(12) DBSCAN (Density Based Spatial Clustering of Applications with Noise.)

→ It is an unsupervised machine learning algorithm. This algorithm defines clusters as continuous regions of high density.

Key words :-

⊙ EPSILON :- (EPS)

this is the distance fn which we look for the neighbouring points.

⊙ min-points :-

the min no. of points specified by the user

⊙ core point :-

If the no. of points inside the epsilon radius of a point is greater than or equal the min_points then it is called a core point.

⊙ Border point :-

If the no. of points inside the epsilon radius of a point is less than the min points and it lies within the eps radius region of a core point, then it is called border point.

⊙ Noise :-

A point which is neither core nor a border point is a noise point.

Algorithm steps

① The algorithm starts with a random point in the dataset which has not been visited yet and its neighbouring points are identified based on the eps value.

② If the point contains ≥ points than min points then the cluster formation starts and this point becomes a core point;
else it's considered as Noise!

→ The point to note here is that a point initially classified as noise can later become a border point if it's in the eps radius of a core point.

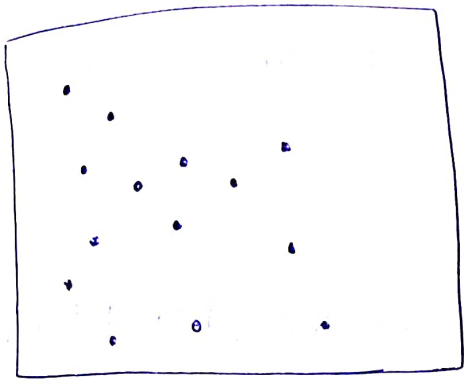
③ If the point is a core point, then all its neighbours become a part of cluster. If the points in the neighbourhood turn out to be core points then their neighbours are also part of cluster.

④ Repeat the steps above until all points are classified into different clusters or noises.

This Algo works well if all clusters are dense enough, and they are well separated by low dense regions

Eg:-

Let's say eps = 1, min point = 3.



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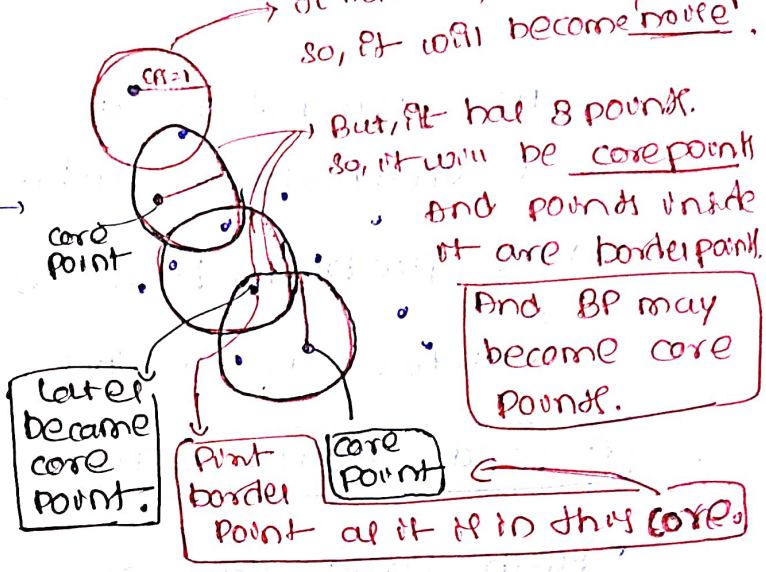

→ In short, DBSCAN is a very simple yet powerful Algorithm, capable of identifying any no. of clusters of any shape, it is robust to outliers, and it has just two hyperparameters.

(eps & min samples)

→ However, if the density varies significantly across the clusters, it can be impossible for it to capture all the clusters properly. Moreover its computational complexity is roughly $O(m \log m)$, making it pretty close to linear with regards to the no. of instances.

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