Introduction to KNN

Quang-Vinh Dinh Ph.D. in Computer Science

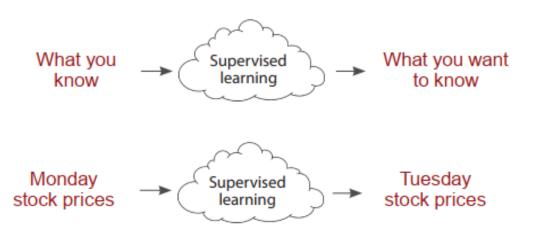
Machine Learning

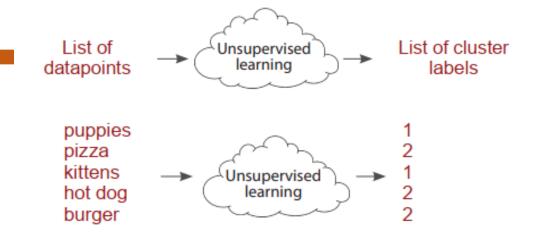
Definition

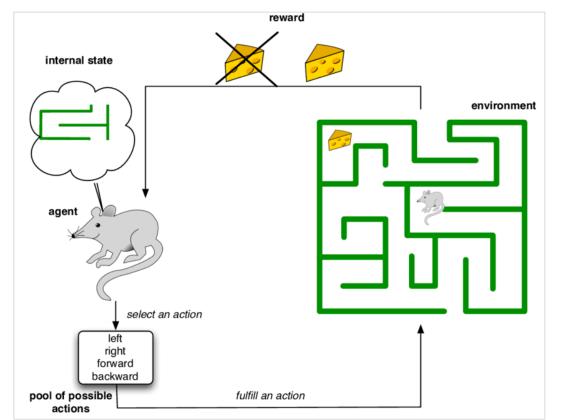
What is machine learning?

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

-Attributed to Arthur Samuel







Machine Learning

- **Supervised learning**
 - **❖** Data

Input and output data are provided

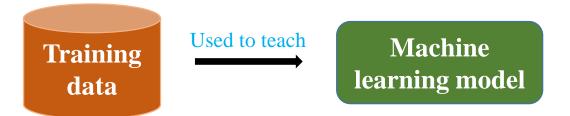
- Training data
- Cats
- Dogs

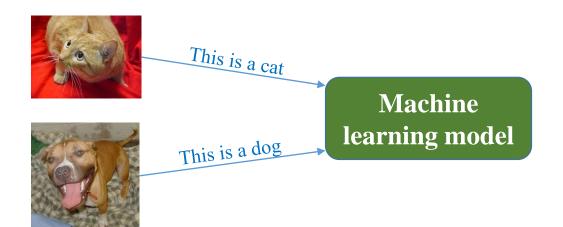


Machine Learning

Supervised learning

❖ Data





From Cat-Dog dataset



Testing data (\neq training data)



Training phase

K-Nearest Neighbors

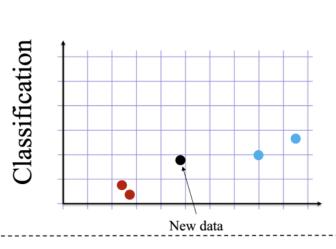
Overview

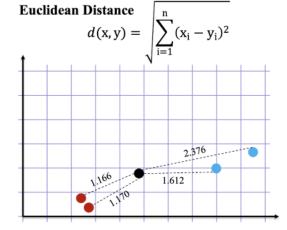
From TA Thái

of votes

Step 1: Look at the data Step 2: Calculate distances Step 3: Find neighbours

Step 4: Vote on labels





Ranking points

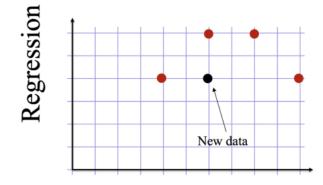
---- 2 nd ----- 3 rd ----- 4 th

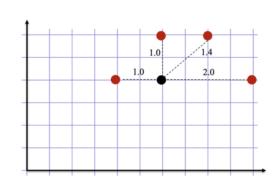
K=3 Nearest neighbours

----- 3 rd

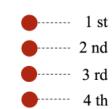
Find the nearest neighbours by ranking points by increasing distance

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



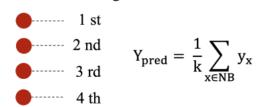


Ranking points



Find the nearest neighbours by ranking points by increasing distance

K=4 Nearest neighbours

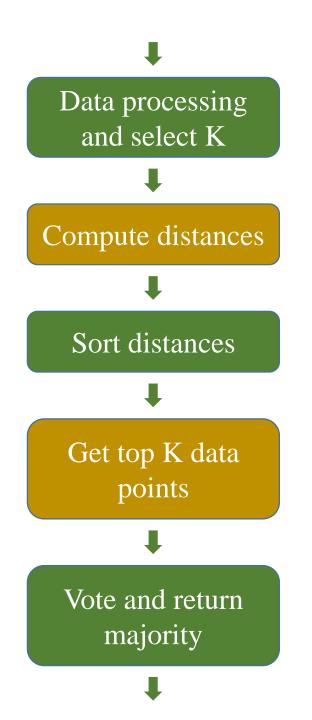


Compute the mean value of the k nearest neighbors

K-Nearest Neighbors

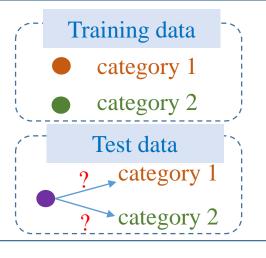
Procedure

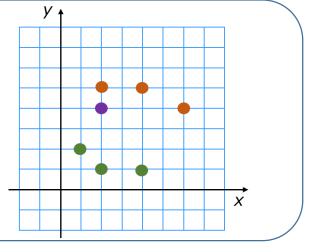
- 1. Initialize the value of k
- 2. Iterate from 1 to total number of training data points. Calculate the distance between test data and each row of training dataset.
- 3. Sort the calculated distances in ascending order based on distance values
- 4. Get top k rows from the sorted array
- 5. Get the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

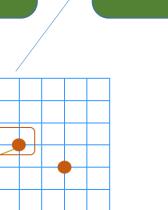




Prepare data and select K Compute distances between a testing point and points in training data

Take the K nearest neighbors

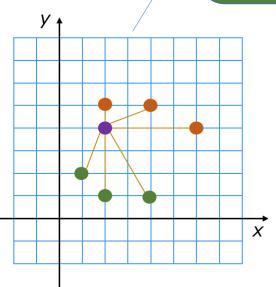
y •

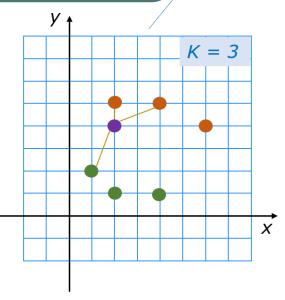


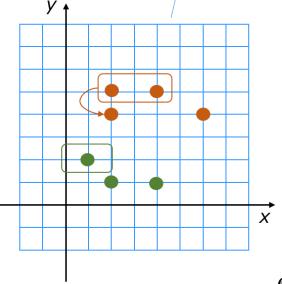
X

Voting











& 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 $x_{test} = 2.4$

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

$$k=1$$
 $k=3$ $\rightarrow y_{test} = 1$ $\rightarrow y_{test} = 0$





& 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 $x_{test} = (2.4, 0.8)$

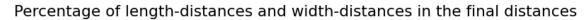
$$K = 1$$

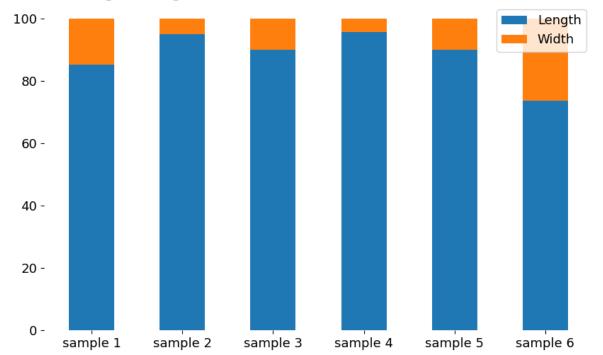
$$K = 3$$



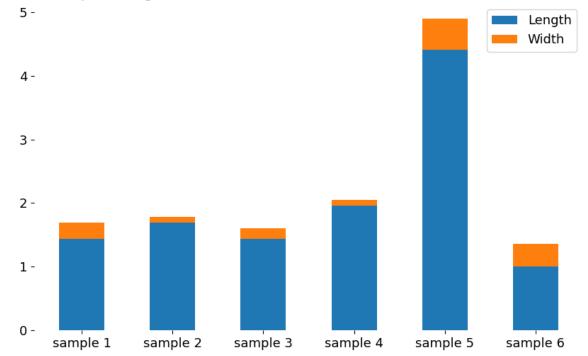
Example (1) Unnormalized 2D data

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



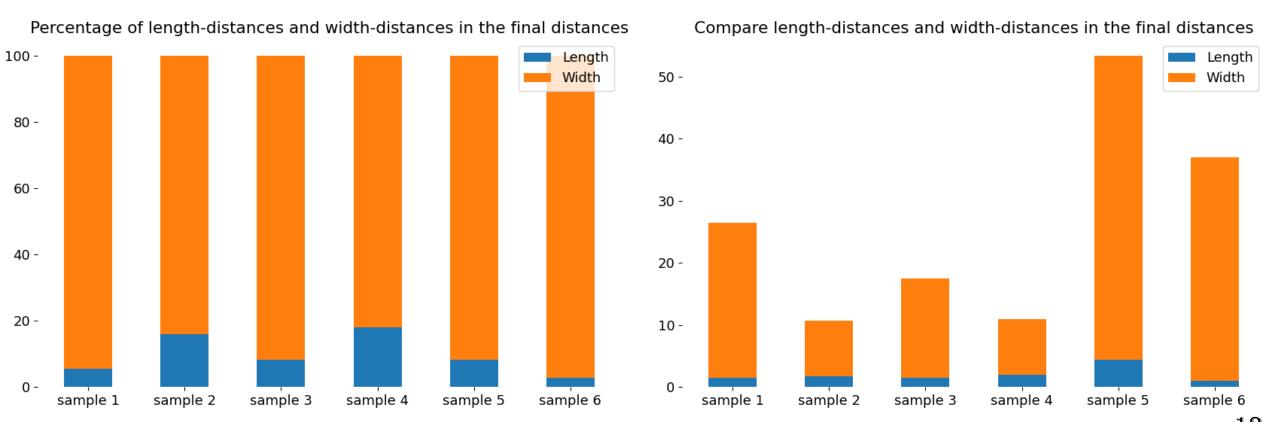


Compare length-distances and width-distances in the final distances



Example (2) Unnormalize d 2D data

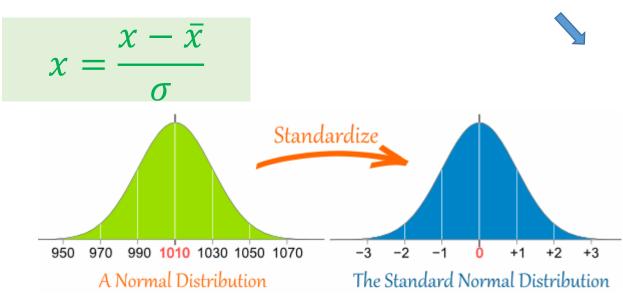
Petal_Length (cm)	Petal_Width (mm)	Label	Length_distance	Width_distance	Distance
1.4	2	0	1.44	25	5.14
1.3	4	0	1.69	9	3.26
1.4	3	0	1.44	16	4.17
4	10	1	1.96	9	3.31
4.7	14	1	4.41	49	7.31
3.6	13	1	1	36	6.08



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



$d = \int (x_1^{test})$	$-x_1^{train}\big)^2+\big(x_2^{te}$	$x^{cst} - x_2^{train}$
-------------------------	-------------------------------------	-------------------------

x_1	x_2	\boldsymbol{a}		
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	

1.3

Training Data 2



3.6

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

1.16

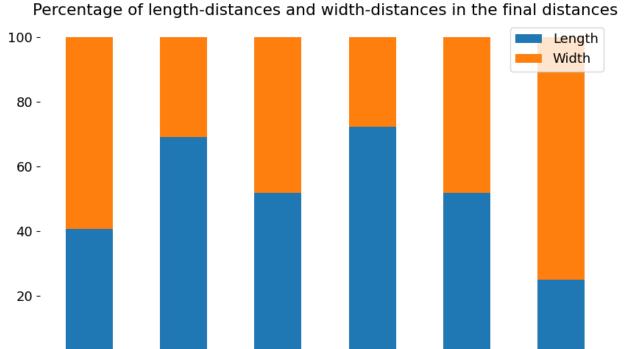
Example (3) normalized 2D data

0 -

sample 1

sample 2

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

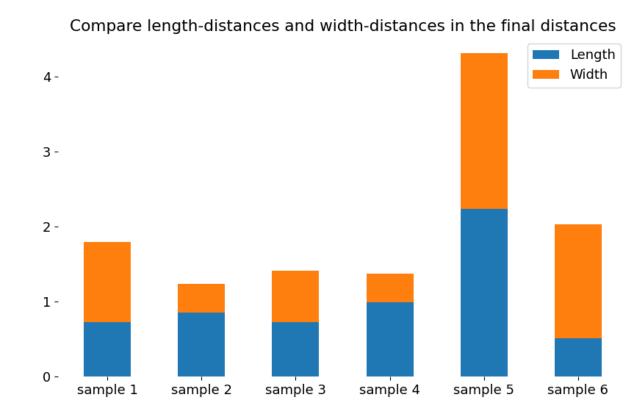


sample 4

sample 5

sample 6

sample 3





***** Implementation

```
3 from sklearn import neighbors, datasets
 4 from sklearn.neighbors import KNeighborsClassifier
 5 import pandas as pd
 6
   data = pd.read_csv('iris_2D.csv')
 8
   # 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
   # training
   classifier = KNeighborsClassifier(n_neighbors=1)
   classifier.fit(x_data, y_data)
19
   # prediction
21 x_{\text{test}} = [[2.6, 0.7]]
22 y_pred = classifier.predict(x_test)
   print(y_pred)
```

AI VIETNAM

Text classification with KNN

Vectorization with Bag of Words

Text Representation

& Bag of words

Corpus

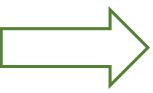
doc1 = "deep learning book"

doc2 = "machine learning algorithm"

doc3 = "learning ai from scratch"

doc4 = "ai vietnam"





['deep', 'learning', 'book']

['machine', 'learning', 'algorithm']

['learning', 'ai', 'from', 'scratch']

['ai', 'vietnam']

Vocabulary =	deep	learning	book	machine	algorithm	ai	from	scratch	vietnam
•	•	J							

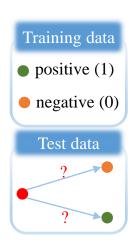
Given a string = "vietnam machine learning deep learning book"

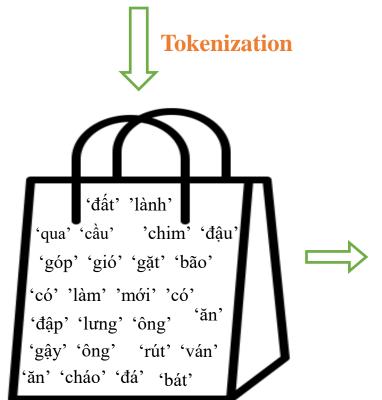


BoW	
Binary BoW	

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

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



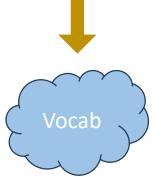


Vocabulary	gậy ông đập lưng ông		doc_0	doc_1	doc_2	doc_3	doc_4
bát	/ with the state of the state o	bát	0	0	0	1	0
bão		bão	1	0	0	0	0
chim	/	chim	0	0	1	0	0
cháo	/	cháo	0	0	0	1	0
có		có	0	2	0	0	0
cầu	/	cầu	0	0	0	0	0
gió	/	gió	1	0	0	0	0
góp		góp	1	0	0	0	0
gậy	/	gậy	0	0	0	0	1
gặt		gặt	1	0	0	0	0
làm		làm	0	1	0	0	0
lành		lành	0	0	1	0	0
lưng		lưng	0	0	0	0	1
mới		mới	0	1	0	0	0
qua		qua	0	0	0	0	0
rút		rút	0	0	0	0	0
ván /		ván	0	0	0	0	0
ông		ông	0	0	0	0	2
ăn		ăn	0	1	0	1	0
đá		đá	0	0	0	1	0
đất		đất	0	0	1	0	0
đập		đập	0	0	0	0	1
đậu		đậu	0	0	1	0	0

doc_5

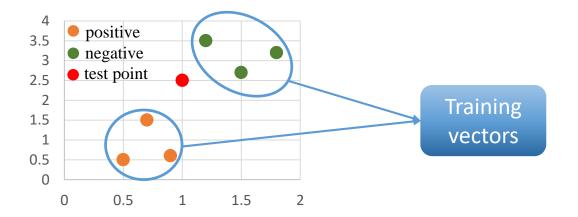


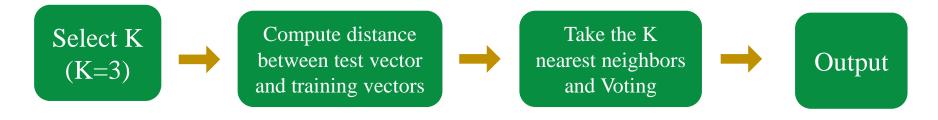
Không làm cạp đất mà ăn

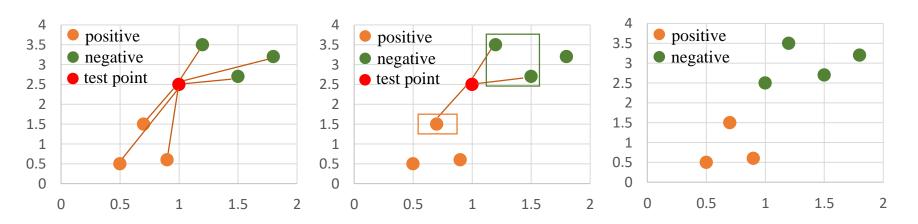




Doc	Label	Distance
góp gió gặt bão	1	2.645
có làm mới có ăn	1	2.449
đất lành chim đậu	1	2.236
ăn cháo đá bát	0	2.236
gậy ông đập lưng ông	0	3.162
qua cầu rút ván	0	2.645







Text classification with KNN

TF-IDF vectorizer (extension)

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

Training data
• positive (1)

• negative (0)

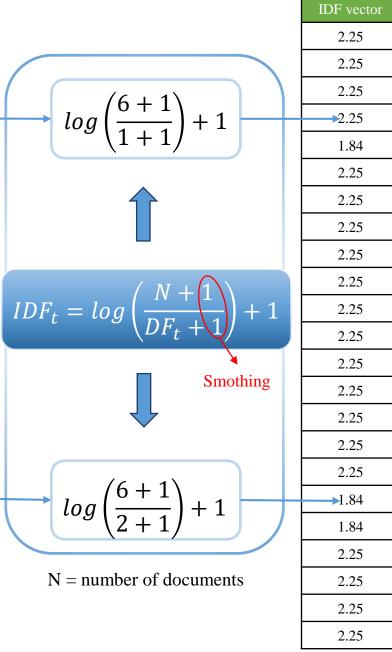
Test data
?
?

Clean
data





	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
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

	doc_0	doc_1	doc_2	doc_3	doc_4	doc_5		do	oc_0	doc_1	doc_2	doc_3	doc_4	doc_5
bát	0	0	0	1	0	0		(0.0	0	0	0.69	0	0
bão	1	0	0	0	0	0	$TF_{(t,d)} = log(count(t,d) + 1)$	0	.69	0	0	0	0	0
chim	0	0	1	0	0	0			0	0	0.69	0	0	0
cháo	0	0	0	1	0	0			0	0	0	0.69	0	0
có	0	2	0	0	0	0	log(0+1)		0	1.09	0	0	0	0
cầu	0	0	0	0	0	1			0	0	0	0	0	0.69
gió	1	0	0	0	0	0		0	.69	0	0	0	0	0
góp	1	0	0	0	0	0		0	.69	0	0	0	0	0
gậy	0	0	0	0	1	0			0	0	0	0	0.69	0
gặt	1	0	0	0	0	0	log(1+1)	0	.69	0	0	0	0	0
làm	0	1	0	0	0	0			0	0.69	0	0	0	0
lành	0	0	1	0	0	0			0	0	0.69	0	0	0
lưng	0	0	0	0	1	0			0	0	0	0	0.69	0
mới	0	1	0	0	0	0			0	0.69	0	0	0	0
qua	0	0	0	0	0	1			0	0	0	0	0	0.69
rút	0	0	0	0	0	1	Compute TF		0	0	0	0	0	0.69
ván	0	0	0	0	0	1			0	0	0	0	0	0.69
ông	0	0	0	0	2	0	matrix		0	0	0	0	1.09	0
ăn	0	1	0	1	0	0			0	0.69	0	0.69	0	0
đá	0	0	0	1	0	0			0	0	0	0.69	0	0
đất	0	0	1	0	0	0			0	0	0.69	0	0	0
đập	0	0	0	0	1	0			0	0	0	0	0.69	0
đậu	0	0	1	0	0	0			0	0	0.69	0	0	0

Doc-term matrix

TF matrix

doc_0	doc_1	doc_2	doc_3	doc_4	doc_5		IDF vector				doc_0	doc_1	doc_2	doc_3	doc_4	doc_5
0.0	0	0	0.69	0	0		2.25		0	12	0.0	0	0	0.52	0	0
0.69	0	0	0	0	0		2.25		0	$L2_norm(v) = \frac{v}{\ v\ _2}$	0.5	0	0	0	0	0
0	0	0.69	0	0	0		2.25		0	112 112	0	0	0.5	0	0	0
0	0	0	0.69	0	0		2.25		0		0	0	0	0.52	0	0
0	1.09	0	0	0	0	X	1.84	=	2.02 -	2.02	0	→ 0.62	0	0	0	0
0	0	0	0	0	0.69		2.25		0	$\sqrt{(2.02^2 + 1.56^2 + 1.56^2 + 1.28^2)}$	0	0	0	0	0	0.5
0.69	0	0	0	0	0		2.25		0		0.5	0	0	0	0	0
0.69	0	0	0	0	0		2.25		0		0.5	0	0	0	0	0
0	0	0	0	0.69	0		2.25		0		0	0	0	0	0.46	0
0.69	0	0	0	0	0		2.25		0		0.5	0	0	0	0	0
0	0.69	0	0	0	0		2.25		1.56		0	0.47	0	0	0	0
0	0	0.69	0	0	0		2.25		0		0	0	0.5	0	0	0
0	0	0	0	0.69	0		2.25		0		0	0	0	0	0.46	0
0	0.69	0	0	0	0	X	2.25	_	1.56 -	$\frac{1.56}{\sqrt{(2.02^2 + 1.56^2 + 1.56^2 + 1.28^2)}}$	0	→ 0.47	0	0	0	0
0	0	0	0	0	0.69		2.25		0	V(2.02° + 1.50° + 1.50° + 1.20°)	0	0	0	0	0	0.5
0	0	0	0	0	0.69		2.25		0		0	0	0	0	0	0.5
0	0	0	0	0	0.69		2.25		0		0	0	0	0	0	0.5
0	0	0	0	1.09	0		1.84		0		0	0	0	0	0.6	0
0	0.69	0	0.69	0	0	X	1.84	=	1.28	Compute and	0	0.39	0	0.42	0	0
0	0	0	0.69	0	0		2.25		0	_	0	0	0	0.52	0	0
0	0	0.69	0	0	0		2.25		0	normalize TF-IDF	0	0	0.5	0	0	0
0	0	0	0	0.69	0		2.25		0	vectors	0	0	0	0	0.46	0
0	0	0.69	0	0	0		2.25		0		0	0	0.5	0	0	0

TF matrix

 $TFIDF_{(t,d)} = TF_{(t,d)} \times IDF_t$

TF-IDF Matrix

Test text

Không làm cạp

0.61

0.5

0.61



Compute TF



Compute TF-IDF

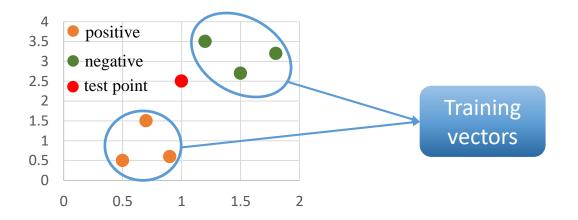


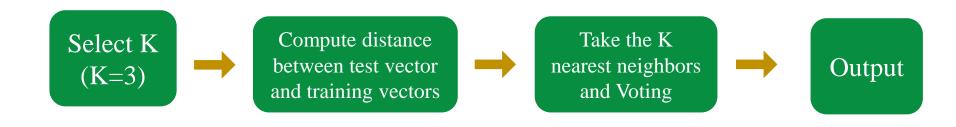
Normalize

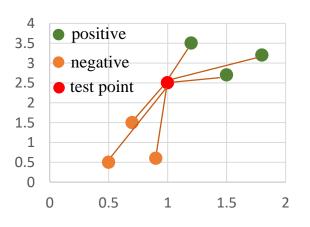


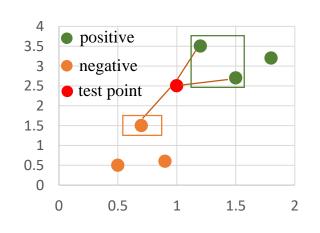
đất mà ăn

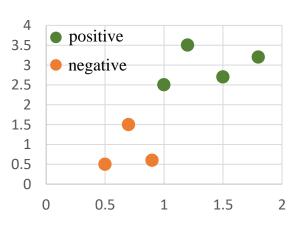
Doc	Label	Distance
góp gió gặt bão	1	1.41
có làm mới có ăn	1	1.01
đất lành chim đậu	1	1.17
ăn cháo đá bát	0	1.25
gậy ông đập lưng ông	0	1.41
qua cầu rút ván	0	1.41





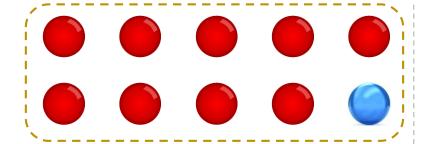






Entropy

***** 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?

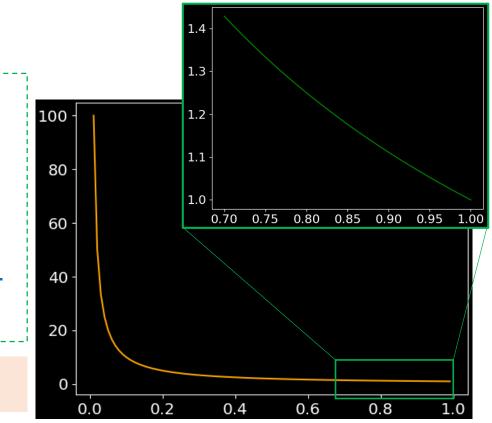
How to measure the surprises?

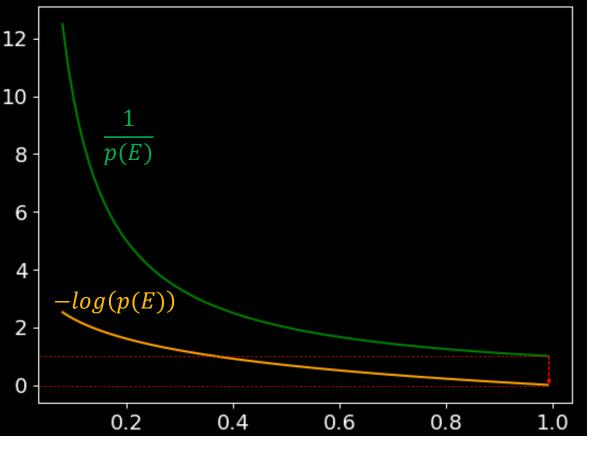
Observation

 $Surprise(E) \mid p(E)$

⇒ $Surprise(E) = \frac{1}{p(E)}$

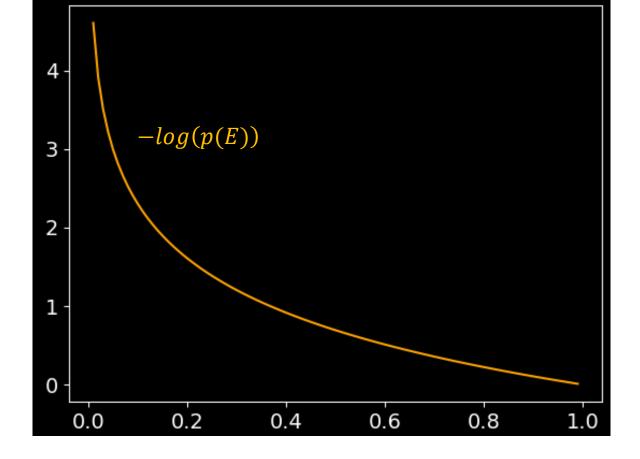
Problem?





Monotonic decrease of the function surprise(E)

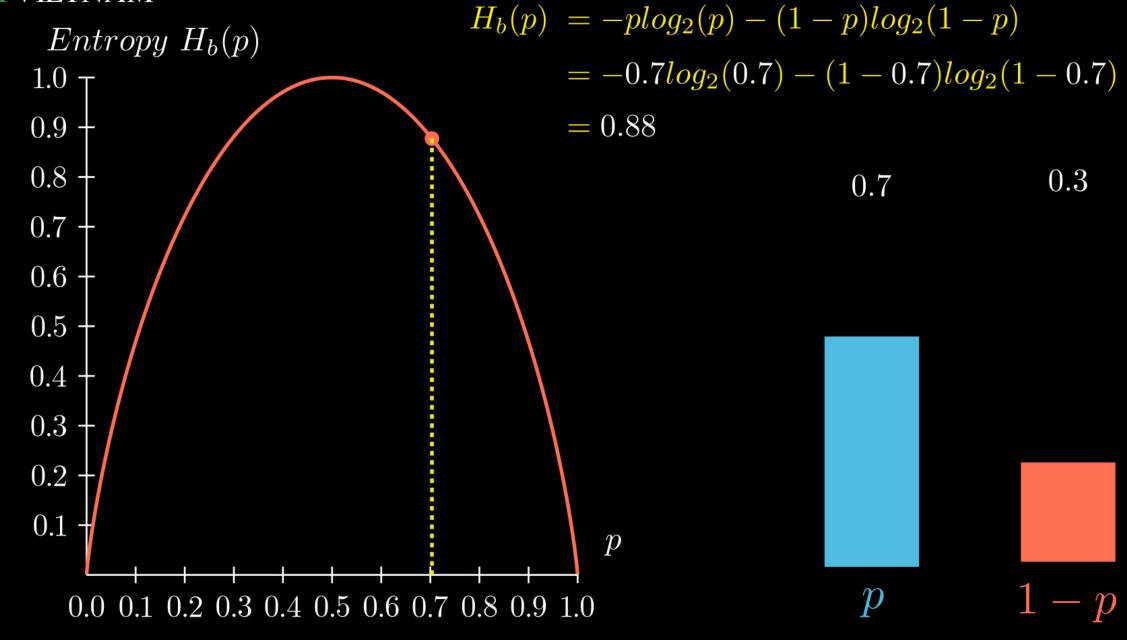
$$log(Surprise(E)) = log\left(\frac{1}{p(E)}\right)$$
$$= -log(p(E))$$



In information theory

$$Information(x) = -log(p(x))$$

AI VIETNAM

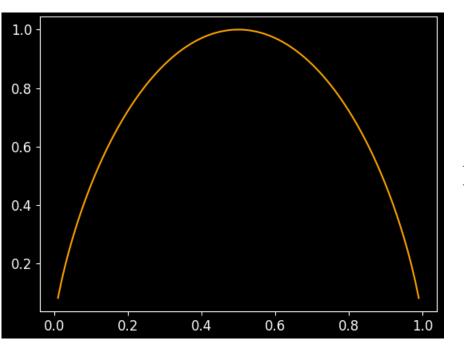


AI VIETNAM

Entropy

Entropy: Average of information

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



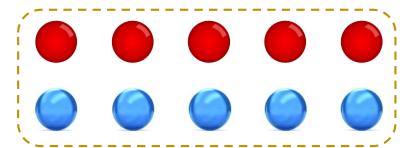
$$p(X = 0) = \frac{9}{10} = 0.9$$

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

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

$$= -0.9log(0.9) - 0.1log(0.1)$$

$$= 0.468$$



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

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

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

$$= -0.5log(0.5) - 0.5log(0.5)$$

$$= 1.0$$

