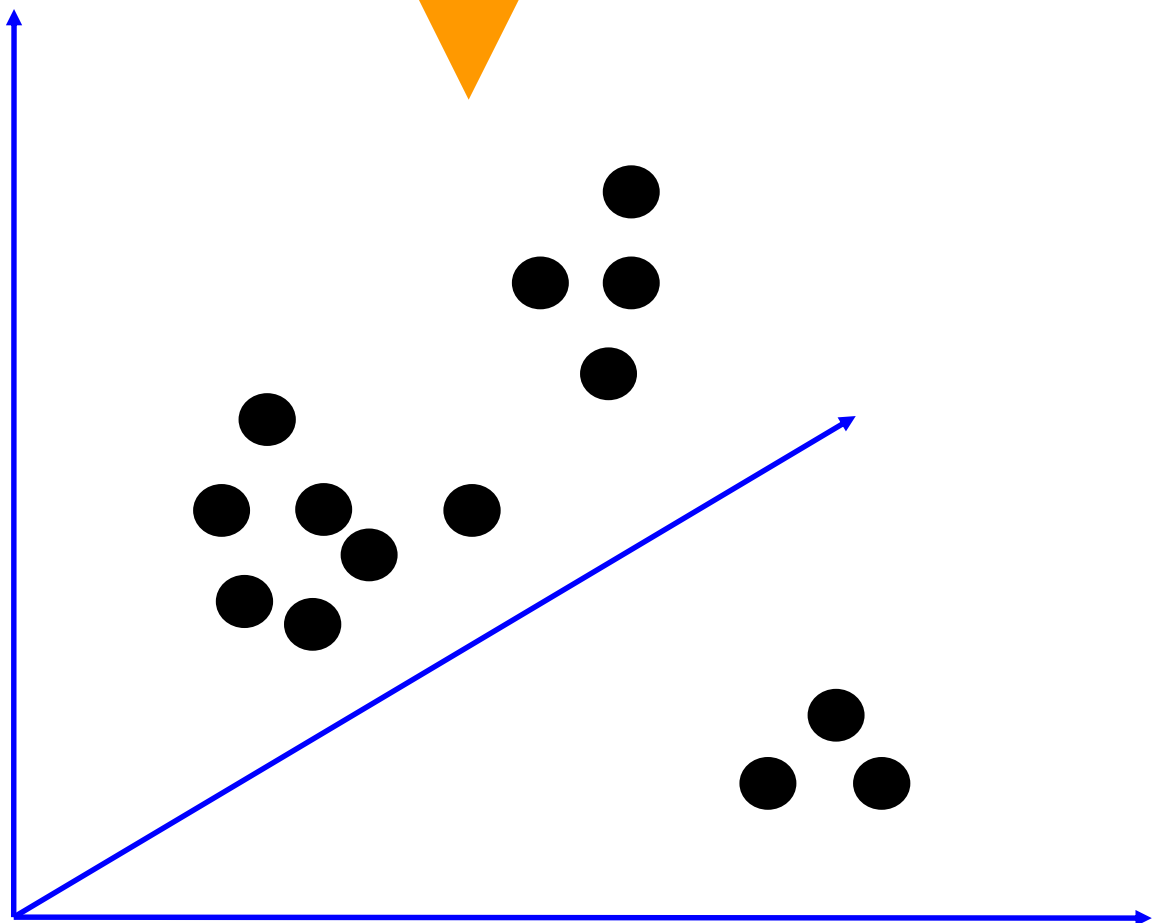
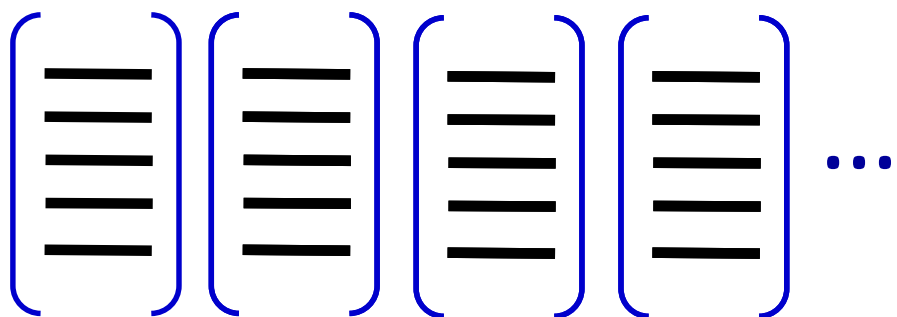
[Sivic & Zisserman, '03]



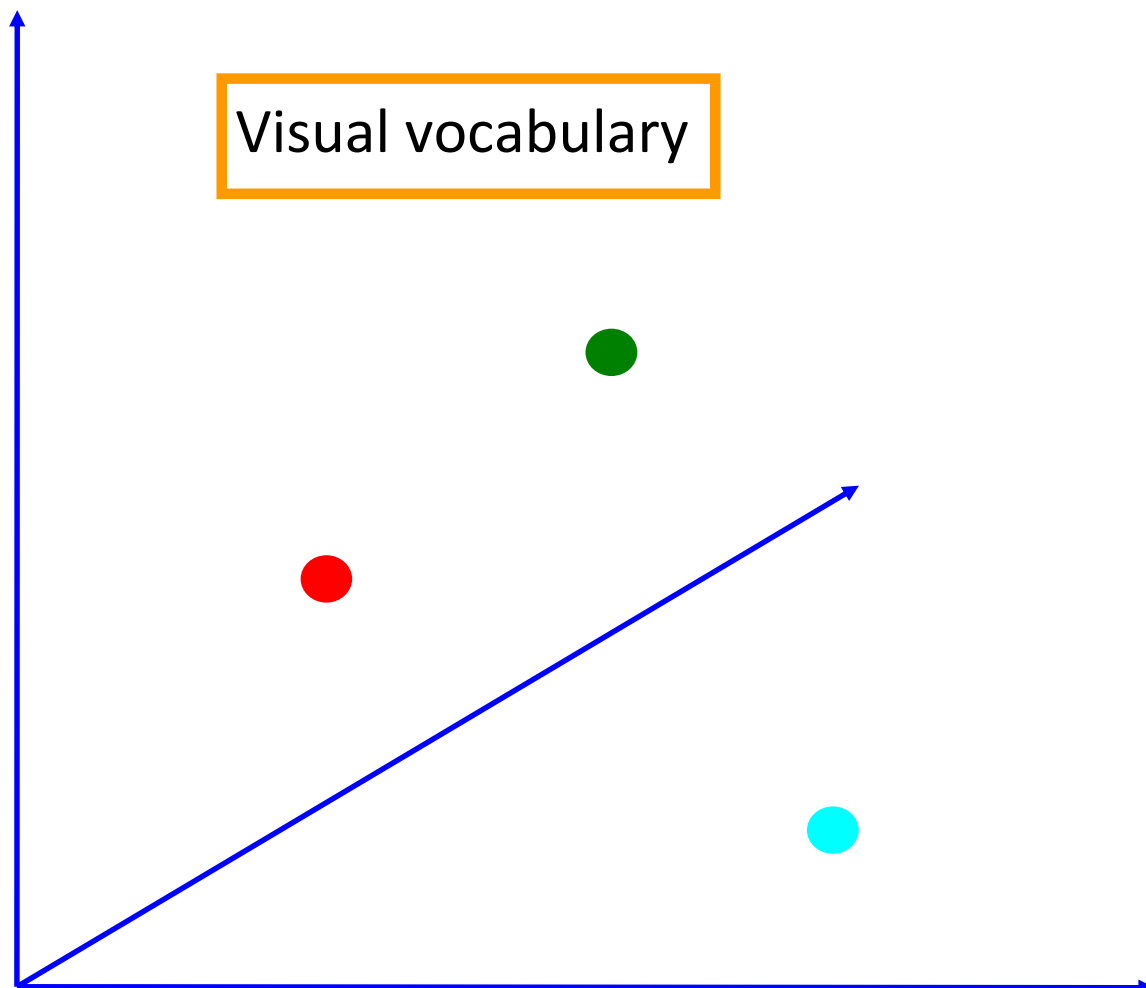
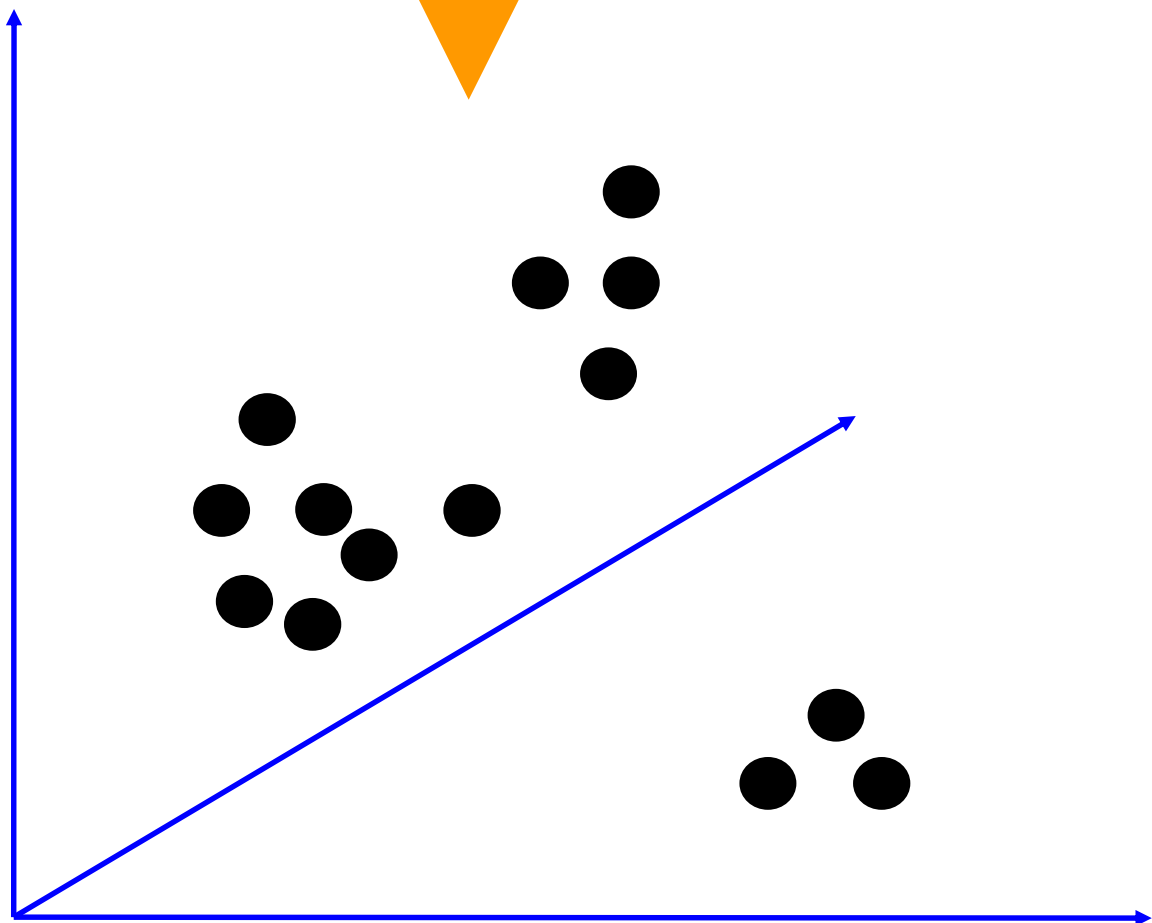
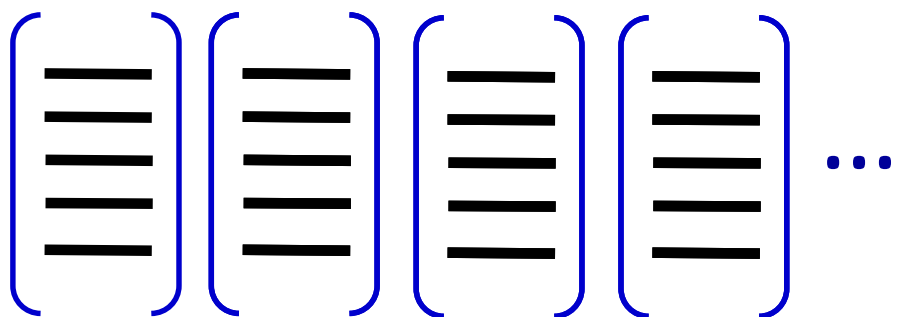


*How do we learn the dictionary?*







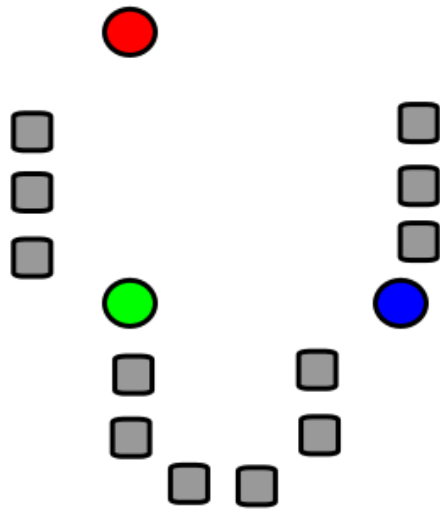


Visual vocabulary

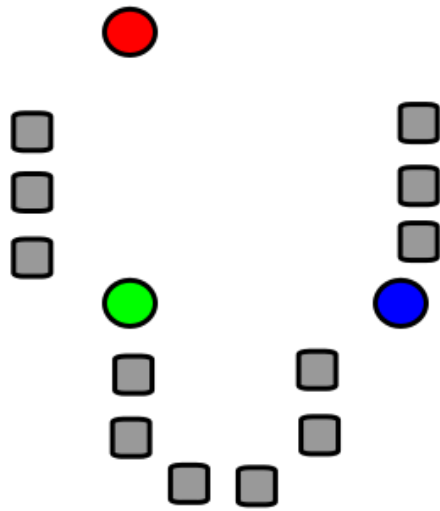


Clustering

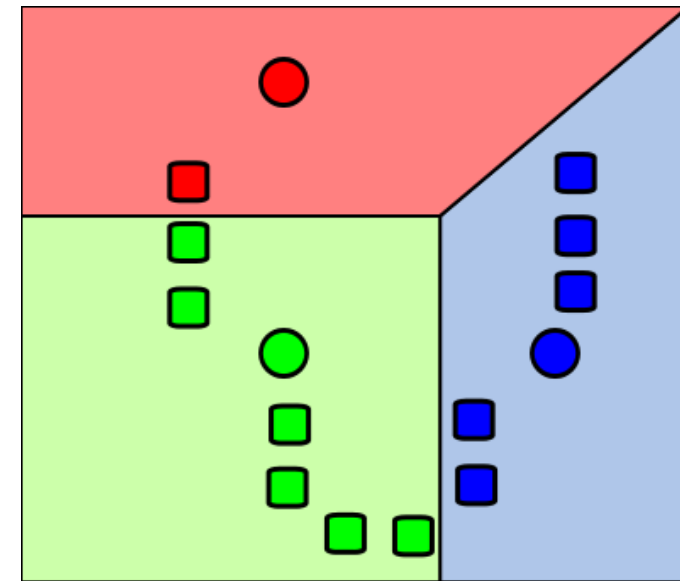
K-means clustering



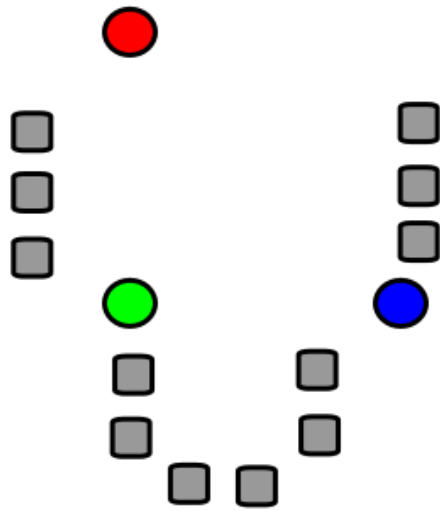
1. Select initial  
centroids at random



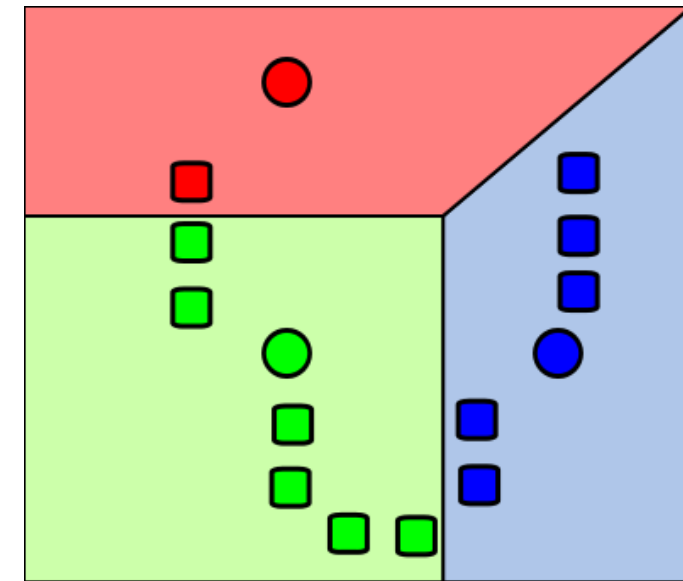
1. Select initial centroids at random



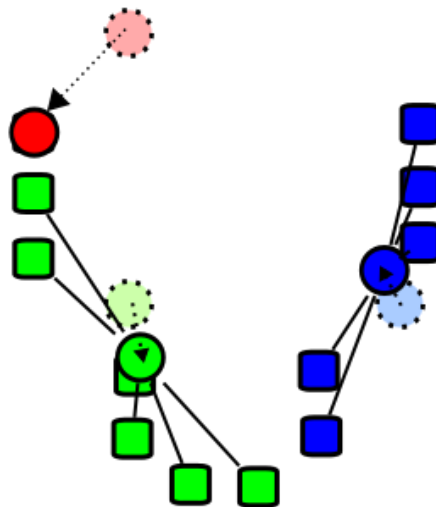
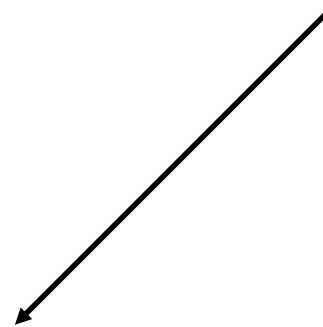
2. Assign each object to the cluster with the nearest centroid.



1. Select initial centroids at random

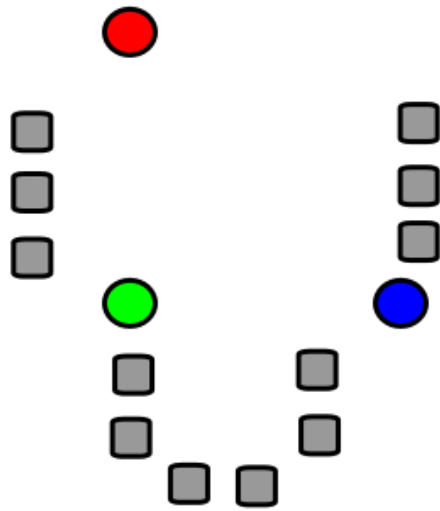


2. Assign each object to the cluster with the nearest centroid.

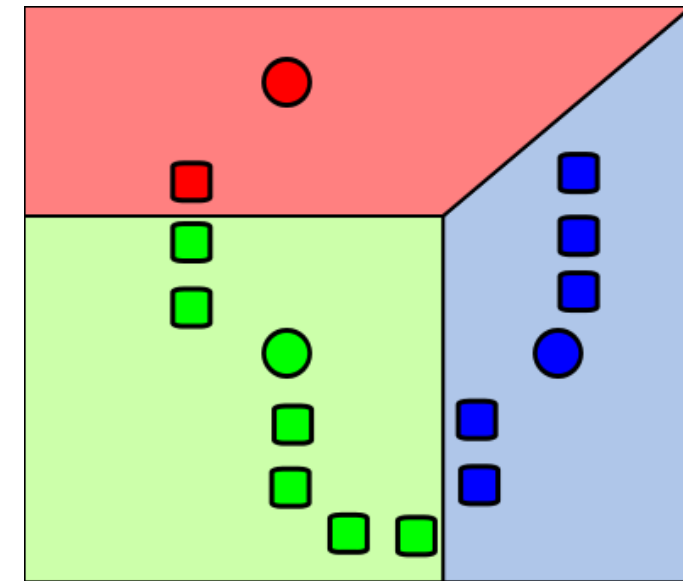


3. Compute each centroid as the mean of the objects assigned to it (go to 2)

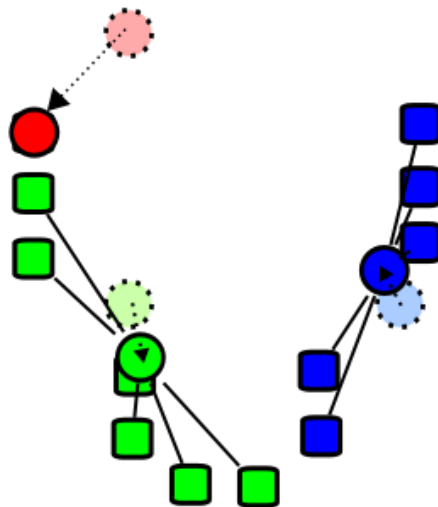




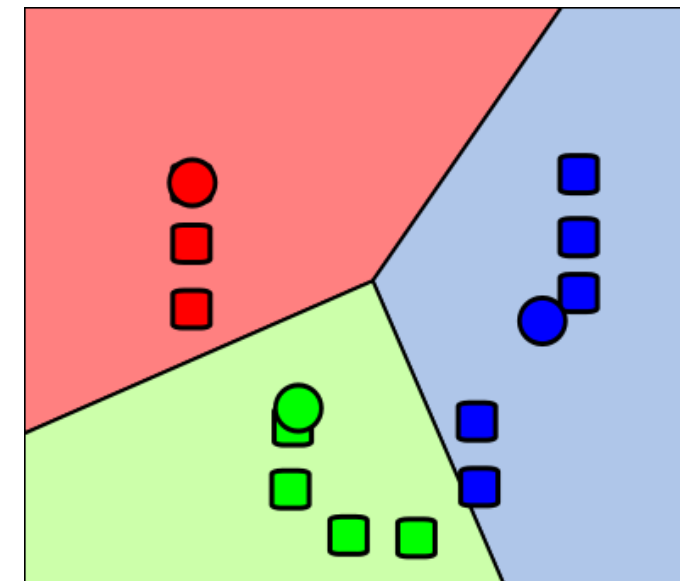
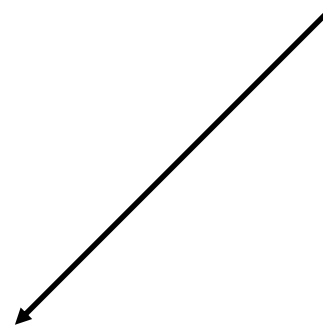
1. Select initial centroids at random



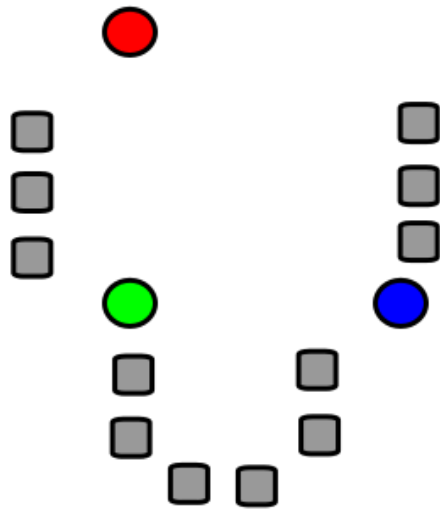
2. Assign each object to the cluster with the nearest centroid.



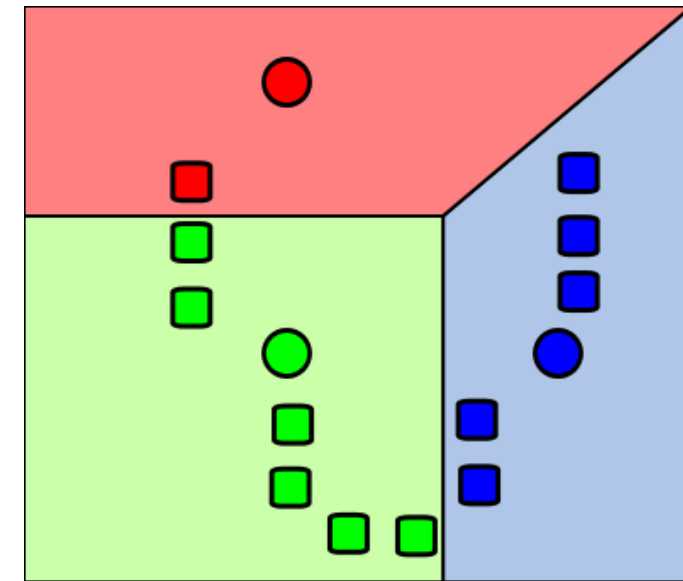
3. Compute each centroid as the mean of the objects assigned to it (go to 2)



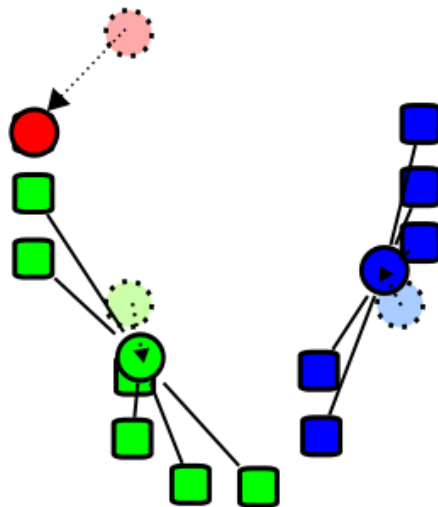
2. Assign each object to the cluster with the nearest centroid.



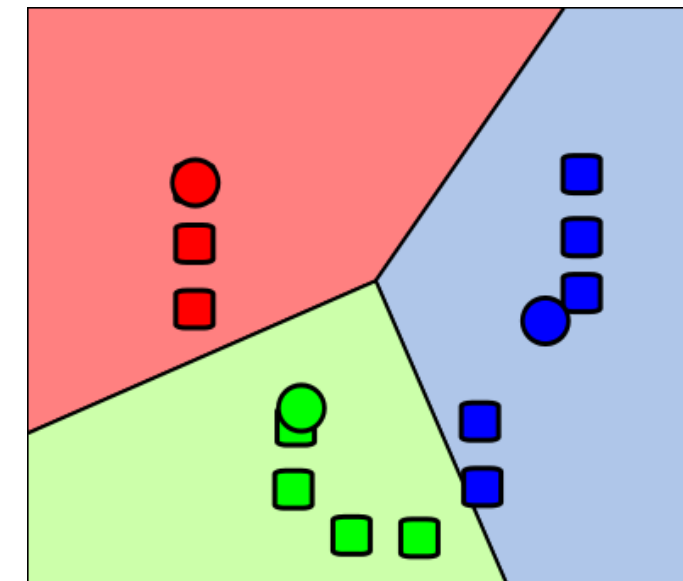
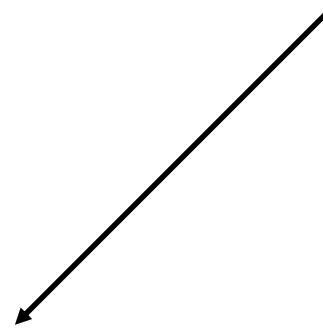
1. Select initial centroids at random



2. Assign each object to the cluster with the nearest centroid.



3. Compute each centroid as the mean of the objects assigned to it (go to 2)



2. Assign each object to the cluster with the nearest centroid.

Repeat previous 2 steps until no change

# K-means Clustering

Given  $k$ :

1. Select initial centroids at random.
2. Assign each object to the cluster with the nearest centroid.
3. Compute each centroid as the mean of the objects assigned to it.
4. Repeat previous 2 steps until no change.

*From what **data** should I learn the dictionary?*

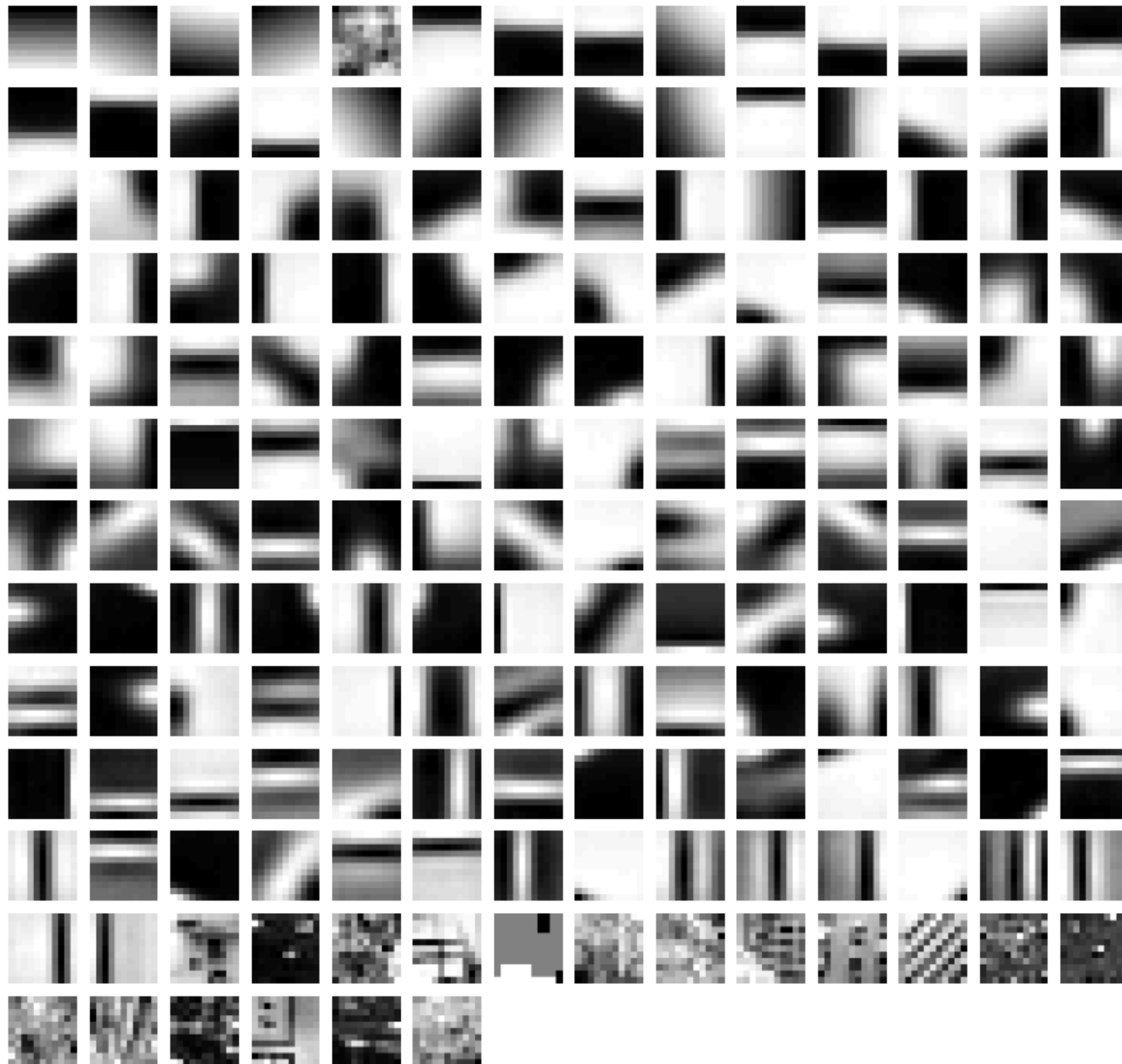
*From what **data** should I learn the dictionary?*

- Dictionary can be learned on separate training set
- Provided the training set is sufficiently representative, the dictionary will be “universal”

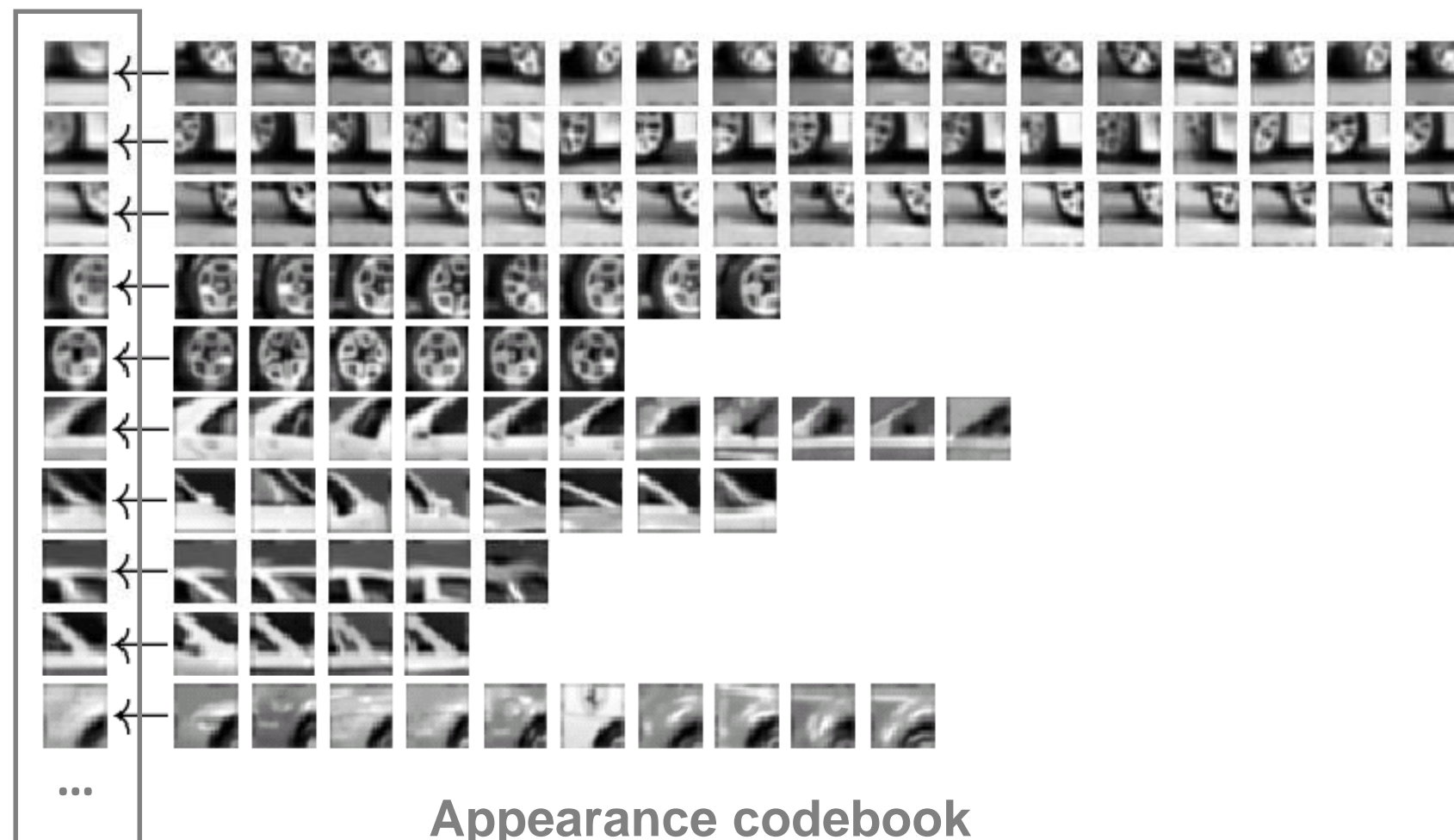


# Example visual dictionary

---



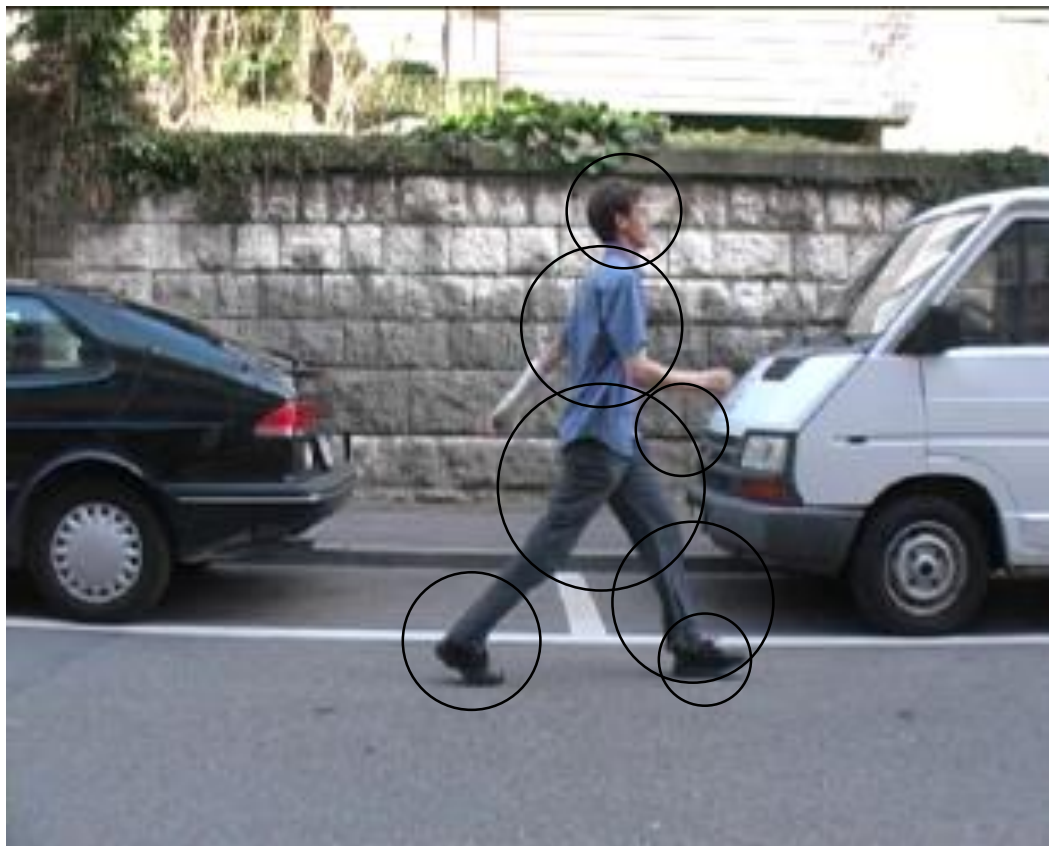
# Example dictionary



Appearance codebook

# Another dictionary

---



## **Dictionary Learning:**

Learn Visual Words using clustering

## **Encode:**

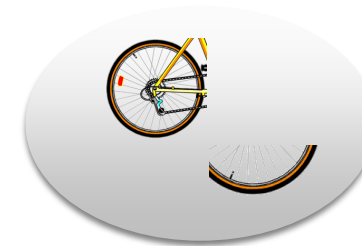
build Bags-of-Words (BOW) vectors  
for each image

## **Classify:**

Train and test data using BOWs

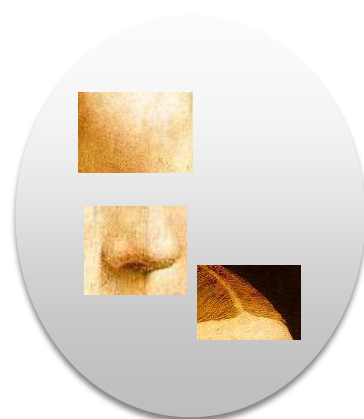


1. Quantization: image features gets associated to a visual word (nearest cluster center)



## **Encode:**

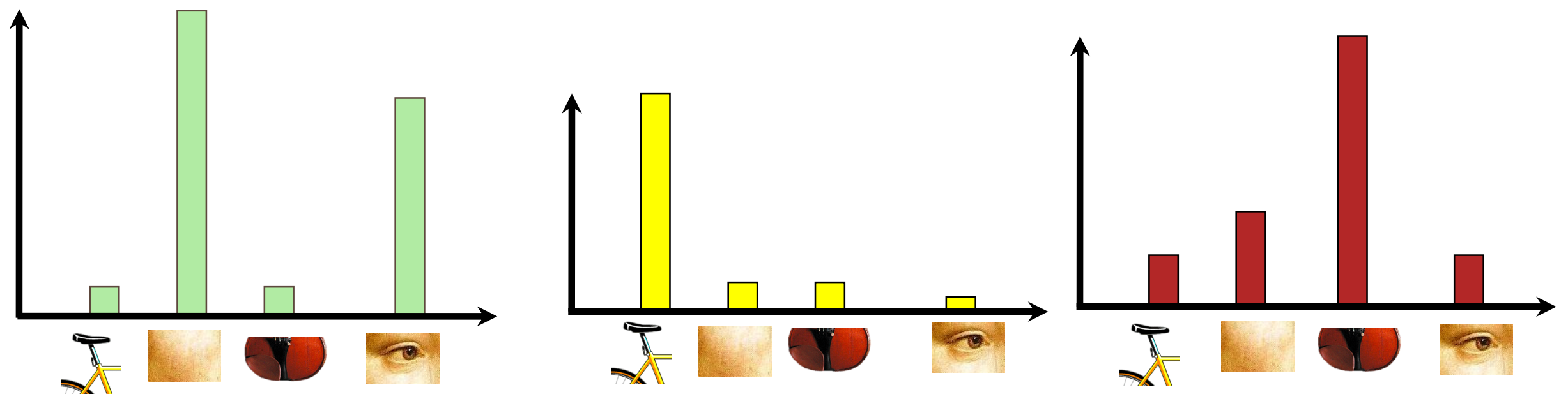
build Bags-of-Words (BOW) vectors for each image

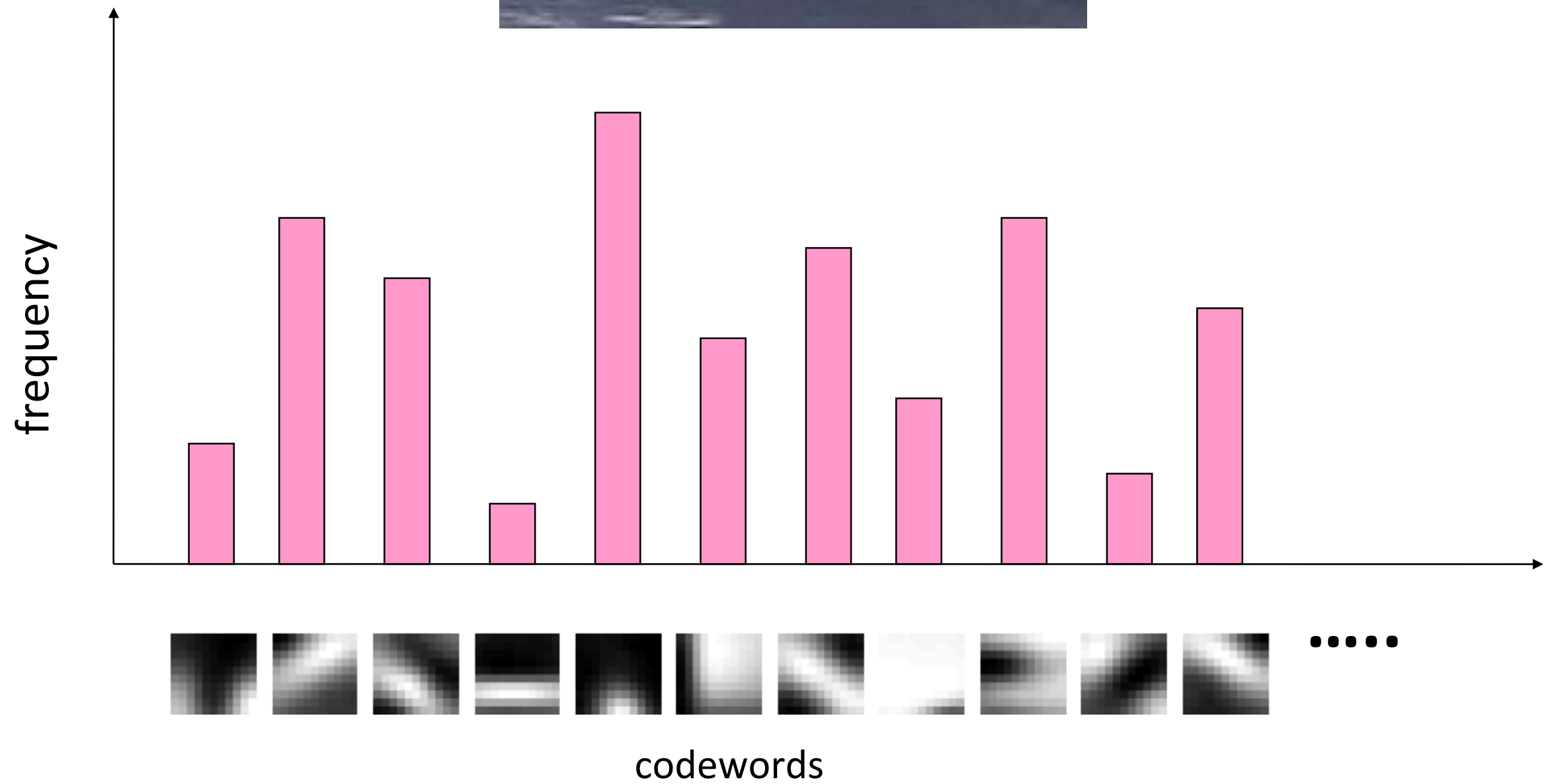




**Encode:**  
build Bags-of-Words (BOW) vectors  
for each image

2. Histogram: count the  
number of visual word  
occurrences





## **Dictionary Learning:**

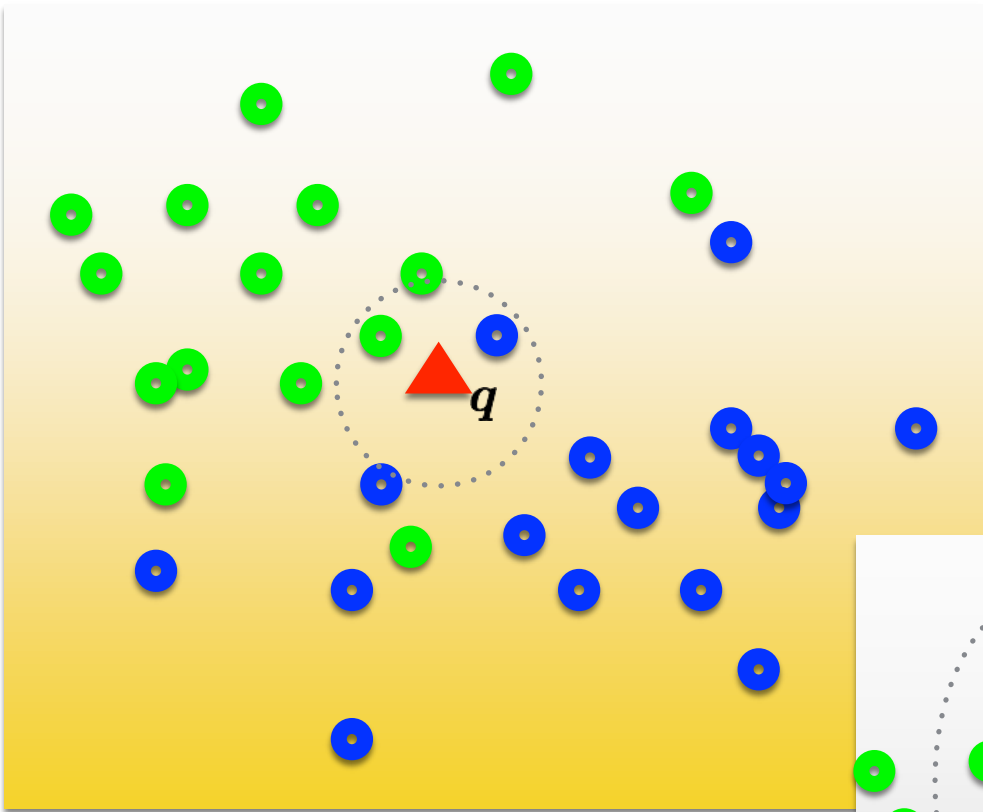
Learn Visual Words using clustering

## **Encode:**

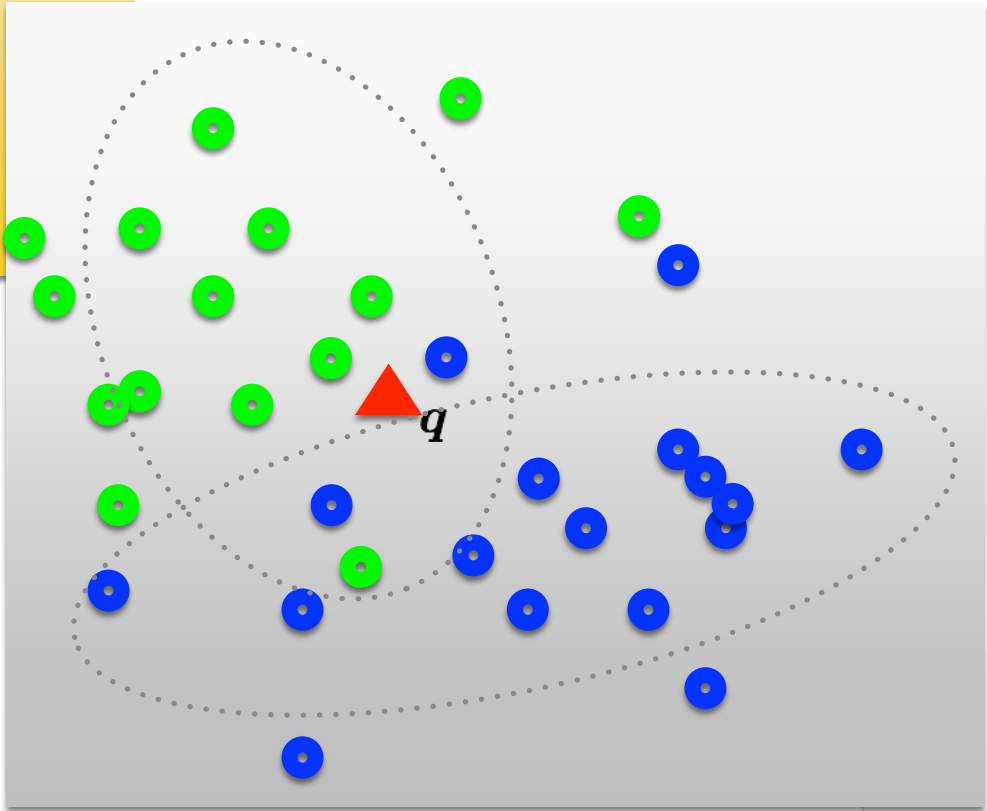
build Bags-of-Words (BOW) vectors  
for each image

## **Classify:**

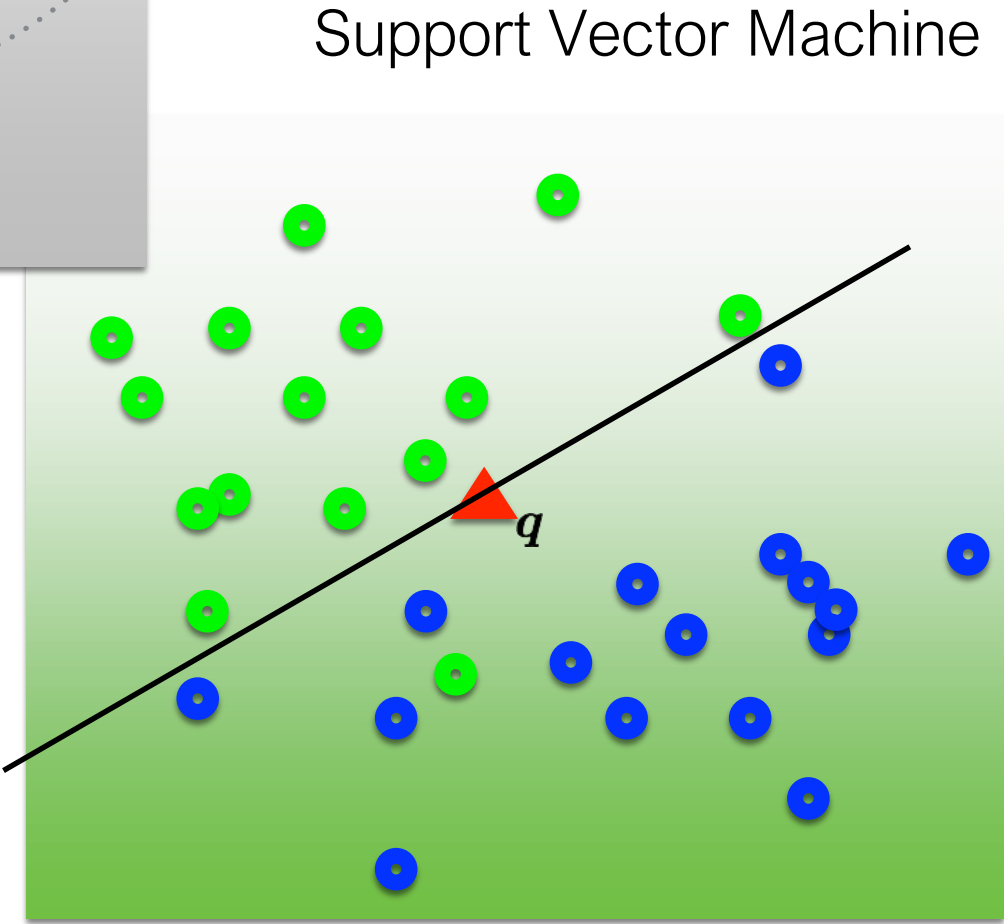
Train and test data using BOWs



K nearest neighbors

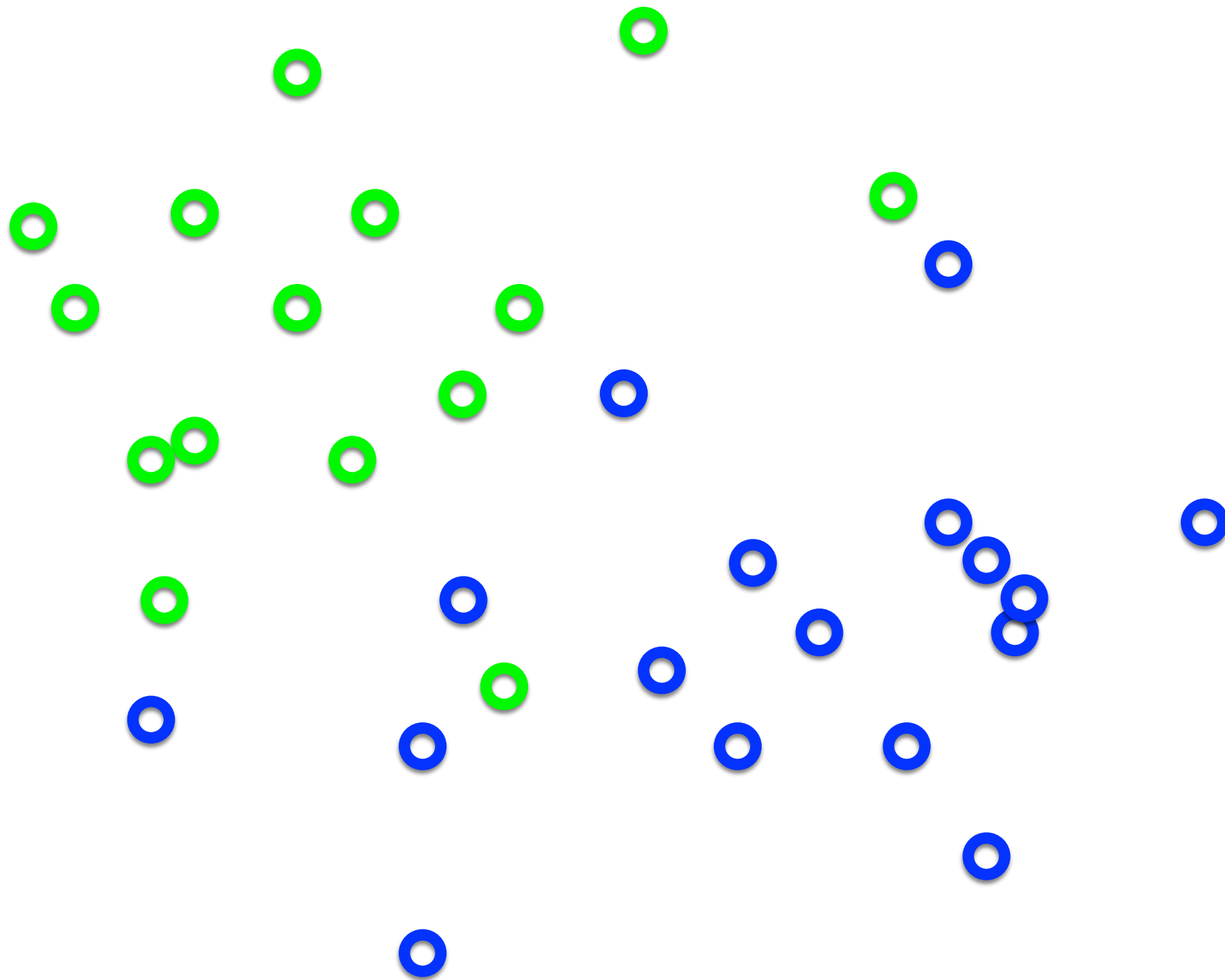


Naïve Bayes



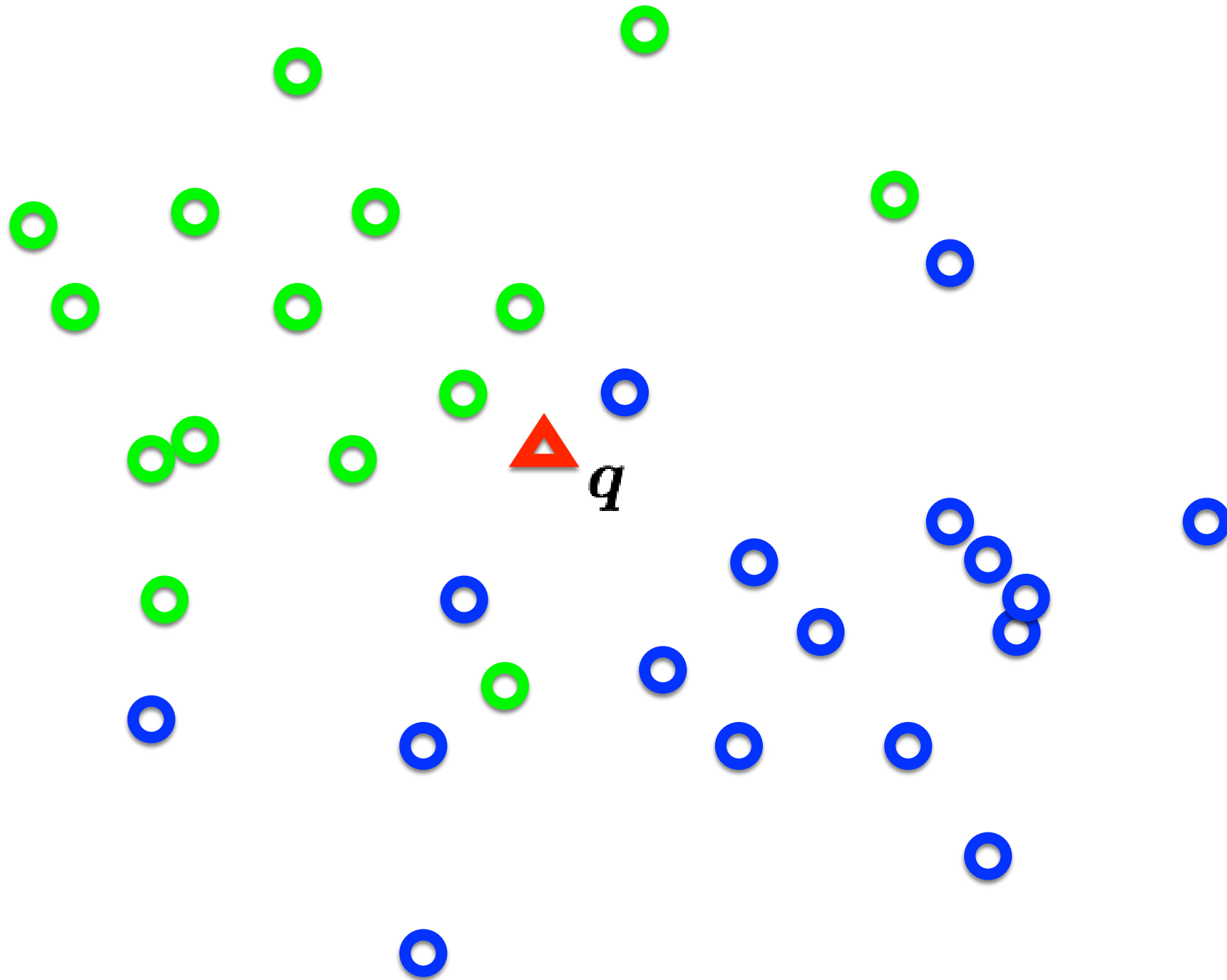
$K$  nearest neighbors

# Distribution of data from two classes



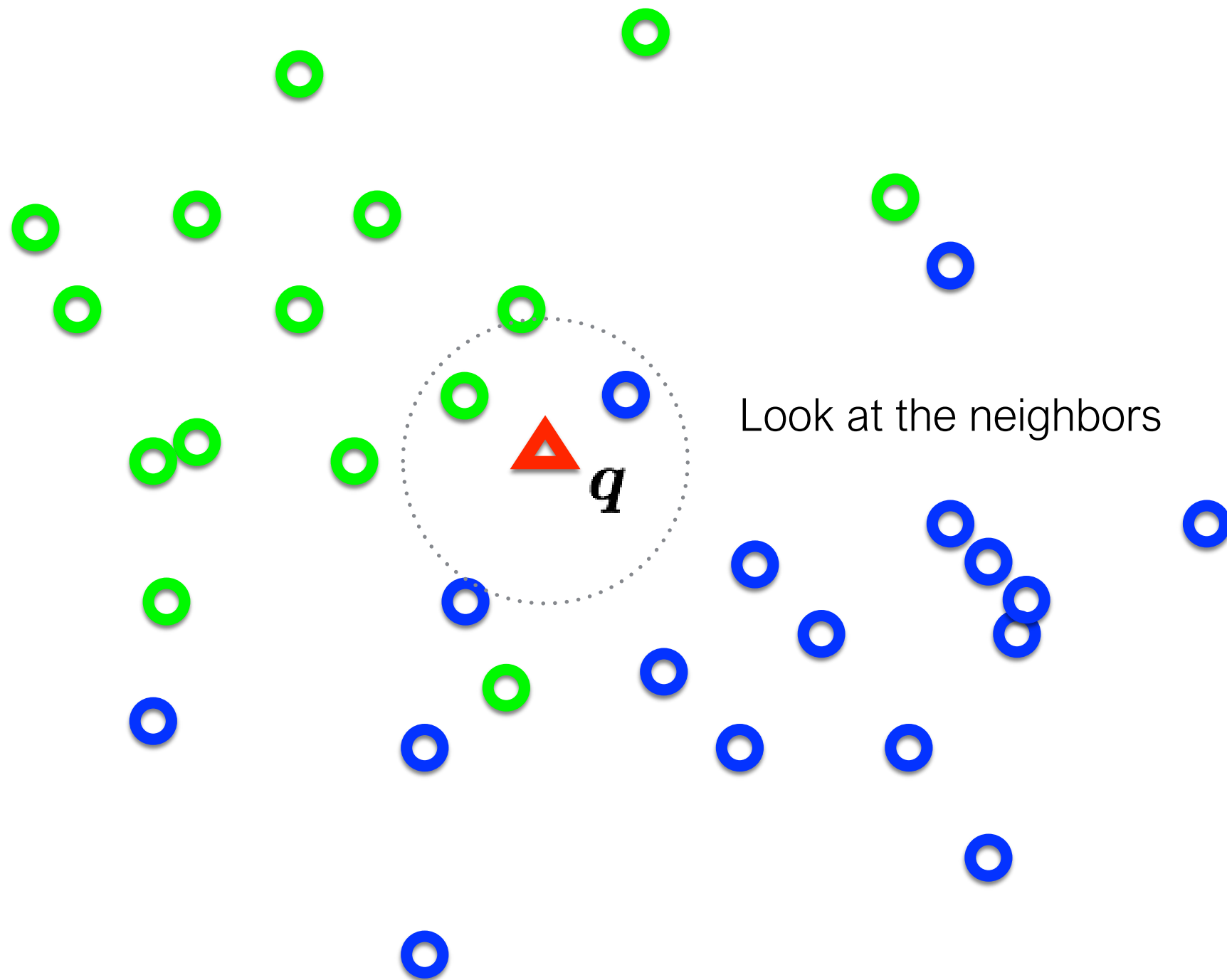


# Distribution of data from two classes

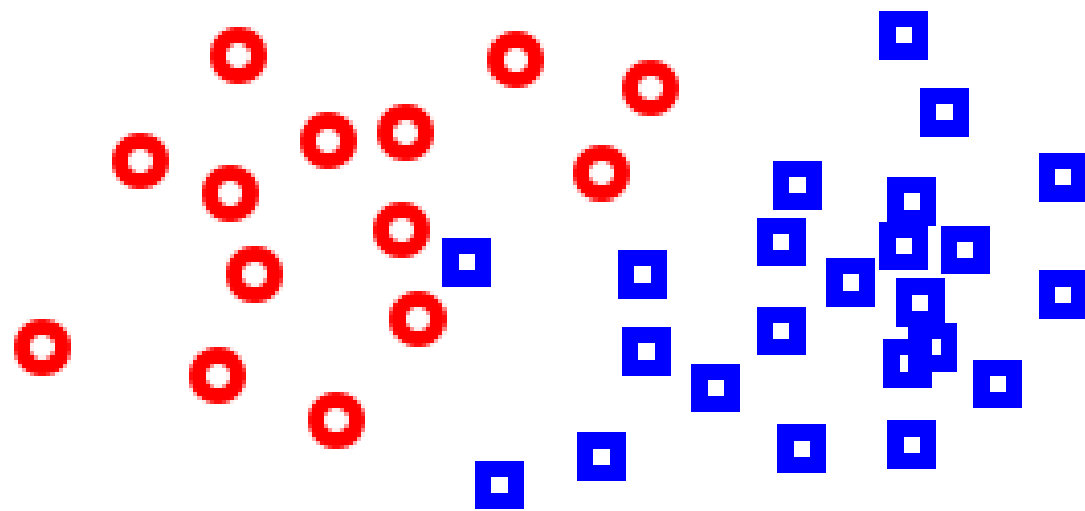


*Which class does  $q$  belong too?*

# Distribution of data from two classes



# K-Nearest Neighbor (KNN) Classifier

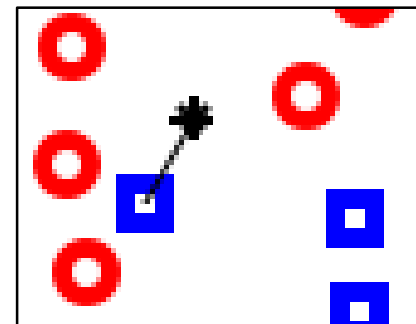


Non-parametric pattern classification approach

Consider a two class problem where each sample consists of two measurements (x,y).

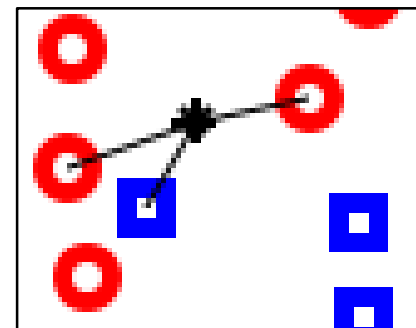
For a given query point  $q$ , assign the class of the nearest neighbor

$k = 1$

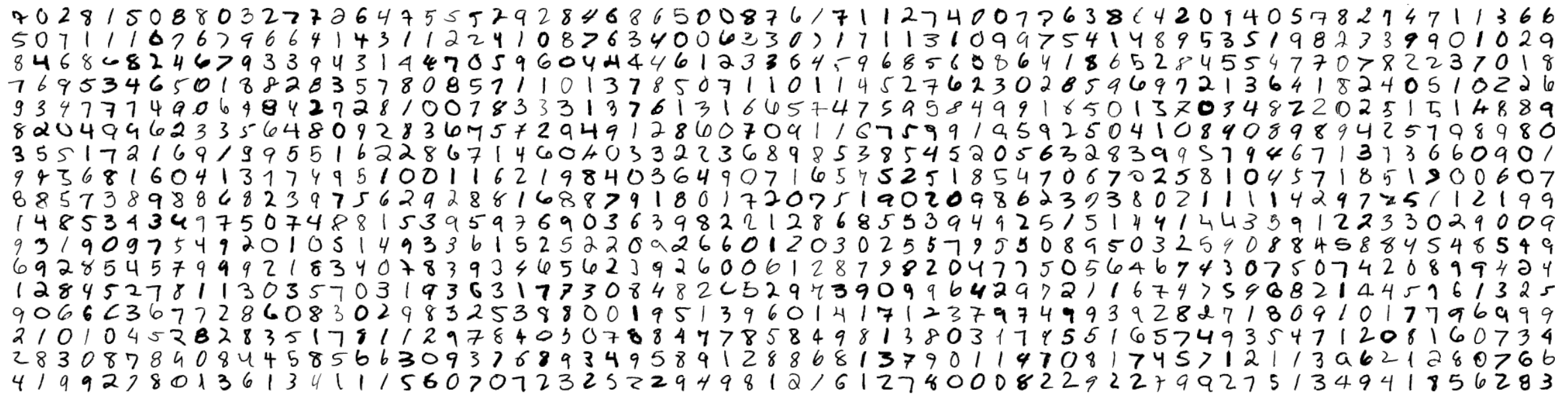


Compute the  $k$  nearest neighbors and assign the class by majority vote.

$k = 3$



# Nearest Neighbor is competitive



## MNIST Digit Recognition

- Handwritten digits
- 28x28 pixel images:  $d = 784$
- 60,000 training samples
- 10,000 test samples

Yann LeCunn

	Test Error Rate (%)
Linear classifier (1-layer NN)	12.0
K-nearest-neighbors, Euclidean	5.0
K-nearest-neighbors, Euclidean, deskewed	2.4
K-NN, Tangent Distance, 16x16	1.1
K-NN, shape context matching	0.67
1000 RBF + linear classifier	3.6
SVM deg 4 polynomial	1.1
2-layer NN, 300 hidden units	4.7
2-layer NN, 300 HU, [deskewing]	1.6
LeNet-5, [distortions]	0.8
Boosted LeNet-4, [distortions]	0.7

## What is the best distance metric between data points?

- Typically Euclidean distance
- Locality sensitive distance metrics
- Important to normalize.  
Dimensions have different scales

## How many K?

- Typically  $k=1$  is good
- Cross-validation (try different  $k$ !)

# Distance metrics

$$D(\mathbf{x}, \mathbf{y}) = \sqrt{(x_1 - y_1)^2 + \cdots + (x_N - y_N)^2} \quad \text{Euclidean}$$

$$D(\mathbf{x}, \mathbf{y}) = \frac{\mathbf{x} \cdot \mathbf{y}}{\|\mathbf{x}\| \|\mathbf{y}\|} = \frac{x_1 y_1 + \cdots + x_N y_N}{\sqrt{\sum_n x_n^2} \sqrt{\sum_n y_n^2}} \quad \text{Cosine}$$

$$D(\mathbf{x}, \mathbf{y}) = \frac{1}{2} \sum_n \frac{(x_n - y_n)^2}{(x_n + y_n)} \quad \text{Chi-squared}$$



# Choice of distance metric

- Hyperparameter

L1 (Manhattan) distance

$$d_1(I_1, I_2) = \sum_p |I_1^p - I_2^p|$$

L2 (Euclidean) distance

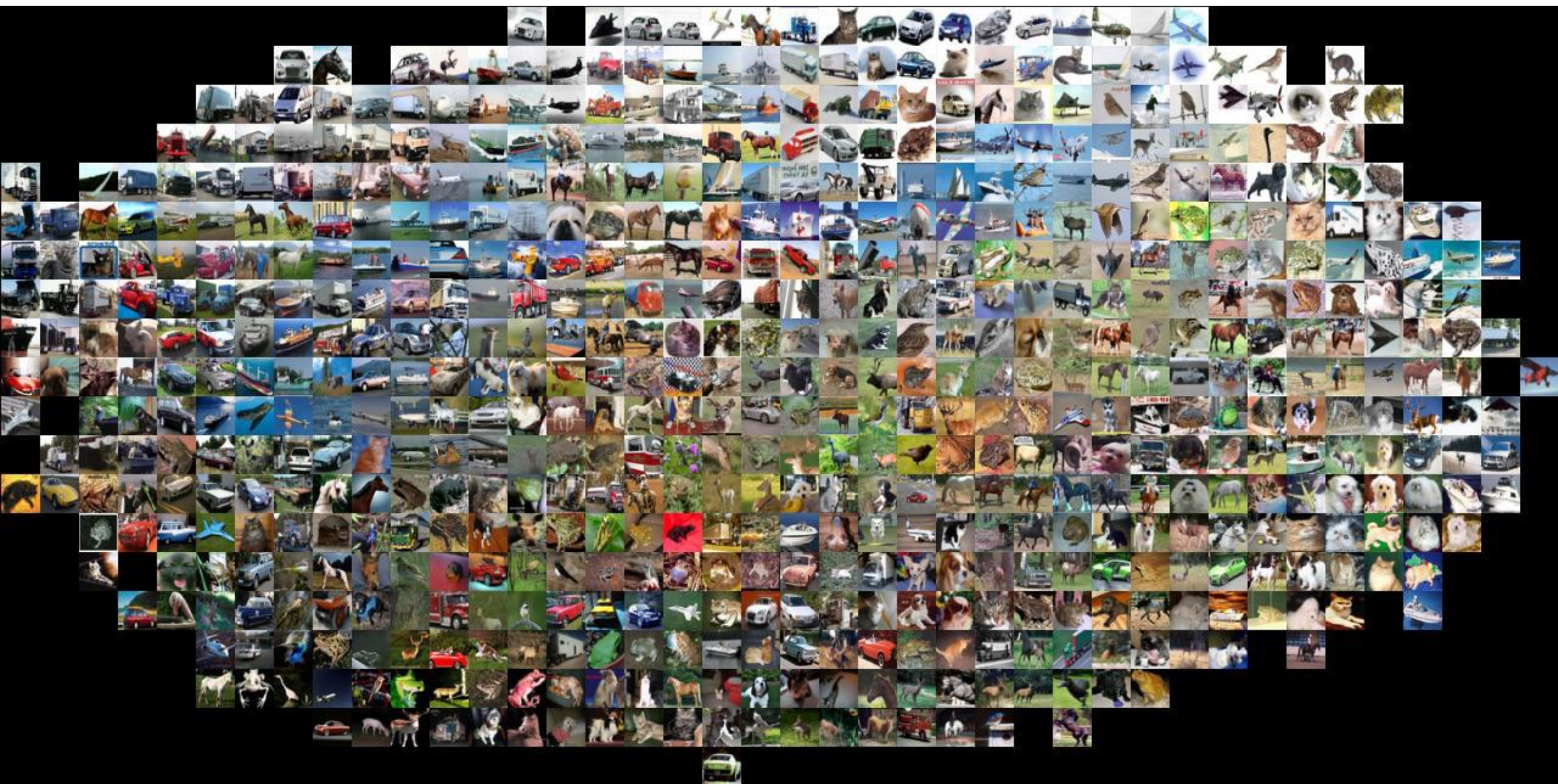
$$d_2(I_1, I_2) = \sqrt{\sum_p (I_1^p - I_2^p)^2}$$

- Two most commonly used special cases of p-norm

$$\|x\|_p = \left(|x_1|^p + \dots + |x_n|^p\right)^{\frac{1}{p}} \quad p \geq 1, x \in \mathbb{R}^n$$



# Visualization: L2 distance





# CIFAR-10 and NN results

Example dataset: **CIFAR-10**

**10 labels**

**50,000** training images

**10,000** test images.

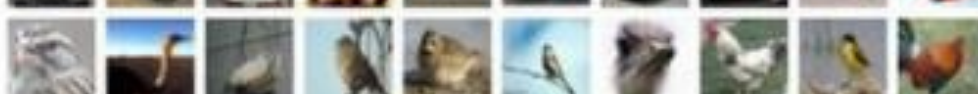
airplane



**automobile**



**bird**



**cat**



**deer**



**dog**



**frog**



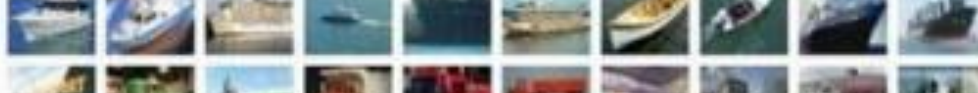
horse



**ship**



**truck**



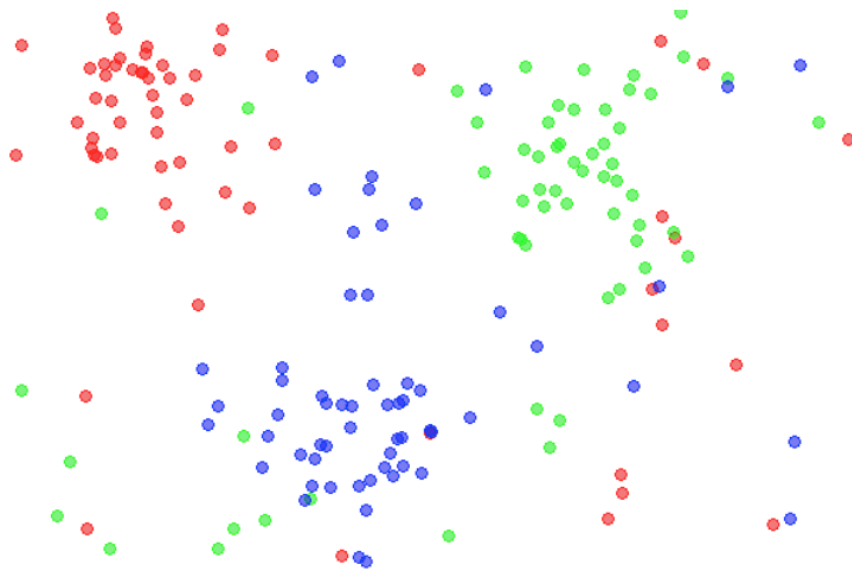
For every test image (first column),  
examples of nearest neighbors in rows



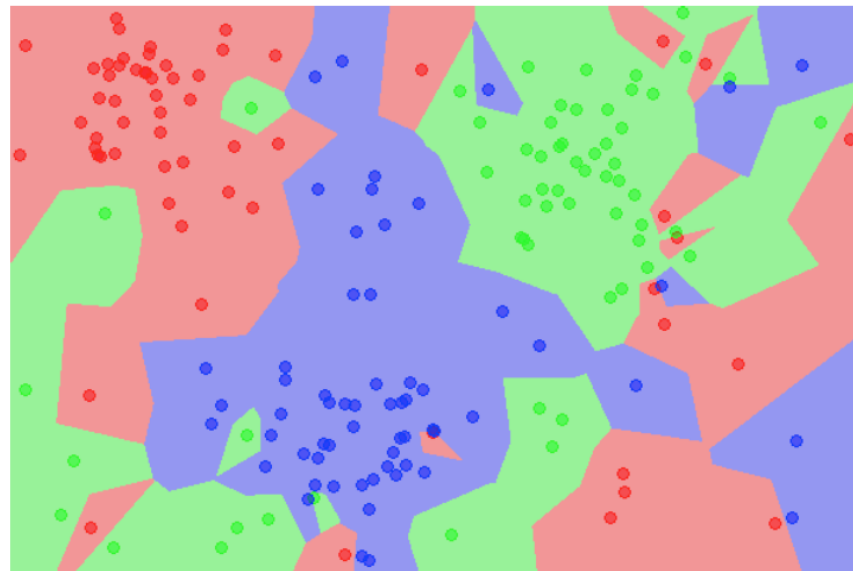
# k-nearest neighbor

- Find the  $k$  closest points from training data
- Labels of the  $k$  points “vote” to classify

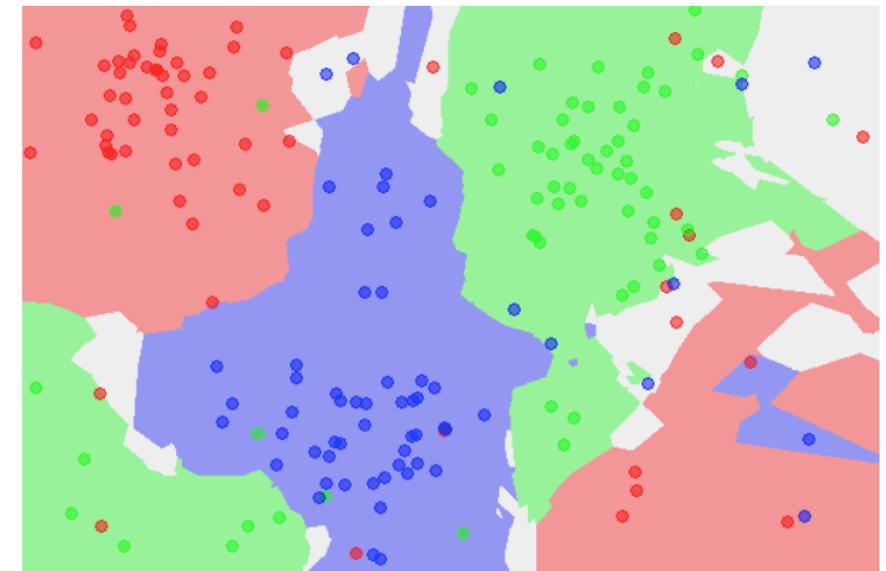
the data



NN classifier



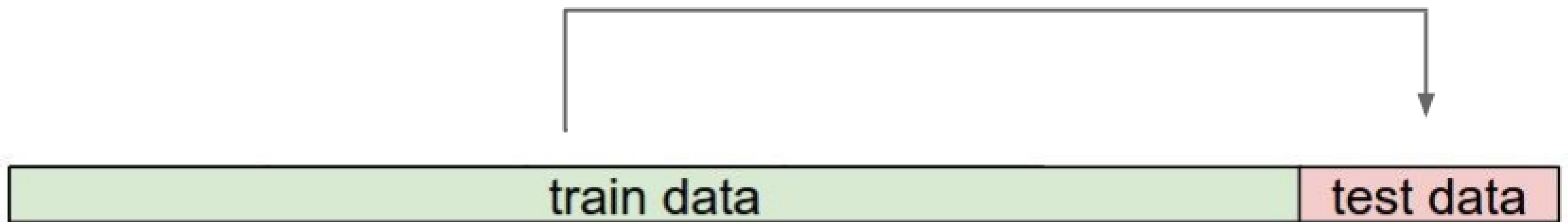
5-NN classifier



# Hyperparameters

- What is the best distance to use?
- What is the best value of  $k$  to use?
- i.e., how do we set the hyperparameters?
- Very problem-dependent
- Must try them all and see what works best

Try out what hyperparameters work best on test set.





Trying out what hyperparameters work best on test set:

Very bad idea. The test set is a proxy for the generalization performance!

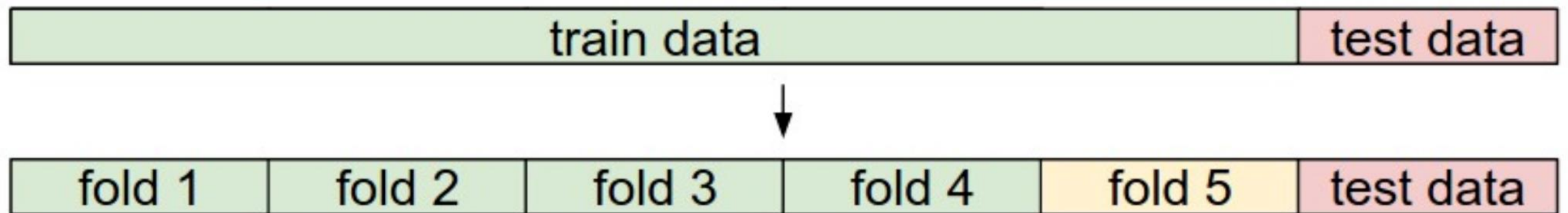
Use only **VERY SPARINGLY**, at the end.



train data

test data

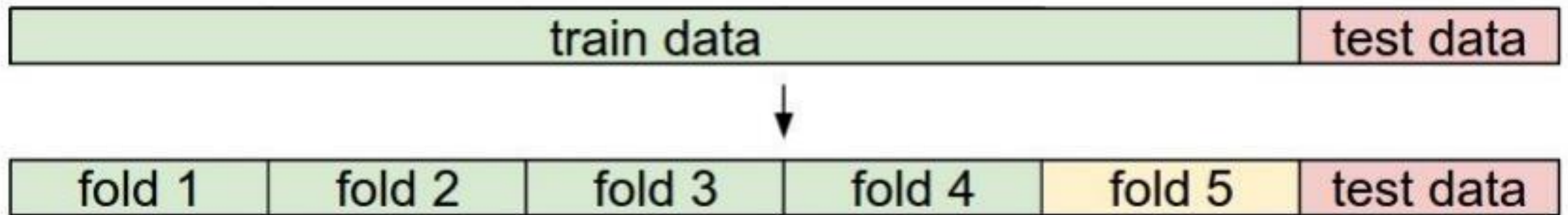
# Validation



Validation data

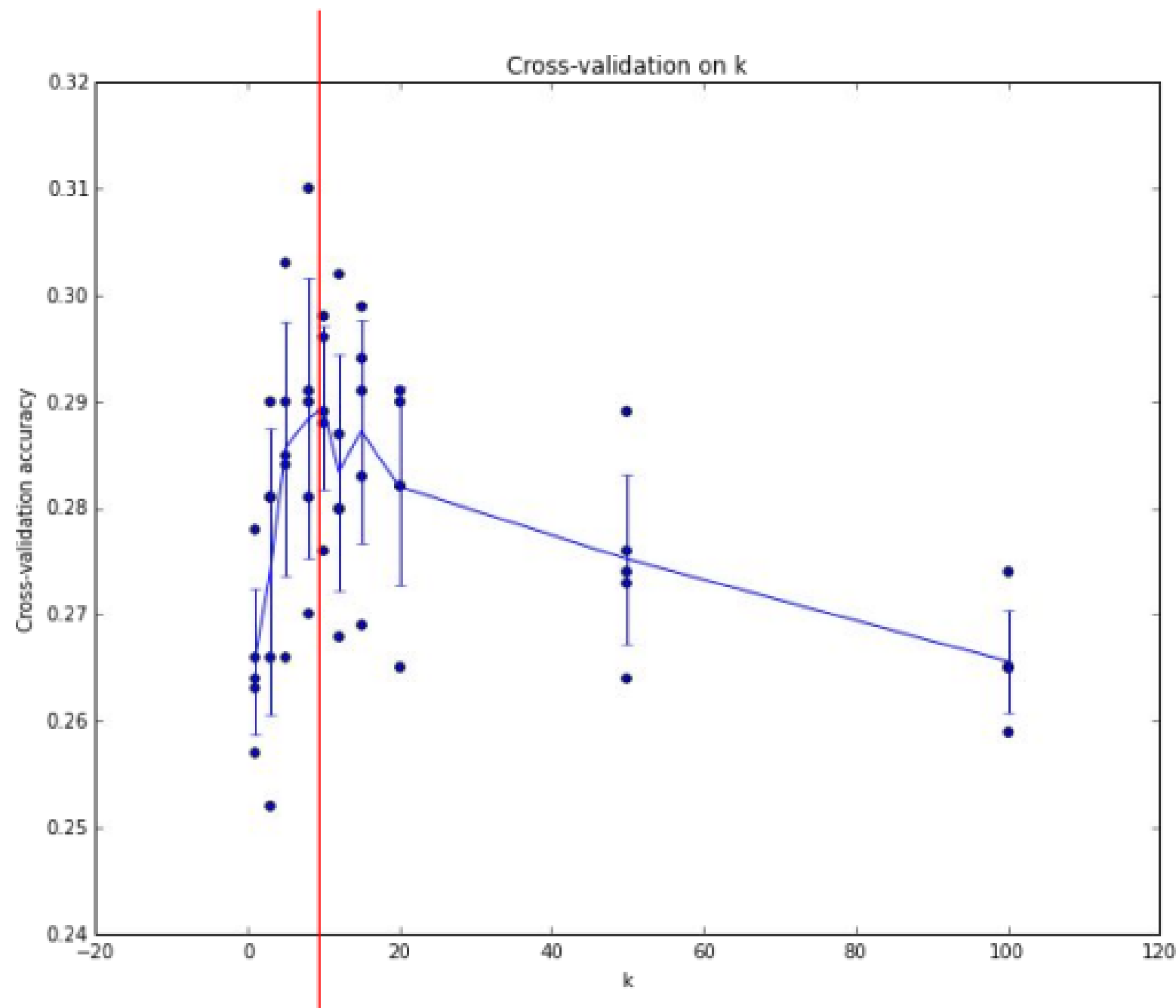
use to tune hyperparameters  
evaluate on test set ONCE at the end

# Cross-validation



## **Cross-validation**

cycle through the choice of which fold is the validation fold, average results.



Example of  
5-fold cross-validation  
for the value of  $k$ .

Each point: single  
outcome.

The line goes  
through the mean, bars  
indicated standard  
deviation

(Seems that  $k \approx 7$  works best  
for this data)

# How to pick hyperparameters?

- Methodology
  - Train and test
  - Train, validate, test
- Train for original model
- Validate to find hyperparameters
- Test to understand generalizability

## **Pros**

- simple yet effective

## **Cons**

- search is expensive (can be sped-up)
- storage requirements
- difficulties with high-dimensional data

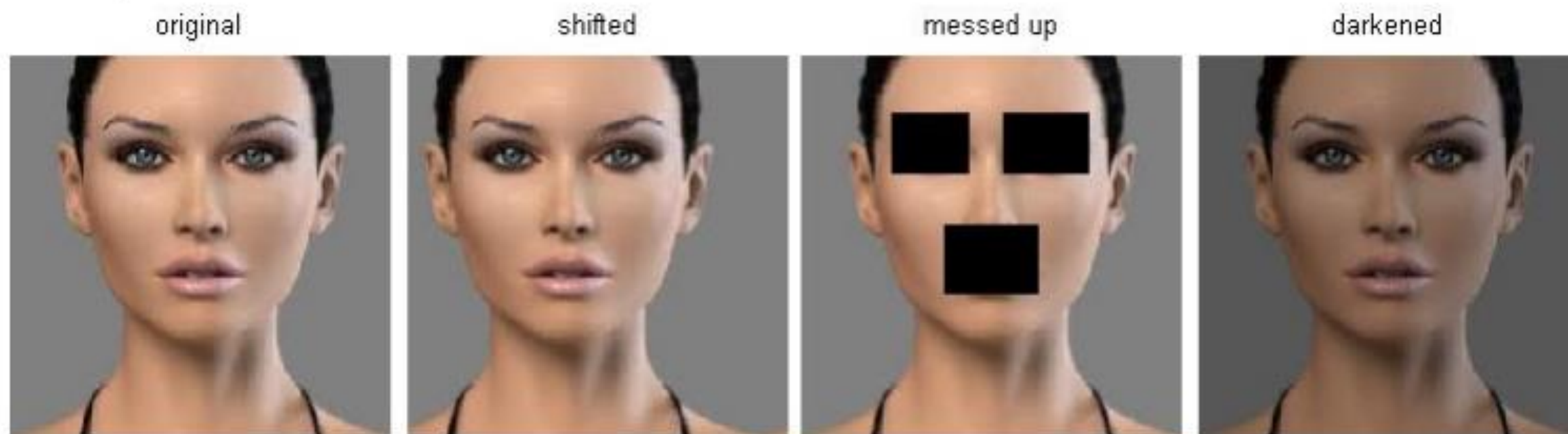
# kNN -- Complexity and Storage

- N training images, M test images
- Training:  $O(1)$
- Testing:  $O(MN)$
- Hmm...
  - Normally need the opposite
  - Slow training (ok), fast testing (necessary)



## k-Nearest Neighbor on images **never used**.

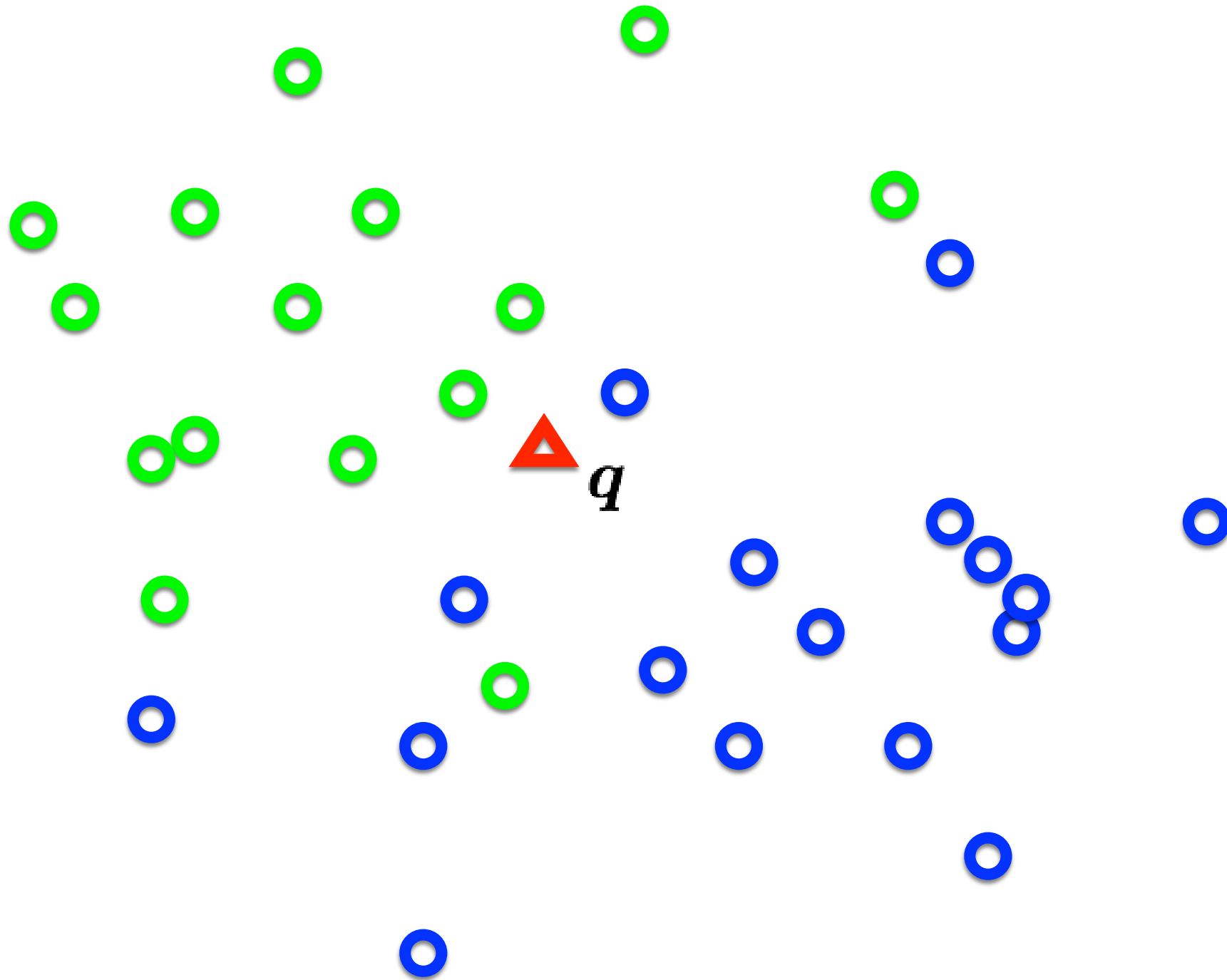
- terrible performance at test time
- distance metrics on level of whole images can be very unintuitive



(all 3 images have same L2 distance to the one on the left)

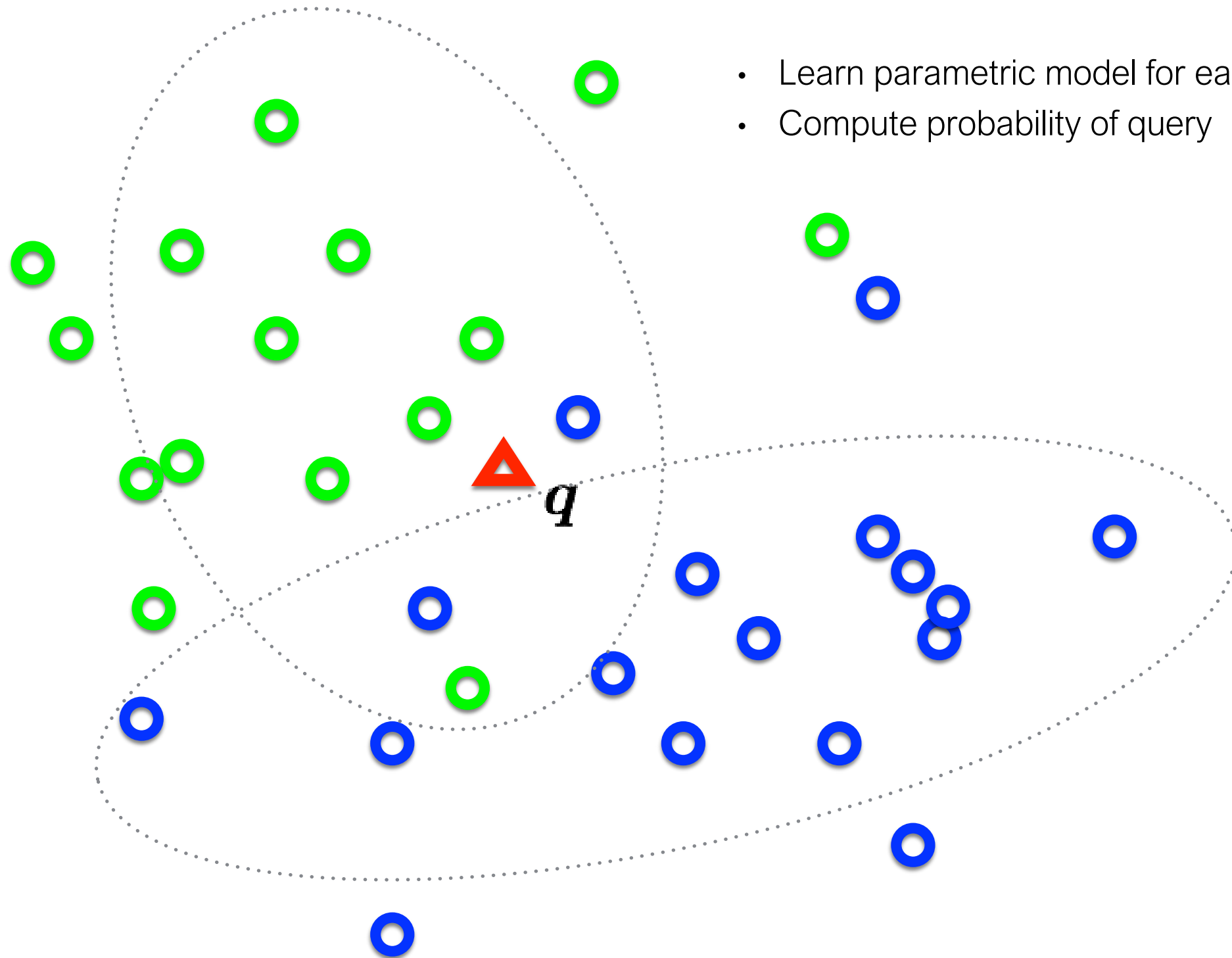
# Naïve Bayes

# Distribution of data from two classes



*Which class does  $q$  belong too?*


# Distribution of data from two classes



This is called the posterior.

the probability of a class  $z$  given the observed features  $X$

$$p(z|X)$$



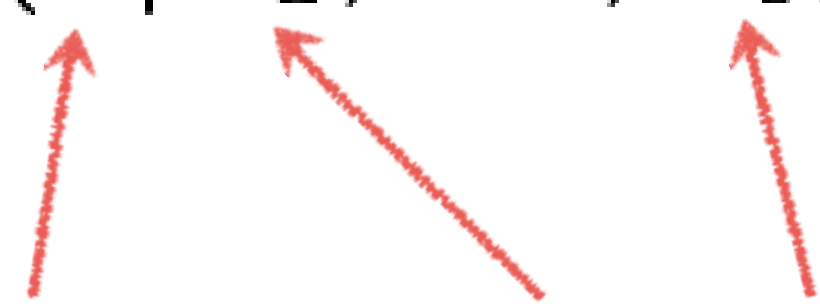
For classification,  $z$  is a  
discrete random variable  
(e.g., car, person, building)

$X$  is a set of observed features  
(e.g., features from a single image)

(it's a function that returns a single probability value)

This is called the posterior:  
the probability of a class  $z$  given the observed features  $X$

$$p(z|x_1, \dots, x_N)$$



For classification,  $z$  is a  
discrete random variable  
(e.g., car, person, building)

Each  $x$  is an observed feature  
(e.g., visual words)

(it's a function that returns a single probability value)

## Recall:

The posterior can be decomposed according to  
**Bayes' Rule**

$$\underset{\text{posterior}}{p(A|B)} = \frac{\overset{\text{likelihood}}{p(B|A)}\overset{\text{prior}}{p(A)}}{p(B)}$$

In our context...

$$p(\mathbf{z}|\mathbf{x}_1, \dots, \mathbf{x}_N) = \frac{p(\mathbf{x}_1, \dots, \mathbf{x}_N|\mathbf{z})p(\mathbf{z})}{p(\mathbf{x}_1, \dots, \mathbf{x}_N)}$$



The naive Bayes' classifier is solving this optimization

$$\hat{z} = \arg \max_{z \in \mathcal{Z}} p(z|\mathbf{X})$$

MAP (maximum a posteriori) estimate

$$\hat{z} = \arg \max_{z \in \mathcal{Z}} \frac{p(\mathbf{X}|z)p(z)}{p(\mathbf{X})}$$

Bayes' Rule

$$\hat{z} = \arg \max_{z \in \mathcal{Z}} p(\mathbf{X}|z)p(z)$$

Remove constants

To optimize this...we need to compute this

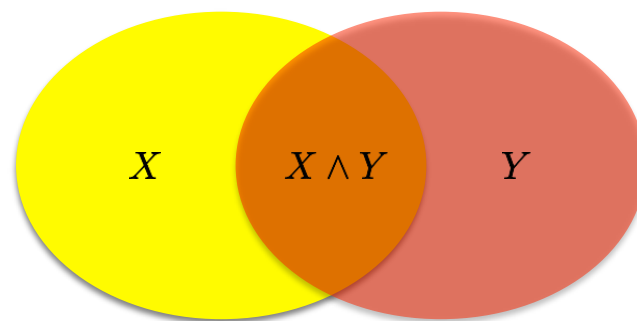


Compute the likelihood...

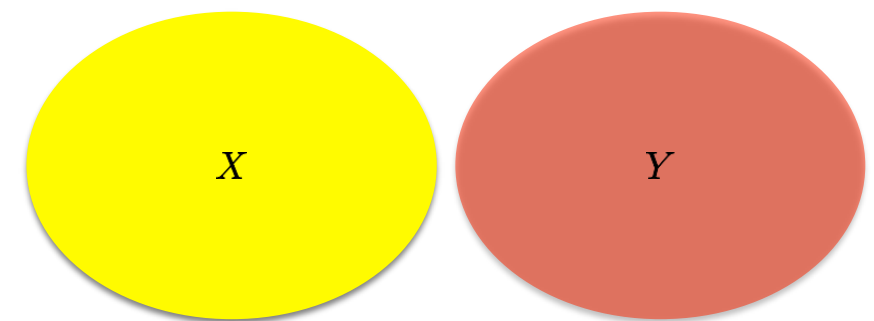
A naive Bayes' classifier assumes all features are  
***conditionally independent***

$$\begin{aligned} p(\mathbf{x}_1, \dots, \mathbf{x}_N | \mathbf{z}) &= p(\mathbf{x}_1 | \mathbf{z}) p(\mathbf{x}_2, \dots, \mathbf{x}_N | \mathbf{z}) \\ &= p(\mathbf{x}_1 | \mathbf{z}) p(\mathbf{x}_2 | \mathbf{z}) p(\mathbf{x}_3, \dots, \mathbf{x}_N | \mathbf{z}) \\ &= p(\mathbf{x}_1 | \mathbf{z}) p(\mathbf{x}_2 | \mathbf{z}) \cdots p(\mathbf{x}_N | \mathbf{z}) \end{aligned}$$

**Recall:**



$$p(x, y) = p(x|y)p(y)$$



$$p(x, y) = p(x)p(y)$$

To compute the MAP estimate

Given (1) a set of known parameters

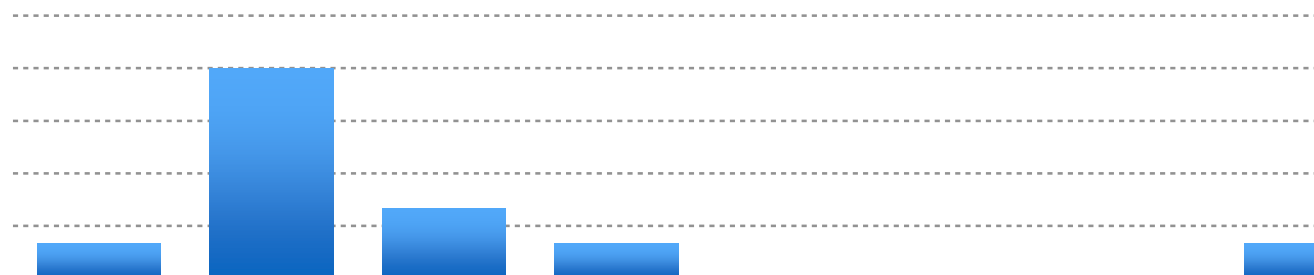
(2) observations

$$p(\mathbf{z}) \quad p(\mathbf{x}|\mathbf{z})$$

$$\{x_1, x_2, \dots, x_N\}$$

Compute which  $z$  has the largest probability

$$\hat{z} = \arg \max_{z \in \mathcal{Z}} p(z) \prod_n p(x_n|z)$$



count	1	6	2	1	0	0	0	1
word	Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor
p(x z)	0.09	0.55	0.18	0.09	0.0	0.0	0.0	0.09

$$p(X|z) = \prod_v p(x_v|z)^{c(w_v)}$$

$$= (0.09)^1 (0.55)^6 \dots (0.09)^1$$

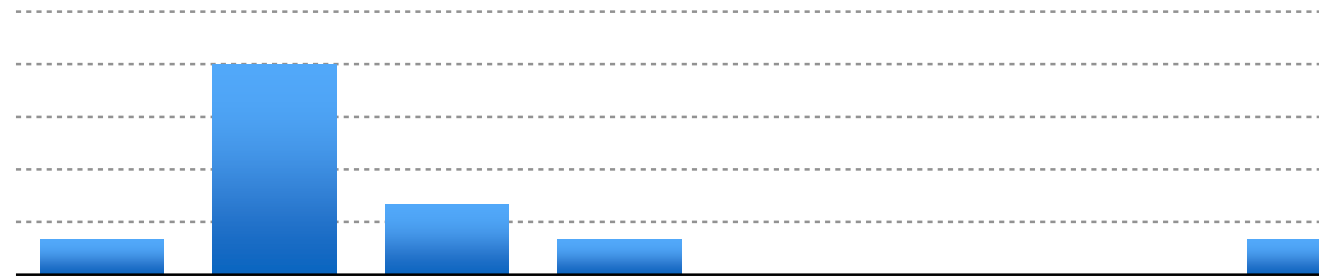
Numbers get really small so use log probabilities

$$\log p(X|z = \text{'grandchallenge'}) = -2.42 - 3.68 - 3.43 - 2.42 - 0.07 - 0.07 - 0.07 - 2.42 = -14.58$$

$$\log p(X|z = \text{'softrobot'}) = -7.63 - 9.37 - 15.18 - 2.97 - 0.02 - 0.01 - 0.02 - 2.27 = -37.48$$

\* typically add pseudo-counts (0.001)

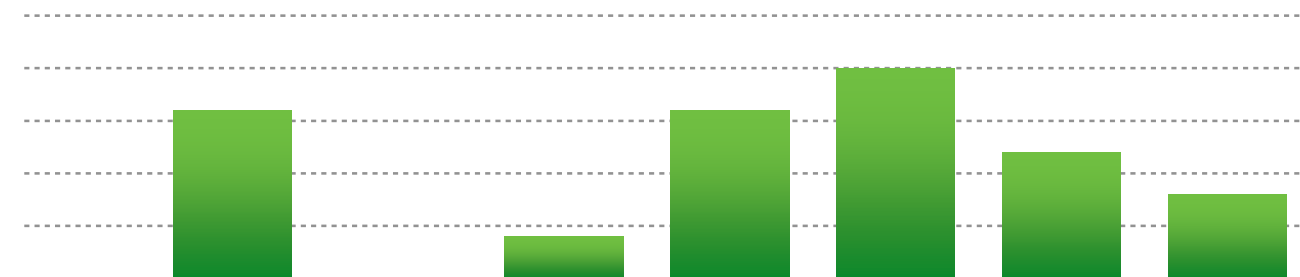
\*\* this is an example for computing the likelihood, need to multiply times **prior** to get posterior



count	1	6	2	1	0	0	0	1
word	Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor
p(x z)	0.09	0.55	0.18	0.09	0.0	0.0	0.0	0.09

$$\log p(X|z=\text{grand challenge}) = - \mathbf{14.58}$$

$$\log p(X|z=\text{bio inspired}) = - 37.48$$



count	0	4	0	1	4	5	3	2
word	Tartan	robot	CHIMP	CMU	bio	soft	ankle	sensor
p(x z)	0.0	0.21	0.0	0.05	0.21	0.26	0.16	0.11

$$\log p(X|z=\text{grand challenge}) = - 94.06$$

$$\log p(X|z=\text{bio inspired}) = - \mathbf{32.41}$$

\* typically add pseudo-counts (0.001)

\*\* this is an example for computing the likelihood, need to multiply times prior to get posterior

# Support Vector Machine

# Image Classification



(assume given set of discrete labels)  
{dog, cat, truck, plane, ...}



cat



# Score function



**class scores**

# Linear Classifier

define a **score function**

data (histogram)

$$f(x_i, W, b) = Wx_i + b$$

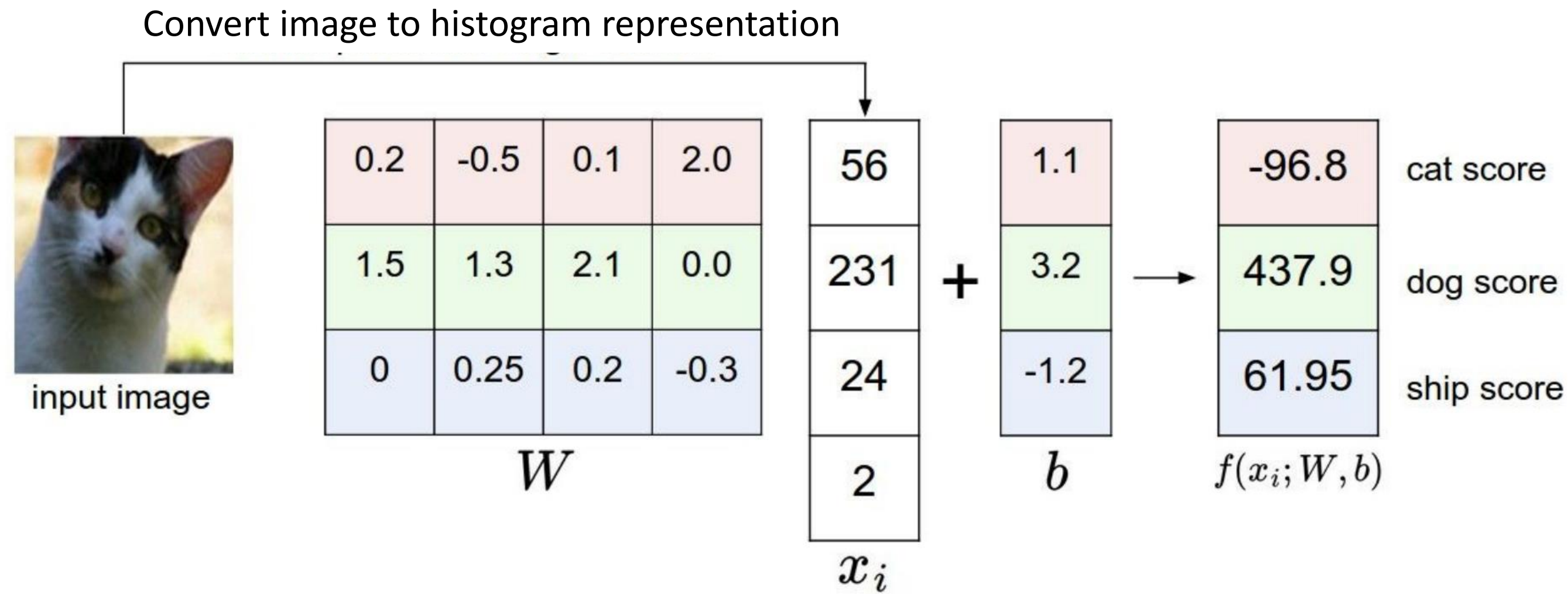
class scores

“weights”

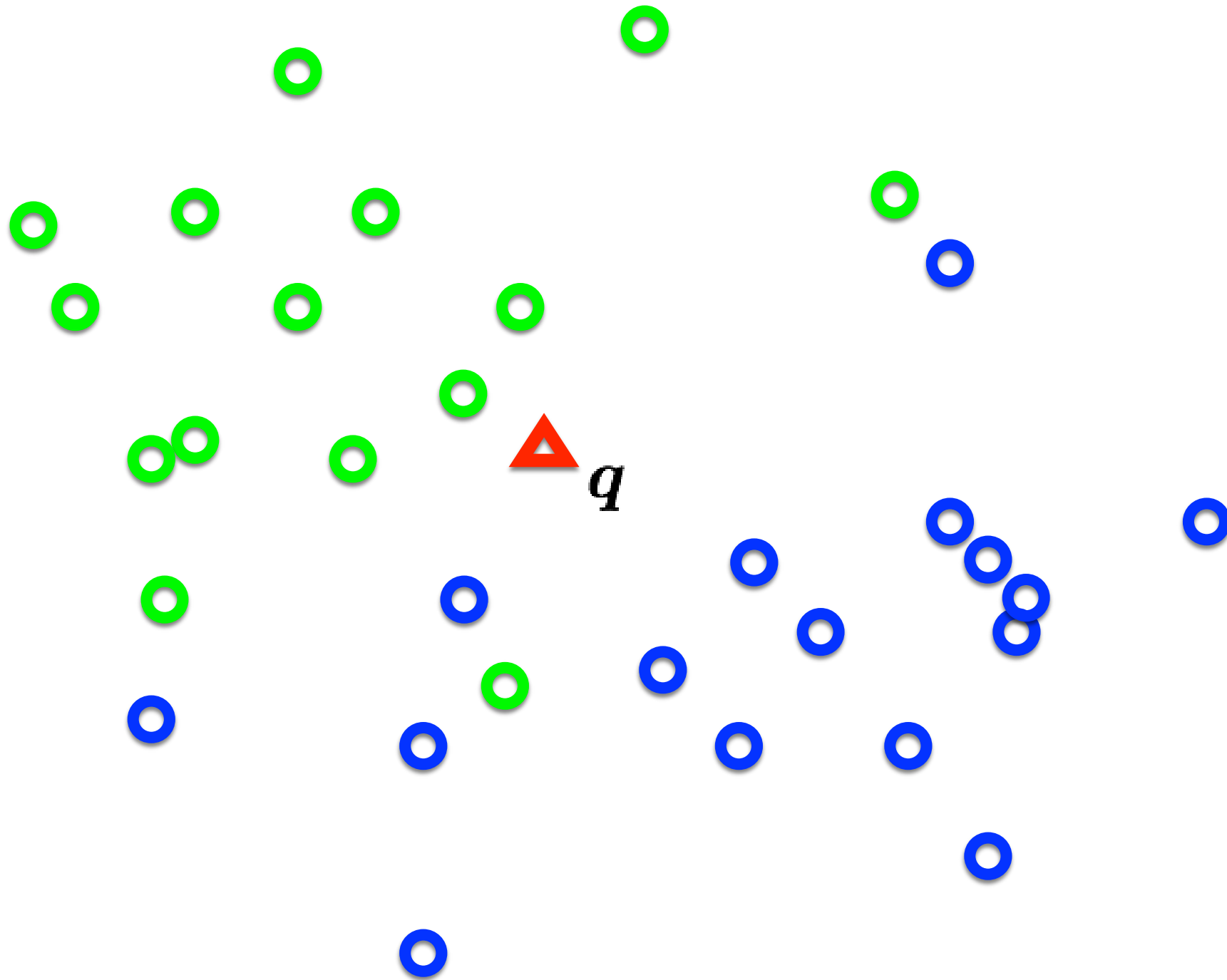
“bias vector”

“parameters”

# Example with an image with 4 pixels, and 3 classes (cat/dog/ship)

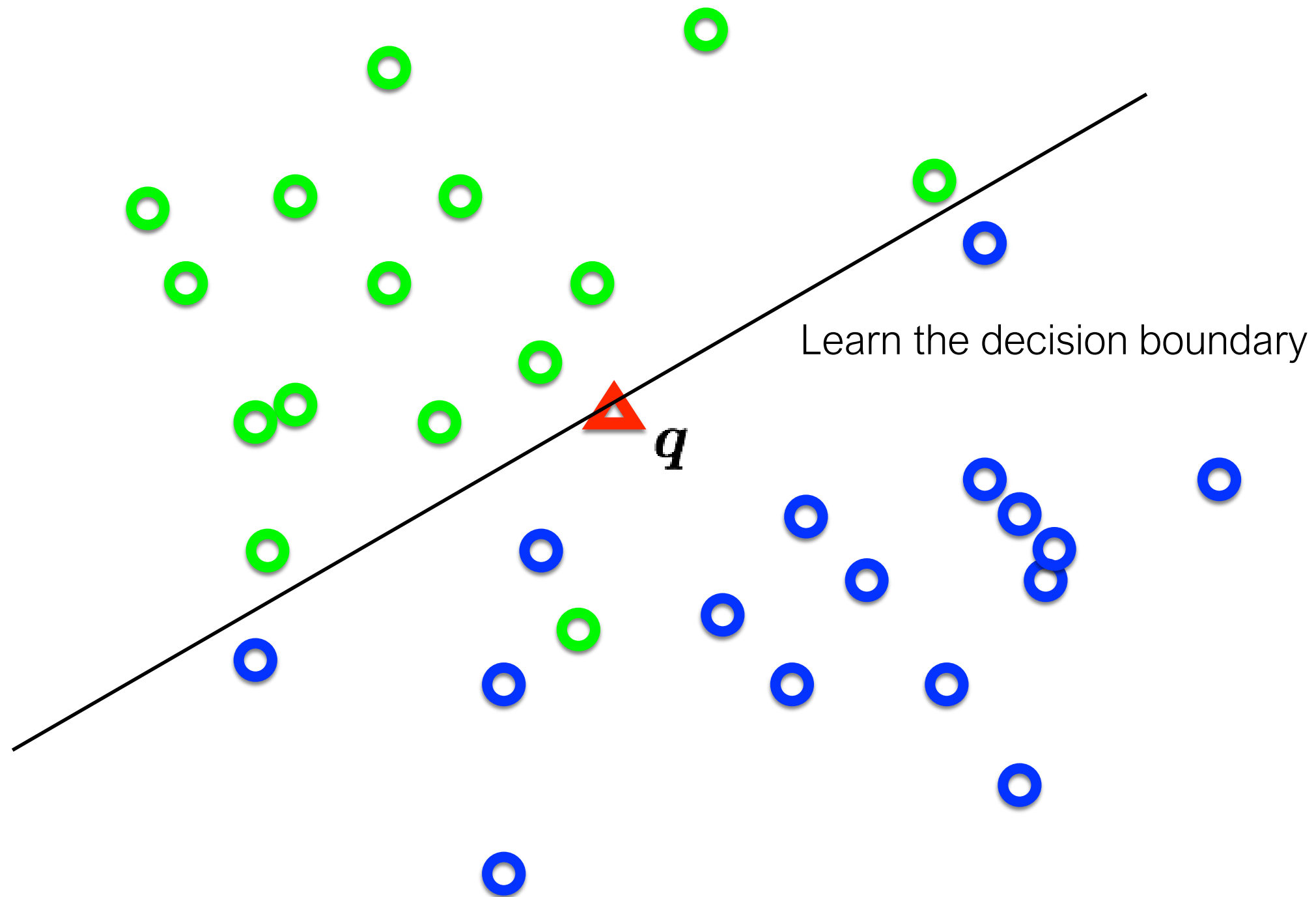


# Distribution of data from two classes



*Which class does  $q$  belong too?*

# Distribution of data from two classes

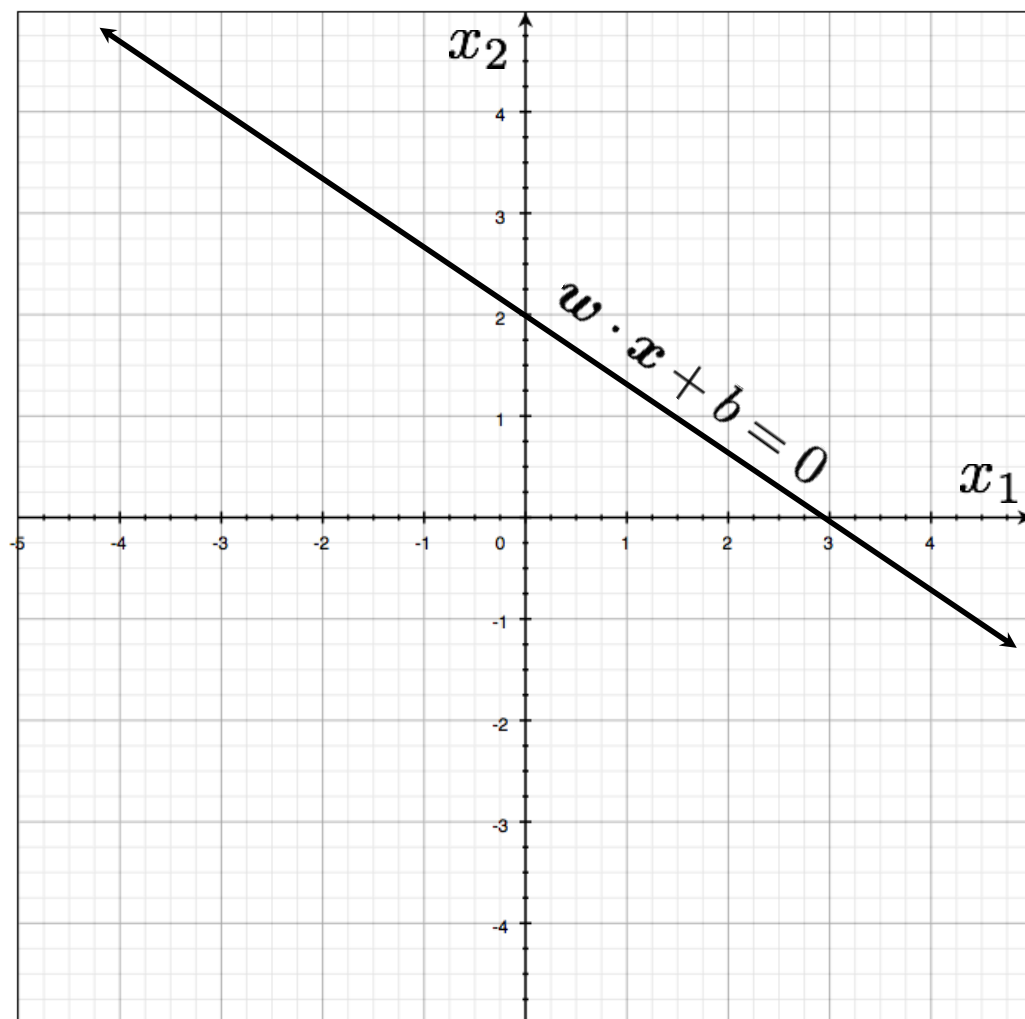


First we need to understand hyperplanes...



# Hyperplanes (lines) in 2D

$$w_1x_1 + w_2x_2 + b = 0$$



a line can be written as  
dot product plus a bias

$$w \cdot x + b = 0$$

$$w \in \mathcal{R}^2$$

another version, add a weight 1 and  
push the bias inside

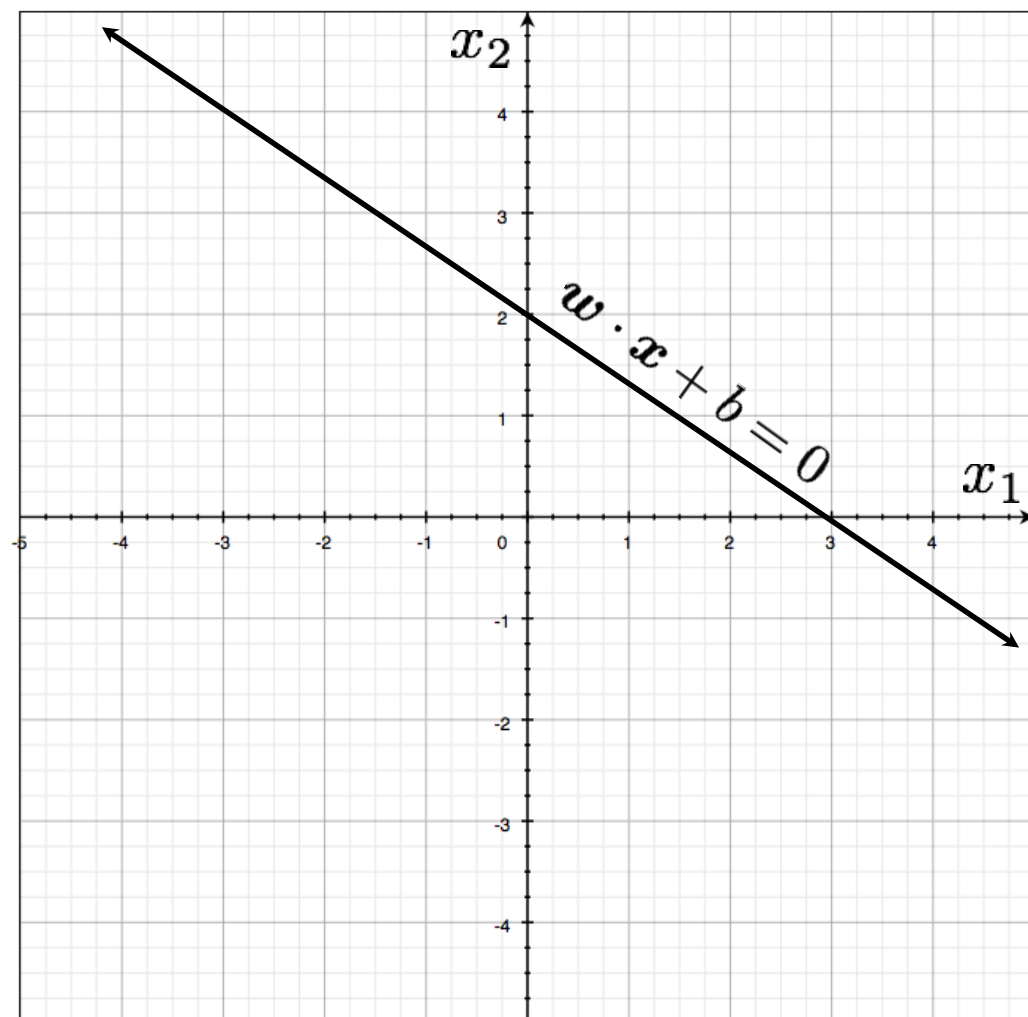
$$w \cdot x = 0$$

$$w \in \mathcal{R}^3$$

# Hyperplanes (lines) in 2D

$$\boldsymbol{w} \cdot \boldsymbol{x} + b = 0 \quad (\text{offset/bias outside}) \quad \boldsymbol{w} \cdot \boldsymbol{x} = 0 \quad (\text{offset/bias inside})$$

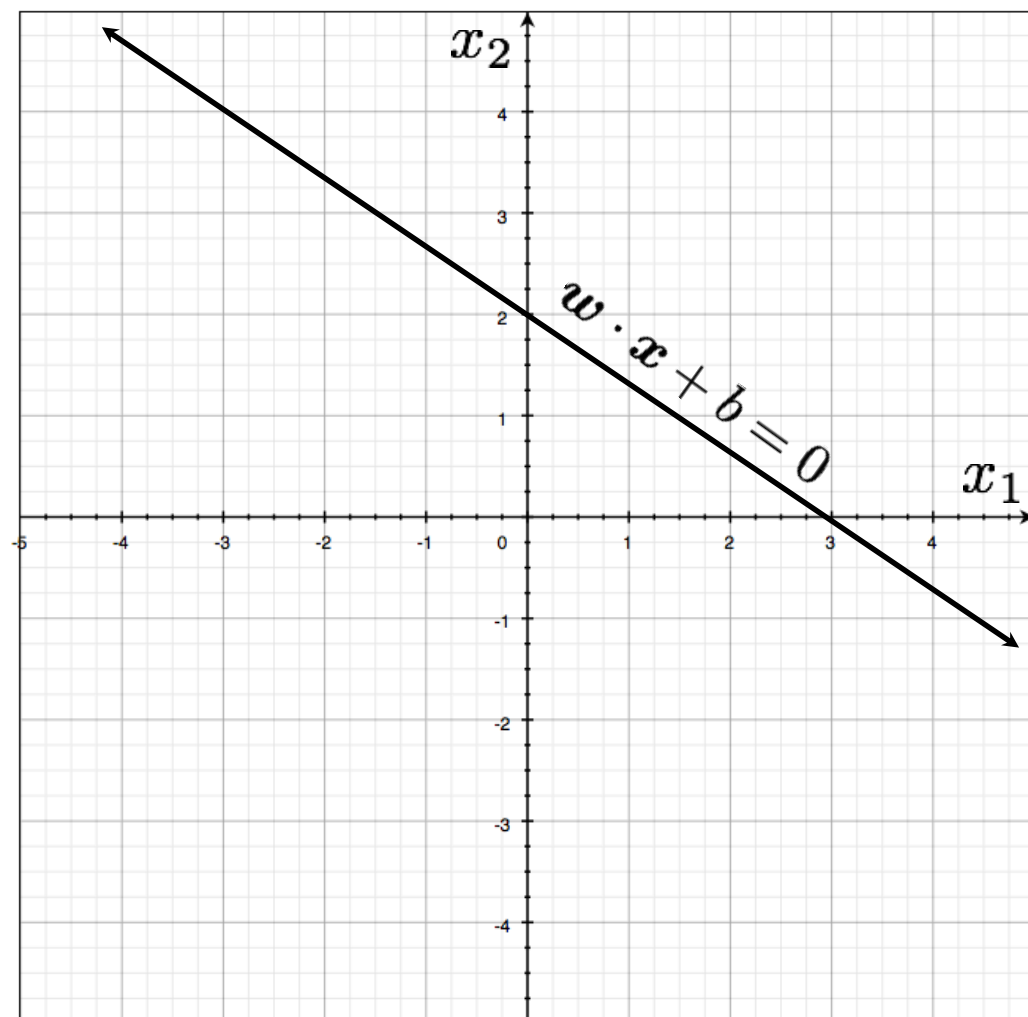
$$w_1 x_1 + w_2 x_2 + b = 0$$



# Hyperplanes (lines) in 2D

$$\boldsymbol{w} \cdot \boldsymbol{x} + b = 0 \quad (\text{offset/bias outside}) \quad \boldsymbol{w} \cdot \boldsymbol{x} = 0 \quad (\text{offset/bias inside})$$

$$w_1x_1 + w_2x_2 + b = 0$$



**Important property:**  
*Free to choose any normalization of  $w$*

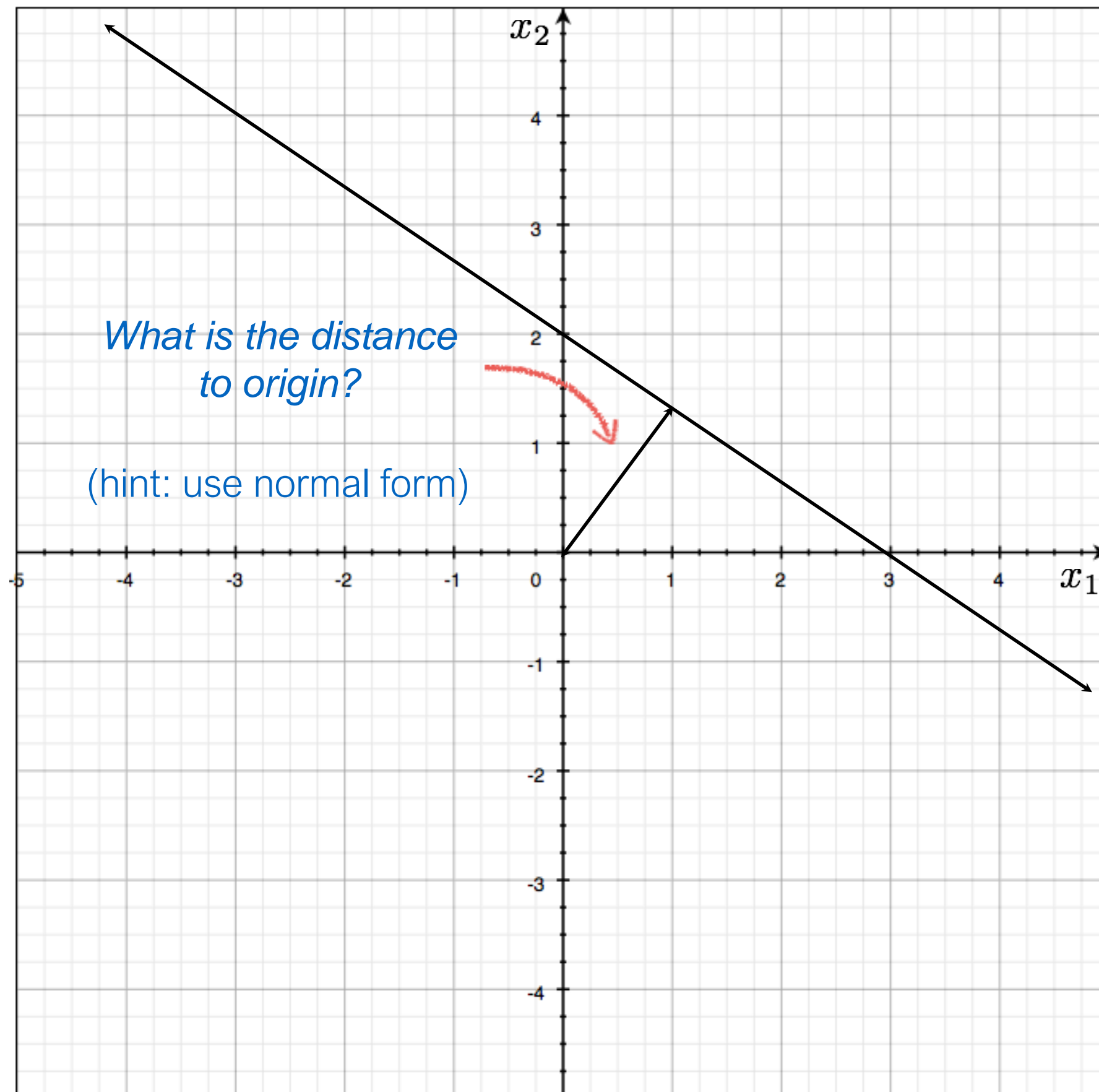
The line

$$w_1x_1 + w_2x_2 + b = 0$$

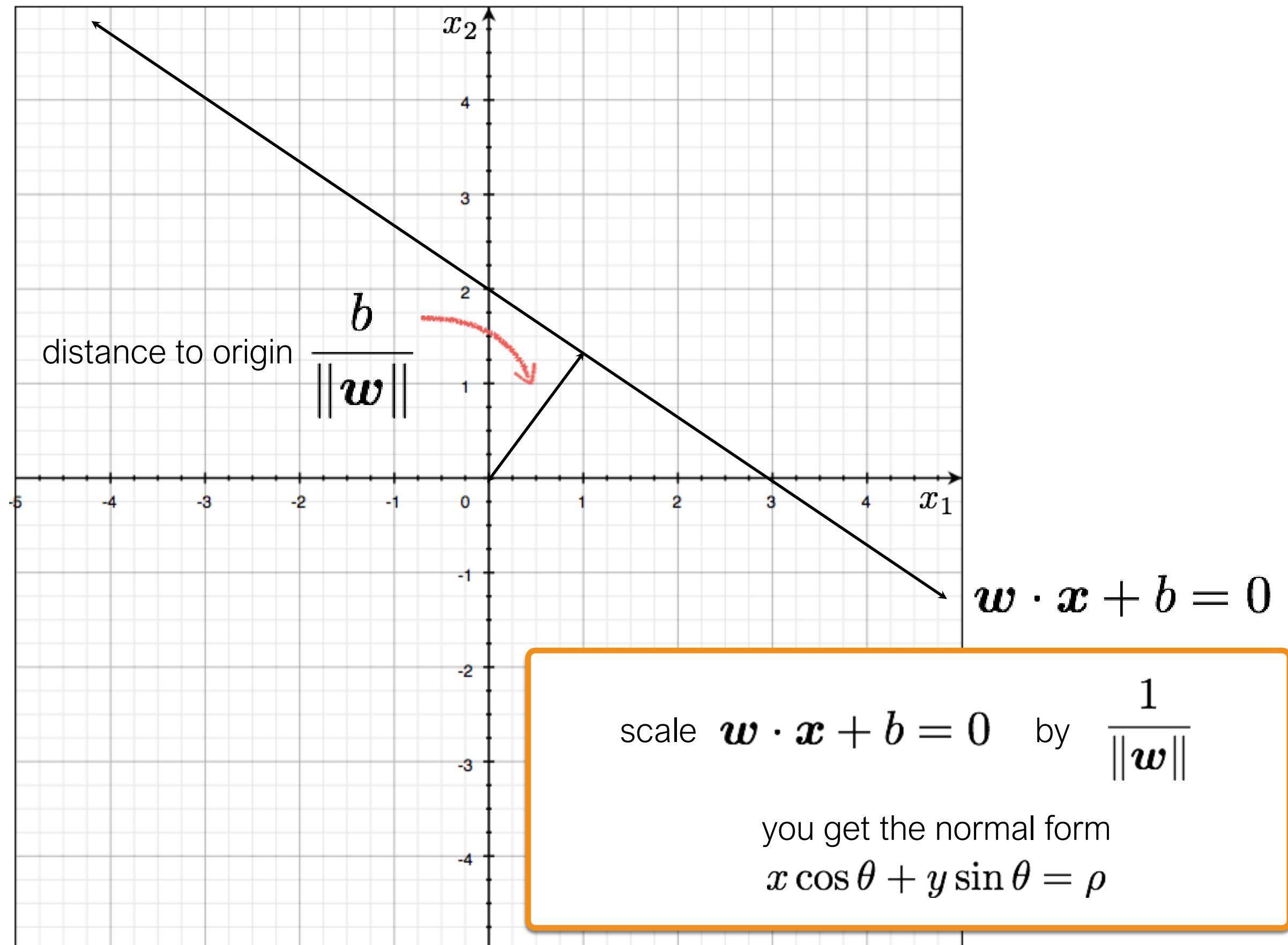
and the line

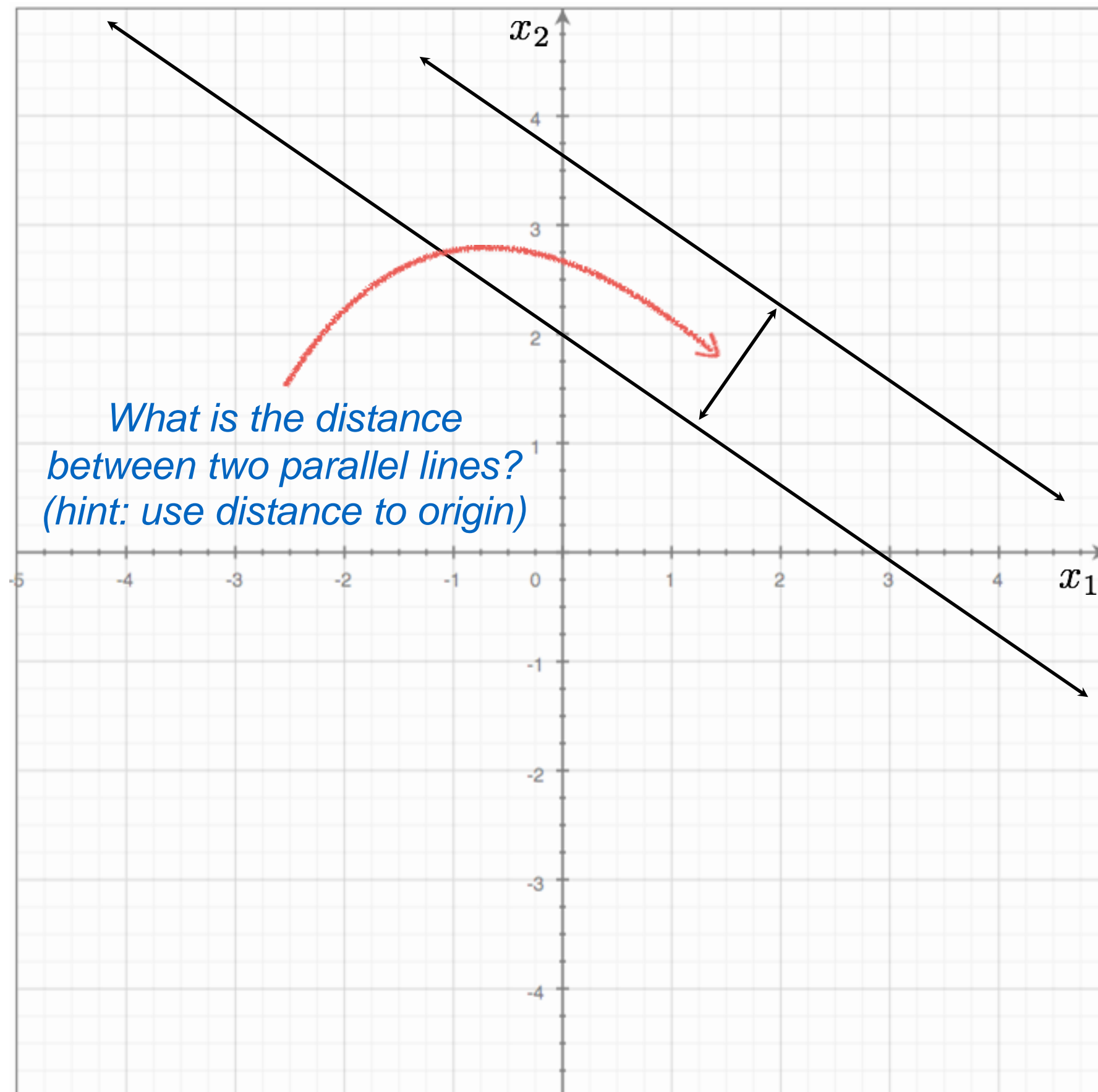
$$\lambda(w_1x_1 + w_2x_2 + b) = 0$$

define the same line



$$w \cdot x + b = 0$$

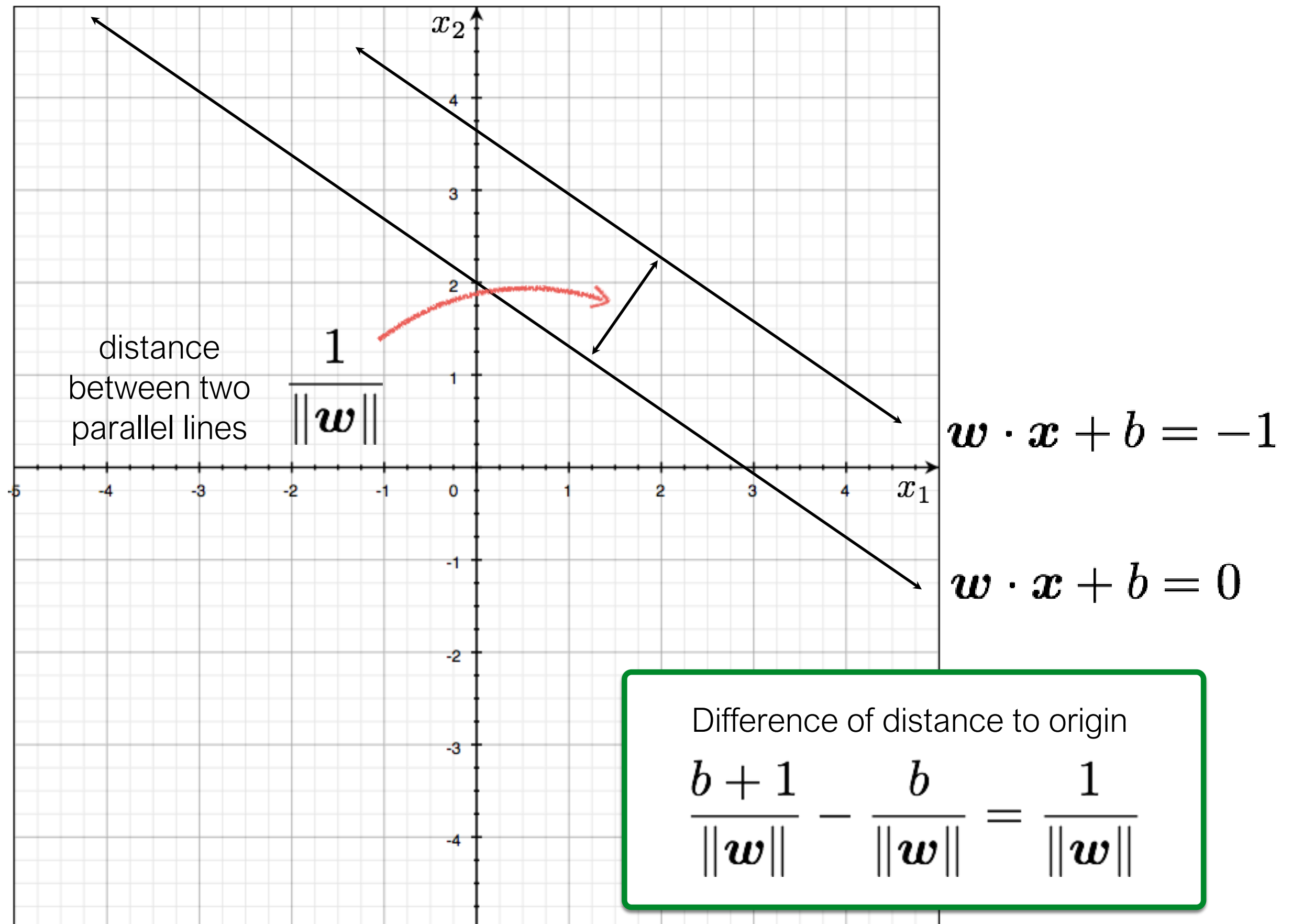




$$w \cdot x + b = -1$$

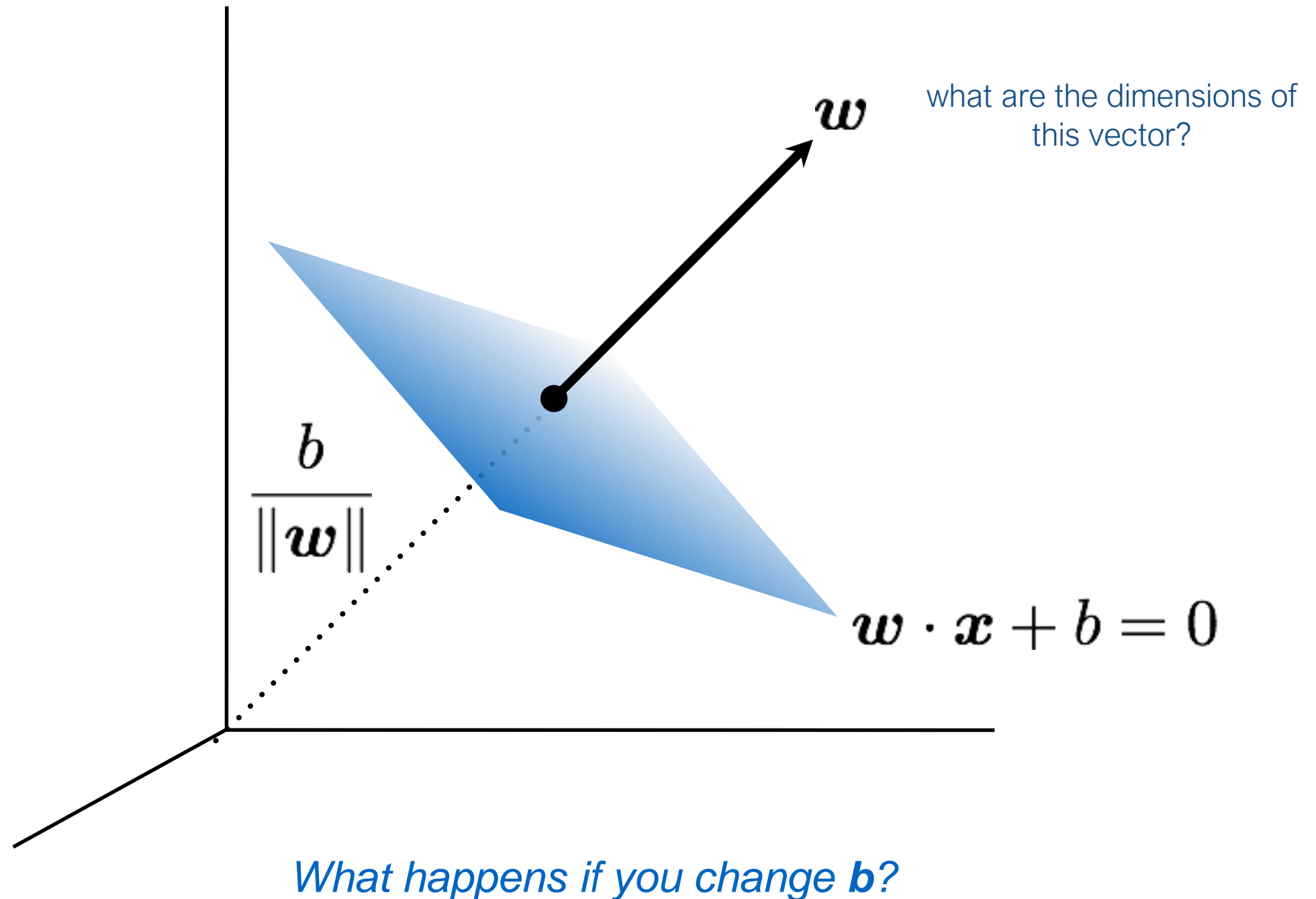
$$w \cdot x + b = 0$$



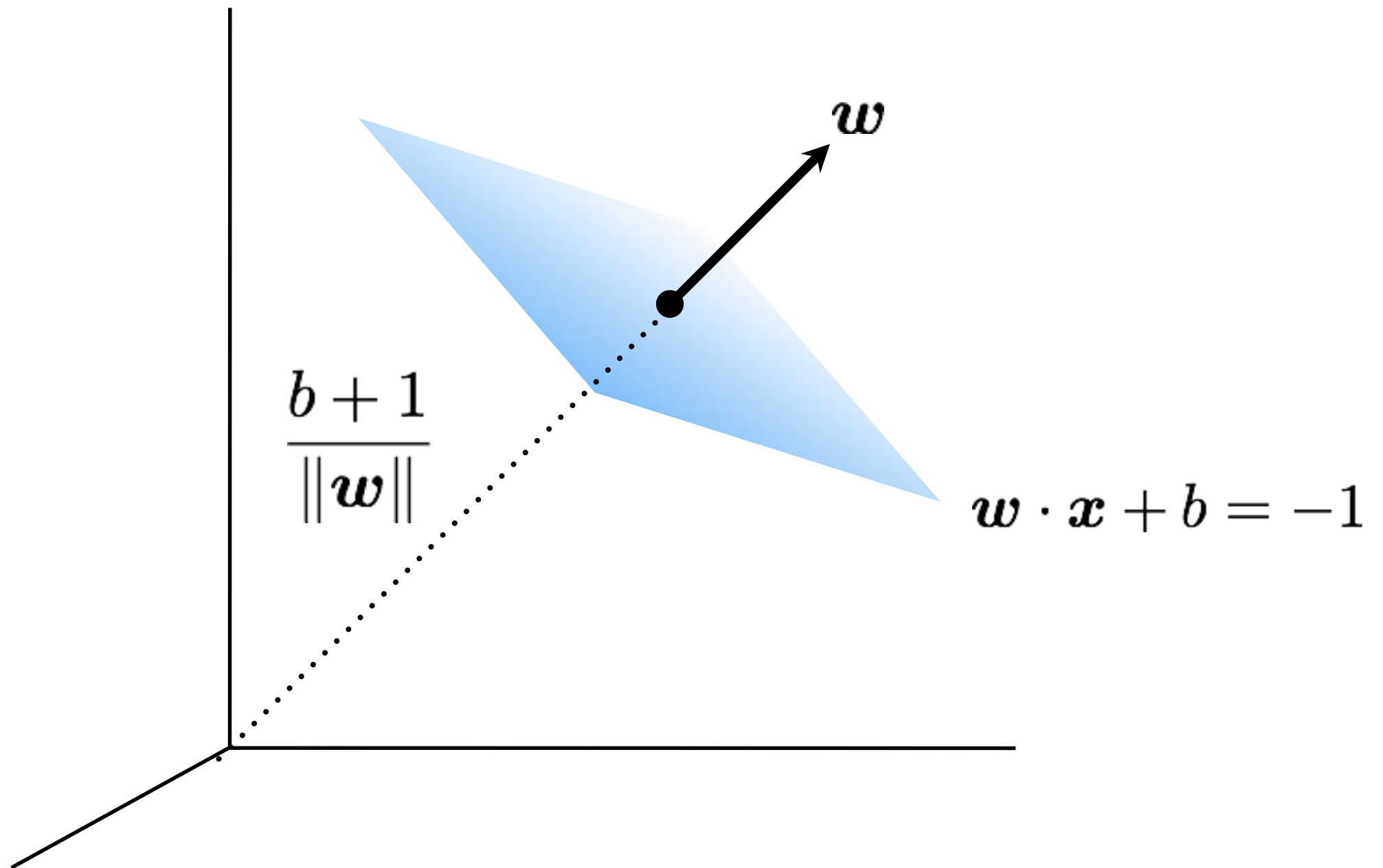


Now we can go to 3D ...

# Hyperplanes (planes) in 3D

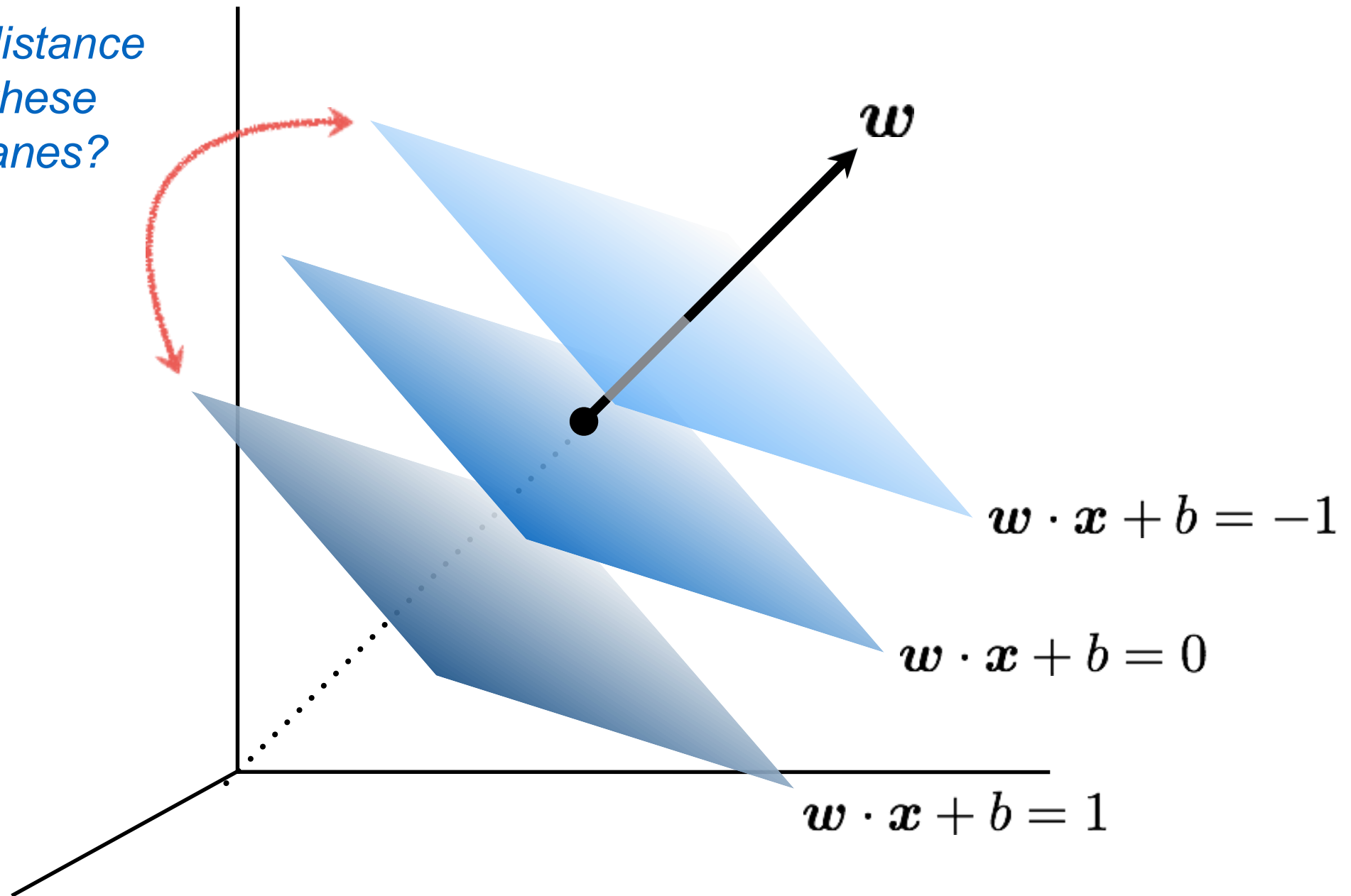


# Hyperplanes (planes) in 3D

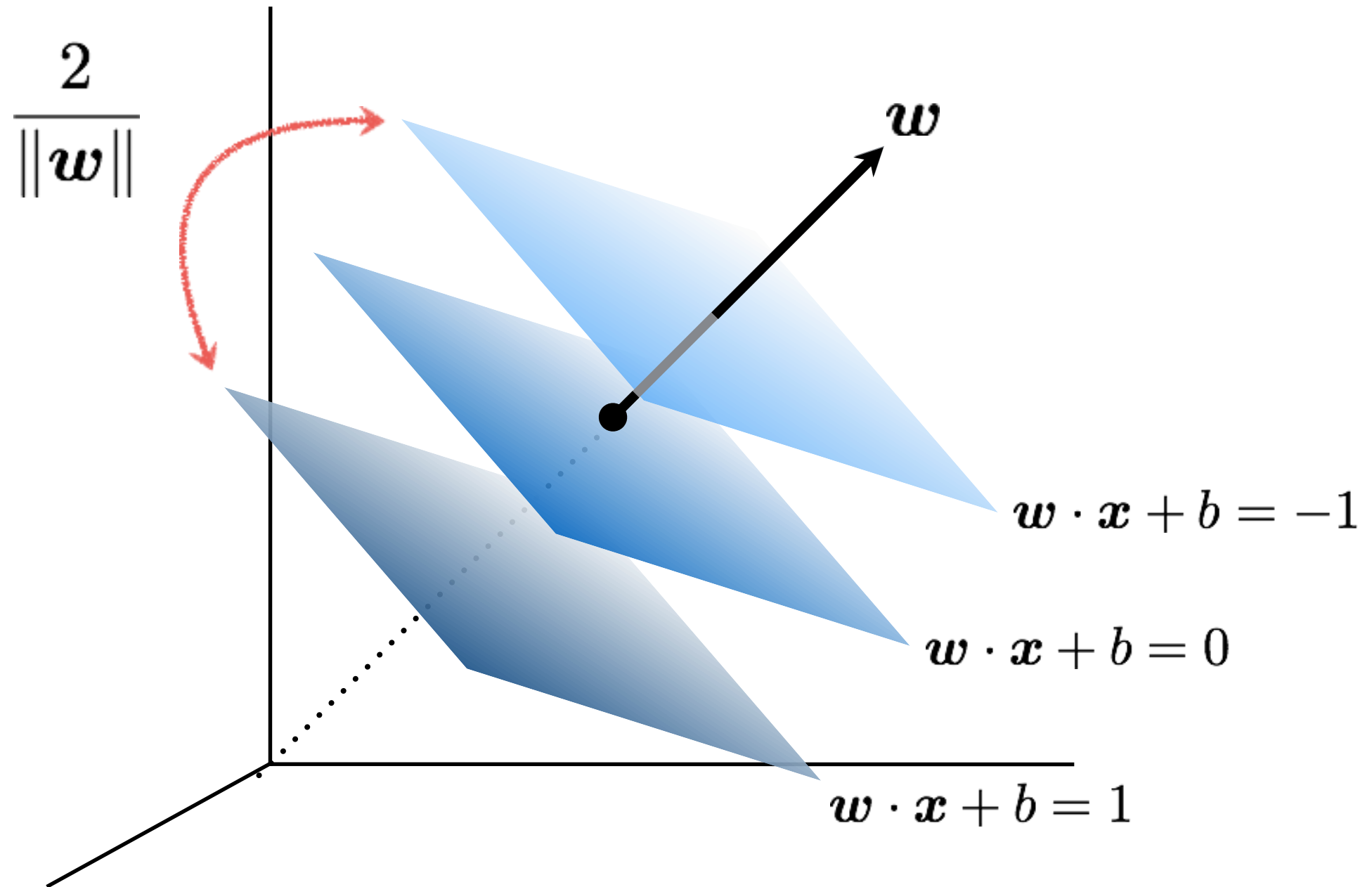


# Hyperplanes (planes) in 3D

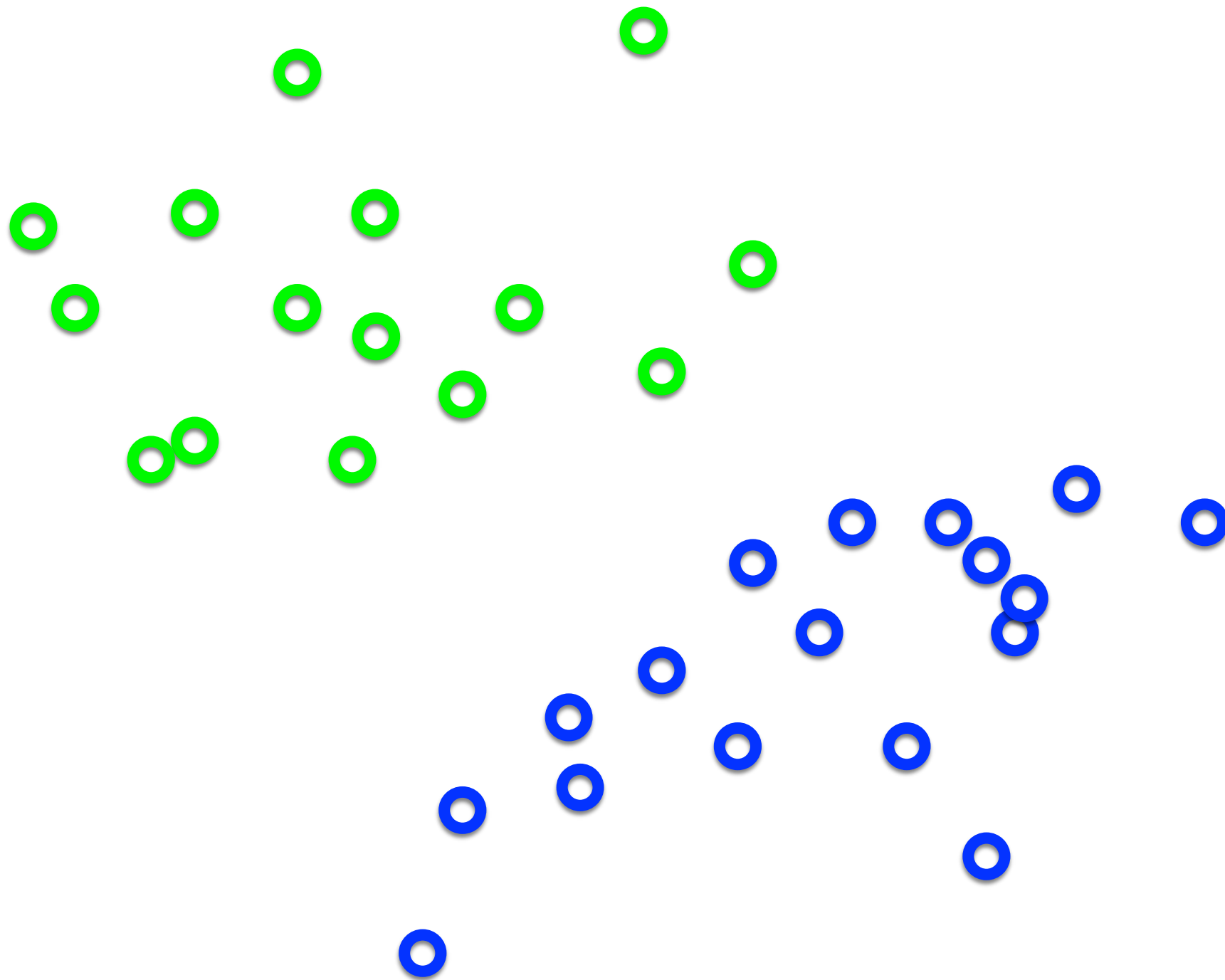
*What's the distance  
between these  
parallel planes?*



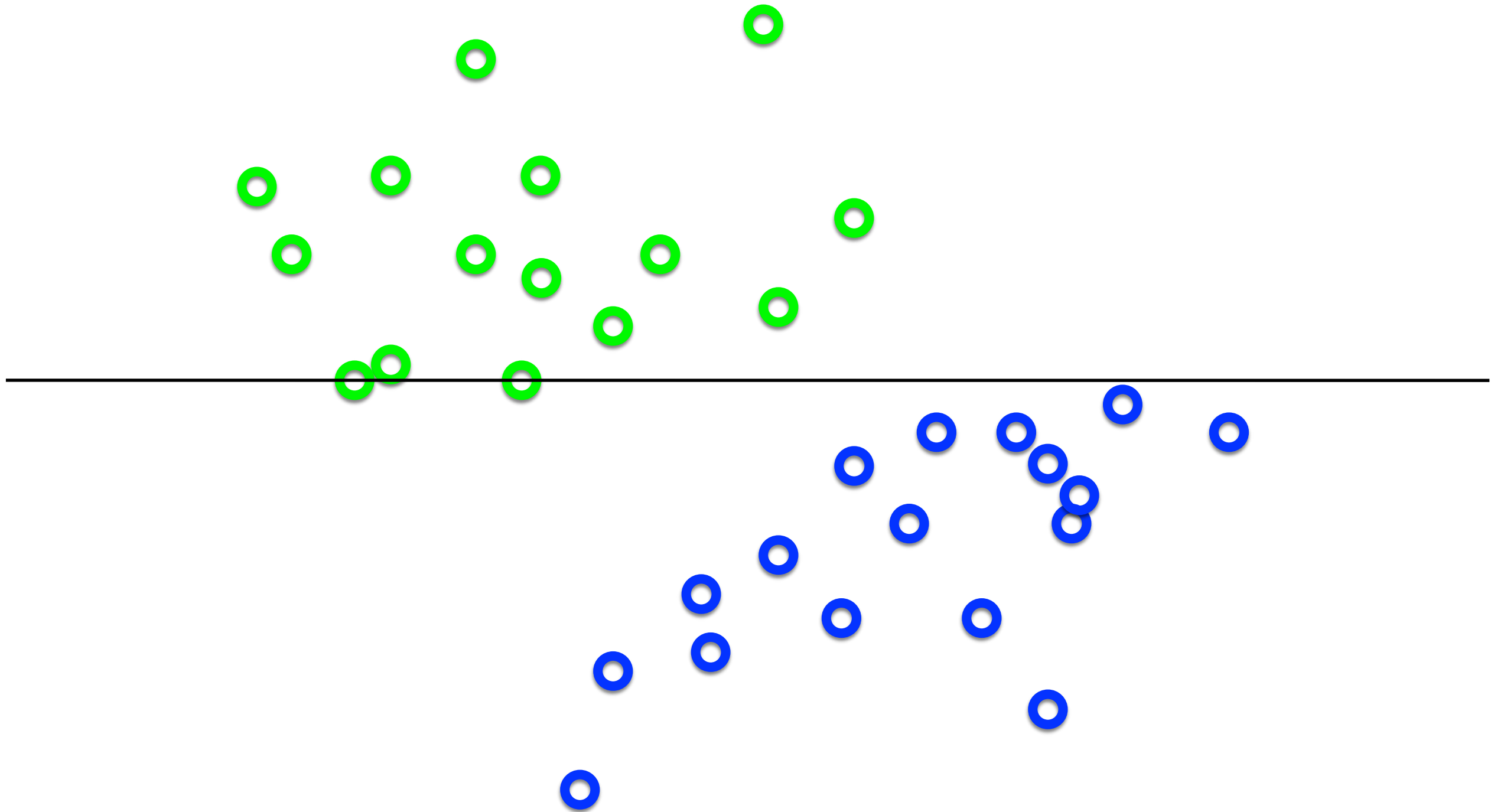
# Hyperplanes (planes) in 3D



What's the best **w**?

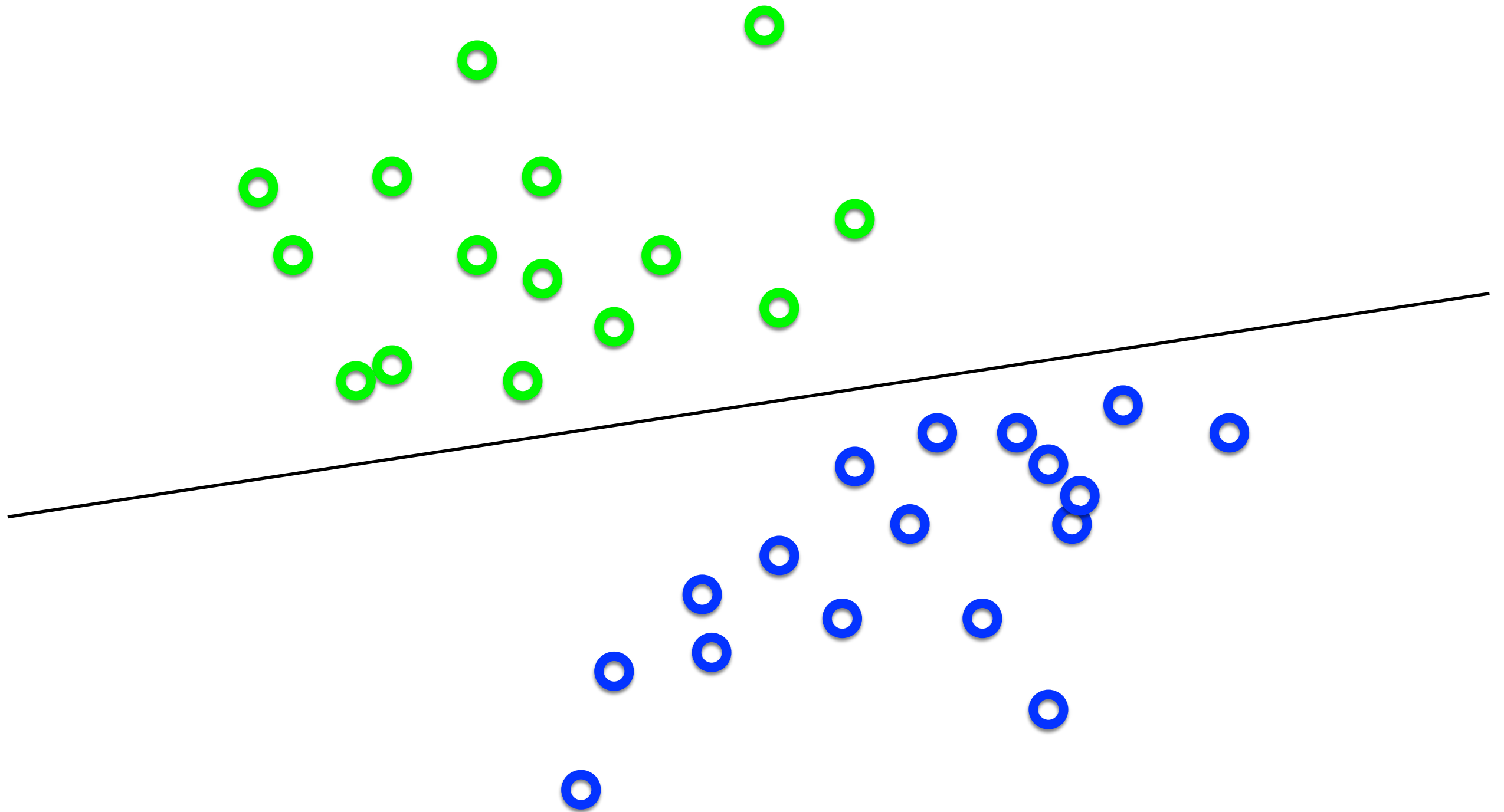


What's the best **w**?

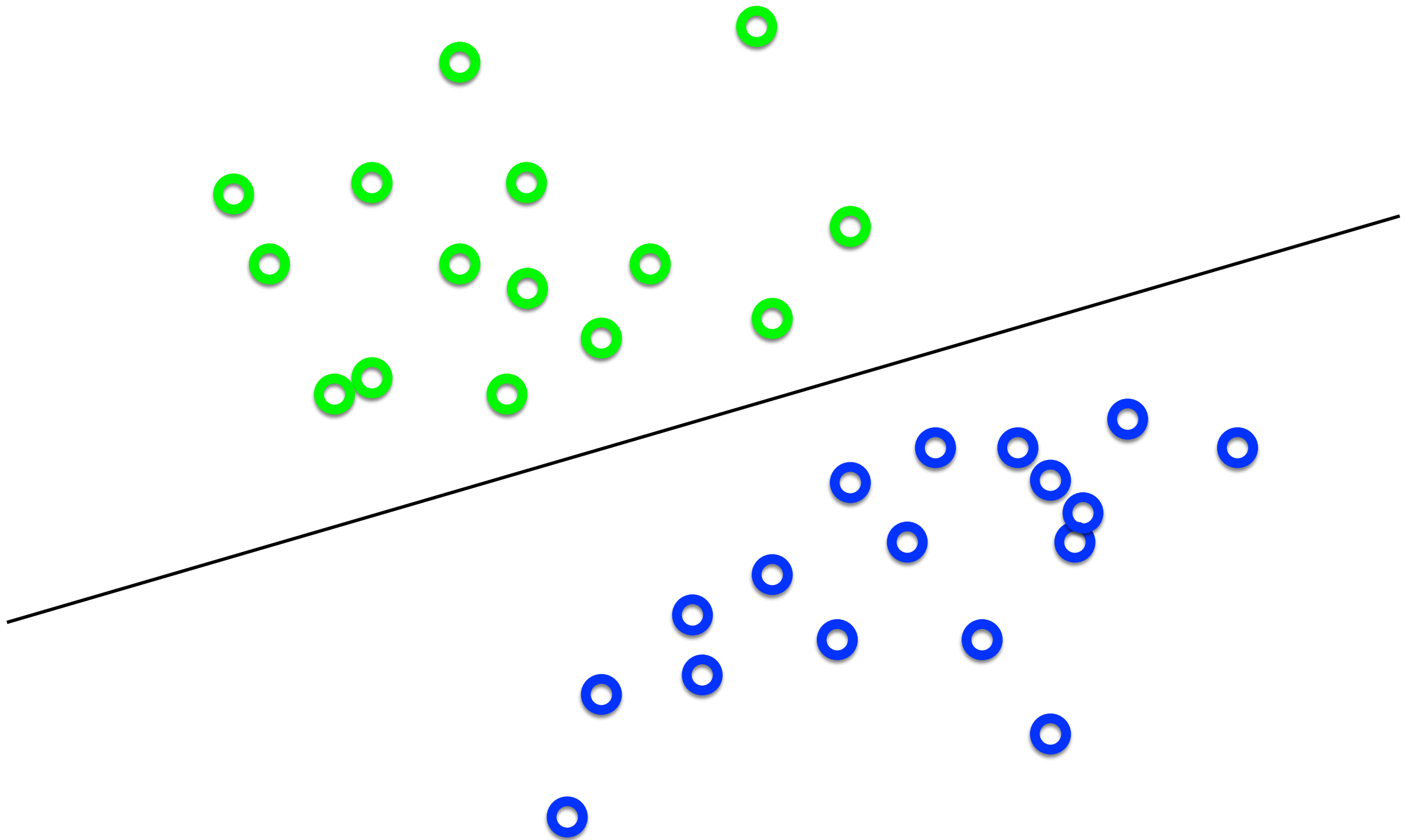




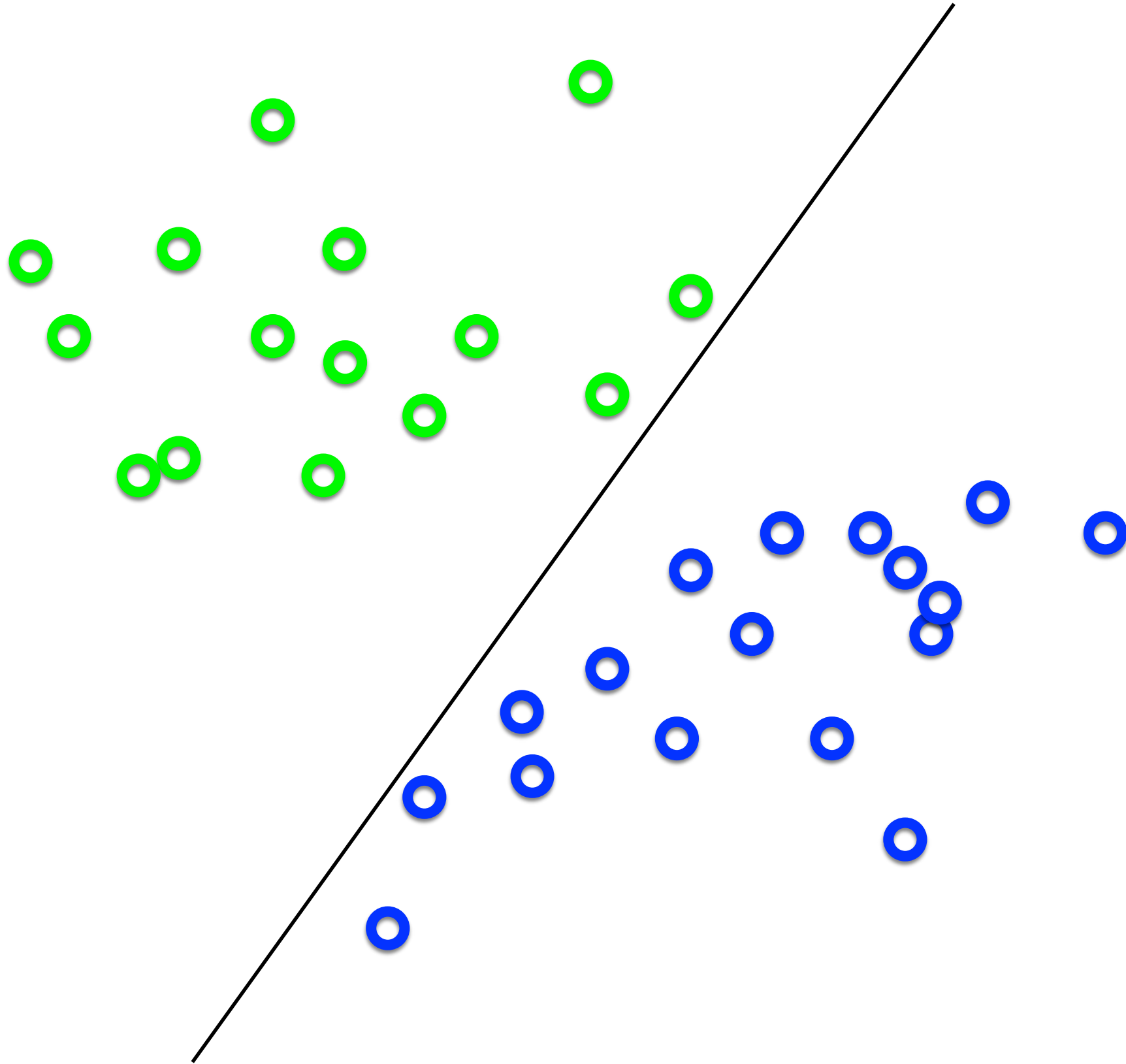
What's the best  $\mathbf{w}$ ?



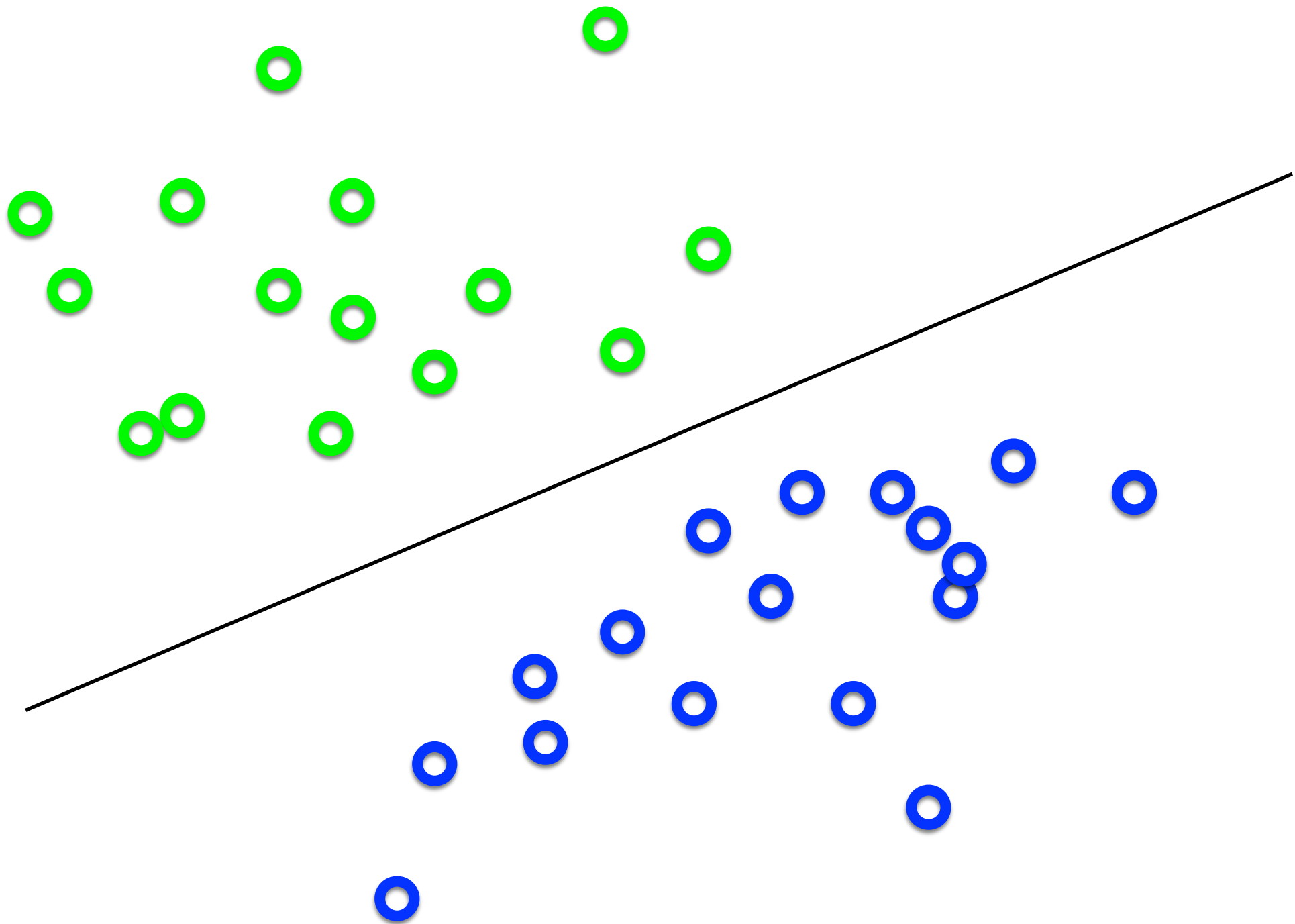
What's the best  $\mathbf{w}$ ?



What's the best  $\mathbf{w}$ ?

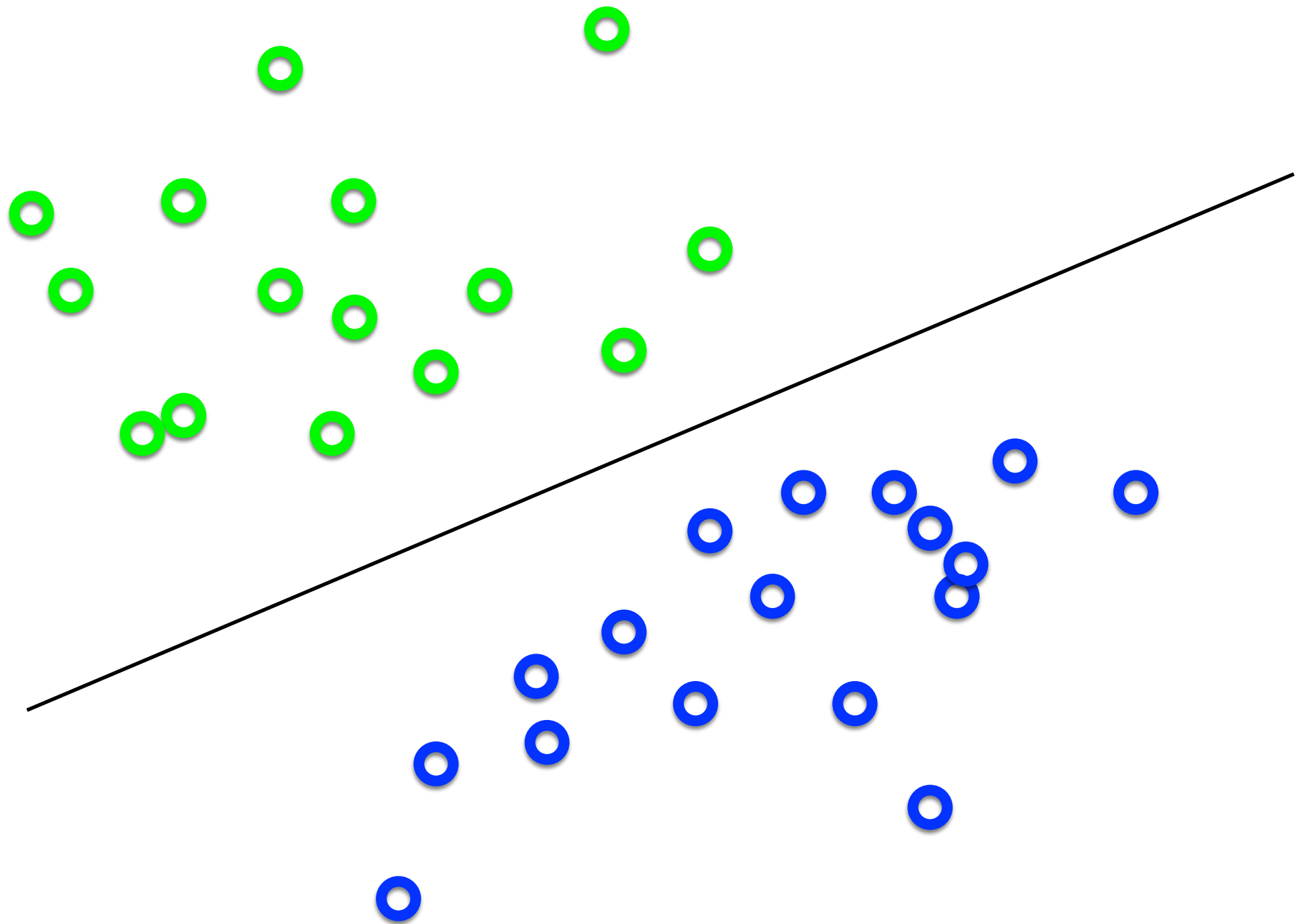


# What's the best **w**?



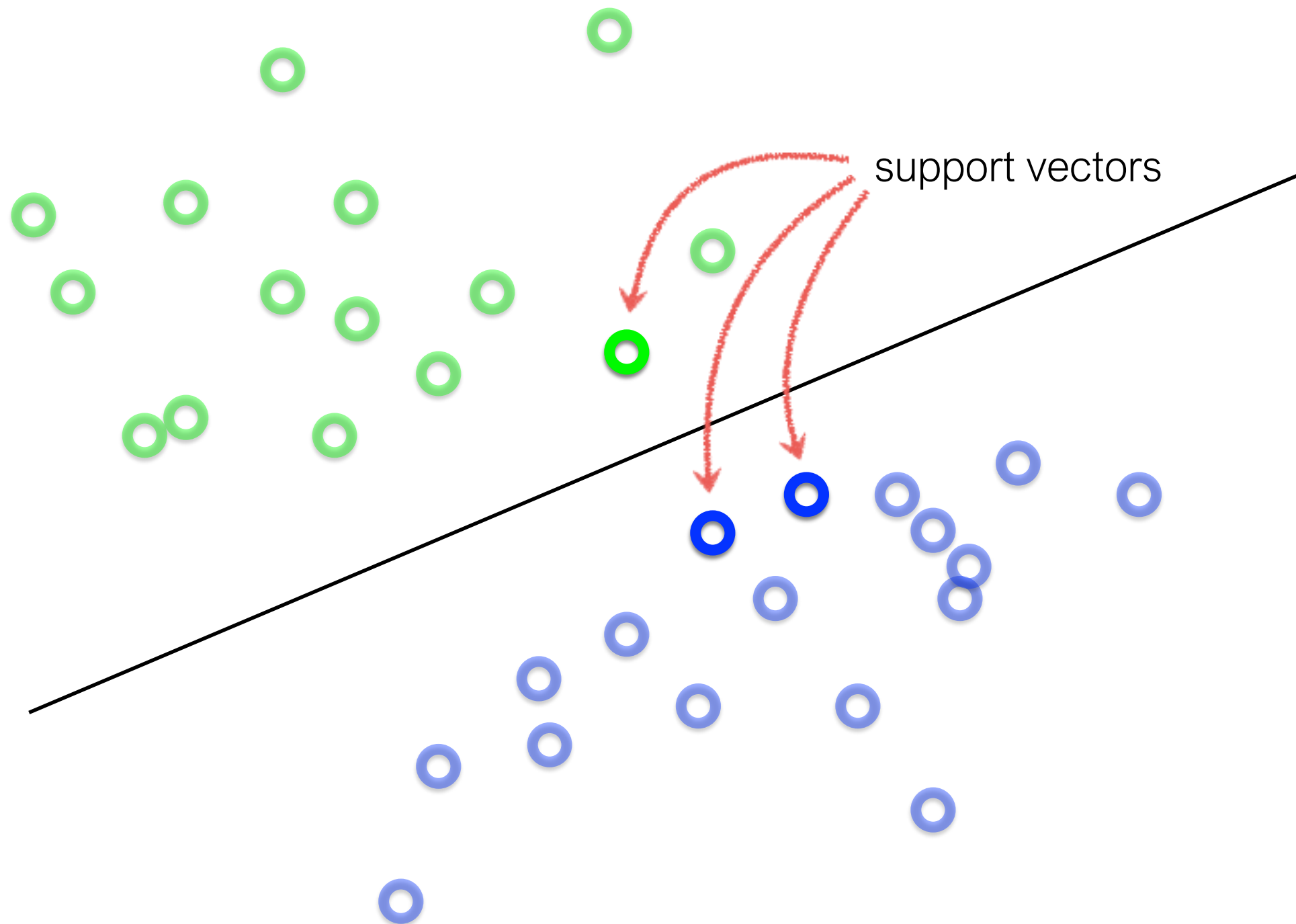
**Intuitively**, the line that is the farthest from all interior points

What's the best  $\mathbf{w}$ ?



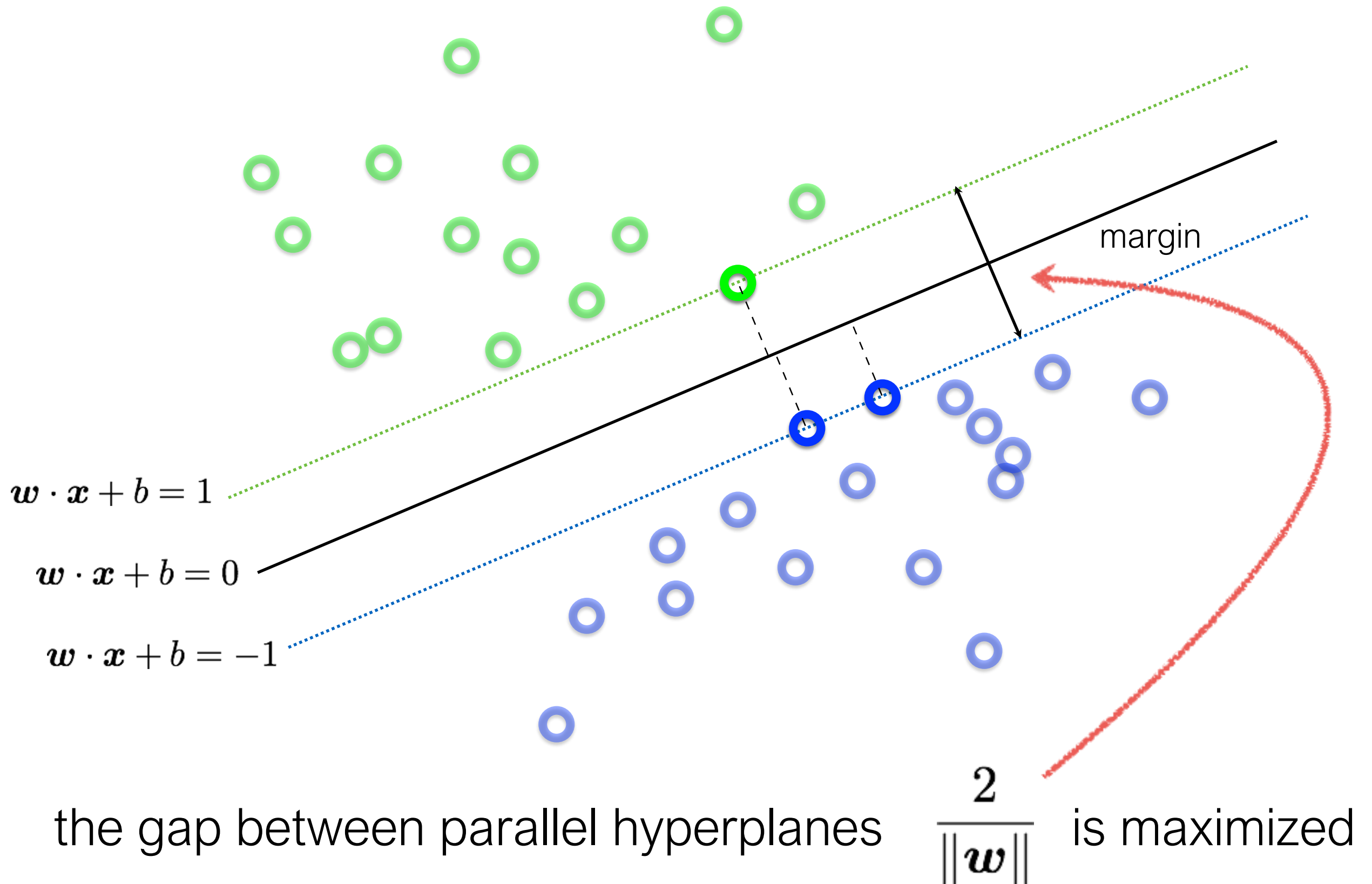
**Maximum Margin solution:**  
most stable to perturbations of data

What's the best  $\mathbf{w}$ ?



Want a hyperplane that is far away from 'inner points'

Find hyperplane **w** such that ...





Can be formulated as a maximization problem

$$\max_{\mathbf{w}} \frac{2}{\|\mathbf{w}\|}$$

$$\text{subject to } \mathbf{w} \cdot \mathbf{x}_i + b \begin{cases} \geq +1 & \text{if } y_i = +1 \\ \leq -1 & \text{if } y_i = -1 \end{cases} \text{ for } i = 1, \dots, N$$

*What does this constraint mean?*



label of the data point

*Why is it +1 and -1?*

Can be formulated as a maximization problem

$$\max_{\mathbf{w}} \frac{2}{\|\mathbf{w}\|}$$

$$\text{subject to } \mathbf{w} \cdot \mathbf{x}_i + b \begin{cases} \geq +1 & \text{if } y_i = +1 \\ \leq -1 & \text{if } y_i = -1 \end{cases} \text{ for } i = 1, \dots, N$$

Equivalently,

*Where did the 2 go?*

$$\min_{\mathbf{w}} \|\mathbf{w}\|$$

$$\text{subject to } y_i(\mathbf{w} \cdot \mathbf{x}_i + b) \geq 1 \text{ for } i = 1, \dots, N$$

*What happened to the labels?*

# ‘Primal formulation’ of a linear SVM

$$\min_{\mathbf{w}} \|\mathbf{w}\|$$

Objective Function

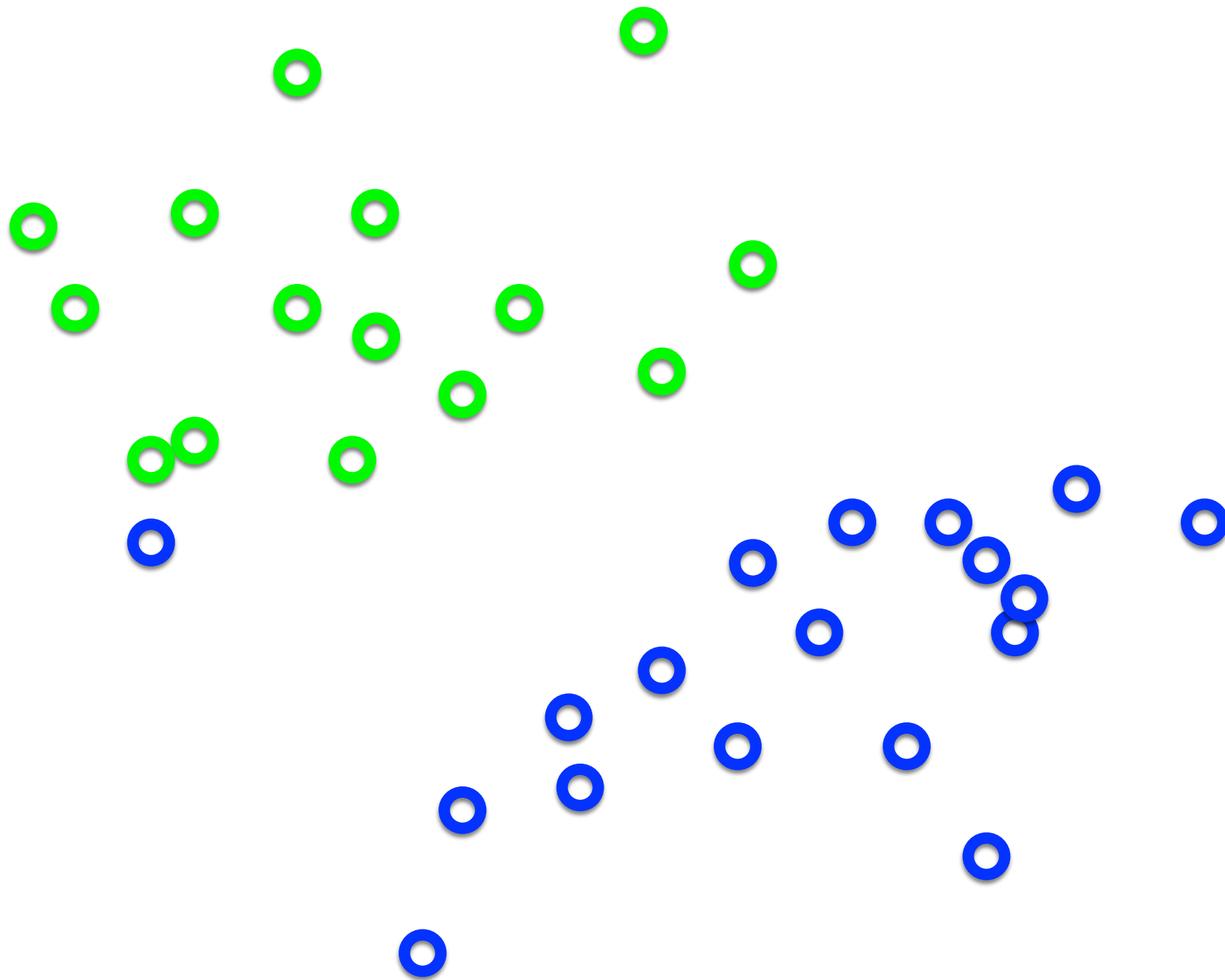
subject to  $y_i(\mathbf{w} \cdot \mathbf{x}_i + b) \geq 1$  for  $i = 1, \dots, N$

Constraints

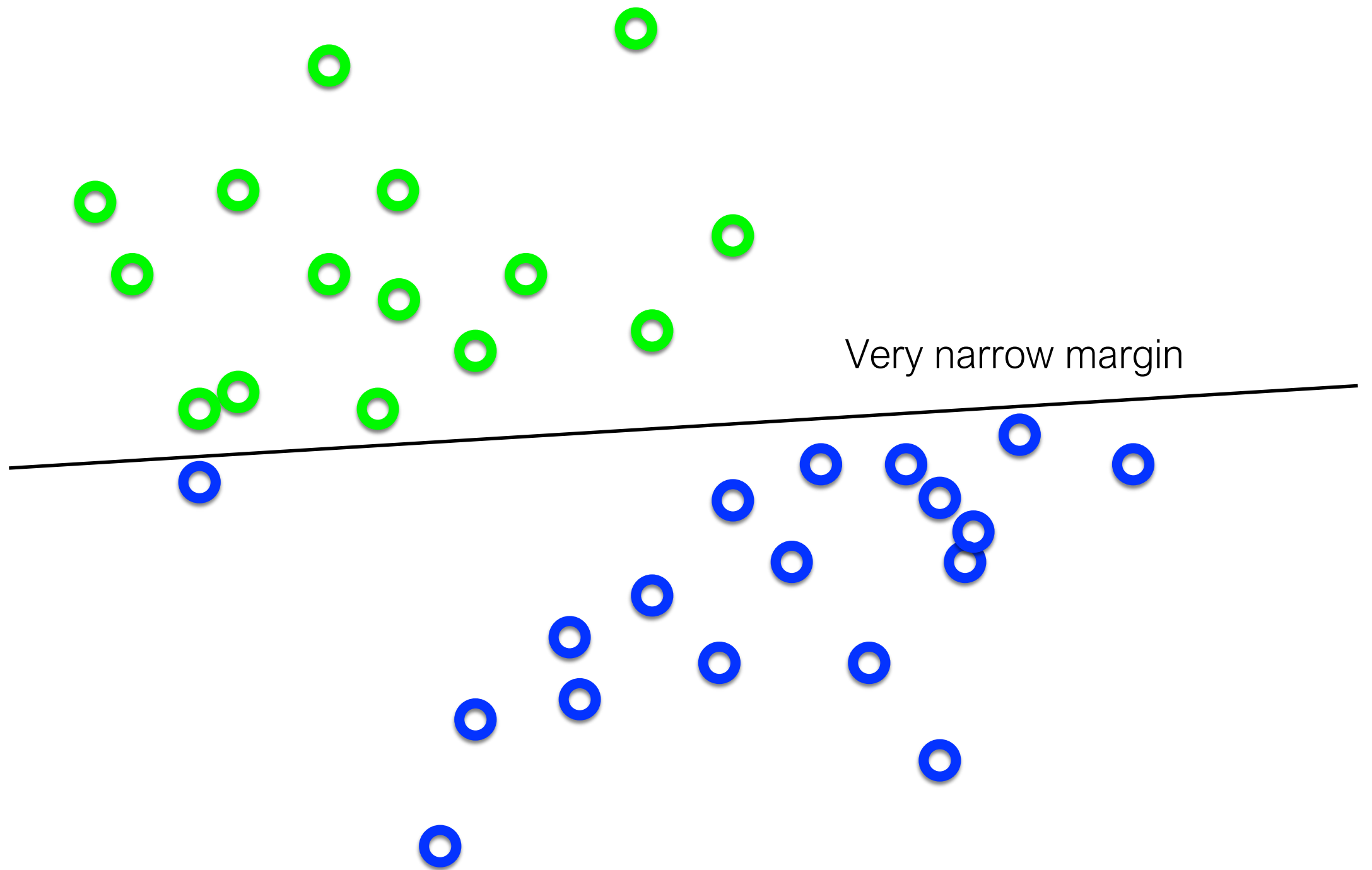
This is a convex quadratic programming (QP) problem  
(a unique solution exists)

‘soft’ margin

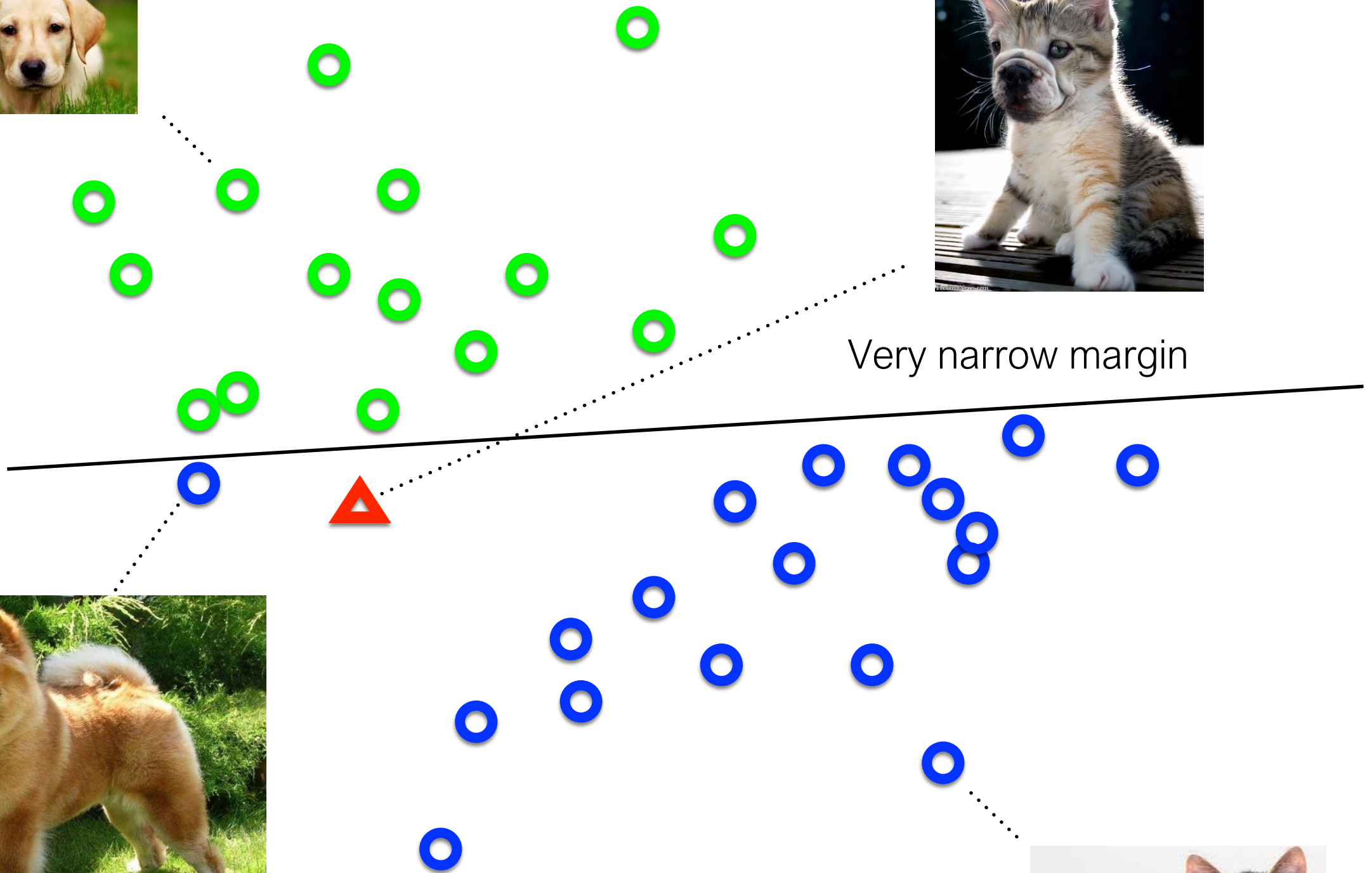
What's the best  $\mathbf{w}$ ?



What's the best **w**?

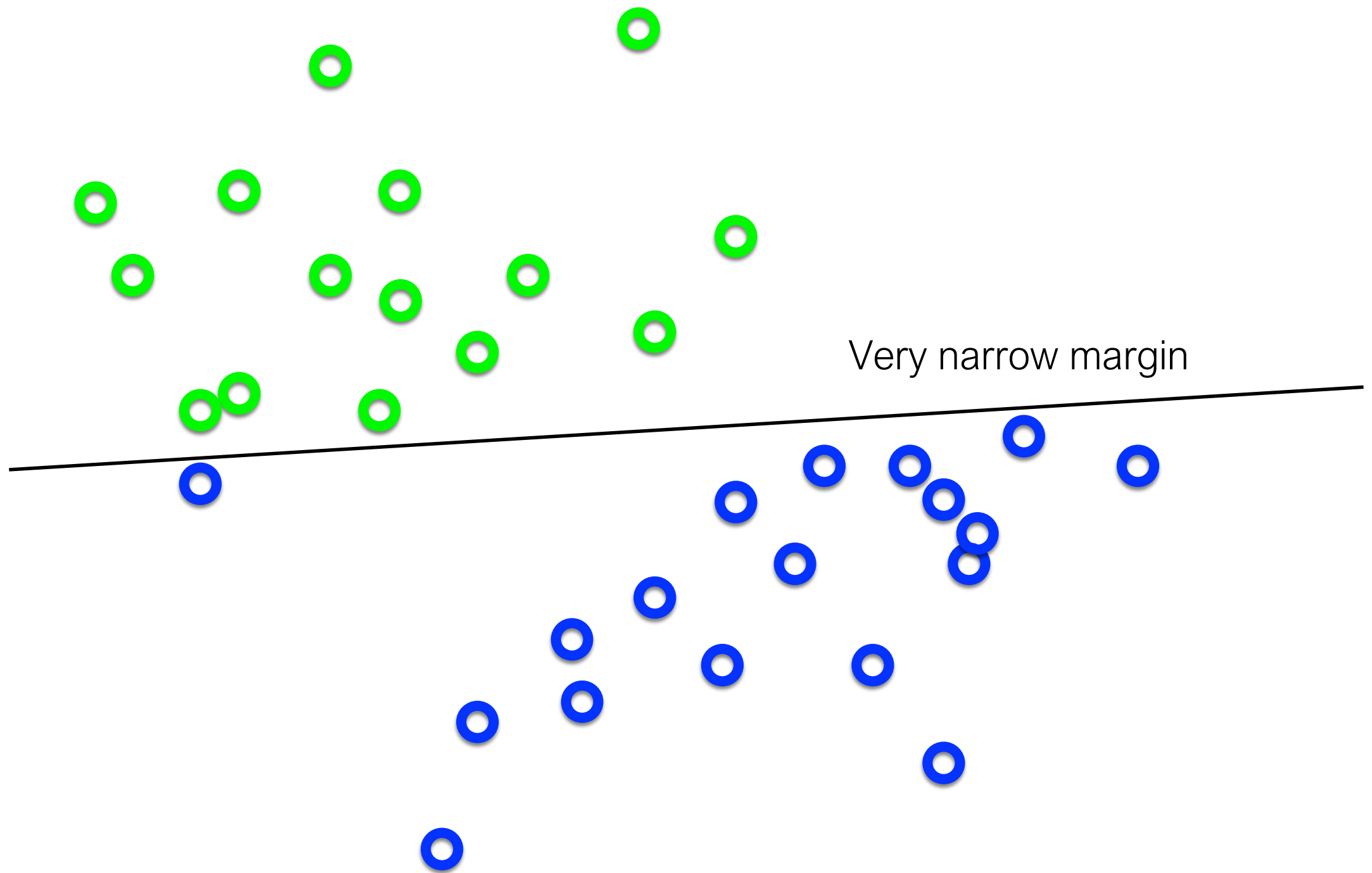


# Separating cats and dogs



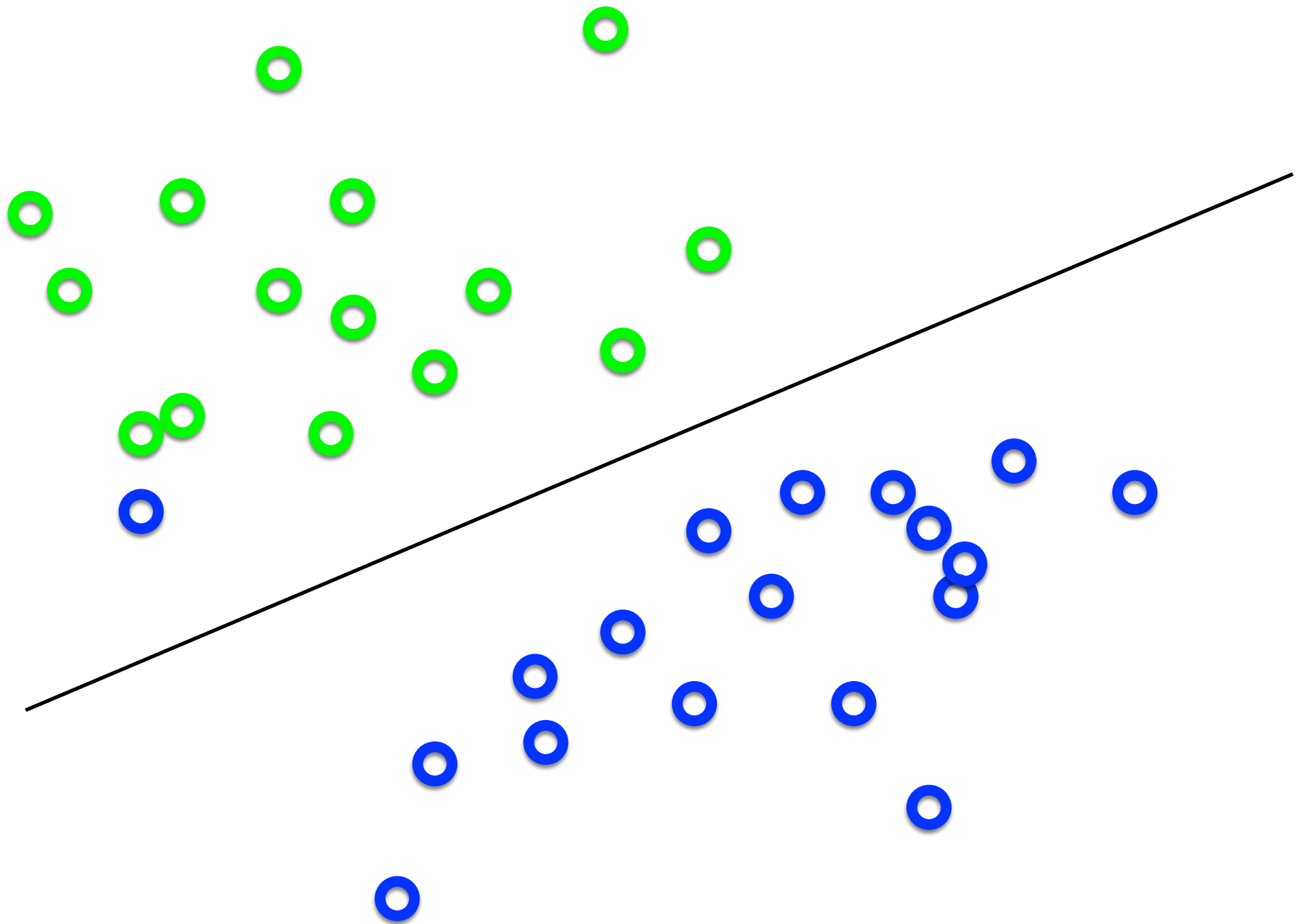


What's the best  $\mathbf{w}$ ?



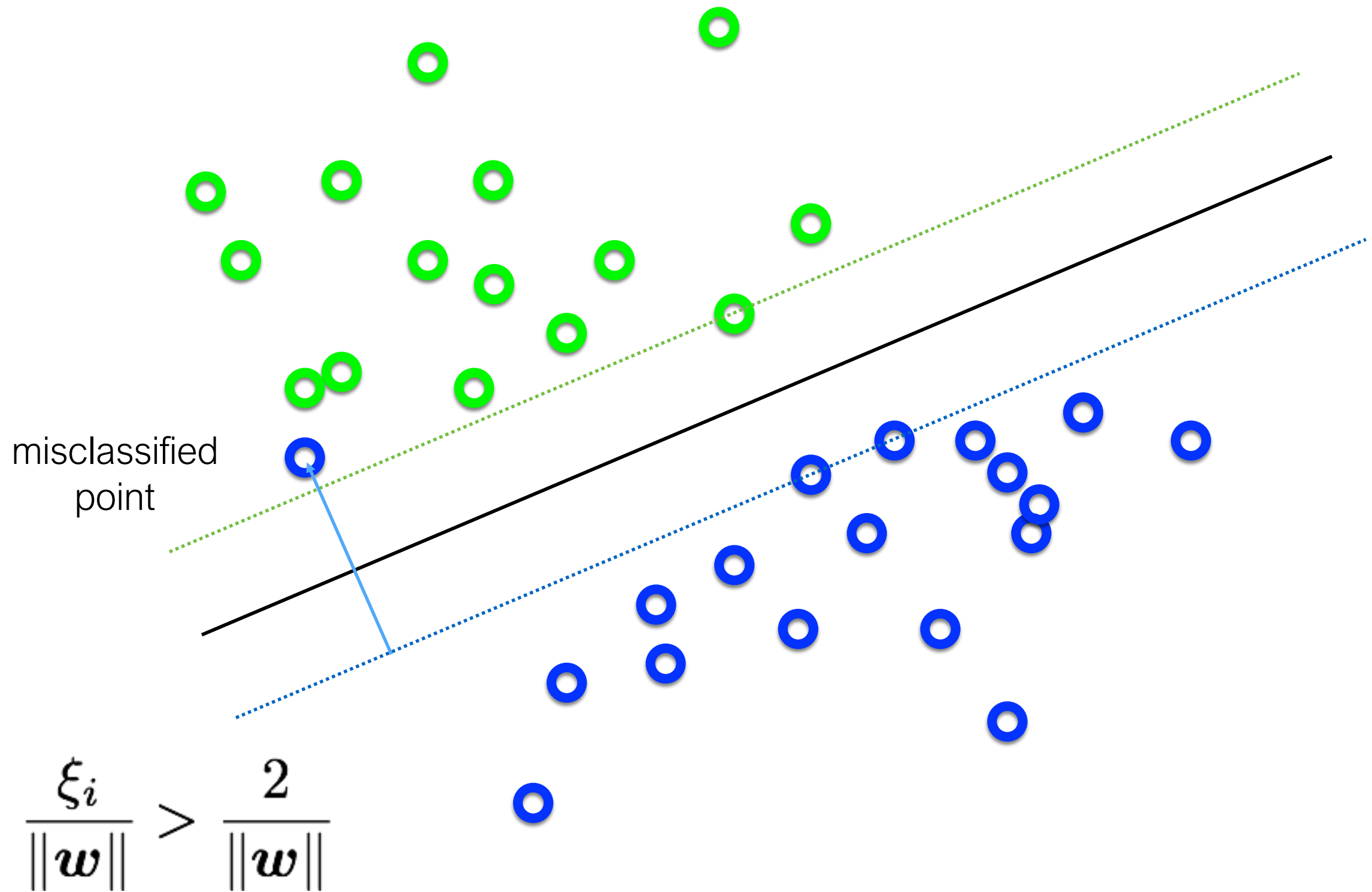
**Intuitively**, we should allow for some misclassification if we can get more robust classification

What's the best  $\mathbf{w}$ ?



Trade-off between the MARGIN and the MISTAKES  
(might be a better solution)

Adding slack variables  $\xi_i \geq 0$



# ‘soft’ margin

objective

$$\min_{\mathbf{w}, \boldsymbol{\xi}} \|\mathbf{w}\|^2 + C \sum_i \xi_i$$

subject to

$$y_i(\mathbf{w}^\top \mathbf{x}_i + b) \geq 1 - \xi_i \\ \text{for } i = 1, \dots, N$$

# 'soft' margin

objective

$$\min_{\mathbf{w}, \boldsymbol{\xi}} \|\mathbf{w}\|^2 + C \sum_i \xi_i$$

subject to

$$y_i(\mathbf{w}^\top \mathbf{x}_i + b) \geq 1 - \xi_i$$

for  $i = 1, \dots, N$

The slack variable allows for mistakes,  
as long as the inverse margin is minimized.

# 'soft' margin

objective

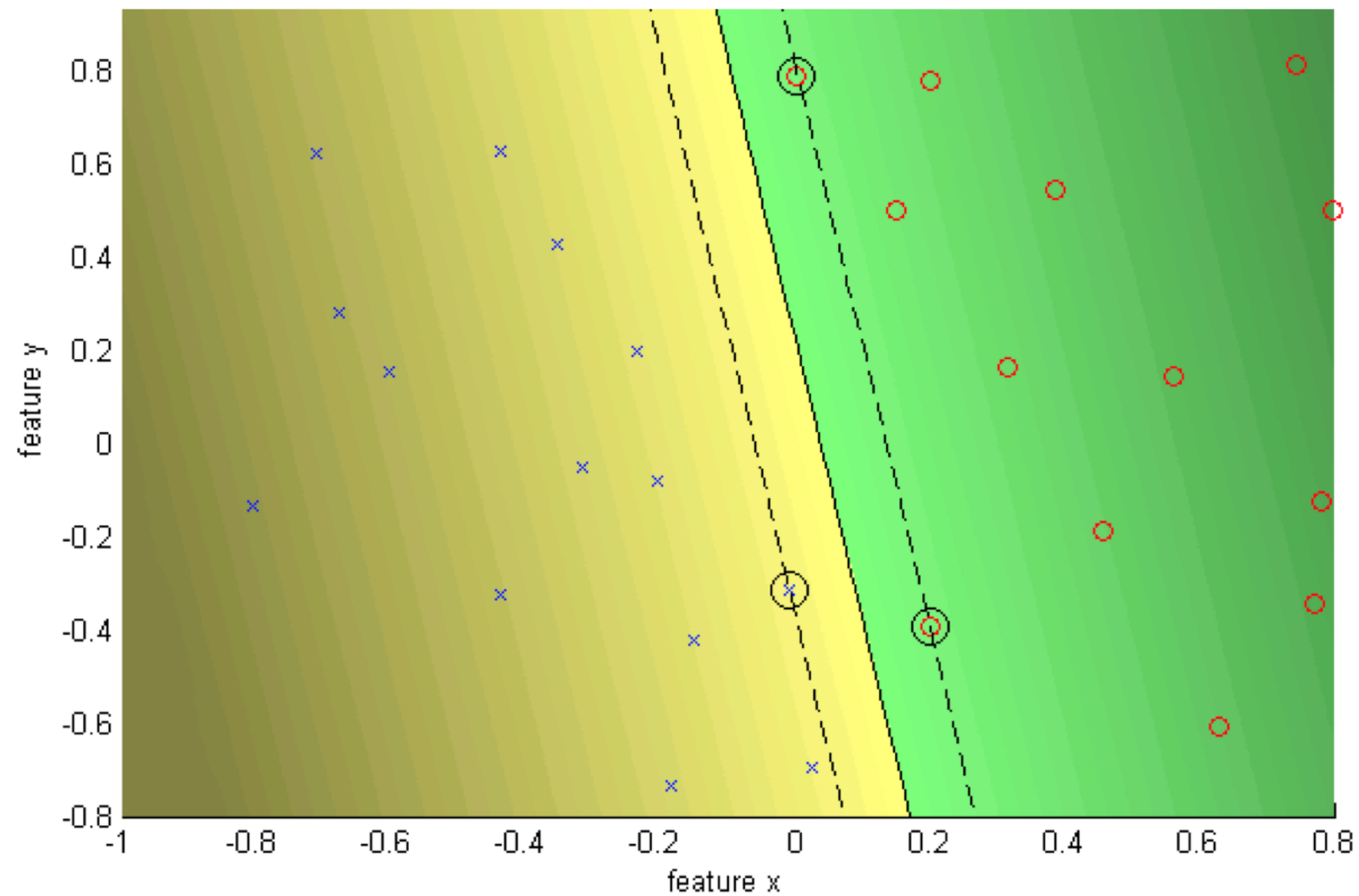
$$\min_{\mathbf{w}, \xi} \|\mathbf{w}\|^2 + C \sum_i \xi_i$$

subject to

$$y_i(\mathbf{w}^\top \mathbf{x}_i + b) \geq 1 - \xi_i \\ \text{for } i = 1, \dots, N$$

- Every constraint can be satisfied if slack is large
- C is a regularization parameter
  - Small C: ignore constraints (larger margin)
  - Big C: constraints (small margin)
- Still QP problem (unique solution)

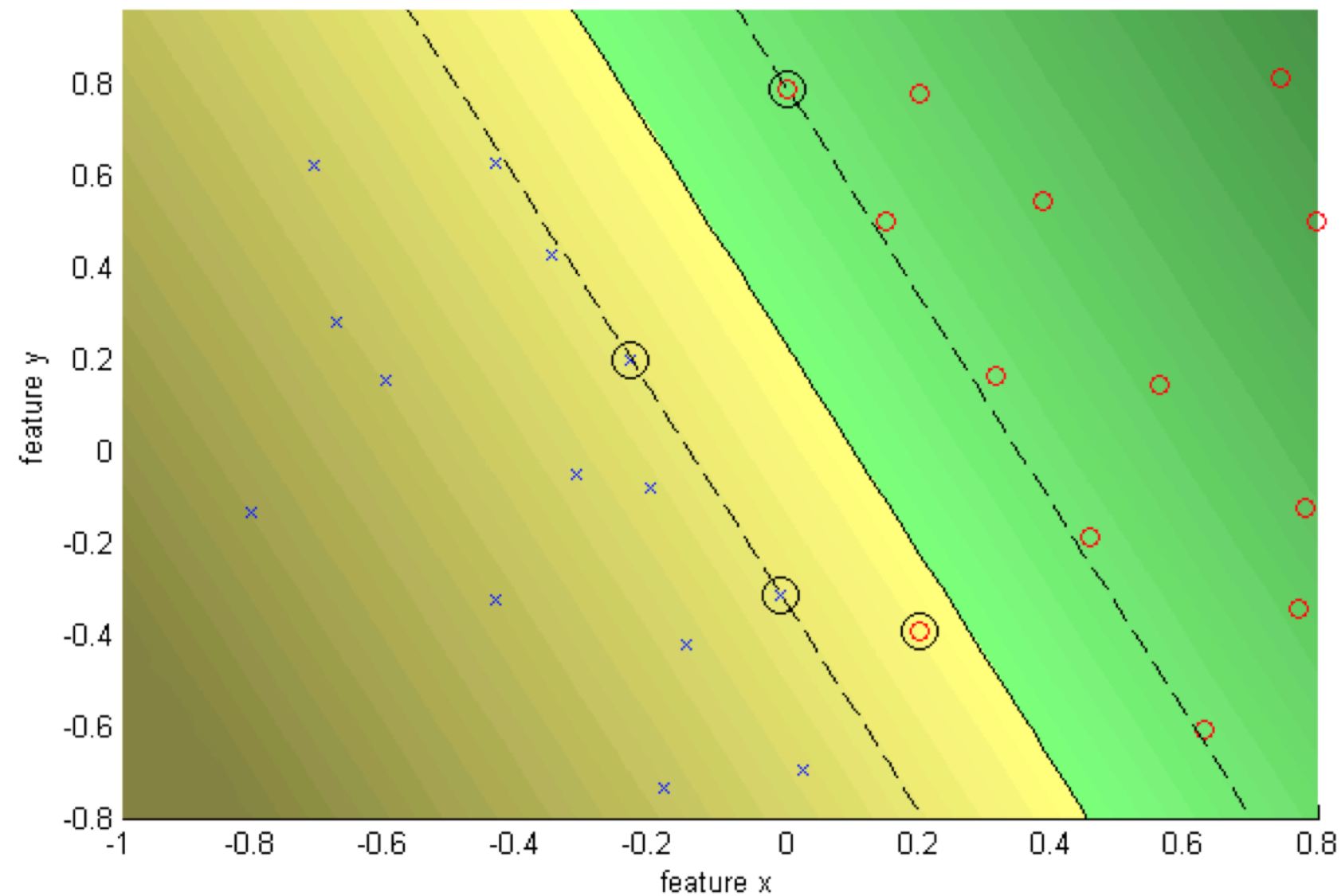
$C = \text{Infinity}$     hard margin



Comment Window

SVM (L1) by Sequential Minimal Optimizer  
Kernel: linear (-), C: Inf  
Kernel evaluations: 971  
Number of Support Vectors: 3  
Margin: 0.0966  
Training error: 0.00%

$C = 10$  soft margin



Comment Window

SVM (L1) by Sequential Minimal Optimizer  
Kernel: linear (-), C: 10.0000  
Kernel evaluations: 2645  
Number of Support Vectors: 4  
Margin: 0.2265  
Training error: 3.70%



# References

Basic reading:

- Szeliski, Chapter 14.