

Clustering of the Self Organizing Map

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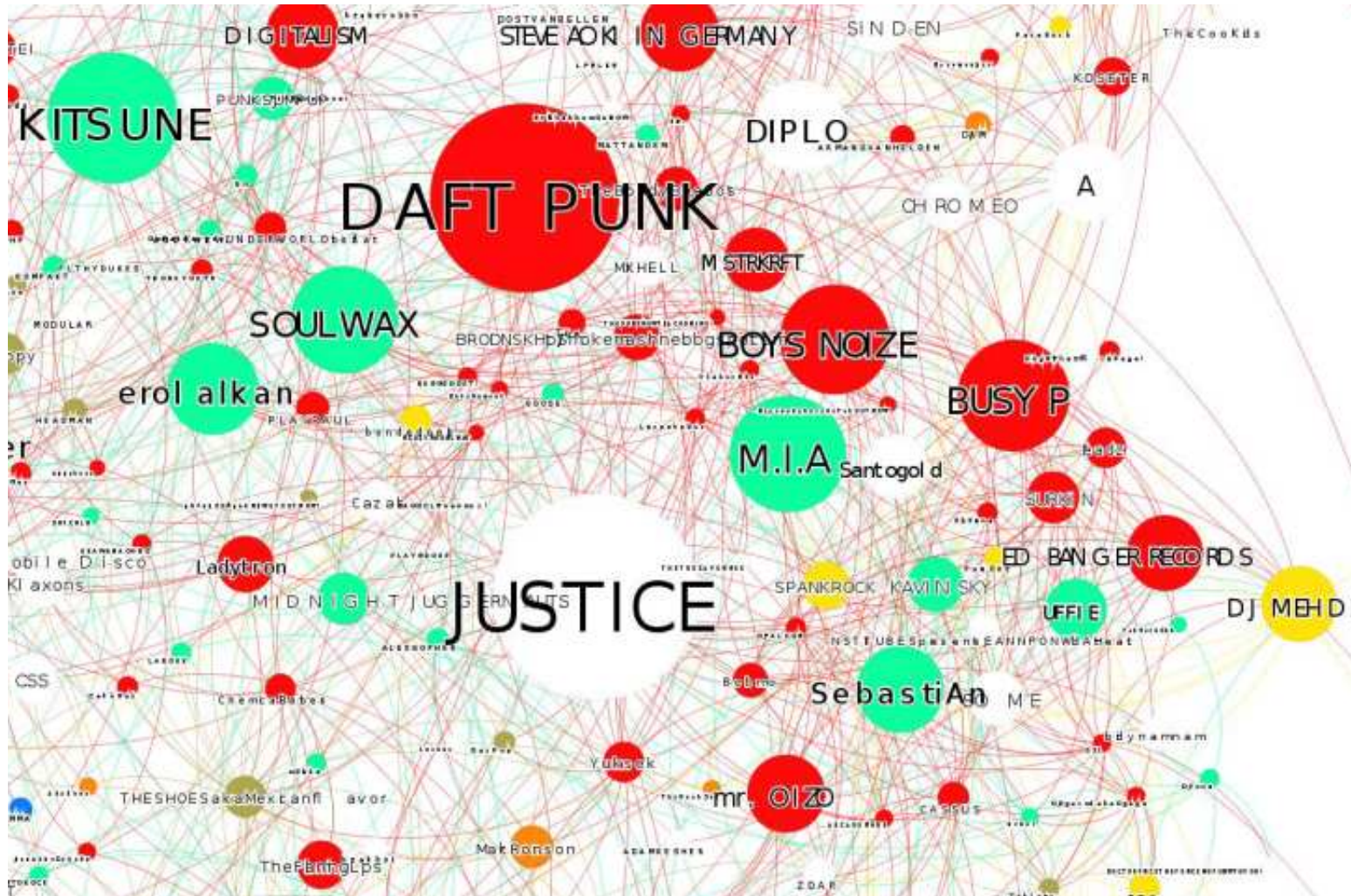
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Pattern Recognition Lab (CS 5)



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Self Organizing Maps



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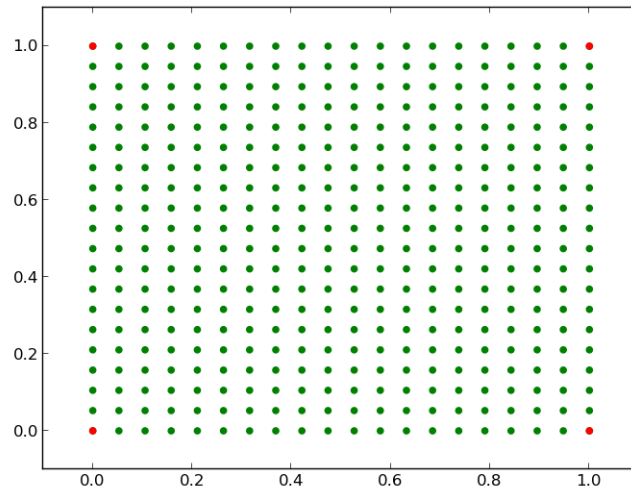
Definition: SOM

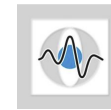
Let $\mathcal{I} \subset \mathbb{N}$ be a finite index set. A **Self Organizing Map** (SOM) is defined as a set

$$SOM_{\mathcal{I}} = \{(N_{\lambda}, r_{\lambda}) \in \mathbb{R}^m \times \mathbb{R}^d \mid \lambda \in \mathcal{I}\}$$

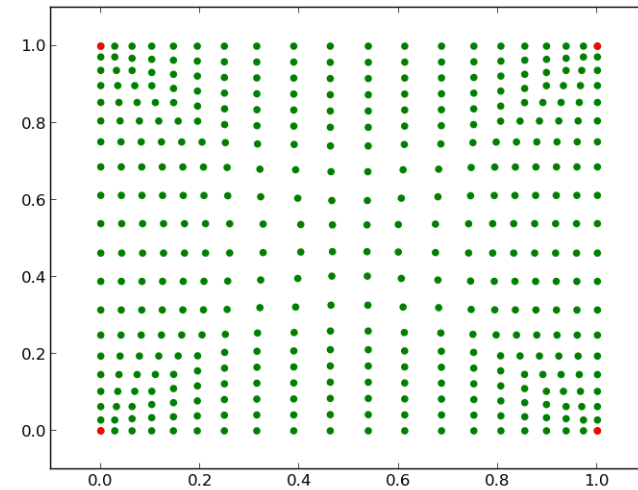
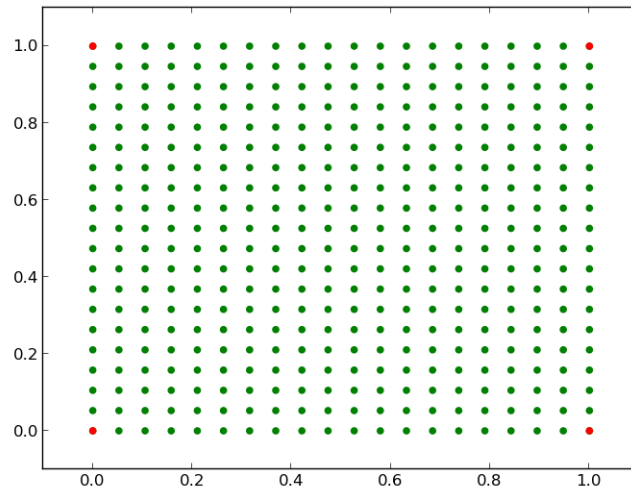
of prototype vectors $N_{\lambda} \in \mathbb{R}^m$ and their position $r_{\lambda} \in \mathbb{R}^d$ in a grid.

Example: XOR





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The SOM-Algorithm

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$$b = \arg \min_{\lambda \in \mathcal{I}} \left\{ \|X_s - N_\lambda\|_{L^2(\mathbb{R}^m)} \right\}$$



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$$N_\lambda^{t+1} = N_\lambda^t + h_{b,\lambda}(t) (X_s - N_\lambda^t)$$

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6. Set $t = t + 1$ and adjust the **kernel radius** σ



The Neighbourhood Kernel Function

Kernel Function:

$$h_{b,\lambda}(t) = \exp \left[-\frac{\|r_b - r_\lambda\|_{L^2(\mathbb{R}^m)}}{2\sigma^2(t)} \right]$$

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Adaption of kernel radius σ :

$$\sigma(t+1) = \sigma_0 \exp \left[-\frac{t}{t_{\max}} \log(\sigma(t) + 1) \right]$$

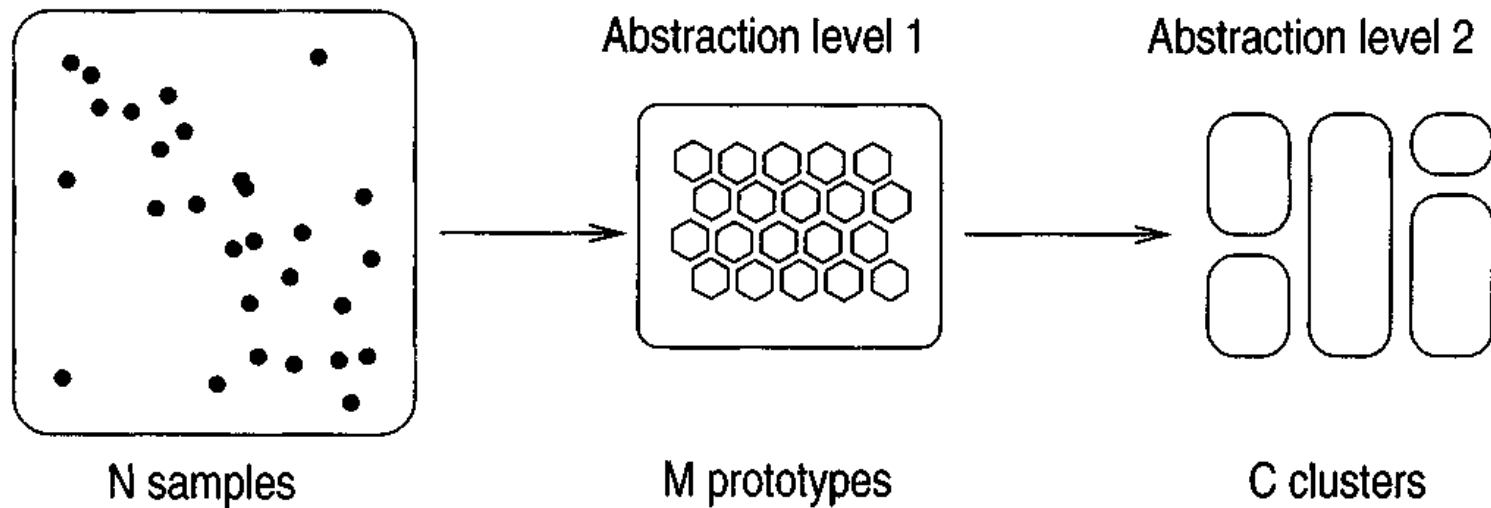
Clustering Of The SOM



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Two-Level-Approach



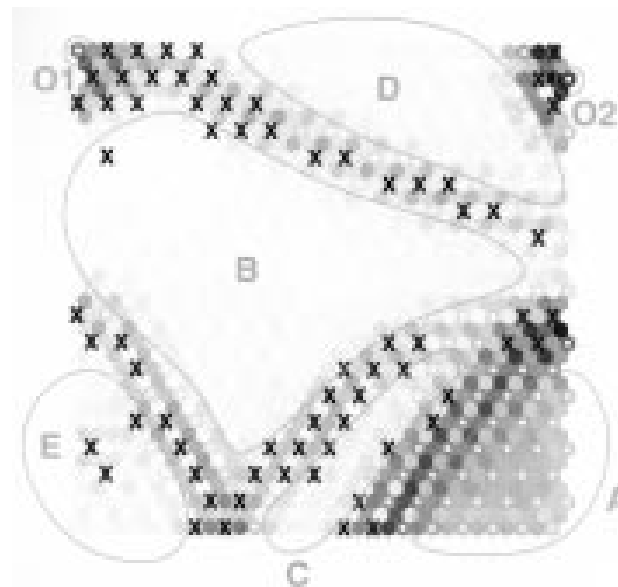


Visualization - Unified Similarity Matrix

$$U_{i,j} = d(N_{i,j}, N_{i+1,j}) + d(N_{i,j}, N_{i-1,j}) + d(N_{i,j}, N_{i,j+1}) + d(N_{i,j}, N_{i,j-1})$$

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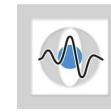




Agglomerative and Partitive Clustering

Agglomerative

1. Initialize
2. Compute inter-cluster distance
3. Merge two clusters that are closest
4. Return to step 2 until one cluster is left



Agglomerative and Partitive Clustering

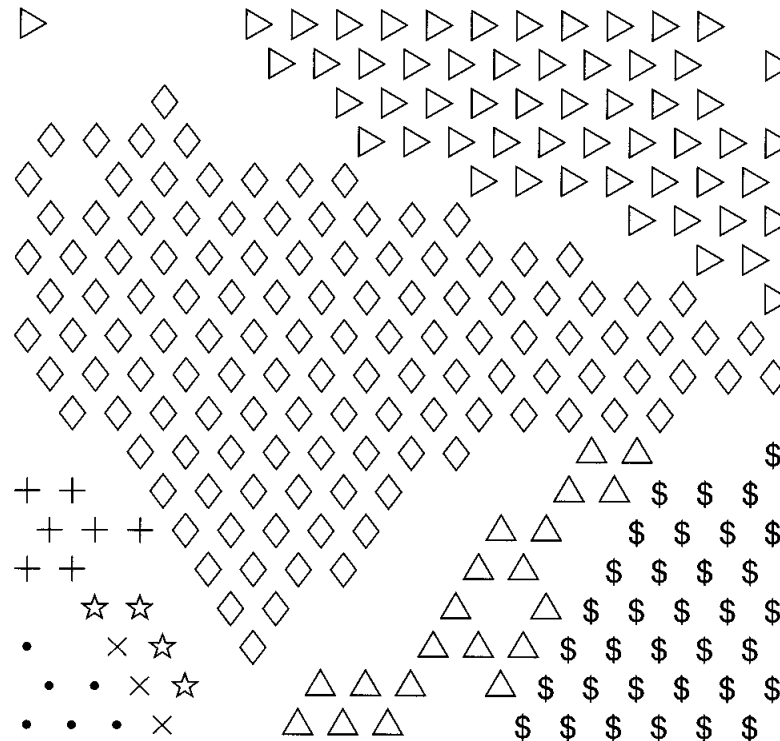
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Partitive

1. Determine number of clusters and initialize cluster centers
2. Compute partitioning of the data
3. Update the cluster centers
4. Return to step 2 until partitioning is unchanged

Visualizing the Clustering



Thank You For Your Attention!





Sources

Clustering of the Self Organizing Map by Juha Vesanto and Esa Alhoniemi
Self-Organizing Map and social networks: Unfolding online social popularity by Couronne Thomas, Beuscard Jean-Samuel and Chamayou Cedric

code: <https://github.com/wedgeCountry>