# PROJECT HIERARCHICAL CLUSTERING

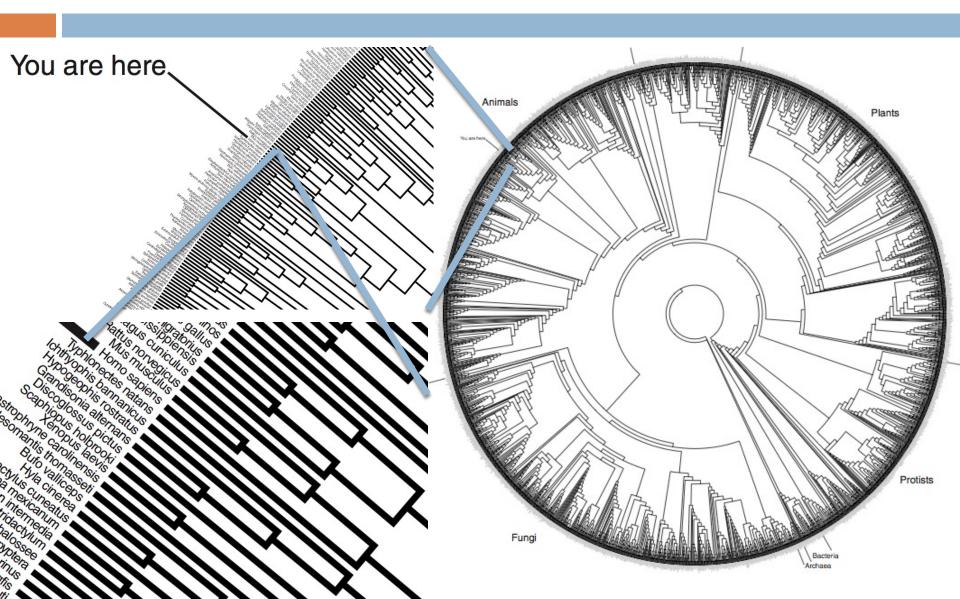
### Clustering

- Cluster analysis
  - Gather objects into groups
- □ A Cluster is a subset of objects:
  - Similar to any other object in the same cluster
  - Dissimilar to any other object in a different cluster
- Clustering is an unsupervised classification task:
  - We don't know the classes in advance,
     every cluster can be interpreted as a class

### **Applications**

- Detecting groups of similar users:
  - With the same purchasing patterns
  - With the same Web-site browsing patterns
  - With the same tastes
- Detecting similar object:
  - With similar properties
- Other applications:
  - As a stand-alone tool for data analysis
  - As a preprocessing step for other tasks/algorithm (outlier detection, summarization)
  - Clustering of documents related to the same topic
  - Classes of customers of an insurance company
  - Biology, phylogenetic trees

# Phylogenetic trees



#### A good clustering algorithm should be:

- Scalable
- Able to deal with clusters with arbitrary shapes
- Able to handle noise and outliers
- Independent from input order
- Able to deal with highly dimensional data
- Able to exploit user constraints (or hints)
- Able to provide easily understandable results

### Clustering algorithms:

- Partitional algorithms: Partition the objects into dis-joint sets. Usually iterative methods.
- Hierarchical algorithms: Creates an hierarchy/tree of objects, such that similar objects are "close" in the tree.
- Density-based: Number of objects in a given region of the space.
- Model-based: Statistical methods: assumes a given distribution function of the data, and finds the best fitting to the data.

#### The input

#### Data Matrix

n objects withp attributes/dimensions

#### Distance Matrix

- d(i, j) is the distance
   between i and j
- d(i, j) = 0
  identical / non
  distinguishable objects

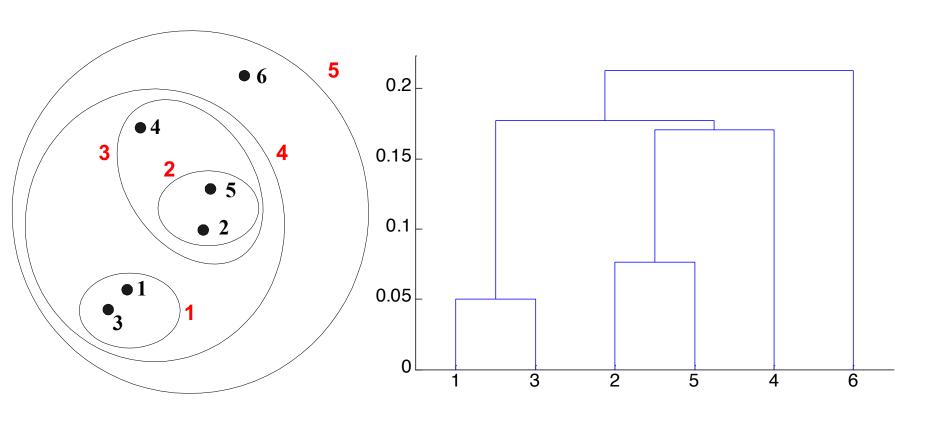
$$\begin{bmatrix} x_{11} & \dots & x_{1f} & \dots & x_{1p} \\ \dots & \dots & \dots & \dots \\ x_{i1} & \dots & x_{if} & \dots & x_{ip} \\ \dots & \dots & \dots & \dots \\ x_{n1} & \dots & x_{nf} & \dots & x_{np} \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ d(2,1) & 0 \\ d(3,1) & d(3,2) & 0 \\ \vdots & \vdots & \vdots \\ d(n,1) & d(n,2) & \dots & \dots & 0 \end{bmatrix}$$

#### Hierarchical Agglomerative Algorithm

- 1. Compute similarity matrix
- 2. Every point is a cluster
- Repeat
- 4. Join the two closest clusters
- 5. Update the distance matrix
- 6. Until one cluster is left
- The key operation is how to compute distance between clusters
  - Algorithms differ on the distance function they use

# Hierarchical Clustering

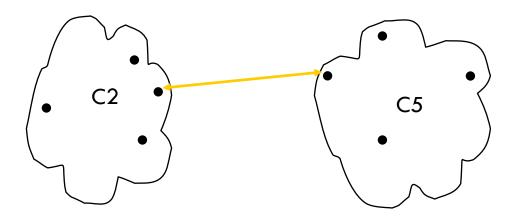


**Hierarchical Clustering** 

Dendrogram

### Min (Single Linkage)

The distance between two clusters is the distance of the closest points

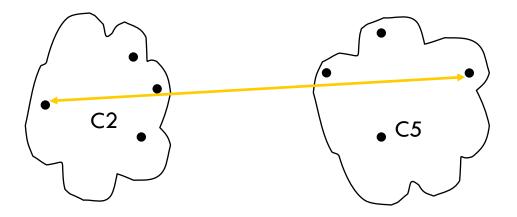


#### □ Cons:

it overestimates similarity, and it may produce chaining

### Max (Complete Linkage)

 The distance between two clusters is given by the distance of the farthest points

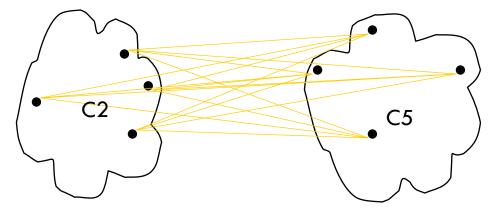


#### □ Cons:

It underestimates similarity, favors globular clusters

# Average

 The distance between two clusters is given by the average distance between every couple of points (divided by the product of the cluster sizes)

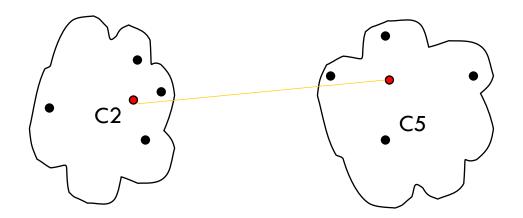


#### □ Pros:

In the middle of the other two

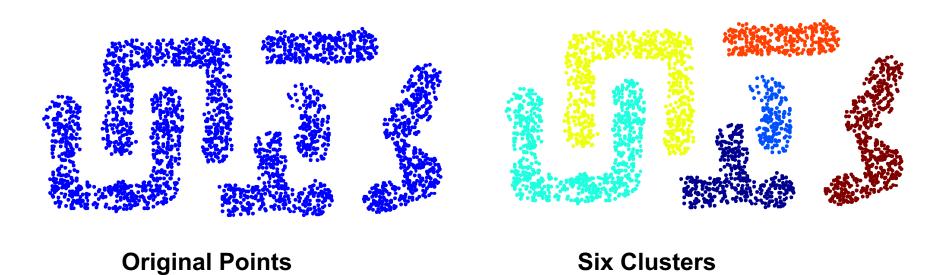
#### Centroid based

 The distance between two clusters is given by the distance between their centroids (medoids)



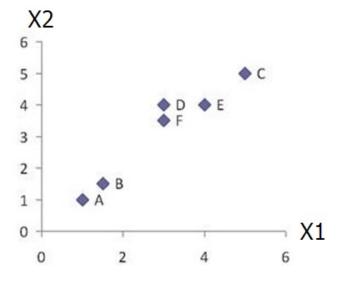
- □ Pros:
  - □ Fast!

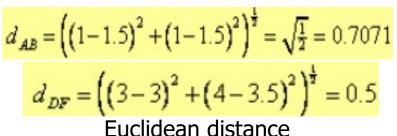
#### Strength of MIN

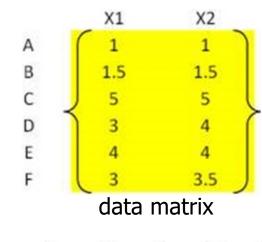


Can handle non-elliptical shapes

#### Problem: clustering analysis with agglomerative algorithm



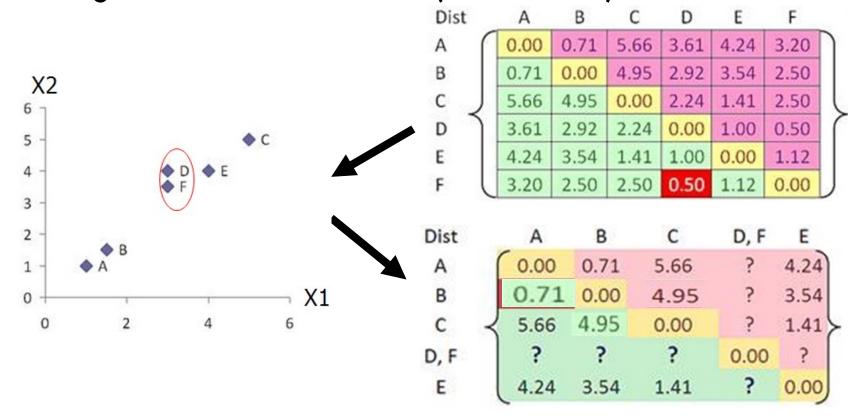




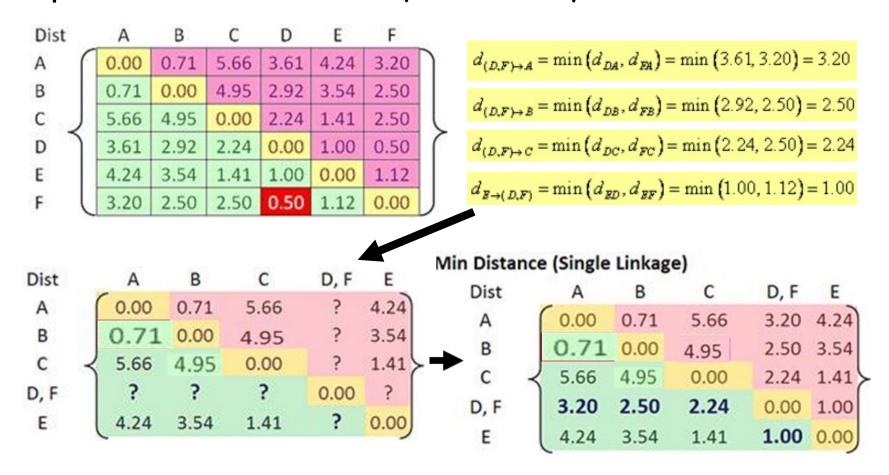


distance matrix

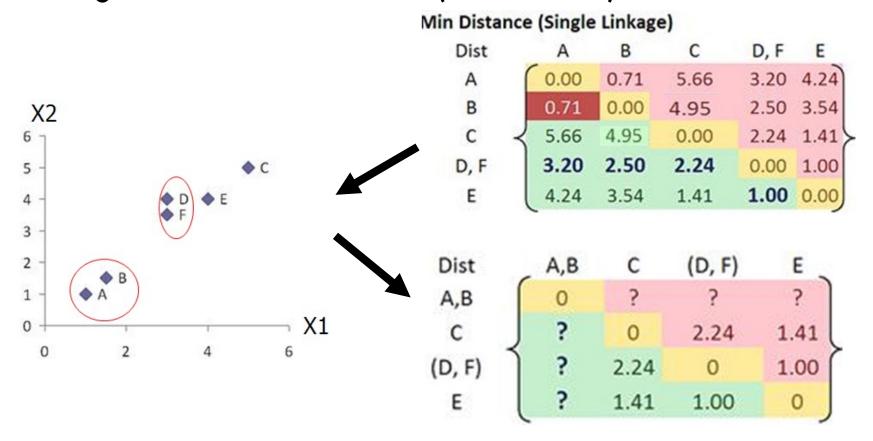
Merge two closest clusters (iteration 1)



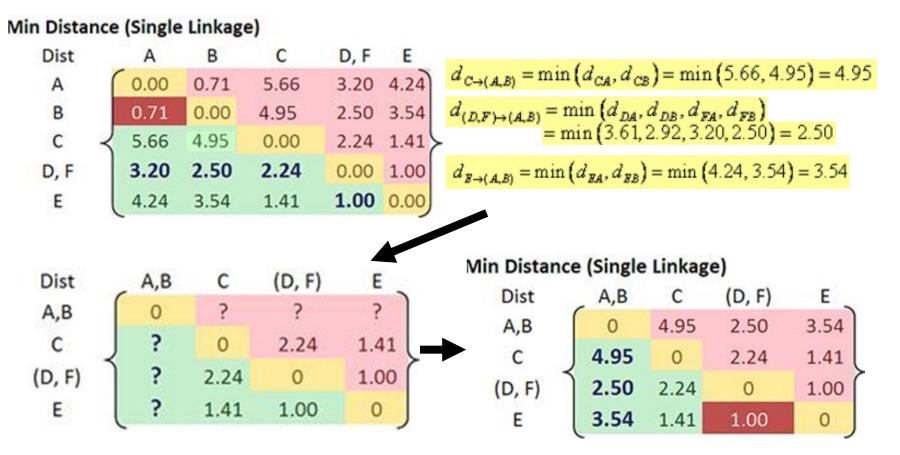
#### Update distance matrix (iteration 1)



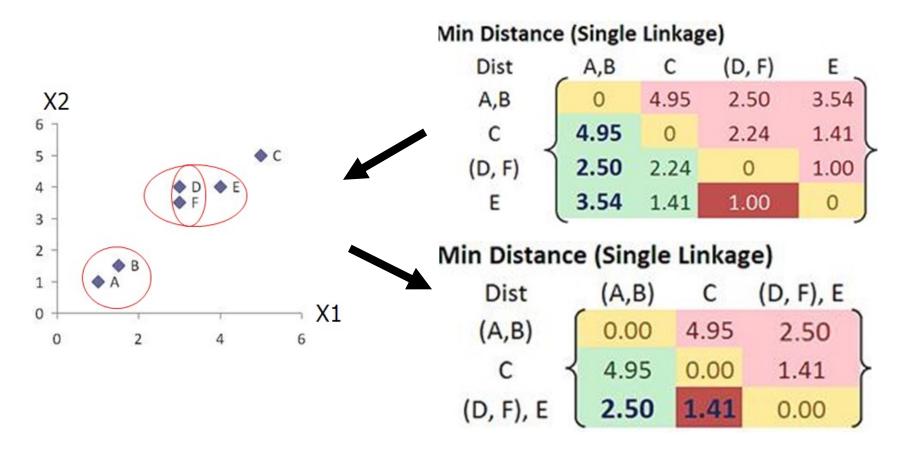
Merge two closest clusters (iteration 2)



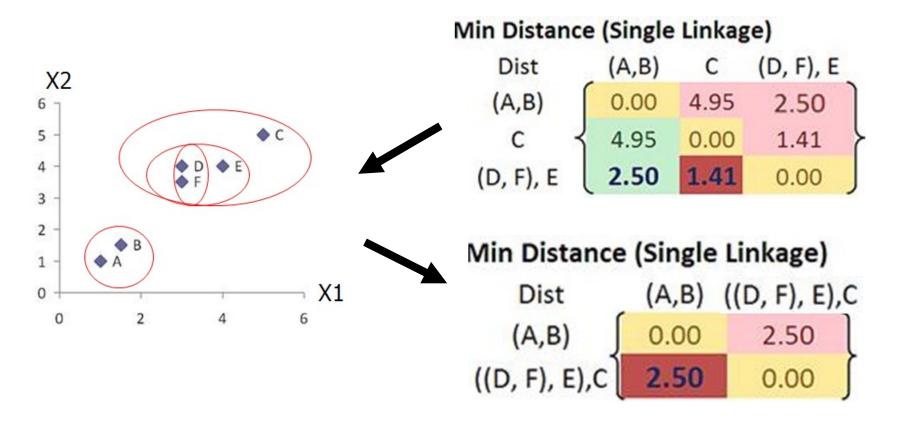
#### Update distance matrix (iteration 2)



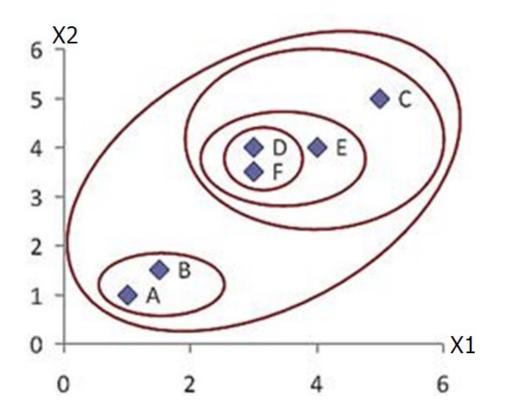
Merge two closest clusters/update distance matrix (iteration 3)



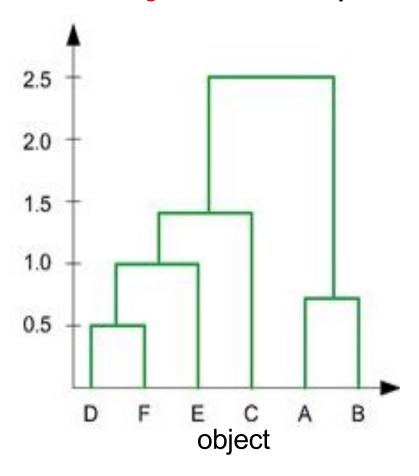
Merge two closest clusters/update distance matrix (iteration 4)



□ Final result (meeting termination condition)



#### Dendrogram tree representation



- 1. In the beginning we have 6 clusters: A, B, C, D, E and F
- 2. We merge clusters D and F into cluster (D, F) at distance 0.50
- 3. We merge cluster A and cluster B into (A, B) at distance 0.71
- 4. We merge clusters E and (D, F) into ((D, F), E) at distance 1.00
- 5. We merge clusters ((D, F), E) and C into (((D, F), E), C) at distance 1.41
- 6. We merge clusters (((D, F), E), C) and (A, B) into ((((D, F), E), C), (A, B)) at distance 2.50
- 7. The last cluster contain all the objects, thus conclude the computation

#### Complexity analysis-general single linkage clustering

□ N: the number of data points

- Space complexity
  - $\square$  O(N<sup>2</sup>): Requires to store the distance matrix

- Time complexity
  - $\square$  In most cases,  $O(N^3)$ :
    - There are N steps and at each step the size, N<sup>2</sup>, distance matrix must be updated and searched

#### SLINK

#### SLINK

- $\blacksquare$  Pointer representation(The pair of  $\pi$  ,  $\lambda$  functions)
  - Used to improve performance of hierarchical clustering
  - Allows a new object to be inserted in an efficient way
  - A pair of functions which contain information on a dendrogram
- Main idea of SLINK
  - Use Pointer representation( $\pi$ ,  $\lambda$ ) to specify N objects
  - Only access the part-row values (M)

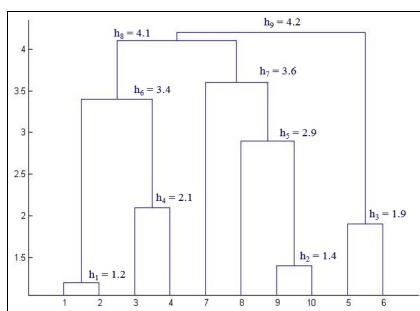
#### **SLINK-Pointer representation**

#### Pointer representation

- $\blacksquare \pi(i): (i \in [1, N] \to [1, N])$ 
  - The last object of the clusters which is merged with i
  - (sort of cluster id defined as the largest id in the cluster)
- - The smallest distance at which *i* is no longer the last (i.e., the highest numbered) object in its cluster

#### Example: (i: object processing sequence)

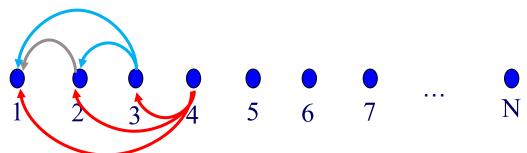
i	1	2	3	4	5	6	7	8	9	10
π[ <i>i</i> ]	2	4	4	10	6	10	10	10	10	10
λ[i]	1.2	3.4	2.1	4.1	1.9	4.2	3.6	2.9	1.4	$\infty$



#### SLINK-Part-row values

#### Part-row values

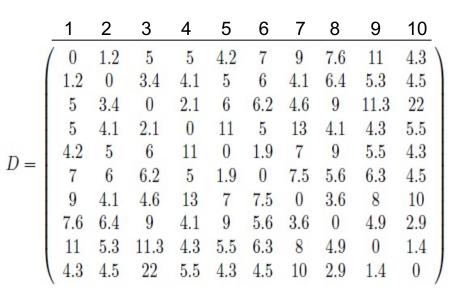
- □ M(j) (j ∈ [1, N-1] → [0, ∞], j < i)
- Example
  - (when i = 2): 2-1(M(1)) ←
  - $\blacksquare$  (when i = 3): 3-1(M[1)), 3-2(M(2))
  - (when i = 4): 4-1(M(1)), 4-2(M(2)), 4-3(M(3)) ←——

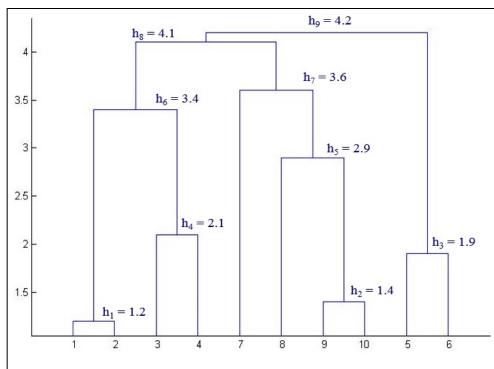


# Slink – pseudocode

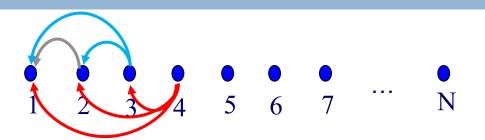
```
1. Set \Pi(n+1) to n+1, \Lambda(n+1) to \infty
2. Set M(i) to d(i, n + 1) for i = 1, ..., n
3. For i increasing from 1 to n
     if \Lambda(i) \geq M(i)
        set M(\Pi(i)) to min \{M(\Pi(i)), \Lambda(i)\}
         set \Lambda(i) to M(i)
         set \Pi(i) to n+1
      if \Lambda(i) < M(i)
        set M(\Pi(i)) to min \{M(\Pi(i)), M(i)\}
4. For i increasing from 1 to n
      if \Lambda(i) \geqslant \Lambda(\Pi(i))
         set \Pi(i) to n+1
```

Here, D is a distance matrix and the values are just used to show the part-row values in the following example. In SLINK, there is no need to calculate D.





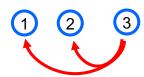
- □ 1<sup>st</sup> object:
  - $\blacksquare$   $\pi(1) = 1, \lambda(1) = \infty$  ①
- □ 2<sup>nd</sup> object:
  - Initialization:
    - $\pi(2) = 2, \lambda(2) = \infty$
    - M(1) = 1.2
  - Update:
  - case:  $\lambda(1) > M(1) \rightarrow (\infty > 1.2)$ 
    - $M(\pi(1)) = \min(M(\pi(1)), \lambda(1))$  $M(1) = \min(1.2, \infty) = 1.2$
    - $\lambda(1) = \lambda(1) = 1.2, \pi(1) = 2$
  - Final status:
    - $\pi(1) = 2, \lambda(1) = 1.2$
    - $\pi(2) = 2, \lambda(2) = \infty$



```
1. Set \Pi(n+1) to n+1, \Lambda(n+1) to \infty
2. Set M(i) to d(i, n+1) for i=1, \ldots, n
3. For i increasing from 1 to n
if \Lambda(i) \ge M(i)
set M(\Pi(i)) to min \{M(\Pi(i)), \Lambda(i)\}
set \Lambda(i) to M(i)
set \Pi(i) to n+1
if \Lambda(i) < M(i)
set M(\Pi(i)) to min \{M(\Pi(i)), M(i)\}
4. For i increasing from 1 to n
if \Lambda(i) \ge \Lambda(\Pi(i))
set \Pi(i) to n+1
```

#### □ 3<sup>rd</sup> object:

- Initialization:
  - $\blacksquare$   $\pi(3) = 3, \lambda(3) = \infty$
  - M(1) = 5, M(2) = 3.4
- Update:
- ① Case:  $\lambda(1) < M(1) \rightarrow (1.2 < 5)$ 
  - $M(\pi(1)) = min(M(\pi(1)), M(1))$ M(2) = min(M(2), M(1)) = 3.4
- (2) Case:  $\lambda(2) > M(2) \rightarrow (\infty > 3.4)$ 
  - $M(\pi(2)) = \min(M(\pi(2)), \lambda(2))$  $M(2) = \min(M(2), \infty) = 3.4$
  - $\lambda(2) = \lambda(2) = 3.4, \pi(2) = 3$
- Final status:
  - $\pi(1) = 2, \lambda(1) = 1.2$
  - $\pi(2) = 3, \lambda(2) = 3.4$
  - $\blacksquare \pi(3) = 3, \lambda(3) = \infty$  1 2 3



- 1. Set  $\Pi(n+1)$  to n+1,  $\Lambda(n+1)$  to  $\infty$
- 2. Set M(i) to d(i, n + 1) for i = 1, ..., n
- 3. For i increasing from 1 to n

```
if \Lambda(i) \geqslant M(i)
```

set  $M(\Pi(i))$  to min  $\{M(\Pi(i)), \Lambda(i)\}$ 

set  $\Lambda(i)$  to M(i)

set  $\Pi(i)$  to n+1

if  $\Lambda(i) < M(i)$ 

set  $M(\Pi(i))$  to min  $\{M(\Pi(i)), M(i)\}$ 

4. For i increasing from 1 to n

if  $\Lambda(i) \geqslant \Lambda(\Pi(i))$ 

set  $\Pi(i)$  to n+1

#### 4<sup>th</sup> object:

- Initialization:
  - $\pi(4) = 4, \lambda(4) = \infty$

After case update status:

 $\pi(1) = 2, \lambda(1) = 1.2$ 

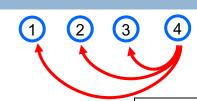
 $\pi(2) = 3, \lambda(2) = 3.4$ 

 $\pi(3) = 4, \lambda(3) = 2.1$ 

 $\pi(4) = 4, \lambda(4) = \infty$ 

- M(1) = 5, M(2) = 4.1, M(3) = 2.1
- Update:
- Case:  $\lambda(1) < M(1) \rightarrow (1.2 < 5)$  $M(\pi(1)) = \min(M(\pi(1)), M(1))$  $= \min(M(2), M(1)) = \min(4.1, 5) = 4.1$
- (2) Case:  $\lambda(2) < M(2) \rightarrow (3.4 < 4.1)$  $M(\pi(2)) = \min(M(\pi(2)), M(2)) = \min(M(3), M(2))$ M(3) = min(2.1, 4.1) = 2.1
- Case:  $\lambda(3) > M(3) \rightarrow (\infty > 2.1)$ •  $M(\pi(3)) = \min(M(\pi(3)), \lambda(3)) = \min(M(3), \lambda(3))$  $M(3) = min(2.1, \infty) = 2.1$  $\lambda(3) = \lambda(3) = 2.1, \pi(3) = 4$ 

  - Here, assume we only have 4 objects, then after cluster rearrangement,



- 1. Set  $\Pi(n+1)$  to n+1,  $\Lambda(n+1)$  to  $\infty$ 2. Set M(i) to d(i, n + 1) for i = 1, ..., n
- 3. For i increasing from 1 to n

if 
$$\Lambda(i) \ge M(i)$$
  
set  $M(\Pi(i))$  to min  $\{M(\Pi(i)), \Lambda(i)\}$   
set  $\Lambda(i)$  to  $M(i)$ 

set 
$$\Pi(i)$$
 to  $n+1$ 

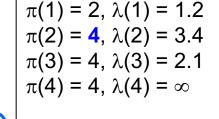
if 
$$\Lambda(i) < M(i)$$

set 
$$M(\Pi(i))$$
 to min  $\{M(\Pi(i)), M(i)\}$ 

4. For i increasing from 1 to n

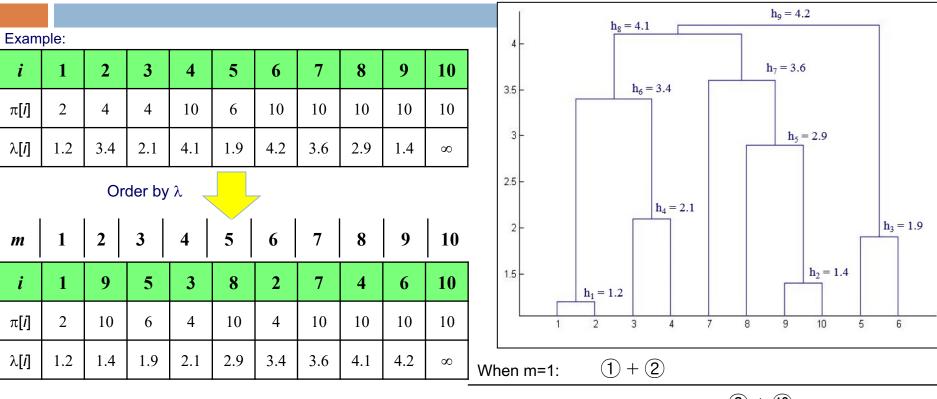
if 
$$\Lambda(i) \ge \Lambda(\Pi(i))$$
  
set  $\Pi(i)$  to  $n+1$ 





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# **SLINK-Hierarchy Extraction**



When m=2: 10 not exists in [2], so 9 + 10

When m=3: 6 not exists in [2, 10], so  $\bigcirc$  +  $\bigcirc$ 

When m=4: 4 not exists in [2, 10, 6], so 3 + 4

When m=5: 10 exists in [2,10,6,4], so (9 + 10) + 8

when m=6: 4 exists in [2,10,6,4,10], so (3 + 4) + (1 + 2)

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# Complexity analysis for SLINK

#### SLINK:

- Time complexity:  $O(N^2)$  to find  $\pi$ ,  $\lambda$
- Space complexity: in fact 3N  $(\pi, \lambda, M)$

Item	General single linkage	Slink		
Time complexity	$O(N^3)$	O(N <sup>2</sup> )		
Space complexity	O(N <sup>2</sup> + overhead)	O(3N)		

### Yet to be Investigated

□ How to make this parallel ?

#### **HPC Lab Project**

- Single Linkage Hierarchical Clustering
- □ To Be Delivered:
  - Sequential implementation of the algorithm discussed
  - Parallel implementation
    - Multi-threaded or Distributed or GPU
  - Report discussing performance figures of the proposed parallel implementation
    - Varying threads/cores/processors
    - Varying parallelism strategy...
- □ Score:
  - up to 3 additional points
- Bonus:
  - SIMD Vectorization
  - Cache analysis

#### HPC Lab Project

- □ The report should be short, ~5 pages
- □ I expect to find the following flow:
  - I attacked the problem with strategy A
    - Data layout and parallel decomposition
  - I expected to find these results
  - Experimental results are different
  - I tried to understand why
  - This lead me to strategy B
  - □ ( ... repeat ...)

#### **HPC Lab Project**

- You may deliver your code and report via moodle, a link to your git repo for the source is ok, 3 days before the exam date
- □ C++ coding guidelines:
  - https://lefticus.gitbooks.io/cpp-best-practices/content/03-Style.html
- Markdown can be used for the report
  - https://bitbucket.org/tutorials/markdowndemo
- English writing:
  - https://faculty.washington.edu/heagerty/Courses/b572/public/Strunk White.pdf
  - https://www.publishingcampus.elsevier.com/websites/elsevier\_publishingcampus/files/Skills%20training/Elements of Style.pdf
  - http://services.unimelb.edu.au/\_\_data/assets/pdf\_file/0009/471294 /Using\_tenses\_in\_scientific\_writing\_Update\_051112.pdf
  - https://pingpong.chalmers.se/public/pp/public\_courses/course08583/published/1510227352918/resourceld/4156227/content/Zobel%20-%20Writing%20for%20computer%20science%203rd%20edition.pdf

#### References

- Introduction to Data Mining (Second Edition), Kumar et al, Chap. 7. Cluster Analysis: Basic Concepts and Algorithm.
- Slides: https://github.com/jackyust/SLINK\_CLINK/blob/ma ster/SLINK\_CLINK.ppt
- Original paper in Moodle

# The End!