# Clustering: Models and Algorithms

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#### Outline

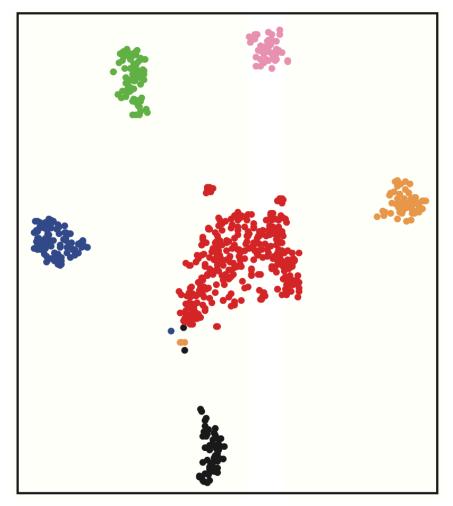
- Clustering
  - K-mean clustering, hierarchical clustering
- Adaptive learning (online learning)
  - CL, FSCL, RPCL
- Gaussian Mixture Models (GMM)

Expectation-Maximization (EM) for maximum likelihood

## What is clustering?

例子: 不同类型的癌细胞会各自聚在一起

物以类聚



#### Clustering analysis of COVID-19 virus

Lancet, January 29, 2020 https://doi.org/10.1016/S0140-6736(20)30251-8

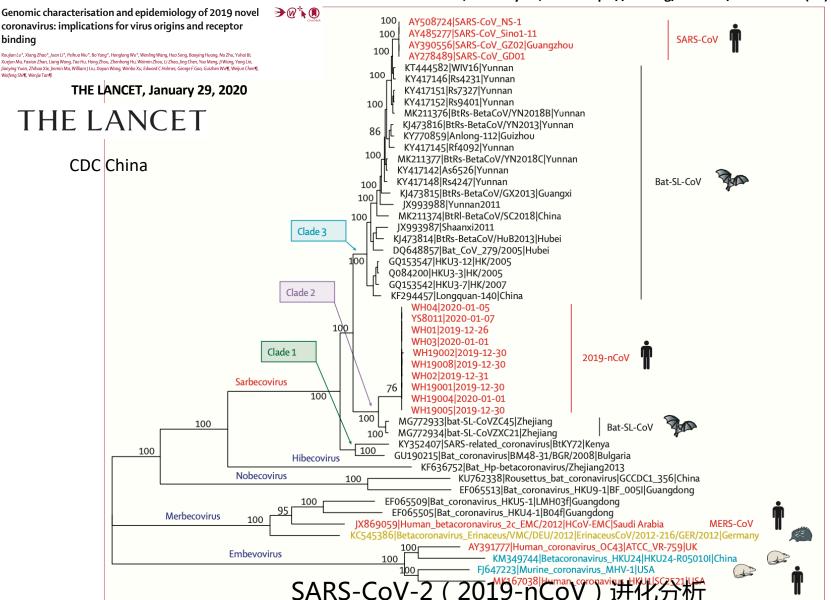
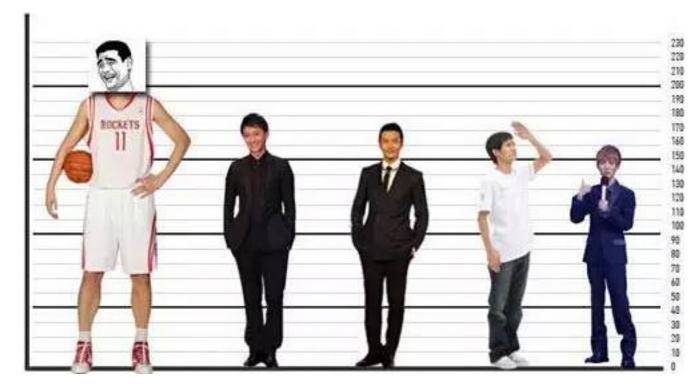


Figure 3: Phylogenetic analysis of full-length genomes of 2019-nCoV and representative viruses of the genus Betacoronavirus 2019-nCoV=2019 novel coronavirus. MERS-CoV=Middle East respiratory syndrome coronavirus. SARS-CoV=severe acute respiratory syndrome coronavirus.

### How to represent a cluster

• 例如:将每个人的身高记下来



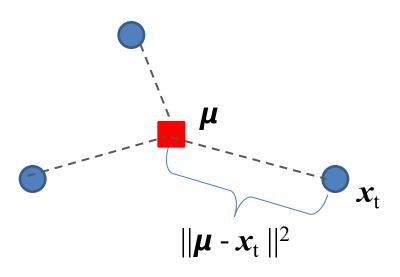




但是,如果只能记一个身高数值...

#### How to define error?

#### Square distance:



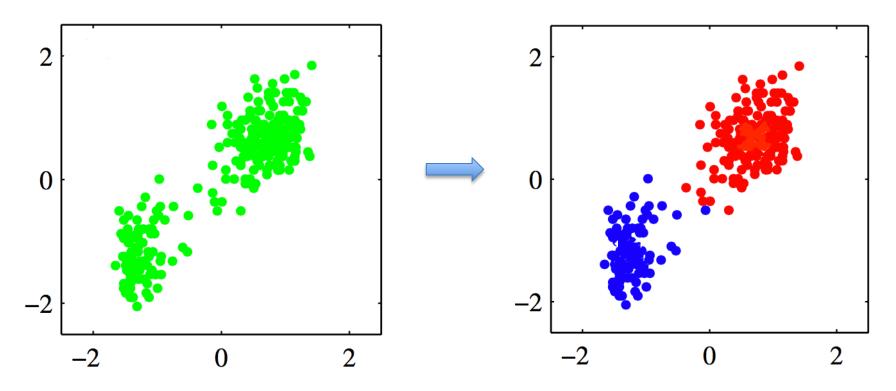
$$\|\boldsymbol{\mu} - \boldsymbol{x}_1\|^2 + \|\boldsymbol{\mu} - \boldsymbol{x}_2\|^2 + \|\boldsymbol{\mu} - \boldsymbol{x}_3\|^2$$

可以证明: 当μ是所有数据点的均值时,平方距离和最小

### Clustering the data

We have the following data:

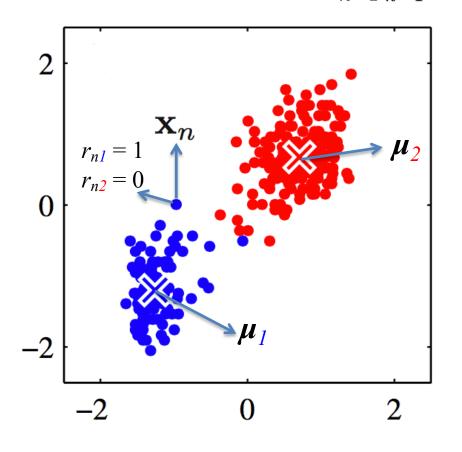
We want to cluster the data into two clusters (red and blue)



How?

#### Minimize the sum of square distances J

minimize 
$$J = \sum_{n=1}^{N} \sum_{k=1}^{K} r_{nk} \|\mathbf{x}_n - \boldsymbol{\mu}_k\|^2$$



 $r_{nk} = 1$  if and only if data point  $\mathbf{x}_n$  is assigned to cluster k; otherwise  $r_{nk} = 0$ .

$$k = 1, 2$$
;  $K = 2$  clusters

$$n = 1, ..., N;$$

N: the total number of points.

We need to calculate  $\{r_{nk}\}$  and  $\{\mu_k\}$ .

### If we know $r_{n1}$ , $r_{n2}$ for all n=1,...,N

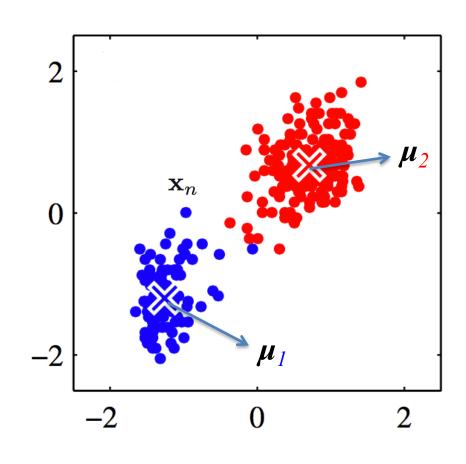
Since the points have been assigned to cluster 1 or cluster 2, we calculate

 $\mu_1$  = mean of the points in cluster 1

 $\mu_2$  = mean of the points in cluster 2

Or formally

$$oldsymbol{\mu}_k = rac{\sum_n r_{nk} \mathbf{x}_n}{\sum_n r_{nk}}$$



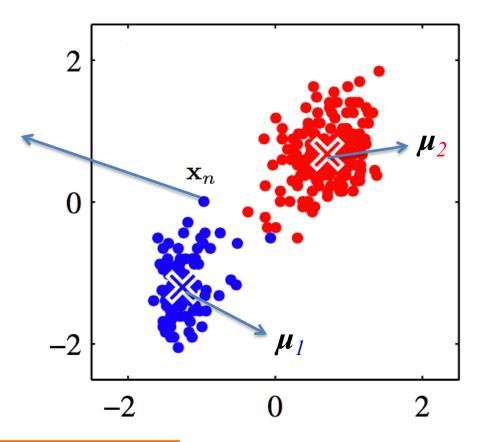
We call it the M Step.

## If we know $\mu_{1}$ , $\mu_{2}$

We should assign point  $\mathbf{x}_n$  to cluster 1, because

$$||\mathbf{x}_n - \boldsymbol{\mu}_1||^2 < ||\mathbf{x}_n - \boldsymbol{\mu}_2||^2$$

Then, 
$$r_{n1} = 1$$
  $r_{n2} = 0$ 

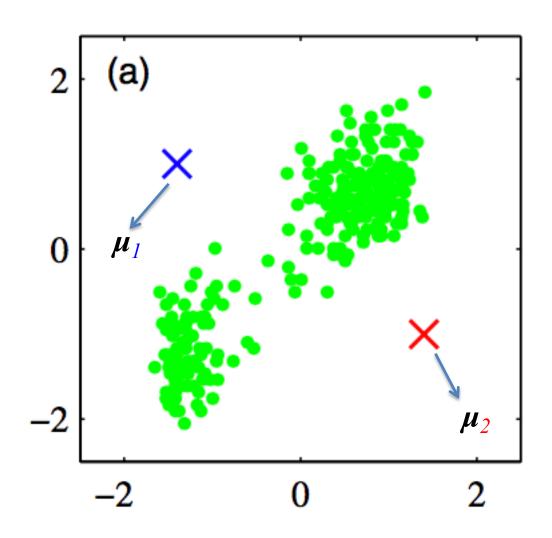


Or formally

$$r_{nk} = egin{cases} 1 & ext{if } k = rg \min_j \|\mathbf{x}_n - \boldsymbol{\mu}_j\|^2 \ 0 & ext{otherwise}. \end{cases}$$

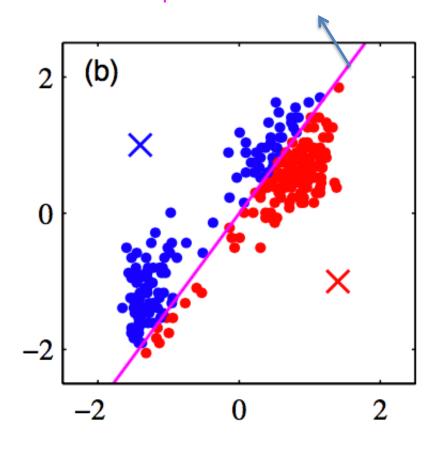
We call it the **E Step** 

#### Initialization



# Given $\mu_{l_1} \mu_2$ , calculate $r_{nl}$ , $r_{n2}$ for all $n=1,\ldots,N$

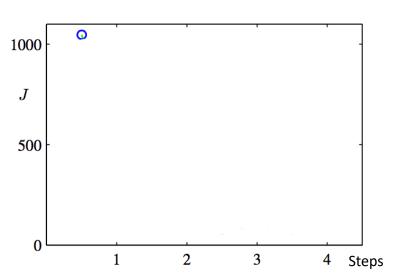
#### Equal distance line



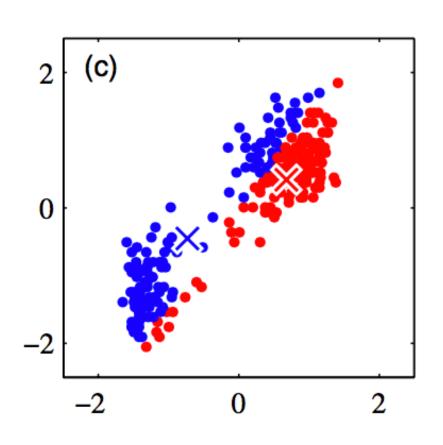
#### E Step

Assign the points to the nearest cluster:

$$r_{nk} = egin{cases} 1 & ext{if } k = rg \min_j \|\mathbf{x}_n - \boldsymbol{\mu}_j\|^2 \ 0 & ext{otherwise.} \end{cases}$$



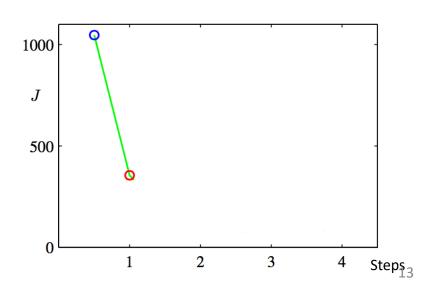
## Given $r_{n1}$ , $r_{n2}$ , calculate $\mu_{1}$ , $\mu_{2}$



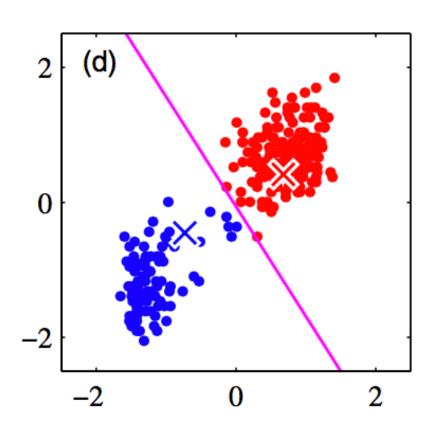
#### M Step

Calculate the means of the points in each cluster:

$$oldsymbol{\mu}_k = rac{\sum_n r_{nk} \mathbf{x}_n}{\sum_n r_{nk}}$$



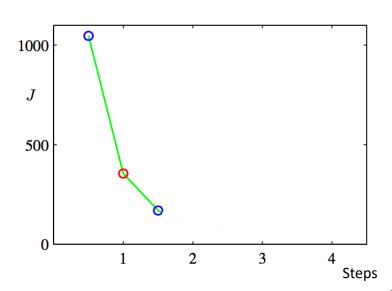
# Given $\mu_{1}$ , $\mu_{2}$ , calculate $r_{n1}$ , $r_{n2}$ for all n=1,...,N



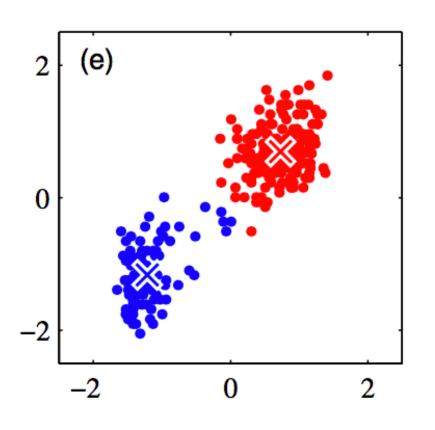
#### E Step

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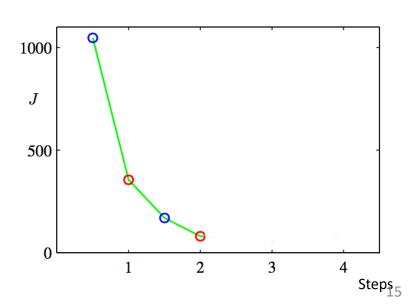
## Given $r_{n1}$ , $r_{n2}$ , calculate $\mu_{1}$ , $\mu_{2}$

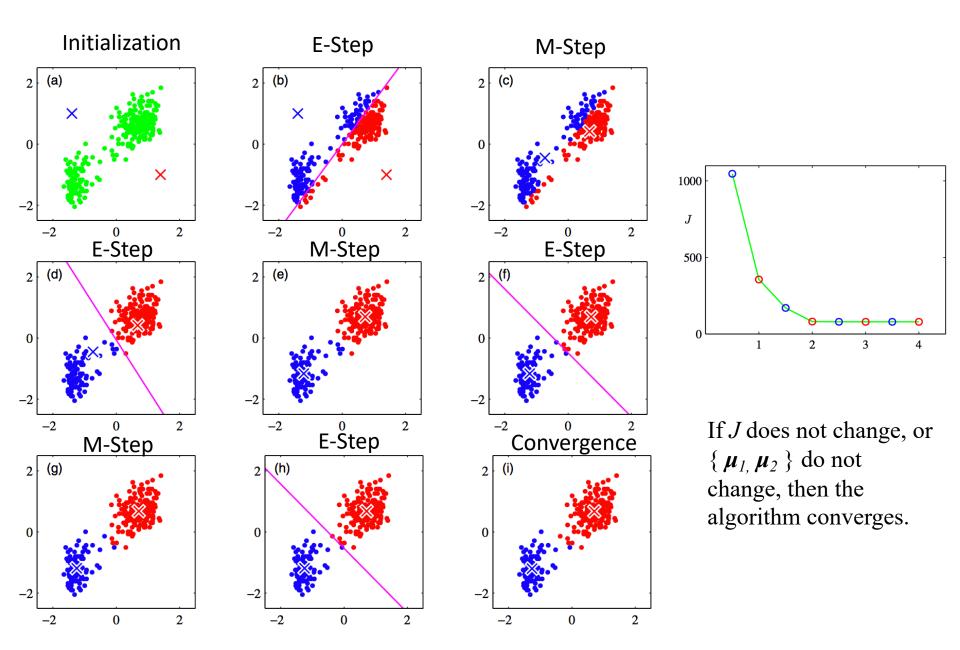


#### M Step

Calculate the means of the points in each cluster:

$$oldsymbol{\mu}_k = rac{\sum_n r_{nk} \mathbf{x}_n}{\sum_n r_{nk}}$$





## K均值法小结

- 初始化均值点 $\mu_1,...,\mu_k$
- 迭代如下
  - -把每个数据点按照就近原则分配给相应的 $\mu_i$
  - -把µi更新为所分配的数据点的均值
- 迭代停止,如果聚类分配不变

```
Initialize m{m}_i, i=1,\ldots,k, for example, to k random m{x}^t Repeat For all m{x}^t \in \mathcal{X} b_i^t \leftarrow \begin{cases} 1 & \text{if } \| m{x}^t - m{m}_i \| = \min_j \| m{x}^t - m{m}_j \| \\ 0 & \text{otherwise} \end{cases} For all m{m}_i, i=1,\ldots,k m{m}_i \leftarrow \sum_t b_i^t m{x}^t / \sum_t b_i^t Until m{m}_i converge
```

## Basic ingredients

Model or structure

Objective function

Algorithm

Convergence

#### Questions

How many possible assignments for K-mean clustering?

 Can K-mean algorithm always converge? Why?

Possible limitations of K-mean clustering?

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# Hierarchical Clustering

- Agglomerative clustering
- A very simple procedure:
  - Assign each data point into its own group
  - Repeat: look for the two closest groups and merge them into one group
  - Stop when all the data points are merged into a single cluster

# Hierarchical Clustering

- *k*-means clustering requires
  - -k
  - Positions of initial centers
  - A distance measure between points (e.g. Euclidean distance)
- Hierarchical clustering requires a <u>measure of</u> distance between <u>groups</u> of data points

#### Distance Measure

- Distance between data points a and b:
  - -d(a,b)
- Group A and B
  - Single-linkage

$$d(A,B) = \min_{a \in A, b \in B} d(a,b)$$

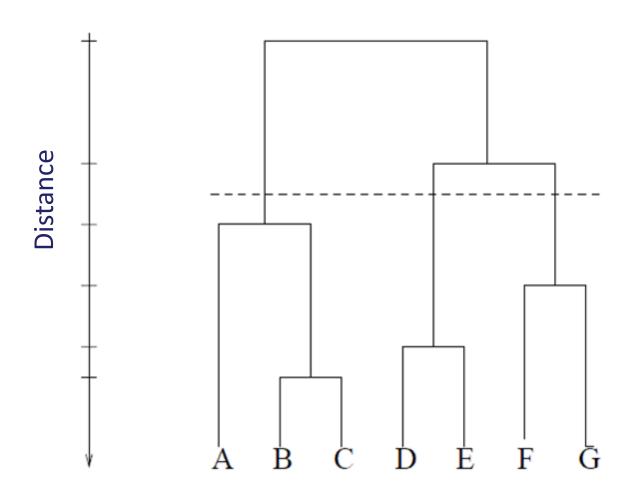
Complete-linkage

$$d(A,B) = \max_{a \in A, b \in B} d(a,b)$$

Average-linkage

$$d(A,B) = \frac{\sum_{a \in A, b \in B} d(a,b)}{|A| \cdot |B|}$$

## Dendrogram



THE LANCET, January 29, 2020

CDC China

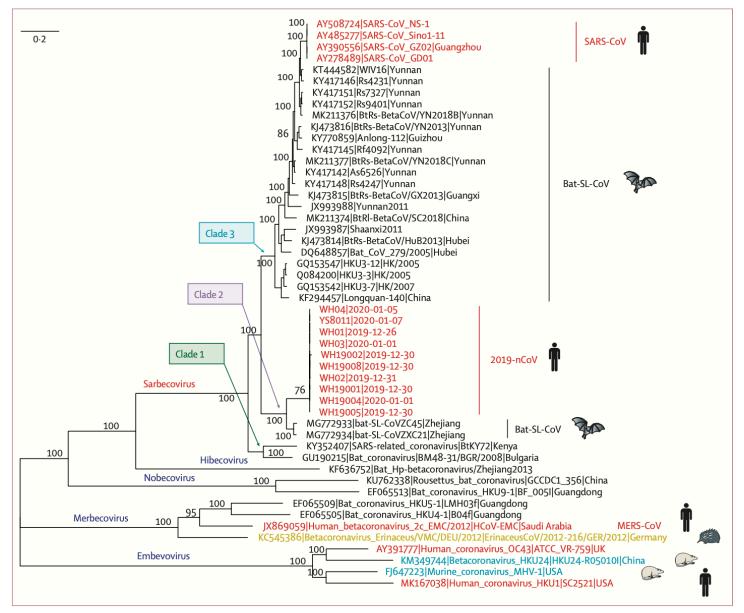


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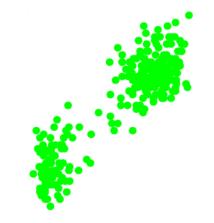
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### From batch to adaptive

Given a batch of data points



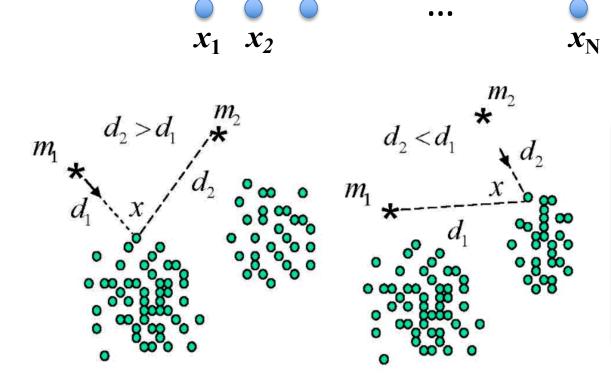
Data points come one by one:



### Competitive learning



Data points come one by one:



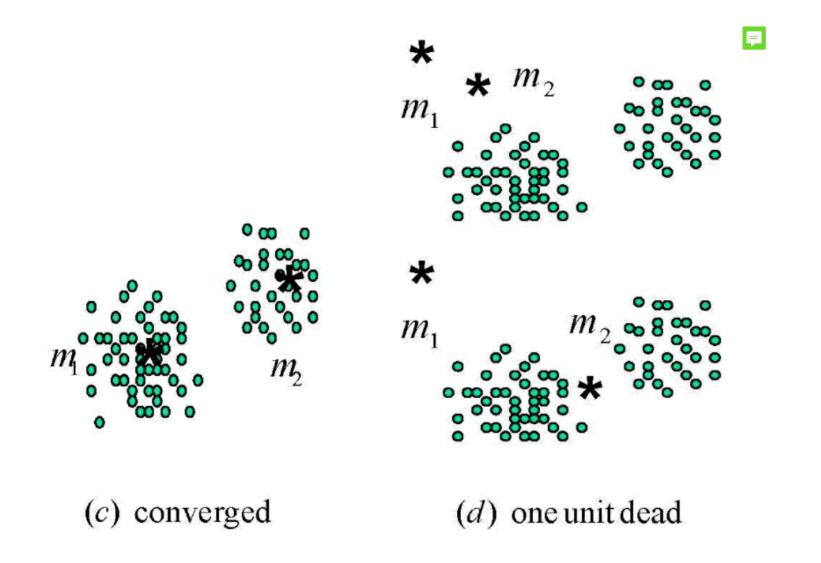
$$\varepsilon_t(\theta_j) = \|x_t - m_j\|^2$$

$$p_{j,t} = \begin{cases} 1, & \text{if } j = c, \\ 0, & \text{otherwise;} \end{cases}$$
$$c = arg \ min_j \varepsilon_t(\theta_j).$$

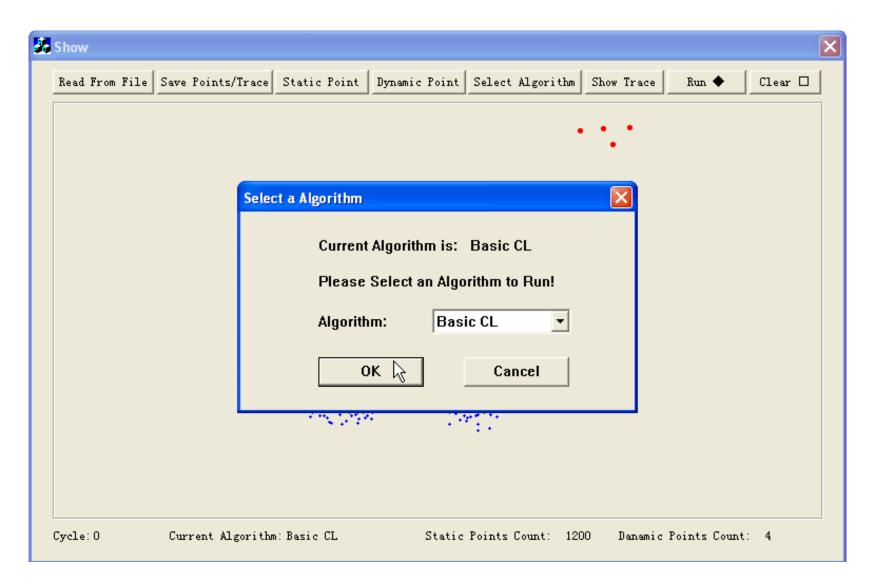
$$m_j^{new} = m_j^{old} + \eta p_{j,t}(x_t - m_j^{old}).$$

- (a)  $m_1$  is the winner
- (b)  $m_2$  is the winner

#### When starting with "bad initializations"



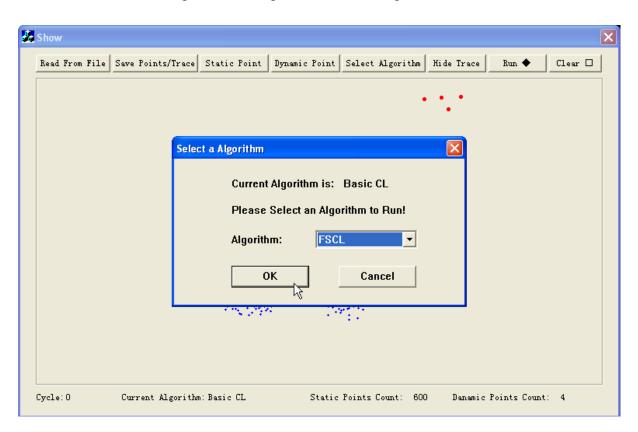
#### A four-cluster case



# frequency sensitive competitive learning (FSCL) [Ahalt et al., 1990]

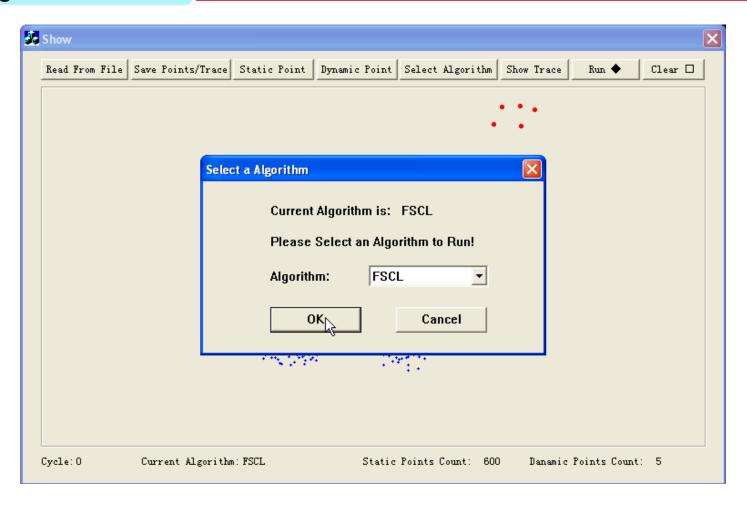
#### The idea is to penalize the frequent winners:

$$\varepsilon_t(\theta_j) = \alpha_j ||x_t - m_j||^2$$



# FSCL is not good when there are extra centers

When k is pre-assigned to 5. the frequency sensitive mechanism also brings the extra one into data to disturb the correct locations of others

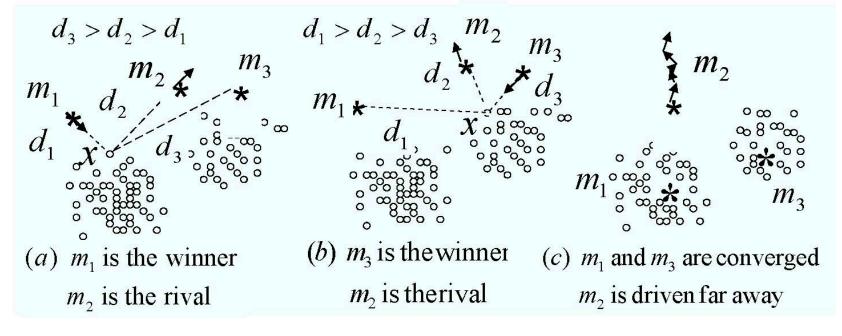


# Rival penalized competitive learning (RPCL) (Xu, Krzyzak, & Oja, 1992, 1993)

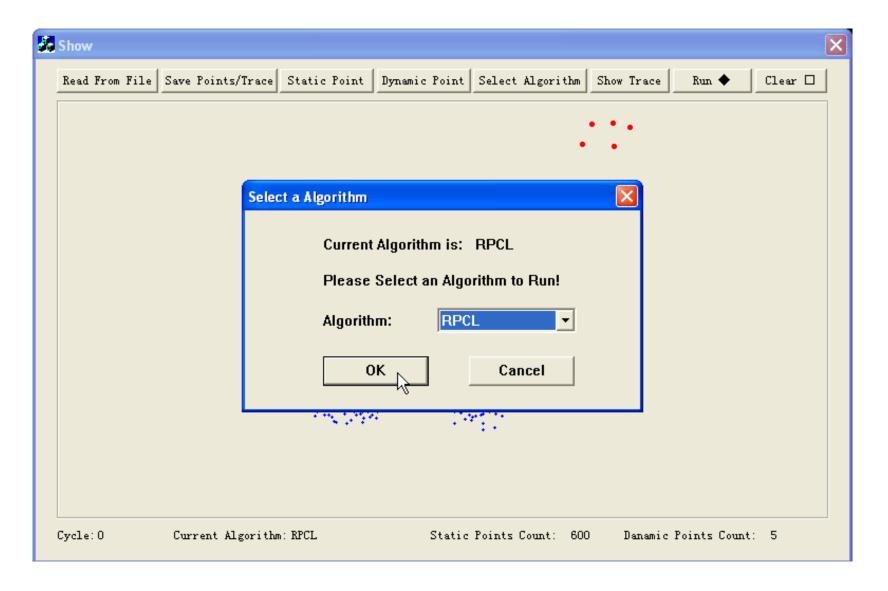
The RPCL differs from FSCL by implementing  $p_{i,t}$  as follows:

$$p_{j,t} = \begin{cases} 1, & \text{if } j = c, \\ -\gamma, & \text{if } j = r, \\ 0, & \text{otherwise,} \end{cases} \begin{cases} c = arg \ min_j \varepsilon_t(\theta_j), \\ r = arg \ min_{j \neq c} \varepsilon_t(\theta_j), \end{cases}$$

where  $\gamma$  approximately takes a number between 0.05 and 0.1 for controlling the penalizing strength.



#### Rival penalized mechanism makes extra agents driven far away.



#### Questions

 Are competitive learning (CL) and Kmean equivalent?

 Could you come up with new algorithms to tackle the "bad initialization" problem of competitive learning (or K-mean)?

p p

 Can you design a K-mean version of RPCL?

## Thank you!

#### Matrix derivatives

$$\left[\frac{\partial \mathbf{x}}{\partial y}\right]_i = \frac{\partial x_i}{\partial y} \qquad \left[\frac{\partial x}{\partial \mathbf{y}}\right]_i = \frac{\partial x}{\partial y_i} \qquad \left[\frac{\partial \mathbf{x}}{\partial \mathbf{y}}\right]_{ij} = \frac{\partial x_i}{\partial y_j}$$

$$\frac{\partial \mathbf{x}^T \mathbf{a}}{\partial \mathbf{x}} = \frac{\partial \mathbf{a}^T \mathbf{x}}{\partial \mathbf{x}} = \mathbf{a} \tag{69}$$

$$\frac{\partial \mathbf{a}^T \mathbf{X} \mathbf{b}}{\partial \mathbf{X}} = \mathbf{a} \mathbf{b}^T \tag{70}$$

$$\frac{\partial \mathbf{a}^T \mathbf{X}^T \mathbf{b}}{\partial \mathbf{X}} = \mathbf{b} \mathbf{a}^T \tag{71}$$

$$\frac{\partial \mathbf{a}^T \mathbf{X} \mathbf{a}}{\partial \mathbf{X}} = \frac{\partial \mathbf{a}^T \mathbf{X}^T \mathbf{a}}{\partial \mathbf{X}} = \mathbf{a} \mathbf{a}^T$$
 (72)

$$\frac{\partial \det(\mathbf{X})}{\partial \mathbf{X}} = \det(\mathbf{X})(\mathbf{X}^{-1})^T \tag{49}$$

$$\frac{\partial \mathbf{Y}^{-1}}{\partial x} = -\mathbf{Y}^{-1} \frac{\partial \mathbf{Y}}{\partial x} \mathbf{Y}^{-1} \tag{59}$$