

— INF4820 —  
Algorithms for AI and NLP

*Evaluating Classifiers*  
*Clustering*

Murhaf Fares & Stephan Oepen

Language Technology Group (LTG)

October 6, 2016



# Today

- ▶ Recap
- ▶ **Evaluation** of classifiers
- ▶ Unsupervised machine learning for class discovery: **Clustering**
- ▶ Flat clustering.
- ▶ ***k*-means** clustering



- ▶ Supervised vs unsupervised learning.



- ▶ Supervised vs unsupervised learning.
- ▶ Vectors space classification.



- ▶ Supervised vs unsupervised learning.
- ▶ Vectors space classification.
- ▶ Class representation:
  - ▶ Exemplar-based
  - ▶ Centroid-based



- ▶ Supervised vs unsupervised learning.
- ▶ Vectors space classification.
- ▶ Class representation:
  - ▶ Exemplar-based
  - ▶ Centroid-based
- ▶ Class membership:
  - ▶ Hard membership
  - ▶ Soft membership (probabilistic, fuzzy)

- ▶ Supervised vs unsupervised learning.
- ▶ Vectors space classification.
- ▶ Class representation:
  - ▶ Exemplar-based
  - ▶ Centroid-based
- ▶ Class membership:
  - ▶ Hard membership
  - ▶ Soft membership (probabilistic, fuzzy)
- ▶ Rocchio: centroid-based, linear classifier.

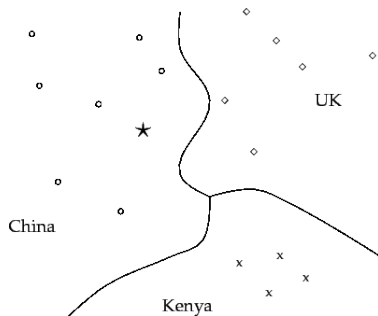


- ▶ Supervised vs unsupervised learning.
- ▶ Vectors space classification.
- ▶ Class representation:
  - ▶ Exemplar-based
  - ▶ Centroid-based
- ▶ Class membership:
  - ▶ Hard membership
  - ▶ Soft membership (probabilistic, fuzzy)
- ▶ Rocchio: centroid-based, linear classifier.
- ▶  $k$ NN: instance-based, nonlinear classifier.

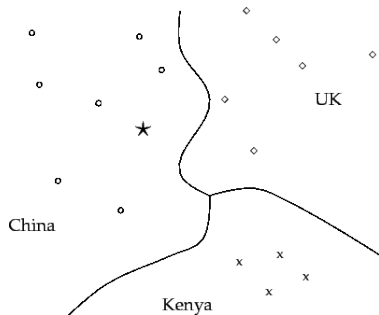


- ▶ Supervised vs unsupervised learning.
- ▶ Vectors space classification.
- ▶ Class representation:
  - ▶ Exemplar-based
  - ▶ Centroid-based
- ▶ Class membership:
  - ▶ Hard membership
  - ▶ Soft membership (probabilistic, fuzzy)
- ▶ Rocchio: centroid-based, linear classifier.
- ▶  $k$ NN: instance-based, nonlinear classifier.
- ▶ Linear vs non-linear decision boundaries.

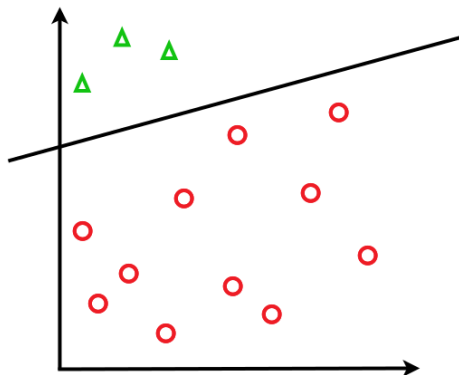
- ▶ Vector space classification amounts to computing the boundaries in the space that separate the class regions: *the decision boundaries*.
- ▶ To **evaluate** the boundary, we measure the number of correct classification predictions on unseen test items.
- ▶ Many ways to do this. . .



- ▶ Vector space classification amounts to computing the boundaries in the space that separate the class regions: *the decision boundaries*.
- ▶ To **evaluate** the boundary, we measure the number of correct classification predictions on unseen test items.
- ▶ Many ways to do this. . .
- ▶ We want to test how well a model *generalizes* on a **held-out** test set.
- ▶ Labeled test data is sometimes referred to as the **gold standard**.
- ▶ Why can't we test on the training data?



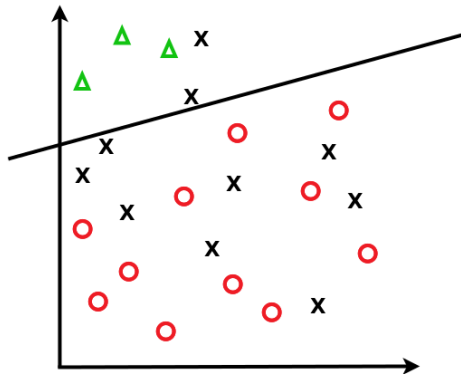
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

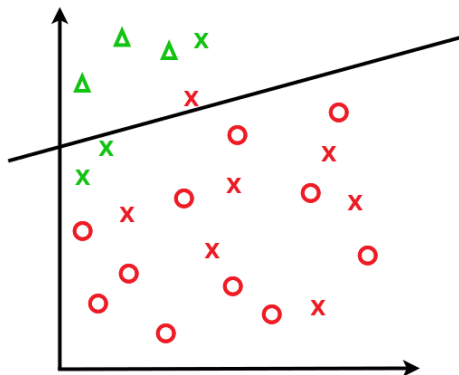
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

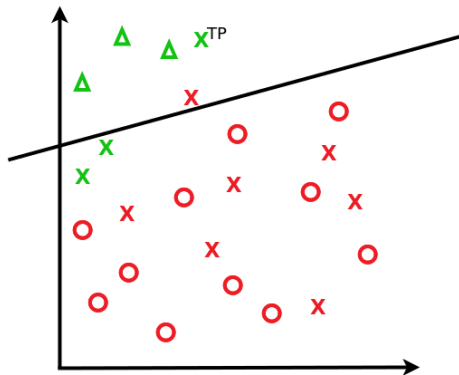
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

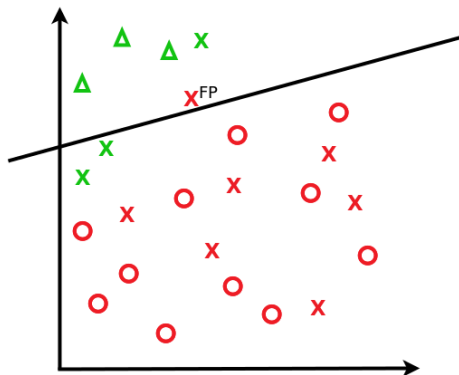
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

# Example: Evaluating classifier decisions

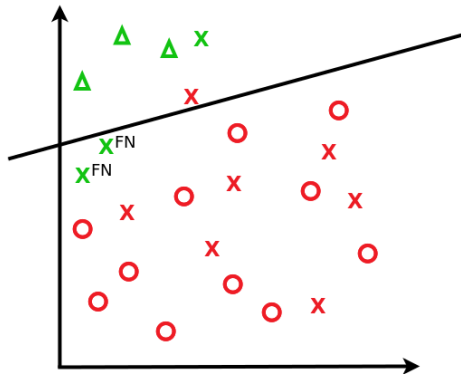


- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)



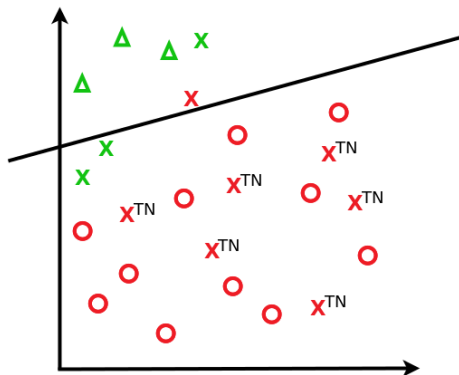
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

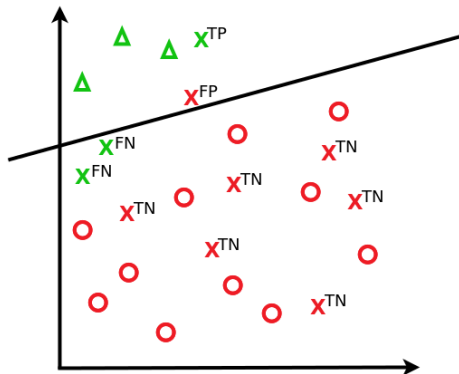
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

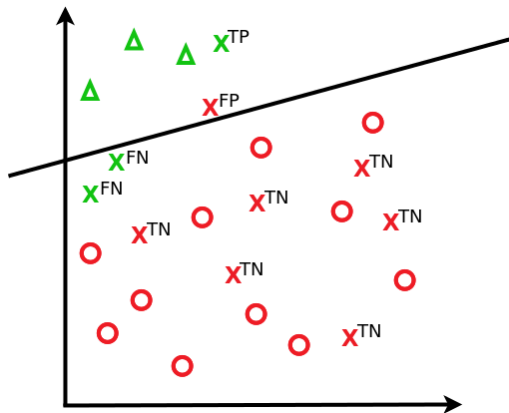
# Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways:

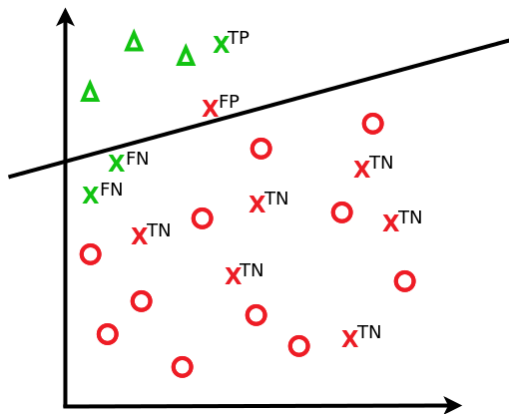
	gold = positive	gold = negative
prediction = positive	true positive (TP)	false positive (FP)
prediction = negative	false negative (FN)	true negative (TN)

# Example: Evaluating classifier decisions



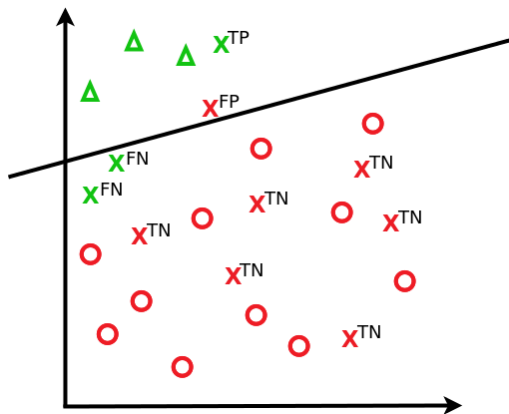
$$accuracy = \frac{TP+TN}{N}$$

# Example: Evaluating classifier decisions



$$\begin{aligned} \text{accuracy} &= \frac{TP+TN}{N} \\ &= \frac{1+6}{10} = 0.7 \end{aligned}$$

# Example: Evaluating classifier decisions

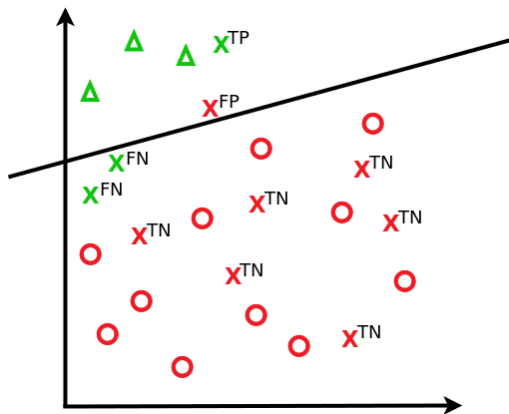


$$\begin{aligned} \text{accuracy} &= \frac{TP+TN}{N} \\ &= \frac{1+6}{10} = 0.7 \end{aligned}$$

$$\text{precision} = \frac{TP}{TP+FP}$$

$$\text{recall} = \frac{TP}{TP+FN}$$

# Example: Evaluating classifier decisions

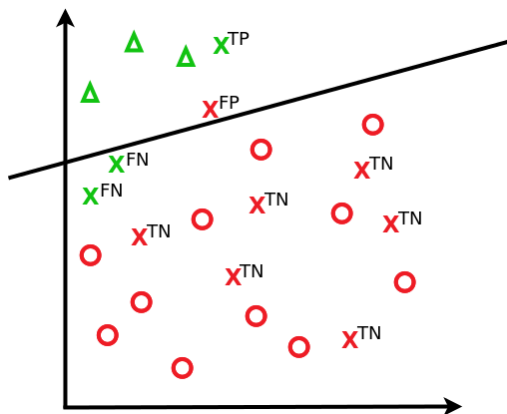


$$\begin{aligned} \text{accuracy} &= \frac{TP+TN}{N} \\ &= \frac{1+6}{10} = 0.7 \end{aligned}$$

$$\begin{aligned} \text{precision} &= \frac{TP}{TP+FP} \\ &= \frac{1}{1+1} = 0.5 \end{aligned}$$

$$\begin{aligned} \text{recall} &= \frac{TP}{TP+FN} \\ &= \frac{1}{1+2} = 0.33 \end{aligned}$$

# Example: Evaluating classifier decisions



$$\begin{aligned} \text{accuracy} &= \frac{TP+TN}{N} \\ &= \frac{1+6}{10} = 0.7 \end{aligned}$$

$$\begin{aligned} \text{precision} &= \frac{TP}{TP+FP} \\ &= \frac{1}{1+1} = 0.5 \end{aligned}$$

$$\begin{aligned} \text{recall} &= \frac{TP}{TP+FN} \\ &= \frac{1}{1+2} = 0.33 \end{aligned}$$

$$\begin{aligned} F\text{-score} &= \\ 2 \times \frac{\text{precision} \times \text{recall}}{\text{precision} + \text{recall}} &= 0.4 \end{aligned}$$



- ▶ *accuracy* =  $\frac{TP+TN}{N} = \frac{TP+TN}{TP+TN+FP+FN}$ 
  - ▶ The ratio of correct predictions.
  - ▶ Not suitable for unbalanced numbers of positive / negative examples.
- ▶ *precision* =  $\frac{TP}{TP+FP}$ 
  - ▶ The number of detected class members that were correct.
- ▶ *recall* =  $\frac{TP}{TP+FN}$ 
  - ▶ The number of actual class members that were detected.
  - ▶ Trade-off: Positive predictions for all examples would give 100% recall but (typically) terrible precision.
- ▶ *F-score* =  $2 \times \frac{\text{precision} \times \text{recall}}{\text{precision} + \text{recall}}$ 
  - ▶ Balanced measure of precision and recall (harmonic mean).

## Macro-averaging

- ▶ Sum precision and recall for each class, and then compute global averages of these.
- ▶ The **macro** average will be highly influenced by the **small** classes.

## Macro-averaging

- ▶ Sum precision and recall for each class, and then compute global averages of these.
- ▶ The **macro** average will be highly influenced by the **small** classes.

## Micro-averaging

- ▶ Sum TPs, FPs, and FNs for all points/objects across all classes, and then compute global precision and recall.
- ▶ The **micro** average will be highly influenced by the **large** classes.

- ▶ **Cluster:** "A group of similar things or people positioned or occurring closely together." *Oxford Dictionaries Online*



- ▶ **Cluster**: “A group of similar things or people positioned or occurring closely together.” *Oxford Dictionaries Online*
- ▶ **Clustering**: A set of clusters.

- ▶ **Cluster**: “A group of similar things or people positioned or occurring closely together.” *Oxford Dictionaries Online*
- ▶ **Clustering**: A set of clusters.
- ▶ Originates in anthropology and psychology: empirically based typologies of cultures and of individuals.

- ▶ **Cluster**: “A group of similar things or people positioned or occurring closely together.” *Oxford Dictionaries Online*
- ▶ **Clustering**: A set of clusters.
- ▶ Originates in anthropology and psychology: empirically based typologies of cultures and of individuals.
- ▶ A clustering algorithm groups objects based on a set of features describing each object.

## Classification

- ▶ **Supervised** learning, requiring **labeled** training data.
- ▶ Given some training set of examples with class labels, train a classifier to predict the class labels of new objects.

## Clustering

- ▶ **Unsupervised** learning from **unlabeled** data.
- ▶ Automatically group similar objects together.
- ▶ No pre-defined classes: we only specify the **similarity measure**.
- ▶ General objective:
  - ▶ Partition the data into subsets, so that the similarity among members of the same group is high (**homogeneity**) while the similarity between the groups themselves is low (**heterogeneity**).



- ▶ Clustering for understanding or knowledge acquisition: visualization and exploratory data analysis.

- ▶ Clustering for understanding or knowledge acquisition: visualization and exploratory data analysis.
- ▶ Many applications within IR, e.g.:
  - ▶ Speed up search: First retrieve the most relevant cluster, then retrieve documents from within the cluster.
  - ▶ Presenting the search results: Instead of ranked lists, organize the results as clusters.

- ▶ Clustering for understanding or knowledge acquisition: visualization and exploratory data analysis.
- ▶ Many applications within IR, e.g.:
  - ▶ Speed up search: First retrieve the most relevant cluster, then retrieve documents from within the cluster.
  - ▶ Presenting the search results: Instead of ranked lists, organize the results as clusters.
- ▶ Dimensionality reduction: class-based features.

- ▶ Clustering for understanding or knowledge acquisition: visualization and exploratory data analysis.
- ▶ Many applications within IR, e.g.:
  - ▶ Speed up search: First retrieve the most relevant cluster, then retrieve documents from within the cluster.
  - ▶ Presenting the search results: Instead of ranked lists, organize the results as clusters.
- ▶ Dimensionality reduction: class-based features.
- ▶ News aggregation, topic directories.
- ▶ Social network analysis; identify sub-communities and user segments.
- ▶ Product recommendations, demographic analysis, ...

## Flat

- ▶ Tries to directly decompose the data into a set of clusters.
- ▶ Membership:
  - ▶ **Partitional clustering.**
  - ▶ Hard clustering.
  - ▶ Soft clustering.

## Hierarchical

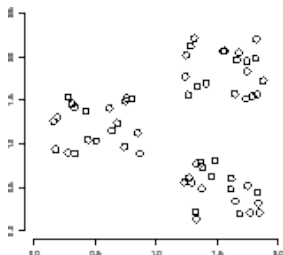
- ▶ Creates a tree structure of hierarchically nested clusters.
- ▶ Not part of the curriculum this year!



- In IR: “Documents in the same cluster behave similarly with respect to relevance to information need.”

- ▶ In IR: “Documents in the same cluster behave similarly with respect to relevance to information need.”
  - ▶ Generally, objects within the same group are *somehow* more similar to each other than objects in other groups.

- ▶ In IR: “Documents in the same cluster behave similarly with respect to relevance to information need.”
  - ▶ Generally, objects within the same group are *somehow* more similar to each other than objects in other groups.
- ▶ Essentially the same as the contiguity hypothesis in classification





- ▶ Given a set of objects  $O = \{o_1, \dots, o_n\}$ , construct a set of clusters  $C = \{c_1, \dots, c_k\}$ , where each object  $o_i$  is assigned to a cluster  $c_j$ .
- ▶ Parameters:
  - ▶ The **cardinality**  $k$  (the number of clusters).
  - ▶ The **similarity function**  $s$ .

- ▶ Given a set of objects  $O = \{o_1, \dots, o_n\}$ , construct a set of clusters  $C = \{c_1, \dots, c_k\}$ , where each object  $o_i$  is assigned to a cluster  $c_j$ .
- ▶ Parameters:
  - ▶ The **cardinality**  $k$  (the number of clusters).
  - ▶ The **similarity function**  $s$ .
- ▶ More formally, we want to define an assignment  $\gamma : O \rightarrow C$  that optimizes some objective function  $F_s(\gamma)$ .
- ▶ In general terms, we want to optimize for:
  - ▶ High intra-cluster similarity
  - ▶ Low inter-cluster similarity

## Optimization problems are search problems:

- ▶ There's a finite number of possible partitionings of  $O$ .
- ▶ Naive solution: enumerate all possible assignments  $\Gamma = \{\gamma_1, \dots, \gamma_m\}$  and choose the best one,

$$\hat{\gamma} = \arg \min_{\gamma \in \Gamma} F_s(\gamma)$$

## Optimization problems are search problems:

- ▶ There's a finite number of possible partitionings of  $O$ .
- ▶ Naive solution: enumerate all possible assignments  $\Gamma = \{\gamma_1, \dots, \gamma_m\}$  and choose the best one,

$$\hat{\gamma} = \arg \min_{\gamma \in \Gamma} F_s(\gamma)$$

- ▶ Problem: Exponentially many possible partitions.
- ▶ Approximate the solution by iteratively improving on an initial (possibly random) partition until some stopping criterion is met.

- ▶ Unsupervised variant of the Rocchio classifier.
- ▶ **Goal:** Partition the  $n$  observed objects into  $k$  clusters  $C$  so that each point  $\vec{x}_j$  belongs to the cluster  $c_i$  with the nearest centroid  $\vec{\mu}_i$ .
- ▶ Typically assumes Euclidean distance as the similarity function  $s$ .

- ▶ Unsupervised variant of the Rocchio classifier.
- ▶ **Goal:** Partition the  $n$  observed objects into  $k$  clusters  $C$  so that each point  $\vec{x}_j$  belongs to the cluster  $c_i$  with the nearest centroid  $\vec{\mu}_i$ .
- ▶ Typically assumes Euclidean distance as the similarity function  $s$ .
- ▶ **The optimization problem:** For each cluster, minimize the *within-cluster sum of squares*,  $F_s = \text{WCSS}$ :

$$\text{WCSS} = \sum_{c_i \in C} \sum_{\vec{x}_j \in c_i} \|\vec{x}_j - \vec{\mu}_i\|^2$$

- ▶ Equivalent to minimizing the average squared distance between objects and their cluster centroids (since  $n$  is fixed) – **a measure of how well each centroid represents the members assigned to the cluster.**

- **Goal:** Partition the  $n$  observed objects into  $k$  clusters  $C$  so that each point  $\vec{x}_j$  belongs to the cluster  $c_i$  with the nearest centroid  $\vec{\mu}_i$ .

## Algorithm

**Initialize:** Randomly select  $k$  centroid seeds.

**Iterate:**

- Assign each object to the cluster with the nearest centroid.
- Compute new centroids for the clusters.

**Terminate:** When stopping criterion is satisfied.

- **Goal:** Partition the  $n$  observed objects into  $k$  clusters  $C$  so that each point  $\vec{x}_j$  belongs to the cluster  $c_i$  with the nearest centroid  $\vec{\mu}_i$ .

## Algorithm

**Initialize:** Randomly select  $k$  centroid seeds.

**Iterate:**

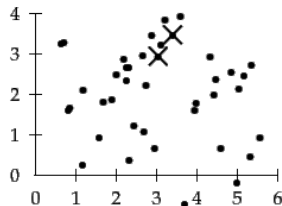
- Assign each object to the cluster with the nearest centroid.
- Compute new centroids for the clusters.

**Terminate:** When stopping criterion is satisfied.

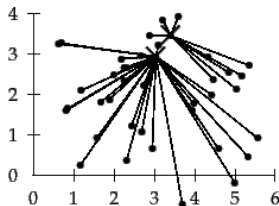
- In short, we iteratively reassign memberships and recompute centroids until the configuration stabilizes.



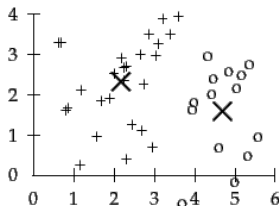
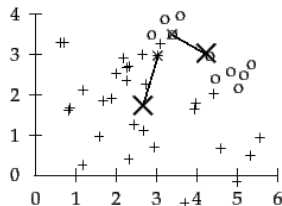
# $k$ -means example for $k = 2$ in $R^2$ (Manning, Raghavan & Schütze 2008)



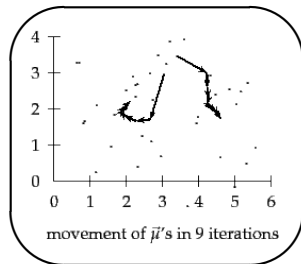
selection of seeds



assignment of documents (iter. 1)



recomputation/movement of  $\bar{\mu}$ 's (iter. 1)     $\bar{\mu}$ 's after convergence (iter. 9)



movement of  $\bar{\mu}$ 's in 9 iterations



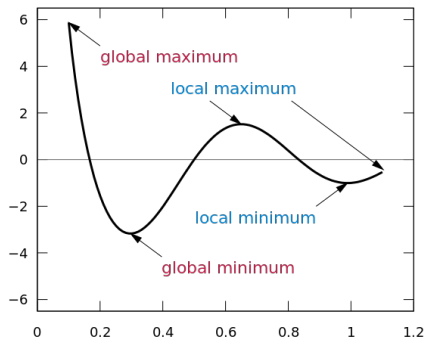
- ▶ The time complexity is linear,  $O(kn)$ .



- ▶ The time complexity is linear,  $O(kn)$ .
- ▶ WCSS is monotonically decreasing (or unchanged) for each iteration.

- ▶ The time complexity is linear,  $O(kn)$ .
- ▶ WCSS is monotonically decreasing (or unchanged) for each iteration.

- ▶ Guaranteed to converge but not to find the global minimum.
- ▶ Possible solution: multiple random initializations



## “Seeding”

- ▶ We **initialize** the algorithm by choosing random *seeds* that we use to compute the first set of centroids.
- ▶ Many possible heuristics for **selecting seeds**:
  - ▶ pick  $k$  random objects from the collection;
  - ▶ pick  $k$  random points in the space;
  - ▶ pick  $k$  sets of  $m$  random points and compute centroids for each set;
  - ▶ compute a hierarchical clustering on a subset of the data to find  $k$  initial clusters; etc..

## “Seeding”

- ▶ We **initialize** the algorithm by choosing random *seeds* that we use to compute the first set of centroids.
- ▶ Many possible heuristics for **selecting seeds**:
  - ▶ pick  $k$  random objects from the collection;
  - ▶ pick  $k$  random points in the space;
  - ▶ pick  $k$  sets of  $m$  random points and compute centroids for each set;
  - ▶ compute a hierarchical clustering on a subset of the data to find  $k$  initial clusters; etc..
- ▶ The initial seeds can have a large impact on the resulting clustering (because we typically end up only finding a local minimum of the objective function).
- ▶ **Outliers** are troublemakers.



## Possible termination criteria

- ▶ Fixed number of iterations
- ▶ Clusters or centroids are unchanged between iterations.
- ▶ Threshold on the decrease of the objective function (absolute or relative to previous iteration)

## Possible termination criteria

- ▶ Fixed number of iterations
- ▶ Clusters or centroids are unchanged between iterations.
- ▶ Threshold on the decrease of the objective function (absolute or relative to previous iteration)

## Some close relatives of $k$ -means

- ▶  **$k$ -medoids**: Like  $k$ -means but uses medoids instead of centroids to represent the cluster centers.



## Possible termination criteria

- ▶ Fixed number of iterations
- ▶ Clusters or centroids are unchanged between iterations.
- ▶ Threshold on the decrease of the objective function (absolute or relative to previous iteration)

## Some close relatives of $k$ -means

- ▶  **$k$ -medoids**: Like  $k$ -means but uses medoids instead of centroids to represent the cluster centers.
- ▶ **Fuzzy  $c$ -means** (FCM): Like  $k$ -means but assigns soft memberships in  $[0, 1]$ , where membership is a function of the centroid distance.
  - ▶ The computations of both WCSS and centroids are weighted by the membership function.

## Pros

- ▶ Conceptually **simple**, and easy to implement.
- ▶ **Efficient**. Typically linear in the number of objects.

## Cons

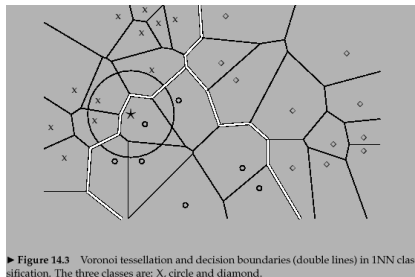
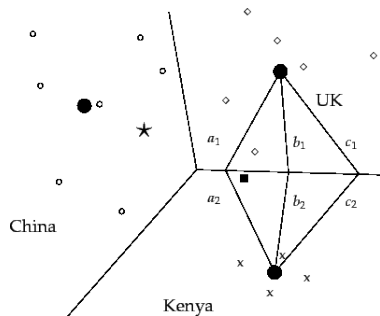
- ▶ The dependence on random seeds as in  $k$ -means makes the clustering **non-deterministic**.
- ▶ The number of clusters  $k$  must be pre-specified. Often no principled means of *a priori* specifying  $k$ .
- ▶ The clustering **quality** often considered inferior to that of the less efficient hierarchical methods.
- ▶ Not as informative as the more structured clusterings produced by hierarchical methods.

- ▶ Focus of the last two lectures: **Rocchio** / nearest centroid classification,  **$k$ NN** classification, and  **$k$ -means** clustering.
- ▶ Note how  **$k$ -means** clustering can be thought of as performing **Rocchio** classification in each iteration.

- ▶ Focus of the last two lectures: **Rocchio** / nearest centroid classification,  **$k$ NN** classification, and  **$k$ -means** clustering.
- ▶ Note how  **$k$ -means** clustering can be thought of as performing **Rocchio** classification in each iteration.
- ▶ Moreover, **Rocchio** can be thought of as a **1 Nearest Neighbor** classifier with respect to the centroids.

- ▶ Focus of the last two lectures: **Rocchio** / nearest centroid classification,  **$k$ NN** classification, and  **$k$ -means** clustering.
- ▶ Note how  **$k$ -means** clustering can be thought of as performing **Rocchio** classification in each iteration.
- ▶ Moreover, **Rocchio** can be thought of as a **1 Nearest Neighbor** classifier with respect to the centroids.
- ▶ How can this be? Isn't  **$k$ NN** **non-linear** and Rocchio **linear**?

- ▶ Recall that the  $k$ NN decision boundary is locally linear for each cell in the Voronoi diagram.
- ▶ For both Rocchio and  $k$ -means, we're partitioning the observations according to the Voronoi diagram generated by the centroids.



- Builds on oblig **2a**: Vector space representation of a set of words based on BoW features extracted from a sample of the Brown corpus.
- For **2b** we provide class labels for most of the words.
- Train a Rocchio classifier to predict labels for a set of unlabeled words.

Label	Examples
FOOD	<i>potato, food, bread, fish, eggs ...</i>
INSTITUTION	<i>embassy, institute, college, government, school ...</i>
TITLE	<i>president, professor, dr, governor, doctor ...</i>
PLACE__NAME	<i>italy, dallas, france, america, england ...</i>
PERSON__NAME	<i>lizzie, david, bill, howard, john ...</i>
UNKNOWN	<i>department, egypt, robert, butter, senator ...</i>



- ▶ For a given set of objects  $\{o_1, \dots, o_m\}$  the **proximity matrix**  $R$  is a square  $m \times m$  matrix where  $R_{ij}$  stores the proximity of  $o_i$  and  $o_j$ .
- ▶ For our word space,  $R_{ij}$  would give the dot-product of the normalized feature vectors  $\vec{x}_i$  and  $\vec{x}_j$ , representing the words  $o_i$  and  $o_j$ .





- ▶ For a given set of objects  $\{o_1, \dots, o_m\}$  the **proximity matrix**  $R$  is a square  $m \times m$  matrix where  $R_{ij}$  stores the proximity of  $o_i$  and  $o_j$ .
- ▶ For our word space,  $R_{ij}$  would give the dot-product of the normalized feature vectors  $\vec{x}_i$  and  $\vec{x}_j$ , representing the words  $o_i$  and  $o_j$ .
- ▶ Note that, if our similarity measure  $\text{sim}$  is **symmetric**, i.e.  $\text{sim}(\vec{x}, \vec{y}) = \text{sim}(\vec{y}, \vec{x})$ , then  $R$  will also be symmetric, i.e.  $R_{ij} = R_{ji}$

- ▶ For a given set of objects  $\{o_1, \dots, o_m\}$  the **proximity matrix**  $R$  is a square  $m \times m$  matrix where  $R_{ij}$  stores the proximity of  $o_i$  and  $o_j$ .
- ▶ For our word space,  $R_{ij}$  would give the dot-product of the normalized feature vectors  $\vec{x}_i$  and  $\vec{x}_j$ , representing the words  $o_i$  and  $o_j$ .
- ▶ Note that, if our similarity measure  $\text{sim}$  is **symmetric**, i.e.  $\text{sim}(\vec{x}, \vec{y}) = \text{sim}(\vec{y}, \vec{x})$ , then  $R$  will also be symmetric, i.e.  $R_{ij} = R_{ji}$ .
- ▶ Computing all the pairwise similarities *once* and then storing them in  $R$  can help save time in many applications.
  - ▶  $R$  will provide the **input to many clustering methods**.
  - ▶ By sorting the row elements of  $R$ , we get access to an important type of similarity relation; **nearest neighbors**.
- ▶ For **2b** we will implement a proximity matrix for retrieving knn relations.

kahoot.it