



* Title :- Implementation of K-Nearest Neighbour technique.

* Objective :-

- To learn K-Nearest Neighbour to solve problems.

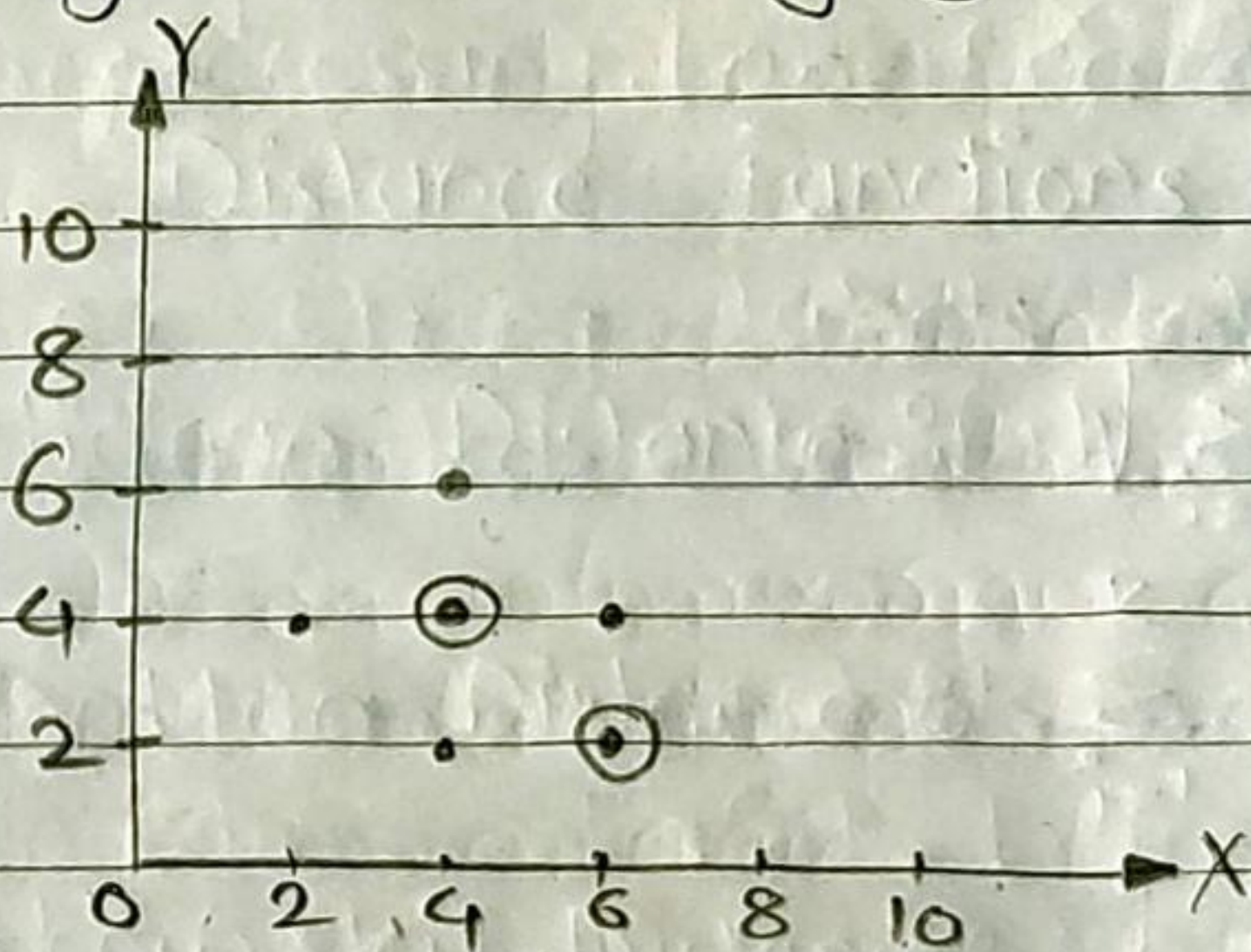
* Outcome :- To apply K-Nearest Neighbour to solve the real world problems.

* Software Requirements :-

Python 3, Jupyter Notebook, scikit-learn

* Problem Statement :-

In the following diagram let blue circles indicate negative examples. We want to use k-NN algorithm for classifying the points. IF $k=3$, find the class of the point (6,6). Extend the same example for Distance weighted k-NN and Locally weighted averaging



⊙ - Positive Examples
• - Negative Examples

* Theory :- KNN :-

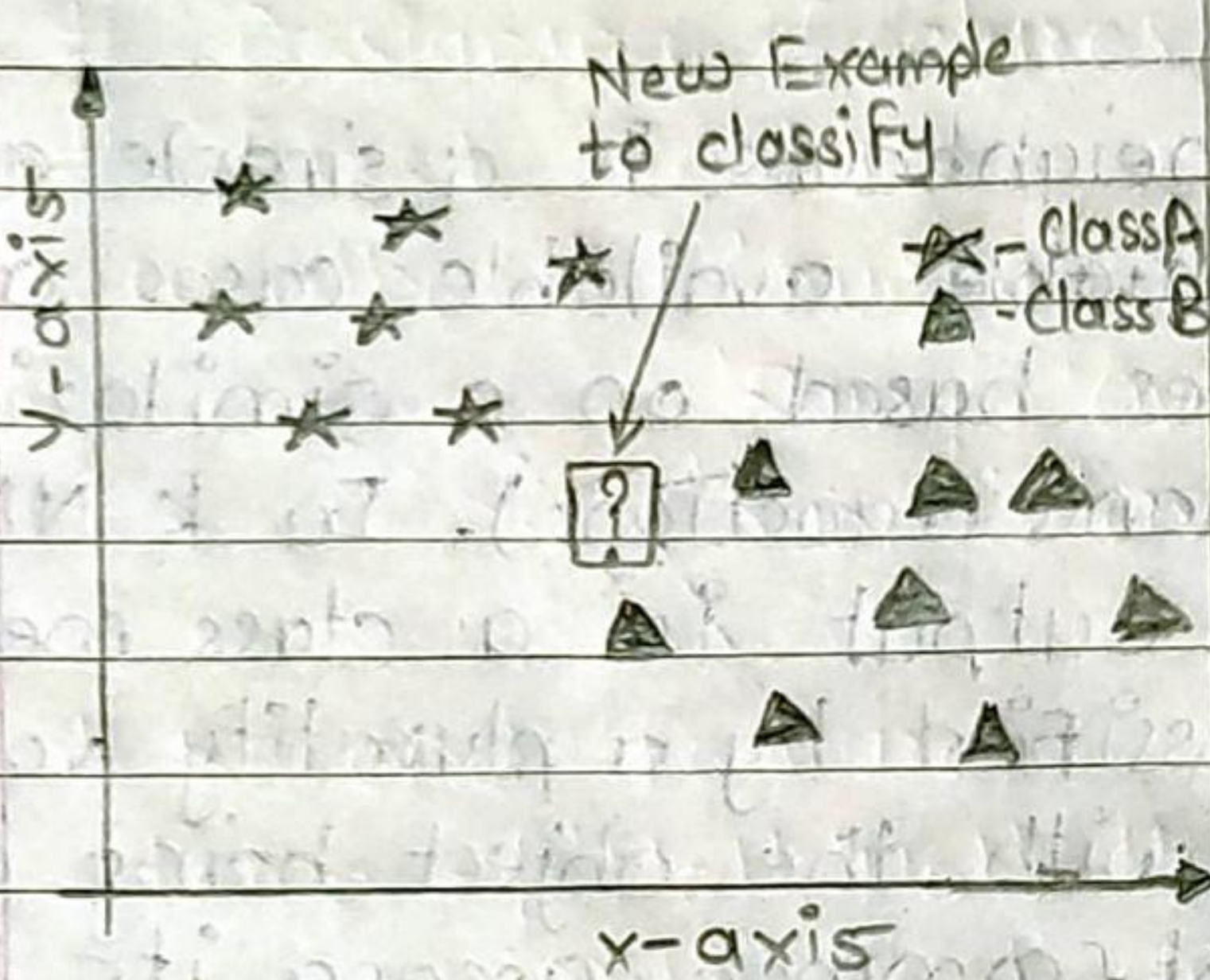
K nearest neighbours is a simple algorithm that stores all variables available cases and classifies new cases based on a similarity measure (e.g. distance functions). In k-NN classification, the output is a class membership. An object is classified by a plurality vote of its neighbours, with the object being assigned to the class most common among its k nearest neighbours (k is a positive integer, typically small). If $k=1$, then the object is simply assigned to the class of that single nearest neighbor.

Suppose P_1 is the point, for which label needs to predict. First, you find the k closest point to P_1 and then classify points by majority vote of its k neighbors. Each object votes for their class and the class with the most votes is taken as the prediction. For finding closest similar points, you find the distance between points using distance measures such as Euclidean distance, Hamming distance, Manhattan distance and Minkowski distance.

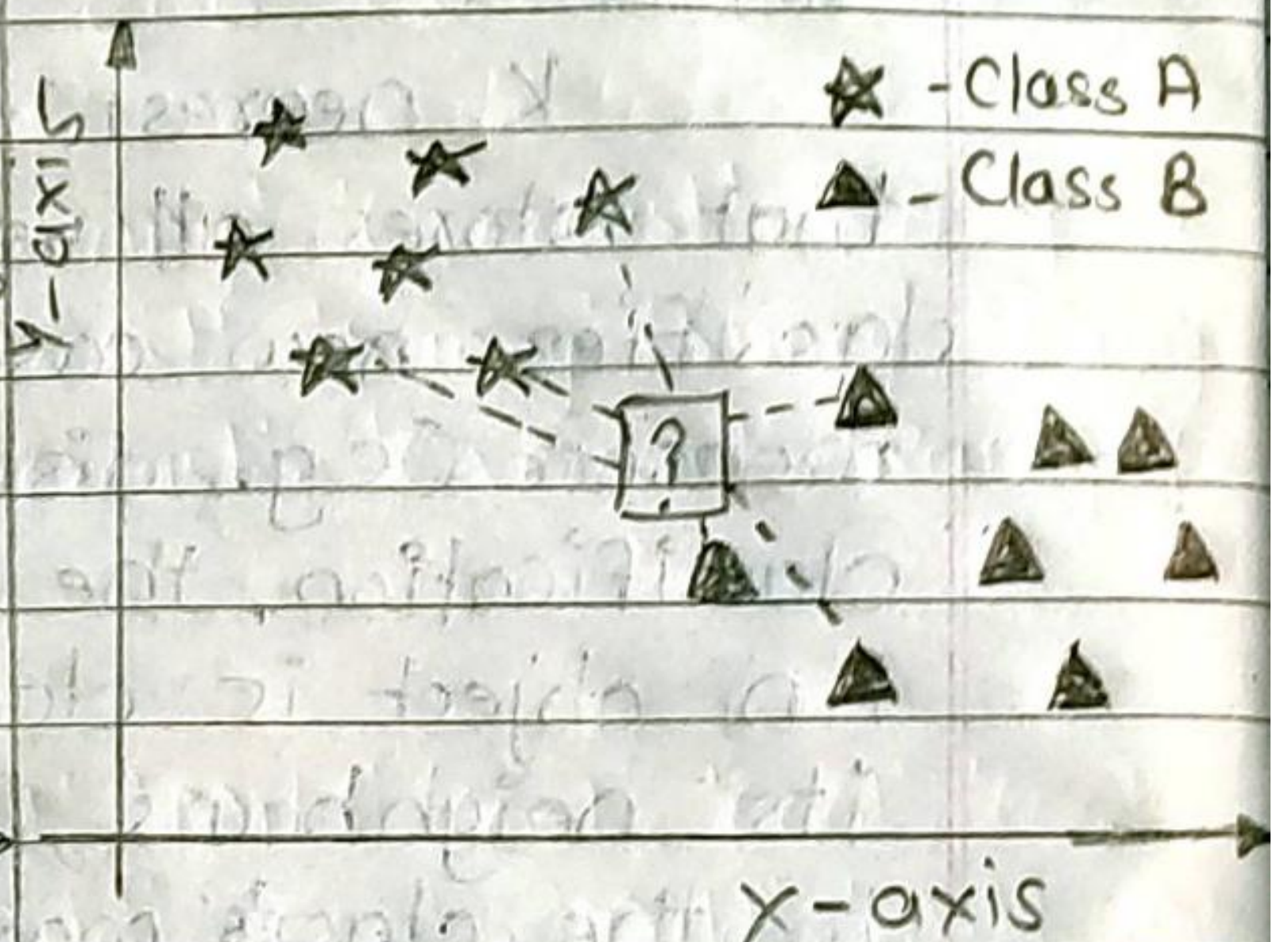
KNN has the following basic steps:

1. Calculate distance
2. Find closest neighbors
3. Vote for labels

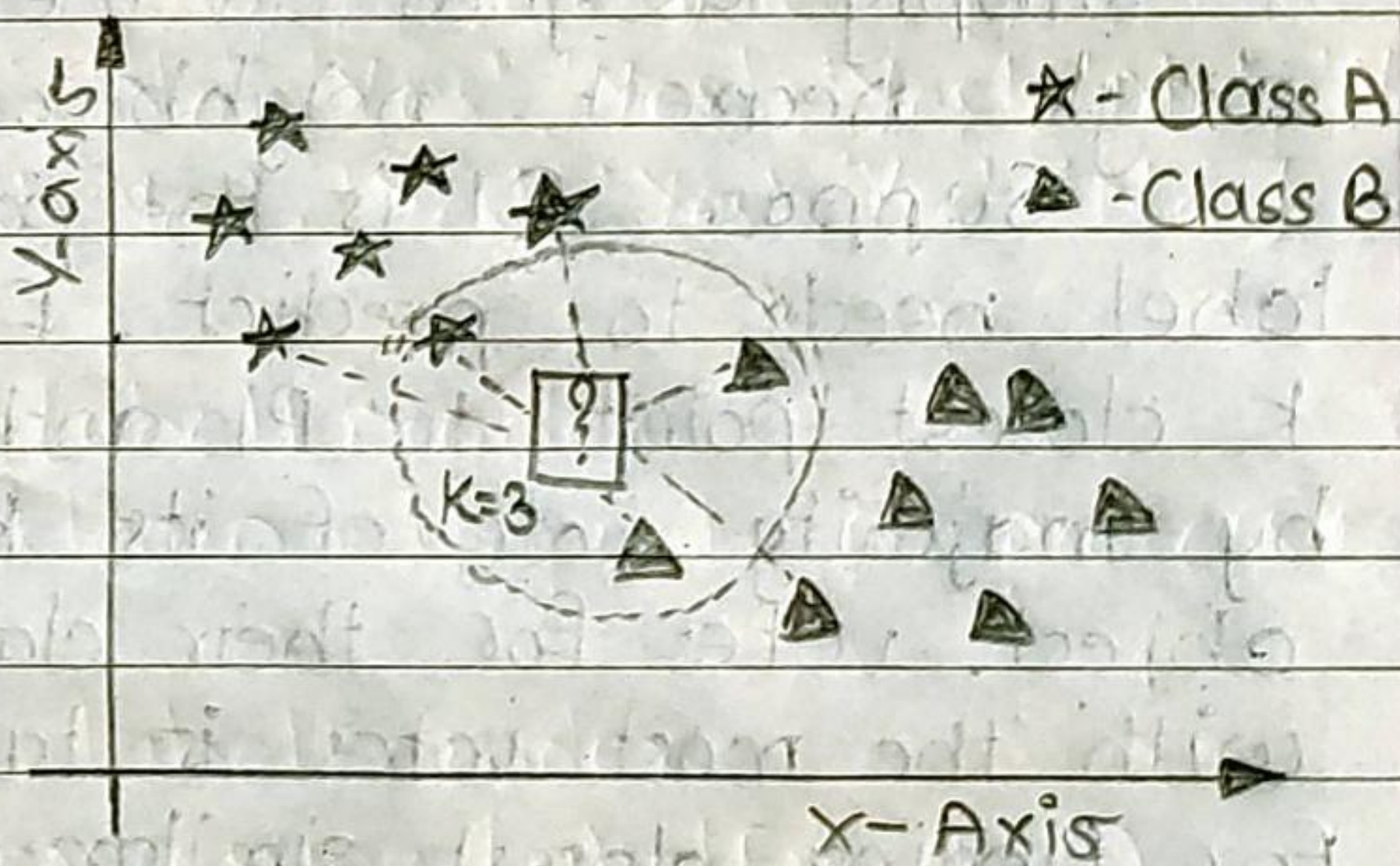
Initial Data



Calculate Distance



Finding Neighbors & Voting for Labels



Distance Functions :-

Euclidean Distance : $\sqrt{\sum_{i=1}^K (x_i - y_i)^2}$

Manhattan Distance : $\sum_{i=1}^K |x_i - y_i|$

Minkowski Distance : $\left[\sum_{i=1}^K (|x_i - y_i|)^q \right]^{1/q}$



Distance Weighted KNN:-

A refinement of the k -NN classification algorithm is to weigh the contribution of each of the k -neighbors according to their distance to the query point x_q , giving greater weight w_i to closer neighbors. This can be accomplished by replacing the final line in the algorithm by

$$F(x_q) = \arg \max_{v \in V} \sum_{i=1}^k w_i \delta(v, f(x_i))$$

where the weight is

$$w_i = \frac{1}{d(x_q, x_i)^2}$$

(In case x_q exactly matches one of x_i , so that the denominator becomes zero, we assign $F(x_q)$ to $f(x_i)$ in this case.

For the version of k -NN for real-valued output the final line of the algorithm will be

$$F(x_q) = \frac{\sum_{i=1}^k (w_i f(x_i))}{\sum_{i=1}^k w_i}$$

If weighting is used, it makes sense to use all training examples, not just k -the algorithm then becomes a global one, since all training instances are used. The only disadvantage is that the algorithm will run more slowly.

KNN Examples:-

Assigning Features and label variables

First Feature

```
weather = ['Sunny', 'Sunny', 'Overcast', 'Rainy', 'Rainy',  
           'Rainy', 'Overcast', 'Sunny', 'Sunny', 'Rainy',  
           'Sunny', 'Overcast', 'Overcast', 'Rainy']
```

Second Feature

```
temp = ['Hot', 'Hot', 'Hot', 'Mild', 'Cool', 'Cool', 'Cool',  
        'Mild', 'Cool', 'Mild', 'Cool', 'Mild', 'Mild', 'Mild',  
        'Hot', 'Mild']
```

Label or target variable

```
play = ['No', 'No', 'Yes', 'Yes', 'Yes', 'No', 'Yes', 'No',  
        'Yes', 'Yes', 'Yes', 'Yes', 'Yes', 'No']
```

Import LabelEncoder

```
from sklearn import preprocessing
```

creating LabelEncoder

```
le = preprocessing.LabelEncoder()
```

Converting string labels into numbers.

```
weather_encoded = le.fit_transform(weather)
```

converting string labels into numbers.

```
temp_encoded = le.fit_transform(temp)
```

```
label = le.fit_transform(play)
```



```
# combining weather and temp into single  
list of tuples  
features = list(zip(weather_encoded, temp_encoded))
```

```
from sklearn.neighbors import KNeighborsClassifier  
model = KNeighborsClassifier(n_neighbors=3)
```

```
# Train the model using the training sets  
model.fit(features, label)
```

```
# Predict Output  
predicted = model.predict([[0, 2]])  
# 0: Overcast, 2: Mild  
print(predicted)
```

Output of example :-
[1]

In the above example, you have given input [0, 2], where 0 means Overcast weather and 2 means Mild temperature. Model predicts [1], which means play.

* Conclusion :- Thus we have successfully implemented given problem using KNN technique.