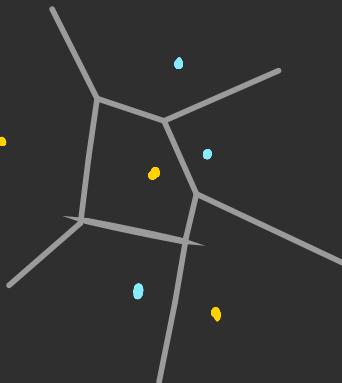


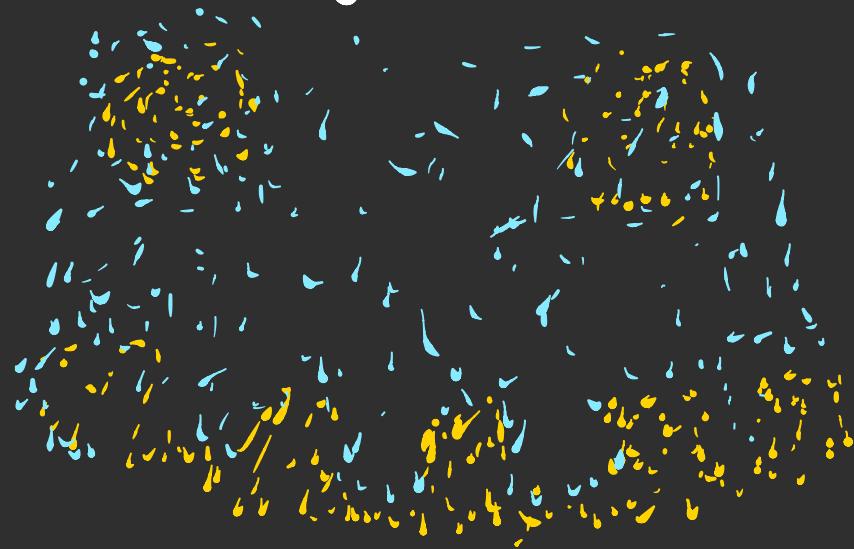
Nearest Neighbors



- ✓ Non-parametric
- ✓ Classification
- ✓ Regression

Key Idea

close-by \Rightarrow similar



Close in space \Rightarrow close in taste

The 1-nearest-neighbor Algorithm

Training

1. Store all (x_i, y_i) in dataset D.

... that's it.

Testing / Deployment

Input: $x_q \leftarrow$ "query"

1. Find closest x_i in training dataset.
2. Set $\hat{y} = \hat{f}(x_i)$

Output: $\hat{y} \leftarrow$ prediction

What does this looks like?



The K -Nearest Neighbors Algorithm (regression)

Training

1. Store all (x_i, y_i) in dataset D .

... that's it.

Testing / Deployment

Input: $x_q \leftarrow \text{"query"}, K$

1. Find closest $(\tilde{x}_1, \dots, \tilde{x}_K)$ in training dataset.

2. Set $\hat{y} = \frac{1}{K} \sum_{j=1}^K \hat{f}(\tilde{x}_j)$

Output: $\hat{y} \leftarrow \text{prediction}$

The K-Nearest Neighbors Algorithm (classifier)

Training

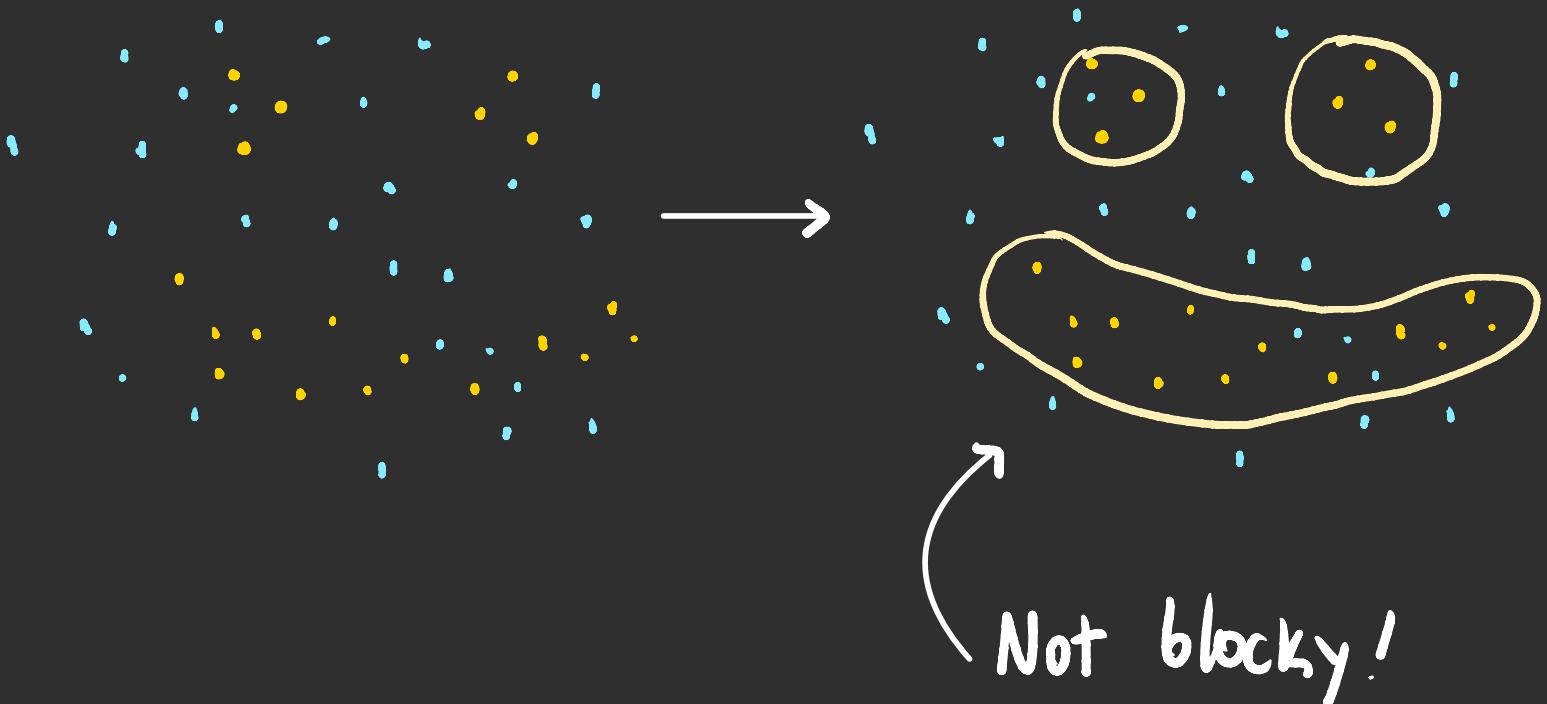
1. Store all (x_i, y_i) in dataset \mathcal{D} .
- ... that's it.

Testing / Deployment

Input: $x_q \leftarrow \text{"query"}, K$

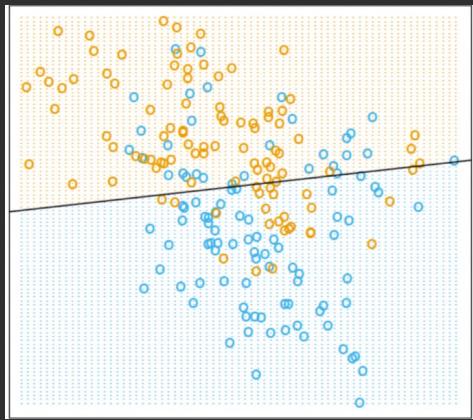
1. Find closest $(\tilde{x}_1, \dots, \tilde{x}_K)$ in training dataset.
2. Set $\hat{y} = \text{majority vote of } f(\tilde{x}_1), \dots, f(\tilde{x}_K)$

Output: $\hat{y} \leftarrow \text{prediction}$

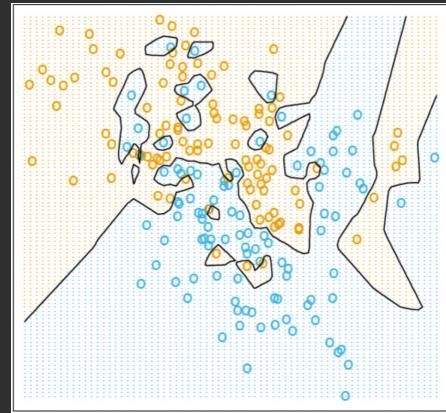


Real Data

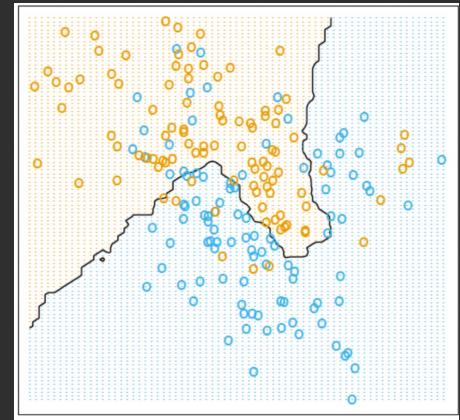
Linear Classifier



1-NN

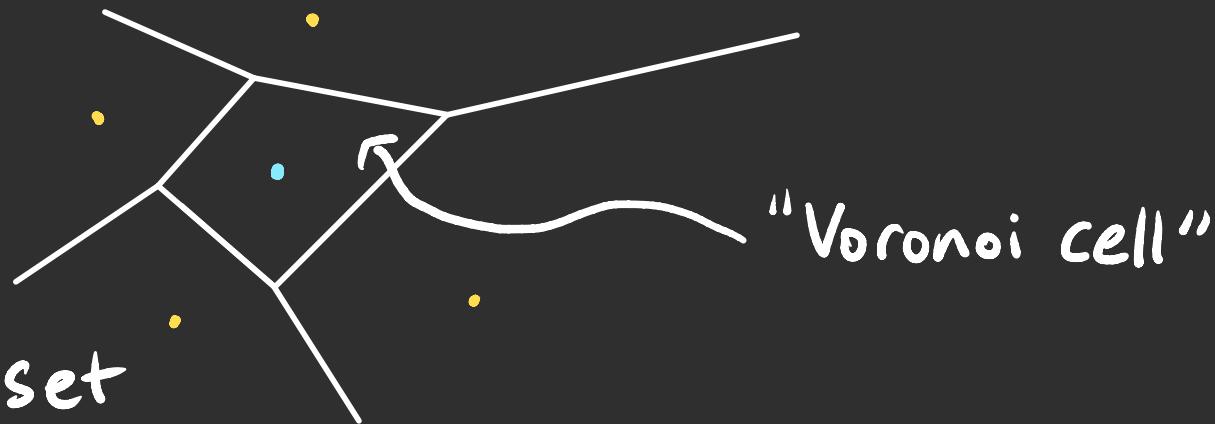


15-NN



Diagrams from Hastie, Tibshirani & Friedman

What's the Decision Region?



$S \leftarrow$ Training set

Voronoi cell of $x \in S$ = all x' closer to x
than any other in S .

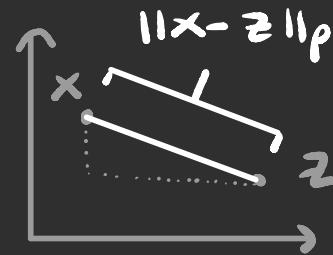
Region of class • : All Voronoi cells of •

What is "closer"?

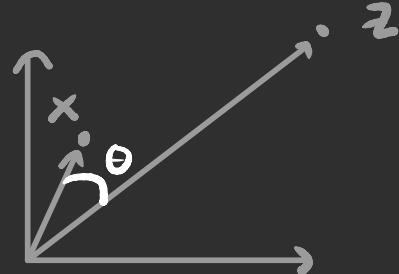
Any distance metric will work

E.g., if x, z are d-dimensional,

$$p\text{-norm} : \|x - z\|_p = \left(\sum_{j=1}^d |x_j - z_j|^p \right)^{1/p}$$



$$\text{cosine similarity} : 1 - \cos(\theta) = \frac{x^T z}{\|x\|_2 \|z\|_2}$$



Behavior in the limit

$\varepsilon^*(x)$: average error of Bayes classifier

$\varepsilon_{NN}(x)$: error of NN

Nearest Neighbor Pattern Classification

T. M. COVER, MEMBER, IEEE, AND P. E. HART, MEMBER, IEEE

Thm 1:

$$\lim_{n \rightarrow \infty} \varepsilon_{NN}(x) \leq 2\varepsilon^*(x)$$

Thm 2:

$$\lim_{\substack{n \rightarrow \infty \\ k \rightarrow \infty}} \varepsilon_{kNN}(x) = \varepsilon^*(x) \quad \text{if } \frac{k}{n} \rightarrow 0.$$

Advantages : Disadvantages

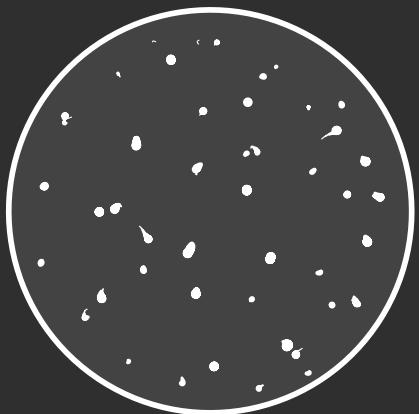
- + Fast training
- + Learns complex functions easily
- Slow at test time
- High storage cost
- Can perform poorly when x is high-dimensional

⚠ Requires a “good” distance metric!

Nowadays, learned!

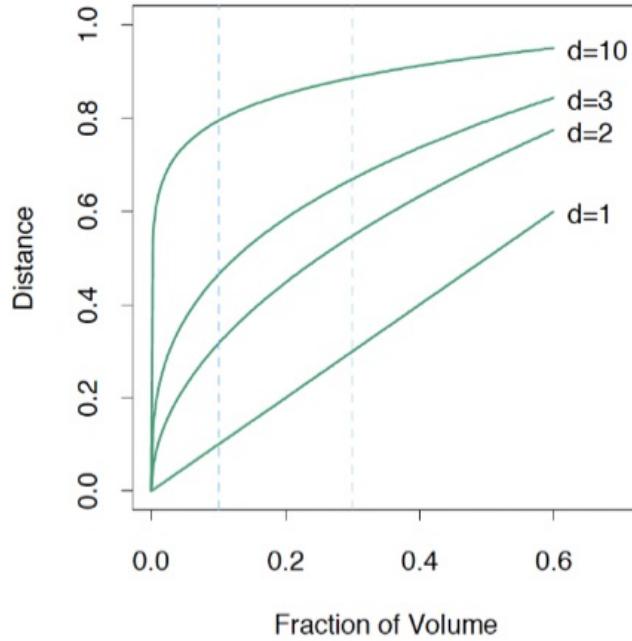
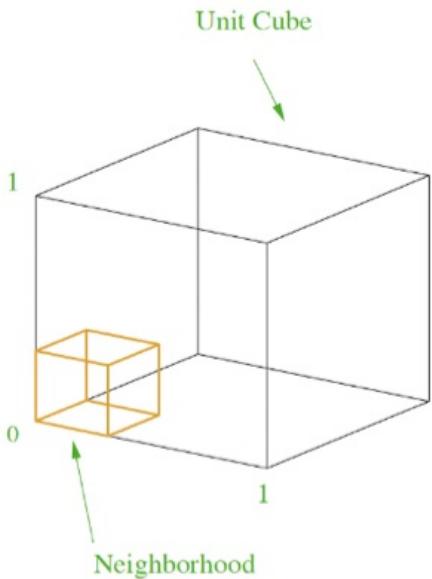
Curse of Dimensionality

Low - D



High - D

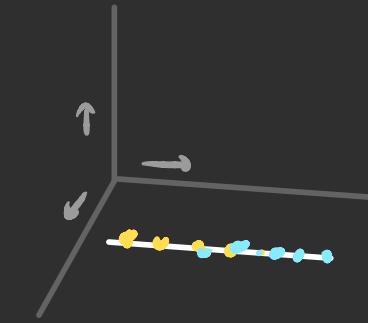




Conclusion: distances are meaningless?

Good News!

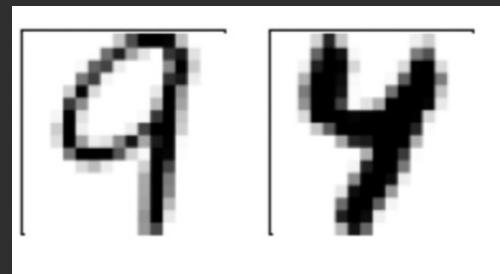
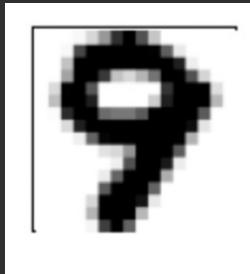
Only the "intrinsic dimension" matters



All intrinsically 1D

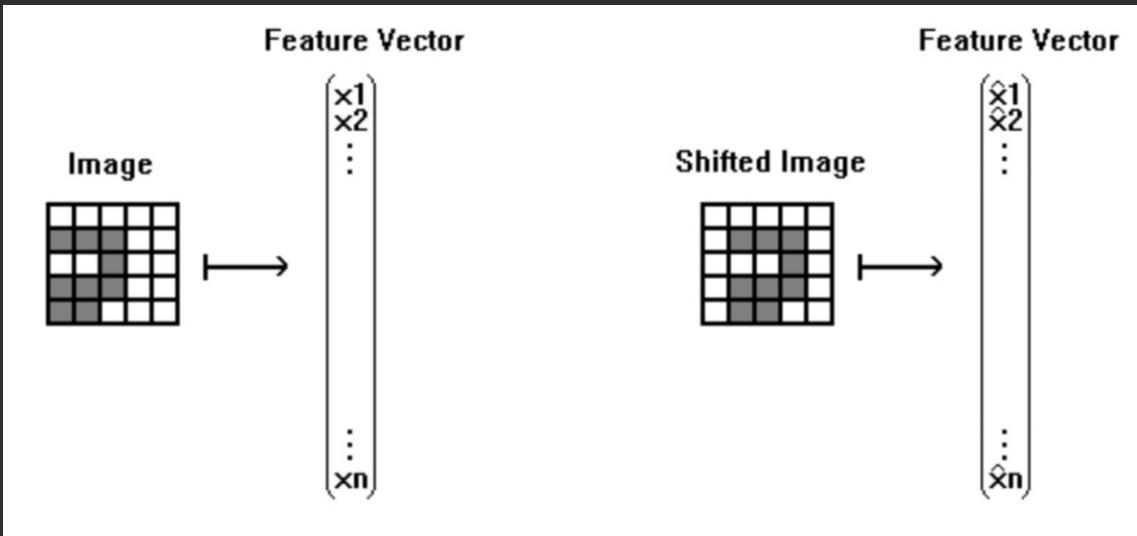
What about the "manifold of images?"

Euclidean not good!



Which are closer?

Why is this a problem?



Transformation Invariance

$$1 \rightarrow 1$$


these should be close

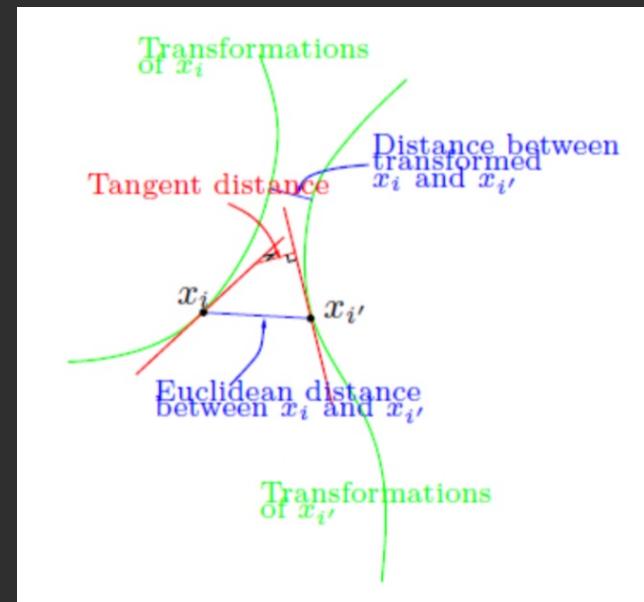
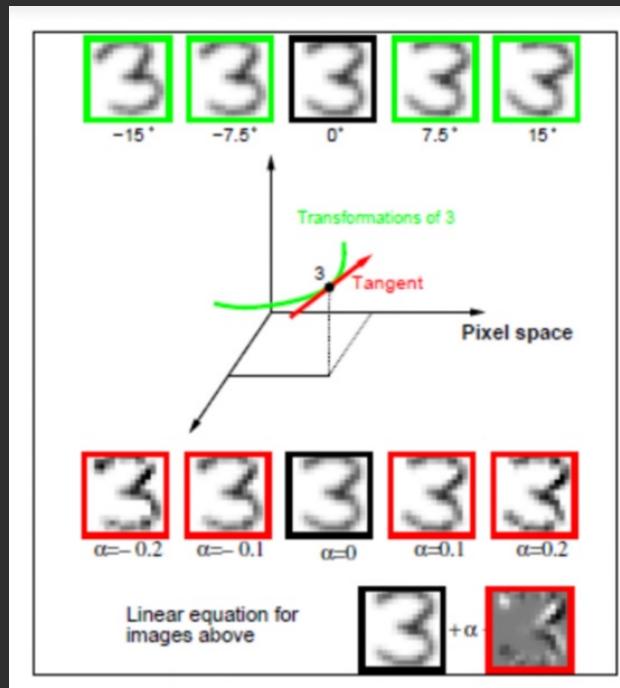
still
✓ far

$$6 \rightarrow 9$$

Building Invariances

- Augment the dataset
- Build into features
 - e.g. Conv Nets \rightarrow shift invariance
- Design a good distance
 - e.g. "tangent distance"

Tangent Distance



Details in Simard et al. "Tangent Distance"

Tan distance results on digits

Feature	Classifier	Error Rate
Raw Pixels	SVM (linear)	11.3%
Raw Pixels	SVM (intersection)	8.7%
Raw Pixels	SVM (poly, $d = 3$) [7]	4.0%
Raw Pixels	VSV (poly, $d = 3$) [7]	3.2%
PHOG	SVM (linear)	3.4%
PHOG	SVM (intersection)	3.4%
PHOG	SVM (poly, $d = 5$)	3.2%
PHOG	SVM (rbf, $\gamma = 0.1$)	2.7%
Raw Pixels	Tangent Distance [23]*	2.6%
Raw Pixels	Boosted Neural Nets [8]*	2.6%
	Human Error Rate [3]	2.5%

Learned Embeddings



This CVPR2015 paper is the Open Access version, provided by the Computer Vision Foundation.
The authoritative version of this paper is available in IEEE Xplore.

FaceNet: A Unified Embedding for Face Recognition and Clustering

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James Philbin

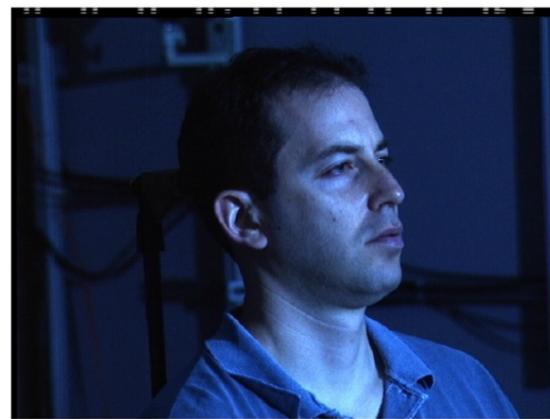
jphilbin@google.com
Google Inc.



1.04



1.33



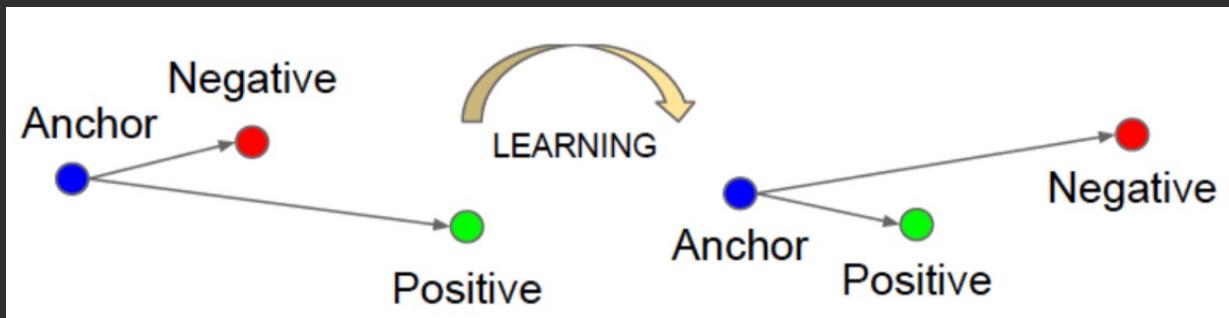
0.78



Contrastive Learning



↑ trained with ...



Triplet loss:

$$\mathcal{L} = \sum_{i=1}^N \left(\|f(x_i^a) - f(x_i^p)\|_2^2 - \|f(x_i^a) - f(x_i^n)\|_2^2 + \alpha \right)_+$$

Nowadays . .

Masked Autoencoders Are Scalable Vision Learners

Kaiming He^{*,†} Xinlei Chen^{*} Saining Xie Yanghao Li Piotr Dollár Ross Girshick

*equal technical contribution †project lead

Facebook AI Research (FAIR)

A Simple Framework for Contrastive Learning of Visual Representations

Ting Chen¹ Simon Kornblith¹ Mohammad Norouzi¹ Geoffrey Hinton¹

Siamese Neural Networks for One-shot Image Recognition

Gregory Koch
Richard Zemel
Ruslan Salakhutdinov

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