# Clustering

Matthew J. Graham CACR

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## 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

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# \_types of clustering

#### hierarchical

- -- agglomerative (bottom-up)
- -- divisive (top-down)

partitional

density-based

biclustering

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### distance measures

Euclidean:  $D_e(p,q) = \sqrt{\sum_{i=1}^n (p_i - q_i)^2}$ 

Manhattan or taxicab:  $D_t(p,q) = \sum_{i=1}^n |p_i - q_i|$ 

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)

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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

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## \_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

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## \_friends-of-friends example

Up- or down-regulated genes in the mouse genome



## linkage

### 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

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### \_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

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### \_minimal spanning tree example

Canonical variate means of skull measurements of white-toothed shrews



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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



### kd tree

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):

