

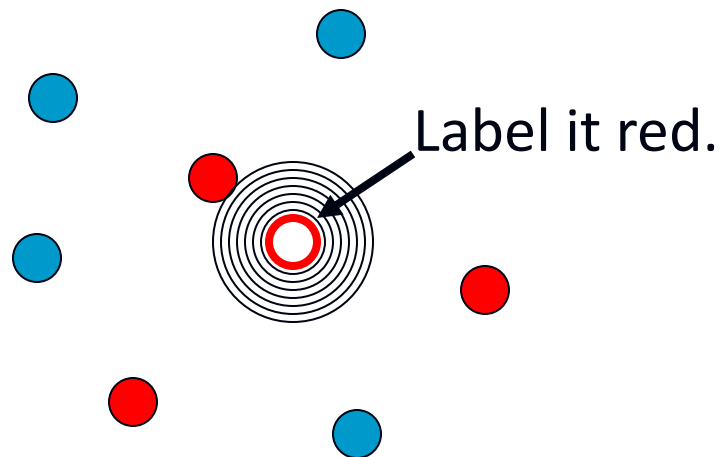


Classification: k-Nearest Neighbor & Instance-based Learning

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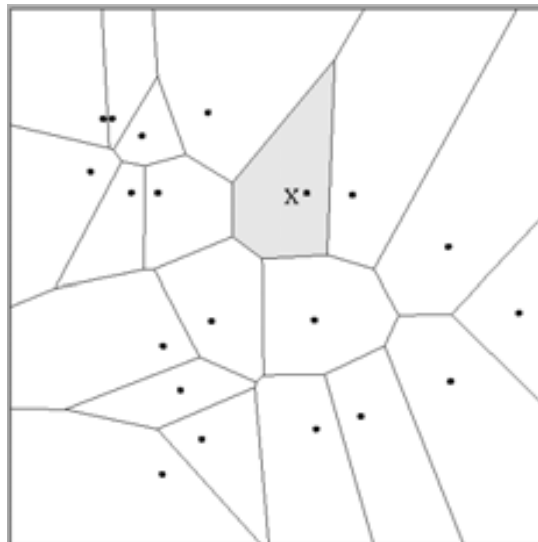
1-Nearest Neighbor

- One of the simplest of all machine learning classifiers
- Simple idea: label a new point the same as the closest known point



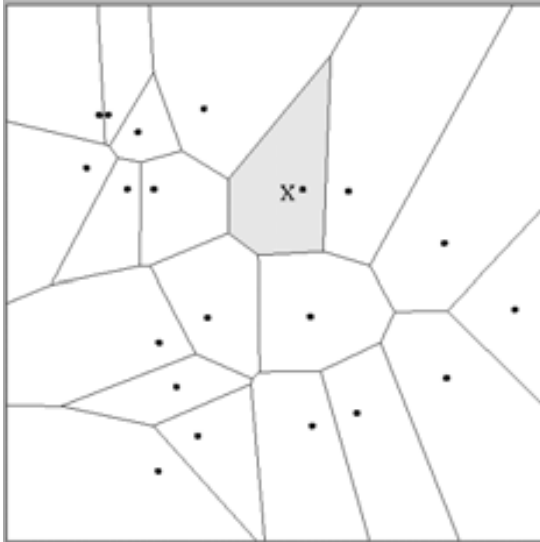
1-Nearest Neighbor

- A type of instance-based learning
 - Also known as “memory-based” learning
- Forms a Voronoi tessellation of the instance space

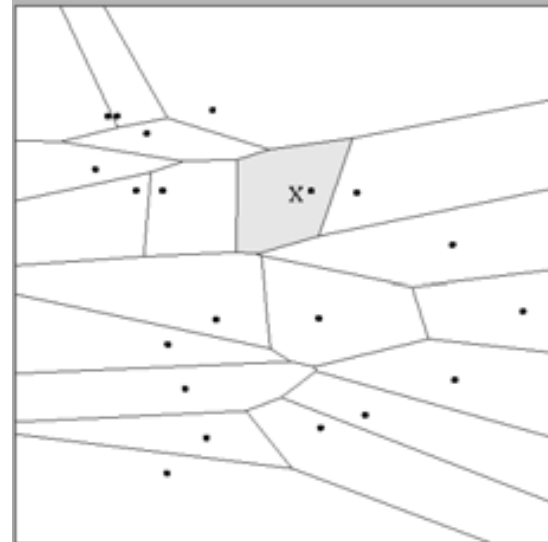


Distance Metrics

- Different metrics can change the decision surface



$$\text{Dist}(\mathbf{a}, \mathbf{b}) = (a_1 - b_1)^2 + (a_2 - b_2)^2$$



$$\text{Dist}(\mathbf{a}, \mathbf{b}) = (a_1 - b_1)^2 + (3a_2 - 3b_2)^2$$

- Standard Euclidean distance metric:
 - Two-dimensional: $\text{Dist}(\mathbf{a}, \mathbf{b}) = \sqrt{(a_1 - b_1)^2 + (a_2 - b_2)^2}$
 - Multivariate: $\text{Dist}(\mathbf{a}, \mathbf{b}) = \sqrt{\sum (a_i - b_i)^2}$

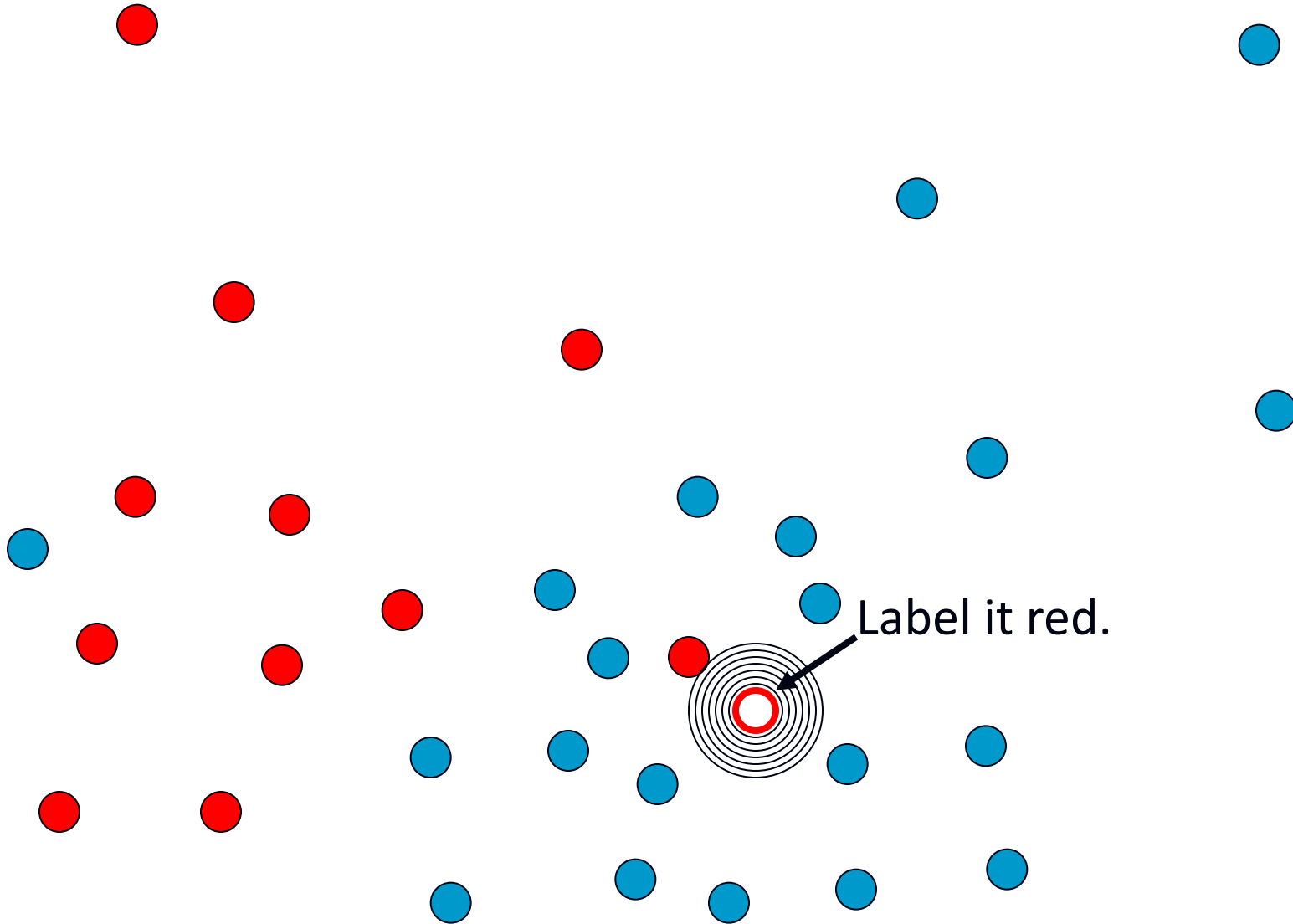
Four Aspects of an Instance-Based Learner:

1. A distance metric
2. How many nearby neighbors to look at?
3. A weighting function (optional)
4. How to fit with the local points?

1-NN's Four Aspects as an Instance-Based Learner:

1. A distance metric
 - *Euclidian*
2. How many nearby neighbors to look at?
 - *One*
3. A weighting function (optional)
 - *Unused*
4. How to fit with the local points?
 - *Just predict the same output as the nearest neighbor.*

1-Nearest Neighbor



k – Nearest Neighbor

- Generalizes 1-NN to smooth away noise in the labels
- A new point is now assigned the most frequent label of its k nearest neighbors

