Introduction to Data Science

Lecture 5: Unsupervised Learning

Hierarchical Clustering, DBSCAN

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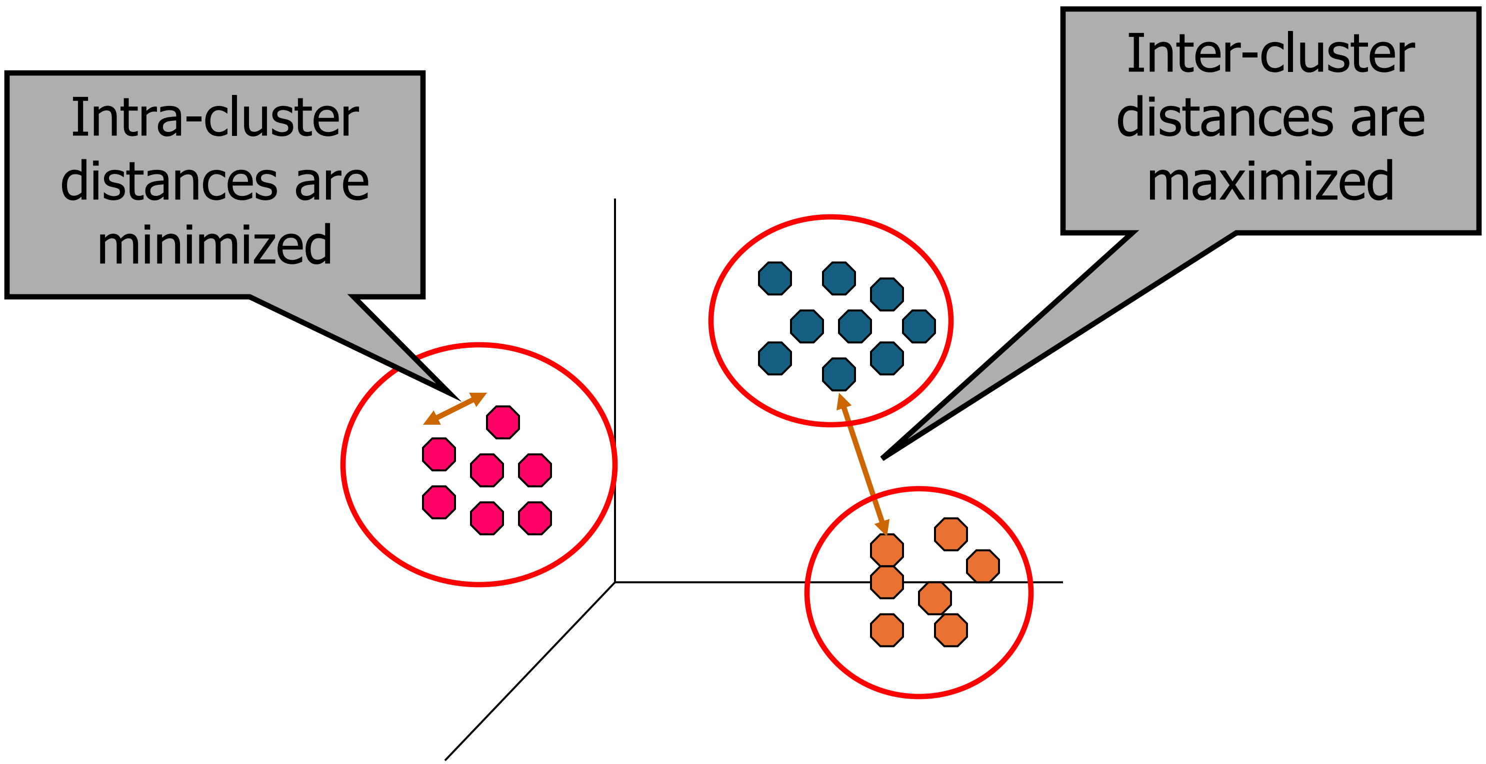
Reminder: what is a Clustering?

- In general a grouping of objects such that the objects in a group (cluster) are similar (or related) to one another and different from (or unrelated to) the objects in other groups



Clustering Algorithms

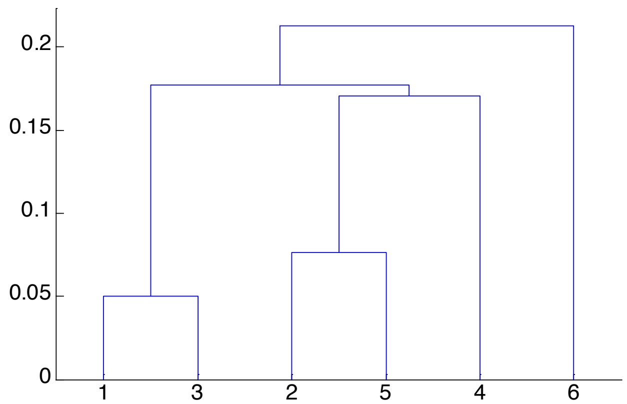
- K-means
- Hierarchical clustering
- DBSCAN

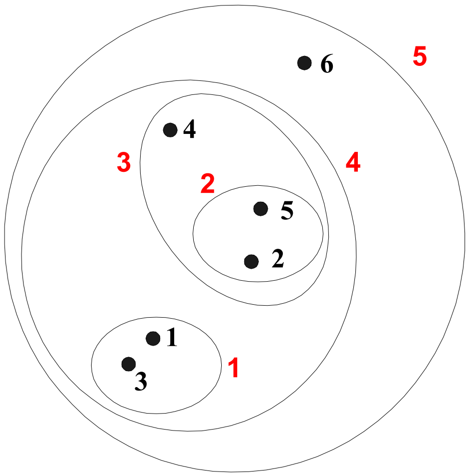
Hierarchical Clustering

- Two main types of hierarchical clustering
  - Agglomerative:
    - Start with the points as individual clusters
    - At each step, merge the closest pair of clusters until only one cluster (or k clusters) is left
  - Divisive:
    - Start with one all-inclusive cluster
    - At each step, split a cluster until each cluster contains a point (or there are k clusters)
- Traditional hierarchical algorithms use a similarity or distance matrix
  - Merge or split one cluster at a time

Hierarchical Clustering

- Produces a set of nested clusters organized as a hierarchical tree
- Can be visualized as a dendrogram
  - A tree like diagram that records the sequences of merges or splits



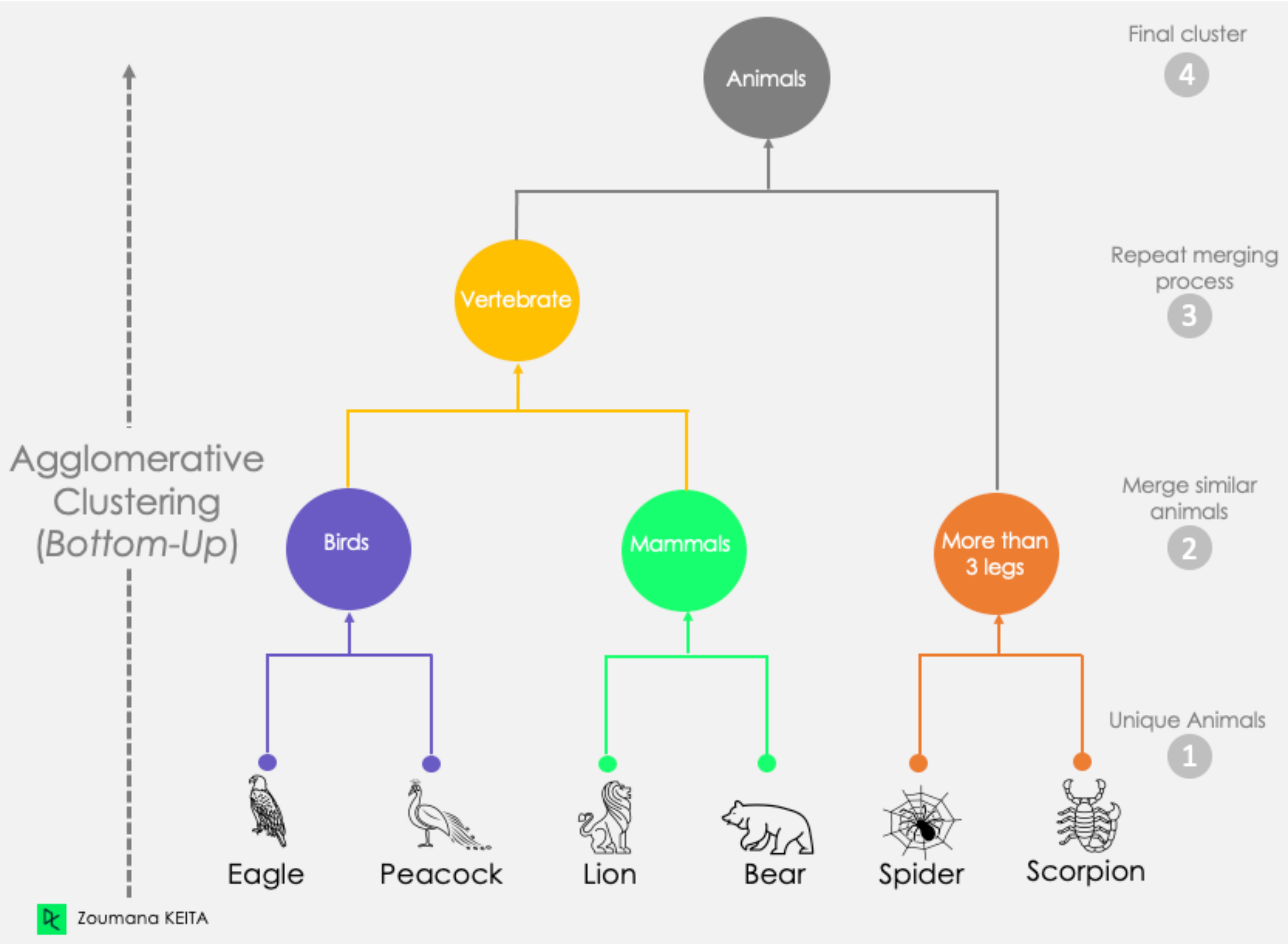


Strengths of Hierarchical Clustering

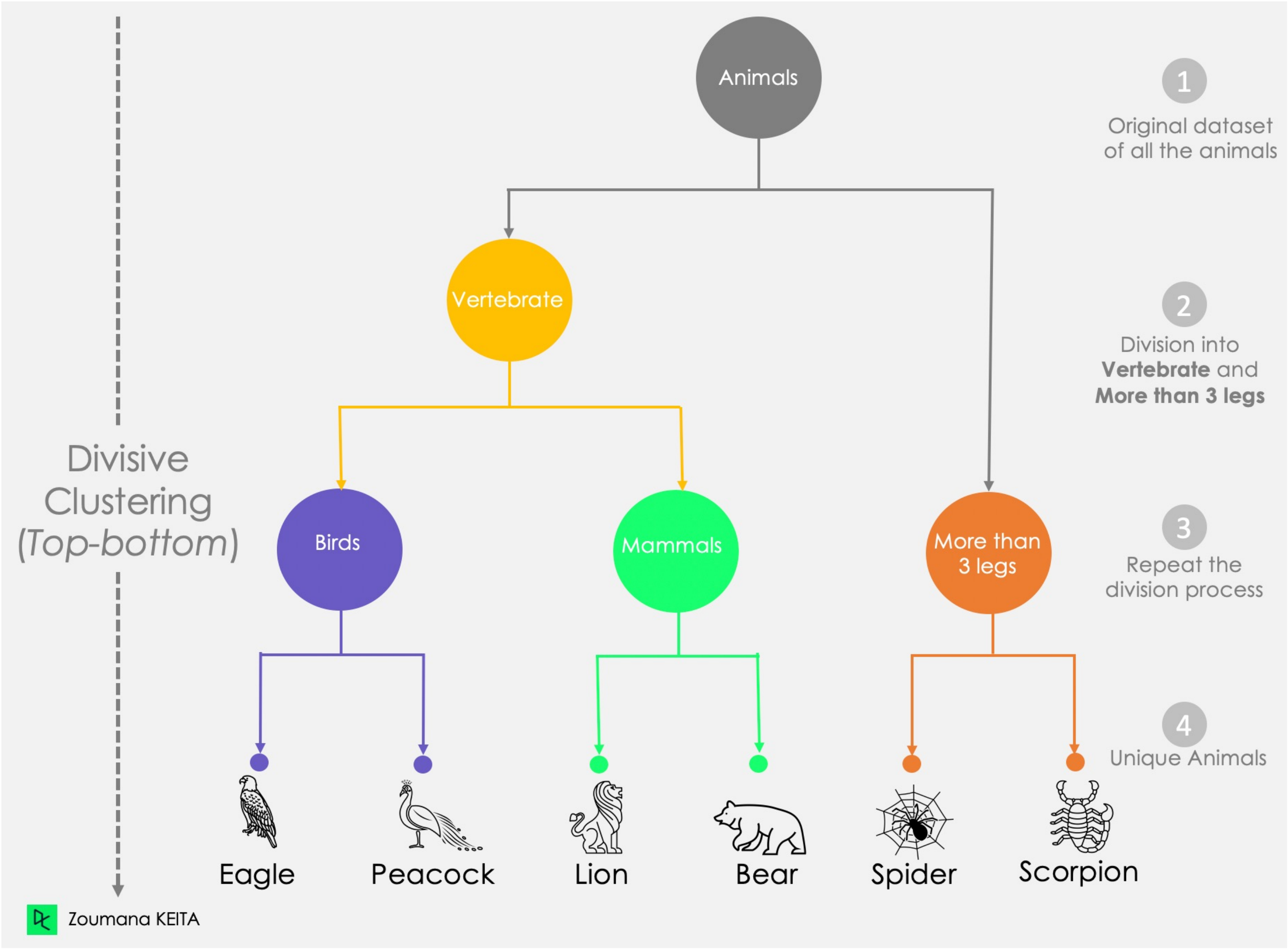
- Do not have to assume any particular number of clusters
  - Any desired number of clusters can be obtained by ‘cutting’ the dendrogram at the proper level

- They may correspond to meaningful taxonomies.
  - Examples in biological sciences (e.g., animal kingdom, phylogeny reconstruction, …)

Example: Agglomerative Clustering



Example: Divisive Clustering

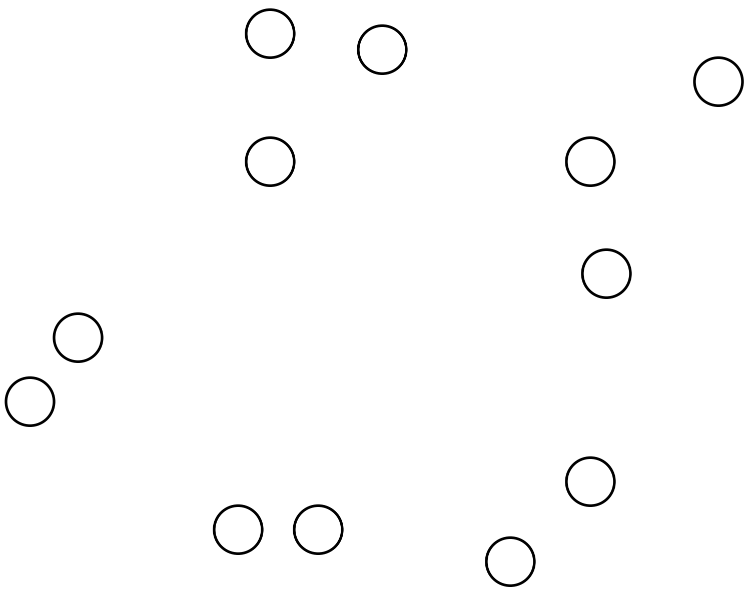


Agglomerative Clustering Algorithm

- More popular hierarchical clustering technique
- Basic algorithm is straightforward
  1. Compute the proximity matrix
  2. Let each data point be a cluster
  3. **Repeat**
  4. Merge the two closest clusters
  5. Update the proximity matrix
  6. **Until** only a single cluster remains
- Key operation is the computation of the proximity of two clusters
  - Different approaches to defining the distance between clusters distinguish the different algorithms

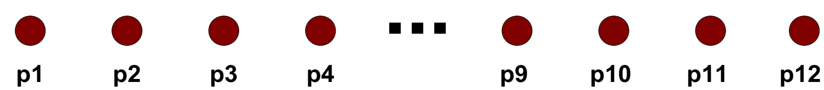
Starting Situation

- Start with clusters of individual points and a proximity matrix



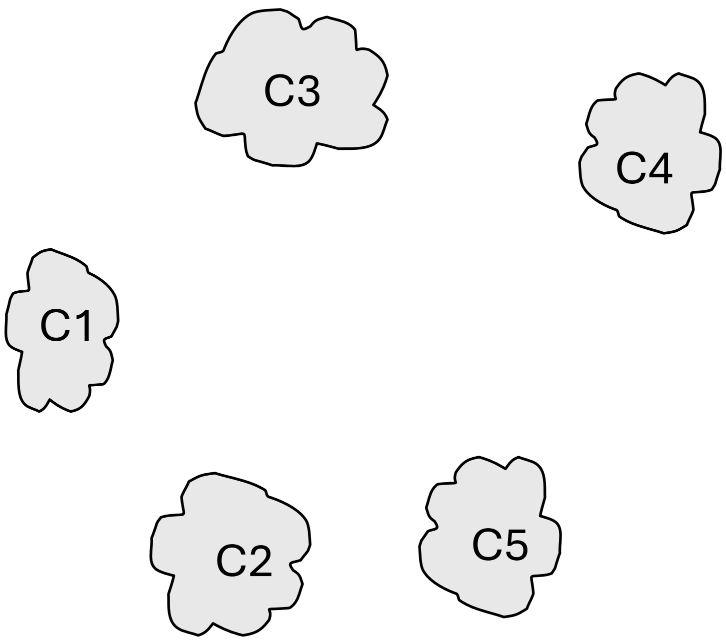
	p1	p2	p3	p4	p5	. . .
p1						
p2						
p3						
p4						
p5						
.						
.						
.						

Proximity Matrix



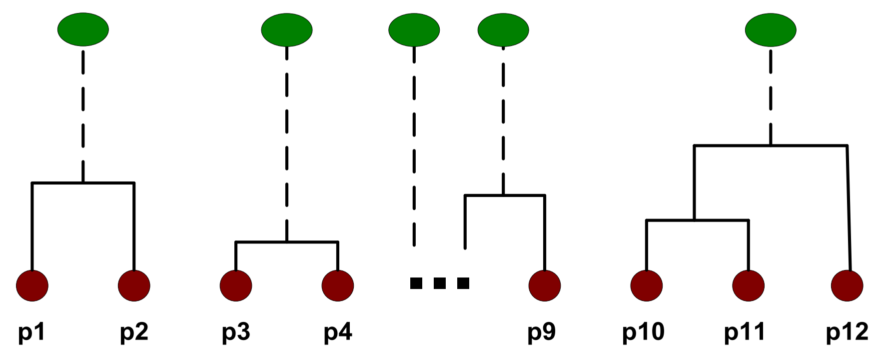
Intermediate Situation

- After some merging steps, we have some clusters



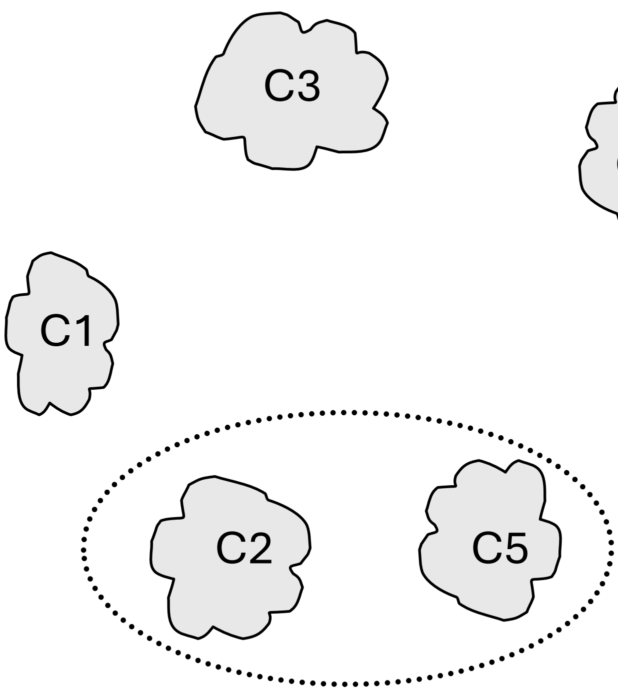
	C1	C2	C3	C4	C5
C1					
C2					
C3					
C4					
C5					

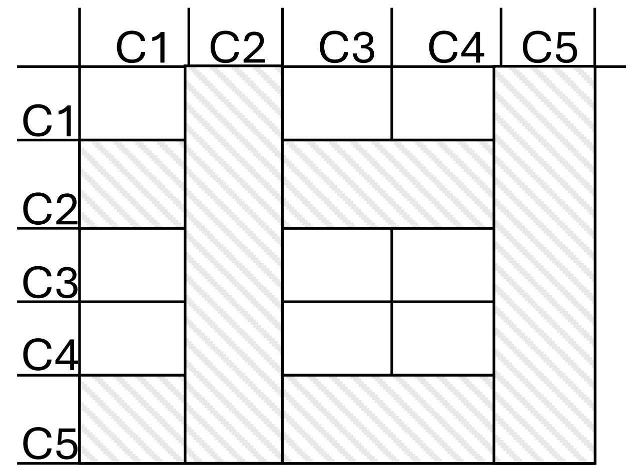
Proximity Matrix



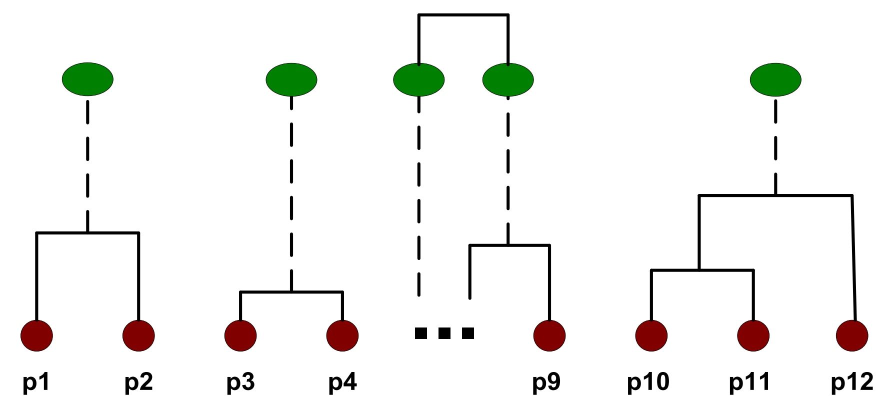
Intermediate Situation

- We want to merge the two closest clusters (C2 and C5) and update the proximity matrix.





Proximity Matrix

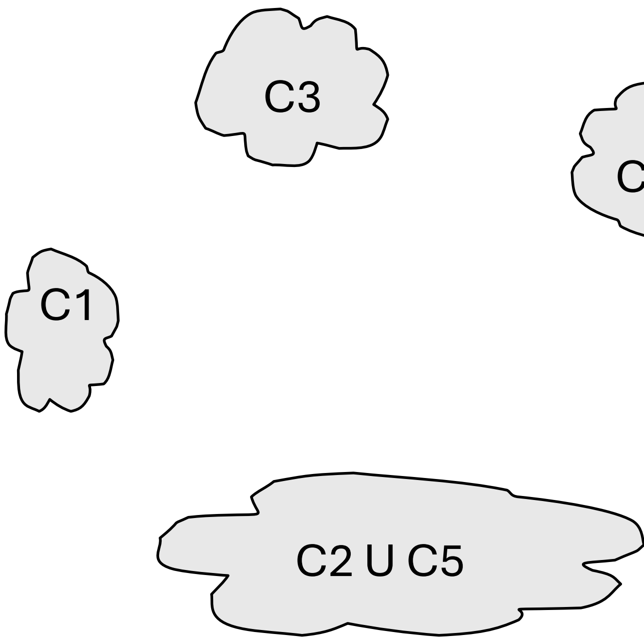


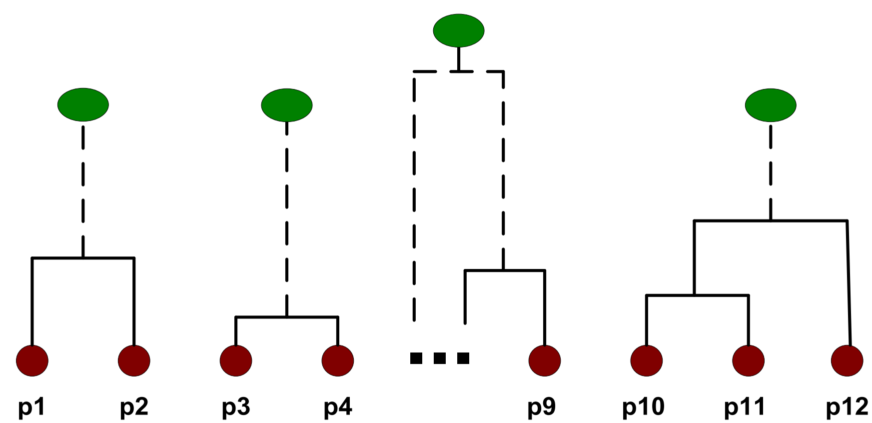
After Merging

- The question is “How do we update the proximity matrix?”

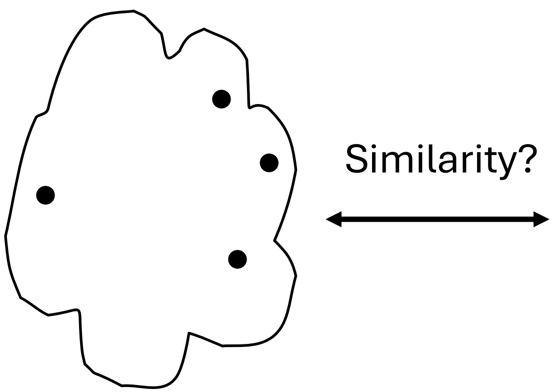
	C1	C2 U C5	C3	C4
C1		?		
C2 U C5	?	?	?	?
C3		?		
C4		?		

Proximity Matrix





How to Define Inter-Cluster Similarity



	p1	p2	p3	p4	p5	. . .
p1						
p2						
p3						
p4						
p5						
.						
.						
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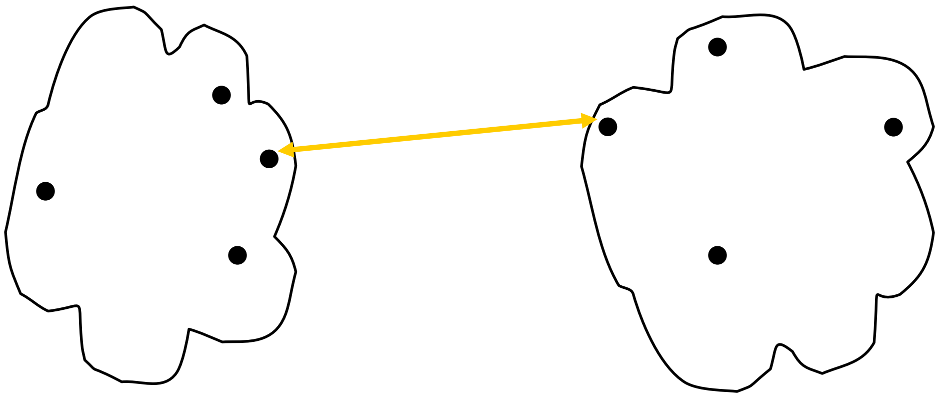
Proximity Matrix

- MIN
- MAX
- Group Average
- Distance Between Centroids
- Other methods driven by an objective function
  - Ward's Method uses squared error

How to Define Inter-Cluster Similarity



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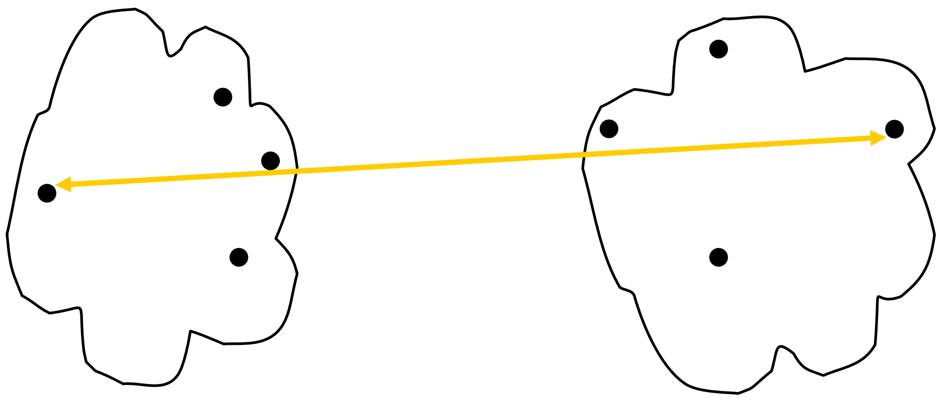

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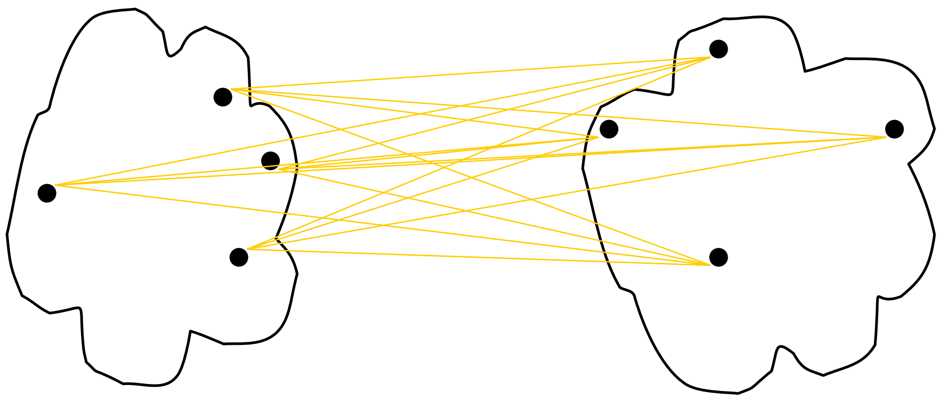

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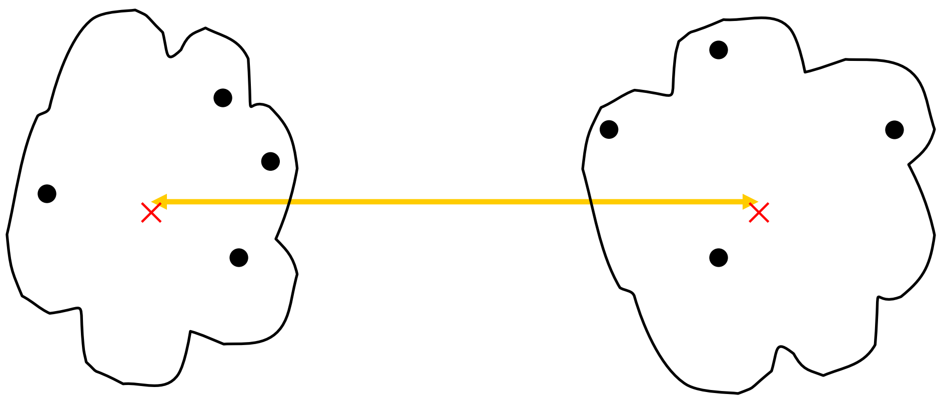

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p5						
.						
.						
.						

Proximity Matrix

- MIN
- MAX
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- Other methods driven by an objective function
  - Ward’s Method uses squared error

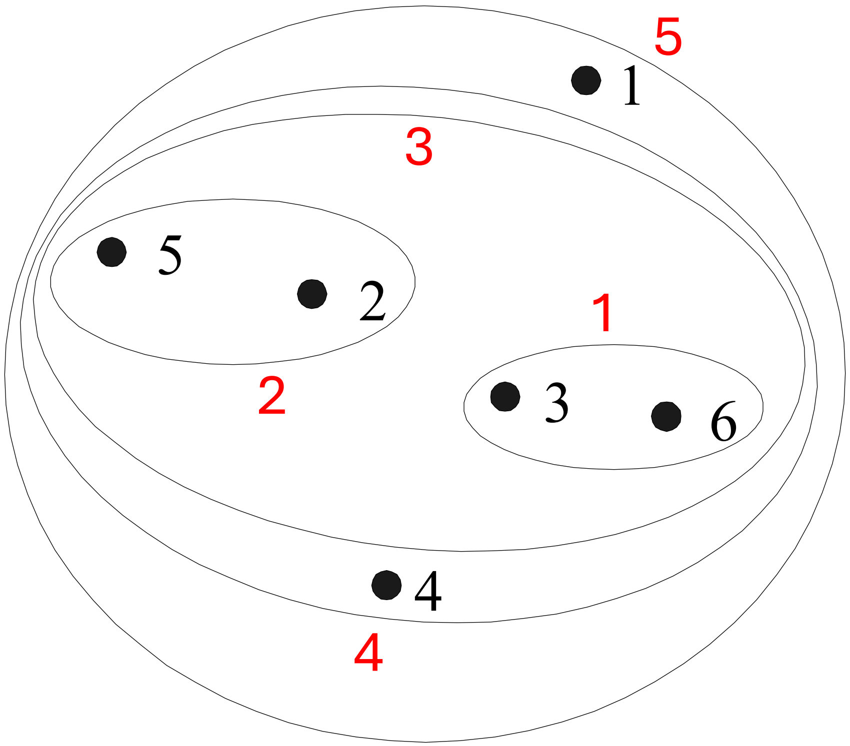
Single Link – Complete Link

- Another way to view the processing of the hierarchical algorithm is that we create links between their elements in order of increasing distance

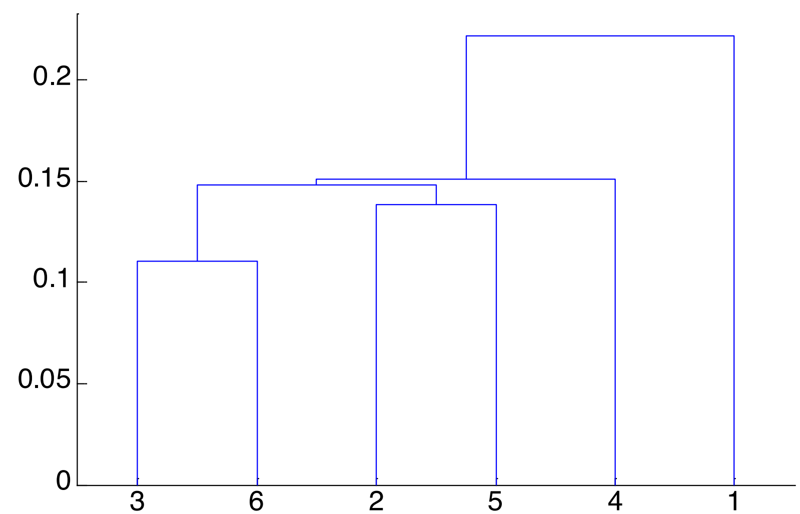
  - The MIN – Single Link, will merge two clusters when a single pair of elements is linked

  - The MAX – Complete Linkage will merge two clusters when all pairs of elements have been linked.

Hierarchical Clustering: MIN



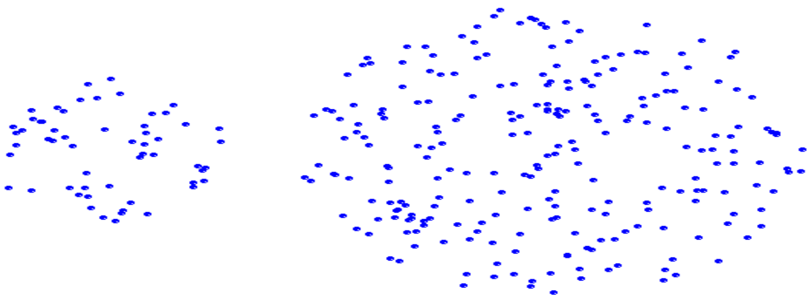
	1	2	3	4	5	6
1	0	.24	.22	.37	.34	.23
2	.24	0	.15	.20	.14	.25
3	.22	.15	0	.15	.28	.11
4	.37	.20	.15	0	.29	.22
5	.34	.14	.28	.29	0	.39
6	.23	.25	.11	.22	.39	0



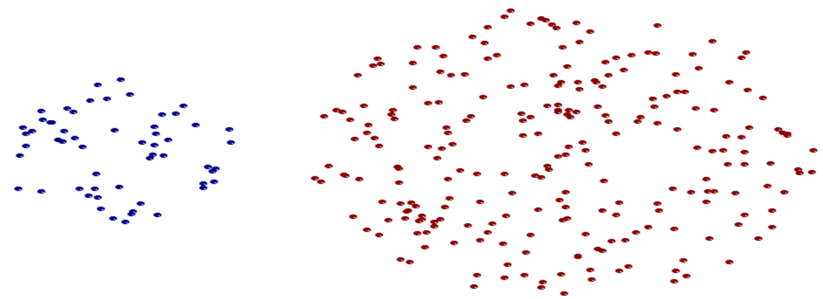
Nested Clusters

Dendrogram

Strength of MIN



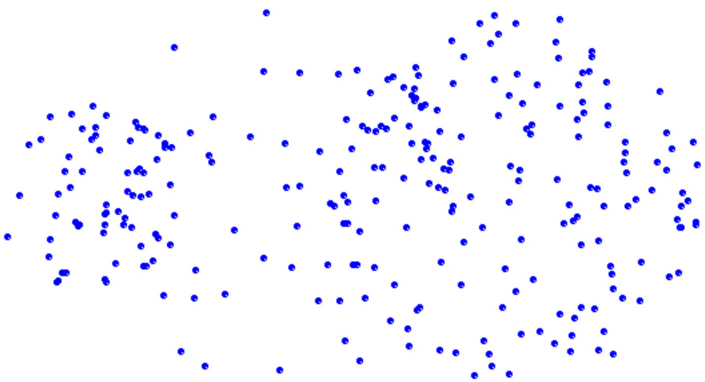
Original Points



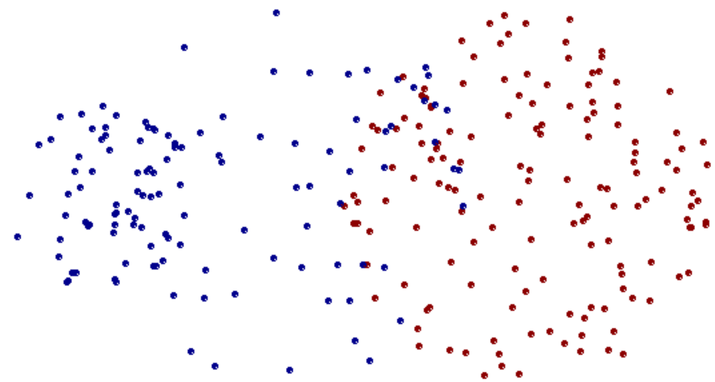
Two Clusters

- Can handle non-elliptical shapes

Limitations of MIN



Original Points

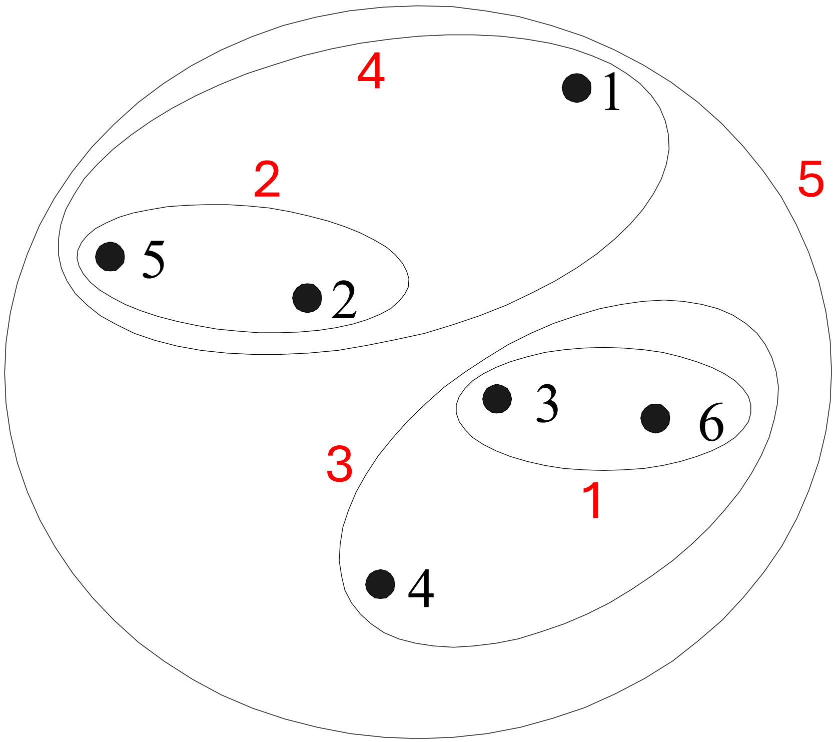


Two Clusters

- Sensitive to noise and outliers

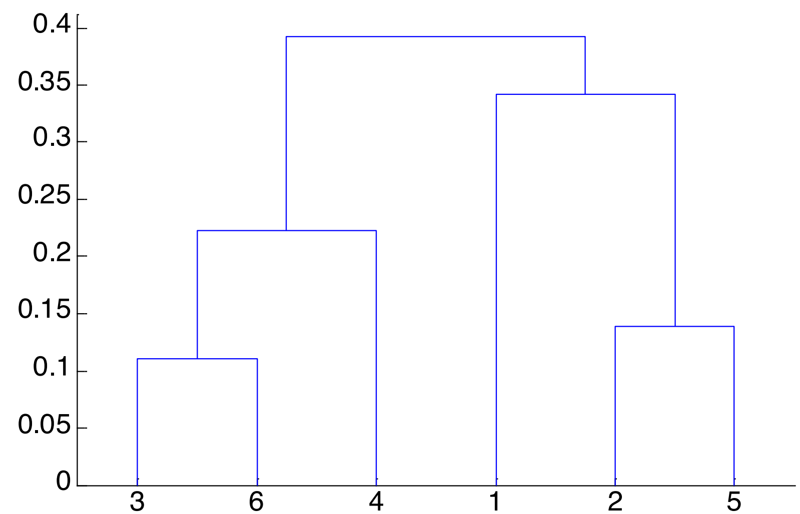
Hierarchical Clustering: MAX

	1	2	3	4	5	6
1	0	.24	.22	.37	.34	.23
2	.24	0	.15	.20	.14	.25
3	.22	.15	0	.15	.28	.11
4	.37	.20	.15	0	.29	.22
5	.34	.14	.28	.29	0	.39
6	.23	.25	.11	.22	.39	0

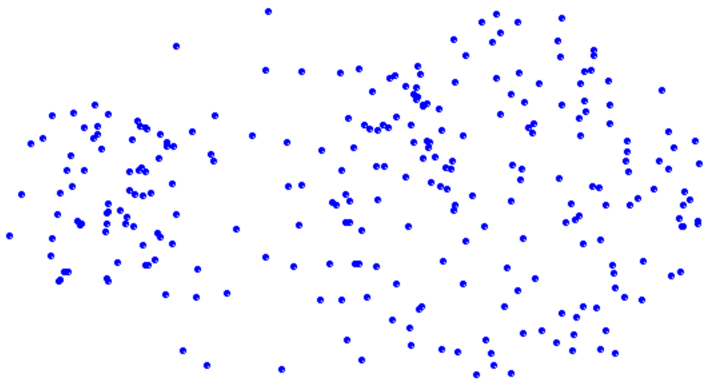


Nested Clusters

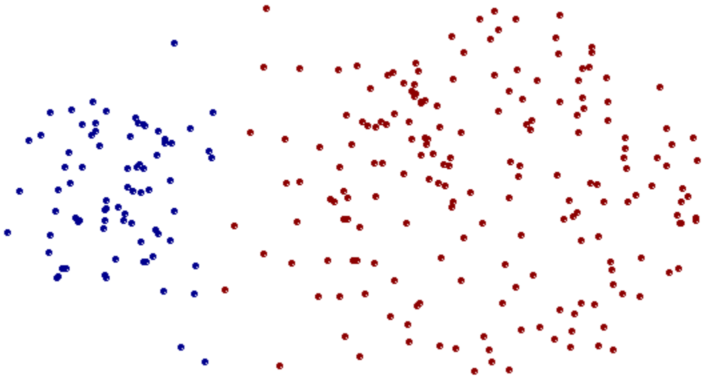
Dendrogram



Strength of MAX



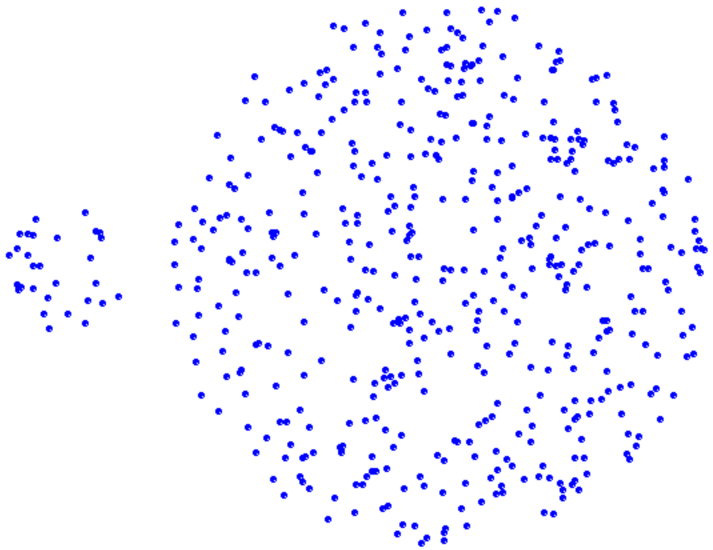
Original Points



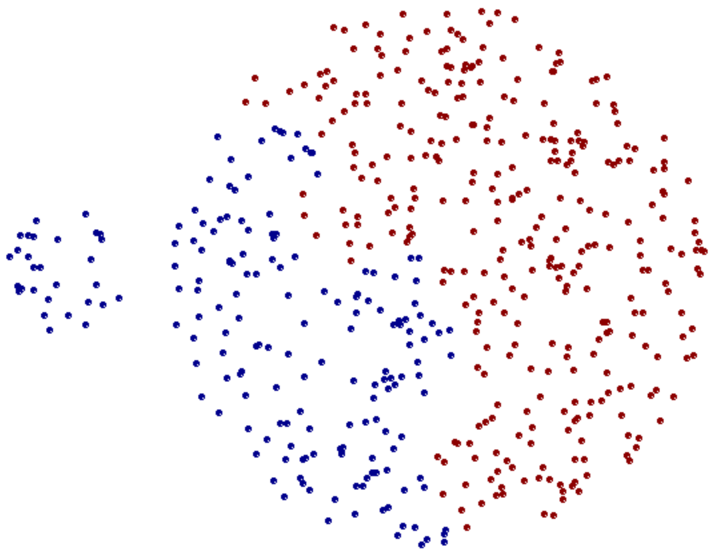
Two Clusters

- Less susceptible to noise and outliers

Limitations of MAX



Original Points



Two Clusters

- Tends to break large clusters
- Biased towards globular clusters

Cluster Similarity: Group Average

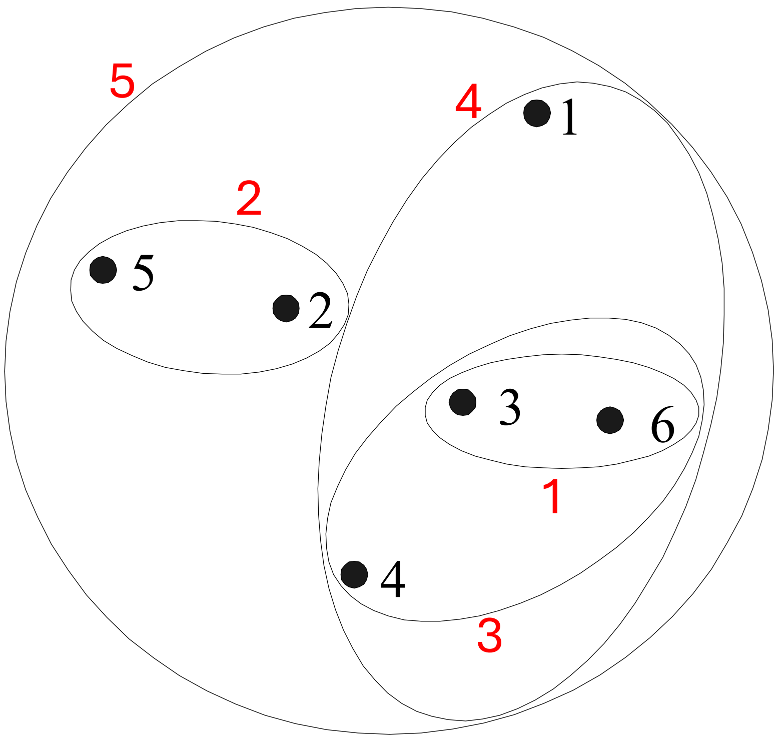
- The proximity of two clusters is the average of pairwise proximity between points in the two clusters.

$$\mathbf{proximity}(\mathbf{Cluster_i}, \mathbf{Cluster_j}) = \frac{\displaystyle\sum_{\substack{\mathbf{p_i} \in \mathbf{Cluster_i} \\ \mathbf{p_j} \in \mathbf{Cluster_j}}} \mathbf{proximity}(\mathbf{p_i}, \mathbf{p_j})}{|\mathbf{Cluster_i}| * |\mathbf{Cluster_j}|}$$

- We need to use average connectivity for scalability since total proximity favors large clusters.

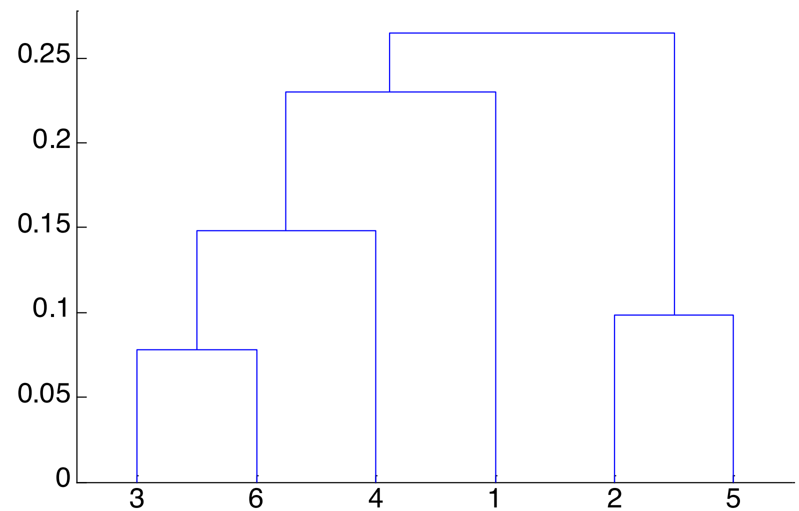
Hierarchical Clustering: Group Average

	1	2	3	4	5	6
1	0	.24	.22	.37	.34	.23
2	.24	0	.15	.20	.14	.25
3	.22	.15	0	.15	.28	.11
4	.37	.20	.15	0	.29	.22
5	.34	.14	.28	.29	0	.39
6	.23	.25	.11	.22	.39	0



Nested Clusters

Dendrogram



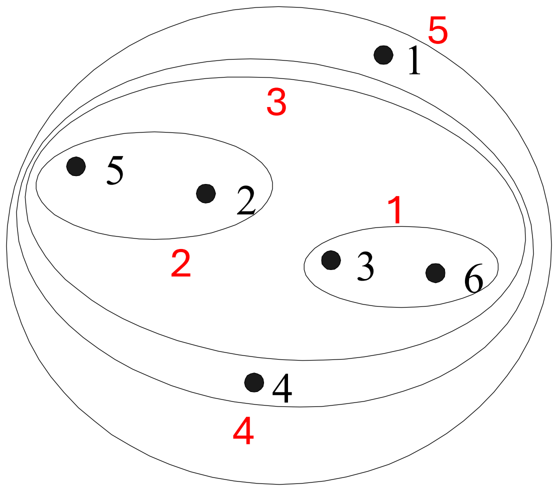
Hierarchical Clustering: Group Average

- Compromise between Single and Complete Link
- Strengths
    - Less susceptible to noise and outliers
- Limitations
    - Biased towards globular clusters

Cluster Similarity: Ward's Method

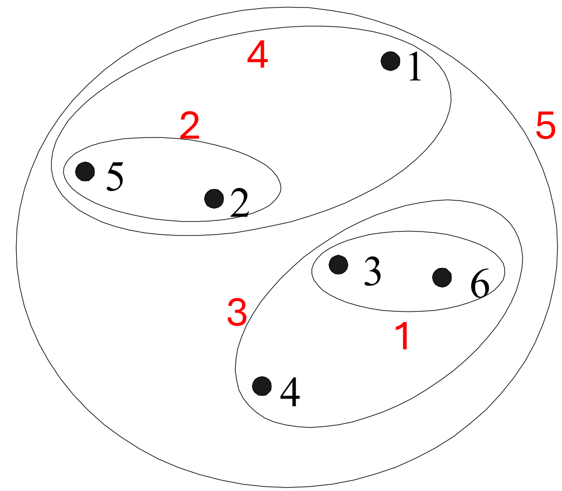
- Similarity of two clusters is based on the increase in squared error (SSE) when two clusters are merged
  - Similar to group average if distance between points is distance squared
- Less susceptible to noise and outliers
- Biased towards globular clusters
- Hierarchical analogue of K-means
  - Can be used to initialize K-means

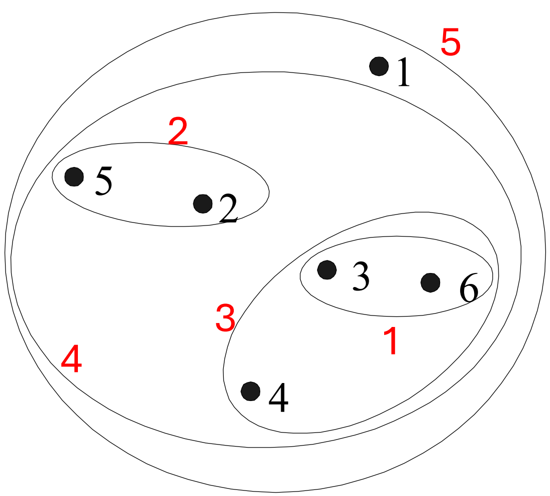
Hierarchical Clustering: Comparison



MIN

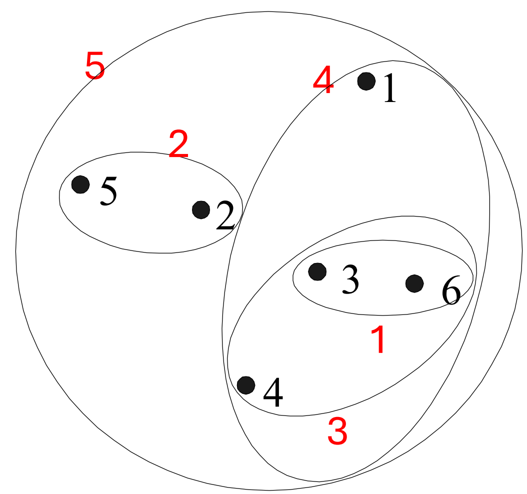
MAX





Group Average

Ward's Method



Hierarchical Clustering: Time and Space requirements

- $O(N^2)$ space since it uses the proximity matrix.
  - N is the number of points.

- $O(N^3)$ time in many cases
  - There are N steps and at each step the size, N^2, proximity matrix must be updated and searched
  - Complexity can be reduced to $O(N^2 \log(N))$ time for some approaches

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External sources related to Hierarchical Clustering:

https://www.learndatasci.com/glossary/hierarchical-clustering/

Hierarchical Clustering: Problems and Limitations

- Computational complexity in time and space

- Once a decision is made to combine two clusters, it cannot be undone

- No objective function is directly minimized

- Different schemes have problems with one or more of the following:
  - Sensitivity to noise and outliers
  - Difficulty handling different sized clusters and convex shapes
  - Breaking large clusters

DBSCAN: Density-Based Clustering

- DBSCAN is a Density-Based Clustering algorithm

- Reminder: In density-based clustering, we partition points into dense regions separated by not-so-dense regions.

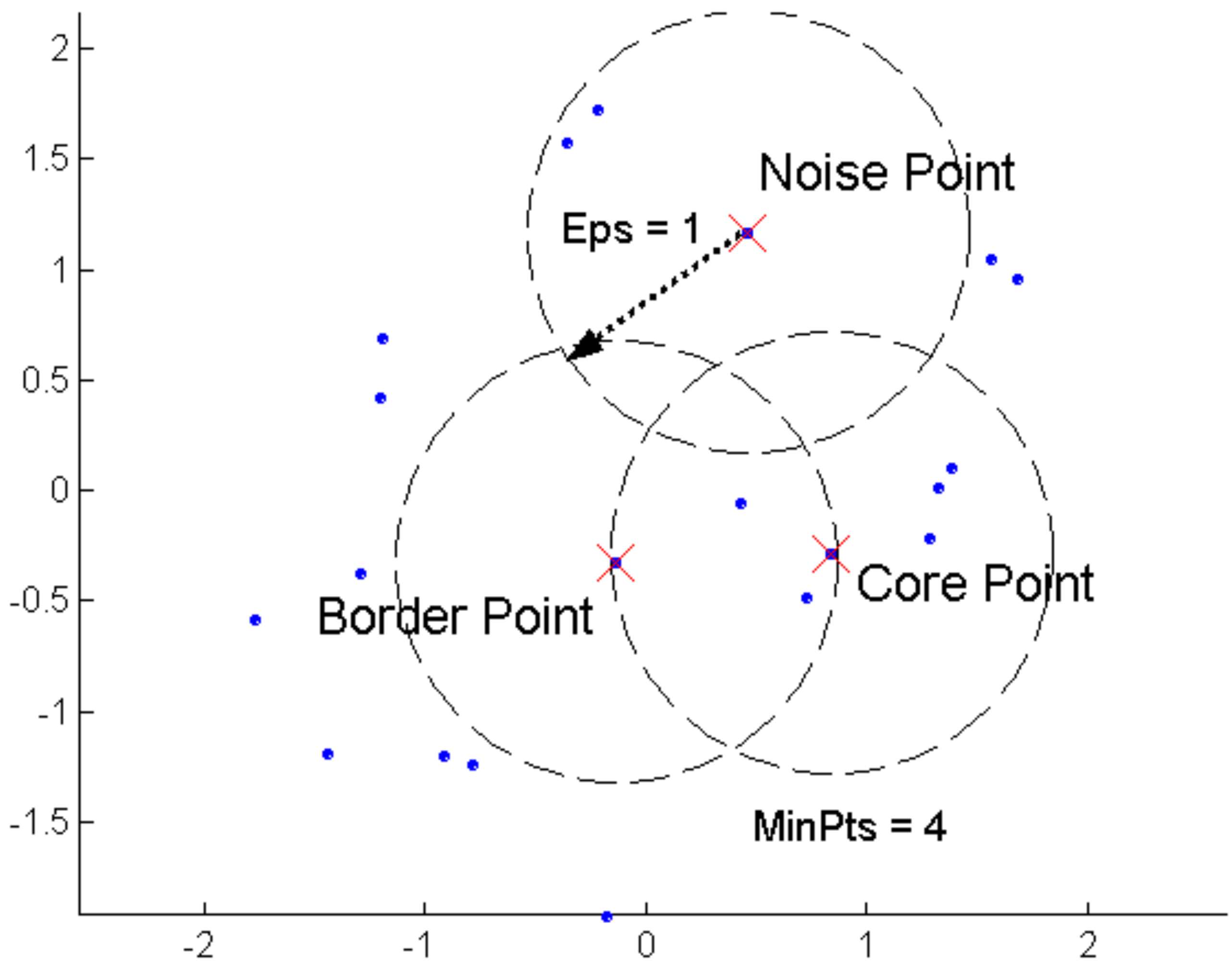
- Important Questions:
  - How do we measure density?
  - What is a dense region?

- DBSCAN:
  - Density at point p: number of points within a circle of radius Eps
  - Dense Region: A circle of radius Eps that contains at least MinPts points

DBSCAN

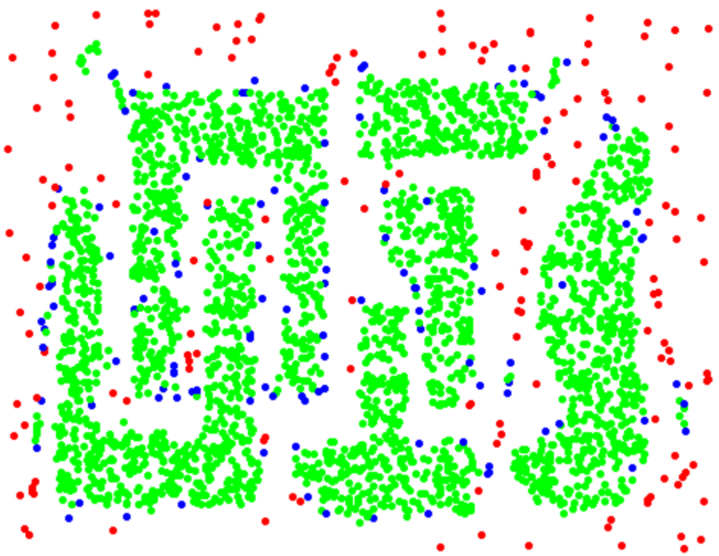
- Characterization of points
  - A point is a core point if it has more than a specified number of points (MinPts) within Eps
    - These points belong in a dense region and are at the interior of a cluster.
  - A border point has fewer than MinPts within Eps, but is in the neighborhood of a core point.
  - A noise point is any point that is not a core point or a border point.

DBSCAN: Core, Border, and Noise Points



DBSCAN: Core, Border and Noise Points

Original Points

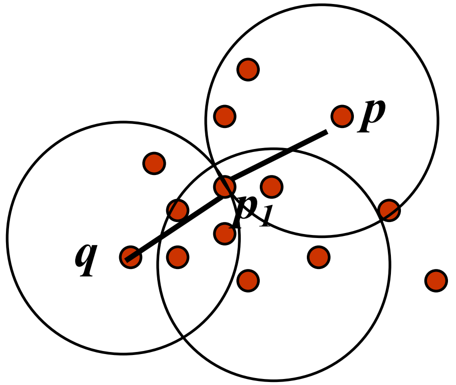


Point types: core, border and noise

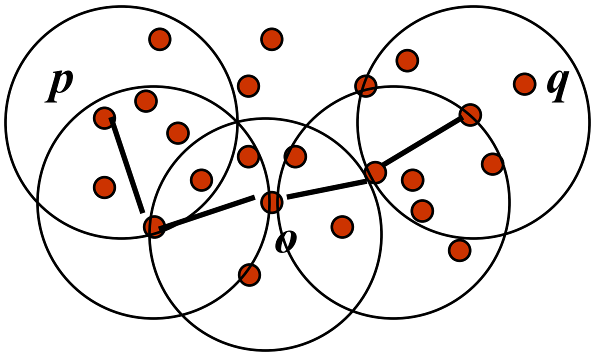
Eps = 10, MinPts = 4

Density-Connected points

- Density edge
  - We place an edge between two core points q and p if they are within distance Eps.



- Density-connected
  - A point p is density-connected to a point q if there is a path of edges from p to q

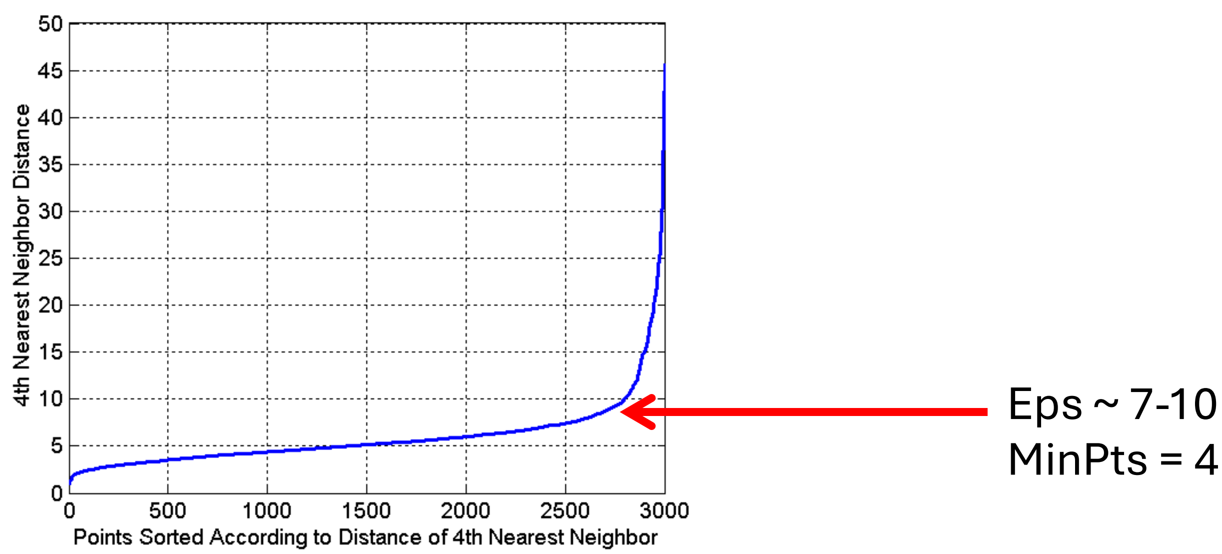


DBSCAN Algorithm

- Label points as core, border and noise
- Eliminate noise points
- For every core point p that has not been assigned to a cluster
  - Create a new cluster with the point p and all the points that are density-connected to p.
- Assign border points to the cluster of the closest core point.

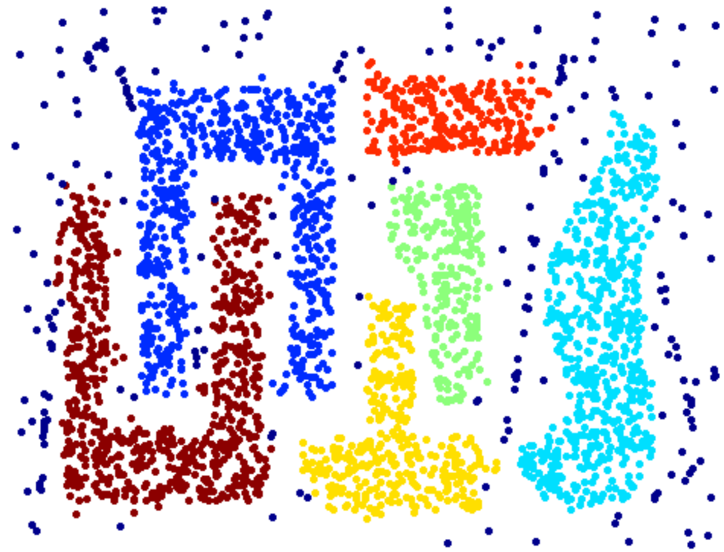
DBSCAN: Determining Eps and MinPts

- Idea is that for points in a cluster, their k^{th} nearest neighbors are at roughly the same distance
- Noise points have the k^{th} nearest neighbor at a farther distance
- So, plot sorted distance of every point to its k^{th} nearest neighbor
- Find the distance d where there is a "knee" in the curve
    - Eps = d, MinPts = k



When DBSCAN Works Well

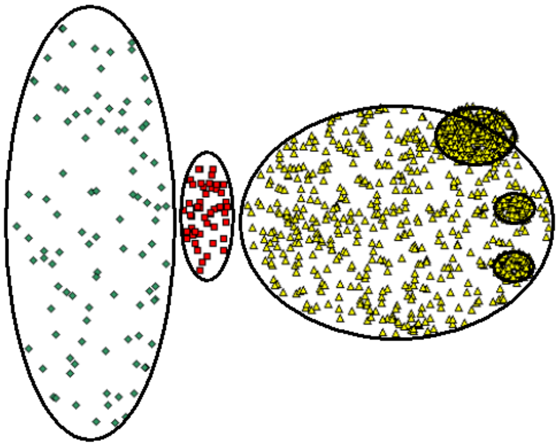
Original Points



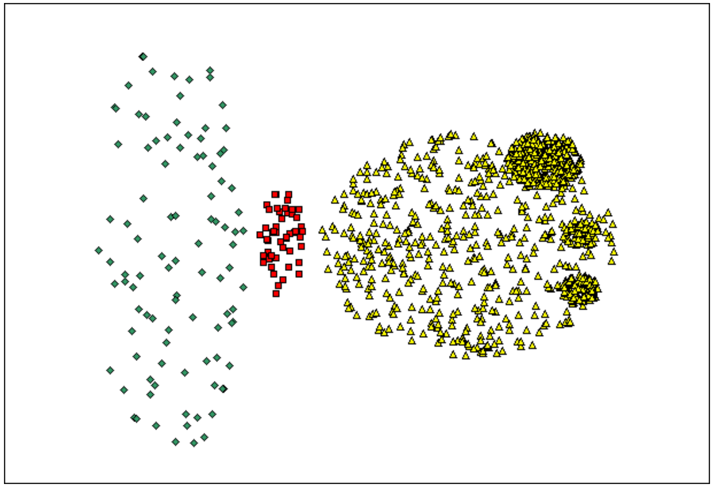
Clusters

- Resistant to Noise
- Can handle clusters of different shapes and sizes

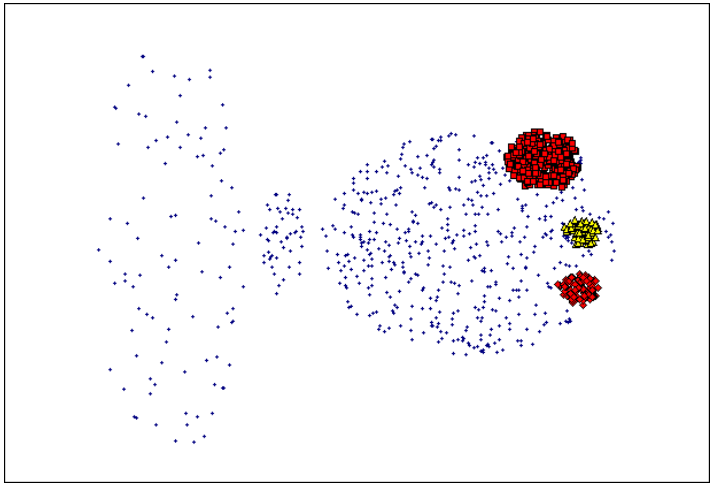
When DBSCAN Does NOT Work Well



Original Points



(MinPts=4, Eps=9.75).



(MinPts=4, Eps=9.92)

- Varying densities
- High-dimensional data

DBSCAN: Sensitive to Parameters

Figure 8. DBScan results for DS1 with MinPts at 4 and Eps at (a) 0.5 and (b) 0.4.

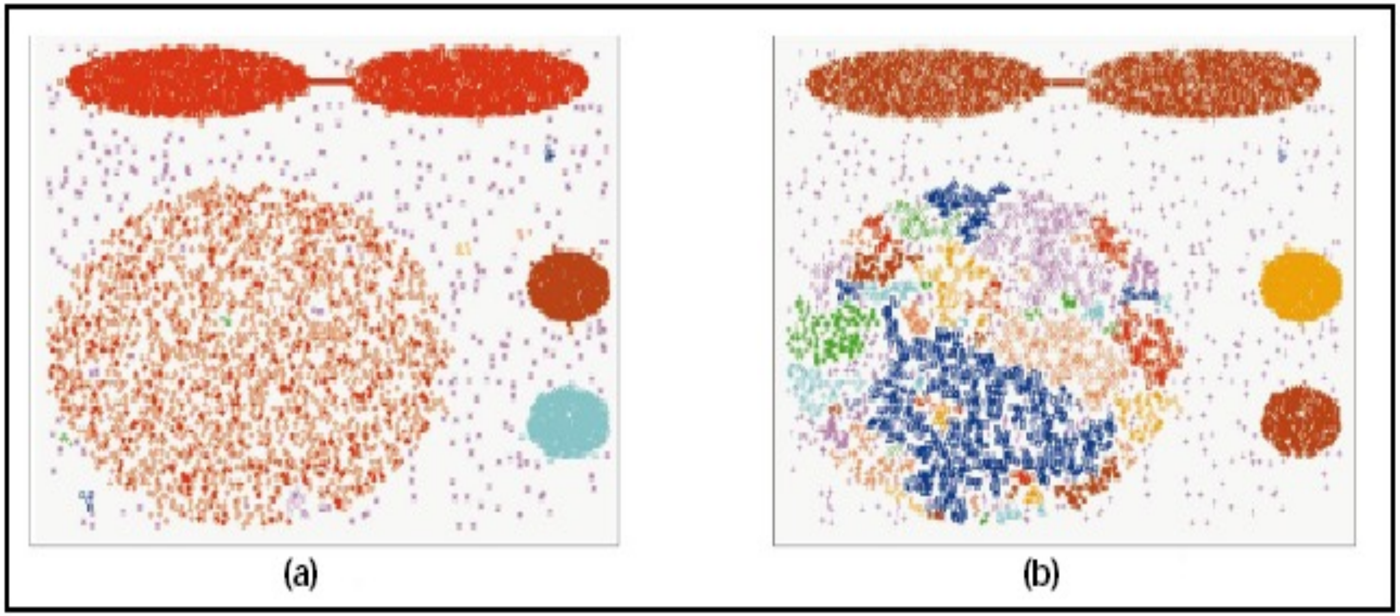
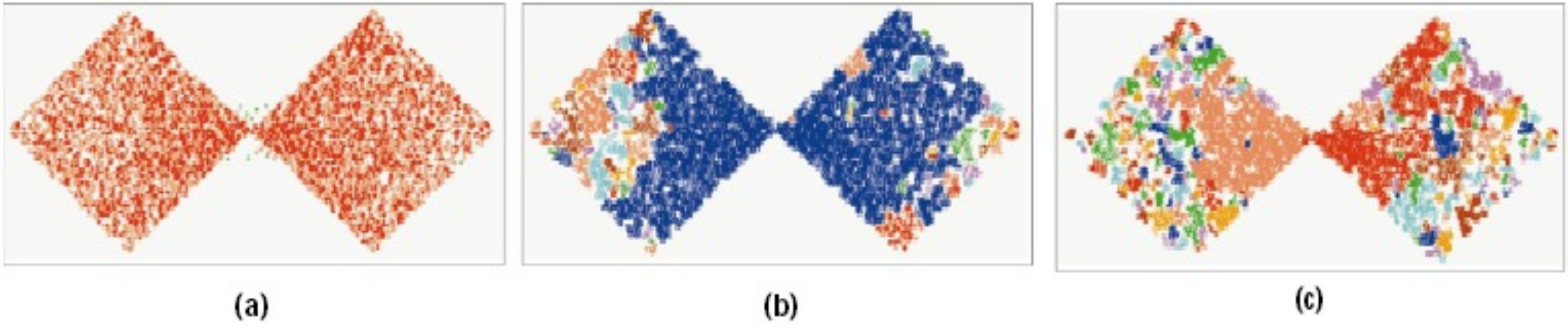


Figure 9. DBScan results for DS2 with MinPts at 4 and Eps at (a) 5.0, (b) 3.5, and (c) 3.0.



Other algorithms

- PAM, CLARANS: Solutions for the k-medoids problem
- BIRCH: Constructs a hierarchical tree that summarizes the data and then clusters the leaves.
- MST: Clustering using the Minimum Spanning Tree.
- ROCK: clustering categorical data by neighbor and link analysis
- LIMBO, COOLCAT: Clustering categorical data using information-theoretic tools.
- CURE: Hierarchical algorithm uses different representations of the cluster
- CHAMELEON: Hierarchical algorithm uses closeness and interconnectivity for merging