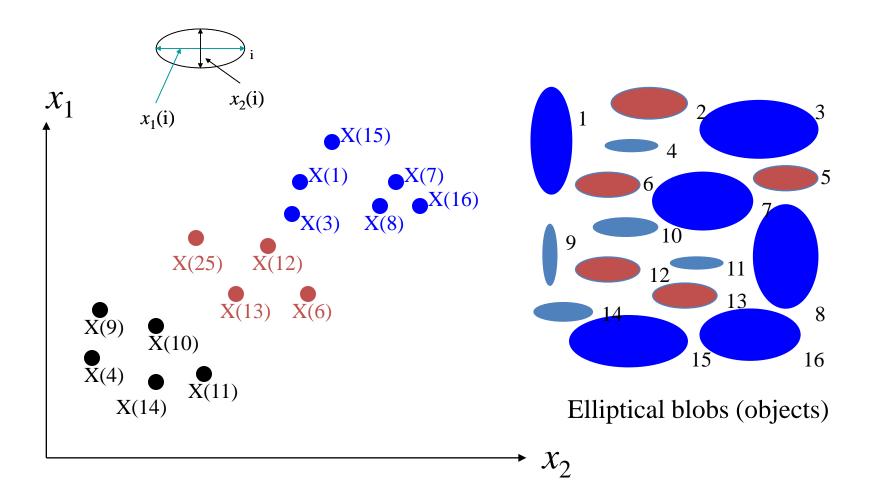
Machine Learning

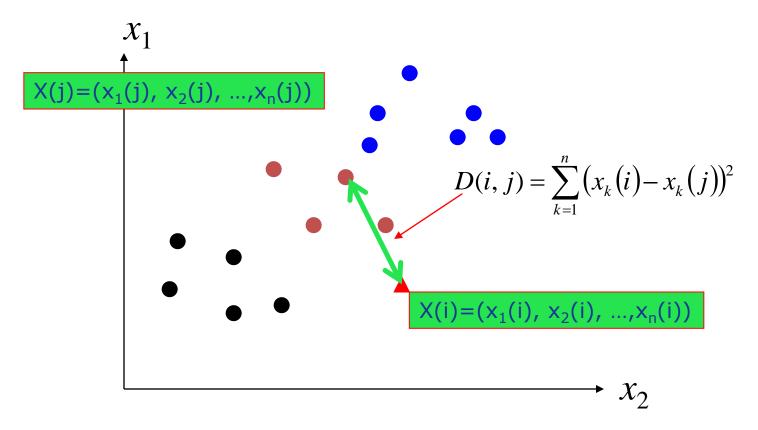
Lecture 6

K-Nearest Neighbor Classifier

Objects, Feature Vectors, Points



Nearest Neighbours



Nearest Neighbour Algorithm

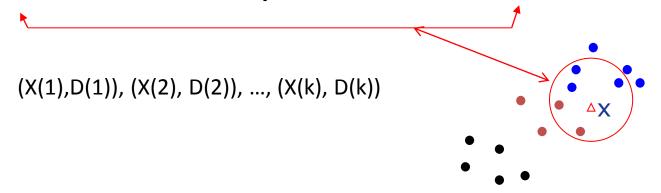
- Given training data (X(1),D(1)), (X(2),D(2)), ..., (X(N),D(N))
- Define a distance metric between points in inputs space. Common measures are:

$$D(i, j) = \sum_{k=1}^{n} (x_k(i) - x_k(j))^2$$

Given test point X

Find the K nearest training inputs to X

Denote these points as

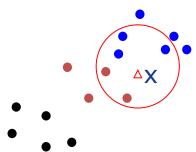


Classification

The class identification of X

 $Y = most common class in set {D(1), D(2), ..., D(k)}$

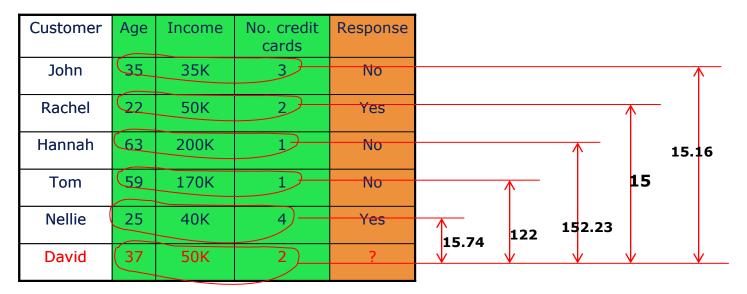




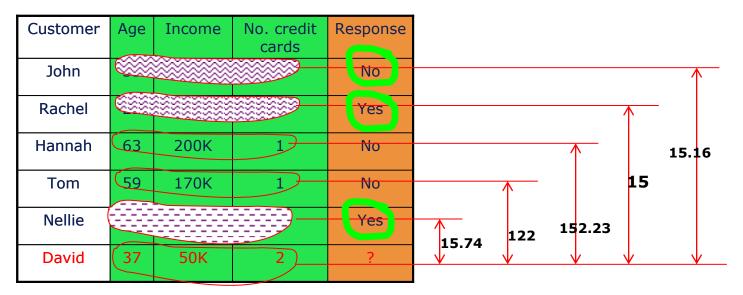
• Example: Classify whether a customer will respond to a survey question using a 3-Nearest Neighbor classifier

Customer	Age	Income	No. credit cards	Response
John	35	35K	3	No
Rachel	22	50K	2	Yes
Hannah	63	200K	1	No
Tom	59	170K	1	No
Nellie	25	40K	4	Yes
David	37	50K	2	?

Example : 3-Nearest Neighbors

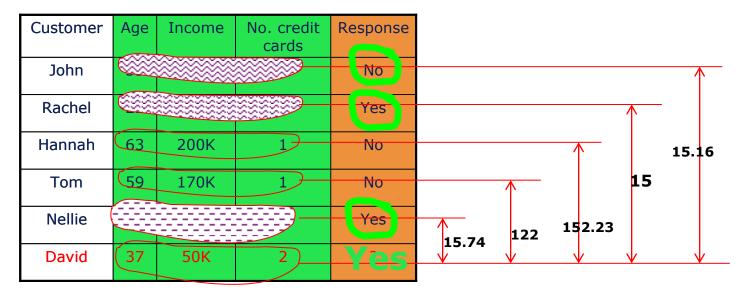


Example : 3-Nearest Neighbors



Three nearest ones to David are: No, Yes, Yes

Example : 3-Nearest Neighbors



Three nearest ones to David are: No, Yes, Yes

- Picking K
 - Use N fold cross validation Pick K to minimize the cross validation error
 - For each of N training example
 - Find its K nearest neighbours
 - Make a classification based on these K neighbours
 - Calculate classification error
 - Output average error over all examples
 - Use the K that gives lowest average error over the N training examples

Example: For the example we saw earlier, pick the best K from the set {1, 2,
3} to build a K-NN classifier

Customer	Age	Income	No. credit cards	Response
John	35	35K	3	No
Rachel	22	50K	2	Yes
Hannah	63	200K	1	No
Tom	59	170K	1	No
Nellie	25	40K	4	Yes
David	37	50K	2	?

Further Readings

1. T. M. Mitchell, Machine Learning, McGraw-Hill International Edition, 1997

Chapter 8

Tutorial/Exercise Questions

1. K nearest neighbor classifier has to store all training data creating high requirement on storage. Can you think of ways to reduce the storage requirement without affecting the performance? (hint: search the Internet, you will find many approximation methods).