Machine Learning HW1: Feature Map and k-NN

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1 Hands-on Exploration of the Income Dataset

- 1. About 25% of the training data has a positive label (>50K). The current average US per-capita income is around 38K, so this percentage makes sense.
- 2. In this dataset, the youngest age is 17, and the oldest age is 90. The least amount of hours-per-week that people work is 1, and the most amount of hours-per-week that people work is 99.
- 3. Most Machine Learning Algorithms work by performing mathematical operations on the input data. Categorical data, by nature, doesn't have any mathematical meaning, therefore it is challenging for the ML algorithms to interact with it directly. Binarizing categorical data provides a numerical representation for these algorithms to work on. Also, the k-NN algorithm relies on the distance metric for classification. Having binarized numerical values for categorical features ensures each category has an equal effect on the distance computation.
 - If we were to binarize a numerical field, we would need a binary column for each unique value in that field. For fields with many unique values, this can lead to a massive increase in dimensionality, which can be computationally expensive and may lead to overfitting. Binarizing would also reduce the granularity of the data. For example, binarizing age would mean representing everyone of age 25 and everyone of age 35 with the same value (either 0 or 1). This would eventually lead to reduced model performance.
- 4. For many machine learning algorithms including k-NN, normalizing numerical fields can lead to better model performance. A feature that spans a large numerical range can unduly influence the distance computation. Therefore, it is absolutely necessary for all features to be in the same range (in our case between 0-2) for getting the most effective k-NN model.
- 5. After binarizing the categorical fields, we have 92 total fields. There are 90 binarized categorical fields and 2 numerical fields (age and hours-per-week).

2 Data Preprocessing and Feature Extraction I: Naive Binarization

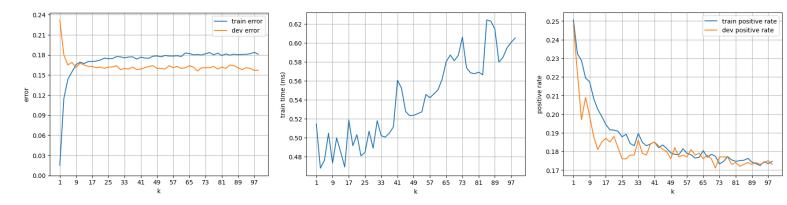
2. If we apply pd.get_dummies() to both the train and test sets, we might end up with different numbers of features for each set. This discrepancy can arise because certain categorical values may be present in the training set but absent in the test set, or vice versa. As a result, the train and test sets could

have different dimensionalities. Therefore, a machine learning model trained on this data would not work, as it expects consistent input dimensionality for training and prediction data.

- 3. I have 230 features after implementing the naive binarization on the training dataset. No, it doesn't match the results from Part 1 Q5 (I got 90 for that question, because I only counted unique categorical values and ignored numerical values).
- 4. Here are the results and some statistics for Naive Binarization
 - The best dev error is 15.6% at k = 69
 - 1-NN dev error is **23.2**%

[k]	[Train Error]	[Dev Error]	[Train Positive Rate]	[Dev Positive Rate]	[Time (ms)]
1	0.015	0.232	0.251	0.248	803
3	0.115	0.180	0.232	0.222	493
5	0.144	0.165	0.229	0.197	502
7	0.155	0.169	0.219	0.209	507
9	0.166	0.161	0.217	0.199	523
11	0.169	0.168	0.208	0.188	565
13	0.167	0.165	0.203	0.181	593
15	0.170	0.163	0.199	0.185	574
17	0.170	0.163	0.194	0.187	516
19	0.171	0.161	0.192	0.185	529
21	0.172	0.162	0.191	0.188	615
23	0.175	0.160	0.191	0.182	666
25	0.174	0.162	0.188	0.176	535
27	0.175	0.162	0.189	0.176	587
29	0.178	0.164	0.184	0.178	574
31	0.177	0.158	0.183	0.178	590
33	0.176	0.160	0.190	0.186	540
35	0.177	0.159	0.185	0.179	549
37	0.177	0.162	0.183	0.178	526
39	0.174	0.158	0.184	0.184	520
41	0.177	0.159	0.185	0.185	561
43	0.175	0.161	0.182	0.183	596
45	0.175	0.163	0.183	0.181	581
47	0.178	0.164	0.182	0.180	539
49	0.179	0.160	0.179	0.176	532
51	0.177	0.160	0.178	0.182	542
53	0.179	0.159	0.178	0.177	660
55	0.178	0.164	0.181	0.178	571
57	0.178	0.161	0.179	0.177	547
59	0.179	0.163	0.178	0.181	537
61	0.178	0.160	0.176	0.178	547
63	0.183	0.161	0.177	0.179	566
65	0.182	0.164	0.180	0.176	618
67	0.180	0.162	0.177	0.178	593
69	0.181	0.156	0.178	0.176	643
71	0.180	0.161	0.177	0.171	606
73	0.182	0.161	0.173	0.177	604
75	0.184	0.161	0.175	0.177	596
77	0.180	0.163	0.177	0.177	606
79	0.183	0.159	0.175	0.173	659
81	0.179	0.162	0.175	0.174	623
83	0.182	0.160	0.175	0.172	712
85	0.180	0.165	0.175	0.173	617
87	0.181	0.164	0.176	0.174	586
89	0.180	0.161	0.174	0.173	584
91	0.181	0.158	0.173	0.174	599
93	0.181	0.161	0.172	0.173	593
95	0.182	0.160	0.174	0.174	593
97	0.184	0.157	0.173	0.175	594
99	0.181	0.157	0.175	0.173	590

- 5. When k = 1, the training error is 1.5%. Although this is the case of extreme overfitting, this is not exactly 0%. This is because there are a few nearly identical data points in the training data with different labels.
- 6. These are the trends observed for
 - The dev error is maximum at k = 1 (about 23.2%), it then quickly decreases till k = 9, and after that it stays relatively flat till k=99 (as seen in the graph). At k = 9, the model has lower dev error when compared with train error (16.1% vs 16.6%).
 - A similar trend is seen for the train error, which increases till k=9, and then relatively stays flat till k = 99. For $9 \le k \le 99$, the dev error is less than the train error.
 - The running time graph (below) shows the cumulative prediction running time of train and test sets.
 - Both train and dev positive ratios decrease with increasing k.



- 7. For k=1, the training error is minimum (1.5%), but the dev error is high (23.2%). This looks like extreme overfitting.
 - For $k = \infty$ (k=5000), the training error is maximum (25%), and the dev error is also maximum (23.6%). This looks like extreme underfitting.

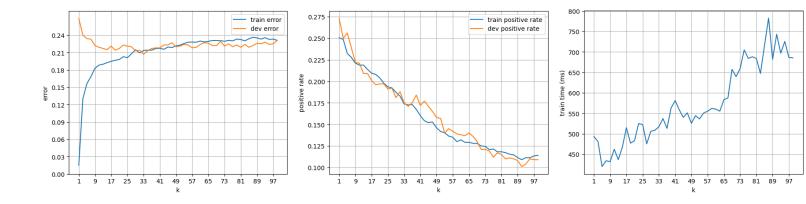
3 Data Preprocessing and Feature Extraction II: Smart Binarization

1. No, there is no performance improvements when compared with the results of Naive Binarization experiment. Infact, this model is performing worse than before. This is because, if some features (like the binarized categorical ones) have values in the range of 0 and 1, while others (like some numerical features) have a much broader range, the algorithm might be biased towards the features with larger magnitudes. This can lead to suboptimal performance.

These are the results for Smart Binarization without Scaling (Tested on M1 Pro processor):

- The best dev error is 20.7% at k = 33.
- 1-NN dev error is **26.9**%.

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[k]	[Train Error]	[Dev Error]	[Train Positive Rate]	[Dev Positive Rate]	[Time (ms)]
1 3	0.015	0.269	0.251	0.273	493 481
5 5	0.130	0.240	0.249	0.250	
5 7	0.156 0.168	0.234 0.233	0.232	0.256	420 434
9		0.233	0.228	0.239	432
11	0.183 0.188	0.219	0.221 0.219	0.222 0.221	462
13	0.190	0.219	0.219	0.209	437
15	0.190	0.217		0.209	467
17	0.195	0.215	0.214 0.209	0.209	515
19	0.197	0.214	0.208	0.196	477
21	0.198	0.214	0.204	0.197	483
23	0.203	0.223	0.198	0.197	525
25	0.201	0.221	0.194	0.191	522
27	0.201	0.221	0.194	0.191	475
29	0.215	0.213	0.132	0.132	506
31	0.209	0.214	0.183	0.188	508
33	0.214	0.214	0.174	0.175	517
35	0.214	0.213	0.174	0.171	537
37	0.214	0.217	0.173	0.175	513
39	0.217	0.218	0.167	0.184	563
41	0.217	0.218	0.160	0.172	581
43	0.216	0.223	0.154	0.177	559
45	0.219	0.223	0.152	0.171	540
47	0.219	0.227	0.153	0.165	551
49	0.221	0.220	0.146	0.158	525
51	0.223	0.221	0.142	0.157	544
53	0.226	0.224	0.140	0.140	536
55	0.228	0.223	0.136	0.145	550
57	0.228	0.218	0.135	0.142	555
59	0.228	0.219	0.130	0.139	562
61	0.230	0.224	0.132	0.138	560
63	0.228	0.227	0.129	0.137	555
65	0.229	0.226	0.129	0.140	583
67	0.231	0.222	0.128	0.136	588
69	0.231	0.222	0.128	0.130	657
71	0.230	0.229	0.125	0.121	639
73	0.229	0.221	0.124	0.121	659
75	0.231	0.225	0.121	0.119	705
77	0.230	0.220	0.121	0.112	684
79	0.233	0.223	0.118	0.117	688
81	0.232	0.219	0.118	0.115	684
83	0.230	0.224	0.117	0.110	
85	0.234	0.219	0.115	0.111	716
87	0.236	0.222	0.115	0.110	782
89	0.235	0.226	0.111	0.108	682
91	0.233	0.225	0.109	0.101	743
93	0.236	0.228	0.111	0.104	697
95	0.233	0.224	0.111	0.110	725
97	0.233	0.225	0.113	0.109	686
99	0.231	0.231	0.114	0.109	685
5000	0.250	0.236	0.000	0.000	4588

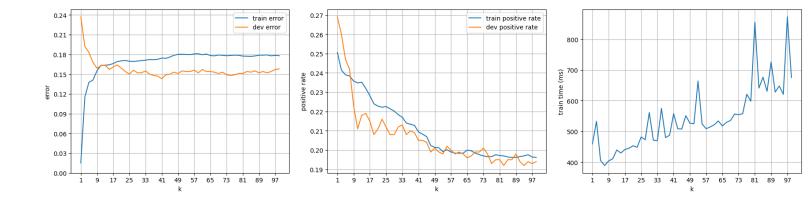


2. Yes, there is performance improvements when compared with the results of Naive Binarization experiment. This model is the best one till now. This is because, now every feature is in the range of 0 to 2. Consequently, each feature will weigh in equally for distance computation which improves the model's performance.

These are the results for Smart Binarization + Numerical Features Scaling (Tested on M1 Proprocessor):

- The best dev error is 14.3% at k = 41
- 1-NN dev error is **23.7**%.

[k]	[Train Error]	[Dev Error]	[Train Positive Rate]	[Dev Positive Rate]	[Time (ms)]
1	0.015	0.237	0.251	0.269	459
3	0.115	0.192	0.241	0.260	533
5	0.138	0.183	0.239	0.247	405
7	0.141	0.168	0.238	0.242	389
9	0.155	0.159	0.236	0.223	404
11	0.163	0.163	0.235	0.211	411
13	0.163	0.164	0.235	0.218	440
15	0.164	0.157	0.232	0.219	430
17	0.166	0.161	0.228	0.215	441
19	0.169	0.164	0.224	0.208	445
21	0.170	0.159	0.223	0.211	453
23	0.171	0.154	0.222	0.216	448
25	0.170	0.150	0.223	0.212	482
27	0.169	0.156	0.221	0.208	473
29	0.170	0.152	0.220	0.208	562
31	0.171	0.152	0.218	0.212	471
33	0.171	0.155	0.217	0.213	470
35	0.172	0.150	0.214	0.208	575
37	0.172	0.148	0.213	0.210	480
39	0.173	0.147	0.213	0.209	487
41	0.174	0.143	0.209	0.205	558
43	0.174	0.149	0.208	0.205	509
45	0.176	0.150	0.207	0.204	508
47	0.179	0.153	0.202	0.199	551
49	0.180	0.151	0.201	0.201	527
51	0.180	0.155	0.201	0.199	525
53	0.180	0.154	0.199	0.198	664
55	0.180	0.154	0.200	0.202	524
57	0.181	0.156	0.199	0.200	509
59	0.181	0.152	0.198	0.198	515
61	0.179	0.157	0.198	0.199	522
63	0.181	0.154	0.198	0.198	534
65	0.178	0.154	0.200	0.196	518
67	0.178	0.153	0.200	0.197	529
69	0.179	0.151	0.198	0.199	536
71	0.179	0.153	0.198	0.199	557
73	0.178	0.149	0.197	0.201	555
75	0.178	0.148	0.197	0.198	558
77	0.179	0.149	0.197	0.193	621
79	0.179	0.151	0.198	0.195	599
81	0.177	0.151	0.197	0.195	856
83	0.177	0.154	0.197	0.192	641
85	0.177	0.153	0.196	0.195	677
87	0.178	0.155	0.196	0.195	631
89	0.179	0.152	0.196	0.198	727
91	0.179	0.154	0.197	0.194	628
93	0.179	0.152	0.197	0.192	648
95	0.178	0.154	0.198	0.194	621
97	0.179	0.157	0.196	0.193	873
99	0.178	0.158	0.196	0.194	676
5000	0.250	0.236	0.000	0.000	3780



4 Implement your own k-Nearest Neighbor Classifiers

- 1. These are the distances between the query person (first in the dev data) and its top 3 nearest neighbours (in the train data):
 - Sklearn (index, distance): (4872, 0.334), (4787, 1.415), (2591, 1.417)
 - My implementation (index, distance): (4872, 0.33440), (4787, 1.41528), (2591, 1.41674)
- 2. Implement your own k-NN classifier (with the default Euclidean distance)
 - (a) Yes, we need to store the training data (feature vectors and labels) in our k-NN class object. For Sklearn's k-NN this is done by calling the fit() method.
 - (b) The time complexity of k-NN to test one example involves these steps:
 - i. Computing distances for all training examples: $O(d \times |D|)$
 - ii. Selecting k smallest distances using **np.argpartition**: O(|D|)
 - iii. Majority vote based on k nearest neighbors: O(k)

Time Complexity = $O(d \times |D| + |D| + k)$

- (c) Sorting $|\mathbf{D}|$ distances will take $\mathbf{O}(|\mathbf{D}| \times \mathbf{log}|\mathbf{D}|)$ time. But, there is a faster way, which is to use **np.argpartition**. This function uses the Introselect algorithm to find the **k** smallest distances. Introselect is similar to Quickselect with $\mathbf{O}(|\mathbf{D}|)$ time complexity in the average case.
- (d) I used the following tricks:
 - i. Broadcasting (matrix vector): To quickly subtract the test vector from my training data matrix. For example, self.points new_point
 - ii. np.linalg.norm(..., axis=1): For calculating Euclidean distances. For example, distances= np.linalg.norm(self.points new_point, axis=1)
 - iii. **np.argpartition()**: For selecting k smallest distances in O(|D|) time. For example, k_{\min} -indices = np.argpartition(distances, self.k 1)[:self.k]
- (e) It took about 8.5 seconds to print the training and dev errors for k = 99 on ENGR servers.
- 3. The average dev error $(1 \le k \le 99)$ is almost the same for Euclidean and Manhattan distance implementations (15.7% vs 15.8%). I got best dev error of 14.1% (at k = 41) using the Manhattan distance. I got the best dev error of 14.4% (at k = 41) using the Euclidean distance. Therefore, using Manhattan distance is a bit better.

5 Deployment

- (a) I tested my own k-NN classifier (using Manhattan distance) with $1 \le k \le 1001$ on the dev dataset. The best dev error is 14.1% (at k = 41).
- (b) The best dev error is 14.1% (at k = 41) on the dev set. The positive ratio on the dev set at k = 41 is 20.5%.
- (c) The positive ratio on the test set is 20.9% using my own k-NN classifier (using Manhattan distance) at k = 41.

6 Observations

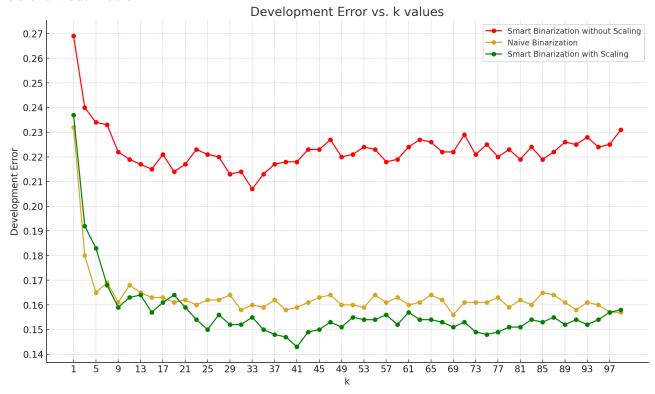
- 1. These are some of the drawbacks:
 - k-NN treats all features equally. In the real world data, some features may be more influential than the others. To find more influential features, one can analyze the correlation between each feature and the target variable. Features that have a strong correlation (either positive or negative) might be more important.
 - k-NN suffers from high computational costs. That is, for each prediction, distances must be computed between the test point and every point in the training dataset, making predictions slow for large datasets. Also, k-NN requires storing the entire training dataset, which can be memory-intensive for large datasets.
- 2. Yes, the best performing k-NN model tends to amplify existing biases in the training data. k-NN algorithm rely directly on the training data points to make predictions. Our training data clearly has an inherent bias that lean towards having more fraction of males making greater than 50k USD per year when compared to the female fraction (28.7% vs 12.7%). If the training data has inherent biases, these biases can become more pronounced in the model's predictions.
 - This is more due to overfitting than underfitting. Overfitting occurs when a model captures not just the underlying patterns in the data, but also the noise and biases. A smaller k tends to overfit because it adapts to every bias in the training data, leading to a zigzagged decision boundary. With larger k we get more generalization, leading to a smoother decision boundary. However, even with large values of k, if there's a significant bias in the data, the decision boundary may still lean towards that bias.

This amplification of biases can have conspicuous social implications, especially when machine learning models are used in critical areas like:

- **Hiring:** If past hiring data is biased towards a particular gender or race, ML models could potentially learn that bias, leading to unfair hiring process.
- Financial Services: Loan or credit approval models could potentially unreasonably favor or disfavor individuals based on gender, race, or socio-economic status.

7 Extra Credit Question

Here's the visualization:



8 Debriefing

- 1. I spent about 10 hours on this homework.
- 2. I would rate it easy.
- 3. I worked on it alone.
- 4. I understand the material 100%.
- 5. The module videos are very good. I couldn't find any better tutorial of Numpy and Linux commands than these ones.