

More on kernels:

A kernel on a set, $\mathcal{X}$,

is a map

$$k: \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}.$$

Warning: in mathematics, a

kernel on a set, X ,

is a map

$$k: X \times X \rightarrow \mathbb{R}.$$

"In mathematics, you don't understand things. You just get used to them."

- John von Neumann

"In mathematics, it takes a while for things to 'sink in'."

- A. Friedman

Example: if $n \in \mathbb{N} = \{1, 2, 3, \dots\}$

$$\mathcal{X} = [n] = \{1, 2, \dots, n\}$$

then a kernel is a map

$$k : [n] \times [n] \rightarrow \mathbb{R}.$$

To k we associate a matrix

$$\vec{K} = \begin{bmatrix} k(1,1) & k(1,2) & \dots & k(1,n) \\ k(2,1) & k(2,2) & \dots & k(2,n) \\ \vdots & & & \\ k(n,1) & k(n,2) & \dots & k(n,n) \end{bmatrix}$$

Hence a kernel on $\mathcal{H}^s[n]$

can be viewed as :

(1) $n \times n$ matrix with real entries,

(2) an element of $\mathbb{R}^{n \times n}$,

(3) " " $GL(n, \mathbb{R})$, ...

Warning: One can define kernels

over $\mathbb{C}$

Remark: Usually positive definiteness

is important to kernel applications,

so typically: over $\mathbb{R}$ or over $\mathbb{C}$

A matrix $K \in \mathbb{R}^{n \times n}$ is

symmetric if

$$(1) \quad K^T = K$$

~~$$K \text{ is } K, \quad K(x, x) = K(x', x)$$~~

positive semidefinite if

$$(2) \quad \text{For all } \alpha = \begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_n \end{bmatrix} \in \mathbb{R}^n$$

$$(1) \alpha^T K \alpha \geq 0$$

$$(2) \alpha \cdot (K \alpha) \geq 0$$

$\uparrow$
 dot product

$$(3) \begin{bmatrix} \alpha_1 & \dots & \alpha_n \end{bmatrix} \begin{pmatrix} k_{11} & k_{12} & \dots & k_{1n} \\ k_{21} & k_{22} & \dots & k_{2n} \\ \vdots & & & \\ k_{n1} & k_{n2} & \dots & k_{nn} \end{pmatrix} \begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_n \end{bmatrix}$$

$$(3) \sum_{i=1}^n \sum_{j=1}^n K_{ij} \alpha_i \alpha_j \geq 0$$

positive definite if

① equality in $\alpha^T K \alpha \geq 0$

holds (i.e. $\alpha^T K \alpha = 0$)

iff $\alpha = \begin{bmatrix} \alpha_1 \\ \vdots \\ \alpha_n \end{bmatrix} = \begin{bmatrix} 0 \\ \vdots \\ 0 \end{bmatrix} \in \mathbb{R}^n$

②

③

③'

A kernel $k: \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$

is:

(1) symmetric if $\forall x, x' \in \mathcal{X}$

$$k(x, x') = k(x', x)$$

(2) positive semidefinite if

$\forall \mathcal{X}' \subset \mathcal{X}$, $\mathcal{X}'$ is finite

$k|_{\mathcal{X}' \times \mathcal{X}'}$ is positive
semidefinite

as a finite square matrix

(3) positive definite if

$$\forall X' \subset X, X' \text{ is finite}$$

$k |$
 $X' \times X'$ is positive
~~semi~~definite

as $\in$ finite square matrix

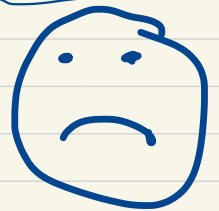
The kernel trick



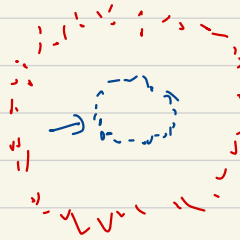
"linear separator"



?????



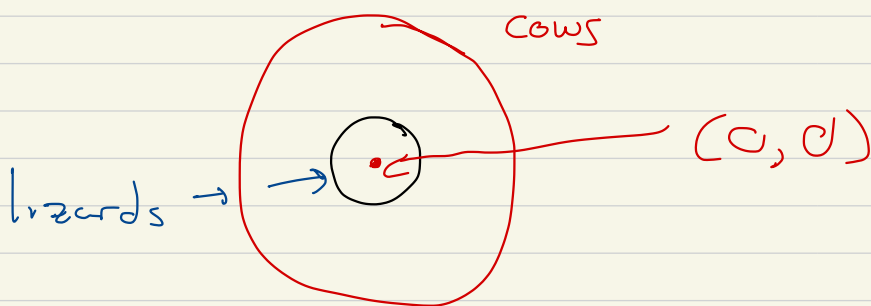
lizards →



cows

$\mathbb{R}^2$

Idealized mathematically:

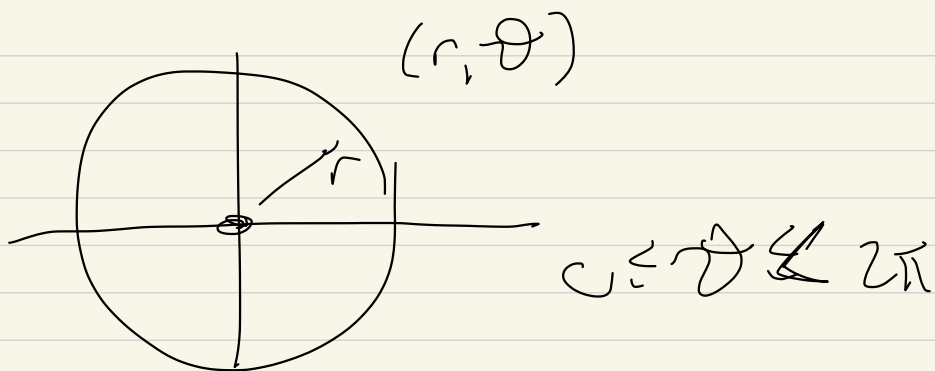


as circles about $(0,0)$
of radius r .

Trick begins:

$$\Phi(x,y) = (1, x, y, x^2, xy, y^2)$$

$$\Phi: \mathbb{R}^2 \rightarrow \mathbb{R}^6 \text{ (not linear!)}$$



"Average Value of" $(1, x, y, x^2, xy, y^2)$

over circle
radius r

Ans : $\left(1, 0, 0, \frac{r^2}{2}, 0, \frac{r^2}{2} \right)$

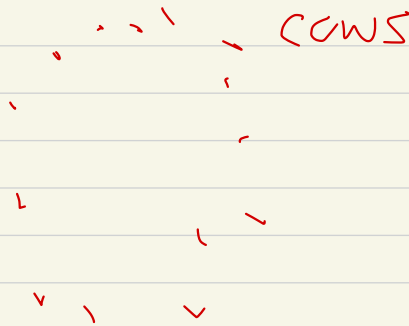
$$x^2 + y^2 = r^2$$

Note:

$$\text{Avg}_{\text{value}} = \left(1, 0, 0, \frac{r^2}{2}, 0, \frac{r^2}{2} \right)$$

distinguishes between different circles

We want:



$$\text{COWS} \subset \mathbb{R}^2$$

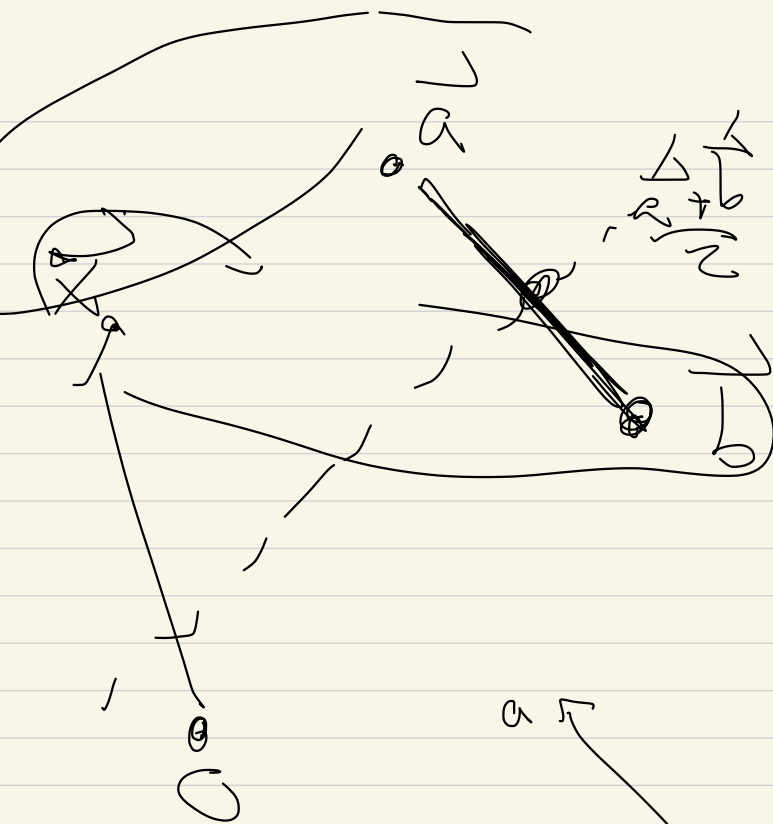
$$\text{Avg}(\text{COWS}) = \frac{\sum_{(x,y) \in \text{COW}} (x,y)}{\# \text{COWS}}$$

Avg Value $(1, x, y, x^2, xy, y^2)$

for $(x, y) \in \text{COWS}$

$$= \frac{\sum_{(x, y) \in \text{COWS}} (1, x, y, x^2, xy, y^2)}{\# \text{COWS}}$$

$$= \frac{\sum_{(x, y) \in \text{COWS}} \Phi(x, y)}{\# \text{COWS}}$$



$$\begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} ? \\ ? \end{pmatrix}$$

$$\|x - a\|^2 \geq \|x - b\|^2$$

$$x \cdot x - 2x \cdot a + a^2 \geq \dots$$

$\vec{x}$ closer to AVG
COW then AVG
LIZARD

$\Phi(\vec{x}) \ll \Phi(\text{COW})$ then AVG
 $\Phi(\text{LIZARD})$

iff

$$\left\{ \begin{array}{l} \Phi(\vec{a}) \cdot \Phi(\vec{b}), \\ \vec{a}, \vec{b} \in \text{COWS} \cup \text{LIZARDS} \\ \cup \{ \vec{x} \} \end{array} \right\}$$

then linear condition

So $\Phi: \text{something} \rightarrow \mathbb{R}^6$

$$\vec{a} = (a_x, a_y)$$

$$\vec{b} = (b_x, b_y)$$

Then

$$(1, a_x, a_y, a_x^2, a_x a_y, a_y^2)$$

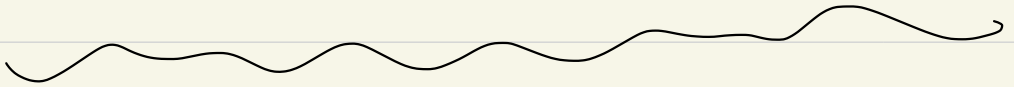
$$(1, b_x, b_y, b_x^2, b_x b_y, b_y^2)$$

$$= (1 + a_x b_x + a_y b_y)^2$$

$\leadsto$ never leave $\mathbb{R}^2$

$$\vec{a} \in \mathbb{R}^2$$

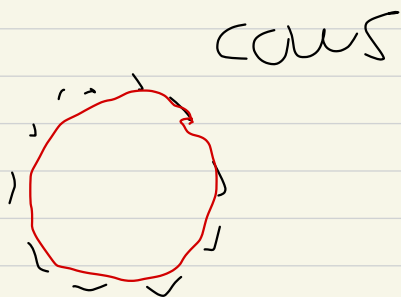
$$\vec{a} = (a_x, a_y)$$



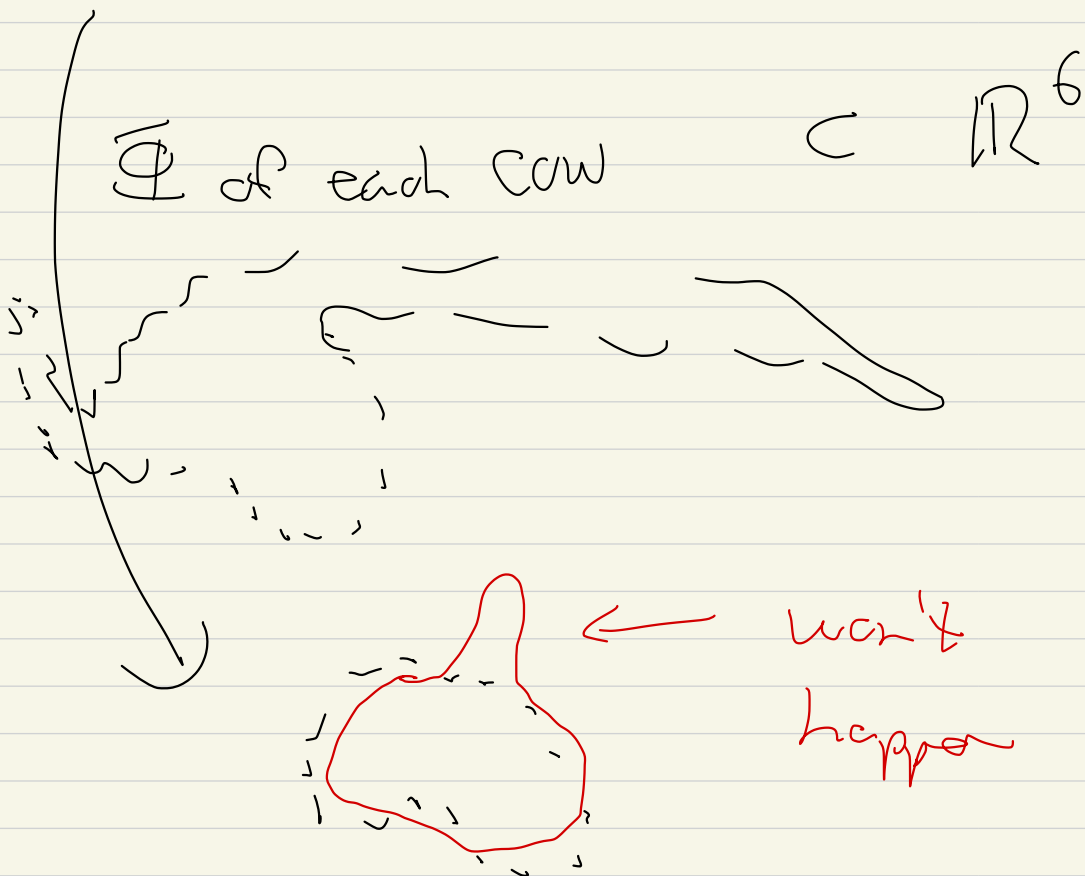
$$\vec{p}_1, \vec{p}_2, \dots, \vec{p}_m \in \mathbb{R}^2$$

We need to know

$$\mathbb{E}(\vec{p}_i) \cdot \mathbb{E}(\vec{p}_j) = ??$$



$\subset \mathbb{R}^2$



Monday:

more examples

on Monday