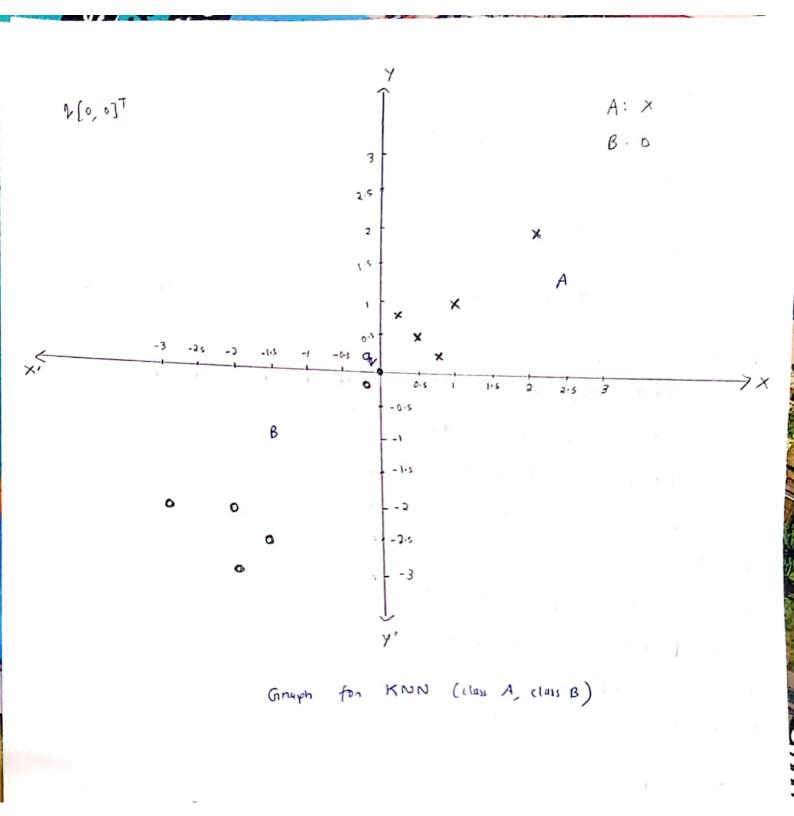
```
1)
      Datust
      (las A: {[0.5,0.5], [0.71,0.25], [0.25,0.75], [1,1], [2,2] }
      class B: { [-2,-2], [-0.21,-0.25], [-1.5,-2.5], [-3,-2], [-3,-3], [-3,-3]
      9 = [0,0]T
      distances of 9 from each of the 10 points. (eviledian districes)
A) I) [0.5, 0.5]^T \rightarrow 0.707
  2) [0.75,0.25] -> 0.790
  3) [0,25,0.75] -> 0,790
N 4) [1,1] -> 1.414
A) 5) (2,2) -> 2.828
B) b) [-3-5] -> 5,858
B) 7) [-0.21, -0.25]T -> 0.354
B) 8) (-1.5, -2.5] -> 2.415
B) 9) [-3, -2] T -> 3.6
B) 10) [-2-3] -> 3.6
   I K=1
        Using KNN, point q[0,0] is closet to [-0.25, -0.25] T
         dishic = 0.354.
         : q belongs toclass (B)
        using KNN, point q [0,0] is clont to [-0.21,-0.25) (du = 0.354),
  If K= 3
         [ 0.5, 0.5] [ dir = 0.707), [0.75, 0.25] [ dir = 0.740). Since two pour
      belong to class A, a belong to class (A)
```

NOTE - [0.25, 0.75] is another point at dis 0.790 in (less A again.



B	c c	D	E E E	Feet Committee	G	Н
Name	Age	Height	Role	Batting avg	Bowling avg	No of matchs
1 Virat Kohli	30	175	1	59.4	166.25	236
2 Rohit Sharma	32	170	1	48.92	64.38	215
3 Mayank Agarwal	28	175	1	NA	NA	NA
4 Kuldeep Yadav	24	168	2	12.62	23.97	51
5 Mohammed Shami	28	178	2	7.39	24.76	67
6 Jasprit Bamrah	25	178	2	3.8	21.88	58
7 Bhuvaneshwar Jumar	29	175	2	14.58	34.98	111
8 Yuzvendra Chalal	29	168	2	7.8	26.36	49
9 Rishab Pant	21	170	3	26.12	160	9
10 Lokesh Rahul	27	180	3	39.11	160	23
11 MS Dhoni	. 38	175	3	50.58	31	350
12 Dinesh Karthik	34	170	3	30.21	160	94
13 Hardik Pandya	25	183	4	29.91	40.65	54
14 Kedar Jhadav	. 34	165	4	43.24	35.96	65
15 Ravindra Jadeja	30	173	4	30.61	35.9	153
Kumar Sangakara	41	178	1	41.99	160	404
David Warner	32	170	1	45.36	160	116
AB De Villiers	35	178	* 3	53.5	28.86	228

2) 1) Player similar to Sanyakara Using KNN

Representing Songakara in the same feature space and applying KNN

we can white districe (cuildian dictie) by the formula. (Shown in data set)

(71, x2. .. 716 is sankakun's feature, 71/x3' ... x1' is the other playes features)

distances obtained are :-

Koh I.	169-3				
1/0// [1	167.3	Juspat B	374.8	Ms ohon,	1401
Robit 5	312.2	Bhovonghier J	319.4	Dinesh K	310-6
Meyak A	NA (did not play opi)	Vuzd. (b.)	2		370.3
Kulding Y	371.9	Yuzvindra Chalal	3811	Hardik P	310.5
Mohamids 3650	Rishab P 395-9		Keda J	361.2	
	2 07 0	Lokuh P 351.2		Ravinda J	280.5
		-			

MS Dhoni with KNN algo seems to be the shortest district / closect / similar to Sangakara.

NOTE: Some formula of euclide districe (1) was used in nort 2 quisties.
Bounting any was considered a high value of 160 if not given.

2) Player simile to David women. Represently David in the same feature Space and applying the above formula, we how properties des trees as: -

Kohl.	121-0	Jaspat B	155.8	Ms Dhoni	267
Rokes	137.6	Bhovenshow I	126.7	Dinish K	76.
Mayak A	MALUIJ not Ply Opi)	Yuzvada Chard 151.1			136
Kuldupy	154 4	Rishab P	100	Handik P	•
Mohamils 149.0		101.3	kedu J	134	
6 .		LokehR	93.8	Ravinda J 13	

David Warner With the Shaket disher of 768

· 7

0.4

Assigning the same feather space for ABPO VIIILLE and computs distract from other players for KNN, we have,

Kohl. 1378		
Robits	Juspal B 1779	Ms phoni /22-1
39.0	Bhuvaniham T 123.1	Dimn K 184 - 1
Mayora NA (durat py opi)	Yuzvinda Chily 1851	Hamille P 17613
Kn19mh 185.3	b a	Kedan J 163-9
mohamads 167.6	Lolen K 2 43.7	Ravindul 79.0

Smallest diction of 39.0.

Such as age, height, no of matches et une all on different scales.

We can define a weighted district function to improve similarity.

Ly Using weights for standardization/normalization

In the cuclidion disher formula, we define w, such that in dr, b = (\frac{2}{2} (wi (71i - bi)^2)) 1/2

measures will be on same scale (Say normalist from 0 to 1)

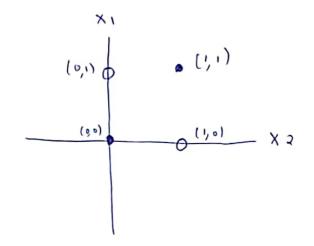
We can assign higher weights to certain propunes to ensure that they have more contribution in the weight fue.

By using these techniques the present of the above KNN

We applied can be improved.

```
3) (5) 21: [1,2,3] 75: [0,3,4] 7, 23: [3,4,4]
                          Find a W such that wix, co wix, >0 wire >0
             . 3 eg obtaind ar, considering wi [w, w, ws]"
                          w, + 2w2 + 3w, < 0 0
                                        3W, + 4W, >0 3
                         2w, + 4w, + 4w, >0 3
     Solving, 3-0, 2w, + w2 >0 2w, >-w2 or w, >-w2
                         We can also with 4W, > - 7W2 -> @
        oldy 0 +0, W, +3 w3 < 4w,
                                                           3 wg <3w1 on w3 < w, on [4w3 < 4w1]
                                   4 w3 > - 3w2
             (ambing we haw, -3w, < 4w, < 4w,
                                                                         -3 W2 < W3 < W1 X
                   · Lit W = D.d, W2 = 2,05 W3 =-1.5
               80 - (A) 2 - (A) 2 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20 3 - 20
                    (Sangha to reasing to cal cal)
              So WT = [0.7, 2.05, -1.5] WT = [0.2, 2.05, -1.5]
                       Satisfies the inequality obtained too, -3 x 2:05 < -1.5 < 0.2
                                                                                                                     11 -1.5375 <-1.5 < 0.7
                                   of w such wt = [0.2, 2.05, -1.5] supsting the above ex
           A set
```

Let us conside the linear inseparable pattern of logical XOR human. The 4 points cannot be separated by a single line (w) such that 2 points (0,0) and (1,1) are one side and (1,0), (0,1) on the other.



Similarly extends this to 4D, Let us say the 4 points

We could not / proposed no line separate this in 2D, hence no plan(w) can keep π_1 , and π_2 on one side and π_3 and π_4 on the other with these set of point in 4D (0,0,0,0) (1,1,0,0)