

K-nearest Neighbor

Announcement:

1. HW1 will be out today / early tomorrow and Due Sep 13

Recap

$$\mathcal{D} = \{x_i, y_i\}_{i=1}^n$$

$$x = \begin{bmatrix} 0.1 \\ 0.2 \\ \vdots \\ -0.1 \end{bmatrix} \in \mathbb{R}^d \quad y \in \{-1, +1\}$$

$$x_i, y_i \sim \mathcal{P}$$

$$h(x) = y$$

$$\mathcal{H} = \{h\}$$

$$\text{Ex: } h(x) = \text{Sign}(w^T x) \\ \mathcal{H} = \{ \text{Sign}(w^T x) : \|w\|_2 \leq 1 \}$$

$$l(h, x, y) = \mathbb{1}[y \neq h(x)] \\ = \begin{cases} +1, & \text{if } y \neq h(x) \\ 0 & \text{else} \end{cases}$$

$$\hat{h} = \arg \min_{h \in \mathcal{H}} \sum_{i=1}^n l(h; x_i, y_i)$$

$$\text{Generalization Err: } \mathbb{E}_{x, y \sim \mathcal{P}} [l(\hat{h}, x, y)]$$

Outline for Today

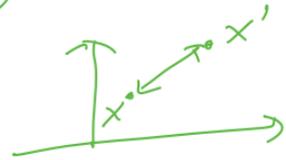
1. The K-NN Algorithm
2. Why/When does K-NN work
3. Curse of dimensionality (i.e., when it can fail)

The K-NN Algorithm

Input: classification training **dataset** $\{x_i, y_i\}_{i=1}^n$, and parameter $K \in \mathbb{N}^+$,
and a **distance metric** $d(x, x')$ (e.g., $\|x - x'\|_2$ euclidean distance)

K-NN Algorithm:

$$\sqrt{(x - x')^T (x - x')}$$



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Store all training data



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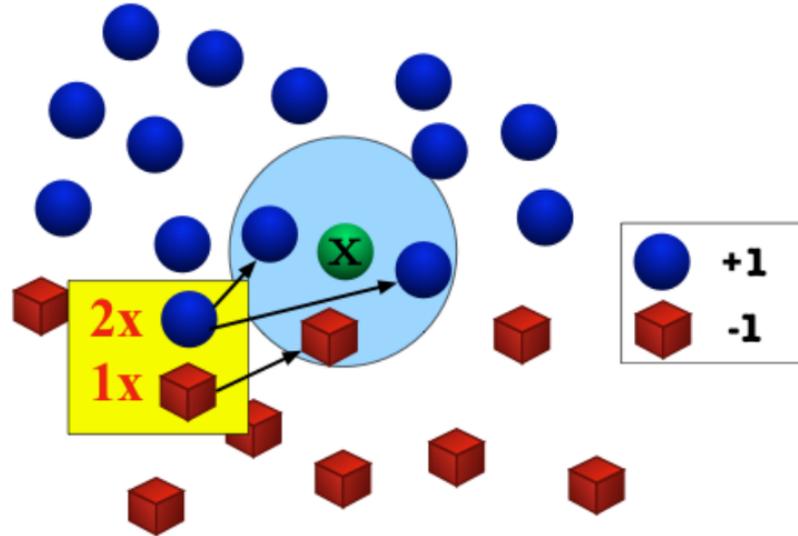
Return the most common label among these K neighbors

(If for regression, return the average value of the K neighbors)

The K-NN Algorithm

$K=3$

Example: 3-NN for binary classification using Euclidean distance



The choice of metric

$$\|x - x'\|_2 = 0 \Leftrightarrow x = x'$$

1. We believe our metric d captures similarities between examples:

Examples that are close to each other share similar labels

The choice of metric

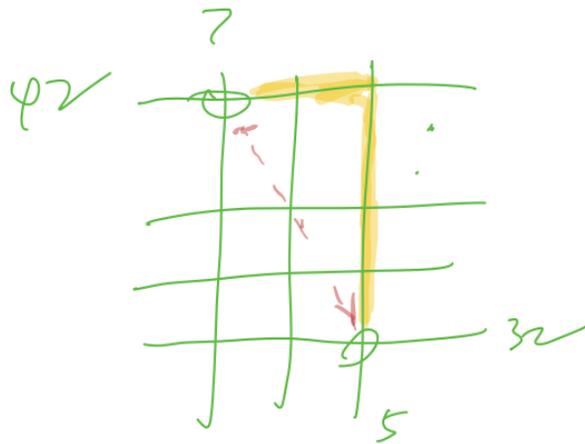
1. We believe our metric d captures similarities between examples:

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$$d_2(x, x') = \sqrt{\sum_{j=1}^d (x[j] - x'[j])^2}$$

Another example: Manhattan distance (l_1)

$$d(x, x') = \sum_{j=1}^d |x[j] - x'[j]|$$



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label has noise (easily overfit to the noise)

(What about the training error when $K = 1$?)

$= 0$

Outline for Today

1. The K-NN Algorithm



2. Why/When does K-NN work

3. Curse of dimensionality (i.e., why it can fail in high-dimension data)

Bayes Optimal Predictor

Assume our data is collected in an i.i.d fashion, i.e., $(x, y) \sim P$ (say $y \in \{-1, 1\}$)

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Q: what label you would predict?

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$$h_{opt}(x) = \arg \max_{y \in \{-1, 1\}} P(y|x)$$

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Example:

$$\begin{cases} P(1 | x) = 0.8 \\ P(-1 | x) = 0.2 \end{cases}$$

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Q: What's the probability of h_{opt} making a mistake on x ?

$$\epsilon_{opt} = 1 - P(y_b | x) = 0.2$$

Guarantee of KNN when $K = 1$ and $n \rightarrow \infty$

Assume $x \in [-1, 1]^2$, $P(x)$ has support everywhere $P(x) > 0, \forall x \in [-1, 1]^2$

$$P(x, y)$$

$$P(x) = P(x, +1) + P(x, -1)$$

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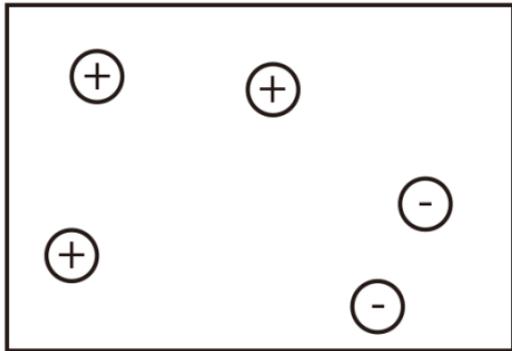
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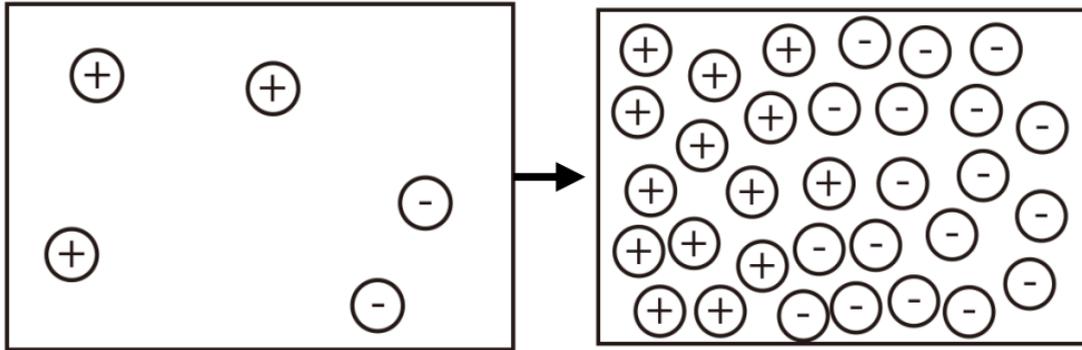
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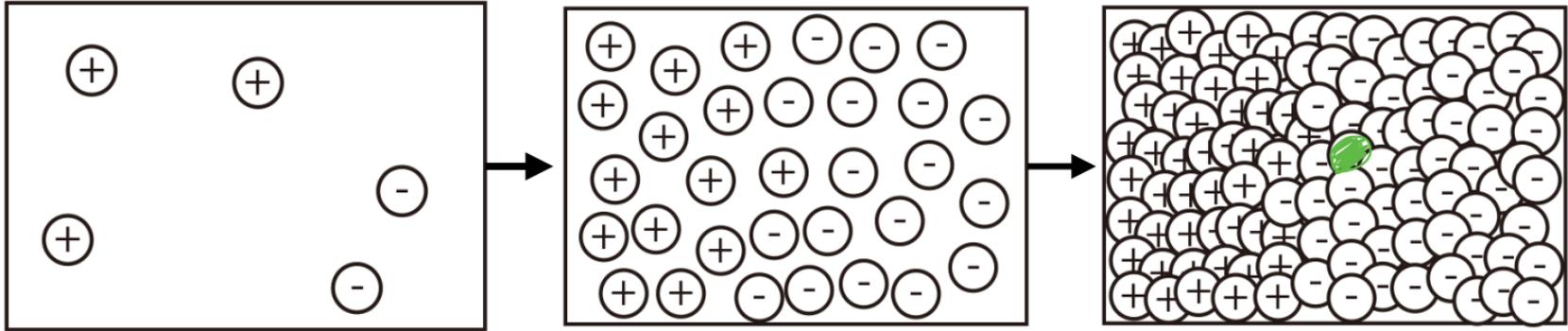
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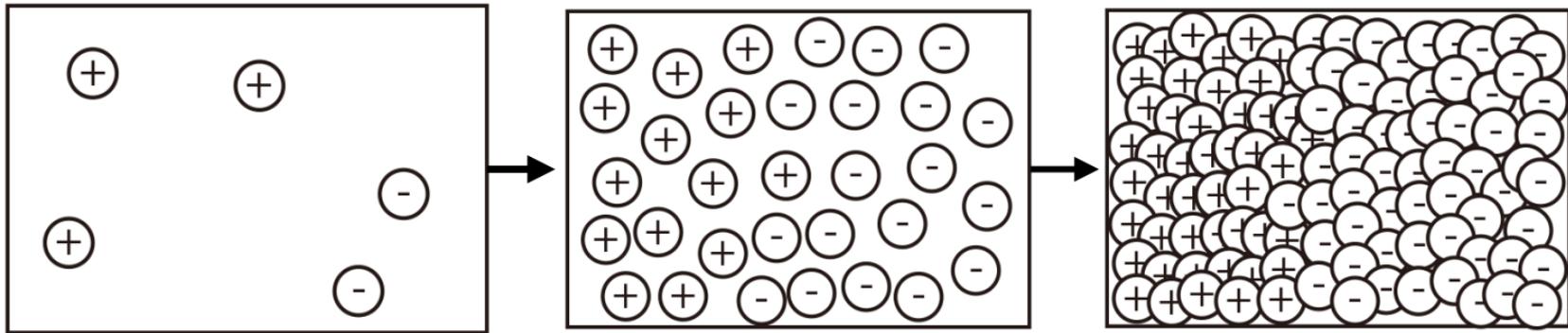
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Given test x , as $n \rightarrow \infty$, its nearest neighbor x_{NN} is super close, i.e., $d(x, x_{NN}) \rightarrow 0!$

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Theorem: as $n \rightarrow \infty$, 1-NN prediction error is **no more than twice** of the error of the Bayes optimal classifier

Proof:

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$\underbrace{\hspace{1cm}}_{\text{Bayes opt}}$

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$(y_b = 1)$
 \uparrow
Bayes opt

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Our prediction error at x :

$$P(1|x) (1 - P(y_b|x)) + P(-1|x) P(y_b|x)$$

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$$\underbrace{P(1|x)}_{\leq 1} (1 - P(y_b|x)) + \underbrace{P(-1|x)}_{\leq 1} \underbrace{P(y_b|x)}_{\leq 1} \leq (1 - P(y_b|x)) + (1 - P(y_b|x))$$

(Handwritten notes: $1 - P(y_b|x)$ ($\because y_b = 1$))

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What happens if K is large?

(e.g., $K = 1e6, n \rightarrow \infty$)

$$\frac{K}{n} = 0$$

of +1: $1e6 \times 80\%$

of -1: $1e6 \times 20\%$

$$x_{nn} \mapsto x$$



$$\left\{ \begin{array}{l} P(y=+1|x) = 80\% \\ P(y=-1|x) = 20\% \end{array} \right.$$

What happens if K is large?
(e.g., $K = 1e6, n \rightarrow \infty$)

A: Given any x , the K-NN should return the y_b — the solution of the Bayes optimal

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2. Why/When does K-NN work



3. Curse of dimensionality (i.e., why it can fail in high-dimension data)

Finite sample error rate of 1-NN in high-dimension setting

(Informal result and no proof)

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Fix $n \in \mathbb{N}^+$, assume $x \in [0,1]^d$, assume $P(y|x)$ is Lipschitz continuous with respect to x , i.e., $|P(y|x) - P(y|x')| \leq d(x, x')$

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Then, we have:

$$\mathbb{E}_{x,y \sim P} [\mathbf{1}(y \neq \text{1NN}(x))] \leq 2 \mathbb{E}_{x,y \sim P} [\mathbf{1}(y \neq \underline{h_{opt}(x)})] + O\left(\left(\frac{1}{n}\right)^{1/d}\right)$$

Δ

Bayes opt

$n \rightarrow \infty$ dis fixed

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$\rightarrow 1$, when $d \rightarrow \infty$

The bound is meaningless when $d \rightarrow \infty$, while n is some finite number!

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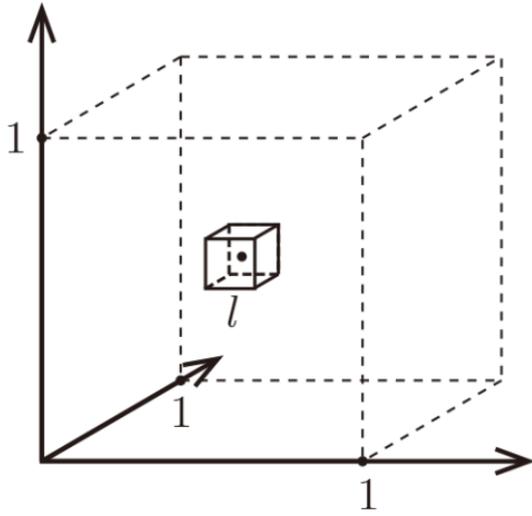
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Curse of dimensionality!

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Curse of Dimensionality Explanation

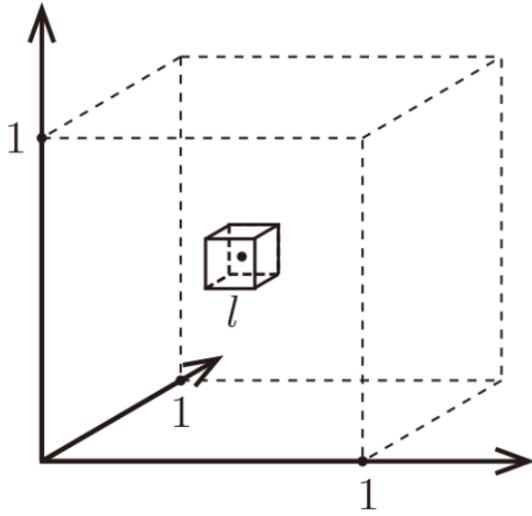
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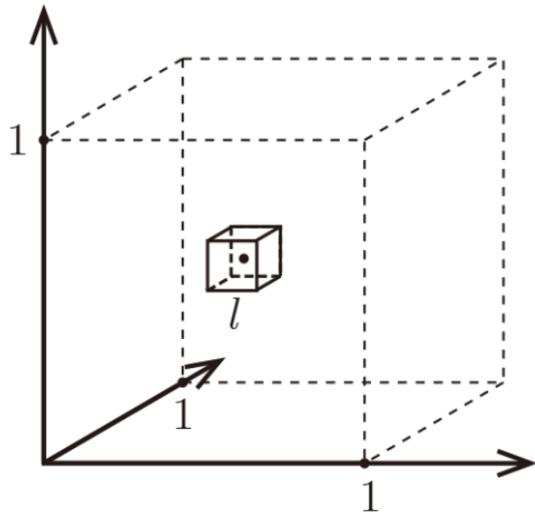
Example: let us consider uniform distribution over a cube $[0,1]^d$



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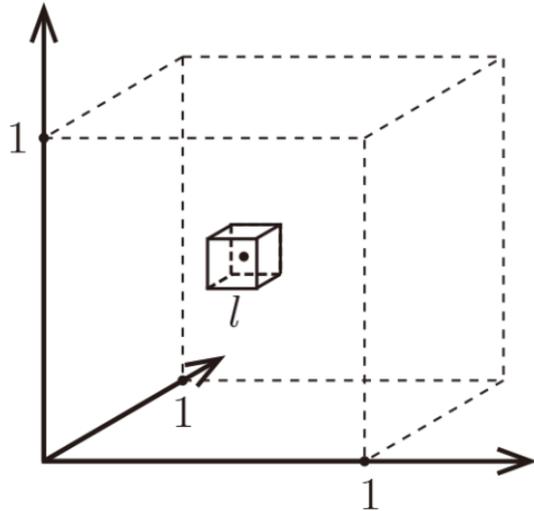


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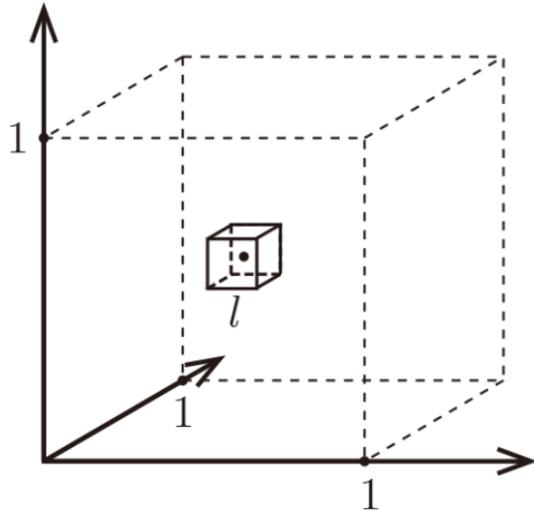
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A: $\text{Volume}(\text{small cube}) / \text{volume}([0,1]^d)$

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Key problem: in high dimensional space, points that are drawn from a distribution tend to be far away from each other!

Example: let us consider uniform distribution over a cube $[0,1]^d$



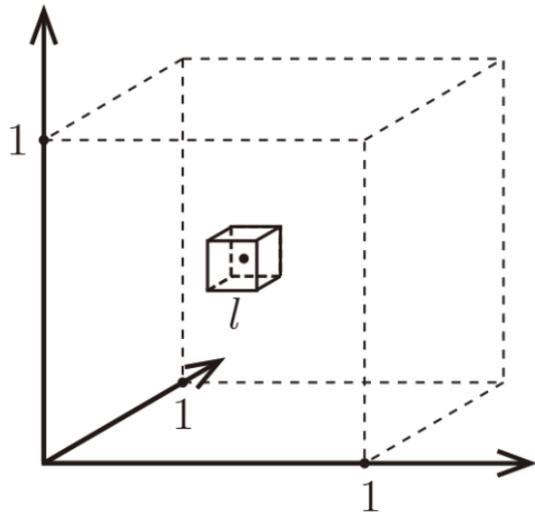
Q: sample x uniformly, what is the probability that x is inside the small cube?

A: $\text{Volume}(\text{small cube}) / \text{volume}([0,1]^d) = l^d$

Curse of Dimensionality Explanation

Example: let us consider uniform distribution over a cube $[0,1]^d$

Now assume we sample n points uniform randomly, and we observe K points fall inside the small cube

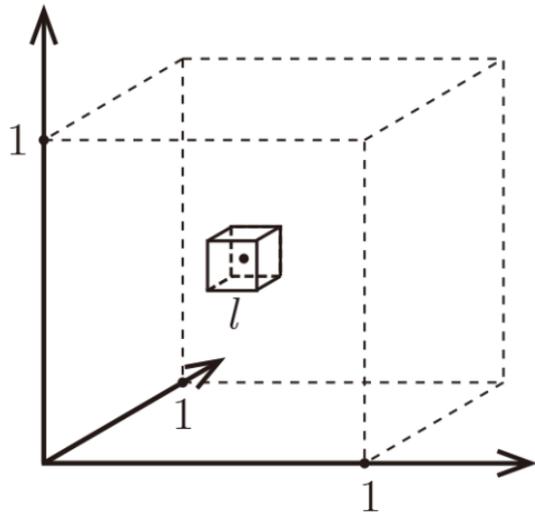


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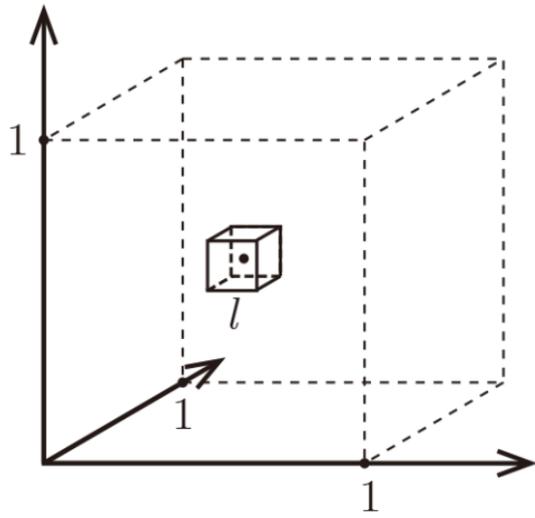


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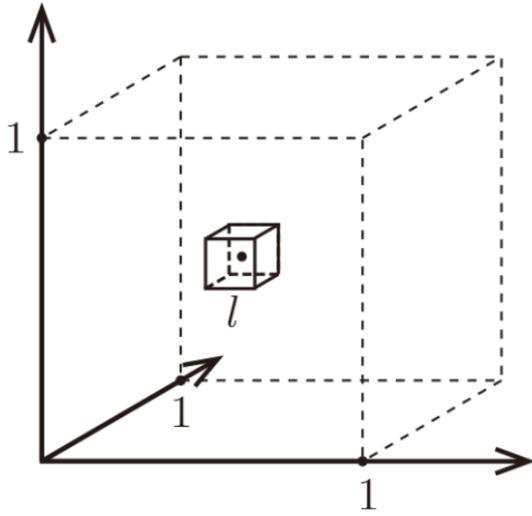


Thus, we have $l^d \approx \frac{K}{n}$

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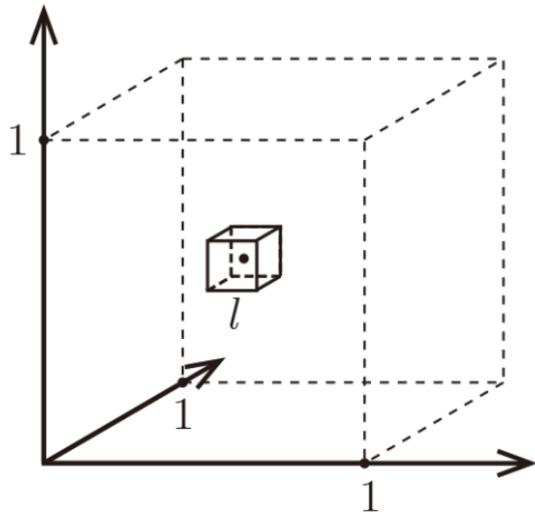


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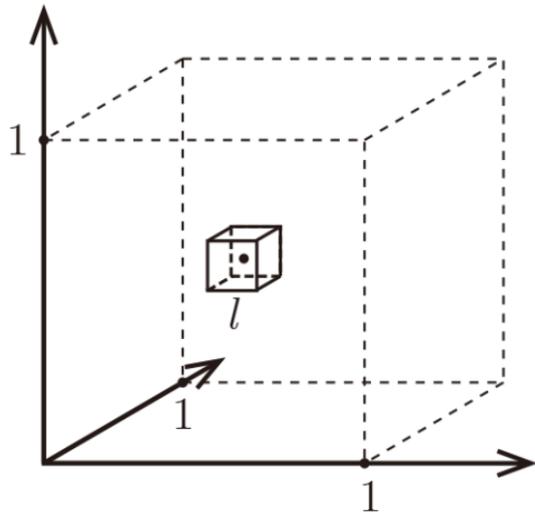


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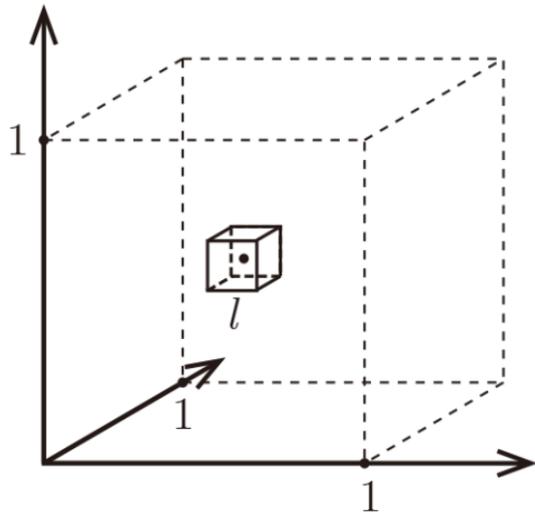


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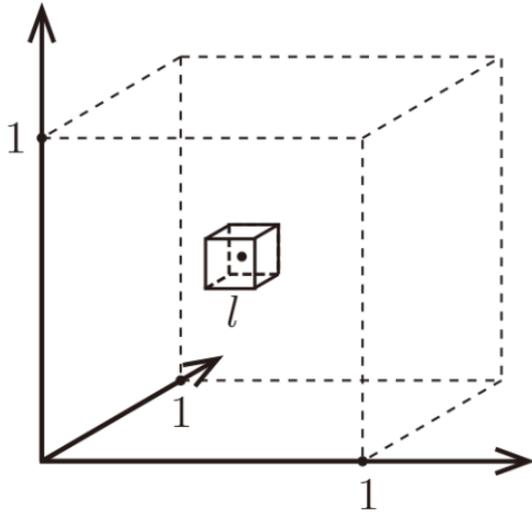
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Bad news: when $d \rightarrow \infty$, the K nearest neighbors will be all over the place!
(Cannot trust them, as they are not nearby points anymore!)

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In $[0,1]^d$, we uniformly
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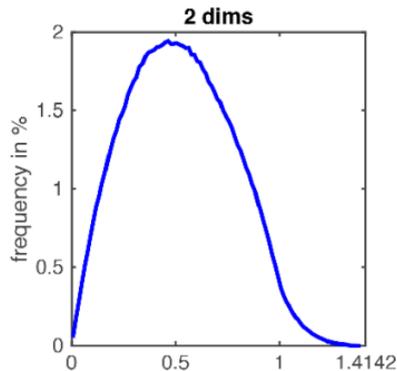
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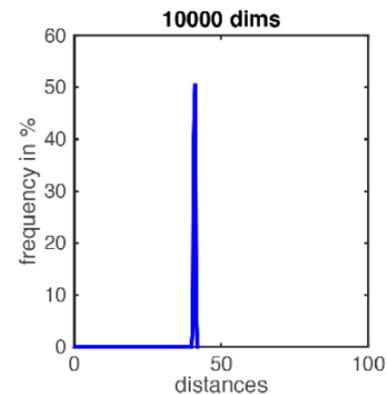
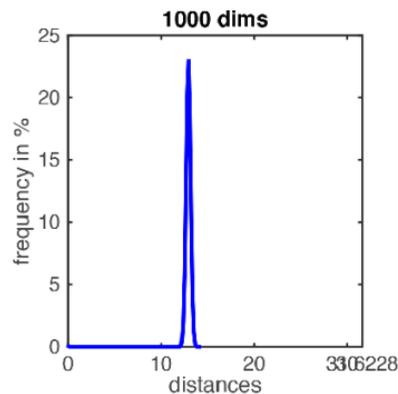
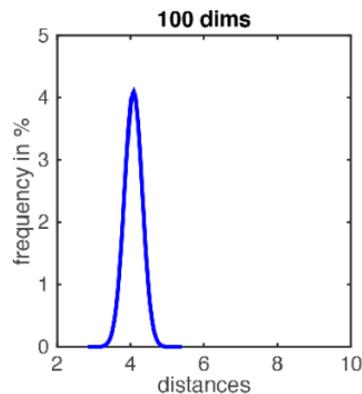
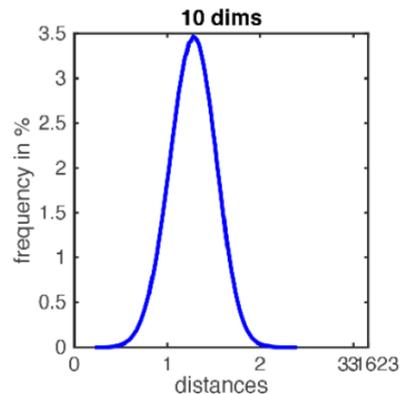
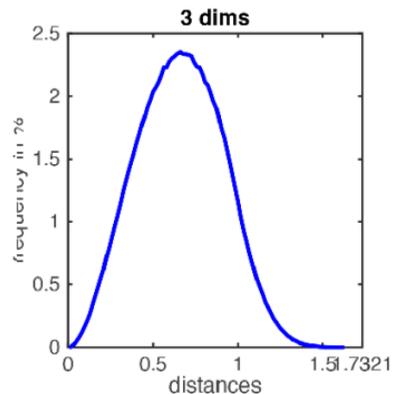
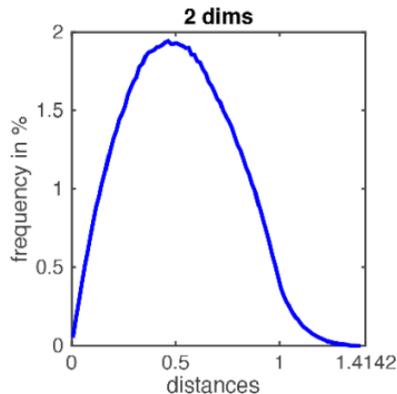
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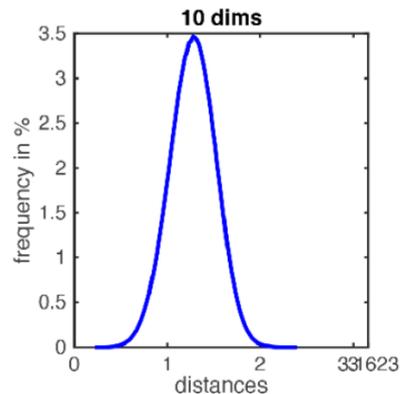
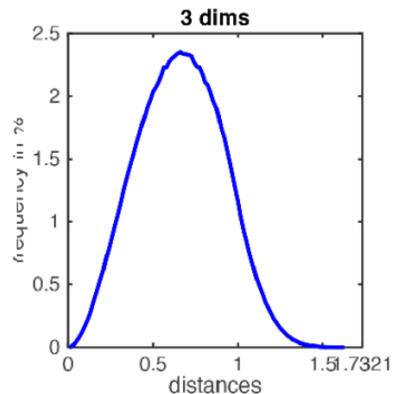
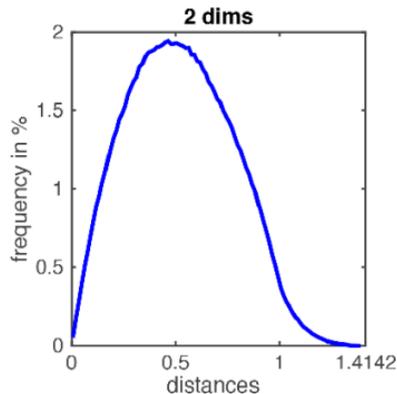
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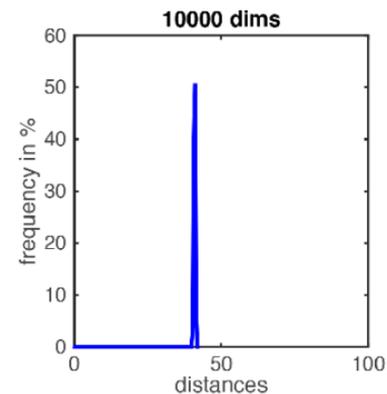
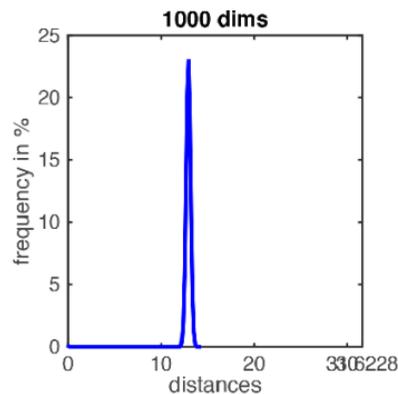
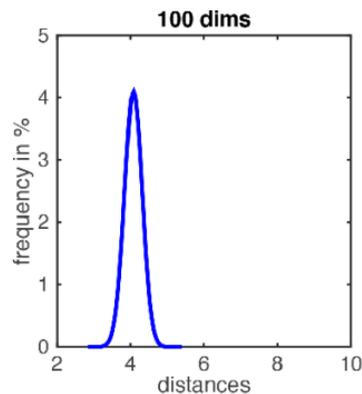


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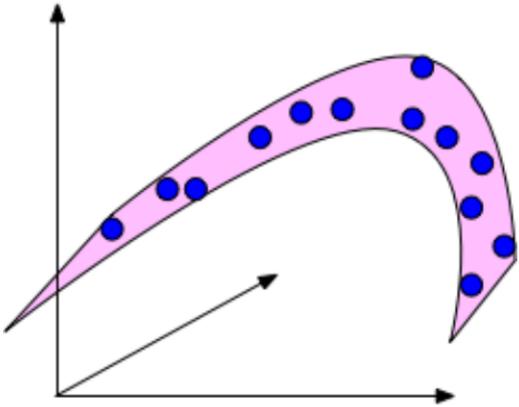
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Distance increases as $d \rightarrow \infty$

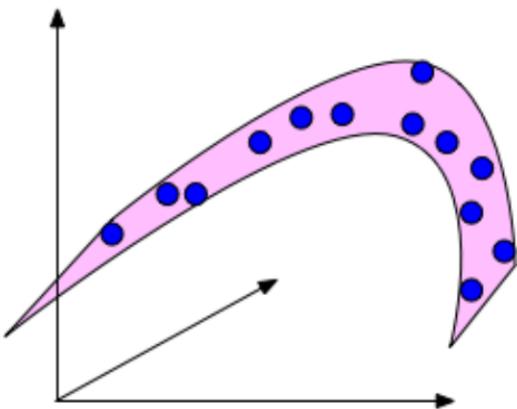
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Data lives in 2-d manifold

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Example: face images

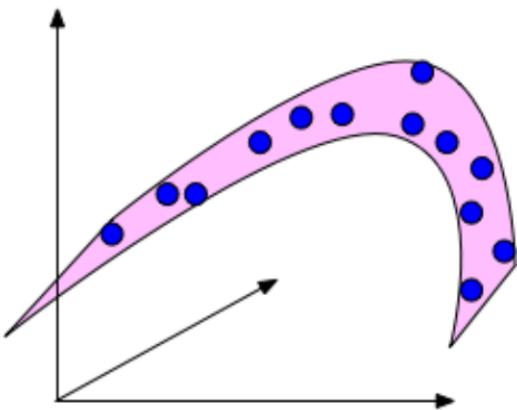


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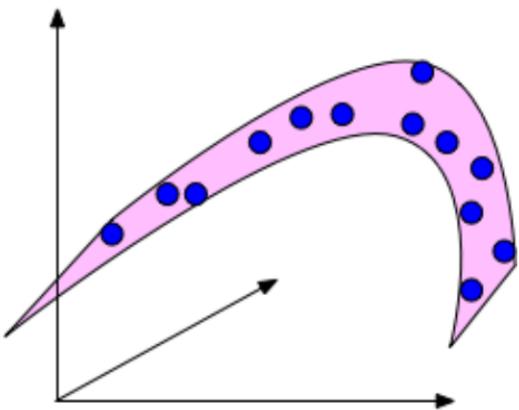
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Original image: \mathbb{R}^{64^2}

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Next week: we will see that these faces approximately live in 100-d space!

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1. K-NN: the simplest ML algorithm (very good baseline, should always try!)
 2. Works well when data is low-dimensional (e.g., can compare against the Bayes optimal)
 3. Suffer when data is high-dimensional, due to the fact that in high-dimension space, data tends to spread far away from each other