

# DBSCAN

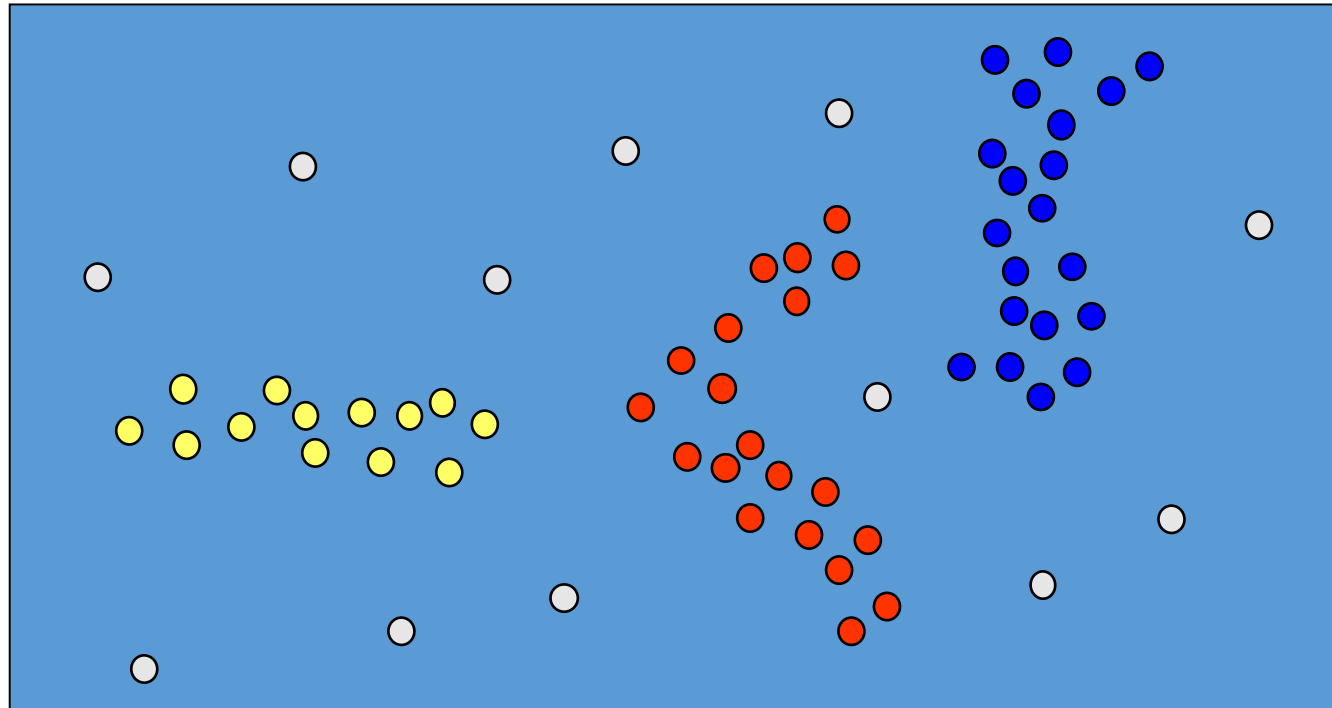
## Density-Based Spatial Clustering of Applications with Noise

Reference:

M.Ester, H.P.Kriegel, J.Sander and Xu.  
A density-based algorithm for discovering clusters in  
large spatial databases, Aug 1996

# Density-Based Clustering – Basic Idea

Clusters are dense regions in the data space, separated by regions of lower object density

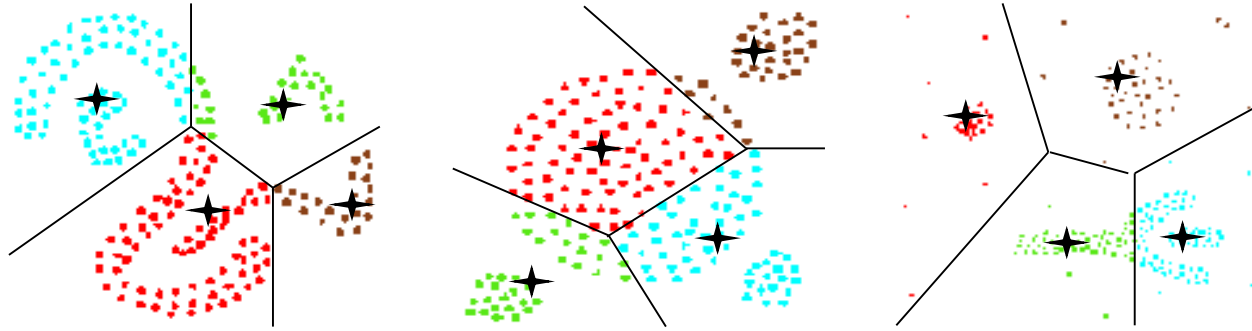


# Density-based Approaches

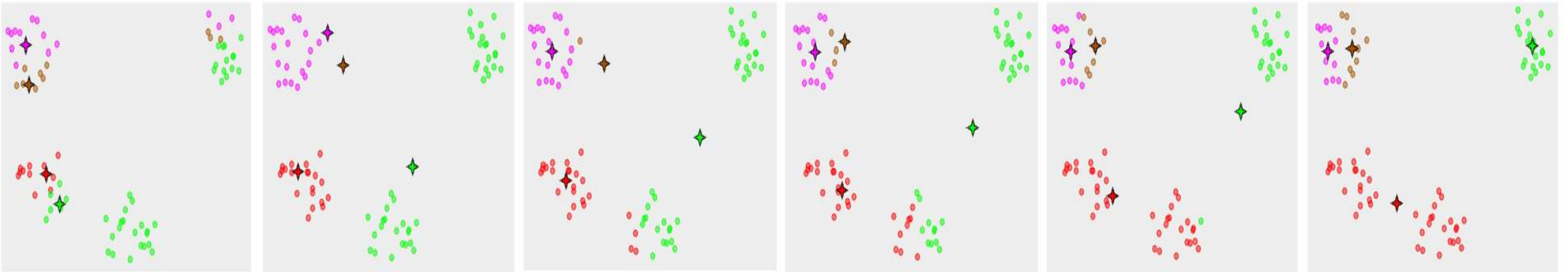
## Why Density-Based Clustering methods?

- Clusters can have arbitrary shapes and sizes, can even identify clusters contained within other clusters
  - The number of clusters is determined automatically
  - Can separate clusters from surrounding noise
  - Can be supported by a spatial index structures
- 
- DBSCAN – the first density based clustering
  - OPTICS – density based cluster-ordering
  - DENCLUE – a general density-based description of cluster and clustering

# Why Use Density-Based Clustering?



Results of a  $k$ -medoid algorithm for  $k=4$



Results of a  $k$ -means algorithm for  $k=4$ , wrongly converging in 6 steps

# DBSCAN in a nutshell

Intuition for the formalization of the basic idea:

- For any point in a cluster, the local point density around that point has to exceed some threshold
- The set of points from one cluster is spatially connected

Local point density at a point  $p$  is defined by two parameters:

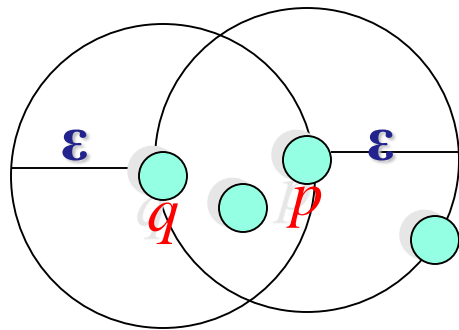
- $\varepsilon$  – radius for the neighborhood of point  $p$ :  
$$N_\varepsilon(p) := \{q \text{ in data set } D \mid \text{distance}(p, q) \leq \varepsilon\}$$
- *MinPts* – minimum number of points in the given neighborhood  $N(p)$

# Definitions

- $\varepsilon$ -Neighborhood – Objects within a radius of  $\varepsilon$  from an object.

$$N_{\varepsilon}(p) : \{q \mid d(p, q) \leq \varepsilon\}$$

- “High density” -  $\varepsilon$ -Neighborhood of an object contains at least *MinPts* of objects.



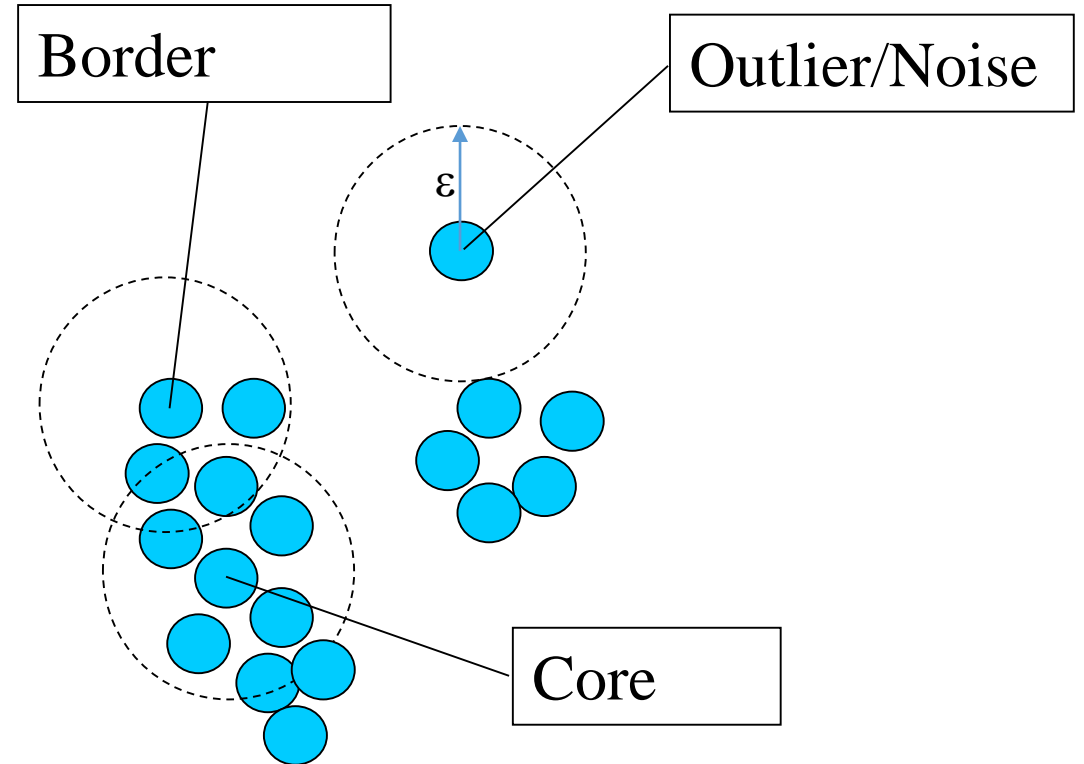
For MinPts = 4

*Density of p is “high”:  $N_{\varepsilon}(p) = 4$*

*Density of q is “low”:  $N_{\varepsilon}(q) = 3$*

# Definitions

- A point is a **core point** if it has more than MinPts within  $\epsilon$ . These are points at the interior of a cluster
- A **border point** has fewer than MinPts within  $\epsilon$ , but is within  $\epsilon$  of a core point
- A **noise point** is any point that is not a core point nor a border point

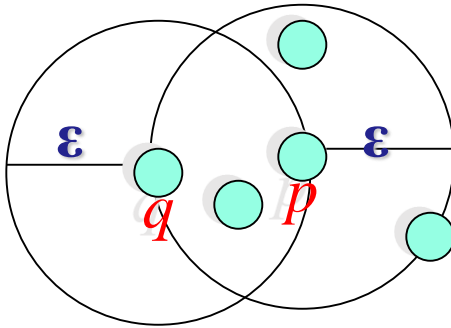


$\epsilon = 1$  unit, MinPts = 5

# Definitions

- **Directly density-reachable**

- An object **q** is directly density-reachable from object **p** if q is within the  $\epsilon$ -Neighborhood of p and p is a core object.



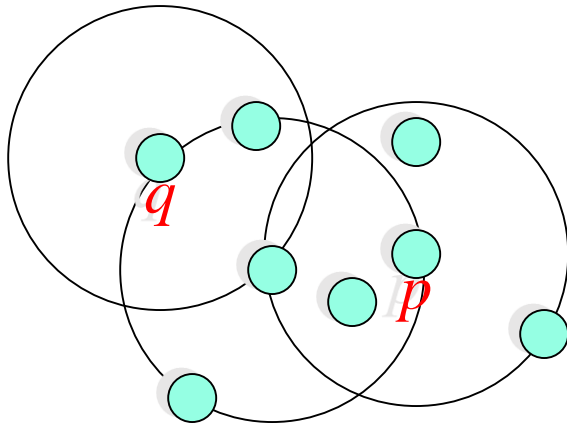
- q is directly density-reachable from p
- p is not directly density-reachable from q (for MinPts > 3)
- Direct density reachability is asymmetric.



# Definitions

- **Density-reachable:**

- An object  $p$  is density-reachable from  $q$  w.r.t  $\epsilon$  and  $MinPts$  if there is a chain of objects  $p_1, \dots, p_n$ , with  $p_1 = q$ ,  $p_n = p$  such that  $p_{i+1}$  is directly density-reachable from  $p_i$  w.r.t  $\epsilon$  and  $MinPts$  for all  $1 \leq i \leq n$

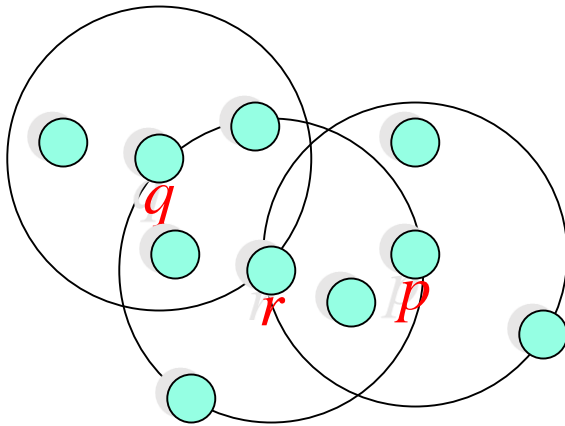


- $q$  is density-reachable from  $p$
- $p$  is not density-reachable from  $q$  (for  $MinPts > 3$ )
- Transitive closure of direct density-reachability, still asymmetric

# Definitions

- **Density-connectivity**

- Object  $p$  is density-connected to object  $q$  w.r.t  $\epsilon$  and  $MinPts$  if there is an object  $o$  such that both  $p$  and  $q$  are density-reachable from  $o$  w.r.t  $\epsilon$  and  $MinPts$



- $p$  and  $q$  are density-connected to each other by  $r$
- Density-connectivity is symmetric

# Definitions

- **Cluster:** A cluster  $\mathbf{C}$  is defined as a maximal set of density-connected points. The set  $\mathbf{C}$  satisfies:
  - Maximality: For all  $p, q$  if  $p \in \mathbf{C}$  and if  $q$  is density-reachable from  $p$  w.r.t  $\epsilon$  and  $MinPts$ , then also  $q \in \mathbf{C}$ .
  - Connectivity: for all  $p, q \in \mathbf{C}$ ,  $p$  is density-connected to  $q$  w.r.t  $\epsilon$  and  $MinPts$  in  $\mathbf{D}$ .
  - **Note:** cluster contains *core objects* as well as *border objects*
- **Noise:** objects which are not directly density-reachable from any core object

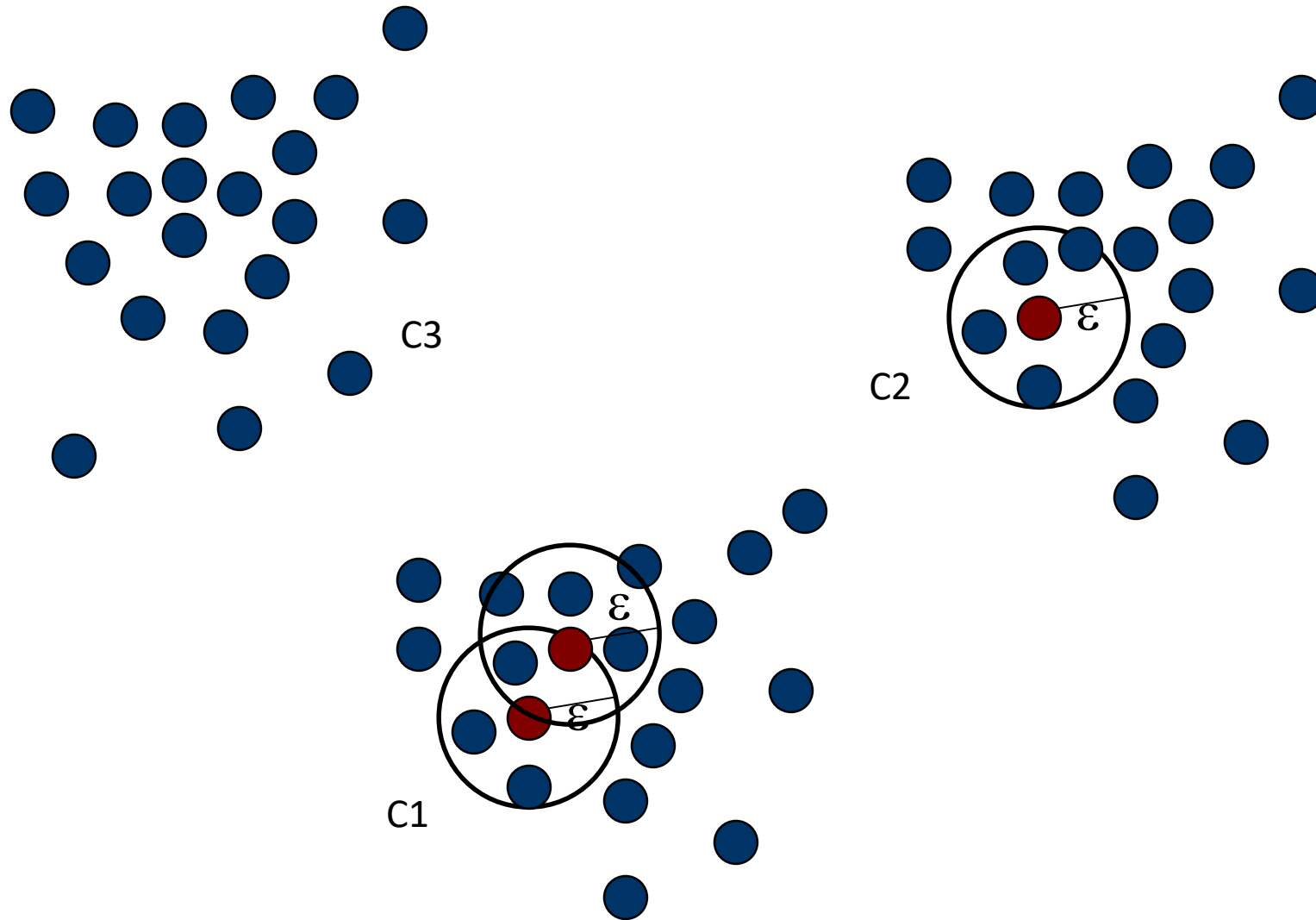
# DBSCAN pseudo code

- select a point  $p$
- Retrieve all points density-reachable from  $p$  w.r.t  $\epsilon$  and ***MinPts***
- If  $p$  is a core point, a cluster is formed
- If  $p$  is a border point, no points are density-reachable from  $p$  and DBSCAN visits the next point in the dataset
- Continue the process until all of the points have been processed

Result is independent of the order of processing the points.

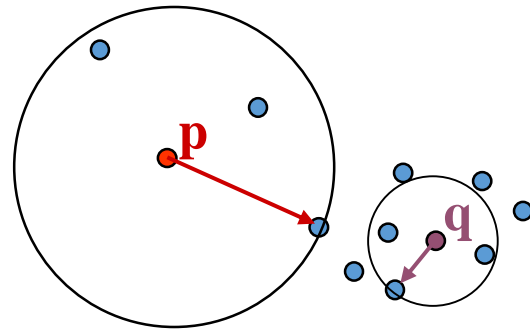
# Example


MinPts = 4



# Determining the Parameters $\varepsilon$ and $MinPts$

- Cluster: Point density higher than specified by  $\varepsilon$  and  $MinPts$
- Idea: use the point density of the least dense cluster in the dataset as parameters – but how to determine this?
- Heuristic: look at the distances to the  $k$ -nearest neighbor



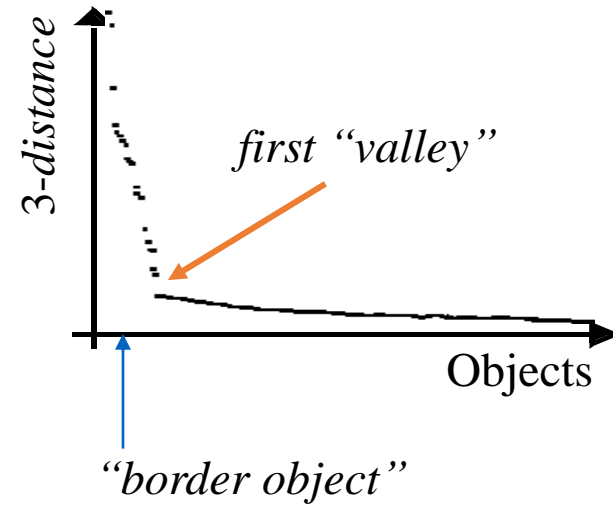
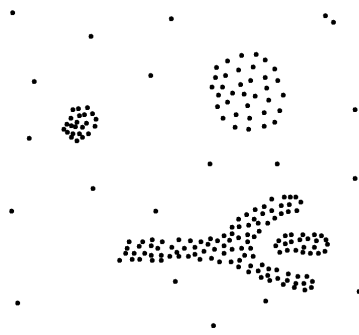
$3\text{-distance}(p) :$  

$3\text{-distance}(q) :$  

- Function  $k\text{-distance}(p)$ : distance from  $p$  to the its  $k$ -nearest neighbor
- $k\text{-distance plot}$ :  $k$ -distances of all objects, sorted in decreasing order

# Determining the Parameters $\varepsilon$ and $MinPts$

- Example of a  $k$ -distance plot



- Heuristic method:
  - Fix a value for  $MinPts$
  - User selects “border object”  $o$  from the  $MinPts$ -distance plot;  $\varepsilon$  is set to  $MinPts$ -distance( $o$ )