

# Self-Organizing Maps

# Background

- A neural net technique based on image processing in the brain
- Invented in the 1980s by Teuvo Kohonen
- Also called “Kohonen Maps”

# Purpose

- Reduce dimensionality to 2 or 3 dimensions
- Preserves numerical relationship between data points
- A non-linear PCA

# Uses

- Customer segmentation
- Document clustering
- Image processing
- Intrusion detection
- Speech recognition
- Data compression
- Gene research

# Pros and Cons

- Pros:
  - Resistant to outliers/noise
  - Allows intuitive, visual exploration of clusters
  - Preserves structure of data
- Cons:
  - Can be computationally expensive
  - Can't handle missing values
  - Must have numerical attributes

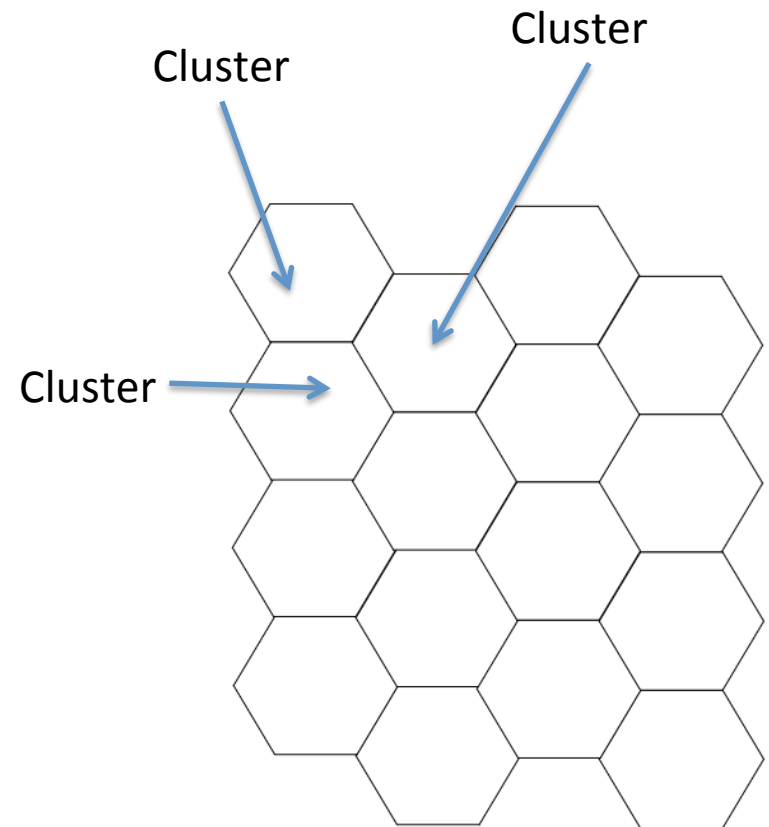
First, an analogy...

# Analogy...

- Consider k-medoids
  - Choose k number of clusters
  - Each cluster has a representative centroid
  - Centroid is updated when an item is assigned to that cluster

# SOM $\approx$ k-medoids in a grid

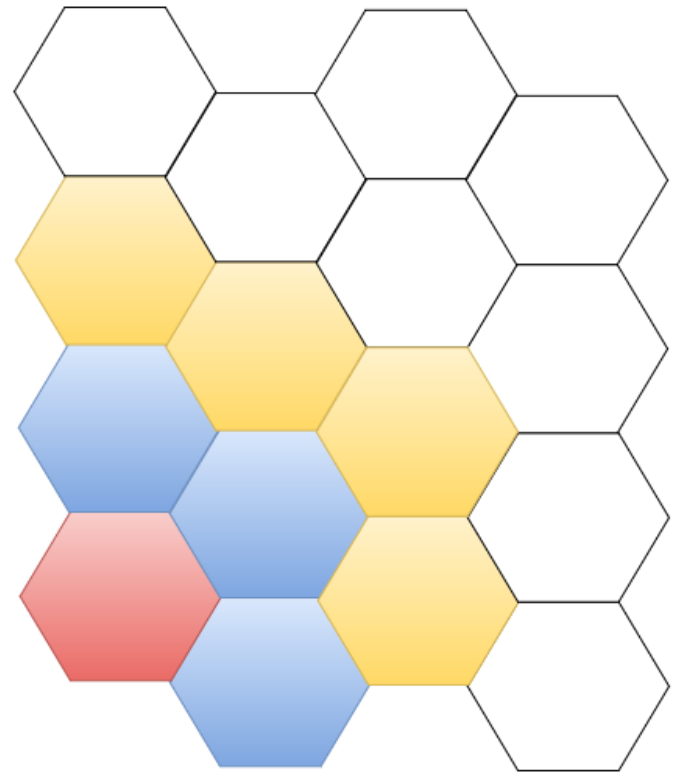
- Choose  $k$
- Clusters locked in a 2-D grid
- Each cluster has a centroid
- Items assigned to most similar centroid (Euclidian distance)
- Centroids updated with each assignment





# How SOM is Different

- Large  $k$ : 10s to 10,000s
- Neighboring centroids update each time an item is assigned
- Amount the centroid is updated and the number of neighbors that are updated decreases each time a new item is assigned



How it actually works...

# Step 0: Normalize the Data

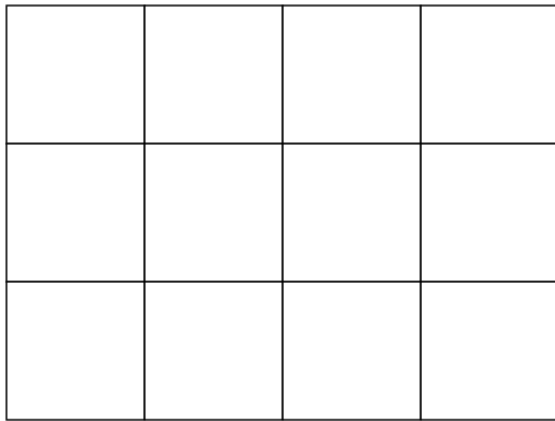
Animal	Lifespan	Avg. Weight	Scariness
Lizard	6	5	3
Tiger	67	80	10
Snail	1	0.5	0
Lion	64	90	9



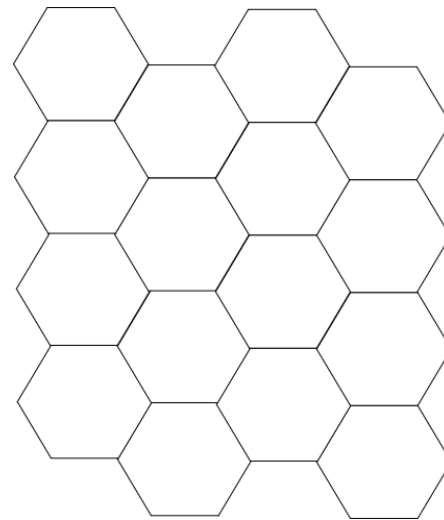
Animal	Lifespan	Avg. Weight	Scariness
Lizard	0.09	0.06	0.30
Tiger	1.00	0.89	1.00
Snail	0.01	0.01	0.00
Lion	0.96	1.00	0.90

# Step 1: Create a Grid of Nodes

- Current debate over number of nodes to choose
- Grids can be rectangular or hexagonal lattice



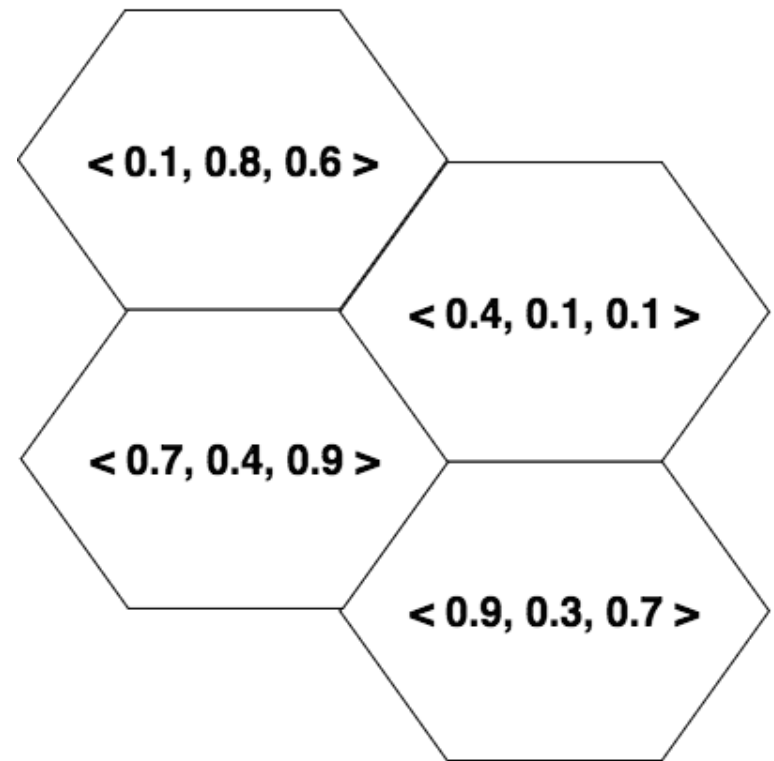
**OR**



(Gives more granular output)

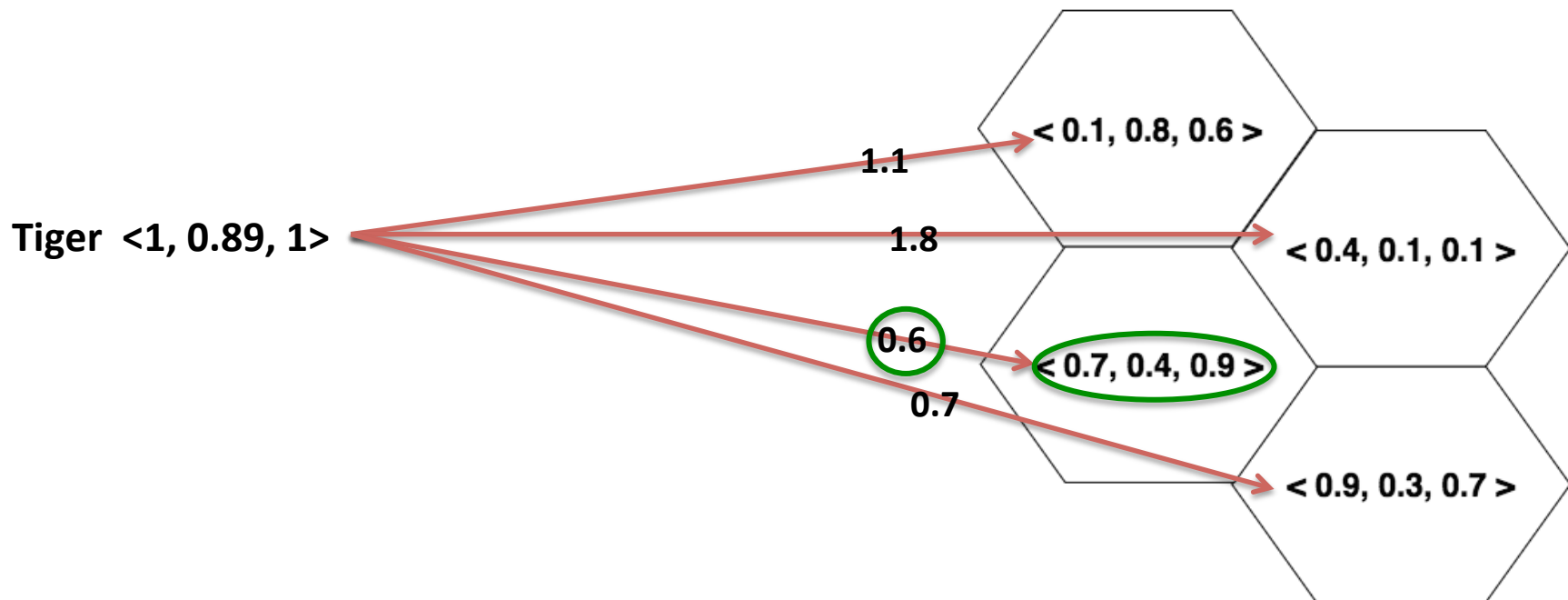
## Step 2: Initialize Nodes

- Assign each node a random starting value ( “weight”) for each dimension in the dataset
- Values can be:
  - Random sample from dataset
  - Random [0,1] values from the data space
  - Evenly sampled from the subspace of the 2 largest PCA eigenvectors



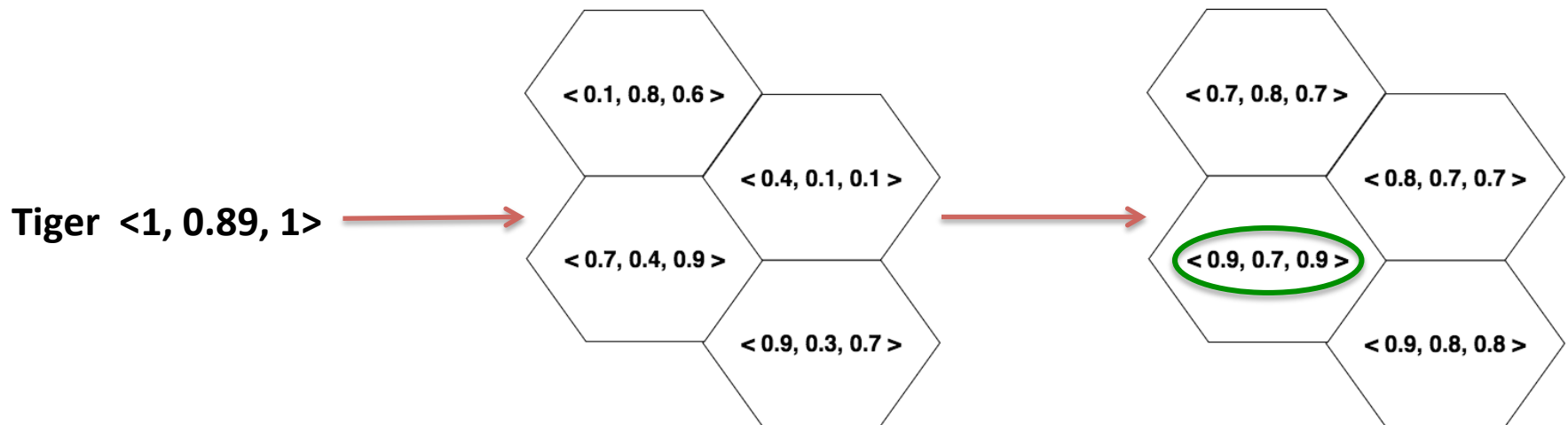
## Step 3: Assign Nodes

- Randomly select an item from the dataset, and assign it to the node with the closest Euclidian distance to its attribute values



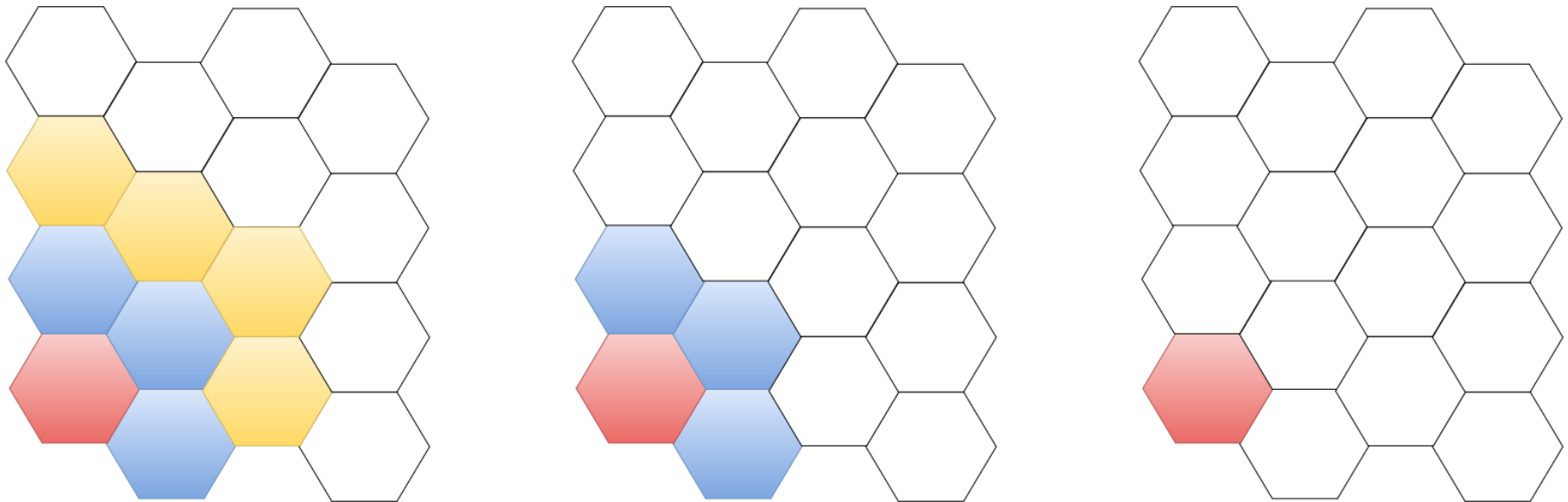
# Step 4: Update the Node Values

- Assigned node and neighboring nodes (“neighborhood”) centroids update to be more like the newly mapped item



# Neighboring Node Changes

- Fewer nodes updated each time
- Number of neighboring nodes decreases with each new item assigned
- Debate over starting radius of nodes that get updated





# Centroid Update Formula

$$w_i(t + 1) = w_i(t) + f_i(t) * [d(t) - w_i(t)]$$

$w_i$  = nearest centroid to the data point being assigned

$d(t)$  = data point being assigned

$t$  = iteration number

$f_i(t)$  = neighborhood function that controls the impact that the winning node has on other nodes- Most commonly:

$$f_i(t) = \exp\left(-\frac{dist^2}{2\sigma^2}\right)$$

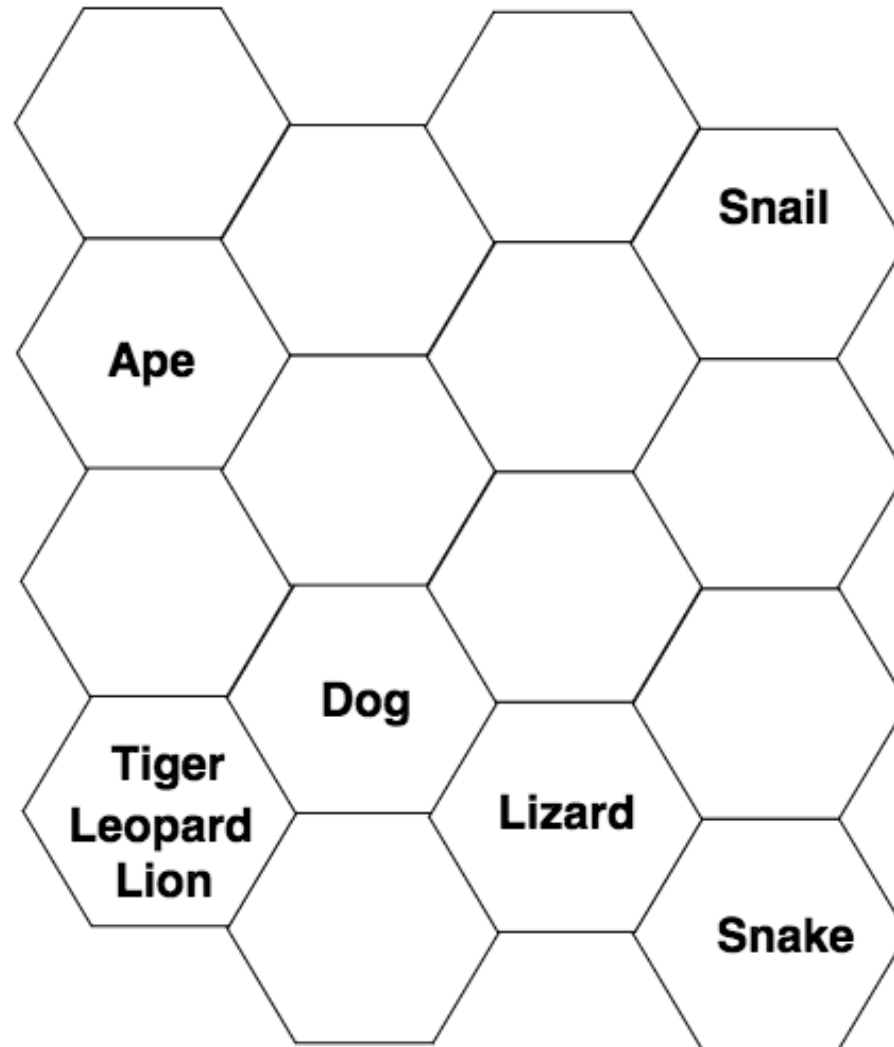
$dist^2$  = Euclidian distance between point being classified and assigned node value

$\sigma^2$  = size of neighborhood (radius of points)- has its own decay function

## Steps 5 and 6: Stopping

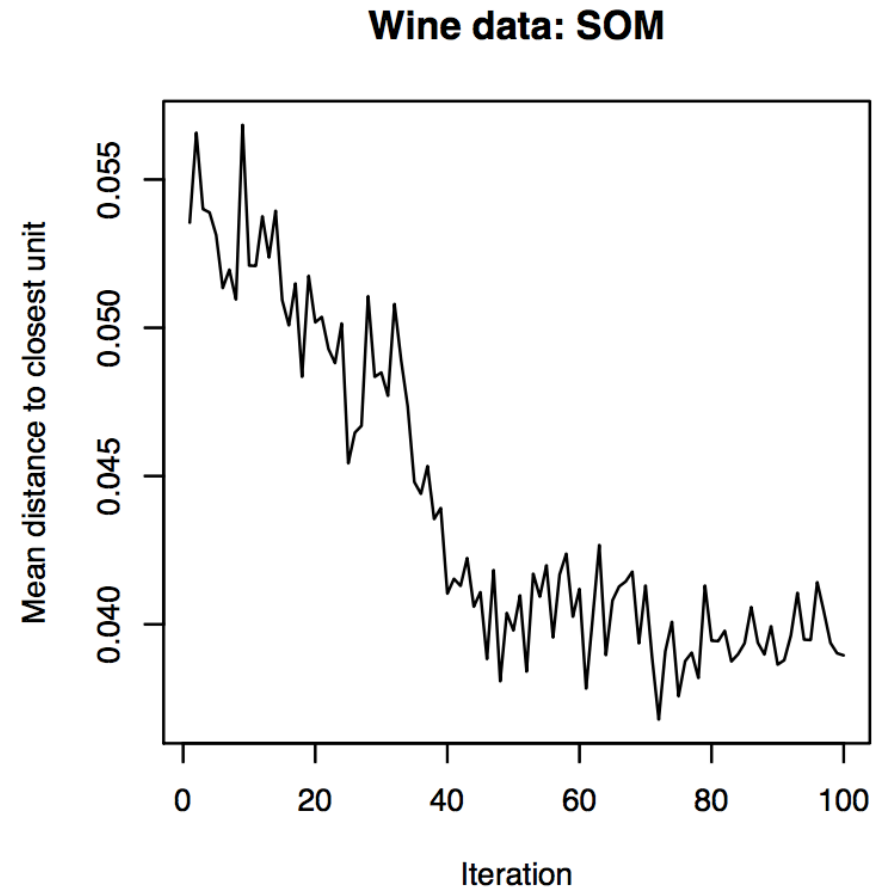
- Continue assignment and updates until all items are assigned to a node
- “Iterations” are number of items that are assigned. Used for classification/conceptual mapping

# Final Outcome



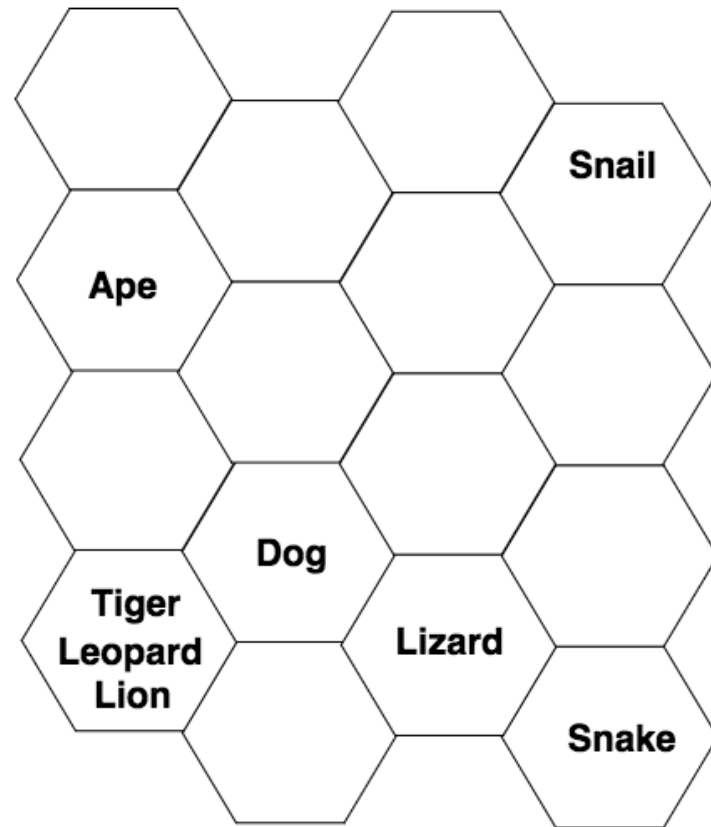
# Validating Maps

- Quantization Error-mean distance between items in a node and node centroid
  - Decreases with more nodes
  - Decreases with more iterations



# Clustering Approaches with SOM

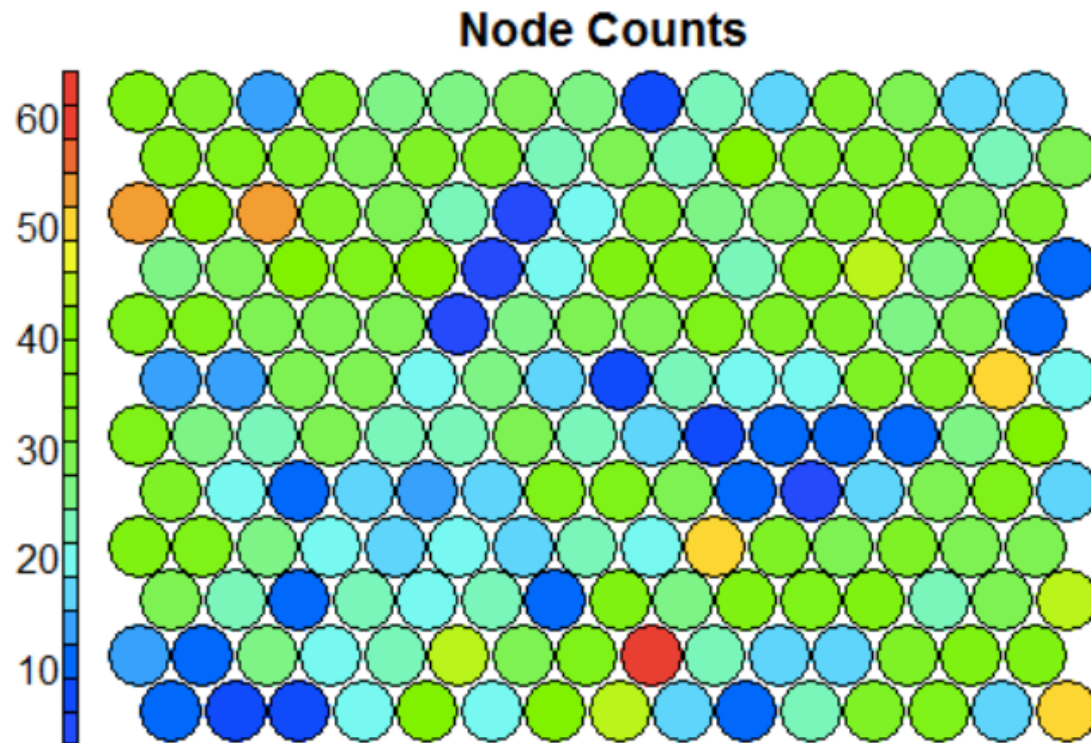
- Visually explore spatial patterns of items that are in nearby nodes
- Set a small k and each node is a cluster
- Use output of SOM for hierarchical clustering



# Visualizing the Results

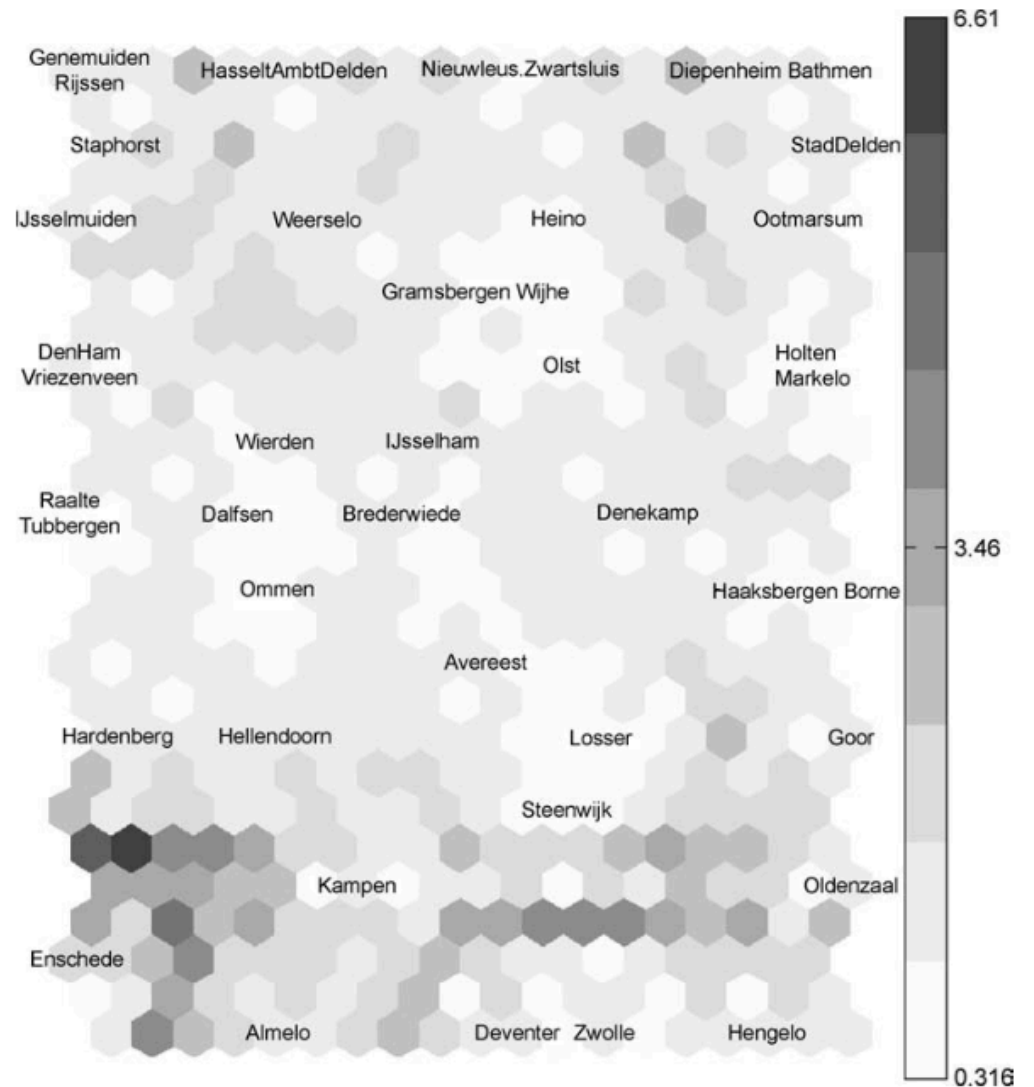
# Node Counts

- Can see the number of items assigned to each node when viewing grid

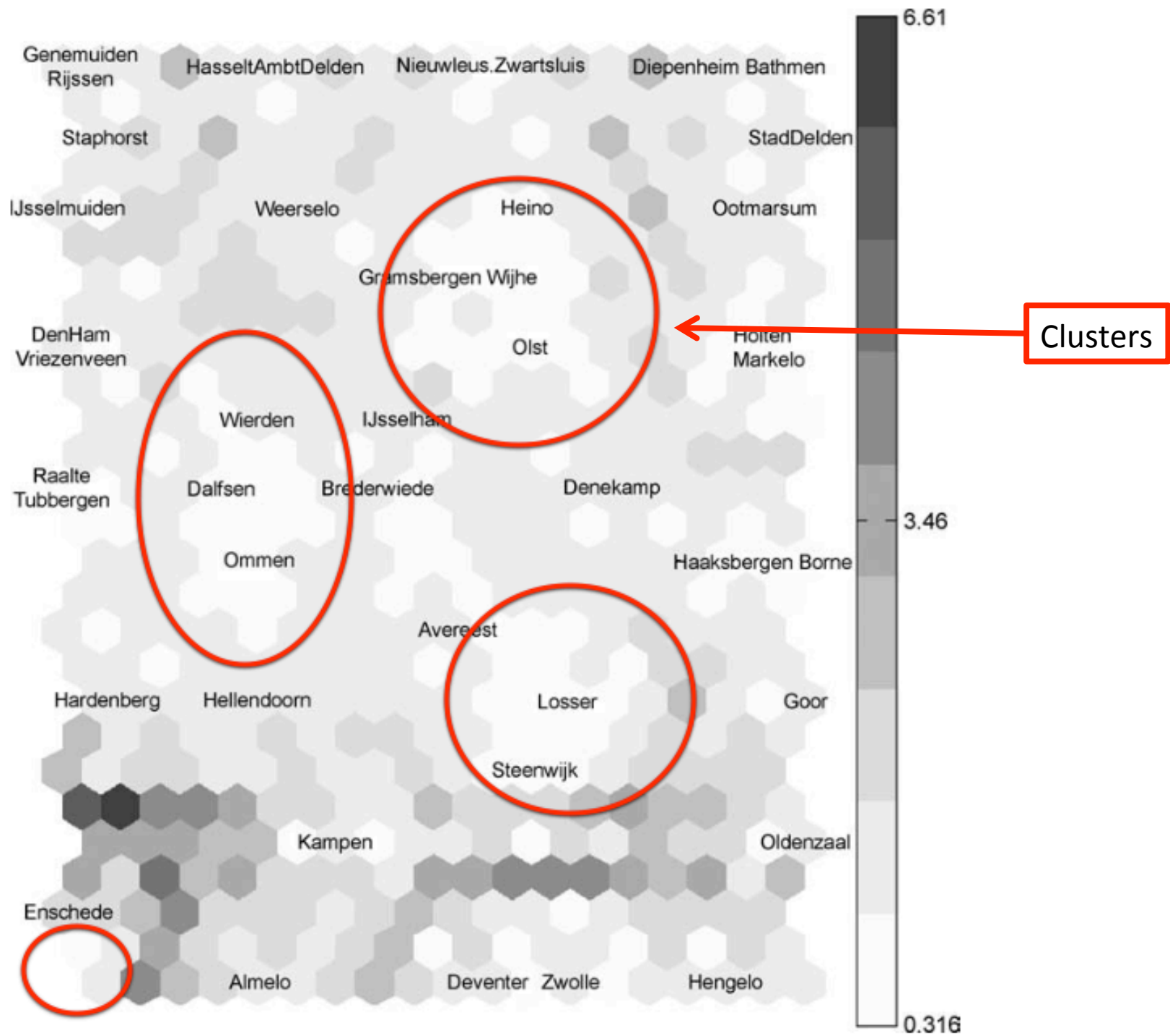


# U-maps / U-mats

- “Unified Distance Matrix”
- Distance between nodes in greyscale
  - White: most similar nodes
  - Black: most dissimilar
- x and y positions don't have meaning
- Clarity of separation another way of judging map quality
  - Light areas = clusters
  - Dark areas = cluster separators

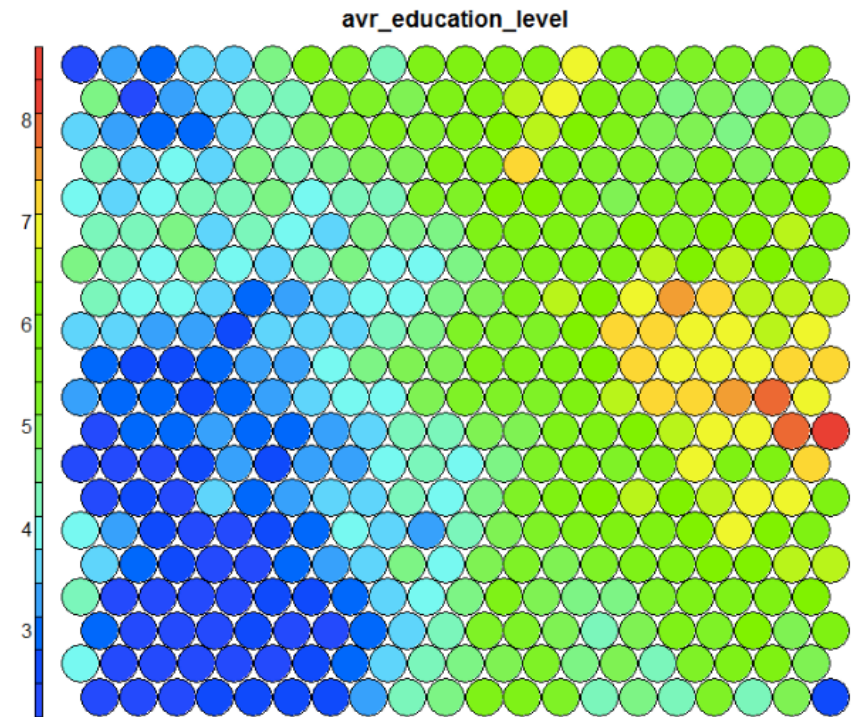




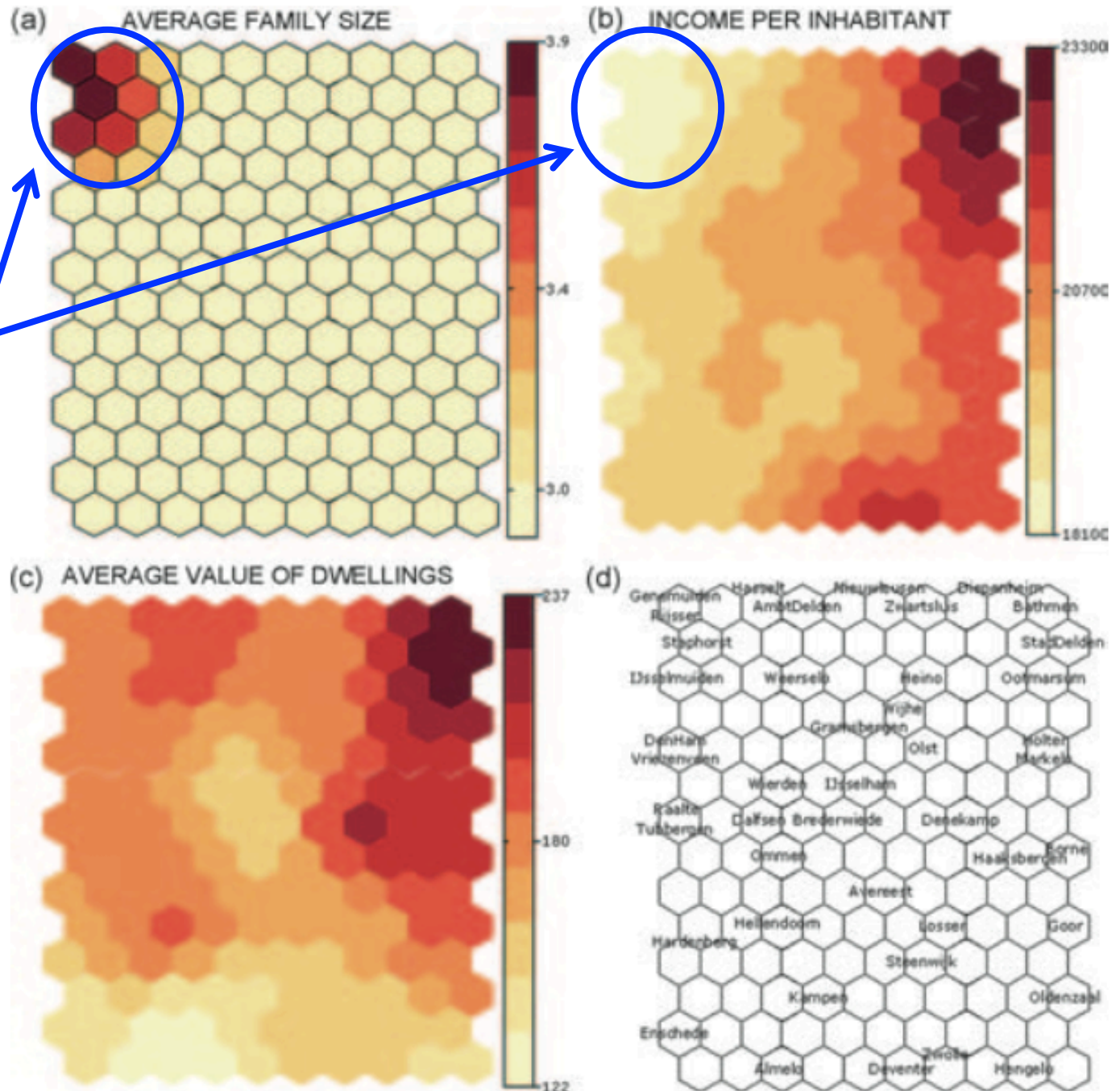


# Component Plane Representation/ Heatmap

- Centroids of nodes as color
  - Red: High values
  - Blue: Low values
- x and y positions don't have meaning
- Because node arrangement doesn't change, can easily compare heatmaps for multiple variables



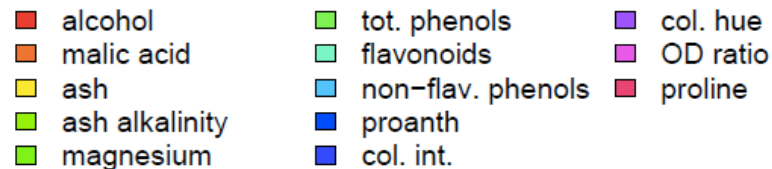
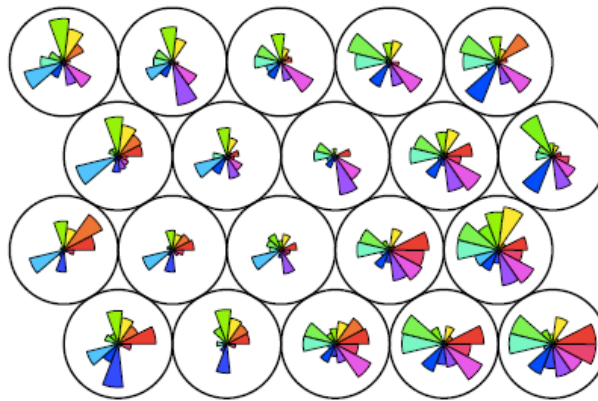
Large families  
have low income  
per inhabitant



# Visualizing Variable Values

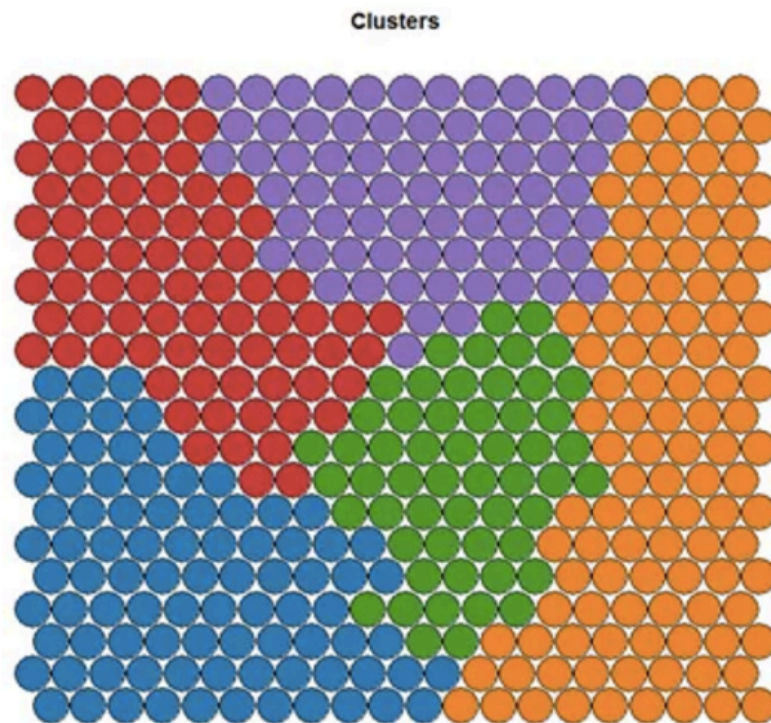
- R can create a rose plot that shows the variable values for each node

Wine data



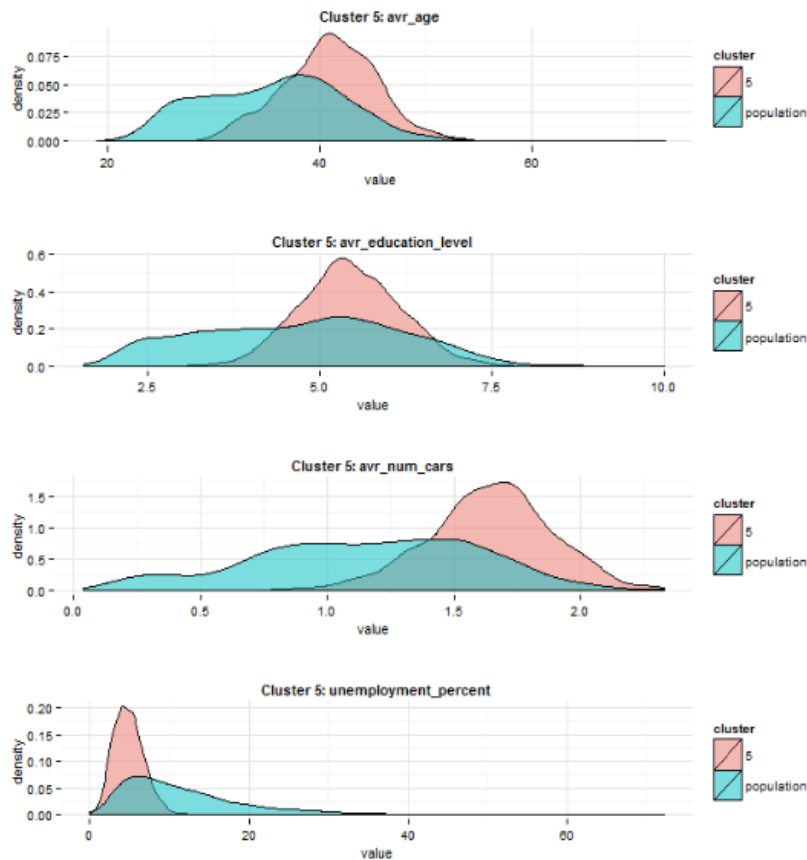
# Hierarchical Clustering

- The node centroids can be used to hierarchically cluster nodes, to get clusters across the entire grid

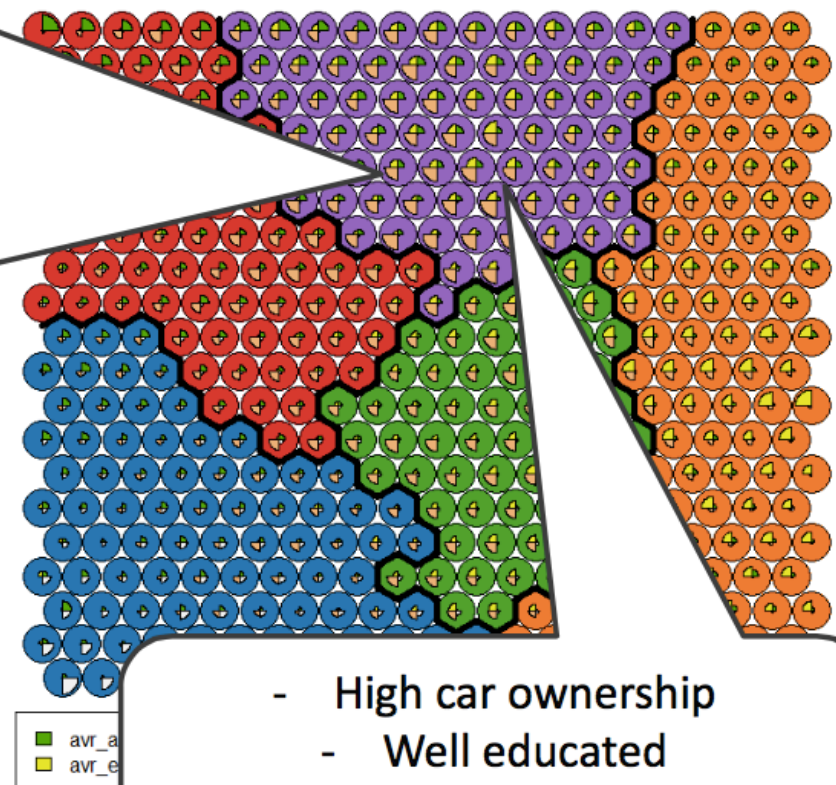




## Cluster 5 details



## Clusters



- High car ownership
  - Well educated
  - Relatively older demographic
  - Larger households
- “Commuter Belt”**

# Implementation

- Available in most statistical tools:
  - R packages: som and kohonen
  - Python: SOMPY
  - Matlab
  - SAS
  - Tensorflow
  - Open-source software

# Further Reading

- Kohonen, Teuvo. 2001. *Self-organizing maps*. Berlin: Springer.
- Kohonen, Teuvo. 1982. “Self-organized formation of topologically correct feature maps”. *Biological Cybernetics*. 43(1): 59-69.
- “Kohonen’s self organizing feature maps”: <http://bit.ly/1y7g40w>
- “Self-organising maps for customer segmentation using R”: <http://bit.ly/1mpErsh>
- “Self-organizing maps”: <http://bit.ly/1PaSXiR>