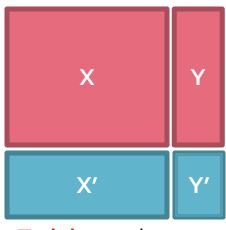
Large Scale Machine Learning: Nearest Neighbors

Mining of Massive Datasets Leskovec, Rajaraman, and Ullman Stanford University



Supervised Learning

- Would like to do prediction:
 estimate a function f(x) so that y = f(x)
- Where y can be:
 - Real number: Regression
 - Categorical: Classification
 - Complex object:
 - Ranking of items, Parse tree, etc.
- Data is labeled:
 - Have many pairs {(x, y)}
 - x ... vector of binary, categorical, real valued features
 - **y** ... class ({+1, -1}, or a real number)



Training and test set

Estimate y = f(x) on X, Y. Hope that the same f(x)also works on unseen X', Y'

Large Scale Machine Learning

- We will talk about the following methods:
 - k-Nearest Neighbor (Instance based learning)
 - Support Vector Machines
 - Decision trees
- Main question:

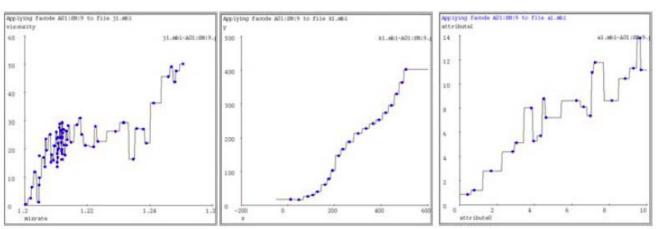
How to efficiently train (build a model/find model parameters)?

Instance Based Learning

- Instance based learning
- Example: Nearest neighbor
 - Keep the whole training dataset: {(x, y)}
 - A query example (vector) q comes
 - Find closest example(s) x*
 - Predict y*
- Works both for regression and classification
 - Collaborative filtering is an example of k-NN classifier
 - Find k most similar people to user x that have rated movie y
 - Predict rating $\mathbf{y}_{\mathbf{x}}$ of \mathbf{x} as an average of $\mathbf{y}_{\mathbf{k}}$

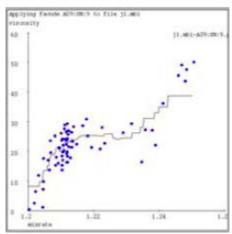
1-Nearest Neighbor

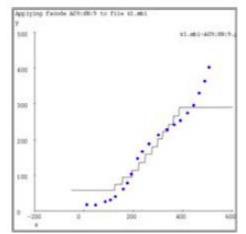
- To make Nearest Neighbor work we need 4 things:
 - Distance metric:
 - Euclidean
 - How many neighbors to look at?
 - One
 - Weighting function (optional):
 - Unused
 - How to fit with the local points?
 - Just predict the same output as the nearest neighbor

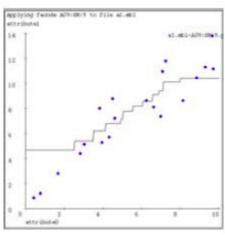


k-Nearest Neighbor

- Distance metric:
 - Euclidean
- How many neighbors to look at?
 - k
- Weighting function (optional):
 - Unused
- How to fit with the local points?
 - Just predict the average output among k nearest neighbors





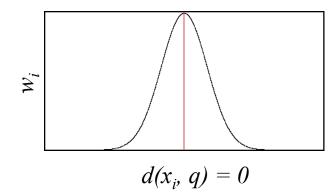


k=9

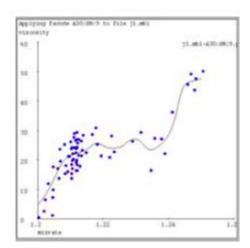
Kernel Regression

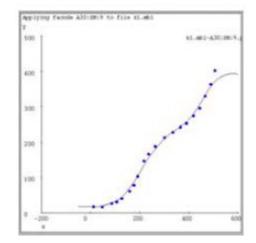
- Distance metric:
 - Euclidean
- How many neighbors to look at?
 - All of them (!)
- Weighting function:

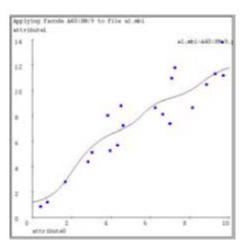
$$w_i = \exp(-\frac{d(x_i,q)^2}{K_w})$$



- Nearby points to query q are weighted more strongly. K_w...kernel width.
- How to fit with the local points?
 - Predict weighted average: $\frac{\sum_{i} w_{i} y_{i}}{\sum_{i} w_{i}}$

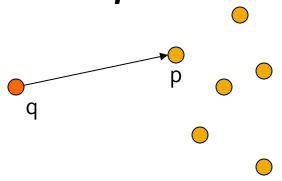






How to find nearest neighbors?

- Given: a set P of n points in R^d
- Goal: Given a query point q
 - NN: Find the nearest neighbor p of q in P
 - Range search: Find one/all points in P within distance r from q



Use locality sensitive hashing!