

キーメイン

k-means -CLUSTERING-

WHY WE NEED K-MEANS CLUSTERING

Everyone loves sushi. You're about to open three sushi stores in Milan and you need to figure out the best location in the city to minimize the delivery distances.

optimize
your
🍣🍣 SUSHI
DELIVERY!

Here, the algorithm analyzes the geographical coordinates of the sushi demands and provides the best solution according to their location.

This algorithm is widely used in customer segmentation, anomaly detection, and delivery path optimization.



ABOUT K-MEANS

This unsupervised algorithm allows you to tackle problems without having any idea of what the results will look like. It enables an in-depth understanding of data, revealing hidden patterns.

ABOUT CLUSTERS

Clustering is a type of data mining techniques that analyzes data to create groups based on patterns generated by various criteria, such as minimum distances, or density of data points.

I CASE STUDY - Legend



Find the stores' best location to minimize the delivery distance

- 3 x 🏪 Stores to open (CENTROIDS)
- Store 1 (Centroid C_1 of the cluster1)
- Store 2 (Centroid C_2 of the cluster2)
- Store 3 (Centroid C_3 of the cluster3)

- 13 x 🗂️ Delivery request (DATASET)

II INITIALIZATION of the algorithm

#1 COMPUTE DISTANCE (🏪📍)

In this algorithm, clusters are about minimizing distances between datapoints (customers) and centroids (stores). So, you need to represent the unlabelled data relying on specific numeric features

In this case, we are working with geographical coordinates, using km as a unit of measure of distance. Here is the datacloud in which every point represents a sushi delivery demand in Milan

#2 INITIALIZE CENTROIDS (🏪)

- First, you need to define the number of clusters into which divide the dataset.
- Then, randomly initialize centroids (stores): they must be far enough apart (or may have computational problems).

The sushi company wants to open three new shops and you need to find suitable locations to optimise the delivery service by minimising the distance between the shops and customer orders.



III ITERATION PROCESS: core of the algorithm

The algorithm iteratively calculates distances to assign the closest datapoints to the same cluster: **ITERATION NUMBER** → it.1

#3 CLUSTER (●●●) ASSIGNMENT

- Calculate the distance between datapoints and centroids [focus 1]
- Assign each datapoint to the minimum distant centroid [focus 2]

#4 MOVE CENTROIDS

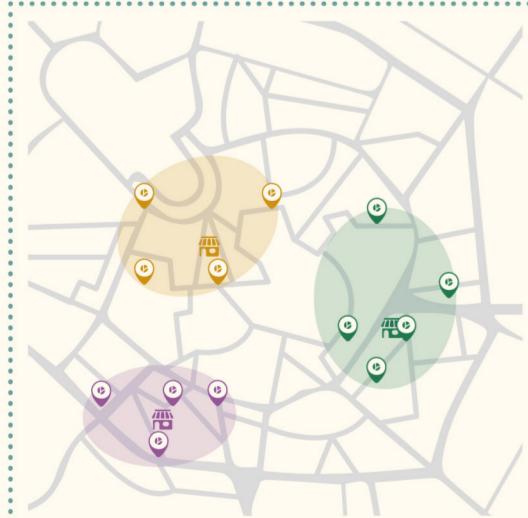
Reassign the centroids by computing the barycentre of the new clusters [focus 3]

#5 (⟳) OPTIMIZATION

- Spin if datapoints have been reassigned (iteration #3-#4)
- Stop if the datapoints no longer reassigned.
- ⚠ Warning! To reset the wheel, spin to it. 1

IV OUTPUT

#6 (🏪🏪🏪) FINAL OUTPUT



Congratulations, you successfully divided the dataset into 3 clusters!

As you can see, there are 3 areas that have the highest demand for sushi, and since the centroids are now static, you just found out which are the best locations in Milan to open new sushi stores!

* HOW MANY STORES? Threshold method

*What if you don't know how many stores to open? Try the **Threshold method**, a process to compute the optimal number of clusters

WHAT IT IS

It plots the dispersion of the data points and translates it into a mathematical function.

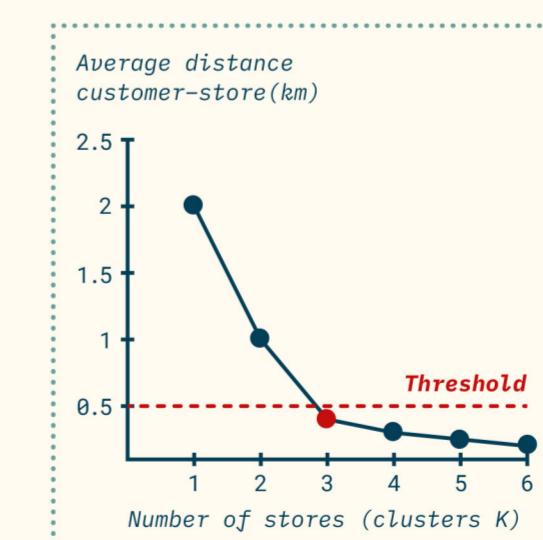
- X axis = number of stores
- Y axis = average distance customer - store (km)

The result is a curve where: **more stores = less distance** (curve distortion decreases)

HOW IT WORKS

The sushi company has decided that the best customer-store distance is 0,500 km

So, you should trace a threshold around that measure on the graph



RESULT

The point where the line intersects with the curve (limit of the threshold) represents the optimal number of stores to divide the deliveries into

Here you can also see that after a certain number of clusters, the kilometres remain almost unchanged: **non-optimal solutions**