

CSC 411: Lecture 05: Nearest Neighbors

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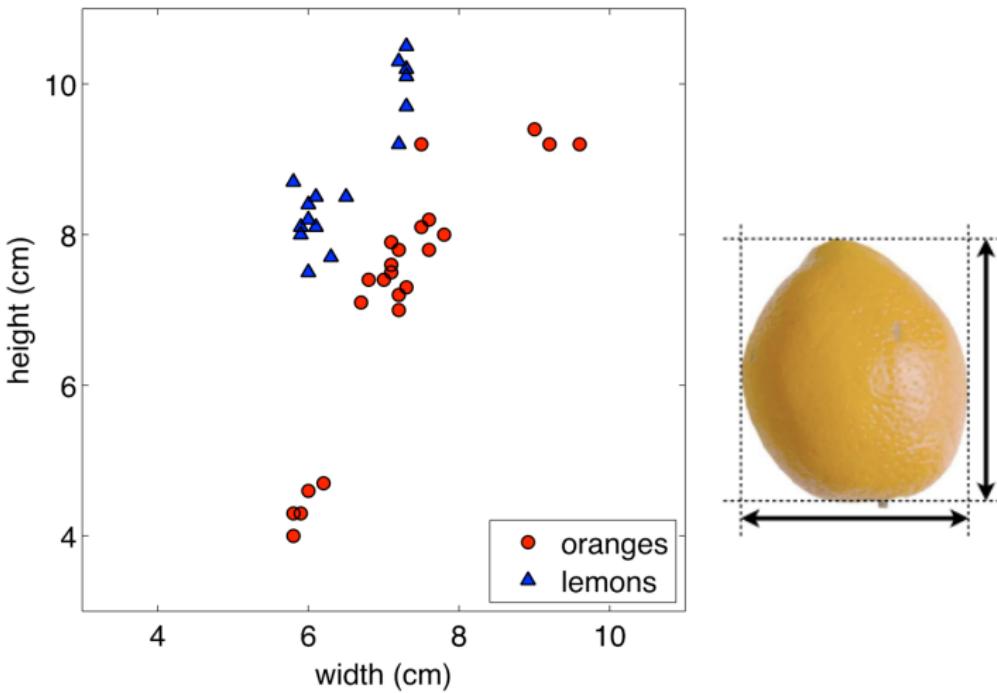
University of Toronto

Today

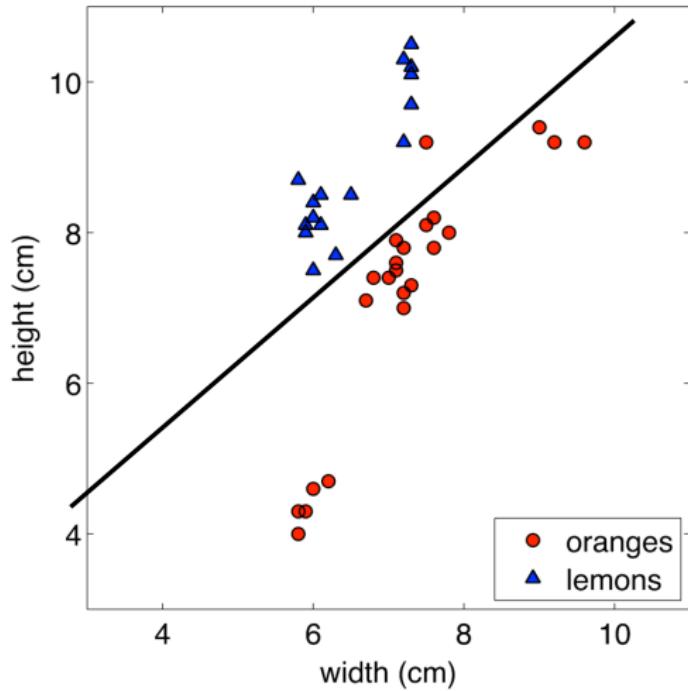
- Non-parametric models
 - ▶ distance
 - ▶ non-linear decision boundaries

Note: We will mainly use today's method for classification, but it can also be used for regression

Classification: Oranges and Lemons

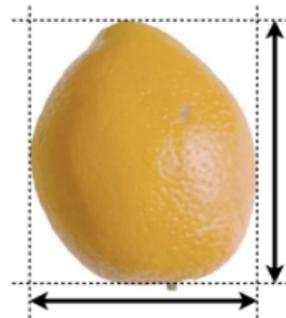


Classification: Oranges and Lemons



Can construct simple linear decision boundary:

$$y = \text{sign}(w_0 + w_1 x_1 + w_2 x_2)$$



What is the meaning of "linear" classification

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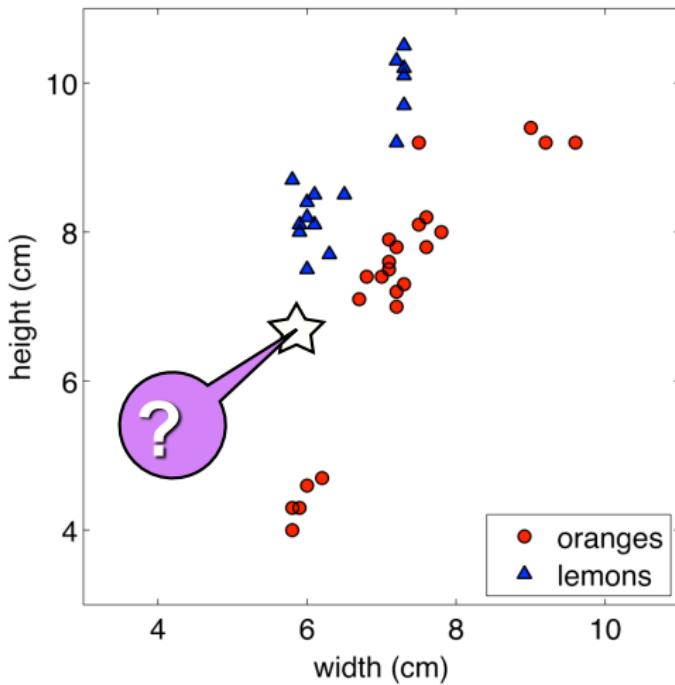
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$$y(\mathbf{x}) = f(z(\mathbf{x}))$$

- What functions $f()$ have we seen so far in class?

Classification as Induction



Instance-based Learning

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- Alternative to parametric models are **non-parametric** models
- These are typically simple methods for approximating discrete-valued or real-valued target functions (they work for classification or regression problems)
- **Learning** amounts to simply **storing** training data
- Test instances classified using **similar** training instances
- Embodies often sensible underlying **assumptions**:
 - ▶ Output varies smoothly with input
 - ▶ Data occupies sub-space of high-dimensional input space

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Algorithm:

1. Find example (\mathbf{x}^*, t^*) (from the stored training set) closest to the test instance \mathbf{x} . That is:

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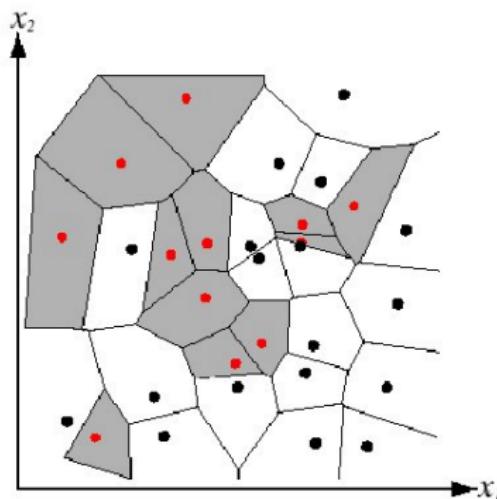
- Note: we don't really need to compute the square root. Why?

Nearest Neighbors: Decision Boundaries

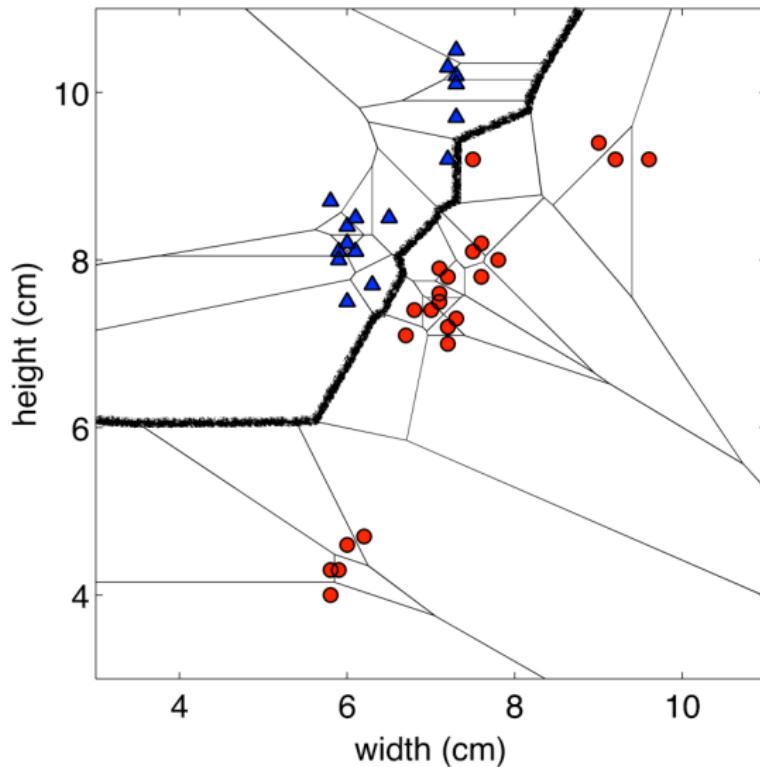
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Nearest Neighbors: Decision Boundaries

- Nearest neighbor algorithm does not explicitly compute **decision boundaries**, but these can be inferred
- Decision boundaries: **Voronoi diagram** visualization
 - ▶ show how input space divided into classes
 - ▶ each line segment is equidistant between two points of opposite classes

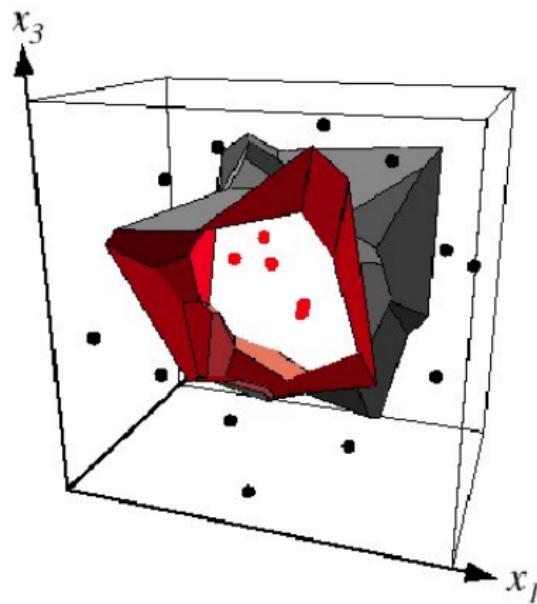


Nearest Neighbors: Decision Boundaries



Example: 2D decision boundary

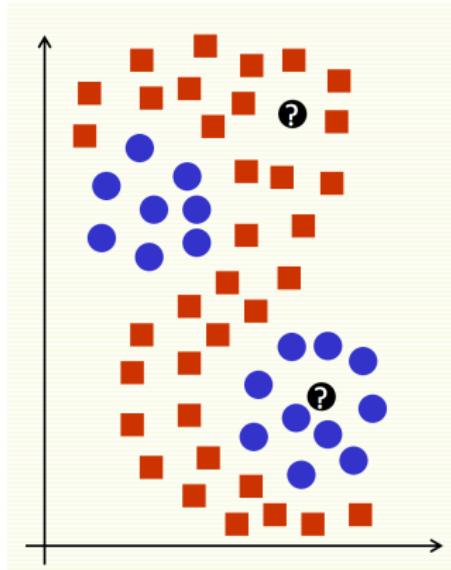
Nearest Neighbors: Decision Boundaries



Example: 3D decision boundary

Nearest Neighbors: Multi-modal Data

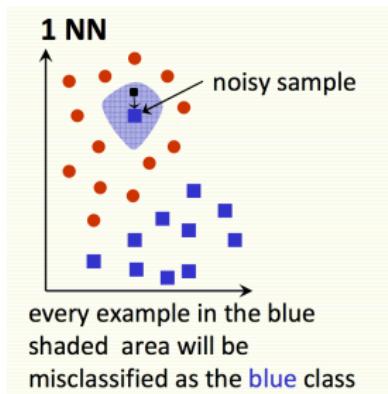
- Nearest Neighbor approaches can work with multi-modal data



[Slide credit: O. Veksler]

Nearest Neighbors

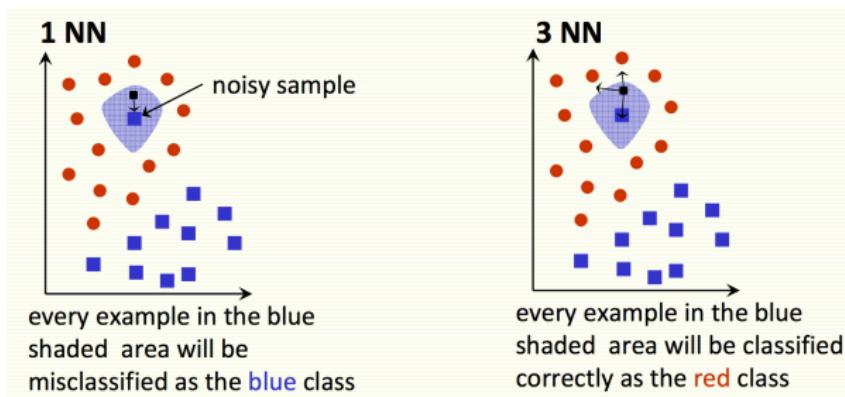
[Pic by Olga Veksler]



- Nearest neighbors sensitive to mis-labeled data (“class noise”). Solution?

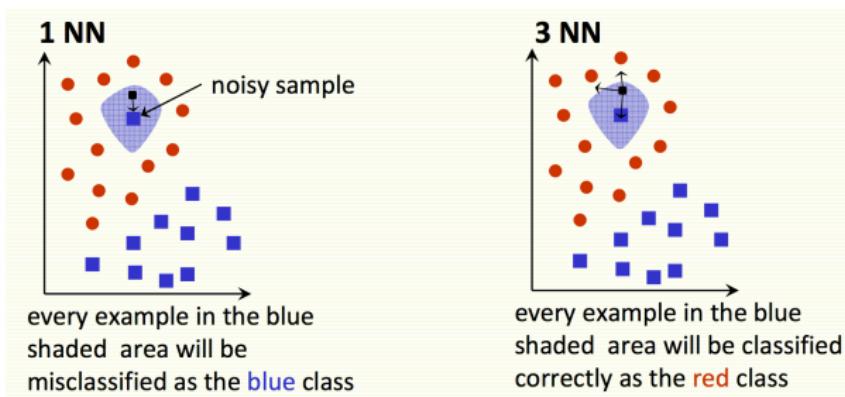
k-Nearest Neighbors

[Pic by Olga Veksler]



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Algorithm (kNN):

1. Find k examples $\{\mathbf{x}^{(i)}, t^{(i)}\}$ closest to the test instance \mathbf{x}
2. Classification output is majority class

$$y = \arg \max_{t^{(z)}} \sum_{r=1}^k \delta(t^{(z)}, t^{(r)})$$

k-Nearest Neighbors

How do we **choose k ?**

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- We can use cross-validation to find k
- Rule of thumb is $k < \sqrt{n}$, where n is the number of training examples

[Slide credit: O. Veksler]

k-Nearest Neighbors: Issues & Remedies

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 - ▶ Hamming distance

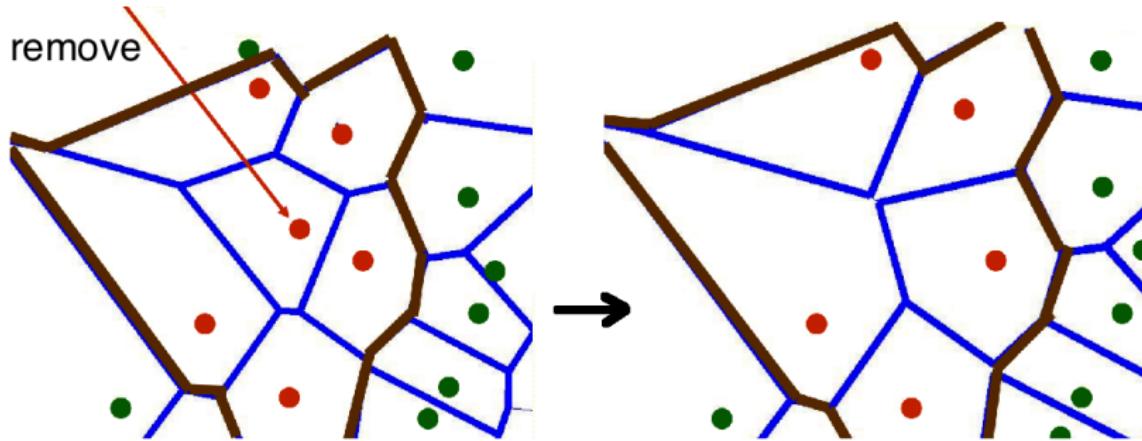
k-Nearest Neighbors: Issues (Complexity) & Remedies

- **Expensive at test time:** To find one nearest neighbor of a query point x , we must compute the distance to all N training examples. Complexity: $O(kdN)$ for kNN
 - ▶ Use subset of dimensions
 - ▶ Pre-sort training examples into fast data structures (e.g., kd-trees)
 - ▶ Compute only an approximate distance (e.g., LSH)
 - ▶ Remove redundant data (e.g., condensing)
- **Storage Requirements:** Must store all training data
 - ▶ Remove redundant data (e.g., condensing)
 - ▶ Pre-sorting often increases the storage requirements
- **High Dimensional Data:** “Curse of Dimensionality”
 - ▶ Required amount of training data increases exponentially with dimension
 - ▶ Computational cost also increases

[Slide credit: David Claus]

k-Nearest Neighbors Remedies: Remove Redundancy

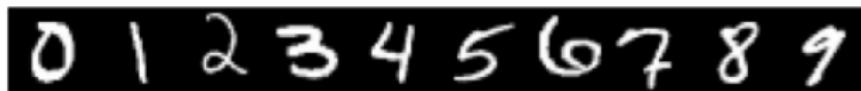
- If all Voronoi neighbors have the same class, a sample is useless, remove it



[Slide credit: O. Veksler]

Example: Digit Classification

- Decent performance when lots of data



- Yann LeCunn – MNIST Digit Recognition
 - Handwritten digits
 - 28x28 pixel images: $d = 784$
 - 60,000 training samples
 - 10,000 test samples
- Nearest neighbour is competitive

	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

Fun Example: Where on Earth is this Photo From?

- Problem: Where (e.g., which country or GPS location) was this picture taken?



[Paper: James Hays, Alexei A. Efros. im2gps: estimating geographic information from a single image. CVPR'08. Project page: <http://graphics.cs.cmu.edu/projects/im2gps/>]

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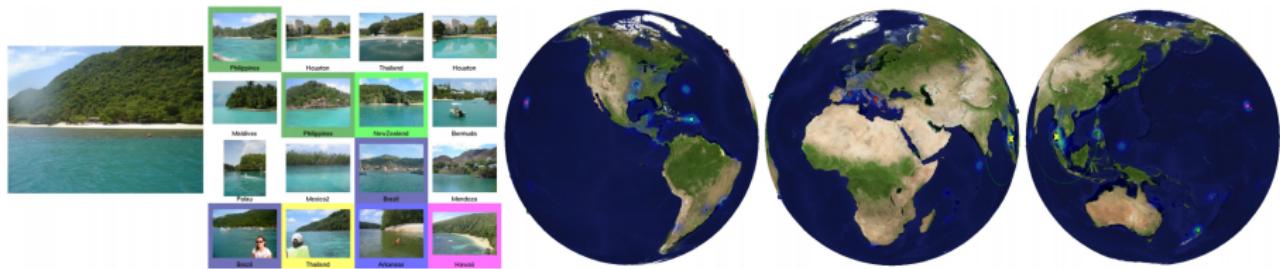
- Problem: Where (e.g., which country or GPS location) was this picture taken?
 - ▶ Get 6M images from Flickr with GPS info (dense sampling across world)
 - ▶ Represent each image with meaningful features
 - ▶ Do kNN!



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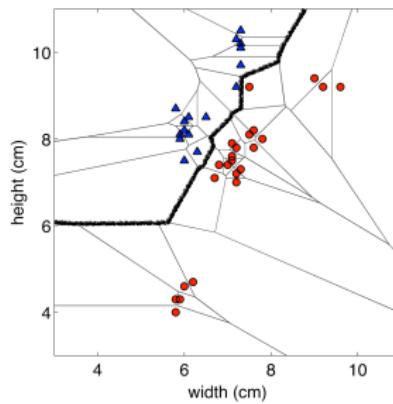
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 - ▶ Do kNN (large k better, they use $k = 120$)!



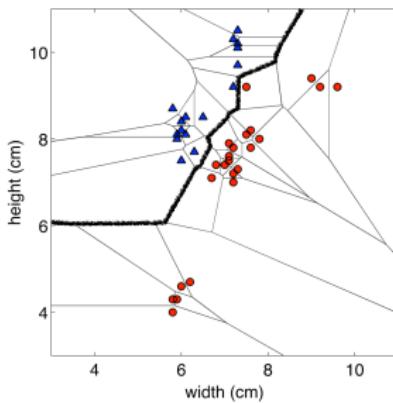
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K-NN Summary



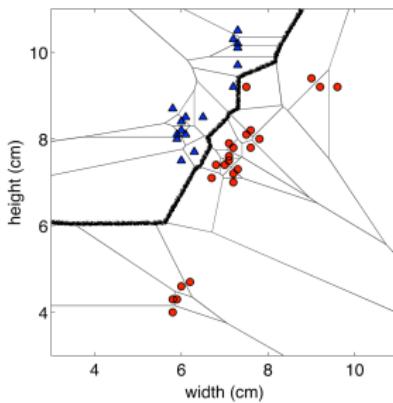
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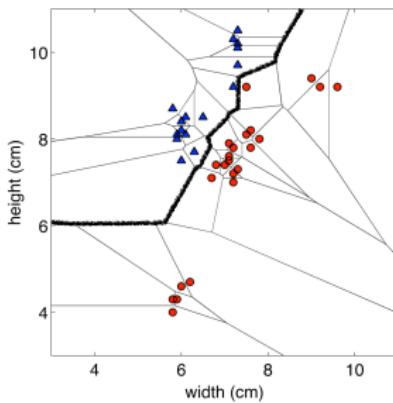
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 - ▶ Sensitive to class noise
 - ▶ Sensitive to scales of attributes
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- **Inductive Bias:** What kind of decision boundaries do we expect to find?