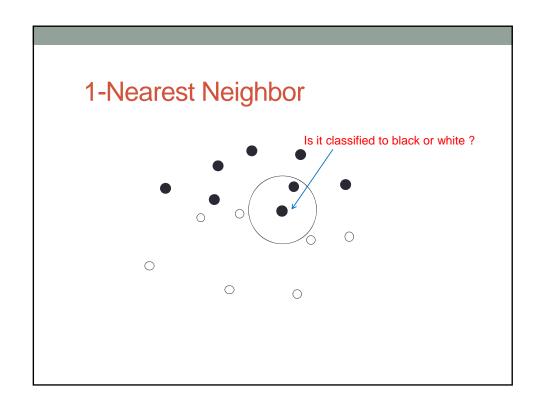
# CLASSIFICATION - KNN CLASSIFIER

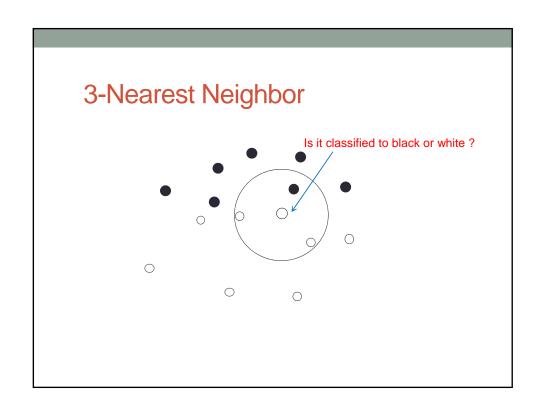
k Nearest Neighbor

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## KNN(k Nearest Neighbor) Classifier

- A method for classifying objects based on closest exemplary instances in the attribute vector space
- A type of instance-based learning, or lazy learning where classification function is only approximated locally and all computation is deferred until classification process is actually performed
- An object can be classified by a majority vote of its k neighbors
  - ex) If k = 1, then the object is simply assigned to the class of its nearest neighbor





### KNN - Revisited

- Important Features
  - All instances correspond to points in an n-dimensional Euclidean space
  - Classification is delayed till a new instance arrives
  - Classification is done by comparing vectors of the different points
  - Target function(classification function) may be discrete or realvalued
    - It depends on the representation type of instances on the space

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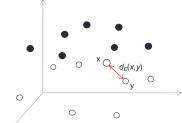
## Measuring K-Nearest Neighbors

- An arbitrary instance is represented by a vector  $\langle a_1, a_2, \dots, a_n \rangle$ 
  - a, denotes i th attribute
  - all instances exist in an n-dimensional vector space
  - all instances may correspond to vector points in an n-dimensional Euclidean space
  - · Euclidean distance measuring

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

Absolute distance measuring

$$d_A(x, y) = \sum_{i=1}^{N} |x_i - y_i|$$



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## How to handle categorial attributes of instances for kNN classification?

- Each categorial(non-numerical) attribute value may be transformed to its corresponding(well-defined) numerical value in order to represent all instances as numerical vectors in an Euclidean space
  - e.g. We can transform categorial attributes to numerical values as follows

```
Outlook = { Rain = 0, Overcast = 1, Sunny = 2 }
Temperature= { Cool = 0, Mild = 1, Hot = 2 }
Humidity = { Normal = 0, High = 1 }
Wind = { Weak = 0, Strong = 1 }
```

Then, a instance <Sunny, Hot, High, Weak> → <2, 2, 1, 0>

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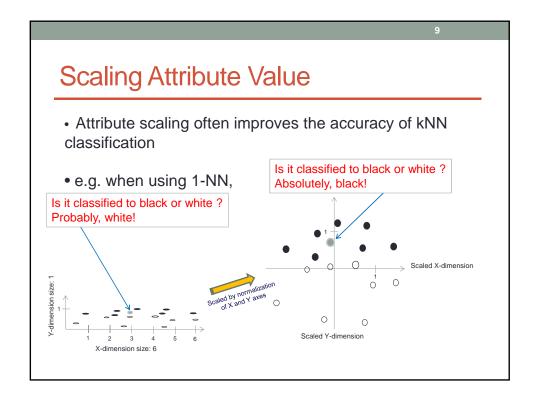
## Scaling Attribute Value

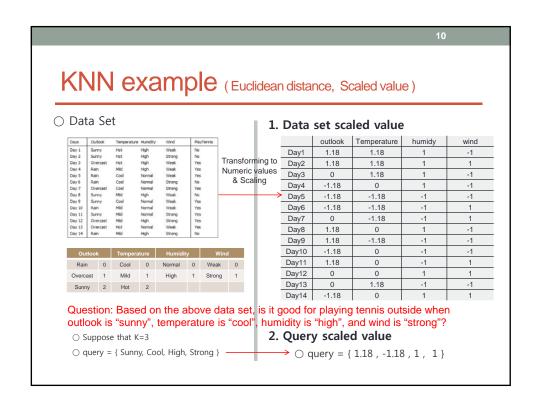
- Sometimes, each attribute value may be <u>scaled</u> by <u>normalization</u> in order to mitigate the effect of the difference of each dimension size
- Scaling attribute value by just normalization

where: 
$$\bar{x} = \frac{1}{N} \sum_{j=1}^{N} x$$

$$\sqrt{\frac{1}{N} \sum_{j=1}^{N} (x_j - \bar{x})^2}$$

Attribute scaling often improves the accuracy of kNN classification





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## KNN example (Euclidean distance, Scaled value)

#### 1. Data set scaled value

	outlook	Temperature	humidy	wind
Day1	1.18	1.18	1	-1
Day2	1.18	1.18	1	1
Day3	0	1.18	1	-1
Day4	-1.18	0	1	-1
Day5	-1.18	-1.18	-1	-1
Day6	-1.18	-1.18	-1	1
Day7	0	-1.18	-1	1
Day8	1.18	0	1	-1
Day9	1.18	-1.18	-1	-1
Day10	-1.18	0	-1	-1
Day11	1.18	0	-1	1
Day12	0	0	1	1
Day13	0	1.18	-1	-1
Day14	-1.18	0	1	1

#### 2. Query scaled value

$$\bigcirc$$
 query = { 1.18 , -1.18 , 1 , 1 }

#### 3. Euclidean distance

O Distance between Day1 and query

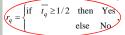
$$\sqrt{(1.18-1.18)^2+(1.18-(-1.18))^2+(1-1)^2+((-1)-1)^2}$$

=3.09

Other distances between each day and query can be obtained in the same way

#### 4. Result

majority voting!



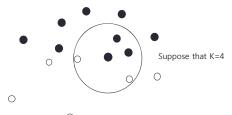
where  $\overline{t_q}$  is the mean of target values of k neighbors for a query q

$$_{t_q}$$
 Day 2 (No=0) , Day 7 (Yes=1), Day 11 (Yes=1)  $_{t_q}$  = ( 0+1+1) / 3 = 2/3 (≥ 1/2)

PlayTennis =YES

## Distance-Weighted Nearest Neighbor Algorithm

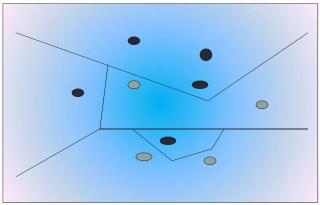
- Assign weights to the neighbors inverse-proportionally on their distances from the query
  - Usually, the weight 'may' be inverse square of the distance or just inverse of the distance



- By doing so,
  - The nearer a neighbor is for the query, the more it influences the result (Apparently, it makes sense!)
  - If we use K=the number of all instances, all instances are neighbors so that they all may influence the result for a particular query
    - this kind of method is called Shepard's method (But, this method requires big classification time overhead!)

## Voronoi Diagram

 An example of decision surface(classification function) formed by a set of instances using a distance-weighted nearest neighbor classification



## **Concluding Remarks**

- kNN classification is a Highly effective inductive classification method for noisy training data and complex target functions
- Target function for a whole attribute space may be described as a combination of less complex local approximations
- Learning is very simple (almost nothing to do except for transforming to numeric values and scaling for each instance)
- But, classification may be time-consuming especially when k is big
  - → So, this kind of method is called "lazy learning"