

# K NEAREST NEIGHBOURS

## An Intuition to K-NN Classification Algorithm

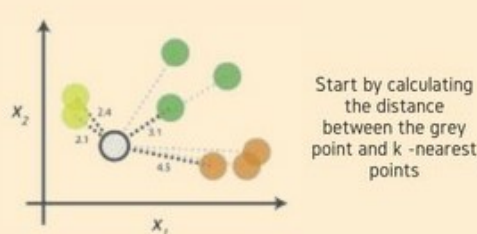
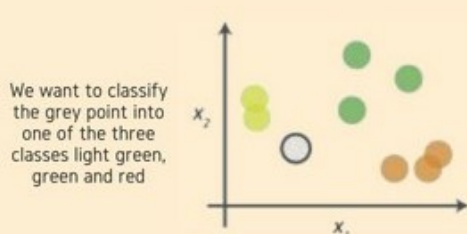
### What is k-NN?

K-Nearest Neighbor algorithm is a simple yet most used classification algorithm. It can also be used for regression.

KNN is non-parametric (means that it does not make any assumptions on the underlying data distribution), instance-based (means that our algorithm doesn't explicitly learn a model. Instead, it chooses to memorize the training instances.) and used in a supervised learning setting.

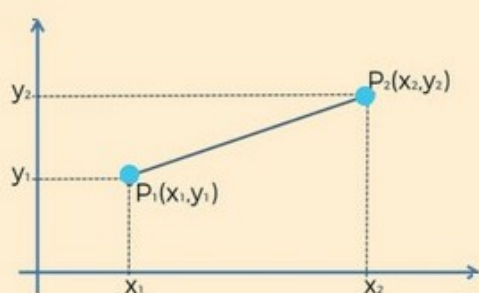


k-NN is also called a lazy algorithm because it is instance based.



### Making Predictions

To classify an unlabeled object, the distance of this object to the labeled objects is computed, its k-nearest neighbors are identified, and the class label of the majority of nearest neighbors is then used to determine the class label of the object. For real-valued input variables, the most popular distance measure is Euclidean distance.



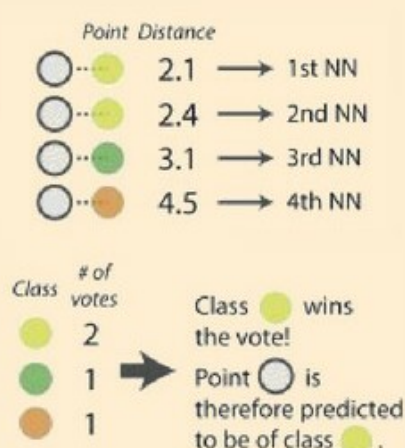
$$\text{Euclidean Distance between } P_1 \text{ and } P_2 = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

### Value of k

Finding the value of k is not easy. A small value of k means that noise will have a higher influence on the result and a large value makes it computationally expensive. It depends a lot on your individual cases, sometimes it is best to run through each possible value for k and decide for yourself.

### How Does k-NN Algorithm work?

k-NN when used for classification—the output is a class membership (predicts a class—a discrete value). There are three key elements of this approach: a set of labeled objects, e.g., a set of stored records, a distance between objects, and the value of k, the number of nearest neighbors.



### The Distance

Euclidean distance is calculated as the square root of the sum of the squared differences between a new point and an existing point across all input attributes. Other popular distance measures include:

- Hamming Distance
- Manhattan Distance
- Minkowski Distance