Source code: 3NN

```
% Read in Dataset
   data = csvread('homework03.csv');
   %remove first line (Remove labels)
   data = data(2:end,:);
   coords = data(:,1:3)
 6
   labels = data(:,4)
   xa = [4.1, -0.1, 2.2]
 8
 9
   xb = [6.1, 0.4, 1.3]
10
11
12
   \%\% Since the axis are not equaly derivated we have to do some
       standardization
13
14
   %% Doing the Standardization
     xaStd(1) = (xa(1) - mean(coords(:,1)))./std(coords(:,1));
15
16
     xaStd(2) = (xa(2) - mean(coords(:,2)))./std(coords(:,2));
17
     xaStd(3) = (xa(3) - mean(coords(:,3)))./std(coords(:,3));
18
19
     xbStd(1) = (xb(1) - mean(coords(:,1)))./std(coords(:,1));
20
     xbStd(2) = (xb(2) - mean(coords(:,2)))./std(coords(:,2));
21
     xbStd(3) = (xb(3) - mean(coords(:,3)))./std(coords(:,3));
22
23
     coordsStd(:,1) = (coords(:,1) - mean(coords(:,1)))./std(coords
         (:,1));
     coordsStd(:,2) = (coords(:,2) - mean(coords(:,2)))./std(coords
24
     coordsStd(:,3) = (coords(:,3) - mean(coords(:,3)))./std(coords
25
         (:,3));
   %%LOOCV Tests
26
^{27}
   %Without Standardization
28
   for valid = 1: size(labels, 1)
29
      dist = [];
30
     x = data(valid, 1:3);
31
     for i = 1: size(labels, 1)
32
        %Calculating the dist to each point
33
        dist = [norm(coords(i)-x), dist];
34
     end
      [~,i] = sort(dist);
35
36
     %Since Training data are unique we get the 3 NN to Validation
         Point by taking the 3 Closest point with dist \tilde{}=0 (i(1)=
         valid)
37
     % the second part of the expression returns true iff there is a
          t i e
38
     out(valid) = (mode(labels(i(2:4))) == labels(valid)) || size(
         unique (labels (i (2:4)), 2) == 3;
```

```
39
     end
40
41
     %With Standardization
     for valid = 1: size(labels, 1)
42
43
      \operatorname{dist} = [];
44
      x = coords(valid, 1:3);
45
      for i = 1: size(labels, 1)
46
         dist = [\mathbf{norm}(coordsStd(i,:)-x), dist];
47
      end
48
      [~,i] = \mathbf{sort}(\operatorname{dist});
      outStd(valid) = (mode(labels(i(2:4))) == labels(valid)) || size
49
          (unique(labels(i(2:4))),2) == 3;
50
     end
51
52
     %%LOOCV Results
53
     quality = mean(out)
54
55
56
     qualityStd = mean(outStd)
57
    %% Labeling the Points
58
    \%Classification without Standardization
59
60
    for i = 1: size(labels, 1)
61
       dist(i) = norm(coords(i,:)-xa);
    end
62
    [ \tilde{\ }, i ] = \mathbf{sort}(dist);
63
64
    va = mode(data(i(1:3),4))
65
66
    for i = 1: size(labels, 1)
      dist(i) = norm(coords(i,:)-xb);
67
68
   end
69
70
    [ \tilde{\ }, index ] = sort(dist);
    vb = mode(data(index(1:3),4))
71
72
73
74
75
    \% Classification \ with \ Standardization
    for i = 1: size(labels, 1)
      dist(i) = norm(coordsStd(i,:)-xaStd);
77
78
    \mathbf{end}
79
    [~,i] = \mathbf{sort}(\operatorname{dist});
80
    vaStandardized = mode(labels(i(1:3)))
81
82
83
    for i = 1: size(labels, 1)
84
      dist(i) = norm(coordsStd(i,:)-xbStd);
85
   end
86
```

```
[~,i] = \mathbf{sort}(dist);
     vbStandardized = mode(labels(i(1:3)))
88
89
90
91
     \%\% Regession (just using standardization)
92
93
     for i = 1: size(labels, 1)
       dist(i) = norm(coordsStd(i,:)-xaStd);
94
95
    \quad \text{end} \quad
96
97
     [ \tilde{\ }, i ] = \mathbf{sort}(dist);
     vareg = (1/sum(1./dist(i(1:3)))) * sum (1./(dist(i(1:3))) *
98
         labels (i (1:3)))
99
100
     for i = 1: size(labels, 1)
101
       dist(i) = norm(coordsStd(i,1:3)-xbStd);
102
    end
103
104
     [~,i] = \mathbf{sort}(\operatorname{dist});
     vbreg = (1/sum(1./dist(i(1:3)))) * sum (1./(dist(i(1:3))) *
105
         labels (i(1:3)))
```

Execution results

```
octave>hw2 4 5
{\tt coords} \; = \;
   5.50000
              0.50000
                          4.50000
                          3.60000
   7.40000
              1.10000
   5.90000
              0.20000
                          3.40000
   9.90000
              0.10000
                          0.80000
   6.90000
             -0.10000
                          0.60000
   6.80000
             -0.30000
                          5.10000
   4.10000
              0.30000
                          5.10000
   1.30000
              -0.20000
                          1.80000
   4.50000
              0.40000
                          2.00000
   0.50000
              0.00000
                          2.30000
   5.90000
             -0.10000
                          4.40000
   9.30000
              -0.20000
                          3.20000
   1.00000
              0.10000
                          2.80000
   0.40000
              0.10000
                          4.30000
   2.70000
             -0.50000
                          4.20000
labels =
   2
   0
```

```
2
   0
   2
   2
   1
   1
   0
   1
   0
   0
   1
   1
xa =
   4.10000 -0.10000 2.20000
xb =
   6.10000 \qquad 0.40000 \qquad 1.30000
quality = 0.13333
qualityStd = 0.26667
va = 0
vb = 2
vaStandardized = 1
vbStandardized = 0
vareg = 1.00000 \\ vbreg = 0.50904
```