Machine Learning from Data

Lecture 16: Spring 2021

Today's Lecture

- Similarity
- Nearest Neighbor

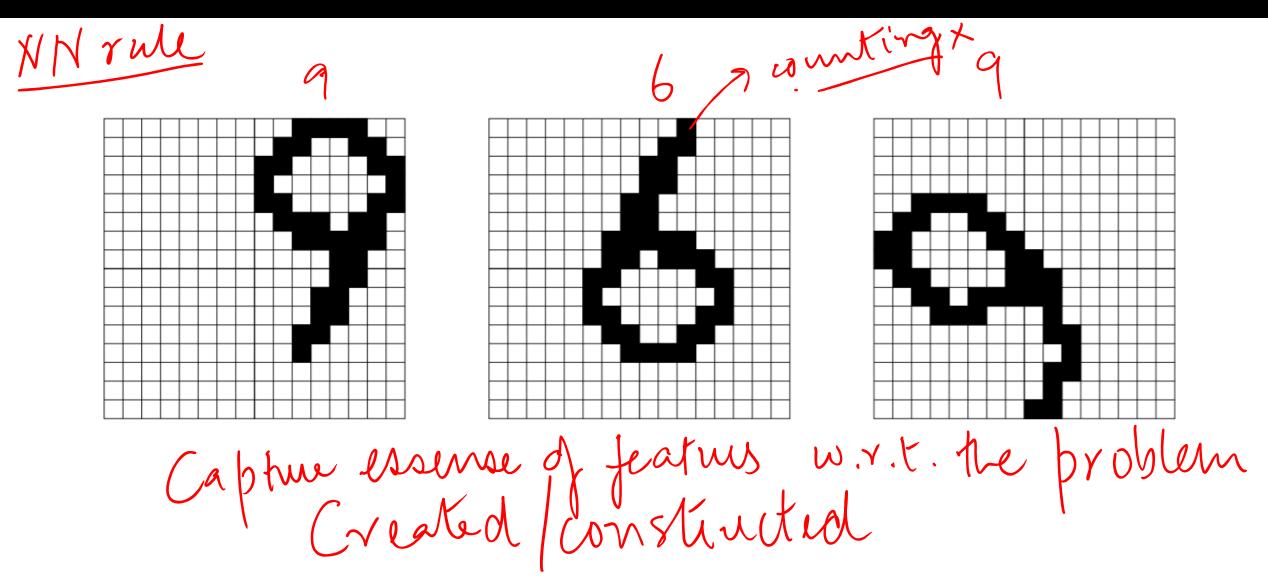
JOUNDATIONS
Theory.



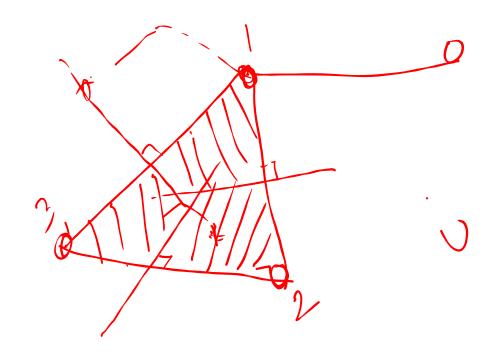
frame work

Ask a 5-year-old what is this?

Measuring Similarity



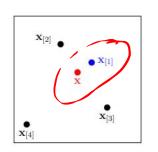
d(n, n') = |n-n'|Eudidean Similarity me asure 1 [2] N (4] NN-Algorithm g(n) = sign(y[i])



o Vuronoi

Nearest Neighbor

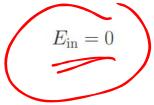
Test \mathbf{x} is classified using its nearest neighbor.

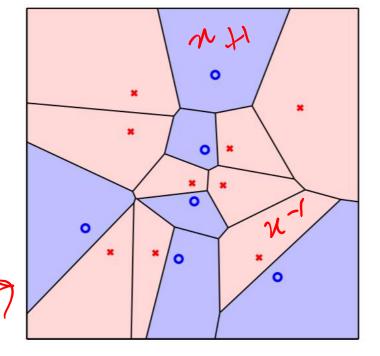


$$d(\mathbf{x}, \mathbf{x}_{[1]}) \leq d(\mathbf{x}, \mathbf{x}_{[2]}) \leq \cdots \leq d(\mathbf{x}, \mathbf{x}_{[N]})$$

$$g(\mathbf{x}) = y_{[1]}(\mathbf{x})$$

No training needed!





Nearest neighbor Voronoi tesselation

Kin 80 Kont

and Font $dv_c = 0$ Ein = 0Theorem: [Eout \(2 \) Eout \(\) \(-> 5-yen old. Enr > Optimal Fout--> The best possible out-of-sample How small can Eout get? error, jol a given problem.

Proof:
$$f(n) \Rightarrow \underline{T(x)} = P(y=+1|n)$$

Obtimal dassifici:
$$-1 \quad \text{if } \underline{\pi(x)} \geq \frac{1}{2}$$

$$-1 \quad \text{if } \underline{\pi(x)} \leq \frac{1}{2}$$

$$= \int_{-1}^{2} dx P(x) f(x)$$

$$= \int_{-1}^{2} dx P(x)$$

1) $\pi(\pi)$ is continuos 2) Data generalion Assumptions, $\chi_{[i]} \longrightarrow \chi \longrightarrow \chi_{[i]} \longrightarrow \chi$ $P_{rob}(y_{rov}(n)) = P[y_{roj} \neq y]$ $= P[y_{roj} = +1, y = -1] + P[y_{roj} = -1, y = +1]$ $=\pi(\pi_{m})(1-\pi(\pi))+(1-\pi(\pi))\pi(\pi)$

N is sufficiently large. $P_{\text{rob}} = \chi(x)(1-\chi(x)) + (1-\chi(x))\chi(x)$ $= \chi(x)(1-\chi(x)) + (1-\chi(x))\chi(x)$ $= \chi(x)(1-\chi(x)) + (1-\chi(x))\chi(x)$ X (n[1]) -> X(n) $\leq 2\eta(n) = 2\xi_{out}^*(x)$ Eont(n) = 2 Eout (n)

Proving $E_{\text{out}} \leq 2E_{\text{out}}^*$

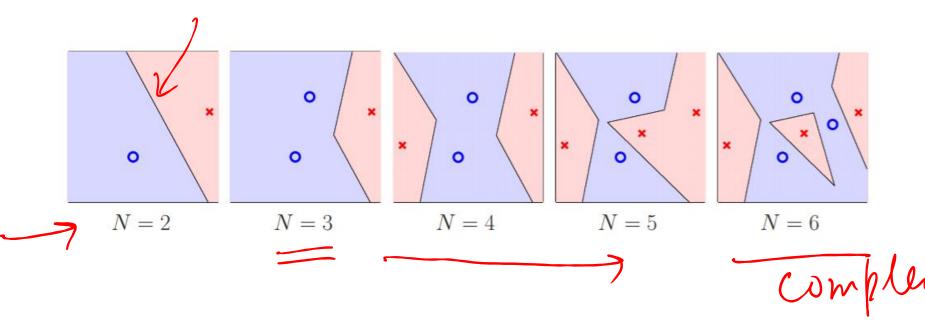
Assume $\pi(\mathbf{x})$ is continuous and $\mathbf{x}_{[1]} \stackrel{N \to \infty}{\longrightarrow} \mathbf{x}$. Then $\pi(\mathbf{x}_{[1]}) \stackrel{N \to \infty}{\longrightarrow} \pi(\mathbf{x})$.

$$\mathbb{P}[g_{N}(\mathbf{x}) \neq y] = \mathbb{P}[y = +1, y_{[1]} = -1] + \mathbb{P}[y = -1, y_{[1]} = +1],
= \pi(\mathbf{x}) \cdot (1 - \pi(\mathbf{x}_{[1]})) + (1 - \pi(\mathbf{x})) \cdot \pi(\mathbf{x}_{[1]}),
\rightarrow \pi(\mathbf{x}) \cdot (1 - \pi(\mathbf{x})) + (1 - \pi(\mathbf{x})) \cdot \pi(\mathbf{x}),
= 2\pi(\mathbf{x}) \cdot (1 - \pi(\mathbf{x})),
\leq 2 \min{\{\pi(\mathbf{x}), 1 - \pi(\mathbf{x})\}}.$$

The best you can do is

$$E_{\text{out}}^*(\mathbf{x}) = \min\{\pi(\mathbf{x}), 1 - \pi(\mathbf{x})\}.$$

Nearest Neighbor 'Self-Regularizes'



A simple boundary is used with few data points.

A more complicated boundary is possible *only* when you have more data points.

regularization guides you to simpler hypotheses when data quality/quantity is lower.

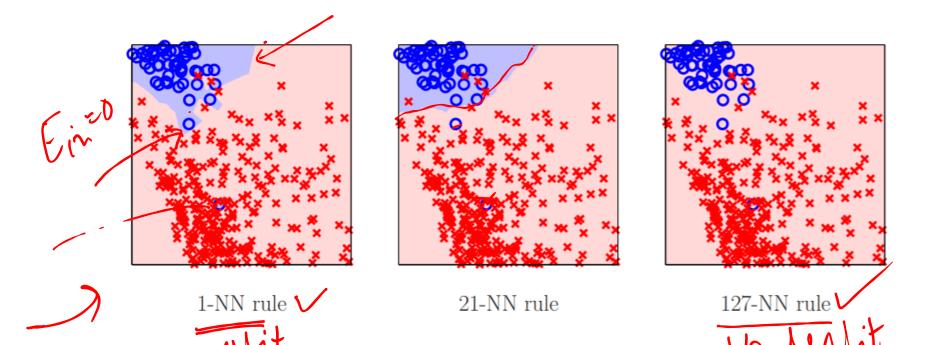
k-Nearest Neighbor

Majority

R-rightation

$$g(\mathbf{x}) = \operatorname{sign}\left(\sum_{i=1}^k y_{[i]}(\mathbf{x})\right).$$

(k is odd and $y_n = \pm 1$).



The Role of k

Choose K LSCV

k determines the tradeoff between fitting the data and overfitting the data.

Theorem. For
$$N \to \infty$$
, if $k(N) \to \infty$ and $k(N)/N \to 0$ then,
$$E_{\text{in}}(g) \to E_{\text{out}}(g) \quad \text{and} \quad E_{\text{out}}(g) \to E_{\text{out}}^*.$$



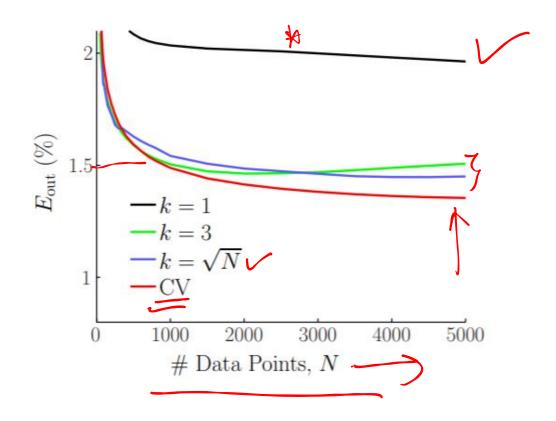
For example $k = \lceil \sqrt{N} \rceil$

3 Ways To Choose k

1.
$$k = 3$$
.

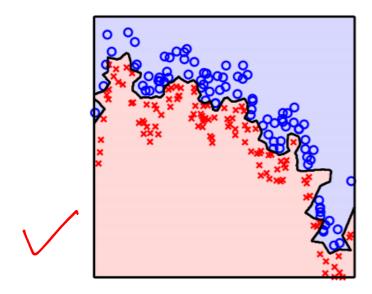
$$2. k = \left\lceil \sqrt{N} \right\rceil.$$

3. Validation or cross validation: k-NN rule hypotheses $g_{\overline{k}}$ constructed on training set, tested on validation set, and best k is picked.

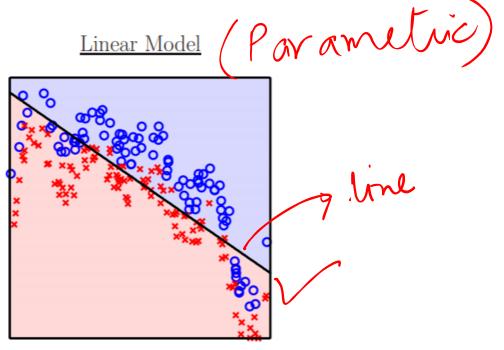


Nearest Neighbor is Nonparametric

NN-rule



no parameters expressive/flexible $g(\mathbf{x})$ needs data generic, can model anything



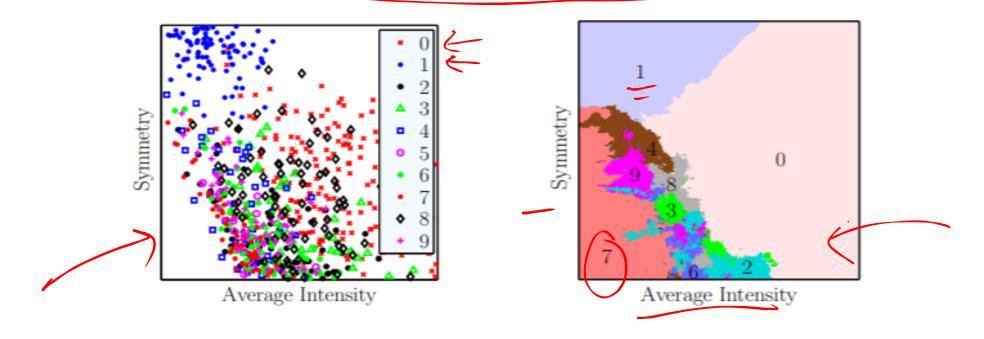
(d+1) parameters

rigid, always linear

 $g(\mathbf{x})$ needs only weights

specialized

Nearest Neighbor Easily Extends to Multiclass



Contrier Marit
Marit

True				I	redic	ted					l
	0	1	2	3	4	5	6	7	8	9	
0	13.5	0.5	0.5	1	0	0.5	0	0	0.5	0	16.5
1	0.5	13.5	0	0	0	0	0	0	0	0	14
2	0.5	0	3.5	1	1	1.5	1	1	0	0.5	10
3	2.5	0	1.5	2	0.5	0.5	0.5	0.5	0.5	1	9.5
4	0.5	0	1	0.5	1.5	0.5	1	2	0	1.5	8.5
5	0.5	0	2.5	1	0.5	1.5	1	1	0	0.5	7.5
6	0.5	0	2	1	1	1	1	1	0	1	8.5
7	0	0	1.5	0.5	1.5	0.5	1	3	0	1	9
8	3.5	0	0.5	1	0.5	0.5	0.5	0	0.5	1	8
9	0.5	0	1	1	1	0.5	1	1	0.5	2	8.5
	22.5	14	14	9	7.5	7	7	9.5	2	8.5	100

41% accuracy!

Highlights of k-Nearest Neighbor

- 1. Simple. \
- 2. No training.



A good! method

- Easy to justify classification to customer.
- 5. Can easily do multi-class.
- 6. Can easily adapt to regression or logistic regression

$$g(\mathbf{x}) = \frac{1}{k} \sum_{i=1}^{k} y_{[i]}(\mathbf{x})$$
 $g(\mathbf{x}) = \frac{1}{k} \sum_{i=1}^{k} [y_{[i]}(\mathbf{x}) = +1]$

7. Computationally demanding. \leftarrow we will address this next

Thanks!