*** Applied Machine Learning Fundamentals *** **k**-Nearest Neighbors

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Lecture Overview

Unit I Machine Learning Introduction

Unit II Mathematical Foundations

Unit III Bayesian Decision Theory

Unit IV Regression

Unit V Classification I

Unit VI Evaluation

Unit VII Classification II

Unit VIII Clustering

Unit IX Dimensionality Reduction

Agenda for this Unit

- Introduction
- Distance Metrics

- 3 k-nearest Neighbors Algorithm
- 4 Choice of k
- Wrap-Up





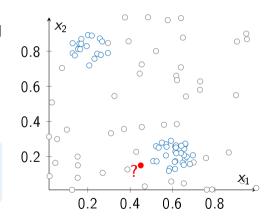
Introduction

Overview of the Algorithm Derivation of the Algorithm

Introduction

- Basic idea: Predict the class label based on nearby known examples
- Instance-based learning, a. k. a. lazy learning

We do not learn any model, the data speaks for itself!



Wrap-Up



Derivation of the Algorithm)

Unconditional density:

$$p(x) = \frac{k}{n \cdot v}$$

• Class priors:

$$p(\mathcal{C}_j) = \frac{n_j}{n}$$

Combine them using Bayes' theorem:

$$p(\mathcal{C}_j|\mathbf{x}) = \frac{p(\mathbf{x}|\mathcal{C}_j) \cdot p(\mathcal{C}_j)}{p(\mathbf{x})} = \frac{\frac{k_j}{n_j \cdot \mathbf{v}} \cdot \frac{n_j}{n}}{\frac{k}{n_j \cdot \mathbf{v}}} = \frac{k_j}{k}$$
(1)







Distance Metrics

Properties of Distance Metrics Minkowski, Manhattan, Euclidean Cosine Similarity

Distance Metrics

- How to measure the distance between two data points u and v?
 - **⇒** Distance metrics
- Let d be a function $d:(u,v)\mapsto \mathbb{R}^+$ (including 0)
- This function has the following properties:

 - $2 d(u, v) = 0 \Rightarrow u = v$
 - 3 $d(u, k) \leq d(u, v) + d(v, k)$ (triangle inequality)

Distance Metrics (Ctd.)

Minkowski distance:

$$d_{p}(u, v) = \left(\sum_{j=1}^{m} |x_{j}^{(u)} - x_{j}^{(v)}|^{p}\right)^{1/p}$$
 (2)

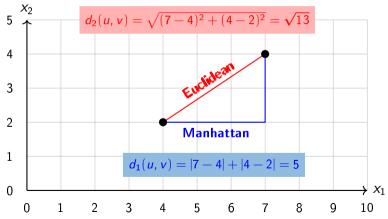
Manhattan distance: (p = 1)

$$d_1(u, v) = \sum_{i=1}^m |x_j^{(u)} - x_j^{(v)}|$$

Euclidean distance: (p = 2)

$$d_2(u, v) = \sqrt{\sum_{j=1}^{m} |x_j^{(u)} - x_j^{(v)}|^2}$$

Distance Metrics (Ctd.)



Cosine Similarity

- Similarity metrics are an alternative to distance metrics
- The cosine similarity of two vectors **a** and **b** is the cosine of the angle between the two vectors:

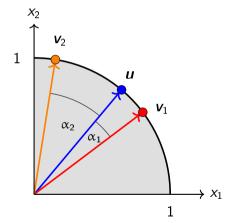
$$\cos \angle(\mathbf{a}, \mathbf{b}) = \frac{\mathbf{a}^{\mathsf{T}} \mathbf{b}}{\|\mathbf{a}\| \cdot \|\mathbf{b}\|} = \frac{\sum_{j=1}^{m} a_{j} \cdot b_{j}}{\sqrt{\sum_{j=1}^{m} (a_{j})^{2}} \cdot \sqrt{\sum_{j=1}^{m} (b_{j})^{2}}}$$
(3)

• The dot product is defined as (geometric interpretation):

$$\mathbf{a}^{\mathsf{T}}\mathbf{b} = \|\mathbf{a}\| \cdot \|\mathbf{b}\| \cdot \cos \measuredangle(\mathbf{a}, \mathbf{b}) \tag{4}$$

Cosine Similarity (Ctd.)

- v_1 is closer to u than v_2 because $\cos(\alpha_1) < \cos(\alpha_2)$
- Remember:
 - cos(0) = 1 and
 - cos(90) = 0
- Do you see any issues?







k-nearest Neighbors Algorithm

General Procedure Calculation of Distances Prediction of the Class Label

Predictions with k-Nearest Neighbors

k-Nearest Neighbors Algorithm:

- Calculate the distances between the new data point and all data points in the dataset
- Sort the data points by distances in ascending order (sort in descending order if similarity metrics are used)
- 3 Consider the first k examples and count how often each class occurs
- Predict the class with the maximum score

• Calculation of Distances

v	x_1	x_2	e	$d_2(u,v)$
1	0.66	0.24	1	0.23
2	0.25	0.79	1	0.67
3	0.16	0.81	1	0.73
4	0.57	0.21	1	0.13
5	0.21	0.72	1	0.62
6	0.66	0.27	1	0.24
7	0.27	0.11	0	0.19
8	0.39	0.13	0	0.07
9	0.39	0.86	0	0.71
10	0.44	0.67	0	0.52
11	0.31	0.33	0	0.23
12	0.03	0.51	0	0.55
:	:	:	:	:

•
$$\mathbf{x}^{(u)} = (0.45, 0.15)^{\mathsf{T}}$$

• Calculate the Euclidean distance between $x^{(u)}$ and all other data points $x^{(v)}$

Depending on the size of the dataset prediction might be expensive!

2/3/4 Prediction of the Class Label

- Let *k* be set to 10
- Step 2: Sort dataset by distances (cf. table on the right)
- Step 6: Count class occurrences
 - Class 0: 3
 - Class 1: 7
- Step **4**: Predict class 1!

x_1	<i>x</i> ₂	C	$d_2(u, v)$
0.51	0.17	1	0.06
0.39	0.13	0	0.07
0.52	0.17	1	0.08
0.43	0.23	0	0.08
0.47	0.03	0	0.12
0.52	0.26	1	0.13
0.57	0.21	1	0.13
0.53	0.25	1	0.13
0.58	0.12	1	0.14
0.59	0.13	1	0.14
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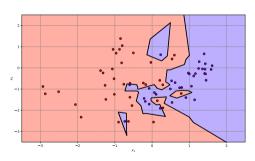


Choice of k

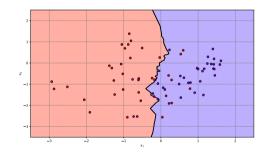
Danger of Overfitting Selection Strategies

How to choose k?

The choice of k is important:



$$k = 1$$
 (2 overfitting 2)



$$k = 30$$
 (about right)



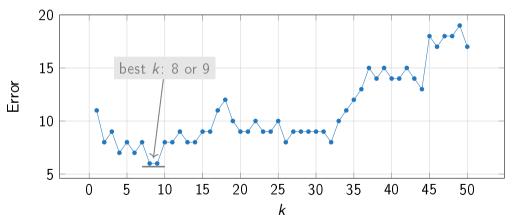
How to choose k? (Ctd.)

- First of all, it is recommended to use odd values for k
 (no tie-breaking necessary; at least in binary classification problems)
- Compute the value of k depending on the size of the dataset \mathcal{D} :

$$k = \sqrt{\frac{n}{2}}$$
 or $k = \sqrt{n}$ (5)

• Usually better strategy: Evaluate different values of k on a separate (!) development set and choose the best one (see next slide)

How to choose k? (Ctd.)







Wrap-Up

Summary Self-Test Questions Lecture Outlook

Summary

- The basic idea is to classify unknown instances based on nearby examples
- The algorithm is an example of instance-based learning
- Distance metrics allow to calculate the distance between data points:
 - Manhattan distance
 - Euclidean distance
 - Cosine similarity (as an alternative to distance metrics)
- Choose the value of k wisely:
 - Too small: Overfitting
 - Too large: Underfitting





Self-Test Questions

- 1 Outline the k-nearest neighbors algorithm.
- 2 What is instance-based learning (in contrast to model-based learning)?
- 3 How can you compute distances? What properties do distance metrics have?
- What is the intuition behind the triangle inequality?
- **5** How can you choose k?
- **6** Suppose you have a dataset comprising n = 50 examples. If you set k = n, what class does the algorithm predict?
- What are advantages and disadvantages of the algorithm?



What's next...?

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Thank you very much for the attention!

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Do you have any questions?