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The UPGMA algorithm constructs a rooted tree (**dendrogram**) that reflects the structure present in a pairwise **similarity matrix** (or a **dissimilarity matrix**).

At each step, the nearest two clusters are combined into a higher-level cluster. The distance between any two clusters A and B is taken to be the average of all distances between pairs of objects "x" in A and "y" in B, that is, the mean distance between elements of each cluster:

$$\frac{1}{|\mathcal{A}| \cdot |\mathcal{B}|} \sum_{x \in \mathcal{A}} \sum_{y \in \mathcal{B}} d(x, y)$$

The method is generally attributed to Sokal and Michener.<sup>[2]</sup> Fionn Murtagh found a time optimal  $O(n^2)$  time algorithm to construct the UPGMA tree.<sup>[3]</sup>

See also [\[edit\]](#)

- Neighbor-joining
- Cluster analysis
- Single-linkage clustering
- Complete-linkage clustering
- Hierarchical clustering
- Models of DNA evolution
- Molecular clock

## References [\[edit\]](#)


1. ^ Legendre, P. and Legendre, L. 1998. Numerical Ecology. Second English Edition. Developments in Environmental Modelling 20. Elsevier, Amsterdam.
2. ^ Sokal R and Michener C (1958). "A statistical method for evaluating systematic relationships". *University of Kansas Science Bulletin* **38**: 1409–1438.
3. ^ Murtagh F (1984). "Complexities of Hierarchic Clustering Algorithms: the state of the art". *Computational Statistics Quarterly* **1**: 101–113.

## External links [[edit](#)]

- UPGMA clustering algorithm implementation in Ruby (AI4R) [↗](#)
- Example calculation of UPGMA using a similarity matrix [↗](#)
- Example calculation of UPGMA using a distance matrix [↗](#)

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