

# Definitions, Nearest Neighbors

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Book: Statistics and Data Mining, Machine Learning in Astro

## Definitions:

### Learning Problem:

Set of N Samples of data to predict properties of unknown data

Ex: Based on the netflix movies you currently watch, what would you watch in the future?

### Sample:

Set of data collected from statistical population by defined procedure.

e.g.: random, complete, flux limited, supervised, unsupervised

### Supervised

Data set includes additional properties we want to predict.

#### **Classification** (discrete)

Sample is drawn from 2 or more classes that include labels

#### **Regression** (continuous)

Sample has an attribute that is a continuous variable that we want to predict.

### Unsupervised

Data has features but no labels

Goal is to discover similarities in the sample, determine the distribution or simply for visualization.

### Feature

A measured attribute used in learning

### Training Set - Labeled Data

Data set on which we learn

### Confusion Matrix

		Classifier Prediction	
		Positive	Negative
Actual Value	Positive	True Positive	False Negative
	Negative	False Positive	True Negative

## Diagnostics

### Completeness

$$\frac{\text{True Positive}}{(\text{True Positive} + \text{False Negative})}$$

### Purity

$$\frac{\text{True Positive}}{(\text{True Positive} + \text{False Positive})}$$

If you do perfectly you're diagonalizing the confusion matrix.  
These diagnostics tell you how off diagonal you are.

## Test Set

Data set on which we learn the learned properties.

## Nearest Neighbor Classification:

Short comings

- Not Generalized
- Doesn't make a model
- Computationally Expensive

Data set of N points with D features.

$$x_{\{1,\dots,n\}} = [\leftarrow D \rightarrow]$$

$$y = \begin{matrix} \uparrow \\ N \\ \downarrow \end{matrix}$$

Supervised integers, number of classes.

We want to find the closest point in x and assign it the label of that point.

Find the **Euclidean distance** between things of a certain label.

$$D(x, x_i) = \sqrt{\sum^D (X_D - X_{\{i,D\}})^2}$$

K is a tunable parameter  
It becomes smoother the higher the value it is.

As you increase k you suppress the noise and ignore outliers.

You can give weights based on things like your errorbars.

### **Deterministic Classification**

K nearest neighbor  
Majority of k nearest neighbors

### **Probabilistic Classification**

Ratio of the k nearest neighbors

### **Training Data**

K fold  
Split up your known data into k chunks to test on.  
Cross Validation