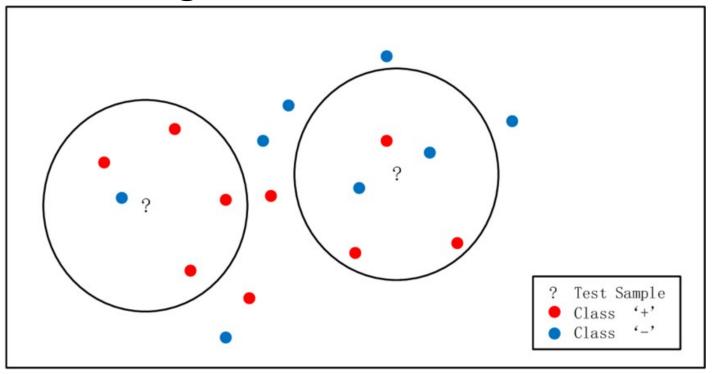
Getting Started with ML

Raunak Joshi

K-Nearest Neighbors



Cheng, Debo & Zhang, Shichao & Deng, Zhenyun & Zhu, Yonghua & Zong, Ming. (2014). kNN Algorithm with Data-Driven k Value. 499-512. 10.1007/978-3-319-14717-8_39.

So how we do it?

- Requires K value.
- Uses Distance Formulas.
- Uses a Voting Mechanism.

Numerical for Conceptualization

Car Mileage	Car Efficient Speed	Outcome
25	100	Good
11	80	Bad
6	70	Bad
8	100	Good
9	100	Good

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Step 1 – Select K value. This K value is responsible for finding the Nearest Estimators with respect to all the data.

Selecting K = 3 for this problem.

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Numerical for Conceptualization

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25	100	Good
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9	100	Good

Step 2- Select a distance estimation algorithm from Euclidean, Manhattan or Minkowski.

We are selecting Euclidean for this problem.

Euclidean
$$(x, y) = \sqrt{\sum_{i=1}^{n} (x_i - y_i)^2}$$

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Car Mileage (x_i)	Car Efficient Speed (y_i)	Outcome
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9	100	Good

$$Euclidean(x,y) = \sqrt{\sum_{i=1}^{n} (x_i - y_i)^2}$$

Assume there is a new car with Mileage 25 kmpl and Efficient Speed of 60 kmph. Find the if Car is good or bad.

$$I) \sqrt{(x_i - y_i)^2 + (x_i - y_i)^2} = \sqrt{(25 - 25)^2 + (60 - 100)^2} = \sqrt{1600} = 40$$

$$II) \sqrt{(x_i - y_i)^2 + (x_i - y_i)^2} = \sqrt{(25 - 11)^2 + (60 - 80)^2} = 2\sqrt{149} = 24.41$$

$$Bad \sim 0$$

$$III) \sqrt{(x_i - y_i)^2 + (x_i - y_i)^2} = \sqrt{(25 - 6)^2 + (60 - 70)^2} = \sqrt{461} = 21.47$$

$$IV) \sqrt{(x_i - y_i)^2 + (x_i - y_i)^2} = \sqrt{(25 - 8)^2 + (60 - 100)^2} = \sqrt{1889} = 43.462$$

$$V) \sqrt{(x_i - y_i)^2 + (x_i - y_i)^2} = \sqrt{(25 - 9)^2 + (60 - 100)^2} = \sqrt{1856} = 43.081$$

Now comes the voting system which has outcome [Good, Bad, Bad]. Since the Bad values are more in the predicted value, the Bad is the predicted outcome for our problem.

Conclusion ~ The car with Mileage of 25 kmpl and Efficient Speed of 60 kmph is termed as Bad by KNN.

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