# Clustering 

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Methods of Computational Science Caltech, 2009 February 19

## what, why and how

| identify groups of 'like' objects:
-- to define samples with common features
-- to identify outliers
-- to partition parameter space
| associate object similarity with:
-- proximity in parameter space
-- how objects are/can be described

## types of clustering

hierarchical
-- agglomerative (bottom-up)
-- divisive (top-down)
| partitional
density-based
| biclustering

## distance measures

## Euclidean:

$D_{e}(p, q)=\sqrt{\sum_{i=1}^{n}\left(p_{i}-q_{i}\right)^{2}}$
Manhattan or taxicab:

$$
D_{t}(p, q)=\sum_{i=1}^{n}\left|p_{i}-q_{i}\right|
$$

Mahalanobis (correlations, scale-invariant):

$$
D_{m}(p, q)=\sqrt{(p-q)^{T} S^{-1}(p-q)}
$$

Cosine:

$$
D_{c}(p, q)=1-\frac{p \cdot q}{|p \| q|}
$$

## how many clusters

| Rule of thumb: $k \sim(n / 2)^{\frac{1}{2}}$
| Percentage of variance explained as function of number of clusters - elbow criterion

Cluster validity, e.g. Davies-Bouldin index
Akaike information criterion (AIC)
| Bayesian information criterion (BIC)

## k-means

\| Choose number of clusters $k$
Randomly generate $k$ clusters and determine cluster centers
| Assign each point to the nearest cluster center
| Recompute new cluster centers
| Repeat until convergence criterion is met

## friends-of-friends

| Link all pairs of points separated by less than some specified distance
| Each distinct subset of connected points is a group
At some critical distance, groups percolate: any side of the set of points can be reached from any point (perfect connectivity)

Danger of bridging or snaking

## friends-of-friends example

Up- or down-regulated genes in the mouse genome

$\qquad$
single: $\min \{d(x, y): x \in A, y \in B\}$
-- Results easily in snake-like clusters even if they don't exist
complete: $\max \{d(x, y): x \in A, y \in B\}$
-- Eliminates the snake formation but sometimes produces puzzling configurations between tight and loosely formed clusters.
| average: $\frac{1}{|A| \cdot|B|} \Sigma_{x \in A} \Sigma_{y \in B} d(x, y)$
-- Joins clusters with smallest average distances
-- Not as outlier sensitive
-- Tends to form clusters with small within-cluster variation
-- Biased to form clusters with approximately the same variance

## linkage example

Distribution of archaeological Bronze Age pottery finds



## minimal spanning tree

Consider a set of straight line segments (edges) joining pairs of points such that:
-- no closed loops occur
-- each point is visited by at least one line
-- there is a sequence of edges between any pair of points (connected)
-- the sum of the edge lengths is minimised
If no edge-lengths are equal then the MST is unique

## minimal spanning tree example

Canonical variate means of skull measurements of white-toothed shrews

| Consider $S$ as a set of points in a space
For (almost) any point $x$ in the space, there is one point of $S$ closest to $x$
| The set of all points closer to a point $c$ of $S$ than to any other point of $S$ is the interior of a convex polytope (Voronoi cell) for c
| The set of such polytopes tessellates the whole space and is the Voronoi tessellation for set $S$
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## voronoi example

## Galaxies



| A kd-tree is a binary tree constructed on a set of points in $k$-dimensional space with leaf nodes and non-leaf nodes
| Every non-leaf node generates a splitting hyperplane that divides the space into two subspaces
| Points left of the hyperplane represent left subtree of that node and points to the right the right subtree
| Hyperplanes are always perpendicular to one of $k$-dimension axes and are cycled through with successive non-leaf nodes
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## kd tree example

Consider (2,3), (5,4), (9,6), (4,7), (8,1) and (7,2):


