

Introduction to KNN

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Ph.D. in Computer Science

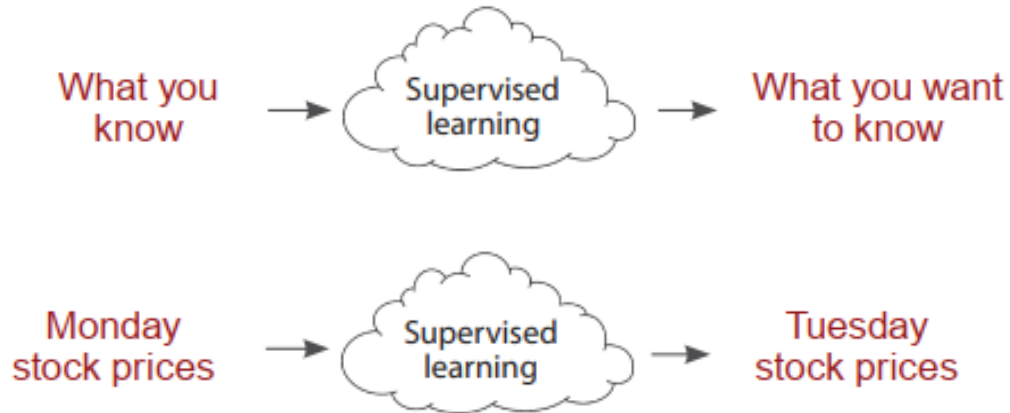
Machine Learning

❖ Definition

What is machine learning?

“A field of study that gives computers the ability to learn without being explicitly programmed.”

—Attributed to Arthur Samuel

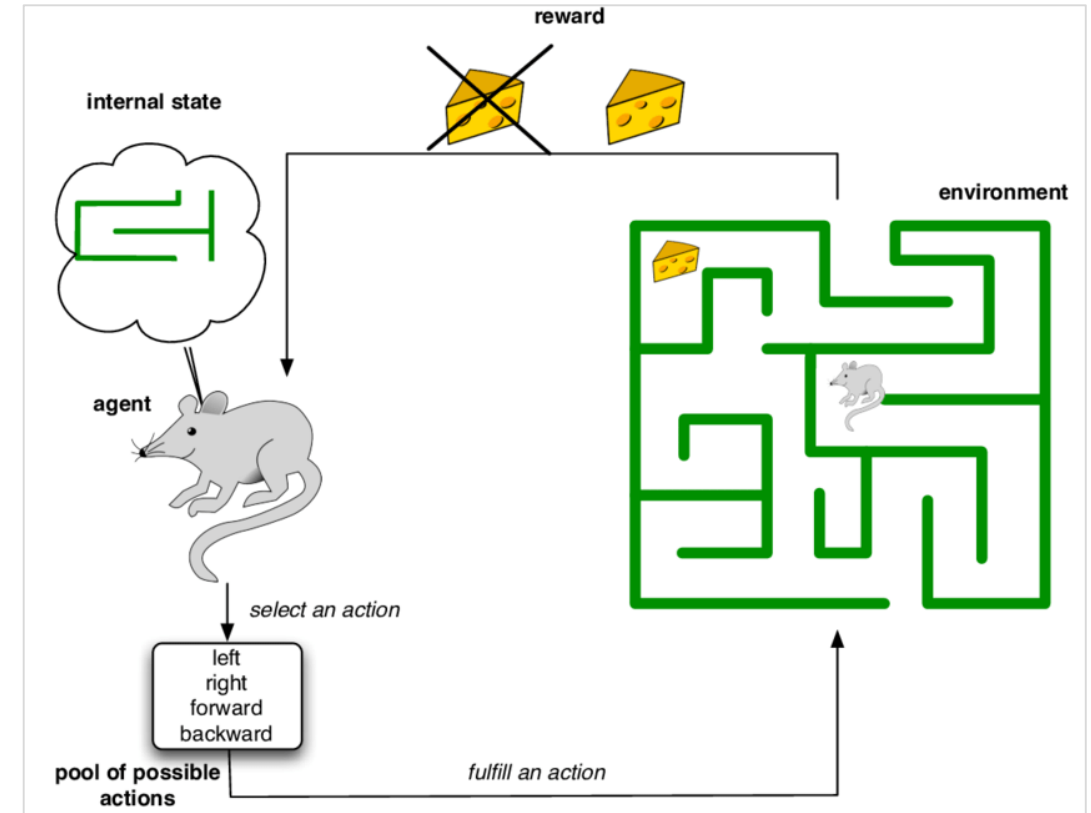


List of datapoints → Unsupervised learning → List of cluster labels

puppies
pizza
kittens
hot dog
burger

→ Unsupervised learning →

1
2
1
2
2



Machine Learning

❖ Supervised learning

❖ Data

Input and output
data are provided

■ Training data

■ Cats

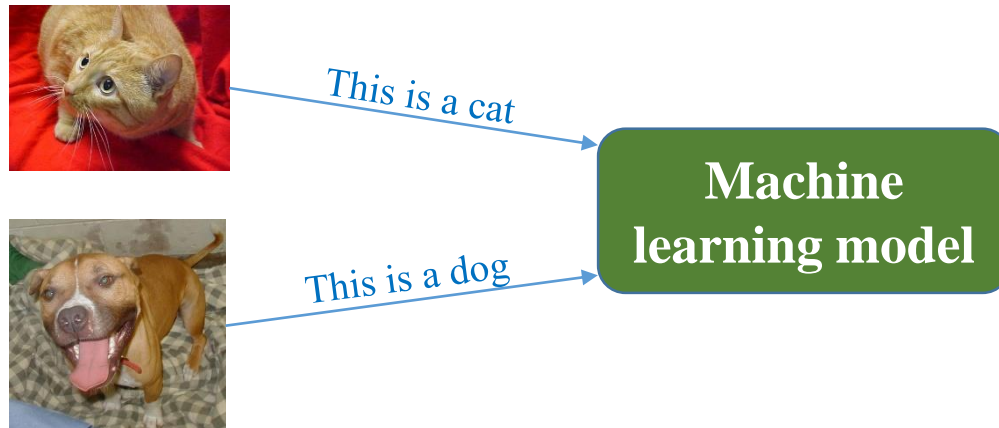
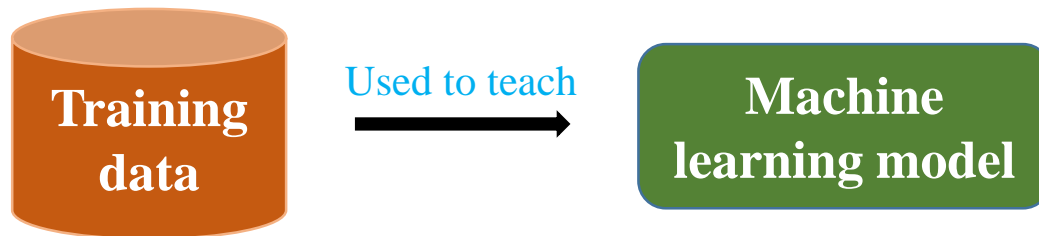
■ Dogs



Machine Learning

❖ Supervised learning

❖ Data

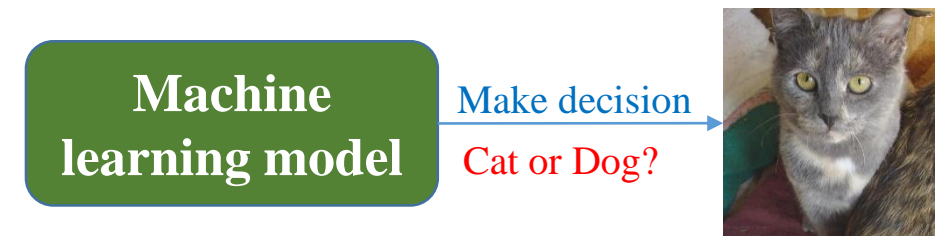


Training phase

From Cat-Dog dataset



Testing data (\neq training data)



Testing phase

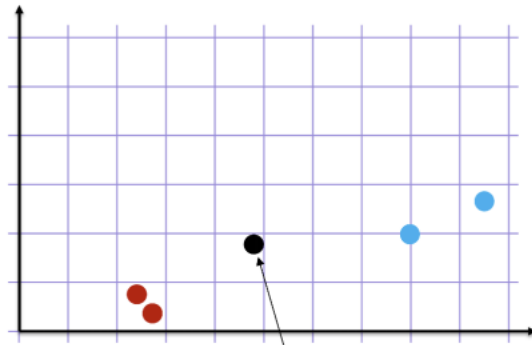
K-Nearest Neighbors

Overview

From TA Thái

Step 1: Look at the data Step 2: Calculate distances Step 3: Find neighbours Step 4: Vote on labels

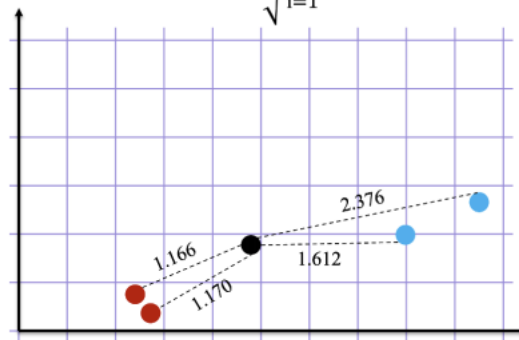
Classification



New data

Euclidean Distance

$$d(x, y) = \sqrt{\sum_{i=1}^n (x_i - y_i)^2}$$



Ranking points

- 1 st
- 2 nd
- 3 rd
- 4 th

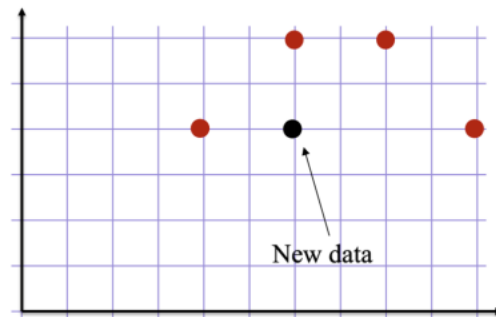
Find the nearest neighbours by ranking points by increasing distance

K=3 Nearest neighbours

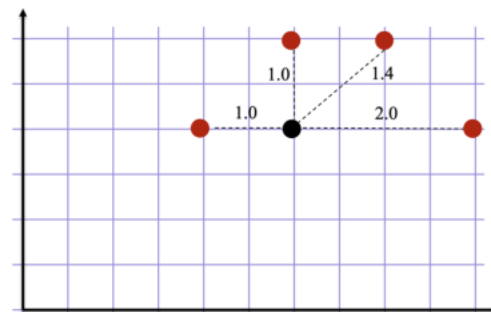
- | | # of votes |
|--------|------------|
| ● 1 st | ● 2 |
| ● 2 nd | |
| ● 3 rd | ● 1 |

Vote on the predicted class labels based on the class of the k nearest neighbors

Regression



New data



Ranking points

- 1 st
- 2 nd
- 3 rd
- 4 th

Find the nearest neighbours by ranking points by increasing distance

K=4 Nearest neighbours

- 1 st
- 2 nd
- 3 rd
- 4 th

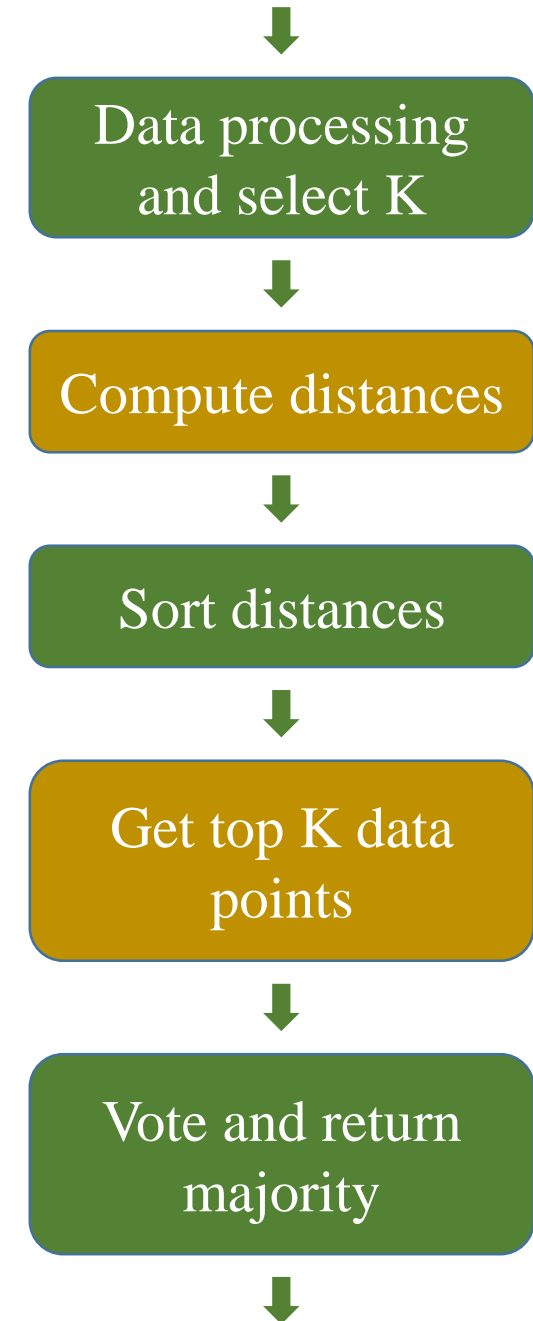
$$Y_{\text{pred}} = \frac{1}{k} \sum_{x \in \text{NB}} y_x$$

Compute the mean value of the k nearest neighbors

K-Nearest Neighbors

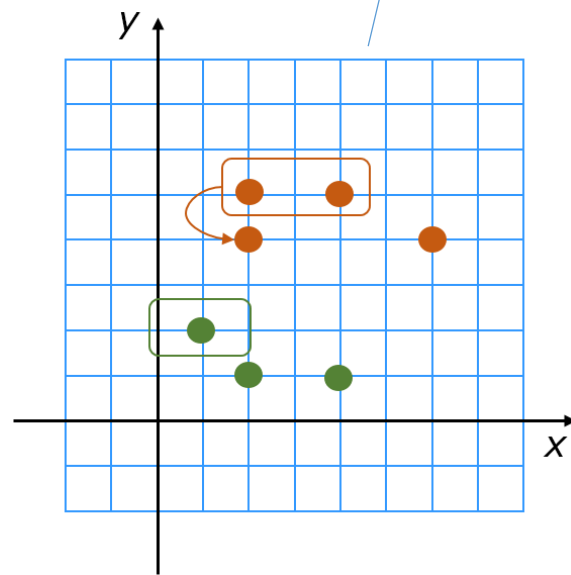
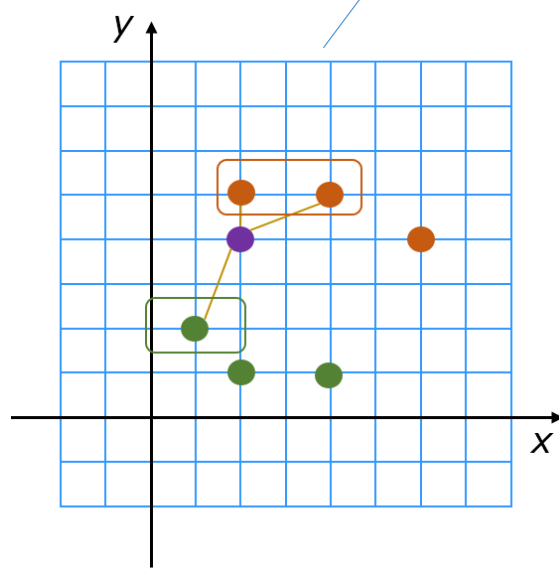
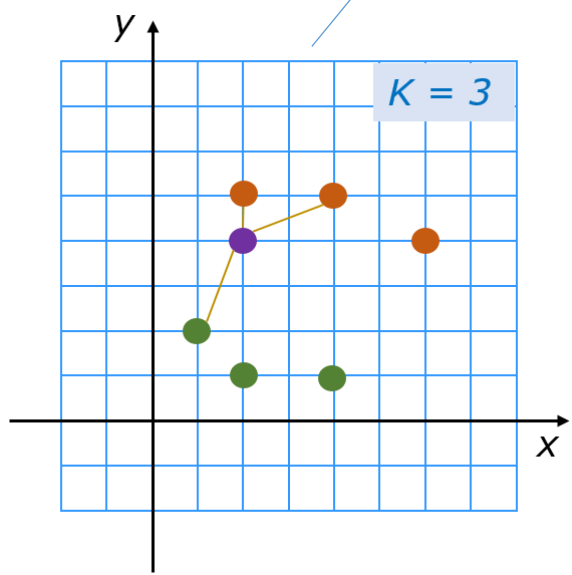
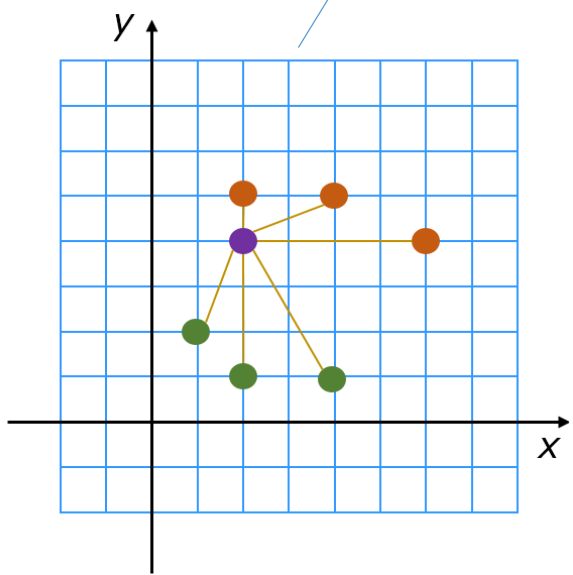
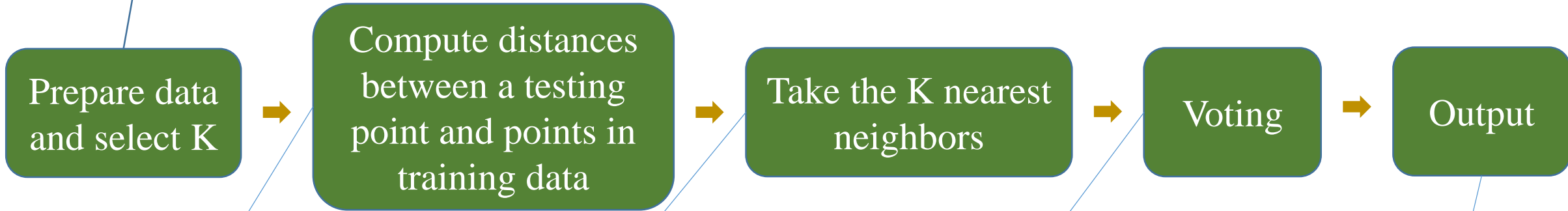
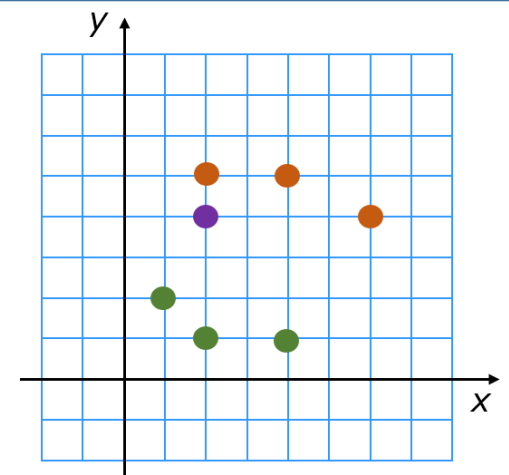
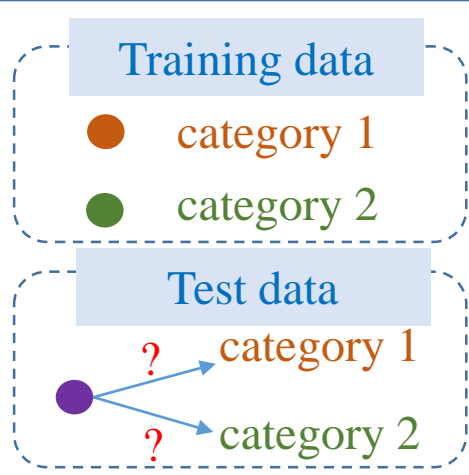
❖ Procedure

1. Initialize the value of k
2. Iterate from 1 to total number of training data points. Calculate the distance between test data and each row of training dataset.
3. Sort the calculated distances in ascending order based on distance values
4. Get top k rows from the sorted array
5. Get the most frequent class of these rows
6. Return the predicted class



K-NN Algorithm

Petal_Length (cm)	Petal_Width (cm)	Label
1.4	0.2	0
1.3	0.4	0
1.4	0.3	0
4	1	1
4.7	1.4	1
3.6	1.3	1



KNN

❖ Example

Petal_Length	Label	Distance
1.4	0	1
1	0	1.4
1.5	0	0.9
3.1	1	0.7
3.7	1	1.3
4.1	1	1.7

New input data
 $x_{\text{test}} = 2.4$

Petal_Length	Label	Distance
1.4	0	1
1	0	1.4
1.5	0	0.9
3.1	1	0.7
3.7	1	1.3
4.1	1	1.7

$k=1$

$\rightarrow y_{\text{test}} = 1$

$k=3$

$\rightarrow y_{\text{test}} = 0$

❖ Example

Petal_Length	Petal_Width	Label	Distance
1.4	0.2	0	1.166
1.3	0.4	0	1.17
1.4	0.3	0	1.118
4	1	1	1.612
4.7	1.4	1	2.376
3.6	1.3	1	1.3

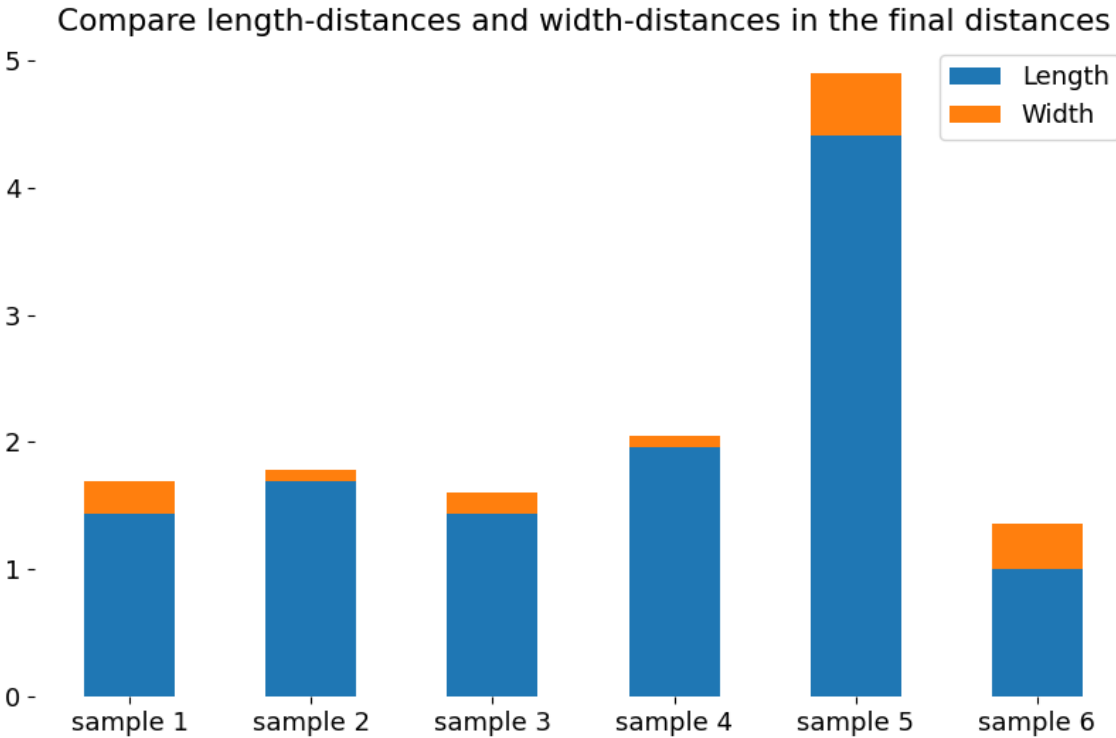
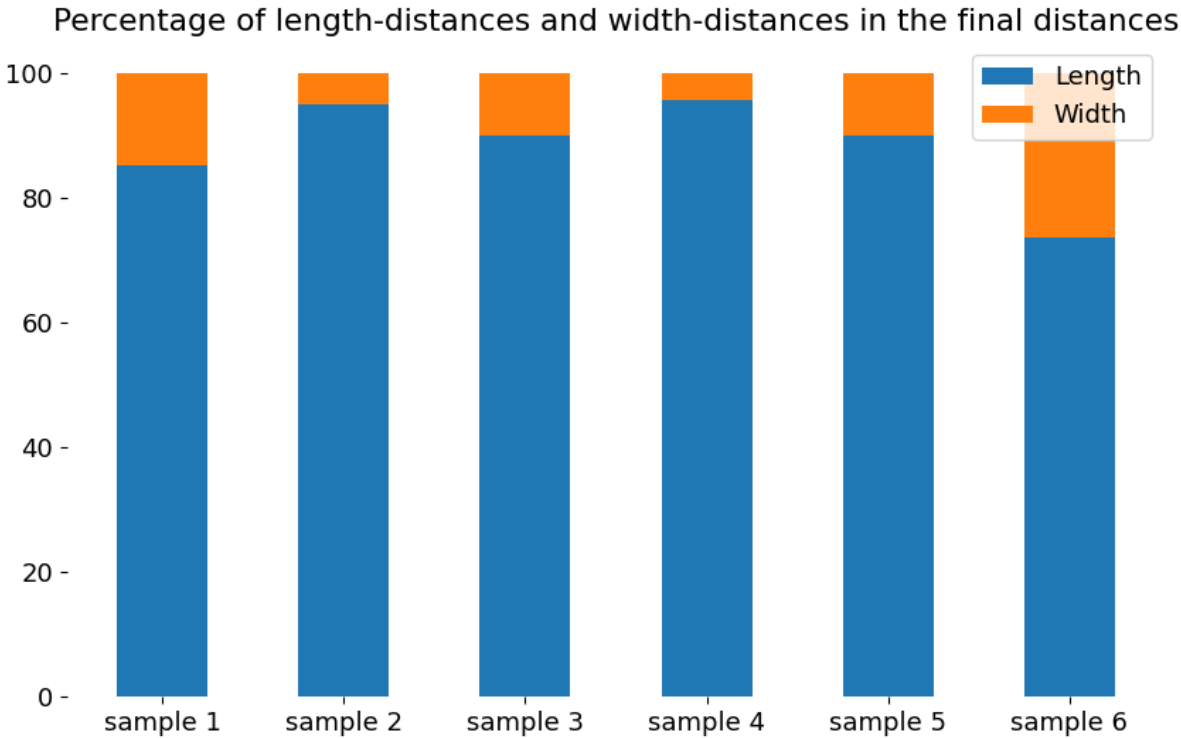
New input data
 $x_{\text{test}} = (2.4, 0.8)$

$K = 1$

$K = 3$

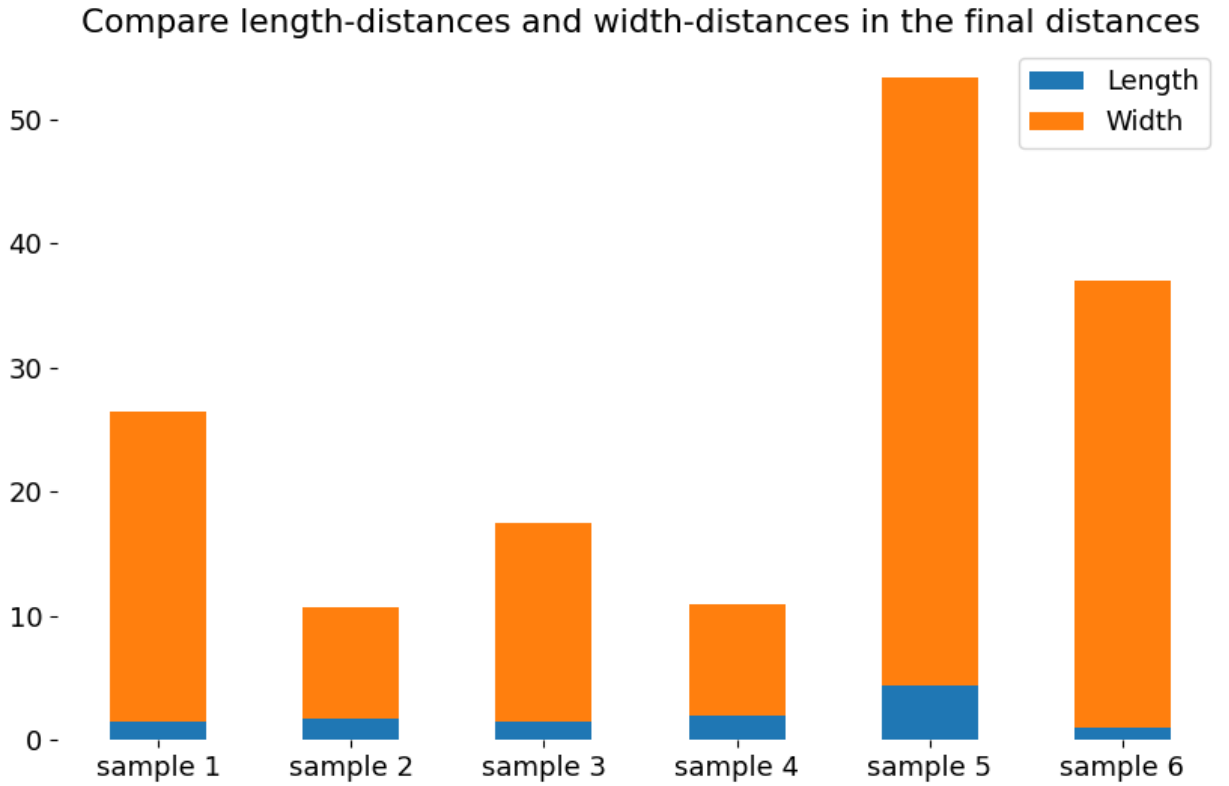
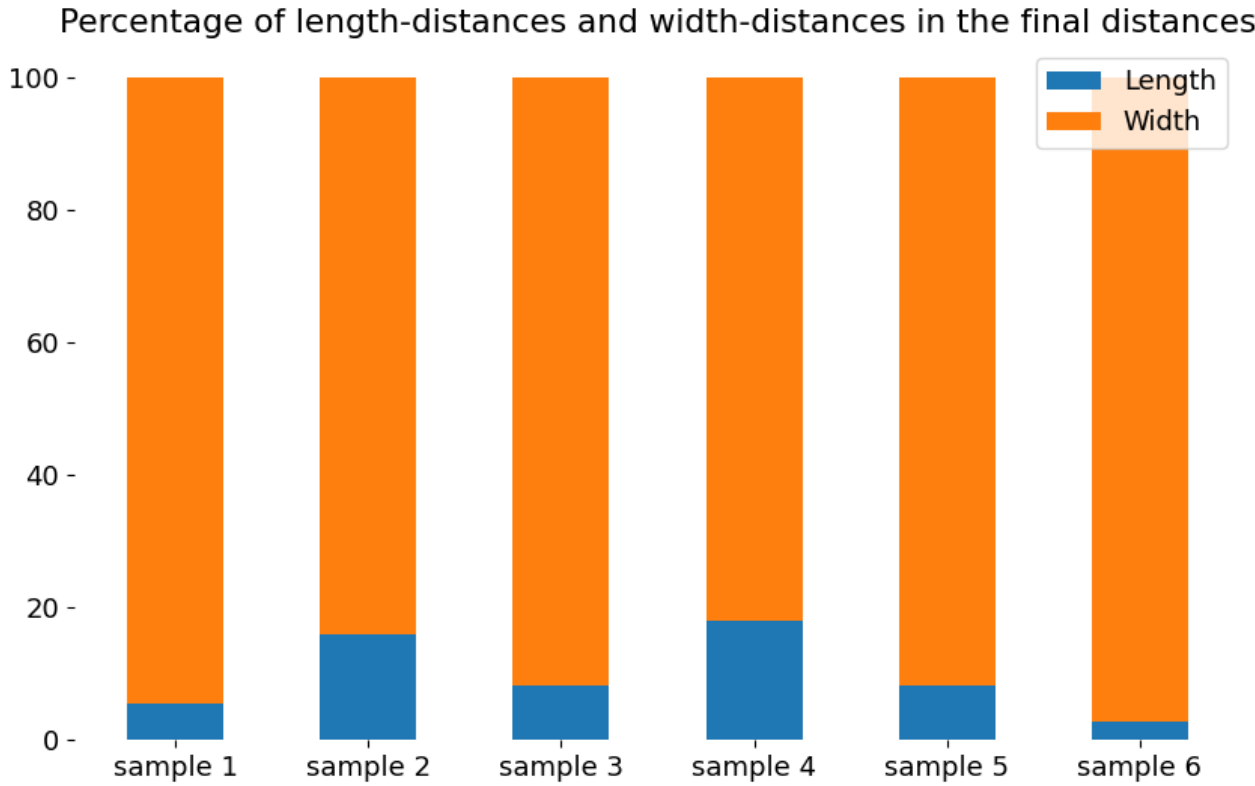
Example (1) Unnormalized 2D data

Petal_Length (cm)	Petal_Width (cm)	Label	Length_distance	Width_distance	Distance
1.4	0.2	0	1.44	0.25	1.3
1.3	0.4	0	1.69	0.09	1.33
1.4	0.3	0	1.44	0.16	1.26
4	1	1	1.96	0.09	1.43
4.7	1.4	1	4.41	0.49	2.21
3.6	1.3	1	1	0.36	1.16



Example (2)
Unnormalized 2D data

Petal_Length (cm)	Petal_Width (mm)	Label	Length_distance	Width_distance	Distance
1.4	2	0	1.44	25	5.14
1.3	4	0	1.69	9	3.26
1.4	3	0	1.44	16	4.17
4	10	1	1.96	9	3.31
4.7	14	1	4.41	49	7.31
3.6	13	1	1	36	6.08



Data normalization

x_1	x_2		d
Petal_Length (cm)	Petal_Width (mm)	Label	Distance
1.4	2	0	5.14
1.3	4	0	3.26
1.4	3	0	4.17
4	10	1	3.31
4.7	14	1	7.31
3.6	13	1	6.08

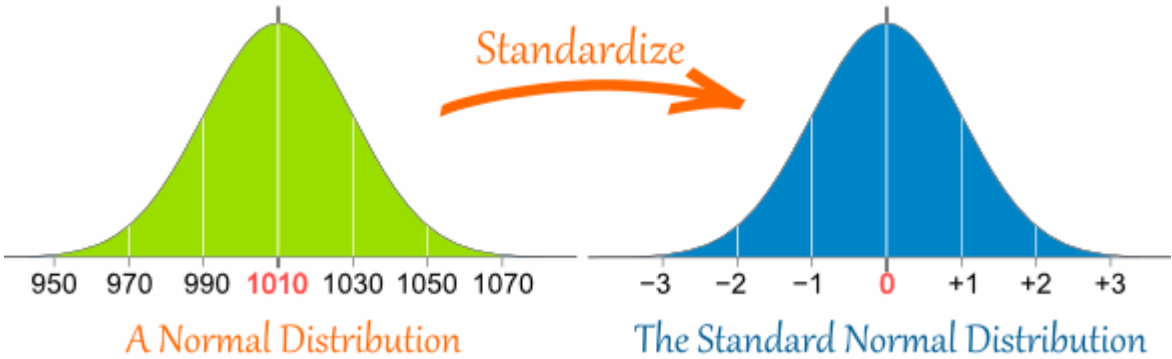
Training Data 1

$$d = \sqrt{(x_1^{test} - x_1^{train})^2 + (x_2^{test} - x_2^{train})^2}$$

x_1	x_2		d
Petal_Length (cm)	Petal_Width (cm)	Label	Distance
1.4	0.2	0	1.3
1.3	0.4	0	1.33
1.4	0.3	0	1.26
4	1	1	1.43
4.7	1.4	1	2.21
3.6	1.3	1	1.16

Training Data 2

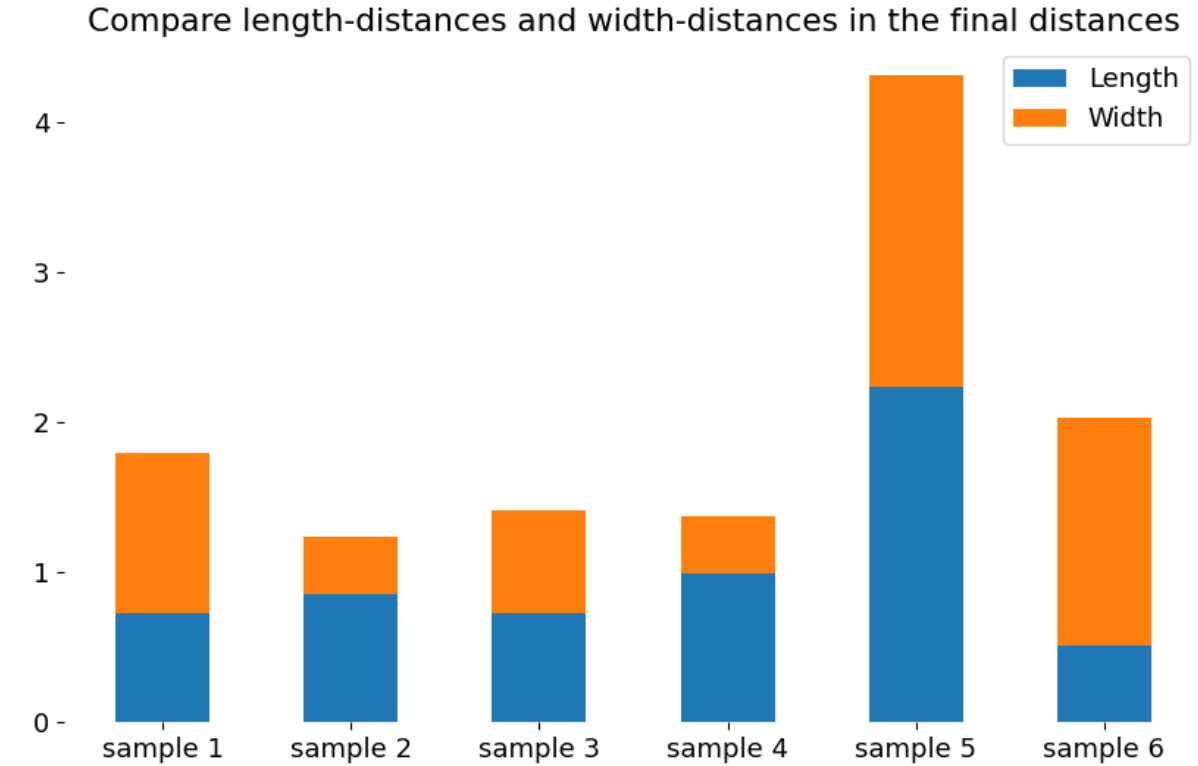
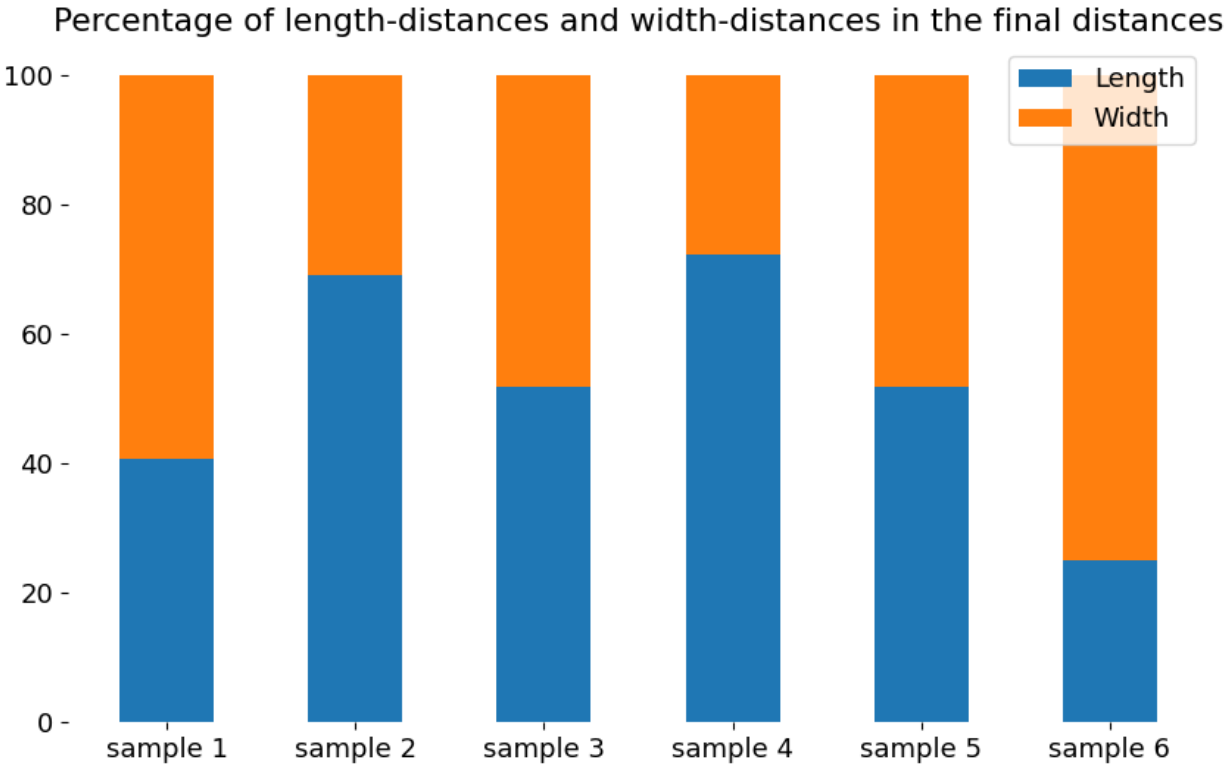
$$x = \frac{x - \bar{x}}{\sigma}$$



Petal_Length	Petal_Width	Label	Distance
-0.949	-1.167	0	1.338
-1.021	-0.755	0	1.113
-0.949	-0.961	0	1.187
0.901	0.481	1	1.172
1.4	1.304	1	2.077
0.617	1.098	1	1.426

Example (3)
normalized
2D data

Petal_Length	Petal_Width	Label	Length_distance	Width_distance	Distance
-0.949	-1.167	0	0.73	1.061	1.338
-1.021	-0.755	0	0.856	0.382	1.113
-0.949	-0.961	0	0.73	0.679	1.187
0.901	0.481	1	0.993	0.382	1.172
1.4	1.304	1	2.236	2.08	2.077
0.617	1.098	1	0.507	1.528	1.426



KNN

❖ Implementation

```
3 from sklearn import neighbors, datasets
4 from sklearn.neighbors import KNeighborsClassifier
5 import pandas as pd
6
7 data = pd.read_csv('iris_2D.csv')
8
9 # get x
10 x_data = data[['Petal_Length', 'Petal_Width']].to_numpy()
11 x_data = x_data.reshape(6, 2)
12
13 # get y
14 y_data = data['Label'].to_numpy()
15
16 # training
17 classifier = KNeighborsClassifier(n_neighbors=1)
18 classifier.fit(x_data, y_data)
19
20 # prediction
21 x_test = [[2.6, 0.7]]
22 y_pred = classifier.predict(x_test)
23 print(y_pred)
```


Text classification with KNN

Vectorization with Bag of Words

Text Representation

❖ Bag of words

Corpus

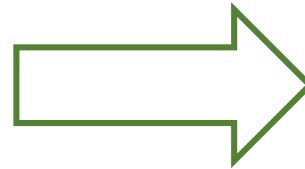
doc1 = “deep learning book”

doc2 = “machine learning algorithm”

doc3 = “learning ai from scratch”

doc4 = “ai vietnam”

Tokenization



[‘deep’, ‘learning’, ‘book’]

[‘machine’, ‘learning’, ‘algorithm’]

[‘learning’, ‘ai’, ‘from’, ‘scratch’]

[‘ai’, ‘vietnam’]

Vocabulary =

deep	learning	book	machine	algorithm	ai	from	scratch	vietnam
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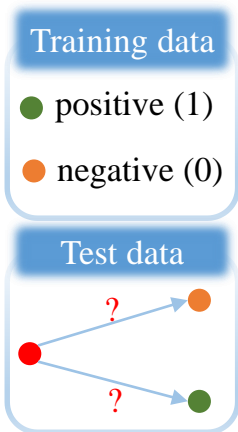
☞ **Given a string** = “vietnam machine learning deep learning book”

deep	learning	book	machine	algorithm	ai	from	scratch	vietnam
1	2	1	1	0	0	0	0	1
1	1	1	1	0	0	0	0	1

BoW

Binary BoW

Doc	Label
góp gió gặt bão	1
có làm mới có ăn	1
đất lành chim đậu	1
ăn cháo đá bát	0
gậy ông đập lưng ông	0
qua cầu rút ván	0



Vocabulary
bát
bão
chim
cháo
có
cầu
gió
góp
gậy
gặt
lành
lành
lưng
mới
qua
rút
ván
ông
ăn
đá
đất
đập
đậu

gậy ông đập lưng ông

	doc_0	doc_1	doc_2	doc_3	doc_4	doc_5
bát	0	0	0	1	0	0
bão	1	0	0	0	0	0
chim	0	0	1	0	0	0
cháo	0	0	0	1	0	0
có	0	2	0	0	0	0
cầu	0	0	0	0	0	1
gió	1	0	0	0	0	0
góp	1	0	0	0	0	0
gậy	0	0	0	0	1	0
gặt	1	0	0	0	0	0
lành	0	1	0	0	0	0
lành	0	0	1	0	0	0
lưng	0	0	0	0	1	0
mới	0	1	0	0	0	0
qua	0	0	0	0	0	1
rút	0	0	0	0	0	1
ván	0	0	0	0	0	1
ông	0	0	0	0	2	0
ăn	0	1	0	1	0	0
đá	0	0	0	1	0	0
đất	0	0	1	0	0	0
đập	0	0	0	0	1	0
đậu	0	0	1	0	0	0

BoW vectors

Text classification with KNN

TF-IDF vectorizer (extension)

	doc_0	doc_1	doc_2	doc_3	doc_4	doc_5
bát	0	0	0	1	0	0
bão	1	0	0	0	0	0
chim	0	0	1	0	0	0
cháo	0	0	0	1	0	0
có	0	2	0	0	0	0
cầu	0	0	0	0	0	1
gió	1	0	0	0	0	0
góp	1	0	0	0	0	0
gây	0	0	0	0	1	0
gặt	1	0	0	0	0	0
làm	0	1	0	0	0	0
lành	0	0	1	0	0	0
lưng	0	0	0	0	1	0
mới	0	1	0	0	0	0
qua	0	0	0	0	0	1
rút	0	0	0	0	0	1
ván	0	0	0	0	0	1
ông	0	0	0	0	2	0
ăn	0	1	0	1	0	0
đá	0	0	0	1	0	0
đất	0	0	1	0	0	0
đập	0	0	0	0	1	0
đậu	0	0	1	0	0	0

Doc-term matrix

$$TF_{(t,d)} = \log(\text{count}(t,d) + 1)$$

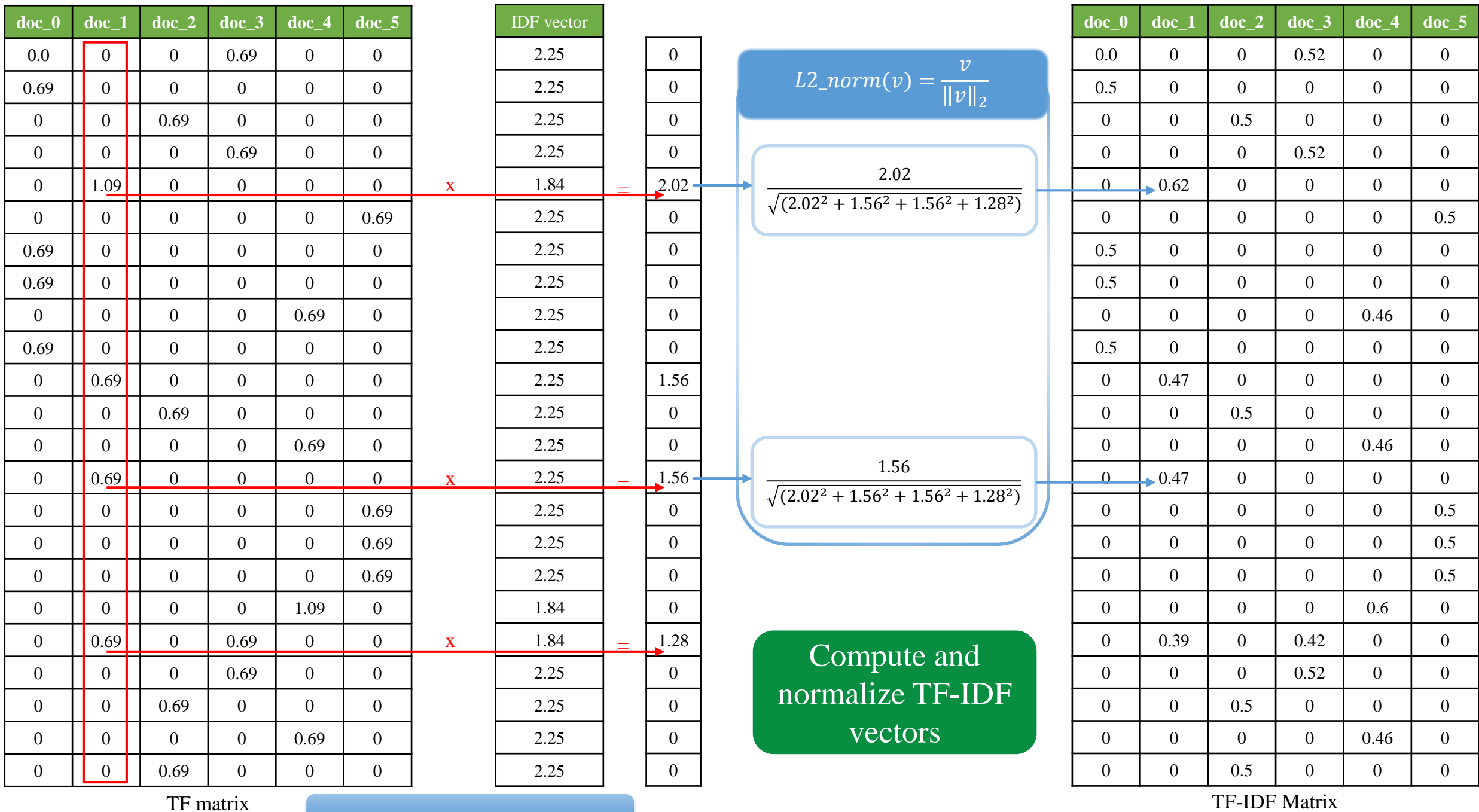
$$\log(0 + 1)$$

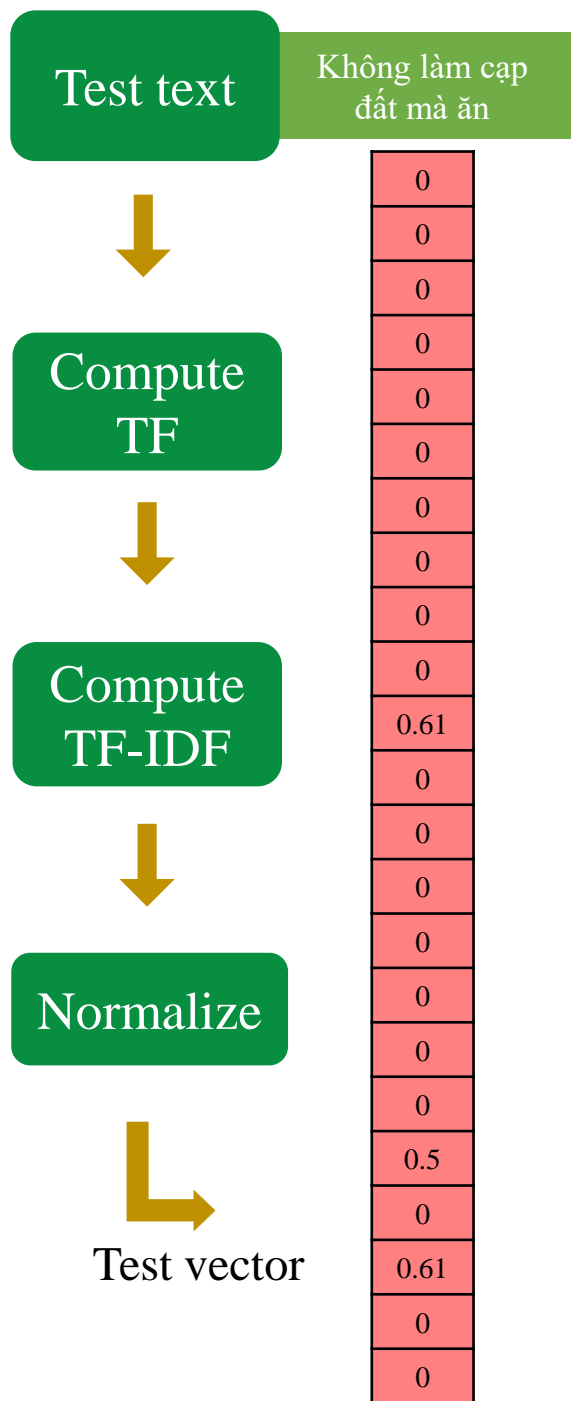
$$\log(1 + 1)$$

Compute TF matrix

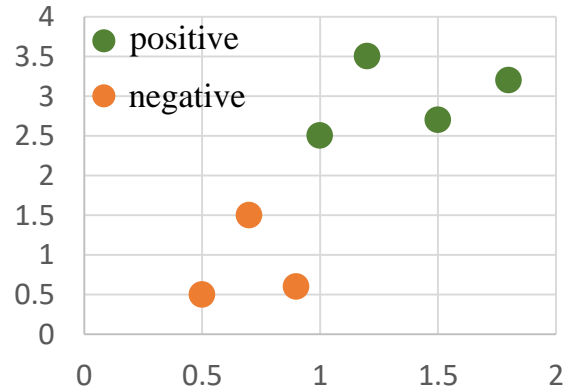
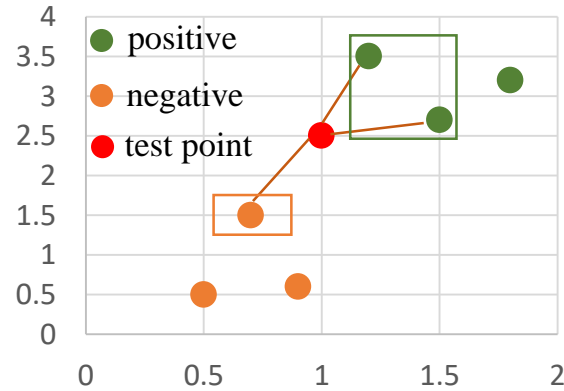
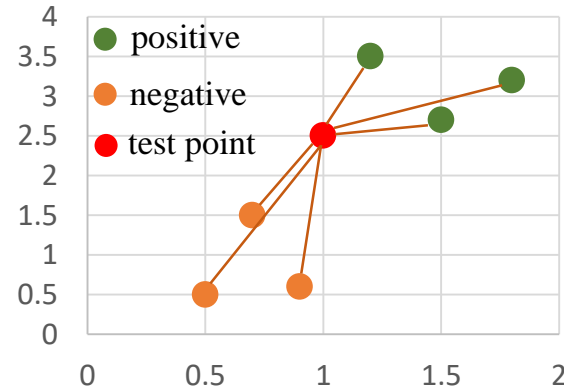
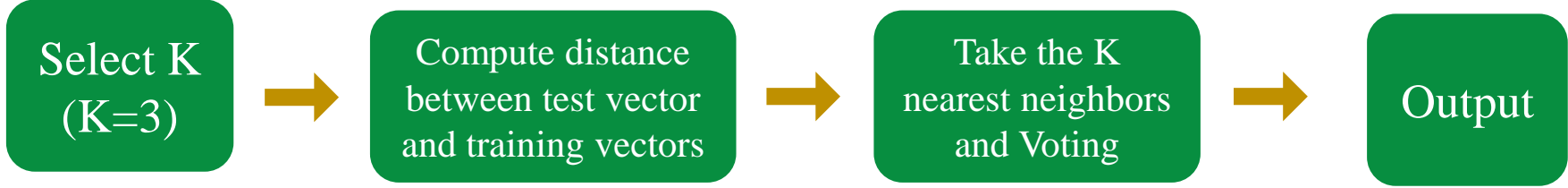
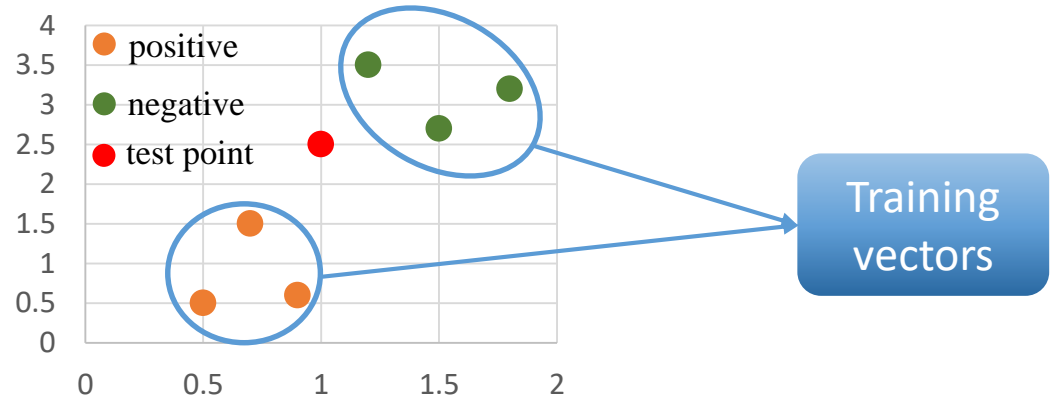
doc_0	doc_1	doc_2	doc_3	doc_4	doc_5
0.0	0	0	0.69	0	0
0.69	0	0	0	0	0
0	0	0.69	0	0	0
0	0	0	0.69	0	0
0	1.09	0	0	0	0
0	0	0	0	0	0.69
0.69	0	0	0	0	0
0.69	0	0	0	0	0
0	0	0	0	0.69	0
0.69	0	0	0	0	0
0	0.69	0	0	0	0
0	0	0.69	0	0	0
0	0	0	0	0.69	0
0	0.69	0	0	0	0
0	0	0	0	0	0.69
0	0	0	0	0	0.69
0	0	0	0	0	0.69
0	0	0	0	1.09	0
0	0.69	0	0.69	0	0
0	0	0	0.69	0	0
0	0	0.69	0	0	0
0	0	0	0	0.69	0
0	0	0.69	0	0	0

TF matrix



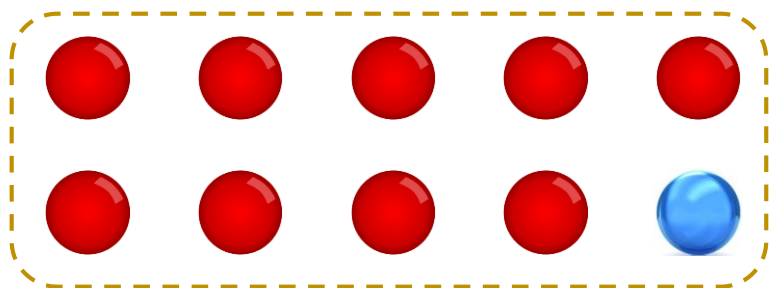


Doc	Label	Distance
góp gió gặt bão	1	1.41
có làm mới có ăn	1	1.01
đất lành chim đậu	1	1.17
ăn cháo đá bát	0	1.25
gậy ông đập lưng ông	0	1.41
qua cầu rút ván	0	1.41



Entropy

❖ Motivation



A: Get a red ball

B: Get a blue ball

$$p(A) = \frac{9}{10} = 0.9$$

$$p(B) = \frac{1}{10} = 0.1$$

E: Pick a ball from the basket

Experiment 1

Got a red ball



Experiment 2

Got a blue ball



Which experiment makes you more surprised?

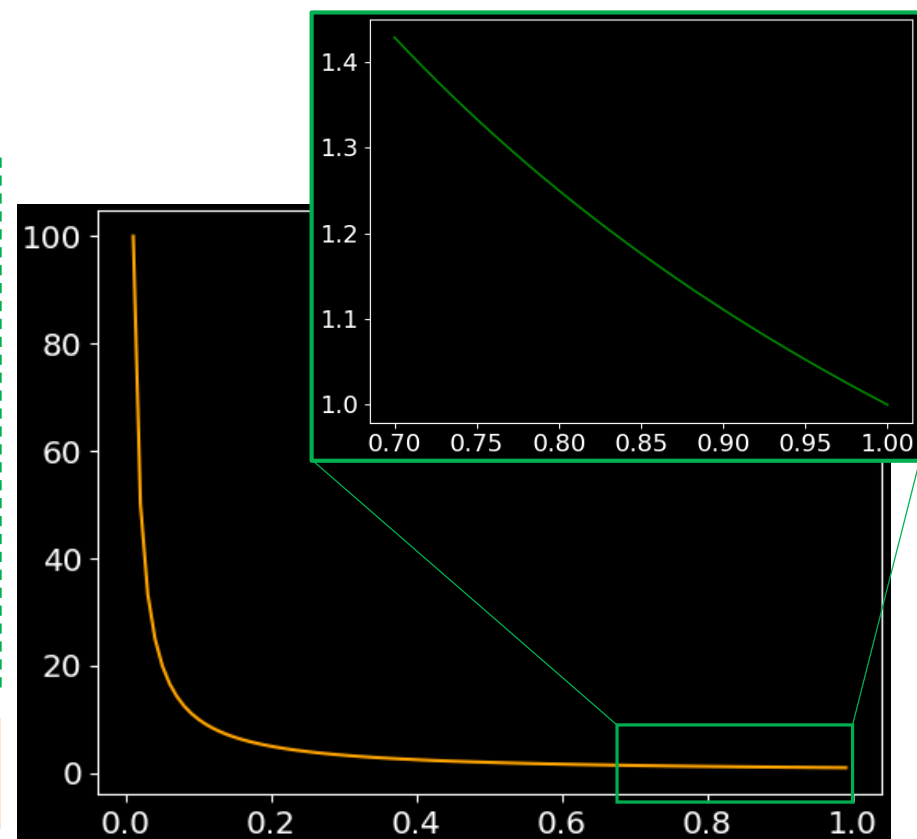
How to measure
the surprises?

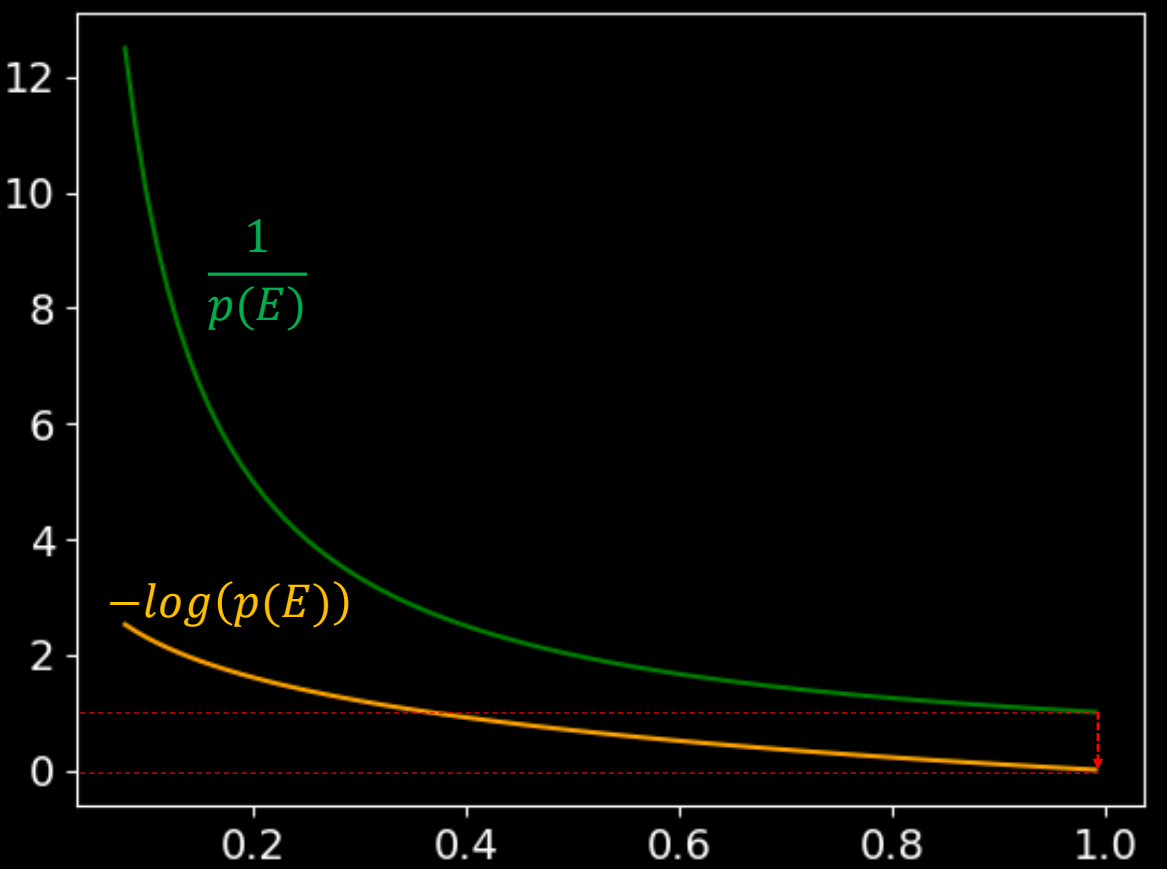
Observation

$Surprise(E) \updownarrow p(E)$

$$\rightarrow Surprise(E) = \frac{1}{p(E)}$$

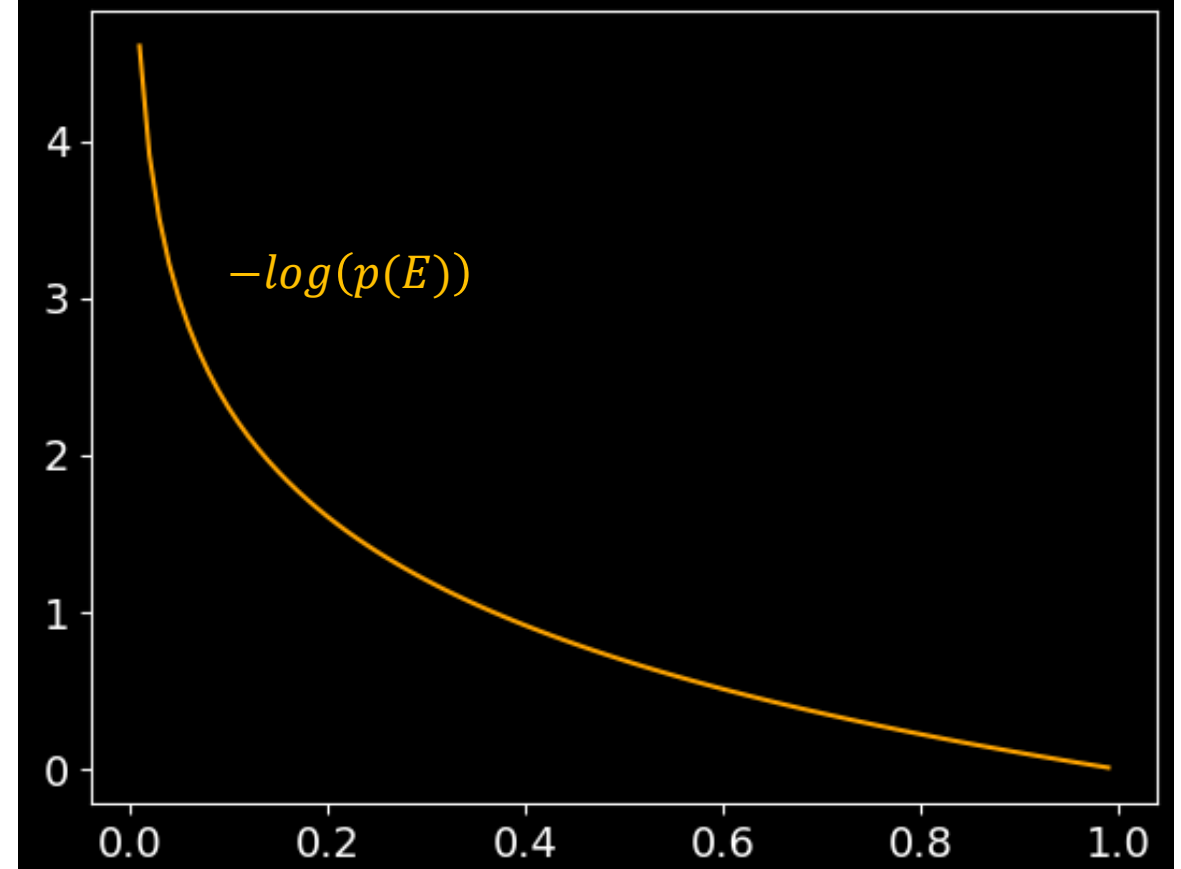
Problem?





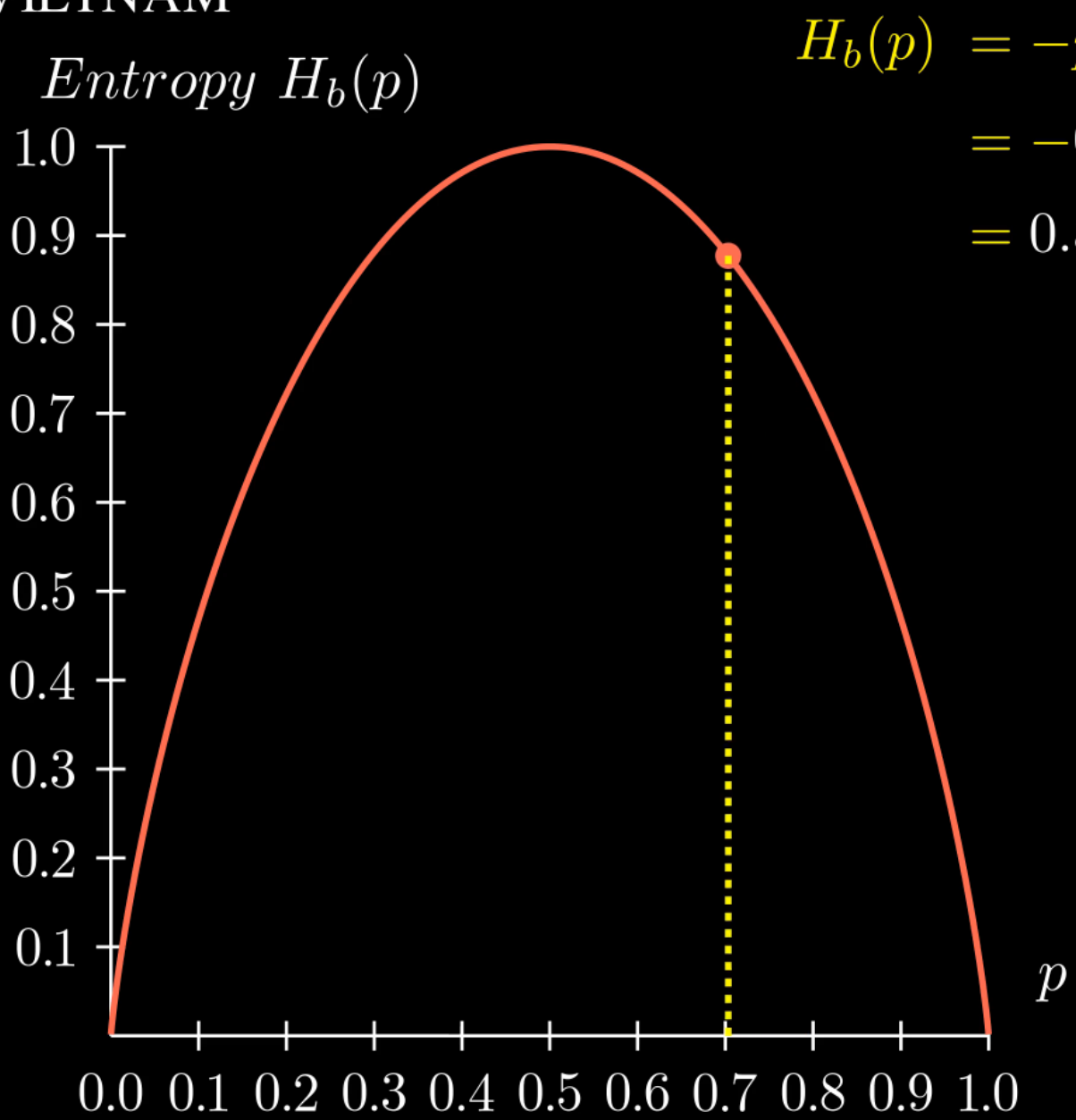
Monotonic decrease of the function surprise(E)

$$\begin{aligned} \log(\text{Surprise}(E)) &= \log\left(\frac{1}{p(E)}\right) \\ &= -\log(p(E)) \end{aligned}$$

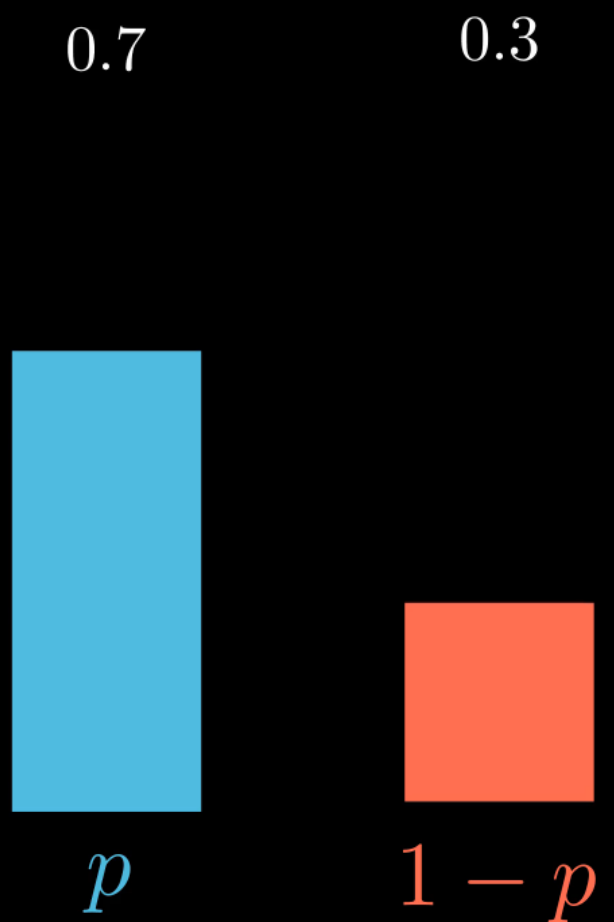


In information theory

$$\text{Information}(x) = -\log(p(x))$$



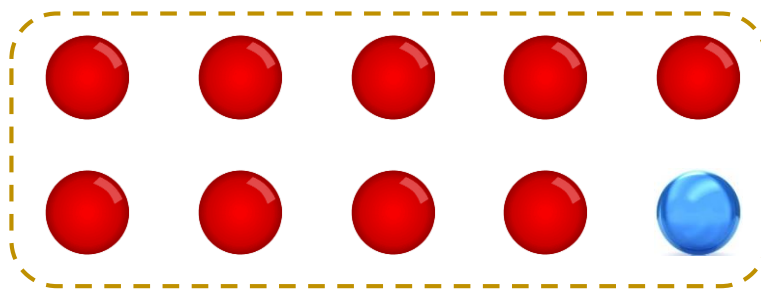
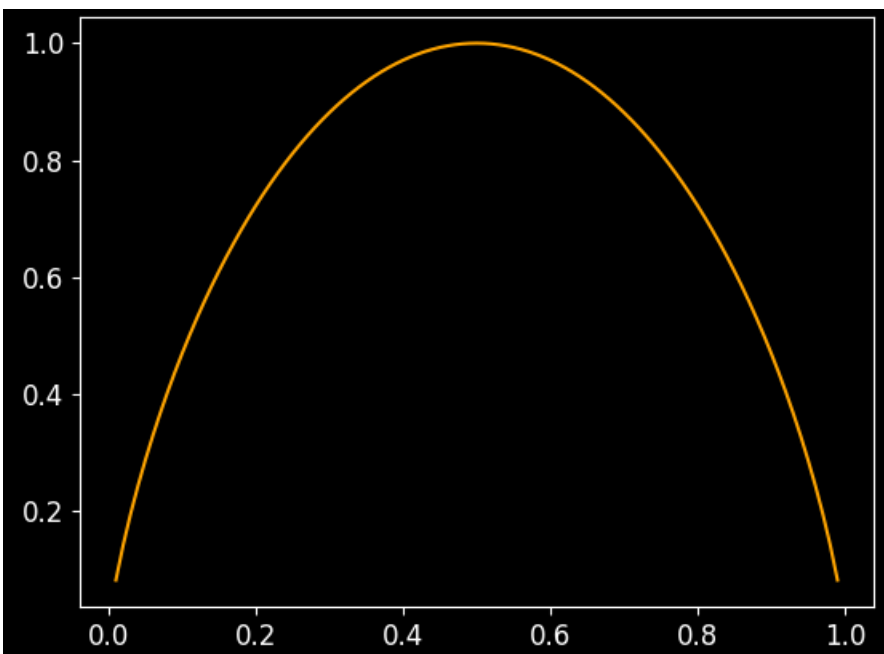
$$\begin{aligned} H_b(p) &= -p \log_2(p) - (1-p) \log_2(1-p) \\ &= -0.7 \log_2(0.7) - (1-0.7) \log_2(1-0.7) \\ &= 0.88 \end{aligned}$$



Entropy

Entropy: Average of information

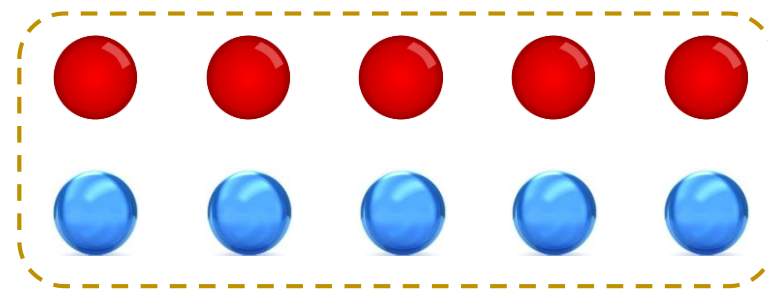
$$H(X) := - \sum_{x \in X} p(x) \log(p(x))$$



$$p(X = 0) = \frac{9}{10} = 0.9$$

$$p(X = 1) = \frac{1}{10} = 0.1$$

$$\begin{aligned} H(X) &= - \sum_{x \in X} p(x) \log(p(x)) \\ &= -0.9 \log(0.9) - 0.1 \log(0.1) \\ &= 0.468 \end{aligned}$$



$$p(X = 0) = \frac{5}{10} = 0.5$$

$$p(X = 1) = \frac{5}{10} = 0.5$$

$$\begin{aligned} H(X) &= - \sum_{x \in X} p(x) \log(p(x)) \\ &= -0.5 \log(0.5) - 0.5 \log(0.5) \\ &= 1.0 \end{aligned}$$

