

Perform hierarchical/agglomerative clustering.

The input  $y$  may be either a 1-D condensed distance matrix or a 2-D array of observation vectors.

If  $y$  is a 1-D condensed distance matrix, then  $y$  must be a  $\binom{n}{2}$  sized vector, where  $n$  is the number of original observations paired in the distance matrix. The behavior of this function is very similar to the MATLAB linkage function.

A  $(n - 1)$  by 4 matrix  $z$  is returned. At the  $i$ -th iteration, clusters with indices  $z[i, 0]$  and  $z[i, 1]$  are combined to form cluster  $n + i$ . A cluster with an index less than  $n$  corresponds to one of the  $n$  original observations. The distance between clusters  $z[i, 0]$  and  $z[i, 1]$  is given by  $z[i, 2]$ . The fourth value  $z[i, 3]$  represents the number of original observations in the newly formed cluster.

The following linkage methods are used to compute the distance  $d(s, t)$  between two clusters  $s$  and  $t$ . The algorithm begins with a forest of clusters that have yet to be used in the hierarchy being formed. When two clusters  $s$  and  $t$  from this forest are combined into a single cluster  $u$ ,  $s$  and  $t$  are removed from the forest, and  $u$  is added to the forest. When only one cluster remains in the forest, the algorithm stops, and this cluster becomes the root.

A distance matrix is maintained at each iteration. The  $d[i, j]$  entry corresponds to the distance between cluster  $i$  and  $j$  in the original forest.

At each iteration, the algorithm must update the distance matrix to reflect the distance of the newly formed cluster  $u$  with the remaining clusters in the forest.

Suppose there are  $|u|$  original observations  $u[0], \dots, u[|u| - 1]$  in cluster  $u$  and  $|v|$  original objects  $v[0], \dots, v[|v| - 1]$  in cluster  $v$ . Recall,  $s$  and  $t$  are combined to form cluster  $u$ . Let  $v$  be any remaining cluster in the forest that is not  $u$ .

The following are methods for calculating the distance between the newly formed cluster  $u$  and each  $v$ .

- method='single' assigns

$$d(u, v) = \min(\text{dist}(u[i], v[j]))$$

for all points  $i$  in cluster  $u$  and  $j$  in cluster  $v$ . This is also known as the Nearest Point Algorithm.

- method='complete' assigns

$$d(u, v) = \max(\text{dist}(u[i], v[j]))$$

for all points  $i$  in cluster  $u$  and  $j$  in cluster  $v$ . This is also known by the Farthest Point Algorithm or Voor Hees Algorithm.

- method='average' assigns

$$d(u, v) = \sum_{ij} \frac{d(u[i], v[j])}{(|u| * |v|)}$$

for all points  $i$  and  $j$  where  $|u|$  and  $|v|$  are the cardinalities of clusters  $u$  and  $v$ , respectively. This is also called the UPGMA algorithm.

- method='weighted' assigns

$$d(u, v) = (\text{dist}(s, v) + \text{dist}(t, v))/2$$

where cluster  $u$  was formed with cluster  $s$  and  $t$  and  $v$  is a remaining cluster in the forest (also called WPGMA).

- method='centroid' assigns

$$\text{dist}(s, t) = \|c_s - c_t\|_2$$

where  $c_s$  and  $c_t$  are the centroids of clusters  $s$  and  $t$ , respectively. When two clusters  $s$  and  $t$  are combined into a new cluster  $u$ , the new centroid is computed over all the original objects in clusters  $s$  and  $t$ . The distance then becomes the Euclidean distance between the centroid of  $u$  and the centroid of a remaining cluster  $v$  in the forest. This is also known as the UPGMC algorithm.

- method='median' assigns  $d(s, t)$  like the **centroid** method. When two clusters  $s$  and  $t$  are combined into a new cluster  $u$ , the average of centroids  $s$  and  $t$  give the new centroid  $u$ . This is also known as the WPGMC algorithm.

- method='ward' uses the Ward variance minimization algorithm. The new entry  $d(u, v)$  is computed as follows,

$$d(u, v) = \sqrt{\frac{|v| + |s|}{T} d(v, s)^2 + \frac{|v| + |t|}{T} d(v, t)^2 - \frac{|v|}{T} d(s, t)^2}$$

where  $u$  is the newly joined cluster consisting of clusters  $s$  and  $t$ ,  $v$  is an unused cluster in the forest,  $T = |v| + |s| + |t|$ , and  $|*|$  is the cardinality of its argument. This is also known as the incremental algorithm.

