

## Instance-based learning

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## Model-based approach

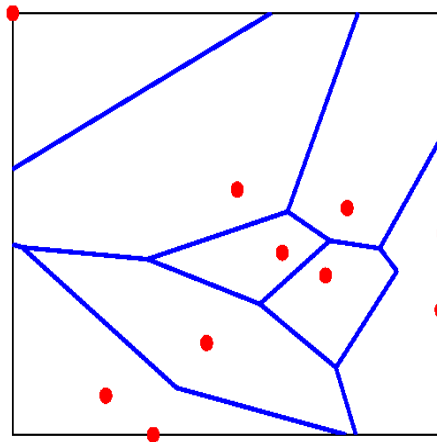
- Induce a Model  $h: X \rightarrow Y$  from data  $D$
- Use  $h$  for new queries

## Instance-based approach

- Maintain a set of instances  $S$
- Answer queries with instances of  $S$
- Inference: Learning by remembering examples and 'extrapolate' them

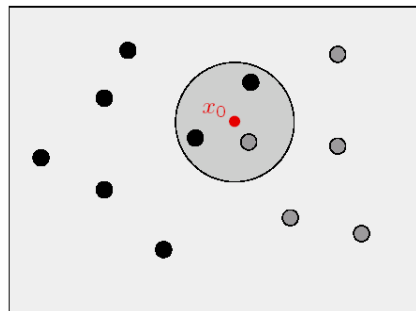
## ☉ Nearest Neighbor (NN) classification:

- Estimate the class of  $x_0$  by the use the observation  $x \in S$  most similar to  $x_0$
- Assumption: similar objects have similar classes
- Requirement: reasonable similarity measure
- e.g. with Voronoi Diagram:



## ☉ k-Nearest Neighbor (k-NN) classification:

- Learning: save all training examples
- Classification/Prediction of new cases
  - Find the k-nearest (or most similar) neighbors  $x_1, \dots, x_k$  in the trainings instances of a new instance ( $x_0$ )
  - Prediction:
    - Discrete (classification):  
predict the class, which occurs most frequently in the k-nearest neighbors (voting)
    - Continuous (numerical prediction):  
return the arithmetic mean of the k-nearest neighbors as prediction
      - » Possible simplification: weighted sums (inverse of distance to  $x_0$ )



## Advantages:

- Very simple Method
- No assumption about the model class necessary
- Training is very fast (lazy learning)
- Flexible (decision limits)
- Good statistic properties (only with idealistic assumptions)

## Disadvantages:

- Slow at query time
- Danger of overfitting is high (with small  $k$ )
- “Curse of Dimensionality”:  
required number of observations increases exponentially with the dimension of  $X$
- Easily fooled by irrelevant attributes (no feature selection)

## Extension:

- Editing strategies (maintaining the set of instances)
- Method to adapt the similarity measure, locale measures
- Method to find the 'optimal k'
- Efficient search for the next neighbors

## Goal of editing strategies:

- Save only few examples (efficiency)
- Save only examples, which can be classified 'well'