

# INT247 Machine Learning Foundations

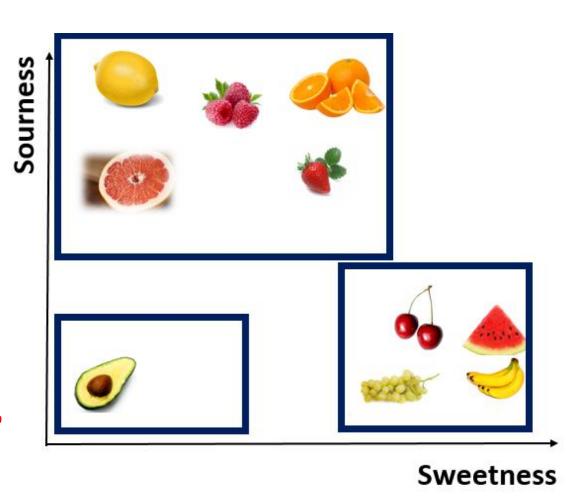
Lecture #2.1

K-Nearest Neighbour and Bayesian Learning



# K- Nearest Neighbour Algorithm

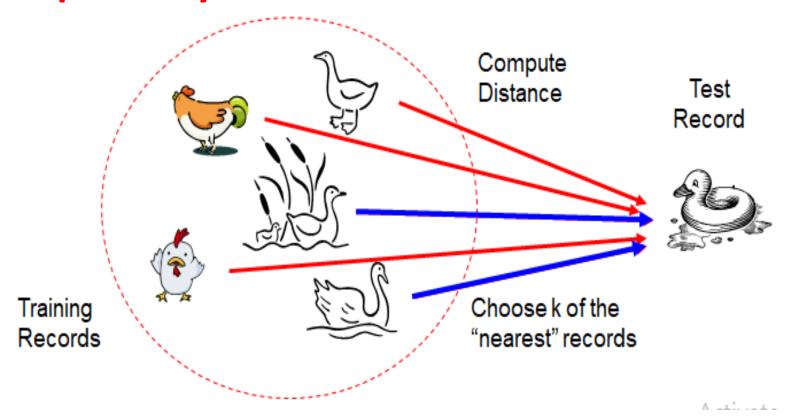
- Lazy Learner
- Uses K
   "closest"
   points for
   performing
   classification.





# K- Nearest Neighbour Algorithm

 If it walks like a duck, quacks like a duck, then it's probably a duck





- Requires three things:
  - The set of stored records.
  - Distance Metric to compute distance between records.
  - The value of K, the number of nearest neighbours to retrieve.
- To classify an unknown record:
  - Compute distance to other training records.
  - Identify k nearest neighbours.
  - Use class labels of nearest neighbours to determine the class label of unknown record.



## **Compute Distance**

Euclidean distance

$$d(p,q) = \sqrt{\sum_{i} (p_i - qi)^2}$$



## **Numerical Example**

- Consider a dataset with 2 attributes:
  - Acid durability (x1)
  - Strength (x2)

to classify whether a special paper tissue is good or bad (y).

```
      x1
      x2
      y

      7
      7
      Bad

      7
      4
      Bad

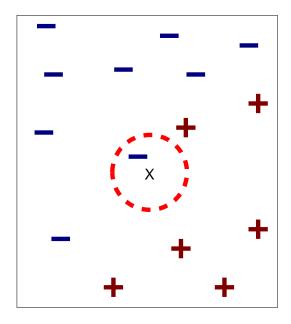
      3
      4
      Good

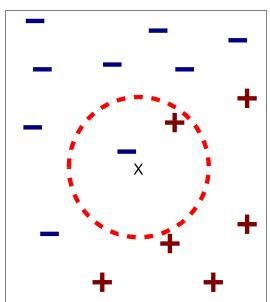
      1
      4
      Good
```

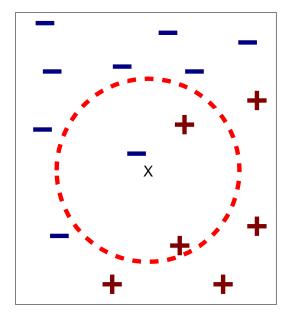
 Classify paper tissue with x1=3 and x2=7 considering K=3.



## K- Nearest Neighbour Algorithm







- (a) 1-nearest neighbor
- (b) 2-nearest neighbor
- (c) 3-nearest neighbor

#### Note:

- If K is too small, sensitive to noise points.
- If K is too large, neighbourhood may include points from other classes.



## Scaling Issues

 Attributes may have to be scaled to prevent distance measures from being dominated by one of the attributes.

#### Examples:

- Height of a person may vary from 1.5m to 1.8m
- weight of a person may vary from 90lb to 300lb
- income of a person may vary from \$10K to \$1M



## Advantages of KNN

- No assumption about data.
- Simple algorithm.
- High accuracy.
- Versatile useful for classification or regression.



## Disadvantages of KNN

- Computationally expensive.
- High memory requirement.
- Store all the training data.
- Sensitive to irrelevant features and the scale of the data.



## Bayesian Learning

- Probabilistic approach to inference.
- Quantities of interest are governed by probability distributions.
- Optimal decisions can be made by reasoning about these probabilities together with observed training data.



## Bayesian Learning

- Initial knowledge of many probabilities is required.
- Significant computational costs required.



## **Bayes Theorem**

Direct method of calculating the probability of best hypothesis.

$$P(h|D) = \frac{P(D|h).P(h)}{P(D)}$$

- P(h): prior probability of (h) hypothesis.
- P(D): prior probability of (D) observation.
- P(D|h): Probability of observing D in which h holds.
- P(h|D): posterior probability of h, reflects confidence that h holds after D has been observed.



#### MAP (Maximum a Posteriori) Hypotnesis

• 
$$h_{MAP} =$$

$$h_{MAP} = \arg \max_{h \in H} P(h|D)$$

$$= \arg \max_{h \in H} \frac{P(D|h)P(h)}{P(D)}$$

$$= \arg \max_{h \in H} P(D|h)P(h)$$

 P(D) can be dropped, because it is a constant independent of h.



#### Example

- Consider a medical diagnosis problem where:
  - P(cancer)=0.008
  - P(pos | cancer)=0.98
  - P(pos | ~cancer) = 0.03
- If a new patient comes in with a positive test result, what is the probability that he has cancer?

```
P(pos | cancer).P(cancer)=0.98*0.008=0.0078
```

Thus, 
$$h_{MAP} = \text{``cancer'}$$



#### Brute Force MAP Learning

- In order to specify a learning problem of the algorithm, values for P(h) and P(D|h) must be specified.
- Assumptions:
  - Training data D is noise free (i.e.  $d_i=c(x_i)$ )
  - Target concept c is contained in H i.e.

$$(\exists h \in H)[(\forall x \in X)[h(x) = c(x)]]$$

 No reason to believe that any hypothesis is more probable than any other.



## Learning a Real-Valued function

- Consider any real-value target function f.
- Training examples <x<sub>i</sub>,d<sub>i</sub>>, where d<sub>i</sub> is noisy training value.
- $d_i = f(x_i) + e_i$
- Where  $e_i$  is random variable drawn independently for each  $x_i$  according to some Gaussian distribution with mean=0.
- The maximum likelihood hypothesis h<sub>ML</sub> is defined as:

$$h_{\text{ML}}$$
 =  $\operatorname{argmax}_{h \in H} p(D \mid h)$   
=  $\operatorname{argmax}_{h \in H} \prod_{i=1}^{m} p(d_i \mid h)$ 

 $h_{\mathrm{ML}} = \mathrm{argmin}_{h \in H} \sum_{i=1}^{m} \left(d_i - h(x_i)\right)^2$ 



#### Dataset with 3 classes:

- Parrot
- Dog
- Fish
- 4 features:
  - Swim
  - Wings
  - Green Color
  - Dangerous Teeth



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| Swim    | Wings   | Green Color | Dangerous<br>Teeth | Animal Type |
|---------|---------|-------------|--------------------|-------------|
| 50      | 500/500 | 400/500     | 0                  | Parrot      |
| 450/500 | 0       | 0           | 500/500            | Dog         |
| 500/500 | 0       | 100/500     | 50/500             | Fish        |

Table shows a frequency table of dataset.



- Considering the dataset predict the type of animal if:
  - Swim=True
  - Wings=False
  - Green=True
  - Teeth=False

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## Example of Naïve Bayes Classifier

Use naïve bayes approach for multiple evidances:

$$P(H|E_{1}, E_{2} ... EN)$$

$$= \frac{P(E_{1}|H) * P(E_{2}|H) ... * P(E_{N}|H) * P(H)}{P(E_{1}, E_{2}, ... EN)}$$



For hypothesis testing for animal to be a dog:

```
P(Dog|Swim,
Green)=P(Swim|Dog)*P(Green|Dog)*P(Dog)/P(Swim, Green)
=0.9*0*0.333/P(Swim, Green)
=0
```



For hypothesis testing for animal to be a Parrot:

```
P(Parrot|Swim,
Green)=P(Swim|Parrot)*P(Green|Parrot)*P(Parrot)/
P(Swim, Green)
```

- =0.1\*0.8\*0.333/P(Swim, Green)
- =0.0264/P(Swim, Green)



For hypothesis testing for animal to be a Fish:

```
P(Fish|Swim,
Green)=P(Swim|Fish)*P(Green|Fish)*P(Fish)/P(Swim, Green)
```

- =1\*0.2\*0.333/P(Swim, Green)
- =0.0666/P(Swim, Green)



- For all the three cases, denominator is same.
- The value of P(Fish|Swim, Green) is greater than P(Parrot|Swim, Green).
- Thus, Class of animal is Fish.



#### Exercise

- Predict the class of animal if:
  - Swim=True
  - Wings=False
  - Green=True
  - Teeth=True



