Lecture 3: K-Nearest Neighbors

COMP90049 Introduction to Machine Learning

Semester 1, 2021

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Roadmap

Last time... Machine Learning concepts

- · data, features, classes
- models, training
- · practical considerations

Today... Our first machine learning algorithm

- K-nearest neighbors
- · Application to classification
- Application to regression

Also: the topic of your **first assignment**!

- · Released on Canvas on Wed 10th March at 7pm!
- Questions: Assignment_1 discussion board (don't share solutions!)



Introduction

K-Nearest Neighbors: Example

Your 'photographic memory' of all handwritten digits you've every seen:





K-Nearest Neighbors: Example

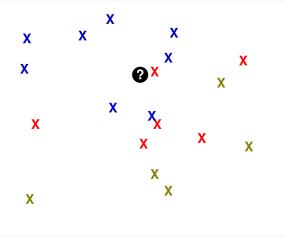
Your 'photographic memory' of all handwritten digits you've every seen:

Given a new drawing, determine the digit by comparing it to all digits in your 'memory'.





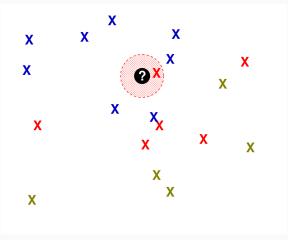
K-Nearest Neighbors: Visualization



K nearest neighbors = K closest stored data points



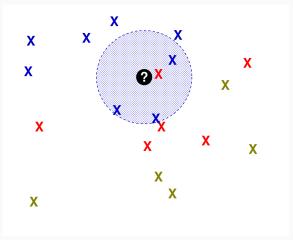
K-Nearest Neighbors: Visualization



1 nearest neighbor = single closest stored data point



K-Nearest Neighbors: Visualization



4 nearest neighbors = 4 closest stored data points



K-Nearest Neighbors: Algorithm

Training

Store all training examples

Testing

- Compute distance of test instance to all training data points
- Find the K closest training data points (nearest neighbors)
- Compute target concept of the test instance based on labels of the training instances



K-Nearest Neighbors: Target Concepts

KNN Classification

- · Return the most common class label among neighbors
- Example: cat vs dog images; text classification; ...

KNN Regression

- Return the average value of among K nearest neighbors
- · Example: housing price prediction;



Outline

Four problems

- 1. How to represent each data point?
- 2. How to measure the distance between data points?
- 3. What if the neighbors disagree?
- 4. How to select K?



Feature Vectors

A data set of 6 instances (a...f) with 4 features and a label

	Outlook	Temperature	Humidity	Windy	Play
а	sunny	hot	high	FALSE	no
b	sunny	hot	high	TRUE	no
С	overcast	hot	high	FALSE	yes
d	rainy	mild	high	FALSE	yes
е	rainy	cool	normal	FALSE	yes
f	rainy	cool	normal	TRUE	no



Feature Vectors

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е	rainy	cool	normal	FALSE	yes
f	rainy	cool	normal	TRUE	no

We can represent each instance as a feature vector

$$feature\ vector = \begin{bmatrix} Outlook\\ Temperature\\ Humidity\\ Windy \end{bmatrix}$$



Feature (or attribute) Types

Recall, from last lecture?

- 1. Nominal
 - · set of values with no intrinsic ordering
 - · possibly boolean
- 2. Ordinal
 - · explicitly ordered
- 3. Numerical
 - · real-valued, often no upper bound, easily mathematical manipulatable
 - · vector valued



Outline

- 1. How to represent each data point?
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Comparing Nominal Feature Vectors

First, we convert the nominal features into numeric features.

instance		featu	res	
	color	shape	taste	size
apple	red	round	sweet	_
banana	yellow	curved	sweet	_
cherry	red	round	sweet	small

instance	features					
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
banana	0	1	0	1	1	?
cherry	1	0	1	1	0	1



Comparing Nominal Features: Hamming Distance

instance			fea	tures		
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
banana	0	1	0	1	1	?
cherry	1	0	1	1	0	1

The number of differing elements in two 'strings' of equal length.



Comparing Nominal Features: Hamming Distance

instance			fea	tures		
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
banana	0	1	0	1	1	?
cherry	1	0	1	1	0	1

The number of differing elements in two 'strings' of equal length.

$$d(apple, banana) = 4$$



Comparing Nominal Features: Simple Matching Distance

instance			fea	tures		
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
banana	0	1	0	1	1	?
cherry	1	0	1	1	0	1

The number of matching features divided by the number of all features in the sample

$$d=1-\frac{k}{m}$$

- d: distance
- k: number of matching features
- m: total number of features



Comparing Nominal Features: Simple Matching Distance

instance			fea	tures		
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
banana	0	1	0	1	1	?
cherry	1	0	1	1	0	1

The number of matching features divided by the number of all features in the sample

$$d=1-\frac{k}{m}$$

• d: distance

k: number of matching features

• m: total number of features

$$d(apple, banana) = 1 - \frac{2}{6} = \frac{4}{6}$$



Comparing Nominal Feature Vectors: Jaccard Distance

instance			fea	tures		
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
banana	0	1	0	1	1	?
cherry	1	0	1	1	0	1

Jaccard *similarity* J: intersection of two **sets** divided by their union.

$$d = 1 - J$$

$$= 1 - \frac{|A \cap B|}{|A \cup B|}$$

$$= 1 - \frac{|A \cap B|}{|A| + |B| - |A \cap B|}$$



Comparing Nominal Feature Vectors: Jaccard Distance

instance			fea	tures		
	red	yellow	round	sweet	curved	small
apple	1	0	1	1	0	?
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Jaccard *similarity* J: intersection of two **sets** divided by their union.

$$d = 1 - J$$

$$= 1 - \frac{|A \cap B|}{|A \cup B|}$$

$$= 1 - \frac{|A \cap B|}{|A| + |B| - |A \cap B|}$$

$$d(apple, banana) = 1 - \frac{1}{5} = \frac{4}{5}$$



Comparing Numerical Feature Vectors: Manhattan Distance

Manhattan Distance (or: L1 distance)

Given two instances a and b, each with a set of numerical features, e.g.,
 a = [2.0, 1.4, 4.6, 5.5]
 b = [1.0, 2.4, 6.6, 2.5]

Their distance d is the sum of absolute differences of each feature

$$d(a,b) = \sum_{i=1}^{m} |a_i - b_i|$$
 (1)

Example

$$d(a,b) = |2.0 - 1.0| + |1.4 - 2.4| + |4.6 - 6.6| + |5.5 - 2.5|$$

= 2 + 1 + 2 + 3
= 8



Comparing Numerical Feature Vectors: Euclidean Distance

Euclidean Distance (or: L2 distance)

- Given two instances a and b, each with a set of numerical features, e.g.,
 a = [2.0, 1.4, 4.6, 5.5]
 b = [1.0, 2.4, 6.6, 2.5]
- Their distance d is the distance in Euclidean space (2-dimensional space). Defined as the squared root of the sum of squared differences of each feature

$$d(a,b) = \sqrt{\sum_{i=1}^{m} (a_i - b_i)^2}$$
 (2)

Example

$$d(a,b) = \sqrt{(2.0 - 1.0)^2 + (1.4 - 2.4)^2 + (4.6 - 6.6)^2 + (5.5 - 2.5)^2}$$
$$= \sqrt{1 + 4 + 4 + 9} = \sqrt{18}$$
$$= 4.24$$



Comparing Numerical Feature Vectors: Cosine distance

Cosine Distance

- Cosine similarity = cosine of angle between two vectors (= inner product of the normalized vectors)
- Cosine distance d: one minus cosine similarity

$$cos(a,b) = \frac{a \cdot b}{|a||b|} = \frac{\sum_{i} a_{i}b_{i}}{\sqrt{\sum_{i} a_{i}^{2}} \sqrt{\sum_{i} b_{i}^{2}}}$$
$$d(a,b) = 1 - cos(a,b)$$

- Cosine distance is normalized by the magnitude of both feature vectors, i.e., we can compare instances of different magnitude
 - → word counts: compare long vs short documents
 - → pixels: compare high vs low resolution images



Comparing Numerical Feature Vectors: Cosine distance

Example

$$cos(a,b) = \frac{a \cdot b}{|a||b|} = \frac{\sum_{i} a_{i}b_{i}}{\sqrt{\sum_{i} a_{i}^{2}} \sqrt{\sum_{i} b_{i}^{2}}}$$
$$d(a,b) = 1 - cos(a,b)$$

feature	doc1	doc2	doc3
word1	200	300	50
word2	300	200	40
word3	200	100	25

$$cos(doc1, doc2) = \frac{200 \times 300 + 300 \times 300 + 200 \times 100}{\sqrt{200^2 + 300^2 + 200^2} \sqrt{300^2 + 200^2 + 100^2}} = 0.91$$
$$d(doc1, doc3) = 0.09$$

$$cos(doc2, doc3) = \frac{300 \times 50 + 200 \times 40 + 100 \times 25}{\sqrt{300^2 + 200^2 + 100^2}\sqrt{50^2 + 40^2 + 25^2}} = 0.99$$
$$d(doc1, doc2) = 0.01$$



Comparing Ordinal Feature Vectors

Normalized Ranks

- sort values, and return a rank $r \in \{1...m\}$
- · map ranks to evenly spaced values between 0 and 1

$$z=\frac{r}{m}$$

compute a distance function for numeric features (e.g., Euclidean distance)

Example: Customer ratings

1. Sorted ratings: { -2: , -1: , 0: , 1: , 2: } 2. Ranks: { 0, 1, 2, 3, 4 }

feature	Α	В
<u>safety</u>	0	2
<u>comfortable</u>	-2	1
convenient	-1	2



Comparing Ordinal Feature Vectors

Normalized Ranks

- sort values, and return a rank $r \in \{1...m\}$
- · map ranks to evenly spaced values between 0 and 1

$$z=\frac{r}{m}$$

compute a distance function for numeric features (e.g., Euclidean distance)

Example: Customer ratings

1. Sorted ratings: { -2: , -1: , 0: , 1: , 2: } 2. Ranks: { 0, 1, 2, 3, 4 }

feature	Α	В	feature	Α	В
safety	0	2	safety safety	2/4	4/4
comfortable	-2	1	comfortable	0	3/4
convenient	-1	2	convenient	1/4	4/4



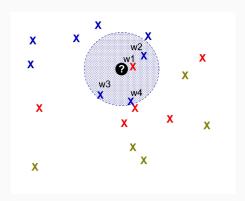
Four problems

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Majority Voting

Equal weights (=majority vote)

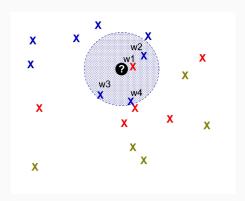


•
$$w_1 = w_2 = w_3 = w_4 = 1$$



Majority Voting

Equal weights (=majority vote)



- $w_1 = w_2 = w_3 = w_4 = 1$
- red: 1
 - blue: 1+1+1=3



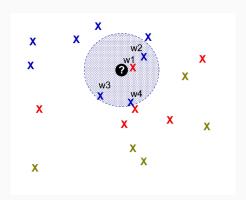
Weighted KNN: Inverse Distance

Inverse Distance

$$w_j = \frac{1}{d_j + \epsilon}$$

with $\epsilon \approx$ 0, e.g., 1e-10

- $d_1=0$; $d_2=1$; $d_3=d_4=1.5$
- $\epsilon = 1e 5$



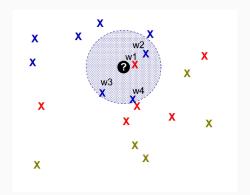


Weighted KNN: Inverse Distance

Inverse Distance

$$w_j = \frac{1}{d_j + \epsilon}$$

with $\epsilon \approx$ 0, e.g., 1e-10



•
$$d_1=0$$
; $d_2=1$; $d_3=d_4=1.5$

•
$$\epsilon = 1e - 5$$

red:
$$\frac{1}{0+\epsilon} = 100000$$



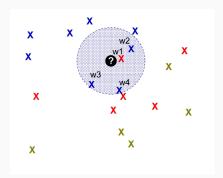
blue:
$$\frac{1}{1+\epsilon} + \frac{1}{1.5+\epsilon} + \frac{1}{1.5+\epsilon} = 1.0 + 0.67 + 0.67 = 2.34$$

Weighted K-NN: Inverse Linear Distance

Inverse Linear distance

$$w_j = \frac{d_k - d_j}{d_k - d_1}$$

 $d_1 = \min d$ among neighbors $d_k = \max d$ among neighbors $d_j = \text{distance of } j \text{th neighbor}$



•
$$d_1=0$$
; $d_2=1$; $d_3=d_4=1.5$

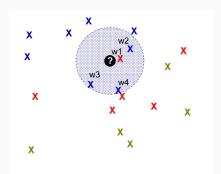


Weighted K-NN: Inverse Linear Distance

Inverse Linear distance

$$w_j = \frac{d_k - d_j}{d_k - d_1}$$

 $d_1 = \min d$ among neighbors $d_k = \max d$ among neighbors $d_j = \text{distance of } j \text{th neighbor}$



•
$$d_1=0$$
; $d_2=1$; $d_3=d_4=1.5$

red:
$$\frac{1.5-0}{1.5-0} = 1$$

blue:
$$\frac{1.5-1}{1.5-0} + \frac{1.5-1.5}{1.5-0} + \frac{1.5-1.5}{1.5-0} = 0.3 + 0 + 0 = 0.3$$



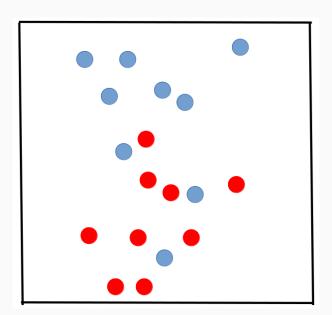
Outline

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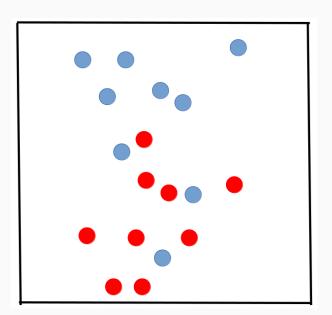


K=1





K=3





Selecting the value of K

Small K

- · jagged decision boundary
- · we capture noise
- lower classifier performance

Large K

- smooth decision boundary
- danger of grouping together unrelated classes
- · also: lower classifier performance!
- what if K == N? (N=number of training instances)

Draw validation error:



Breaking Ties

What if more than K neighbors have the same (smallest) distance?

- · select at random
- · change the distance metric

What if two classes are equally likely given the current neighborhood?

- avoid an even K
- · random tie breaking
- include K + 1th neighbor
- · use class with highest prior probability



Quiz!

pollev.com/iml2021



Why K-NN?

Pros

- · Intuitive and simple
- · No assumptions
- · Supports classification and regression
- No training: new data → evolve and adapt immediately

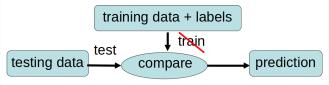
Cons

- · How to decide on best distance functions?
- · How to combine multiple neighbors?
- How to select K?
- · Expensive with large (or growing) data sets



Lazy vs Eager Learning

Lazy Learning (also known as Instance-based Learning)

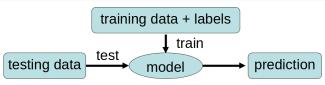


- store the training data
- · fixed distance function
- fixed prediction rule (majority, weighting, ...)
- compare test instances with stored instances
- no learning



Lazy vs Eager Learning

Eager Learning



- train a model using labelled training instances
- · the model will generalize from seen data to unseen data
- · use the model to **predict** labels for test instances
- we will look at a variety of eager models and their learning algorithms over the next couple of weeks



Summary

Today... Our first machine learning algorithm

- · K-nearest neighbors
- Application to classification
- · Application to regression

Also: the topic of your **first assignment!**

Next: Probabilities (recap) and probabilistic modeling



Further Reading

- Data Mining: Concepts and Techniques, 2nd ed., Jiawei Han and Micheline Kamber, Morgan Kaufmann, 2006. Chapter 2, Chapter 9.5.
- The elements of statistical learning, 2nd ed., Trevor Hastie, Jerome Friedman and Robert Tibshirani. New York: Springer series in statistics, 2001. Chapter 2.3.2

