K-Nearest-Neighbor Decision Tree

kNearestNeighbor

- Lazy learner: defers model construction until test tuple arrives
- Based on learning by analogy
- Compares a given test tuple with all the training tuples
- Searches for the k training tuples that are **closest** to the unknown tuple
- 'Closeness' measure a distance metric such as Euclidean distance between two tuples

kNearestNeighbor

- For classification:
 - 'k' closest points are selected
 - o test tuple's class: the majority class appearing among k neighbors
- For regression:
 - 'k' closest points are selected
 - o test tuple's prediction: avg. of labels associated with k neighbors

Drawbacks

- Computationally expensive for large training data
- Choice of k depends upon the training tuples
- Uses distance-based comparisons: need to convert binary, ordinal, and nominal data to numeric data
- Data normalization required to cancel the effects of large differences in attribute values

Algorithm

- m the number of training data samples; p an unknown point.
- Store the training samples in an array of tuple (x, y).
- for i=0 to m:

Calculate Euclidean distance d(arr[i], p).

• Obtain a set S of K smallest distances obtained and return the majority label among S.

Iris Dataset

- Contains 50 samples from each of three species of Iris
- They are Iris setosa, Iris virginica, and Iris versicolor
- Four features describe each class
- The features are sepal length, sepal width, petal length, and petal width

	SepalLength	SepalWidth	PetalLength	PetalWidth	Name
0	5.1	3.5	1.4	0.2	Iris-setosa
1	4.9	3.0	1.4	0.2	Iris-setosa
2	4.7	3.2	1.3	0.2	Iris-setosa
3	4.6	3.1	1.5	0.2	Iris-setosa
4	5.0	3.6	1.4	0.2	Iris-setosa

```
# distance between testInstance and each trainingSet
for i in range(len(trainingSet)):

    dist = manhattanDistance(testInstance, trainingSet.iloc[i], length)
    dist = euclideanDistance(testInstance, trainingSet.iloc[i], length)
    distances[i] = dist
```

```
sorted d = sorted(distances.items(), key=lambda kv: kv[1])
# get k neighbors closest to the testInstance
neighbors = []
for i in range(k):
    neighbors.append(sorted d[i][0])
# count of classes among neighbors
classVotes = {}
for x in range(len(neighbors)):
    class label = trainingSet.iloc[neighbors[x]][-1]
    if class label in classVotes:
        classVotes[class label] += 1
    else:
        classVotes[class label] = 1
sorted v = sorted(classVotes.items(), key=lambda kv: kv[1], reverse=True)
```

Output

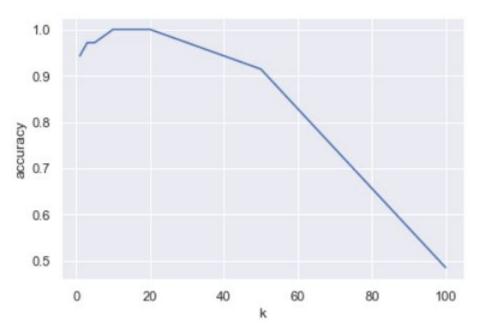
• With the value of k = 1 (no. of nearest neighbors); accuracy was about: 94.28571428571428%

```
train, test = load_iris2()
KNearestNeighbor(train, test, 1)
```

```
# varying the value of k
list k = [1, 3, 5, 10, 20, 50, 100]
def test for k(train, test):
    accuracy = []
    for k in list k:
        test len = test.shape[0]
        correct = 0
        for i in range(test len):
            result, neighbors = KNN(train, test.iloc[i][:-1], k)
            if result == test.iloc[i]['Name']:
                correct += 1
        accuracy.append(correct / test len)
    plt.xlabel('k')
    plt.ylabel('accuracy')
    plt.plot(list k, accuracy)
```

Varying k

 Accuracy was found maximum when value of k was between 10 and 20



Decision tree

- Flowchart-like tree structure, with internal node making a decision, and leaf node holds a classification of a tuple
- Are easy to understand and interpret
- Can handle both categorical and continuous data
- Provides clear indication of prominent field for classification/prediction using attribute selection measures like information gain, gini index, etc.

Drawbacks

- Less appropriate for training with many classes and less examples
- Computationally expensive for large datasets
- No incremental training
- Unstable: small change in data leads to large change in the output of decison tree

Algorithm

- Find the best splitting criteria for the entire dataset
- Label root node with splitting criteria
- For each outcome *k* of splitting criteria
 - Find tuples satisfying k
 - If the size of tuples is empty, attach a leaf with majority class
 - Else attach the node returned by calling the algorithm with the remaining attribute list recursively

Partition the dataset based on the question

i.e. Is SepalLenght >= 1.0 ?

Into two distinct partitions

```
def partitions(rows, question):
    """Partition the dataset into 'true rows' or
    'false rows' based on the matching with question
    """

    true_rows, false_rows = [], []
    for row in rows:
        if question.match(row):
            true_rows.append(row)
        else:
            false_rows.append(row)
    return true_rows, false_rows
```

Calculate the Gini impurity for a given split of dataset

i.e.
$$=1-\sum_{i=1}^{J}p_{i}^{2}$$

```
def gini(rows):
    """Calculates the Gini Impurity for a list of rows"""
    counts = class_counts(rows)
    impurity = 1
    for lbl in counts:
        prob_lbl = counts[lbl] / float(len(rows))
        impurity -= prob_lbl**2
    return impurity
```

0.3199999999999984

The information gain from the split based on a certain value of the attribute

```
def info_gain(left, right, current_uncertainty):
    Calculate information gain i.e.
    uncertainty of starting node minus the weighted impurity
    of two child nodes
    p = float(len(left)) / (len(left) + len(right))
    return current_uncertainty - p*gini(left) - (1-p)*gini(right)
```

```
best gain = 0
best question = None
current uncertainty = gini(rows)
n features = len(rows[0]) - 1
for col in range(n features):
    values = set([row[col] for row in rows])
    for val in values:
        question = Question(col, val)
        true rows, false rows = partitions(rows, question)
        if len(true rows) == 0 or len(false rows) == 0:
            continue # no need to split
        gain = info gain(true rows, false rows, current uncertainty)
        if gain >= best gain:
            best gain, best question = gain, question
return best gain, best question
```

```
Builds the tree
11 11 11
# get the gain and the question with highest gain
gain, question = find best split(rows)
# all classes are the same
if gain == 0 or depth == 3:
    return Leaf(rows)
true rows, false rows = partitions(rows, question)
# build the true subtree
true branch = build tree(true rows, depth=depth+1)
# build the false subtree
false branch = build tree(false rows, depth=depth+1)
# the Question node i.e question to ask at this node
return DecisionNode(question, true branch, false branch)
```

```
print tree(my tree)
Is PetalWidth >= 1.0?
--> True:
  Is PetalWidth >= 1.8?
  --> True:
    Is PetalLength >= 4.9?
    --> True:
      Predict {'Iris-virginica': 31}
    --> False:
      Predict {'Iris-virginica': 2, 'Iris-versicolor': 1}
  --> False:
    Is PetalLength >= 5.0?
    --> True:
      Predict {'Iris-virginica': 2, 'Iris-versicolor': 1}
    --> False:
      Predict {'Iris-versicolor': 39}
--> False:
  Predict {'Iris-setosa': 39}
```

```
def classify(row, node):
    classify a given test data - row
    the root of decision tree - node
    if isinstance(node, Leaf):
        return node.predictions
    if node.question.match(row):
        return classify(row, node.true branch)
    else:
        return classify(row, node.false branch)
classify(test data[3], my tree)
```

{'Iris-versicolor': 39}