# Instance-Based Learning

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## 1 Instance-Based Learning

- If you have no time to learn, but have lots of examples, what do you do?
  - E.g. Frank Abagnale Jr. posing as a doctor
- Long history on learning by analogy

Nearest neighbour algorithm - Simplest and fastest learning algorithm of all time (0 training time) - Delaying learning is sometimes really beneficial - E.g. Facebook imports 300,000,000 images a day

#### Nearest Neighbor

• Given query instance  $x_q$ , first locate nearest training example  $X_n$ , then estimate  $\hat{f}(x_q) = f(x_n)$ 

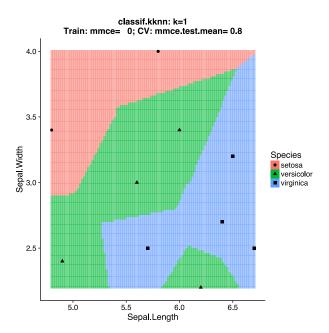
### k-Nearest Neighbor

- $\bullet$  Classification: Given  $x_q,$  take vote among its k nearest neighbors
- $\bullet$  Regression: Take mean of f values of k nearest neighbors

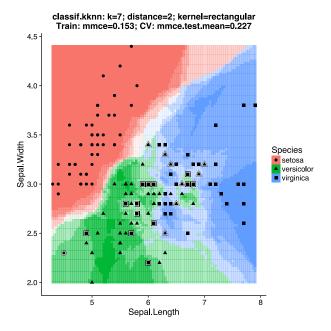
#### 1.1 Voronoi Diagram

- Voronoi cell of  $x \in S$ : all points closer to x than any other in S
- Region of class C: Union of Voronoi cells of instances of C in S

```
In [55]: data(iris, package = "datasets")
iris_small = iris[sample(nrow(iris), 10), ]
task_small = makeClassifTask(data = iris_small, target = "Species")
lrn = makeLearner("classif.kknn", k = 1)
plotLearnerPrediction(lrn, task_small, features = c("Sepal.Length", "Sepal.Width")) + theme_co
```







### 1.2 Increasing k

- Reduces variance
  - small variations in the data points will have less effect because of neigbor's votes
  - decision boundaries become smoother
  - less overfitting
- Increases bias
  - some points (even if correct) are overpowered by their neighbors
  - more underfitting
- k must be optimized empirically

#### 1.2.1 Advantages

- Training is very fast
- Learn complex target functions easily
- Don't lose information

#### 1.2.2 Disadvantages

- Slow at query time
- Lots of storage needed
- Easily fooled by irrelevant attributes

#### 1.3 Distance measures

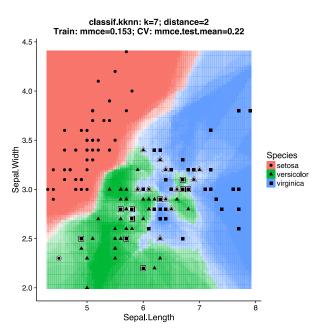
- Numeric features
  - Euclidean, Manhattan,  $L^n$  norm
  - Normalized by: range, std. deviation
- Symbolic features

- Hamming/overlap
- Value difference measure (VDM)

$$\delta(val_i, val_j) = \sum_{h=1}^{classcount} |P(c_h|val_i) - P(c_h|val_j)|^n$$

• In general: domain-specific, encode knowledge

In [40]: # The distance parameter allows you to change the distance measure (as the degree of the Minko lrn = makeLearner("classif.kknn", k = 7, distance = 2) plotLearnerPrediction(lrn, task, features = c("Sepal.Length", "Sepal.Width")) + theme\_cowplot(



#### Distance-weighted kNN

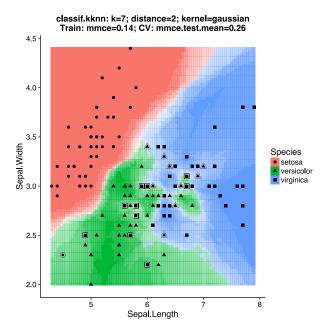
• It may help to weight nearer neighbors more heavily, e.g.

$$\hat{f}(x_q) = \frac{\sum_{i=1}^{k} w_i f(x_i)}{\sum_{i=1}^{k} w_i}$$

with weight  $w_i = \frac{1}{d(x_q, x_i)^2}$  and  $d(x_q, x_i)$  the distance between  $x_q$  and  $x_i$ . We can now use all training examples instead of just k

- - No need to set k, but much more expensive to compute

In [41]: # Distance weighting is set by parameter 'kernel'. Rectangle = no weighting, Guassian = gaussi lrn = makeLearner("classif.kknn", par.vals = list(k = 7, distance = 2, kernel = "gaussian")) plotLearnerPrediction(lrn, task, features = c("Sepal.Length", "Sepal.Width")) + theme\_cowplot(



# 1.5 Curse of dimensionality

- Nearest neighbor (and most distance-based algorithms) will fail
  - Easily misled by non-relevant features
  - Even with many relevant features, the problem becomes harder
    - $\ast$  You need exponentially more data points with every new dimension
- Low dimensional intuitions don't apply in high dimension
  - Normal distribution: increasing chance that random samples fall in the tail
  - Uniformly distributed points in a hypercube increasingly near the faces
  - Ratio of volume of center vs outer shell of hypersphere becomes very small
  - ...
- Use feature selection whenever you deal with high dimensionality