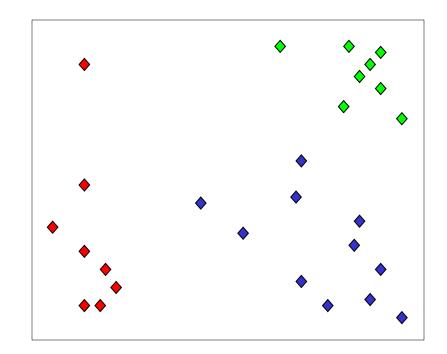
10601 Machine Learning

Clustering

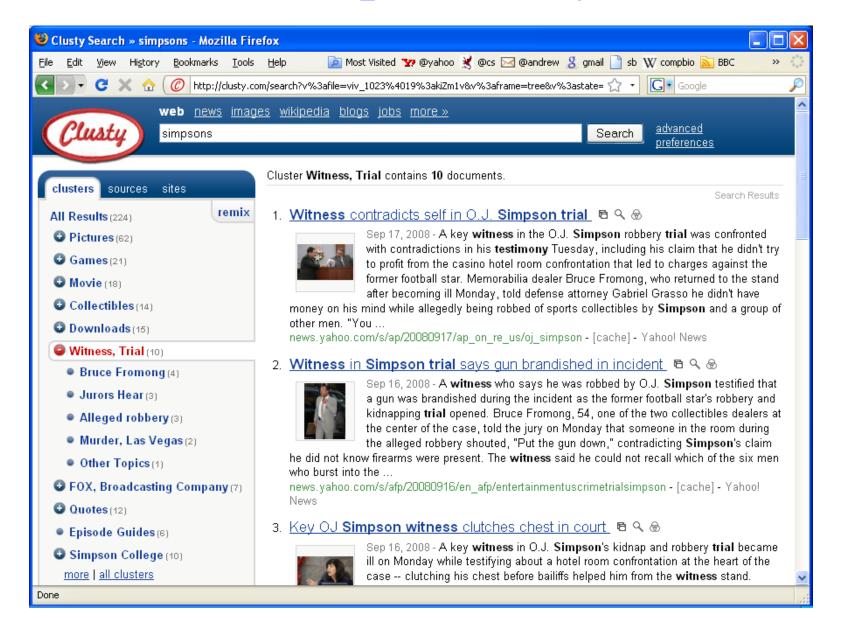
What is Clustering?

- Organizing data into *clusters* such that there is
 - high intra-cluster similarity
 - low inter-cluster similarity
- •Informally, finding natural groupings among objects.



- •Why do we want to do that?
- •Any REAL application?

Example: clusty

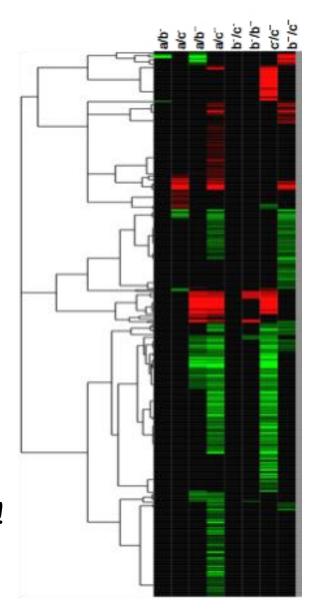


Example: clustering genes

• Microarrays measures the activities of all genes in different conditions

 Clustering genes can help determine new functions for unknown genes

- An early "killer application" in this area
 - The most cited (7,812) paper in PNAS!



Why clustering?

- Organizing data into clusters provides information about the internal structure of the data
 - Ex. Clusty and clustering genes above
- Sometimes the partitioning is the goal
 - Ex. Image segmentation
- Knowledge discovery in data
 - Ex. Underlying rules, reoccurring patterns, topics, etc.

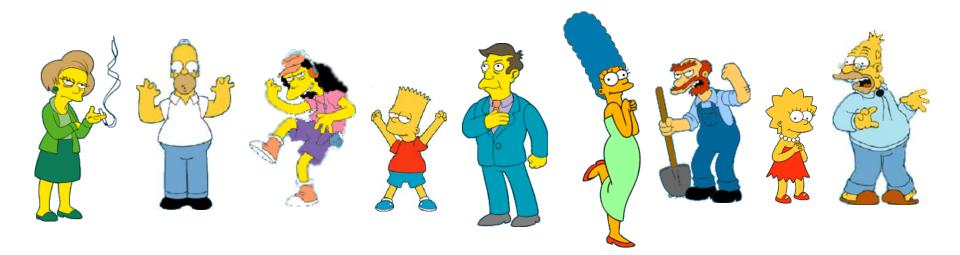
Unsupervised learning

- Clustering methods are unsupervised learning techniques
- We do not have a teacher that provides examples with their labels
- We will also discuss dimensionality reduction, another unsupervised learning methods later in the course

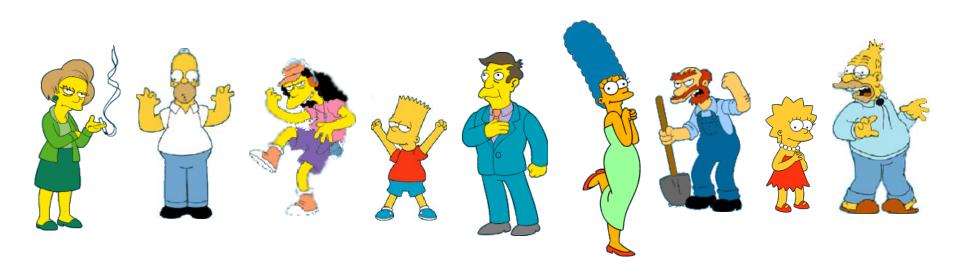
Outline

- Motivation
- Distance measure
- Hierarchical clustering
- Partitional clustering
 - K-means
 - Gaussian Mixture Models
- Number of clusters

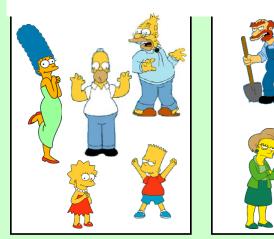
What is a natural grouping among these objects?



What is a natural grouping among these objects?



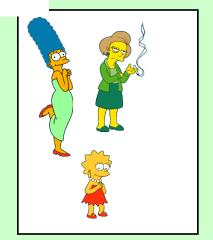
Clustering is subjective



Simpson's Family



School Employees



Females



Males

What is Similarity?

The quality or state of being similar; likeness; resemblance; as, a similarity of features.

Webster's Dictionary

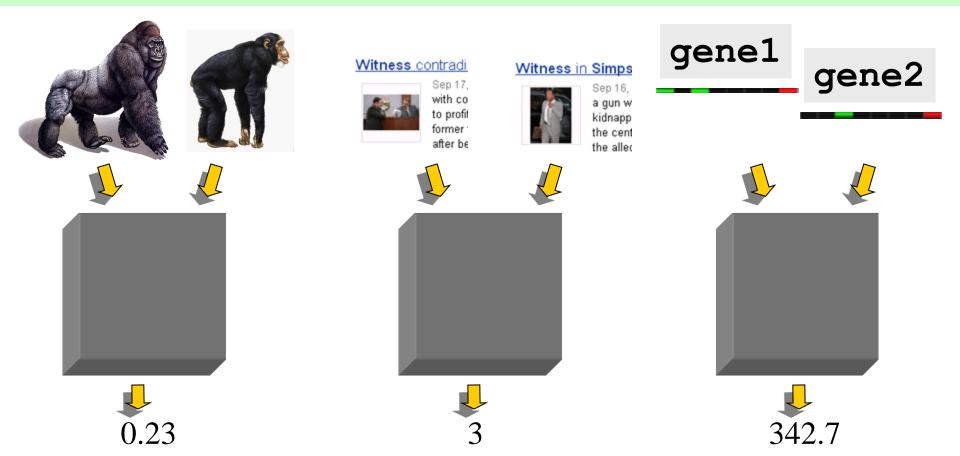


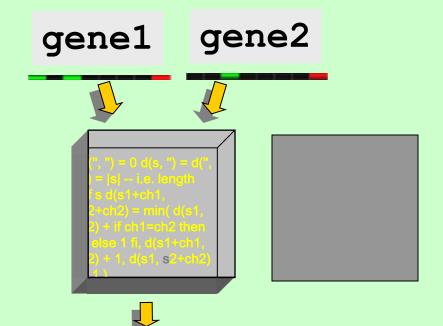
Similarity is hard to define, but... "We know it when we see it"

The real meaning of similarity is a philosophical question. We will take a more pragmatic approach.

Defining Distance Measures

Definition: Let O_1 and O_2 be two objects from the universe of possible objects. The distance (dissimilarity) between O_1 and O_2 is a real number denoted by $D(O_1, O_2)$





Inside these black boxes: some function on two variables (might be simple or very complex)

A few examples:

$$d(x,y) = \sqrt{\sum_{i} (x_i - y_i)^2}$$

• Correlation coefficient

ficient
$$\sum_{i} (x_i - \mu_x)(y_i - \mu_y)$$
$$s(x,y) = \frac{i}{\sigma_x \sigma_y}$$

- Similarity rather than distance
- Can determine similar trends

Outline

- Motivation
- Distance measure
- Hierarchical clustering
- Partitional clustering
 - K-means
 - Gaussian Mixture Models
- Number of clusters

Desirable Properties of a Clustering Algorithm

- Scalability (in terms of both time and space)
- Ability to deal with different data types
- Minimal requirements for domain knowledge to determine input parameters
- Interpretability and usability

Optional

- Incorporation of user-specified constraints

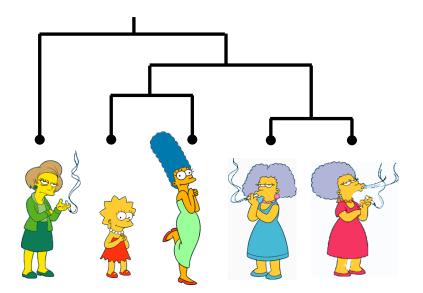
Two Types of Clustering

- Partitional algorithms: Construct various partitions and then evaluate them by some criterion
- **Hierarchical algorithms:** Create a hierarchical decomposition of the set of objects using some criterion (focus of this class)

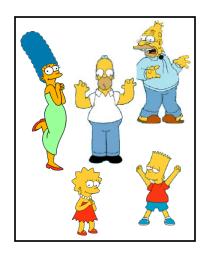
Bottom up or top down

Top down

Hierarchical



Partitional

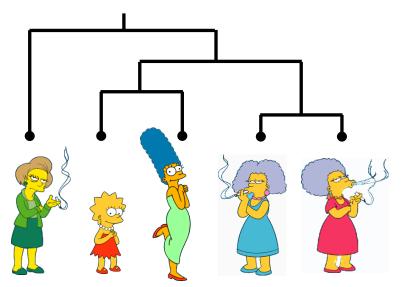




(How-to) Hierarchical Clustering

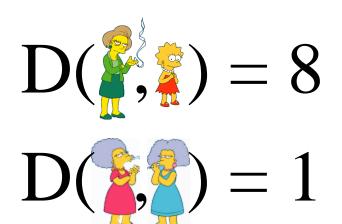
The number of dendrograms with n leafs = $(2n-3)!/[(2^{(n-2)})(n-2)!]$

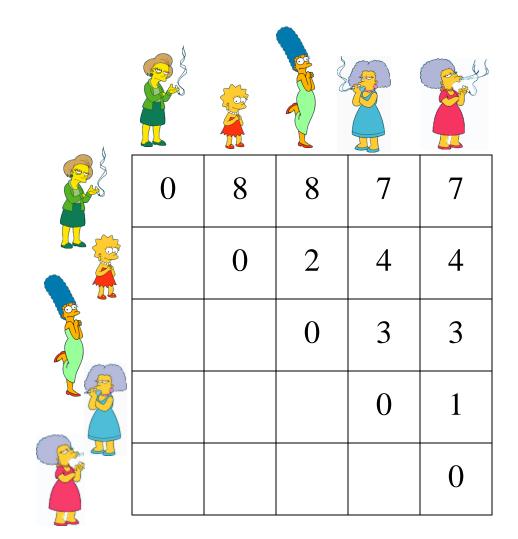
Number	Number of Possible
of Leafs	Dendrograms
2	1
3	3
4	15
5	105
	34,459,425
	- 1, 1-2, 1-2



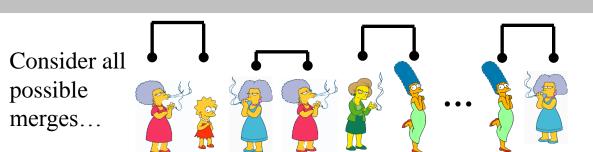
Bottom-Up (agglomerative): Starting with each item in its own cluster, find the best pair to merge into a new cluster. Repeat until all clusters are fused together.

We begin with a distance matrix which contains the distances between every pair of objects in our database.





Starting with each item in its own cluster, find the best pair to merge into a new cluster. Repeat until all clusters are fused together.



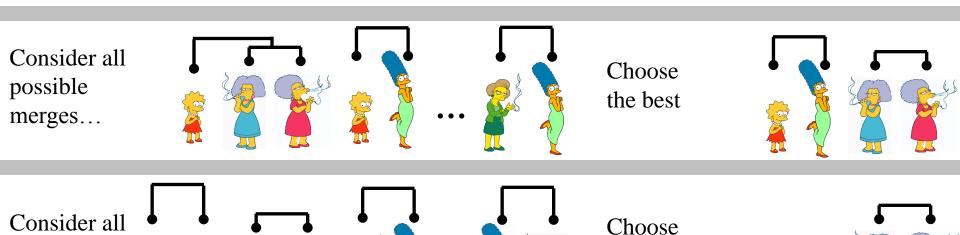
Choose the best



Starting with each item in its own cluster, find the best pair to merge into a new cluster. Repeat until all clusters are fused together.

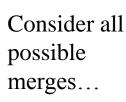
possible

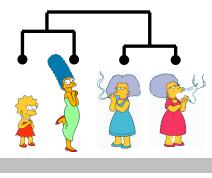
merges...



the best

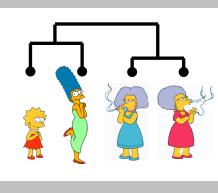
Starting with each item in its own cluster, find the best pair to merge into a new cluster. Repeat until all clusters are fused together.



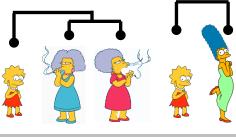


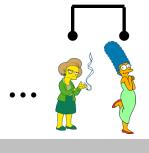


Choose the best

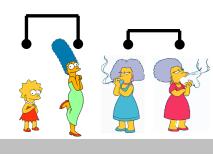


Consider all possible merges...

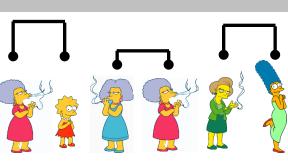




Choose the best



Consider all possible merges...

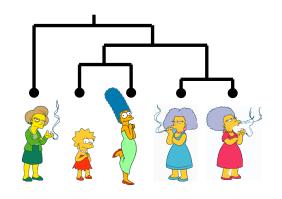




Choose the best



Starting with each item in its own cluster, find the best pair to merge into a new cluster. Repeat until all clusters are fused together.



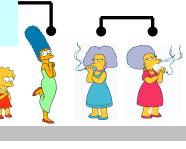
Consider all possible merges...

But how do we compute distances between clusters rather than

Consider all possible merges...



the best



Consider all possible merges...

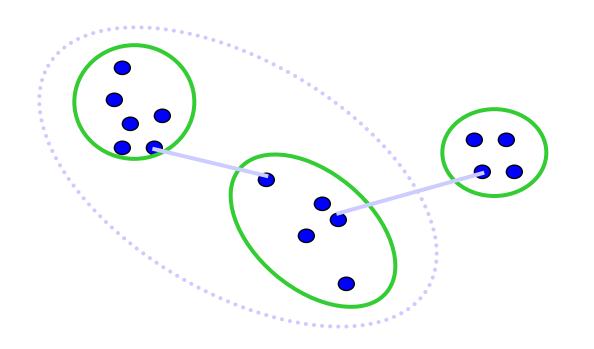


Choose the best



Computing distance between clusters: Single Link

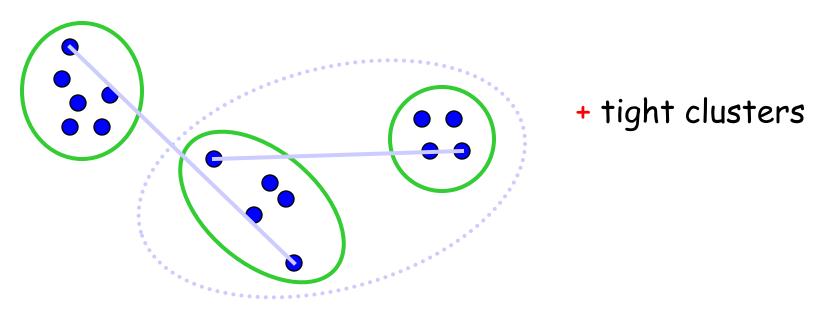
• cluster distance = distance of two closest members in each class



Potentially
 long and skinny
 clusters

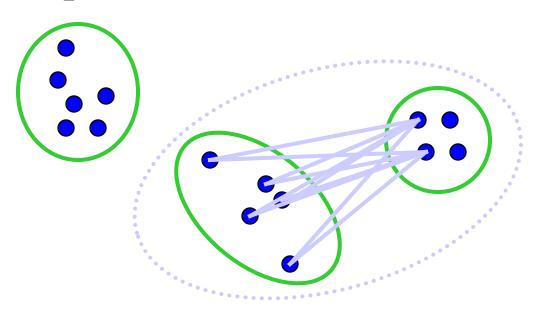
Computing distance between clusters: : Complete Link

• cluster distance = distance of two farthest members



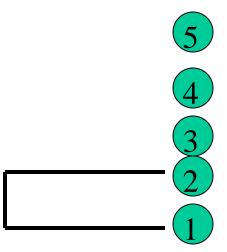
Computing distance between clusters: Average Link

• cluster distance = average distance of all pairs



the most widely used measure

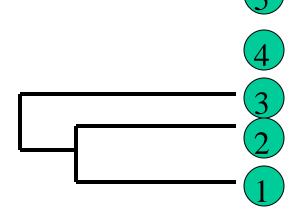
Robust against noise



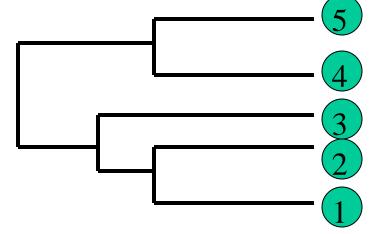
$$\begin{aligned} d_{(1,2),3} &= \min\{d_{1,3}, d_{2,3}\} = \min\{6,3\} = 3\\ d_{(1,2),4} &= \min\{d_{1,4}, d_{2,4}\} = \min\{10,9\} = 9\\ d_{(1,2),5} &= \min\{d_{1,5}, d_{2,5}\} = \min\{9,8\} = 8 \end{aligned}$$

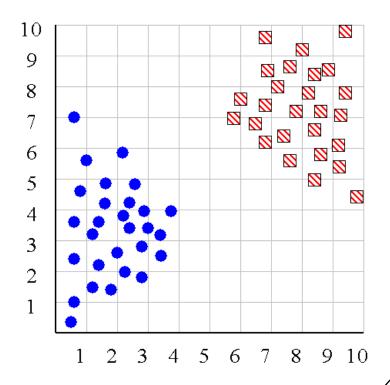


$$\begin{aligned} d_{(1,2,3),4} &= \min\{d_{(1,2),4}, d_{3,4}\} = \min\{9,7\} = 7 \\ d_{(1,2,3),5} &= \min\{d_{(1,2),5}, d_{3,5}\} = \min\{8,5\} = 5 \end{aligned}$$

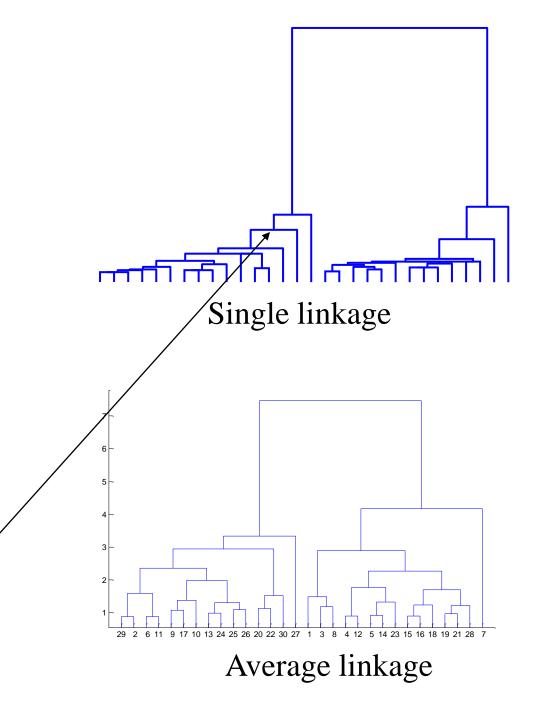


$$d_{(1,2,3),(4,5)} = \min\{d_{(1,2,3),4},d_{(1,2,3),5}\} = 5$$





Height represents distance between objects / clusters

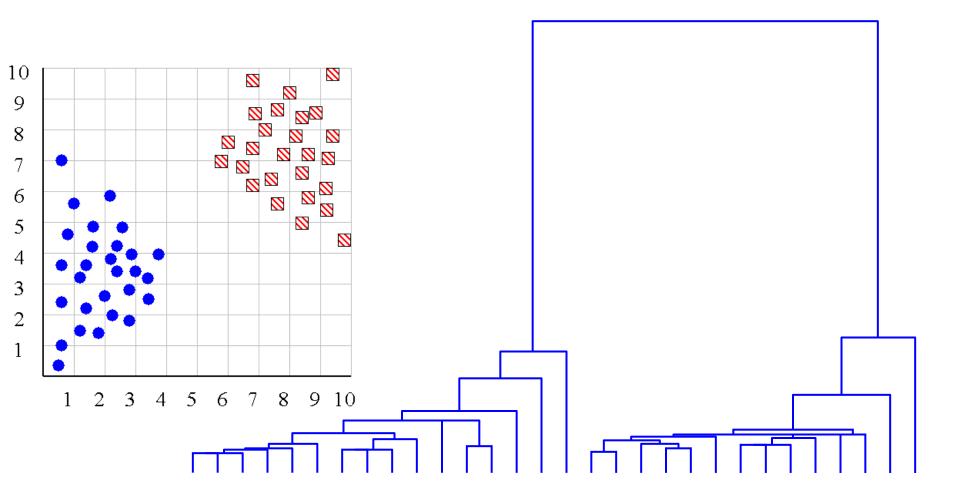


Summary of Hierarchal Clustering Methods

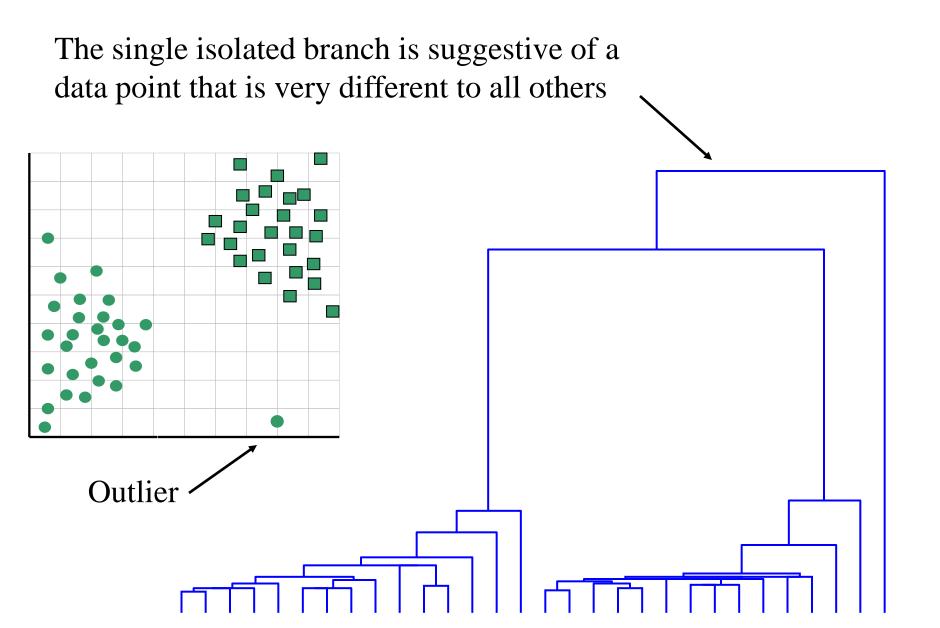
- No need to specify the number of clusters in advance.
- Hierarchical structure maps nicely onto human intuition for some domains
- They do not scale well: time complexity of at least $O(n^2)$, where n is the number of total objects.
- Like any heuristic search algorithms, local optima are a problem.
- Interpretation of results is (very) subjective.

But what are the clusters?

In some cases we can determine the "correct" number of clusters. However, things are rarely this clear cut, unfortunately.

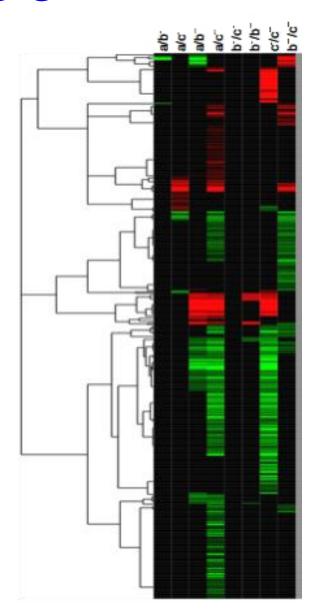


One potential use of a dendrogram is to detect outliers



Example: clustering genes

- Microarrays measures the activities of all genes in different conditions
- Clustering genes can help determine new functions for unknown genes
- An early "killer application" in this area
 - The most cited (7,812) paper in PNAS!

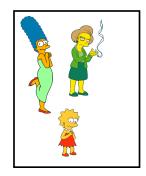


Partitional Clustering

- Nonhierarchical, each instance is placed in exactly one of K non-overlapping clusters.
- Since the output is only one set of clusters the user has to specify the desired number of clusters K.



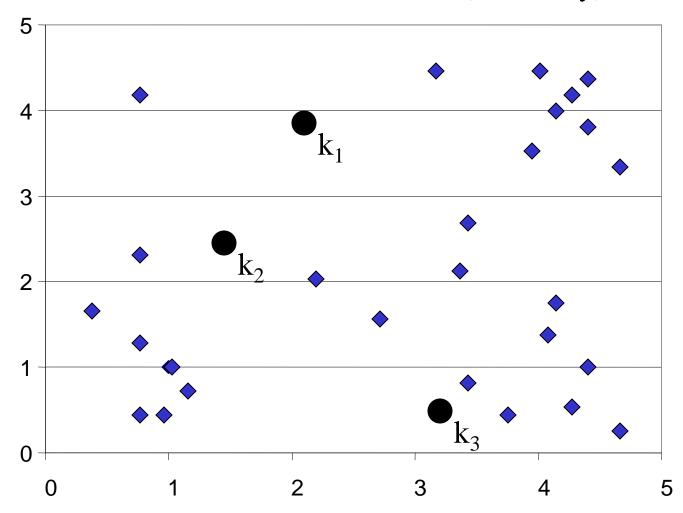






K-means Clustering: Initialization

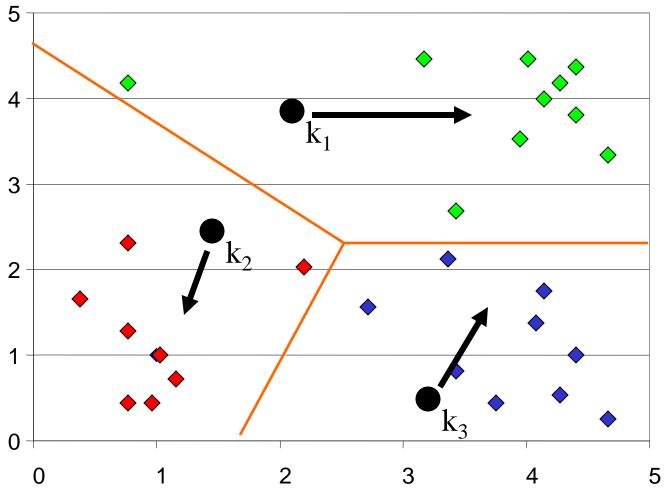
Decide *K*, and initialize *K* centers (randomly)



K-means Clustering: Iteration 1

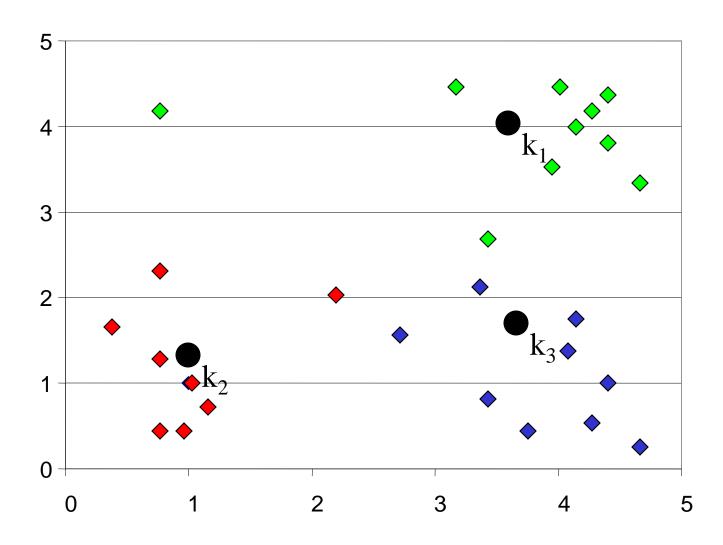
Assign all objects to the nearest center.

Move a center to the mean of its members.



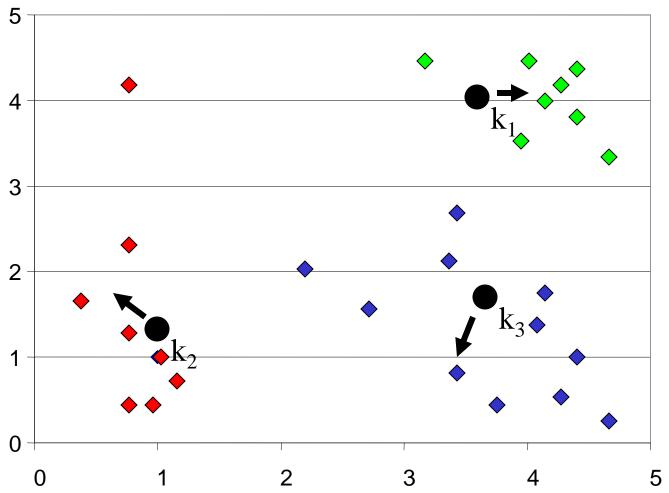
K-means Clustering: Iteration 2

After moving centers, re-assign the objects...



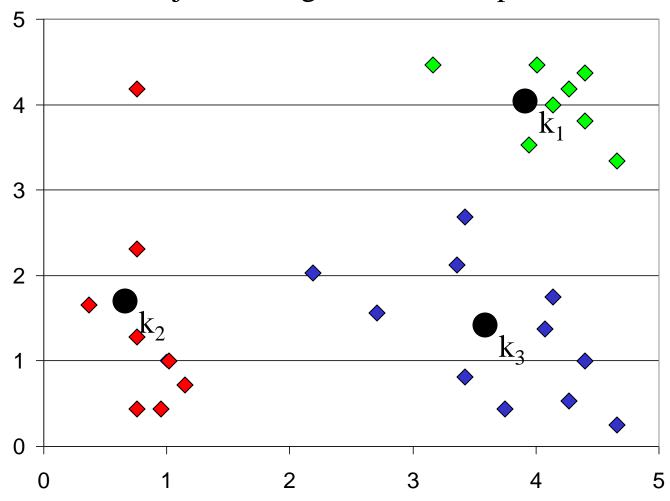
K-means Clustering: Iteration 2

After moving centers, re-assign the objects to nearest centers. Move a center to the mean of its new members.



K-means Clustering: Finished!

Re-assign and move centers, until ... no objects changed membership.



Algorithm *k-means*

- 1. Decide on a value for *K*, the number of clusters.
- 2. Initialize the *K* cluster centers (randomly, if necessary).
- 3. Decide the class memberships of the *N* objects by assigning them to the nearest cluster center.
- 4. Re-estimate the *K* cluster centers, by assuming the memberships found above are correct.
- 5. Repeat 3 and 4 until none of the *N* objects changed membership in the last iteration.

Algorithm *k-means*

- 1. Decide on a value for K, the
- 2. Initialize the *K* cluster centernecessary).
- Use one of the distance / similarity functions we discussed earlier
- 3. Decide the class memberships of the *N* objects by assigning them to the nearest cluster center.
- 4. Re-estimate the *K* cluster centers, by assuming the memberships found above are correct.
- 5. Repeat 3 and 4 until none of the *N* objects changed membership in the last iteration Average / median of class members

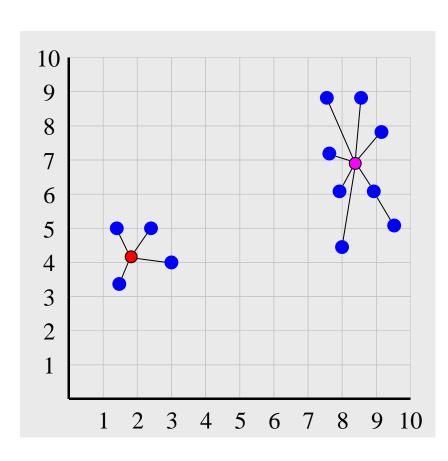
Why K-means Works

- What is a good partition?
- High intra-cluster similarity
- K-means optimizes
 - the average distance to members of the same cluster

$$\sum_{k=1}^{K} \frac{1}{n_k} \sum_{i=1}^{n_k} \sum_{j=1}^{n_k} \left\| x_{ki} - x_{kj} \right\|^2$$

 which is twice the total distance to centers, also called squared error

$$se = \sum_{k=1}^{K} \sum_{i=1}^{n_k} ||x_{ki} - \mu_k||^2$$



Summary: *K-Means*

• Strength

- Simple, easy to implement and debug
- Intuitive objective function: optimizes intra-cluster similarity
- Relatively efficient: O(tkn), where n is # objects, k is # clusters, and t is # iterations. Normally, k, t << n.

Weakness

- Applicable only when *mean* is defined, what about categorical data?
- Often terminates at a *local optimum*. Initialization is important.
- Need to specify *K*, the *number* of clusters, in advance
- Unable to handle noisy data and *outliers*
- Not suitable to discover clusters with non-convex shapes

Summary

- Assign members based on current centers
- Re-estimate centers based on current assignment

Outline

- Motivation
- Distance measure
- Hierarchical clustering
- Partitional clustering
 - K-means
 - Gaussian Mixture Models
 - Number of clusters

Gaussian Mixture Models

Gaussian

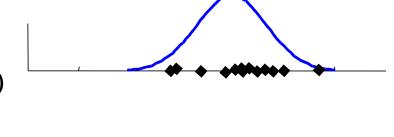
$$P(x) = \varphi(x; \mu, \sigma) = \frac{1}{\sigma \sqrt{2\pi}} \exp(-\frac{(x - \mu)^2}{2\sigma^2})$$

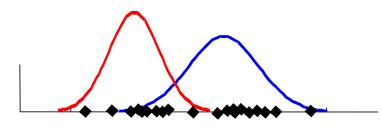
- ex. height of one population
- Gaussian Mixture: Generative modeling framework

$$P(C=i) = \omega_i$$
, $P(x \mid C=i) = \varphi(x; \mu_i, \sigma_i)$

$$P(x) = \sum_{i=1}^{K} P(x, C = i) = \sum_{i=1}^{K} P(C = i) P(x \mid C = i) = \omega_i \varphi(x; \mu_i, \sigma_i)$$

ex. height of two population





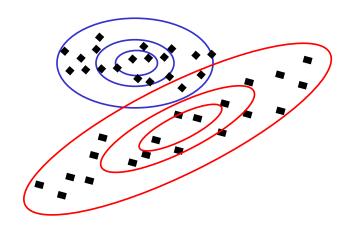
Likelihood of a data point given the model

Gaussian Mixture Models

 Mixture of Multivariate Gaussian

$$P(C=k) = \omega_i$$
, $P(x \mid C=i) = \varphi(x; \mu_i, \Sigma_i)$

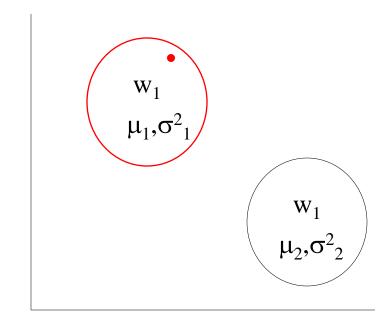
ex. y-axis is blood pressure and x-axis is age



GMM: A generative model

 $\sum_{i} w_{i} = 1$

- Assuming we know the number of components (k), their weights (w_i) and parameters (μ_i , σ^2_i) we can generate new instances from a GMM in the following way:
 - Pick one component at random with probability w_i for each component
 - Sample a point x from $N(\mu_i, \sigma_i^2)$



Estimating model parameters

- We have a weight, mean and covariance parameters for each class
- As usual we can write the likelihood function for our model

$$p(x_1 \cdots x_n \mid \theta) = \prod_{j=1}^n \left(\sum_{i=1}^k p(x_j \mid C = i) w_i \right)$$

GMM+EM = "Soft K-means"

- Decide the number of clusters, K
- Initialize parameters (randomly)
- E-step: assign *probabilistic* membership

$$p_{i,j} = p(C = i \mid x_j) = \frac{p(x_j \mid C = i)p(C = i)}{\sum_{k} p(x_j \mid C = k)p(C = k)}$$

$$p_i = \sum_{j} p_{i,j}$$

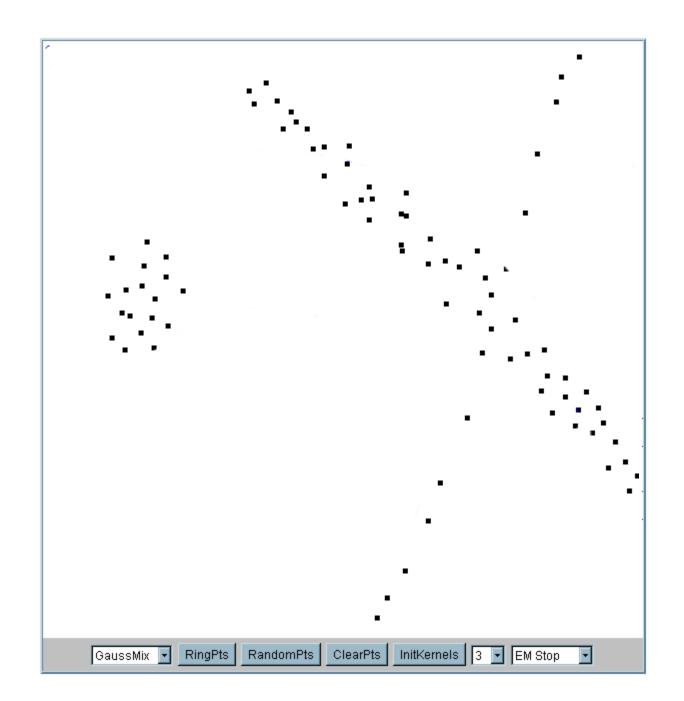
• M-step: re-estimate parameters based on *probabilistic* membership

$$\mu_i \leftarrow \sum_j p_{ij} \mathbf{x}_j / p_i$$

$$\Sigma_i \leftarrow \sum_j p_{ij} \mathbf{x}_j \mathbf{x}_j^{\top} / p_i$$

$$w_i \leftarrow p_i.$$

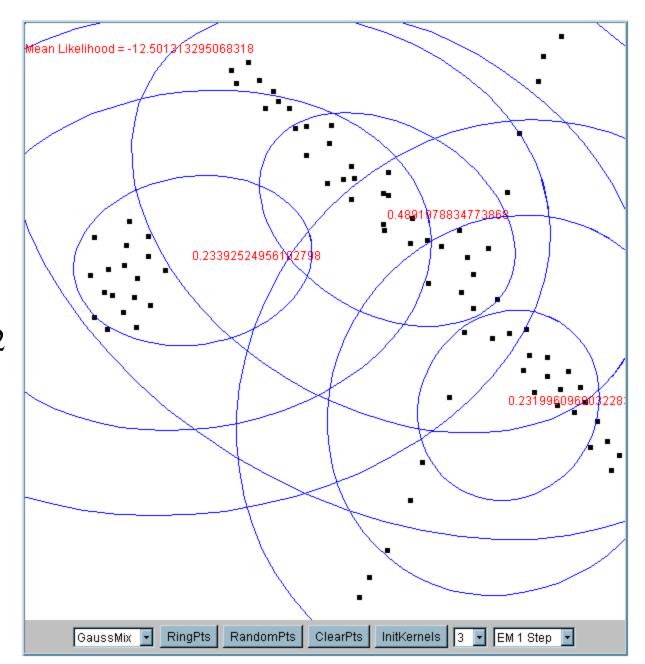
Repeat until change in parameters are smaller than a threshold



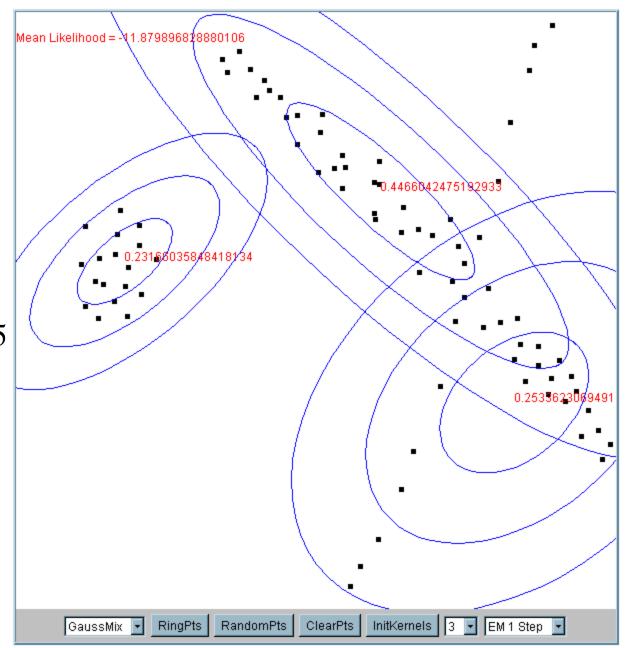
Mean Likelihogd = -13.116240084091007 3225806451612903 0.3225806451612903 0.322580645161290 RingPts RandomPts ClearPts InitKernels 3 EM 1 Step GaussMix 🔽

Iteration 1

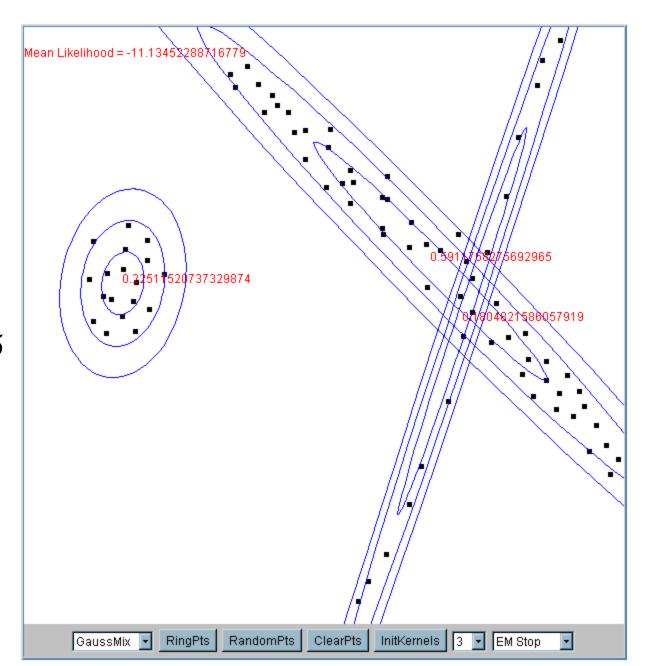
The cluster means are randomly assigned



Iteration 2



Iteration 5



Iteration 25

Strength of Gaussian Mixture Models

- Interpretability: learns a generative model of each cluster
 - you can generate new data based on the learned model
- Relatively efficient: O(tkn), where n is # objects, k is # clusters, and t is # iterations. Normally, k, t << n.
- Intuitive (?) objective function: optimizes data likelihood

Weakness of Gaussian Mixture Models

- Often terminates at a *local optimum*. Initialization is important.
- Need to specify *K*, the *number* of clusters, in advance
- Not suitable to discover clusters with *non-convex* shapes

- Summary
 - To learn Gaussian mixture, assign probabilistic membership based on current parameters, and reestimate parameters based on current membership

Algorithm: K-means and GMM

- 1. Decide on a value for *K*, the number of clusters.
- 2. Initialize the *K* cluster centers / parameters (randomly).

K-means

the nearest cluster center.

- 3. Decide the class memberships of the *N* objects by assigning them to
- 4. Re-estimate the *K* cluster centers, by assuming the memberships found above are correct.

GMM

- 3. E-step: assign *probabilistic* membership
- 4. M-step: re-estimate parameters based on *probabilistic* membership

5. Repeat 3 and 4 until parameters do not change.

Clustering methods: Comparison

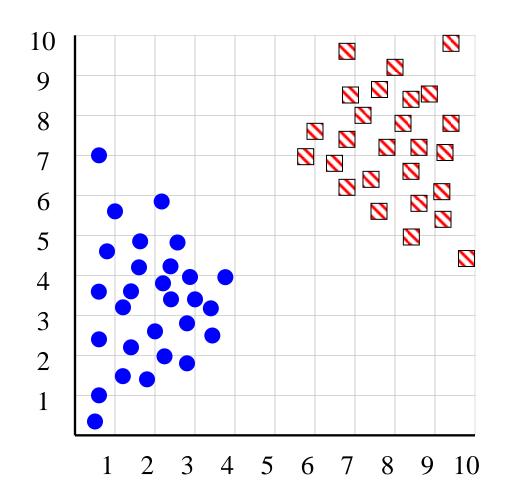
	Hierarchical	K-means	GMM
Running time	naively, O(N³)	fastest (each iteration is linear)	fast (each iteration is linear)
Assumptions	requires a similarity / distance measure	strong assumptions	strongest assumptions
Input parameters	none	K (number of clusters)	K (number of clusters)
Clusters	subjective (only a tree is returned)	exactly <i>K</i> clusters	exactly <i>K</i> clusters

Outline

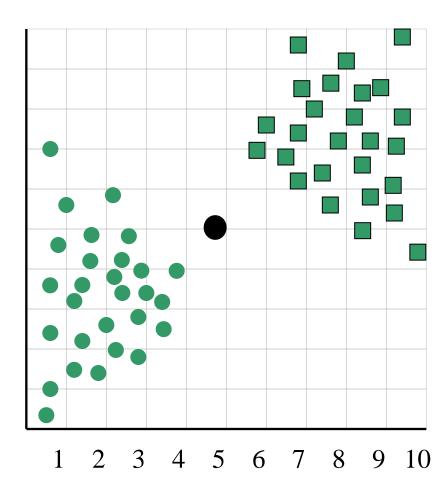
- Motivation
- Distance measure
- Hierarchical clustering
- Partitional clustering
 - K-means
 - Gaussian Mixture Models
 - Number of clusters

How can we tell the *right* number of clusters?

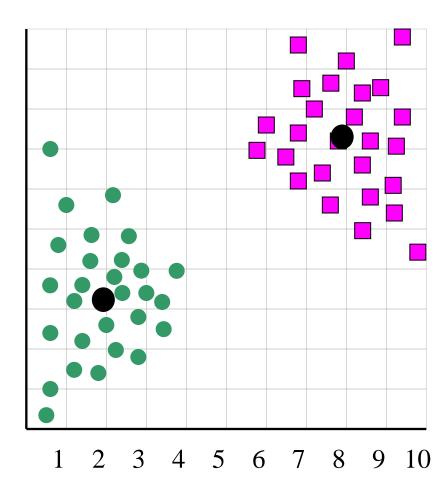
In general, this is a unsolved problem. However there are many approximate methods. In the next few slides we will see an example.



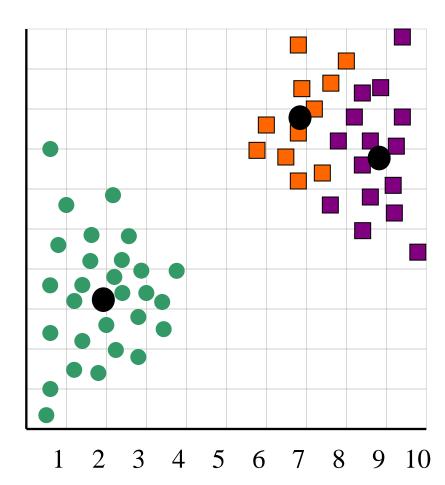
When k = 1, the objective function is 873.0



When k = 2, the objective function is 173.1

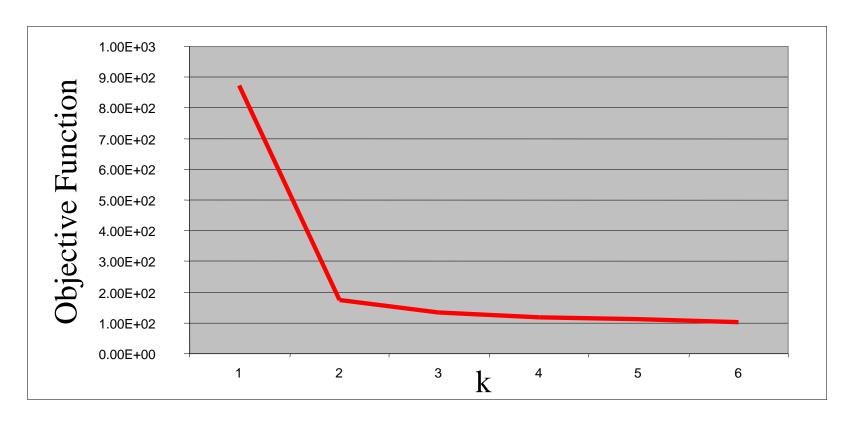


When k = 3, the objective function is 133.6



We can plot the objective function values for k equals 1 to 6...

The abrupt change at k = 2, is highly suggestive of two clusters in the data. This technique for determining the number of clusters is known as "knee finding" or "elbow finding".

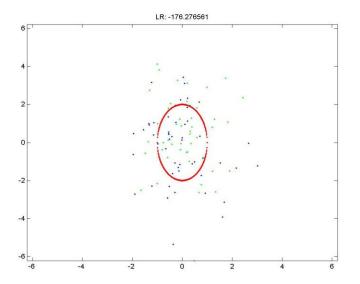


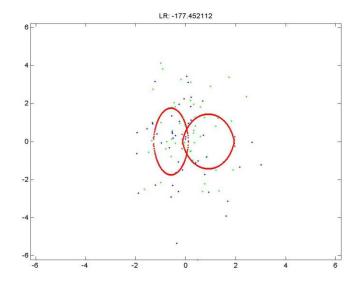
Note that the results are not always as clear cut as in this toy example

Cross validation

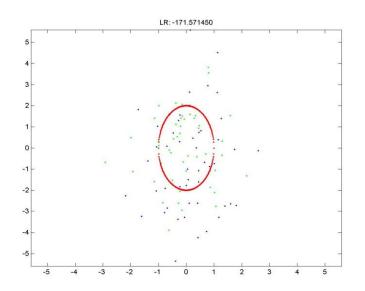
- We can also use cross validation to determine the correct number of classes
- Recall that GMMs is a generative model. We can compute the likelihood of the left out data to determine which model (number of clusters) is more accurate

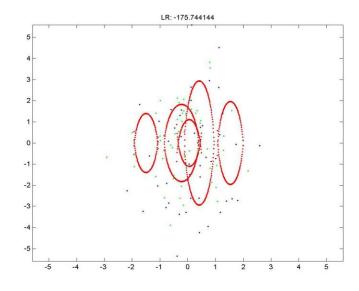
$$p(x_1 \cdots x_n \mid \theta) = \prod_{j=1}^n \left(\sum_{i=1}^k p(x_j \mid C = i) w_i \right)$$





Cross validation





What you should know

- Why is clustering useful
- What are the different types of clustering algorithms
- What are the assumptions we are making for each, and what can we get from them
- Unsolved issues: number of clusters, initialization, etc.