Clustering

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Thanks, class notes
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Outline

1. Density-based clustering (eg: mean shift)

2. Hierarchical clustering (eg: single linkage)

3. K-means and K-medoids

4. Spectral clustering

Modal clustering

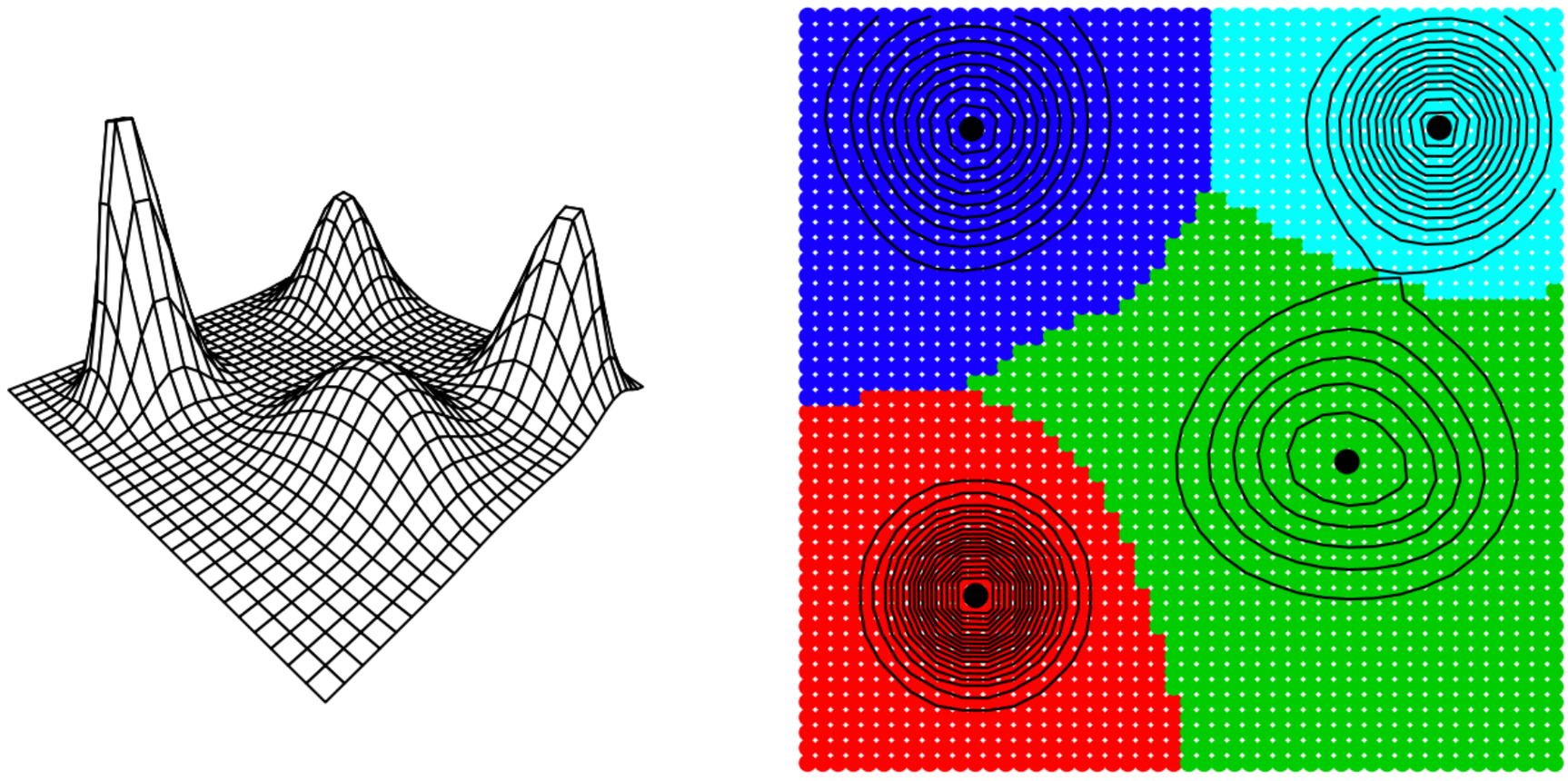


Figure 1: *The left plot shows a function with four modes. The right plot shows the ascending manifolds (basins of attraction) corresponding to the four modes.*

Intuitively, gradient (wrt density) ascent from each point

Mean Shift Algorithm

1. Input: $\widehat{p}(x)$ and a mesh of points $A = \{a_1, \ldots, a_N\}$ (often taken to be the data points).
2. For each mesh point a_j, set $a_j^{(0)} = a_j$ and iterate the following equation until convergence:

$$a_j^{(s+1)} \longleftarrow \frac{\sum_{i=1}^{n} X_i K\left(\frac{||a_j^{(s)} - X_i||}{h}\right)}{\sum_{i=1}^{n} K\left(\frac{||a_j^{(s)} - X_i||}{h}\right)}.$$

3. Let $\widehat{\mathscr{M}}$ be the unique values of the set $\{a_1^{(\infty)}, \ldots, a_N^{(\infty)}\}$.
4. Output: $\widehat{\mathscr{M}}$.

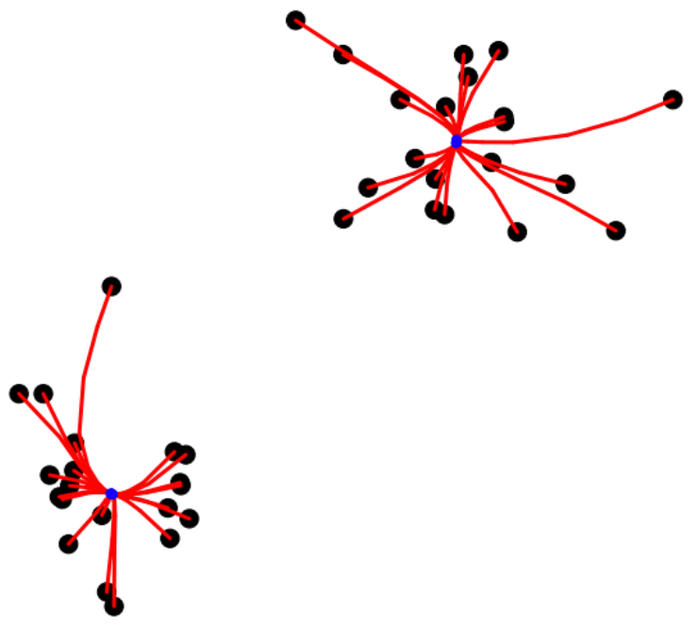


Figure 3: A simple example of the mean shift algorithm.

Blurred mean-shift: Replace data by mean-shifted data, stop early

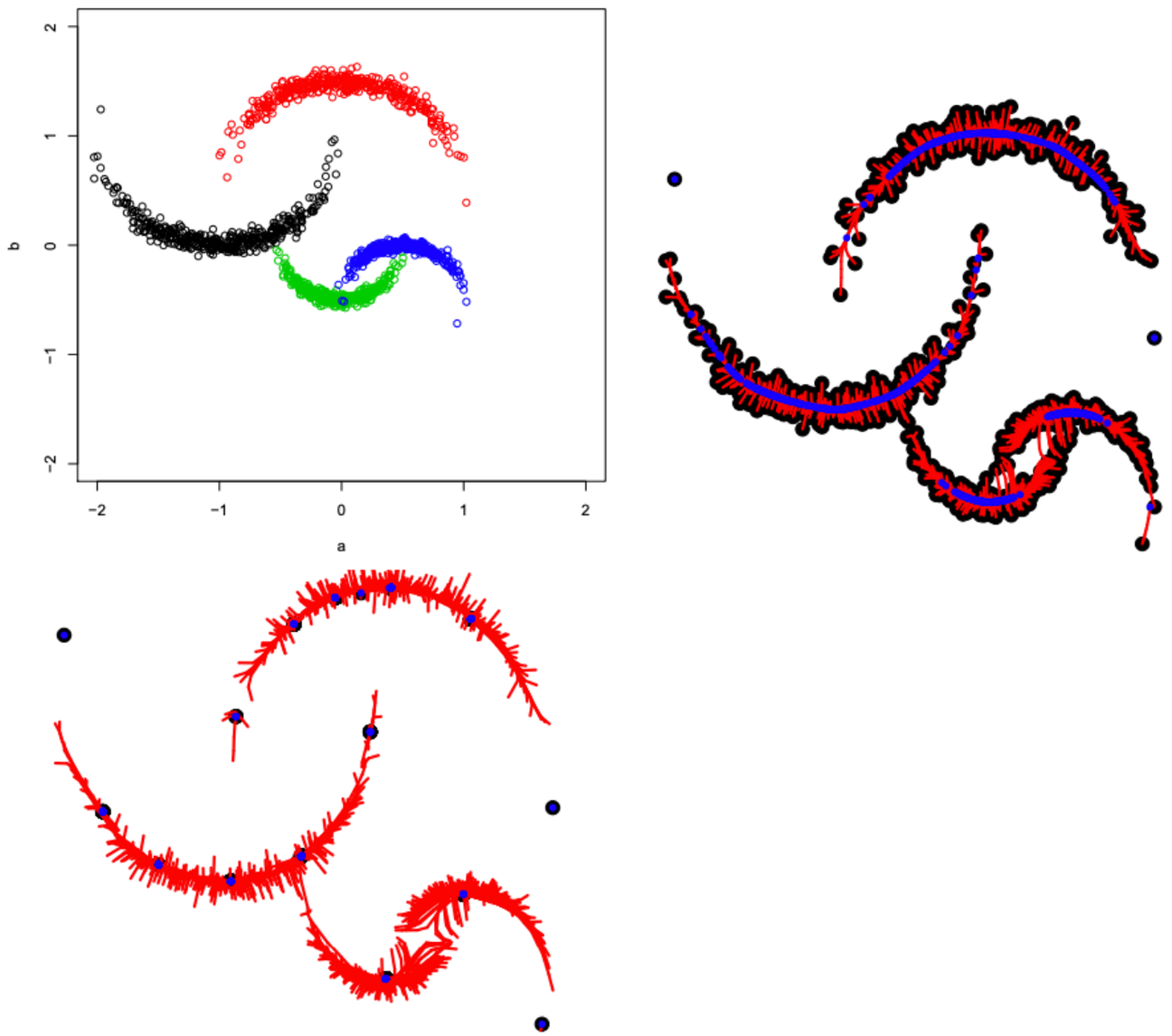


Figure 4: The crescent data example. Top left: data. Top right: a few steps of mean-shift. Bottom left: a few steps of blurred mean-shift.

Blurred mean-shift: Replace data by mean-shifted data, stop early

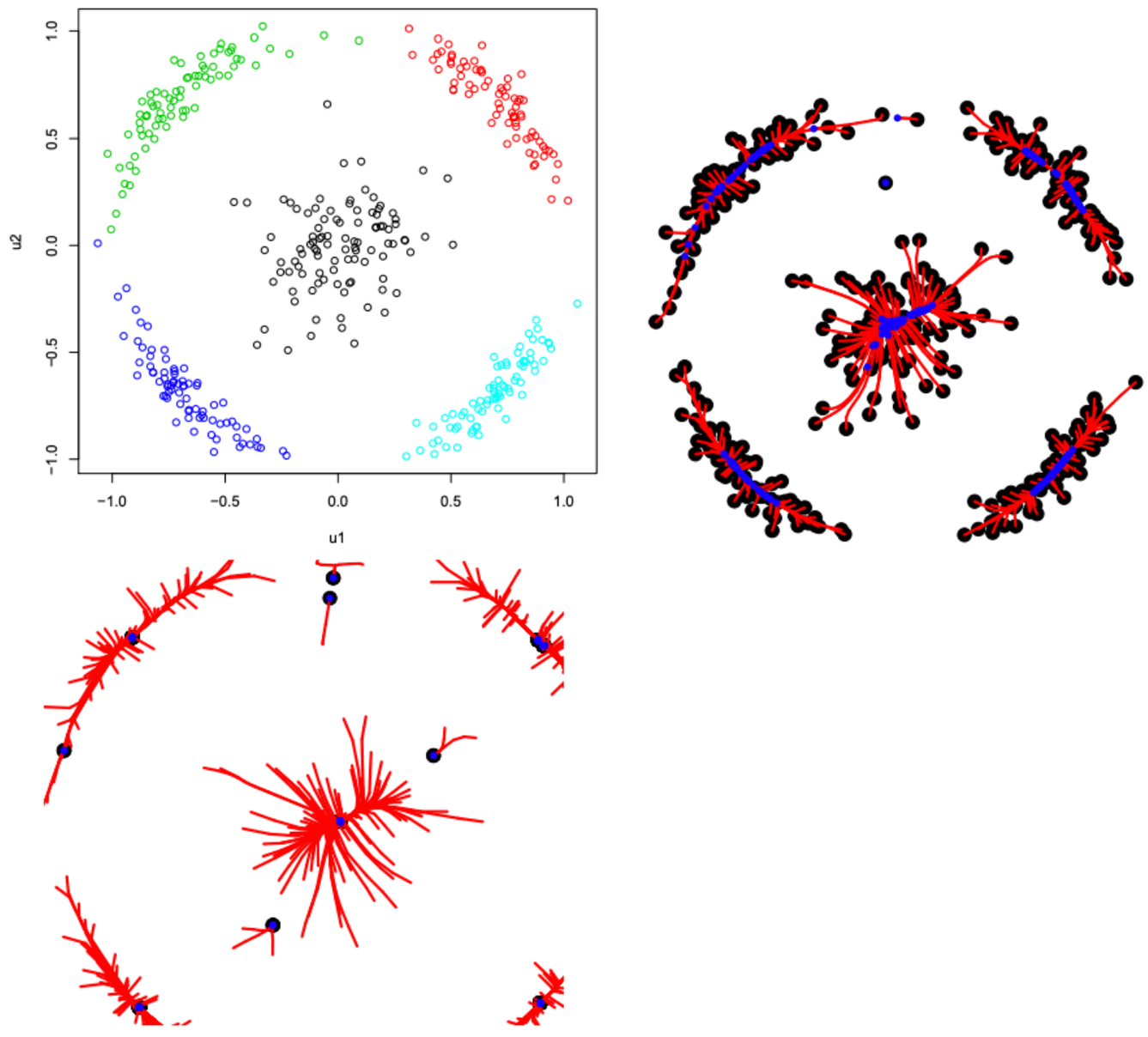


Figure 5: The Broken Ring example. Top left: data. Top right: a few steps of mean-shift. Bottom left: a few steps of blurred mean-shift.

Level-set clustering

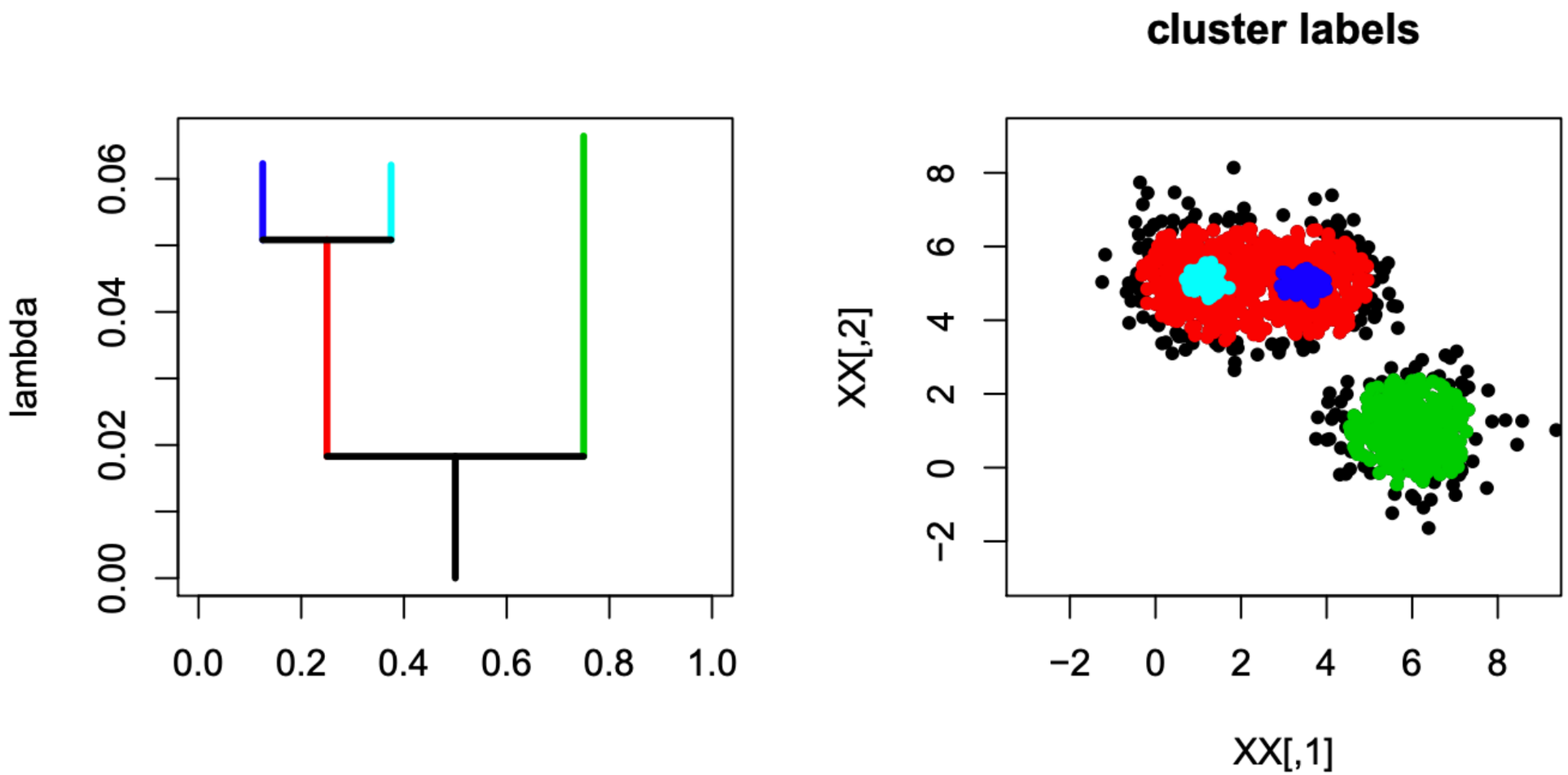


Figure 6: DeBaClR in two dimensions.

Intuitively, scan the density in a top-down fashion (from modes) and note when the clusters merge

K-means

Let $X_1,\ldots,X_n \sim P$ where $X_i \in \mathbb{R}^d$. Let $C = \{c_1,\ldots,c_k\}$ where each $c_j \in \mathbb{R}^d$. We call C a codebook. Let $\Pi_C[X]$ be the projection of X onto C:

$$\Pi_C[X] = \text{argmin}_{c\in C}||c - X||^2. \tag{1}$$

Define the empirical clustering risk of a codebook C by

$$R_n(C) = \frac{1}{n}\sum_{i=1}^{n}\left|\left|X_i - \Pi_C[X_i]\right|\right|^2 = \frac{1}{n}\sum_{i=1}^{n}\min_{1\le j\le k}||X_i - c_j||^2. \tag{2}$$

Let $\mathscr{C}_k$ denote all codebooks of length k. The optimal codebook $\widehat{C} = \{\widehat{c}_1,\ldots,\widehat{c}_k\} \in \mathscr{C}_k$ minimizes $R_n(C)$:

$$\widehat{C} = \text{argmin}_{C\in\mathscr{C}_k} R_n(C). \tag{3}$$

1. Choose k centers $c_1,\ldots,c_k$ as starting values.
2. Form the clusters $C_1,\ldots,C_k$ as follows. Let $g = (g_1,\ldots,g_n)$ where $g_i = \text{argmin}_j||X_i - c_j||$. Then $C_j = \{X_i :\ g_i = j\}$.
3. For $j = 1,\ldots,k$, let n_j denote the number of points in C_j and set

$$c_j \longleftarrow \frac{1}{n_j}\sum_{i:\ X_i\in C_j} X_i.$$

4. Repeat steps 2 and 3 until convergence.
5. Output: centers $\widehat{C} = \{c_1,\ldots,c_k\}$ and clusters $C_1,\ldots,C_k$.

Figure 6: The k-means (Lloyd's) clustering algorithm.

One step of k-means: Voronoi tessellation

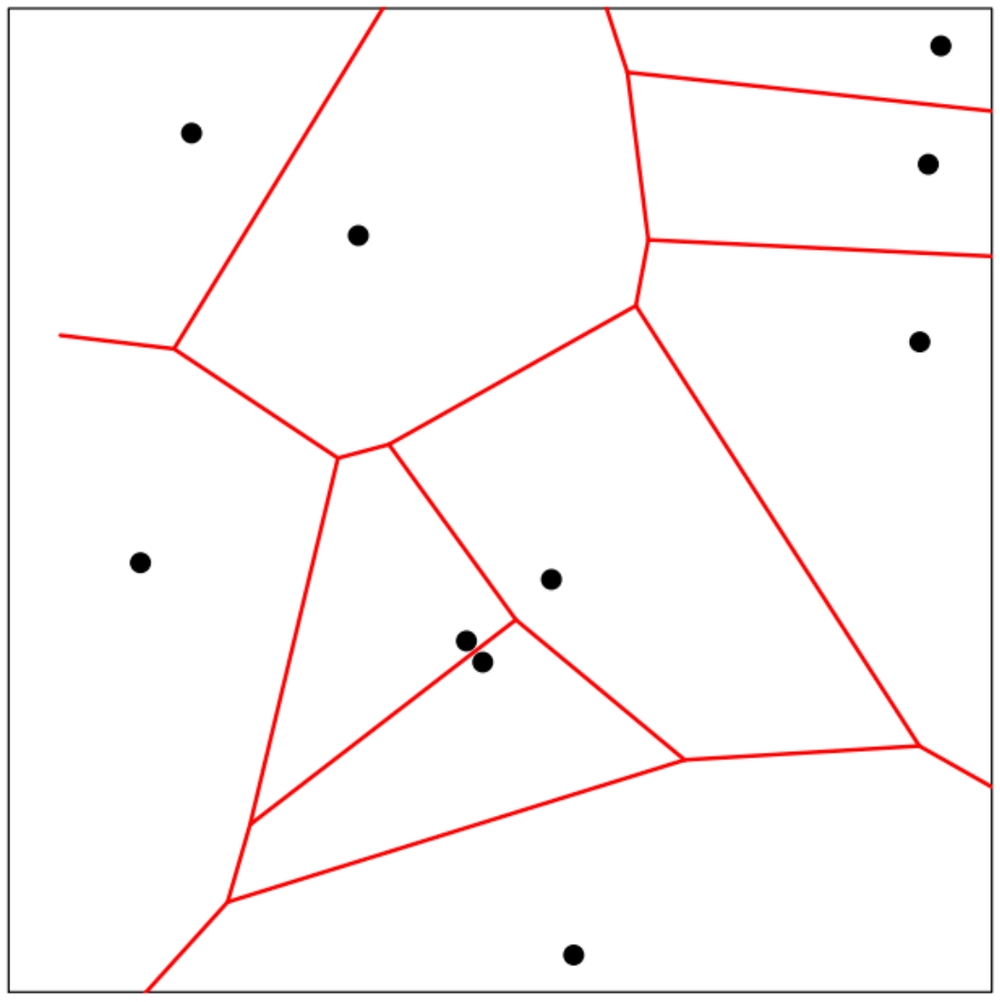


Figure 5: The Voronoi tesselation formed by 10 cluster centers $c_1, \ldots, c_{10}$. The cluster centers are indicated by dots. The corresponding Voronoi cells $T_1, \ldots, T_{10}$ are defined as follows: a point x is in T_j if x is closer to c_j than c_i for $i \neq j$.

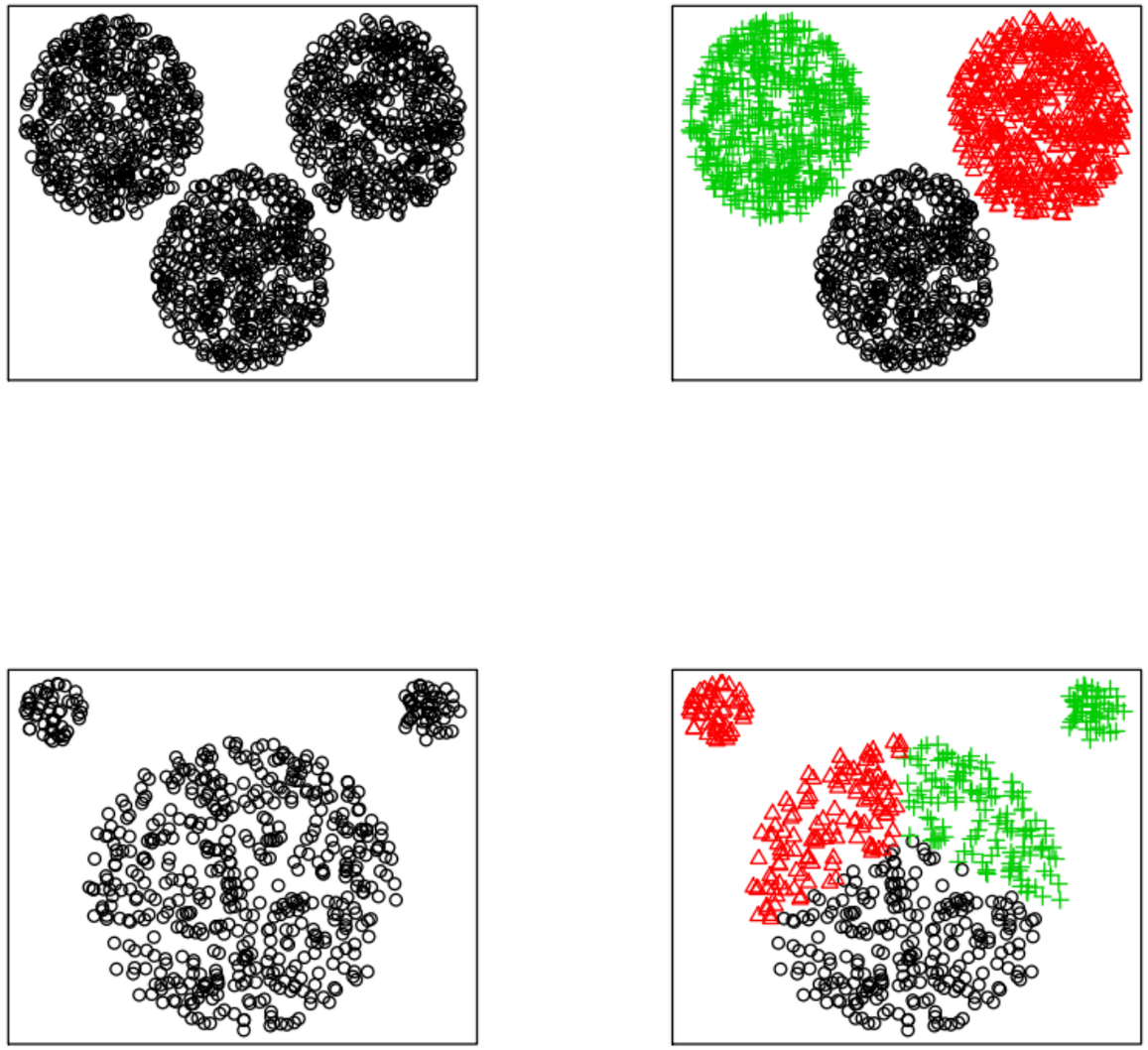


Figure 7: Synthetic data inspired by the "Mickey Mouse" example from wikipedia. Top left: three balanced clusters. Top right: result from running k means with $k = 3$. Bottom left: three unbalanced clusters. Bottom right: result from running k means with $k = 3$ on the unbalanced clusters. k-means does not work well here because the clusters are very unbalanced.

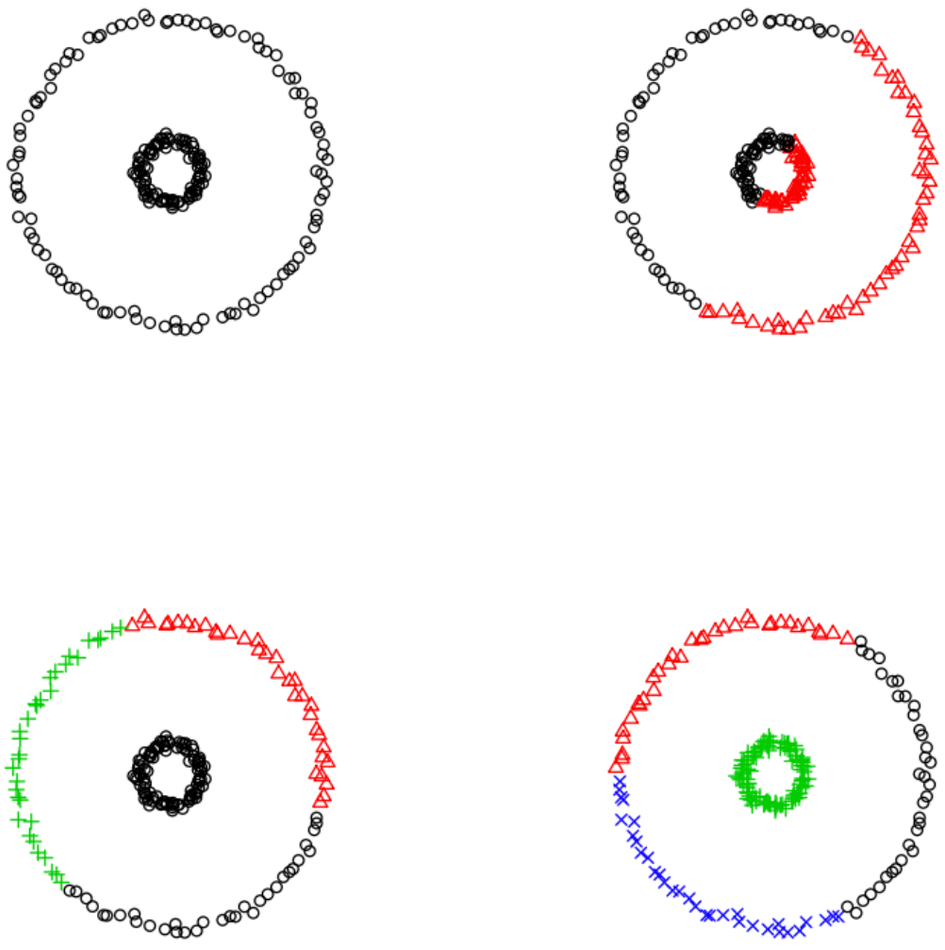


Figure 10: Top left: a dataset with two ring-shaped clusters. Top right: k-means with $k = 2$. Bottom left: k-means with $k = 3$. Bottom right: k-means with $k = 4$.

K-means++

1. Input: Data $X = \{X_1, \ldots, X_n\}$ and an integer k.
2. Choose c_1 randomly from $X = \{X_1, \ldots, X_n\}$. Let $C = \{c_1\}$.
3. For $j = 2, \ldots, k$:
   (a) Compute $D(X_i) = \min_{c \in C} ||X_i - c||$ for each X_i.
   (b) Choose a point X_i from X with probability

$$p_i = \frac{D^2(X_i)}{\sum_{j=1}^{n} D^2(X_j)}.$$

   (c) Call this randomly chosen point c_j. Update $C \longleftarrow C \cup \{c_j\}$.
4. Run Lloyd's algorithm using the **seed points** $C = \{c_1, \ldots, c_k\}$ as starting points and output the result.

Figure 12: The k-means^{++} algorithm.

Theorem 10 *(Arthur and Vassilvitskii, 2007). Let $C = \{c_1, \ldots, c_k\}$ be the seed points from the k-means^{++} algorithm. Then,*

$$\mathbb{E}\big(R_n(C)\big) \leq 8(\log k + 2) \left(\min_C R_n(C)\right) \tag{6}$$

where the expectation is over the randomness of the algorithm.

A theoretical property of the k-means method is given in the following result. Recall that $C^* = \{c_1^*, \ldots, c_k^*\}$ minimizes $R(C) = \mathbb{E}||X - \Pi_C[X]||^2$.

Theorem 12 *Suppose that* $\mathbb{P}(||X_i||^2 \leq B) = 1$ *for some* $B < \infty$. *Then*

$$\mathbb{E}(R(\widehat{C})) - R(C^*) \leq c\sqrt{\frac{k(d+1)\log n}{n}} \tag{11}$$

for some $c > 0$.

Warning! The fact that $R(\widehat{C})$ is close to $R(C_*)$ does not imply that $\widehat{C}$ is close to C_*.

Geometric graph clustering

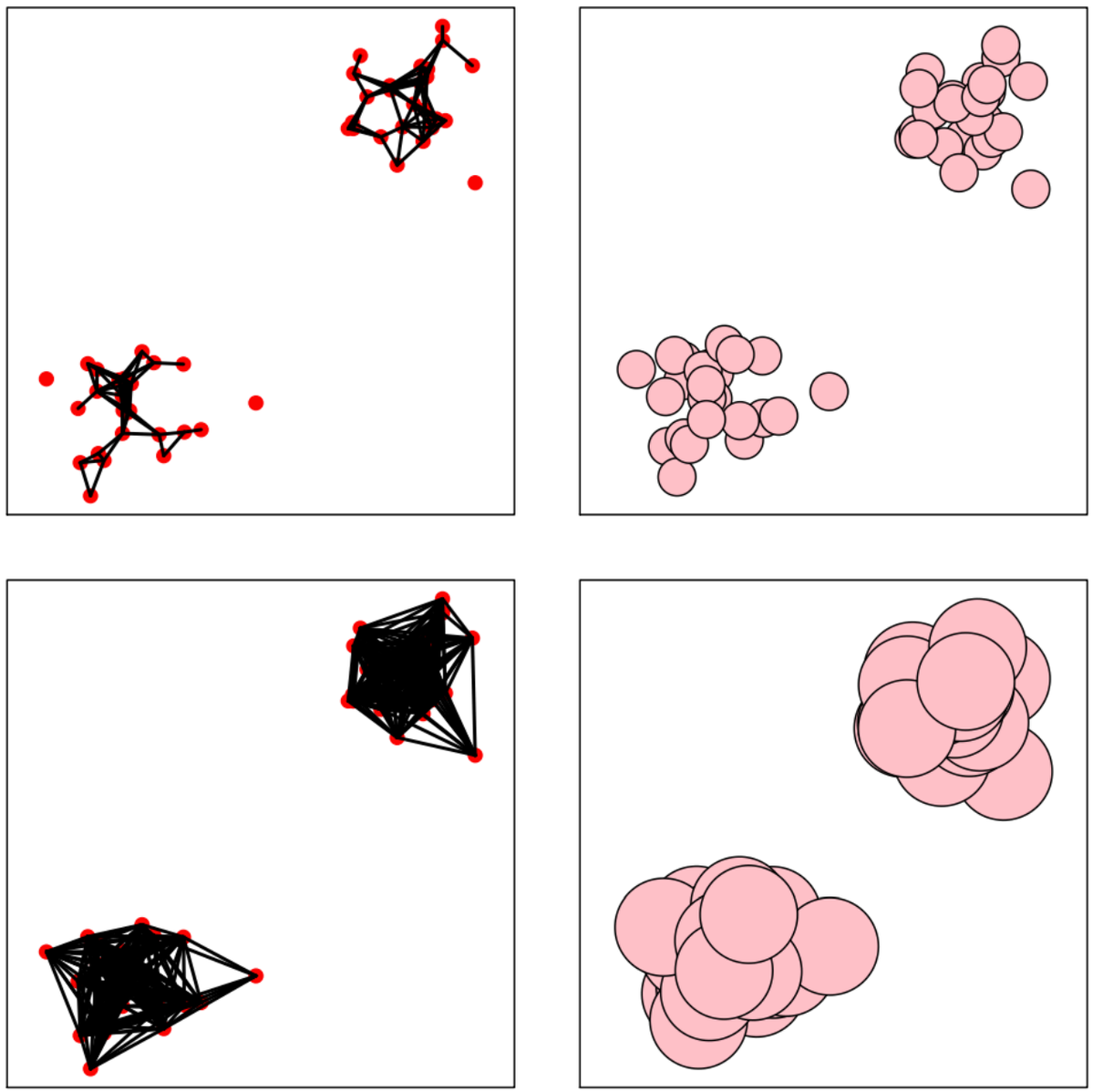
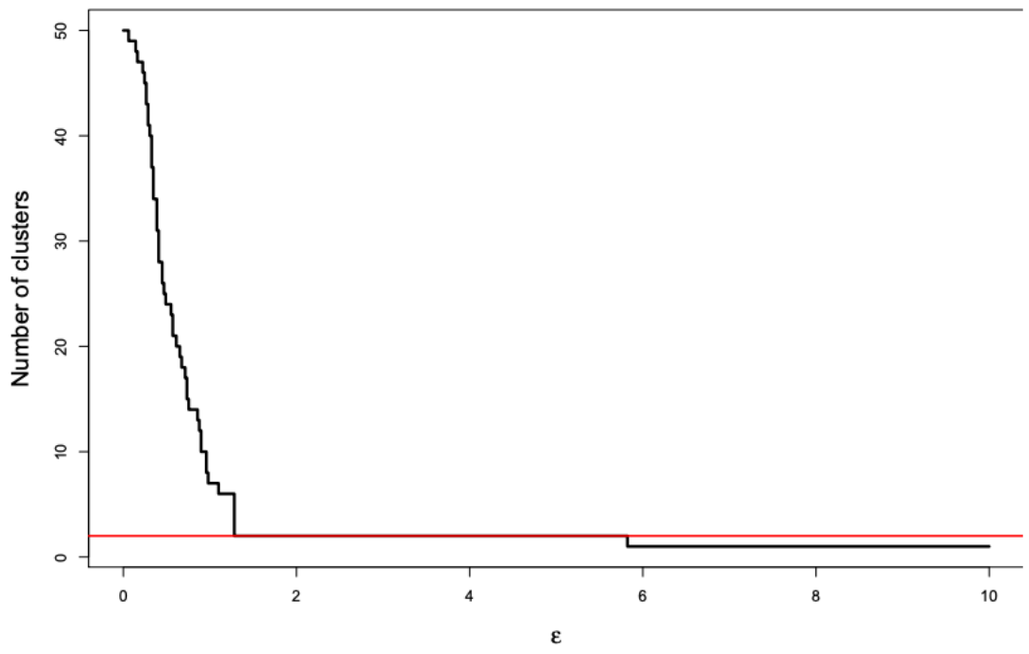


Figure 15: Geometric graph clustering. Top row: $\epsilon = 1$. Bottom row: $\epsilon = 3$. Left column: the graphs. Right column: a ball of radius $\epsilon/2$ around each X_i.



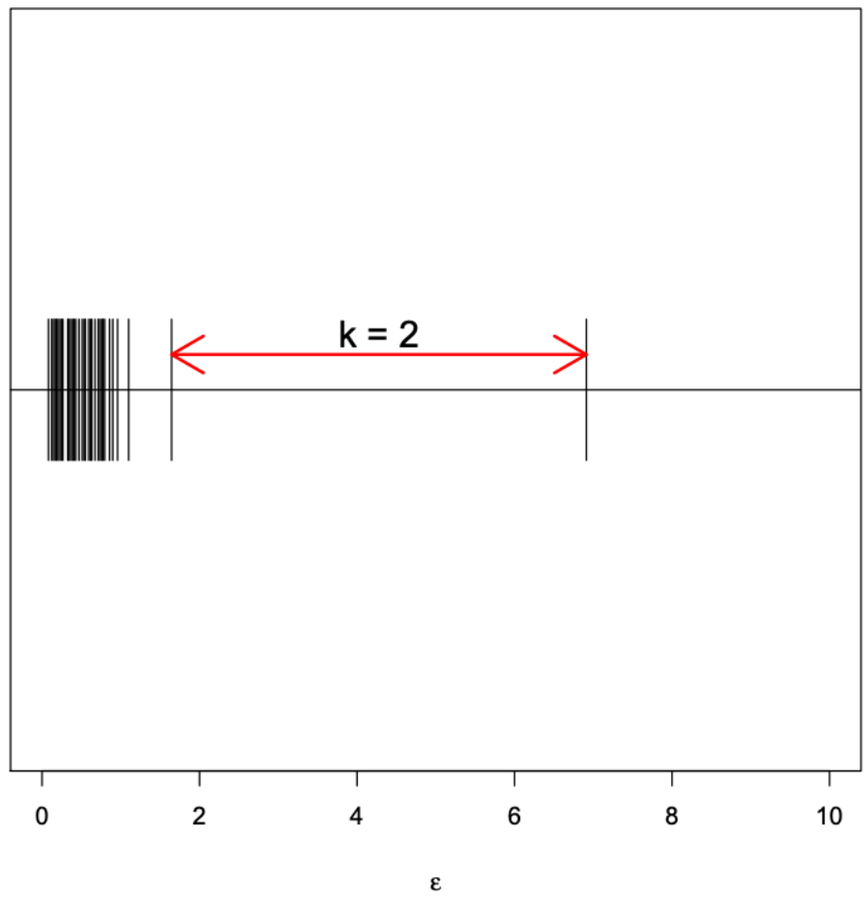


Figure 16: Geometric graph clustering. The top plot shows the number of connected components $k(\epsilon)$ versus ϵ. There is a fairly large range of values of ϵ that yields two connected components. The bottom plot shows the values of ϵ at which $k(\epsilon)$ changes.

Hierarchical clustering

1. Input: data $X = \{X_1, \ldots, X_n\}$ and metric d giving distance between clusters.
2. Let $T_n = \{C_1, C_2, \ldots, C_n\}$ where $C_i = \{X_i\}$.
3. For $j = n-1$ to 1:
   (a) Find j, k to minimize $d(C_j, C_k)$ over all $C_j, C_k \in T_{j+1}$.
   (b) Let T_j be the same as T_{j+1} except that C_j and C_k are replaced with $C_j \cup C_k$.
4. Return the sets of clusters $T_1, \ldots, T_n$.

Figure 20: Agglomerative Hierarchical Clustering

Single Linkage	$d(A,B) = \min_{x \in A, y \in B} d(x,y)$
Average Linkage	$d(A,B) = \frac{1}{N_A N_B} \sum_{x \in A, y \in B} d(x,y)$
Complete Linkage	$d(A,B) = \max_{x \in A, y \in B} d(x,y)$

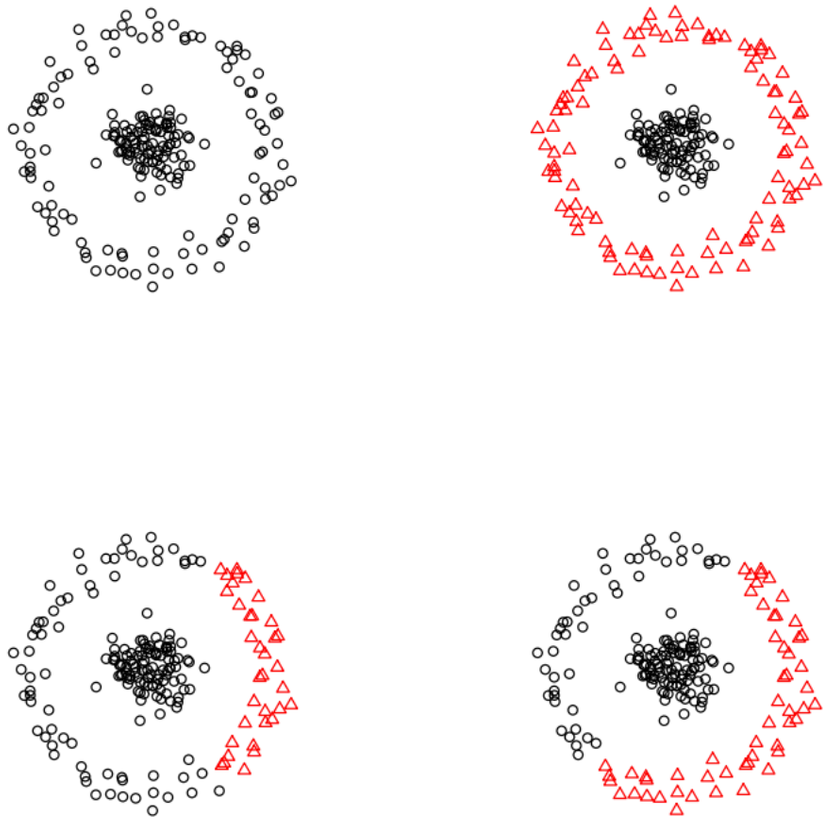


Figure 21: Hierarchical clustering applied to two noisy rings. Top left: the data. Top right: two clusters from hierarchical clustering using single linkage. Bottom left: average linkage. Bottom right: complete linkage.

Single Linkage	$d(A,B) = \min_{x \in A, y \in B} d(x,y)$
Average Linkage	$d(A,B) = \frac{1}{N_A N_B} \sum_{x \in A, y \in B} d(x,y)$
Complete Linkage	$d(A,B) = \max_{x \in A, y \in B} d(x,y)$

Spectral clustering

For a graph G on n nodes, let W be its adjacency matrix, and D be its degree matrix.

The graph Laplacian L = D - W has the following properties:

1. *For any vector* $f = (f_1, \ldots, f_n)^T$,

$$f^T L f = \frac{1}{2} \sum_{i=1}^{n} \sum_{j=1}^{n} W_{ij} (f_i - f_j)^2.$$

2. *L is symmetric and positive semi-definite.*

3. *The smallest eigenvalue of L is 0. The corresponding eigenvector is* $(1, 1, \ldots, 1)^T$.

4. *L has n non-negative, real-valued eigenvalues* $0 = \lambda_1 \leq \lambda_2 \leq \cdots \leq \lambda_k$.

5. *The number of eigenvalues that are equal to 0 is equal to the number of connected components of G. That is,* $0 = \lambda_1 = \ldots = \lambda_k$ *where k is the number of connected components of G. The corresponding eigenvectors* $v_1, \ldots, v_k$ *are orthogonal and each is constant over one of the connected components of the graph.*

Example 20 *Consider the graph*

and suppose that $W_{ij} = 1$ *if and only if there is an edge between* X_i *and* X_j. *Then*

$$W = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \end{pmatrix} \quad D = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

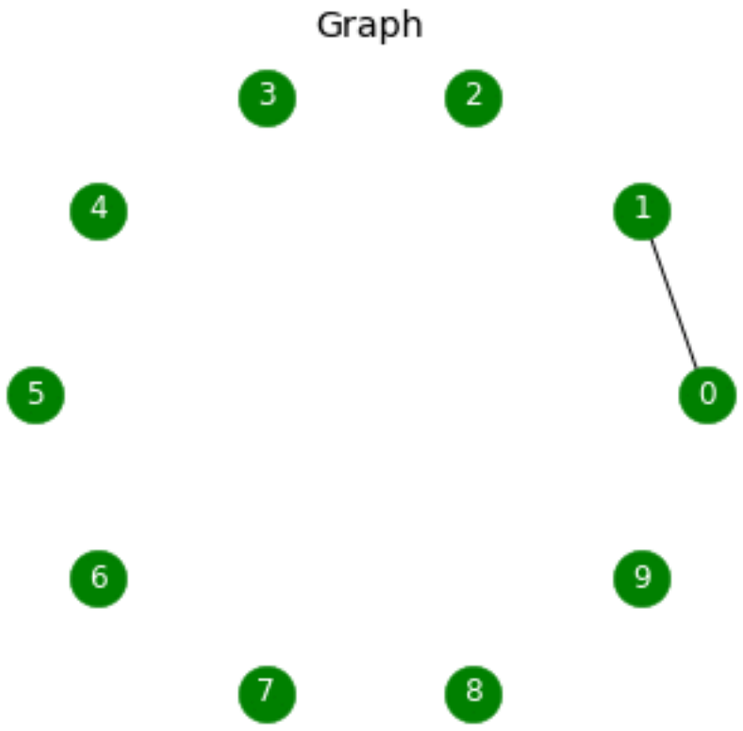
and the Laplacian is

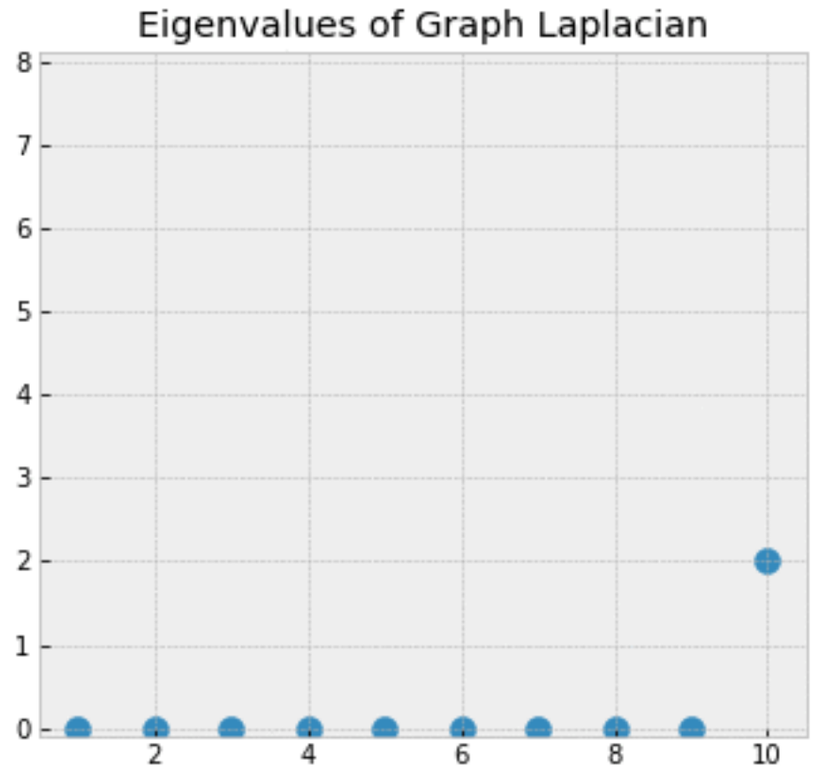
$$L = D - W = \begin{pmatrix} 1 & -1 & 0 & 0 & 0 \\ -1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & -1 & 0 \\ 0 & 0 & -1 & 2 & -1 \\ 0 & 0 & 0 & -1 & 0 \end{pmatrix}.$$

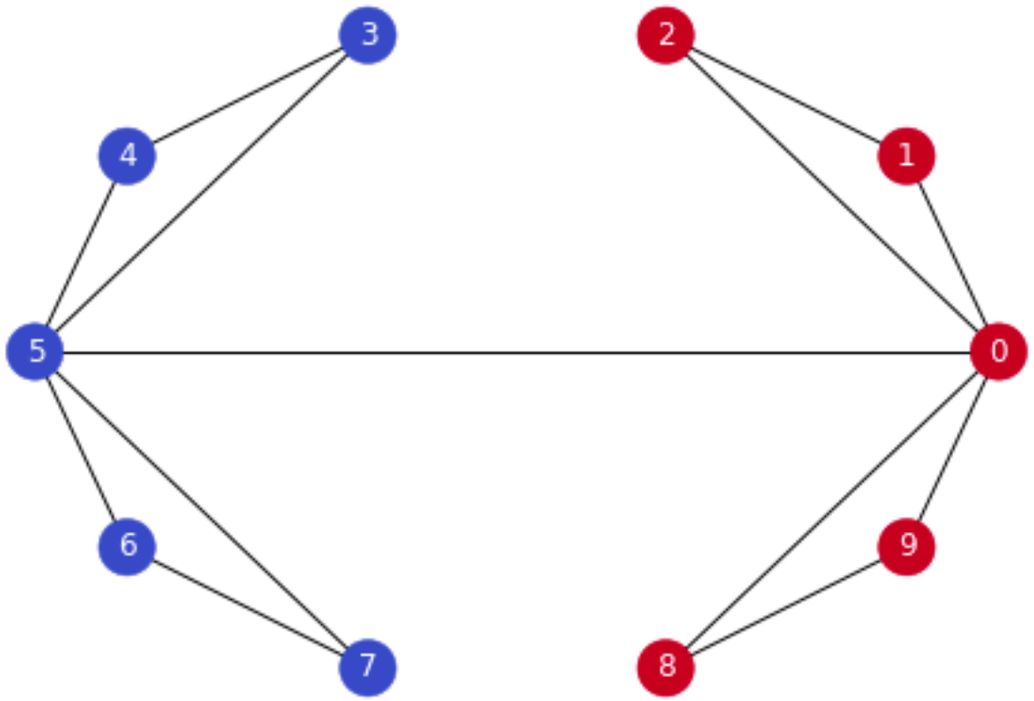
The eigenvalues of W, *from smallest to largest are* $0,0,1,2,3$. *The eigenvectors are*

$$v_1 = \begin{pmatrix} 1 \\ 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} \quad v_2 = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 1 \\ 1 \end{pmatrix} \quad v_3 = \begin{pmatrix} 0 \\ 0 \\ -.71 \\ 0 \\ .71 \end{pmatrix} \quad v_4 = \begin{pmatrix} -.71 \\ .71 \\ 0 \\ 0 \\ 0 \end{pmatrix} \quad v_5 = \begin{pmatrix} 0 \\ 0 \\ -.41 \\ .82 \\ -.41 \end{pmatrix}$$

Note that the first two eigenvectors correspond to the connected components of the graph.







Nodes colored based on the sign of the second eigenvector ("Fiedler vector"). Recall first e-vec is constant.

https://towardsdatascience.com/spectral-clustering-aba2640c0d5b

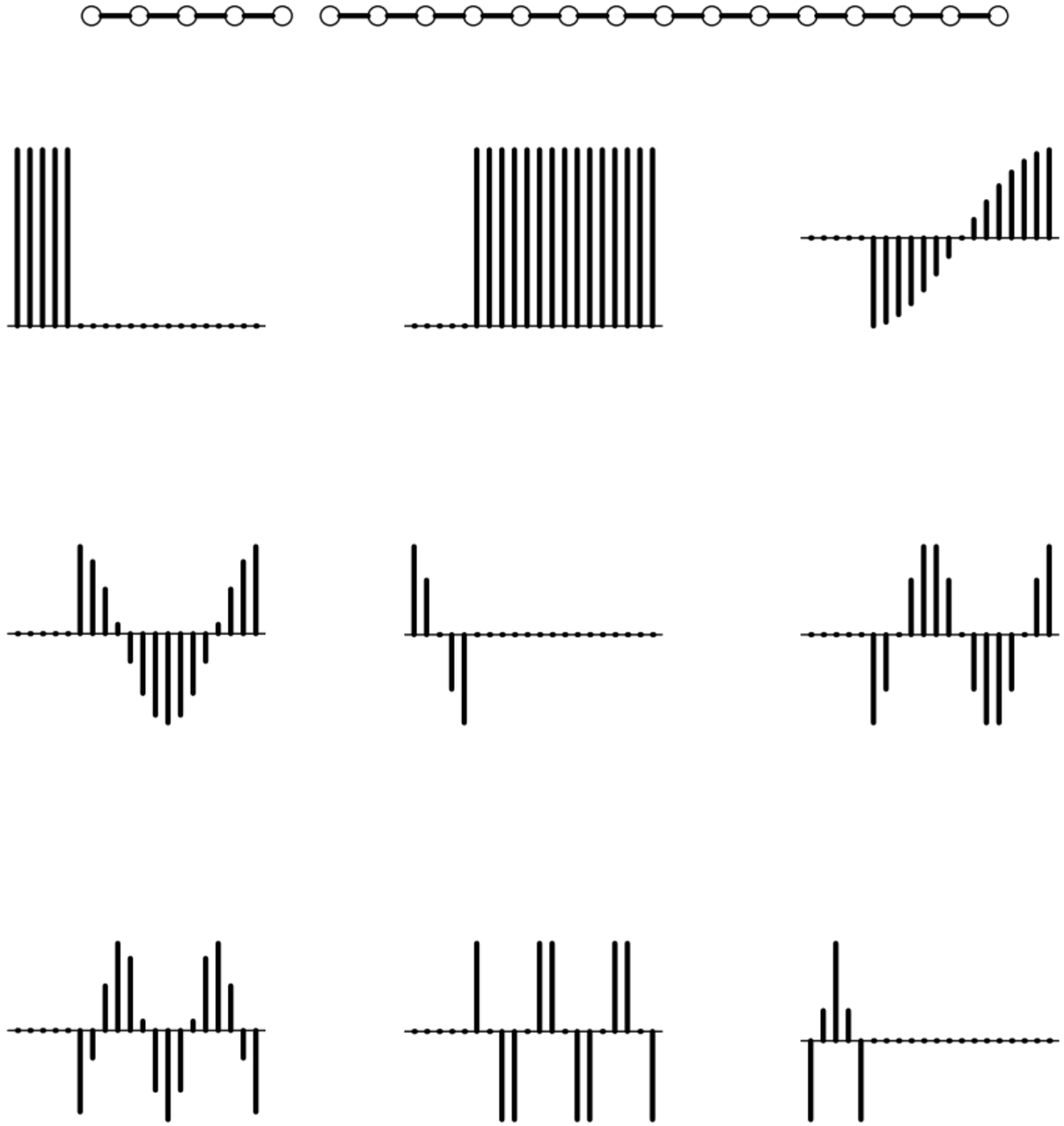


Figure 22: The top shows a simple graph. The remaining plots are the eigenvectors of the graph Laplacian. Note that the first two eigenvectors correspond to the two connected components of the graph.

Three Laplacians: $D - W$, $D^{-1}W$, $I - D^{-1/2}WD^{-1/2}$
("Laplacian","random walk Laplacian","normalized Laplacian")

Spectral clustering

Input: $n \times n$ similarity matrix W.

1. Let D be the $n \times n$ diagonal matrix with $D_{ii} = \sum_j W_{ij}$.
2. Compute the Laplacian $\mathscr{L} = D^{-1}W$.
3. Find first k eigenvectors $v_1, \ldots, v_k$ of $\mathscr{L}$.
4. Project each X_i onto the eigenvectors to get new points $\widehat{X}_i$.
5. Cluster the points $\widehat{X}_1, \ldots, \widehat{X}_n$ using any standard clustering algorithm.

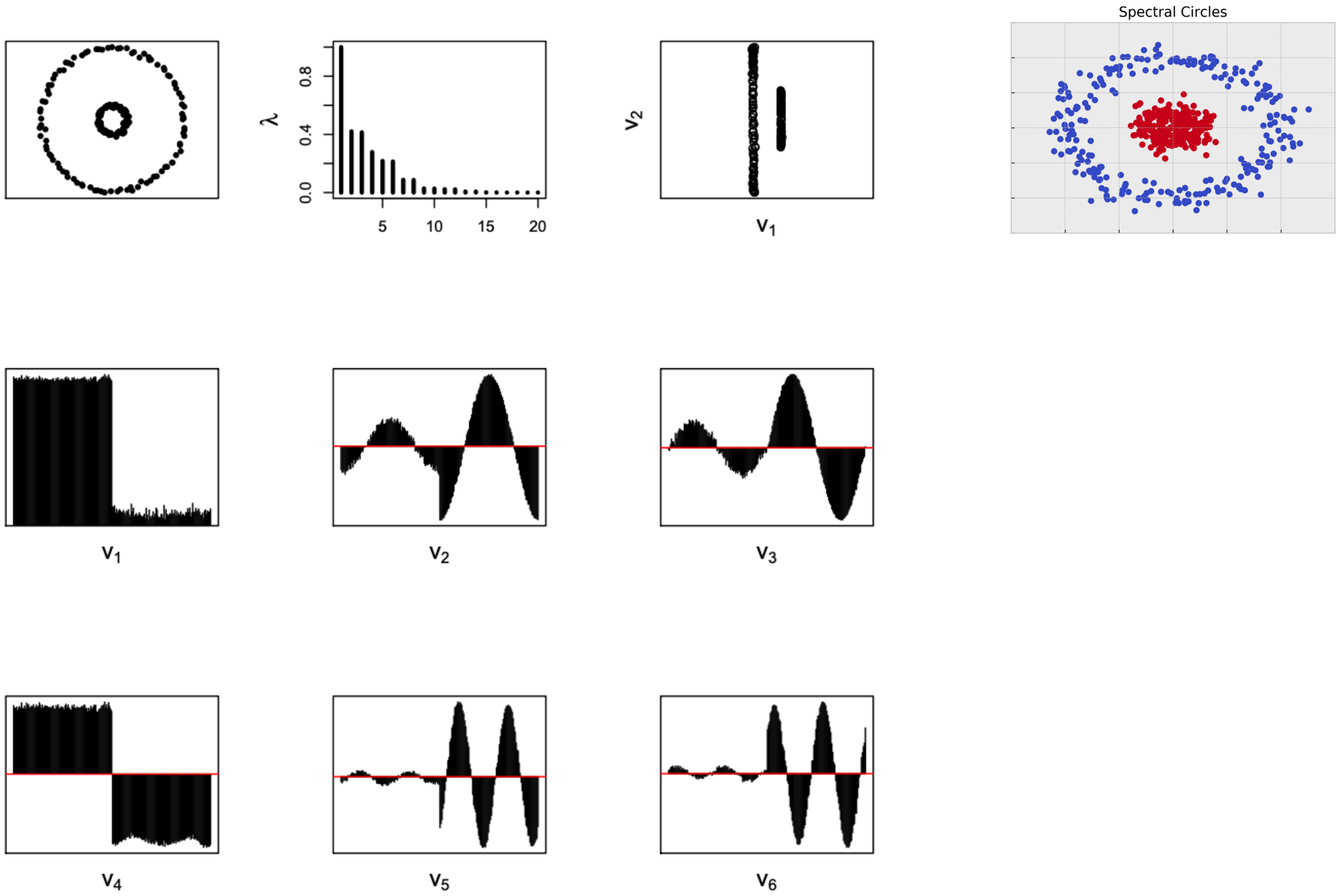


Figure 23: Top left: data. Top middle: eigenvalues. Top right: second versus third eigenvectors. Remaining plots: first six eigenvectors.

Kernelized methods

1. *Kernel spectral clustering (define similarity matrix, ie graph)*
2. *Kernel K-means (define distance metric between points)*
3. *Kernel hierarchical clustering (define distance between clusters)*
4. *Kernel PCA ("eigenfunctions": functions that explain variance)*
5. *…*

"Kernel trick": any algorithm that can be represented solely in terms of dot products (or distances) can be "kernelized" by replacing $x_i^T x_j$ by $K(x_i, x_j)$ for a chosen kernel K, or replacing $d(x_i, x_j)$ by

$$\|\phi(x_i) - \phi(x_j)\|_K = \sqrt{K(x_i, x_i) + K(x_j, x_j) - 2K(x_i, x_j)}$$

Kernel PCA

Define $\bar{\phi} := \sum_{i=1}^{n} \phi(x_i)/n$, so $\langle f, \bar{\phi} \rangle_K = \sum_{i=1}^{n} f(X_i)/n$

$$f_1 := \arg \max_{\|f\|_K \leq 1} \mathrm{Var}_n(f(X)) \equiv \mathrm{Var}_n(\langle f, \phi(X) \rangle_K) \quad \equiv \langle f, C_n f \rangle_K$$

Covariance operator:
$C_n := \frac{1}{n} \sum_{i=1}^{n} \tilde{\phi}(x_i) \otimes \tilde{\phi}(x_i)$

"Matrix-vector" multiplication
$(a \otimes b)c = \langle b, c \rangle a$

$$= \arg \max_{\|f\|_K \leq 1} \mathbb{E}_n[f(X) - \mathbb{E}_n f(X)]^2$$

$$= \arg \max_{\|f\|_K \leq 1} \frac{1}{n} \sum_{i=1}^{n} \langle f, \phi(x_i) - \bar{\phi} \rangle^2$$

Define $\tilde{\phi}(x_i) := \phi(x_i) - \bar{\phi}$

Representer theorem style argument:
$$f_1 = \sum_i \alpha_i \tilde{\phi}(x_i)$$

$$= \arg \max_{\alpha^T \tilde{K} \alpha \leq 1} \alpha^T \tilde{K}^2 \alpha$$

Solution: $\tilde{K}\alpha = \tilde{\lambda}_1 \alpha$ + normalize

After solving for $f_1, \ldots, f_d$, we can project any point x onto this eigenspace as $f_1(x), \ldots, f_d(x)$ and we can also represent it in the feature space as

$$P_d(x) := f_1(x)f_1 + f_2(x)f_2 + \ldots$$

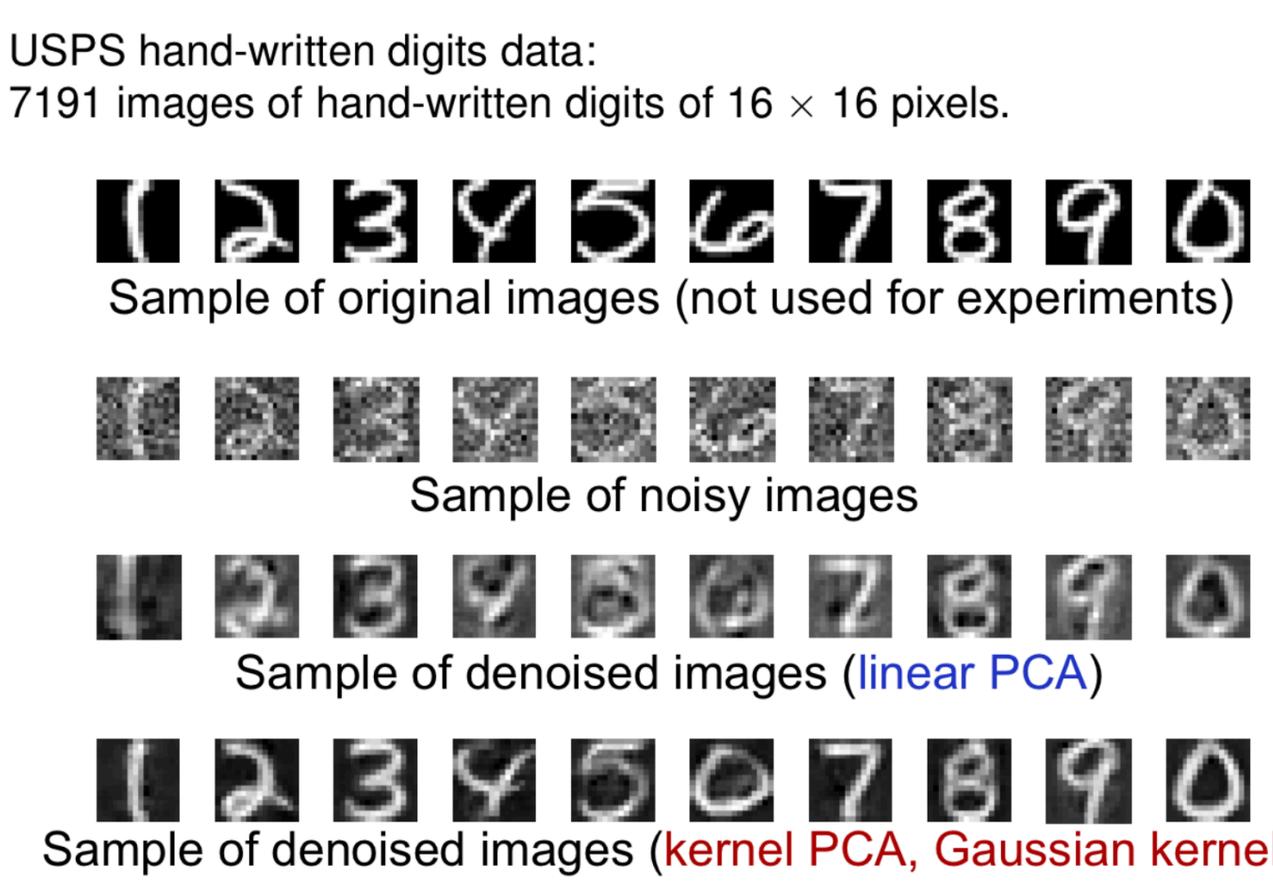


Figure 6.2: Hand-written digit denoising example (from Kenji Fukumizu's slides).

$$y^* = \arg\min_{y \in \mathcal{X}} \|\phi(y) - P_d\phi(x^*)\|^2_{\mathcal{H}} .$$