

Modul : Supervised Learning

k-Nearest Neighbor

KK IF - Teknik Informatika- STEI ITB

Inteligensi Buatan
(Artificial Intelligence)

k-Nearest Neighbor

Supervised Learning

pendekatan machine learning
menggunakan data berlabelInstance-Based Classifier
(Store all training data)lazy learning,
tidak membuat model eksplisit,
melakukan menyimpan instance
untuk melihat beberapa sampel
data baru dengan contoh
yang ada

Lazy learner



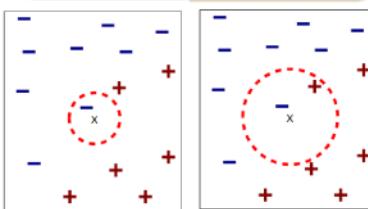
No hypothesis

hanya membandingkan,
tidak ada generalisasiUnseen data prediction: Find class from
similar stored datatidak membuat model saat training
model dibuat saat data yang hendak diprediksi tiba

Classification (Predict unseen data)

Measures 'distance' of query (unseen data) to all
instance (in training data)Symbolic attribute: 1 (different
value), 0 (same value)Numeric attribute: Euclidean
Distance

distance = ukuran konsistensi
 ↳ bisa pakai euclidean/minkowski distance
 untuk atribut numerik, kalau untuk
 kategorikal bisa sama = 0, beda = 1

Find k 'most similar' instances
(k nearest neighbor)

biasanya poling
bagus ketika $k=1$
kalau skripsi data training
tapi sensitif noise (overfit)

Find the majority class from k
nearest neighbor

(a) 1-nearest neighbor

Class/ Label Prediction: Majority Class of k
nearest neighbor

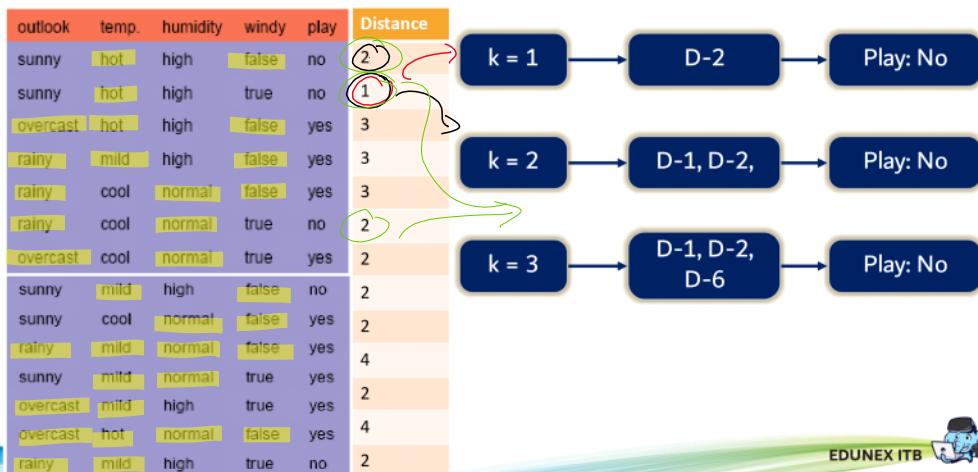
Example: Play Tennis Dataset

outlook	temp.	humidity	windy	play	outlook	temp.	humidity	windy	play
sunny	hot	high	false	no	sunny	mild	high	false	no
sunny	hot	high	true	no	sunny	cool	normal	false	yes
overcast	hot	high	false	yes	rainy	mild	normal	false	yes
rainy	mild	high	false	yes	sunny	mild	normal	true	yes
rainy	cool	normal	false	yes	overcast	mild	high	true	yes
rainy	cool	normal	true	no	overcast	hot	normal	false	yes
overcast	cool	normal	true	yes	rainy	mild	high	true	no



$Sigma = 0$, beda = 1

Classify New Instance: <Sunny, Cool, High, True>



Notes on k-Nearest Neighbor

Advantages

Approximation can be less complex for complex target function

Kadang fungsi target tetapi kompleks dan sulit ditulis dalam rumus

→ Karena KNN tidak membutuh rumus, meliputi target function rumit, pendekatan jauh lebih sederhana

Disadvantages

Untuk setiap data baru, KNN harus hitung jaraknya dengan semua data (btih → cost tinggi)

Cost of classifying new instance high

Consider all features → target function depends only on a few features

KNN mempertimbangkan semua fitur, padahal bisa saja hanya beberapa fitur yang relevan → fitur tidak penting bisa mengganggu perhitungan jarak



id	hobi	umur	pendidikan	kelas
1	Game	remaja	sma	1
2	Game	dewasa	s1	2
3	Game	dewasa	diploma	3
4	Baca	dewasa	s1	3
5	Olahraga	dewasa-muda	s1	2
6	Olahraga	dewasa-muda	diploma	3
7	Game	dewasa-muda	sma	1
8	Olahraga	dewasa-muda	sma	1
9	Baca	dewasa-muda	sma	1
10	Game	dewasa-muda	s1	3
11	Baca	Remaja	diploma	1
12	Game	remaja	diploma	2
13	game	dewasa	sma	3

Id	Jarak thd data baru
1	1+1+1=3
2	1+0+0=1
3	1+0+1=2
4	1+0+0=1
5	0+1+0=1
6	0+1+1=2
7	1+1+1=3
8	0+1+1=2
9	1+1+1=3
10	1+1+0=2
11	1+1+1=3
12	1+1+1=3
13	1+0+1=2

1. Hitung Jarak setiap instance data latih utk data uji berikut:

hobi = olahraga; umur = dewasa; pendidikan = s1

2. Untuk k=5, maka kelas dari data uji di atas adalah: 3



Distance Measurement on Numeric Attributes

$$D = \left(\sum_{i=1}^n |p_i - q_i|^p \right)^{1/p}$$

Minkowski distance

$\left. \begin{array}{l} \text{jika} \\ p=1 \rightarrow \text{Manhattan distance} \\ p=2 \rightarrow \text{Euclidean distance} \\ p=\infty \rightarrow \text{Chebysev distance} \end{array} \right\}$

$$D_m = \sum_{i=1}^n |p_i - q_i|$$

Manhattan distance

pergerakan grid (vertikal / horizontal)

$$D_e = \left(\sum_{i=1}^n (p_i - q_i)^2 \right)^{1/2}$$

Euclidean distance

pergerakan garis lurus



Brightness	Saturation	Class	Brightness	Saturation	Class
40	20	Red	20	35	?
50	50	Blue			
60	90	Blue			
10	25	Red			
70	70	Blue			
60	10	Red			
25	80	Blue			

$$D_e = \left(\sum_{i=1}^n (p_i - q_i)^2 \right)^{1/2}$$

Euclidean distance

$$\sqrt{(X_2-X_1)^2 + (Y_2-Y_1)^2}$$

- X_2 = New entry's brightness (20).
- X_1 = Existing entry's brightness.
- Y_2 = New entry's saturation (35).
- Y_1 = Existing entry's saturation.



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Brightness	Saturation	Class	Brightness	Saturation	Class	Distance
40	20	Red	40	20	Red	25
50	50	Blue	50	50	Blue	33.54
60	90	Blue	60	90	Blue	68.01
10	25	Red	10	25	Red	10
70	70	Blue	70	70	Blue	61.03
60	10	Red	60	10	Red	47.17
25	80	Blue	25	80	Blue	45
Brightness	Saturation	Class				
20	35	?				



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kelu 3 tetangga terdekat
RED
bisa set default value
Kelu 2d2 majority class sum

THANK YOU



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KNN2

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Modul : Supervised Learning

Prediction Measurement

Nur ULFA Maulidevi

KK IF - Teknik Informatika- STEI ITB

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Prediction Measurement

Supervised Learning

"Correct Class"

Prediction based on Model/ Hypothesis from Learning

		Prediction	
		True	False
Reality	True	Tp True-positive	Fn False-negative
	False	Fp False-positive	Tn True-negative

Annotations in Indonesian:

- TP: benar (true)
- Fn: salah benar (true but false)
- Fp: prediksi positif aslinya negatif (predicted positive but actually negative)
- Tn: prediksi negatif aslinya negatif (predicted negative but actually negative)

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Example

Instance	Correct Class	Prediction	
1	+	+	TP
2	-	-	TN
3	-	+	FP
4	+	-	FN
5	-	+	FP
6	+	-	FN
7	+	+	TP
8	-	-	TN
9	-	-	TN
10	+	+	TP

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Accuracy

		Prediction	
		True	False
Reality	True	Tp True-positive	Fn False-negative
	False	Fp False-positive	Tn True-negative

bagus digunakan ketika distribusi kelas seimbang

Fraction of all correct predictions over all predicted instances

$$\text{Accuracy} = \frac{Tp + Tn}{Tp + Fp + Tn + Fn}$$

prediksi benar

cocok benar

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Precision

		Prediction	
		True	False
Reality	True	Tp True-positive	Fn False-negative
	False	Fp False-positive	Tn True-negative

"dan sebaliknya, berapa yang benar = $\frac{1}{2}$?"

→ untuk kalau FP berbahaya

Fraction of positive predictions that are correct

$$\text{Precision} = \frac{T_p}{T_p + F_p}$$



Recall

		Prediction	
		True	False
Reality	True	Tp True-positive	Fn False-negative
	False	Fp False-positive	Tn True-negative

"dari semua yang adalah \oplus , berapa yang berhasil diprediksi?"

→ kalau TN berbahaya

Fraction of positive instances that are correctly predicted (retrieved/caught)

$$\text{Recall} = \frac{T_p}{T_p + F_n}$$

y ^{prediksi instance yang sebenarnya true}



Exercise: Find accuracy, precision and recall

Instance	Correct Class	Prediction	
1	+	+	① accuracy
2	-	-	$\frac{2}{14} = 14.28\%$
3	-	+	
4	+	-	② precision
5	-	+	$\frac{3}{6} = 50\%$
6	+	-	
7	+	+	③ recall
8	-	-	$\frac{3}{7} = 42.86\%$
9	-	-	
10	+	+	
11	+	-	
12	-	-	
13	-	+	
14	+	-	



THANK YOU

