

STA380 Project Proposal

Monte Carlo Study of the Bias–Variance Decomposition in k-NN

Jiachen Chen, Yiwen Zhao, Yuxi Ren, Jintong Li

-“jiachenz.chen@mail.utoronto.ca, ywen.zhao@mail.utoronto.ca”
-“yuxi.ren@mail.utoronto.ca, jintong.li@mail.utoronto.ca”

1 Project Topic

Monte Carlo Study of the Bias–Variance Decomposition in k-Nearest Neighbors Regression. This project builds on the bias–variance framework discussed in classical statistical learning literature (James et al. 2013).

2 Simulation vs. Dataset

This project is based entirely on simulated data. Using simulation allows us to specify the true data-generating mechanism and directly evaluate the bias, variance, and mean squared error of k-NN regression estimators under controlled settings. In particular, simulation makes it possible to isolate the effect of the neighborhood size k , sample size, and noise level on the bias and variance components of the prediction error, which would not be directly observable using real-world datasets (Voss 2013).

3 Project Details

Our project implements a Monte Carlo framework to dissect the Mean Squared Error (MSE) of k-NN. The simulation is structured as follows:

- **Data Generating Process (DGP):** We define $Y = f(X) + \epsilon$, where $X \sim U(0,1)$ and $\epsilon \sim N(0, \sigma^2)$. The uniform distribution of X provides a standardized domain for evaluating neighborhood density without edge-case distortion (Rizzo 2019).
- **True Functions ($f(X)$):** To maximize the contrast in dimensionality, we utilize two primary functions:
 - **Baseline (1D):** $f(x) = \sin(2\pi x)$, allowing for a clear visualization of the bias and variance decomposition in a simple setting.
 - **Dimensionality Extension (2D):** $f(x_1, x_2) = \sin(\sqrt{x_1^2 + x_2^2})$ to illustrate why k-NN stability degrades as the feature space becomes sparse (OpenAI 2026).
- **MSE Evaluation (Monte Carlo vs. Theoretical):** To address the significance of the “Optimal k ,” our Shiny app will output two distinct MSE curves (R Core Team, Team, et al. 2024; Chang et al. 2012):
 1. **Monte Carlo MSE:** Calculated by averaging results across $B = 500$ independent simulations.

2. **Theoretical (True) MSE:** Derived from the known DGP components: $MSE = \text{Bias}^2 + \text{Variance} + \sigma^2$.
- **Significance:** Comparing these two lines demonstrates how Monte Carlo estimates converge to the theoretical truth. The **Optimal** k identified is value that minimizes the total prediction error by decomposing it into bias and variance components.

The following outputs and justifications are provided:

- **Sample Size** ($n = 200$): Chosen to ensure enough local density for k-NN while remaining computationally efficient for the Shiny interface.
- **Repetitions** ($B = 500$): We use 500 independent datasets to compute the expected prediction $E[\hat{f}(x)]$, separating “Bias” from “Variance” (Rizzo 2019).
- **Optimal k Evaluation:** We will plot the total MSE curve to identify the k that reaches the global minimum.

4 User Inputs (Shiny Components)

User will be able to modify the following parameters to observe real-time changes in the bias and variance components of the prediction error:

1. **Selection of the seed:** to ensure reproducibility of specific noisy realizations.
2. **Adjustment of Simulation Parameters:** specifically the number of neighbors k , the noise standard deviation σ , and the number of repetitions B .
3. **Select Dimension:** Users can choose between the univariate function and the bivariate function to examine how model performance changes with dimensionality.
4. **Visual Output Selection:** Ability to choose between:
 - The MSE breakdown plot (Bias^2 vs. Variance),
 - The comparison of Monte Carlo MSE vs. True MSE,
 - The visual comparison of the estimated fit $\hat{f}(x)$ against the true DGP $f(x)$.
5. **Plot Customization:** Modification of colors for the different error components to enhance clarity.

References

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