

KNN

PRN: 2019BTECS00067

Aim:

Implementation of knn.

Theory:

Step 1: Calculate Euclidean Distance.

Step 2: Get Nearest Neighbors.

Step 3: Make Predictions.

```
# The k-nearest neighbor algorithm is imported from the scikit-learn
package.
# Create feature and target variables.
# Split data into training and test data.
# Generate a k-NN model using neighbors value.
# Train or fit the data into the model.
# Predict the future.
```

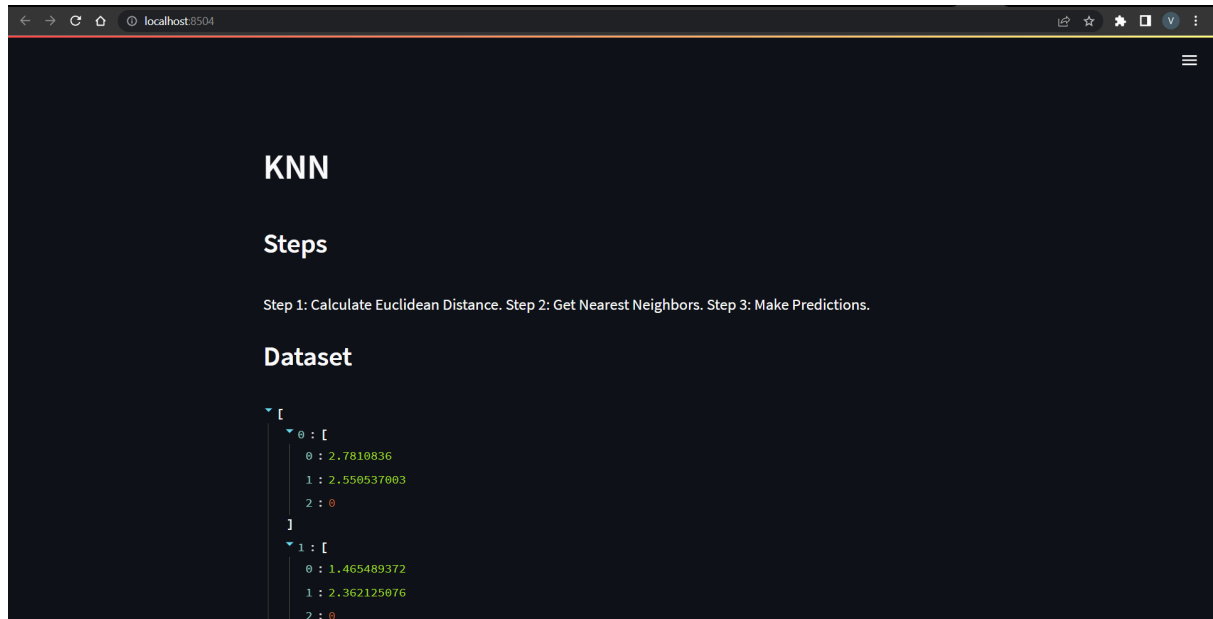
```
# Load the training data.
# Find the optimal value for K:
# Predict a class value for new data:
# Calculate distance(X, Xi) from i=1,2,3,...,n.
# where X= new data point, Xi= training data, distance as per your chosen
distance metric.
# Sort these distances in increasing order with corresponding train data.
# From this sorted list, select the top 'K' rows.
# Find the most frequent class from these chosen 'K' rows. This will be
your predicted class.
```

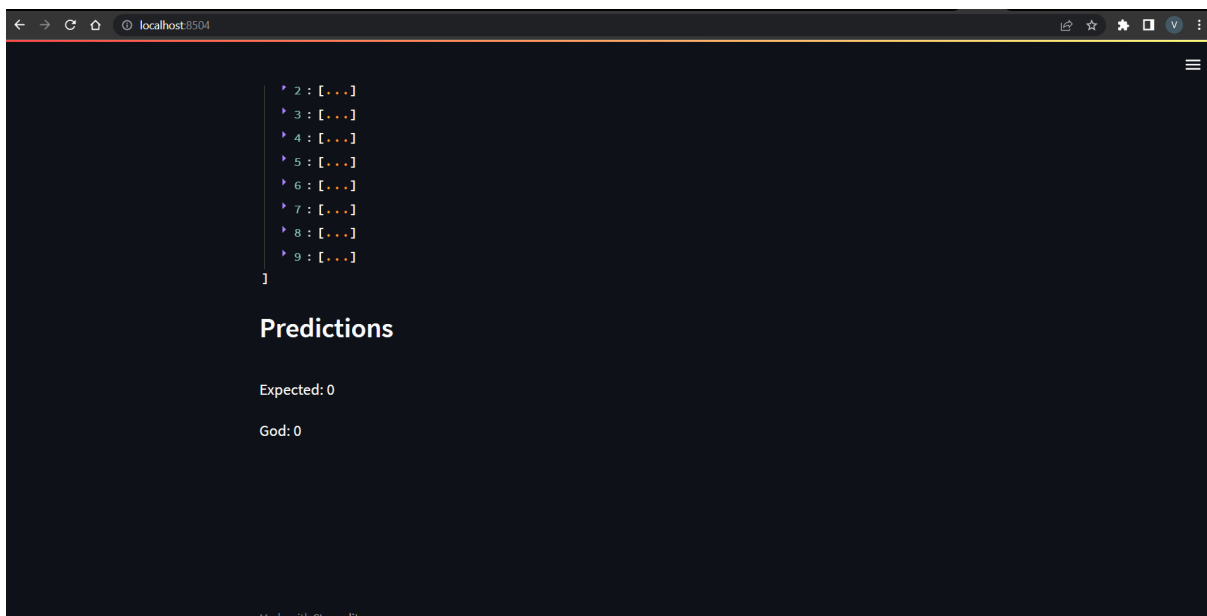
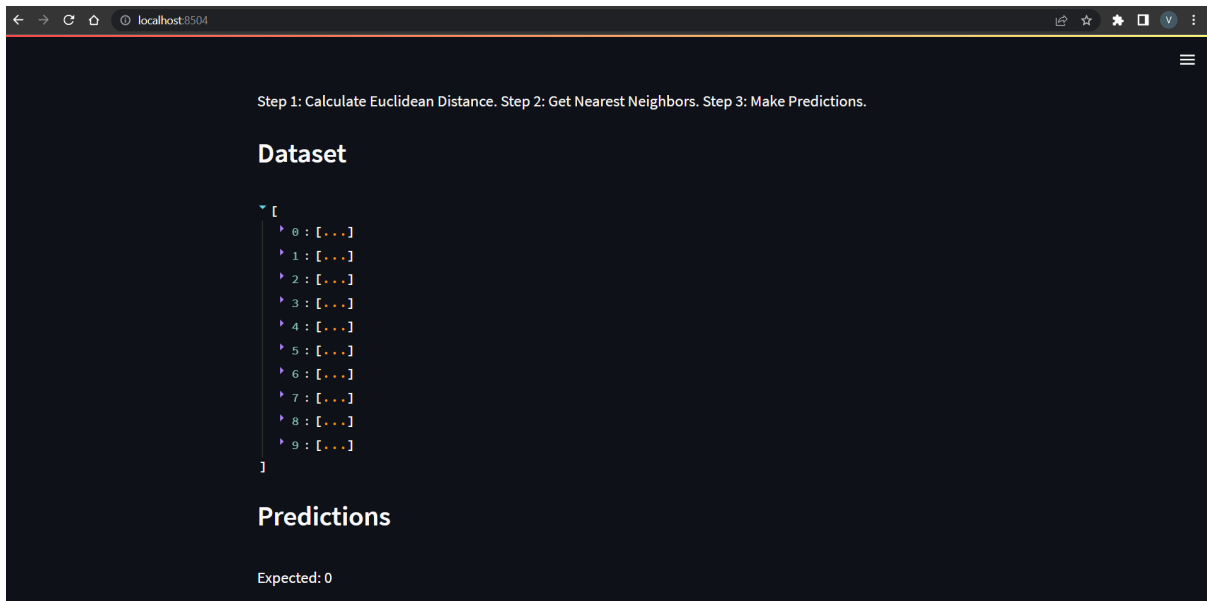
```
# calculate the Euclidean distance between two vectors
def euclidean_distance(row1, row2):
    distance = 0.0
    for i in range(len(row1)-1):
        distance += (row1[i] - row2[i])**2
    return sqrt(distance)
```

```
# Locate the most similar neighbors
def get_neighbors(train, test_row, num_neighbors):
    distances = list()
    for train_row in train:
        dist = euclidean_distance(test_row, train_row)
        distances.append((train_row, dist))
    distances.sort(key=lambda tup: tup[1])
    neighbors = list()
    for i in range(num_neighbors):
        neighbors.append(distances[i][0])
    return neighbors
```

```
# Make a classification prediction with neighbors
def predict_classification(train, test_row, num_neighbors):
    neighbors = get_neighbors(train, test_row, num_neighbors)
    output_values = [row[-1] for row in neighbors]
    prediction = max(set(output_values), key=output_values.count)
    return prediction
```

Result and Output snapshots:





Conclusion:

By using the knn algorithm and basic python coding knn is implemented. Predictions and Got is shown using GUI.