Great Ed activity! Extra credit for helping others on Ed ☺

Plan project teams / idea / datasets

Raise your hand if you're still looking for a project or team members
(if you're unsure about fit to course, talk to us in office hours)
(teams of three **highly recommended**; will all be graded the same)

By Saturday, tell us about your project using the Team Signup Sheet (website)

Gradescope: Upload answers, code, and time spent survey separately.
Code as .py not .ipynb (can export). Without code you may not get credit.

Readings are optional, but can be helpful.

Reminder: Feedback form on Ed for feedback on individual homeworks & lectures

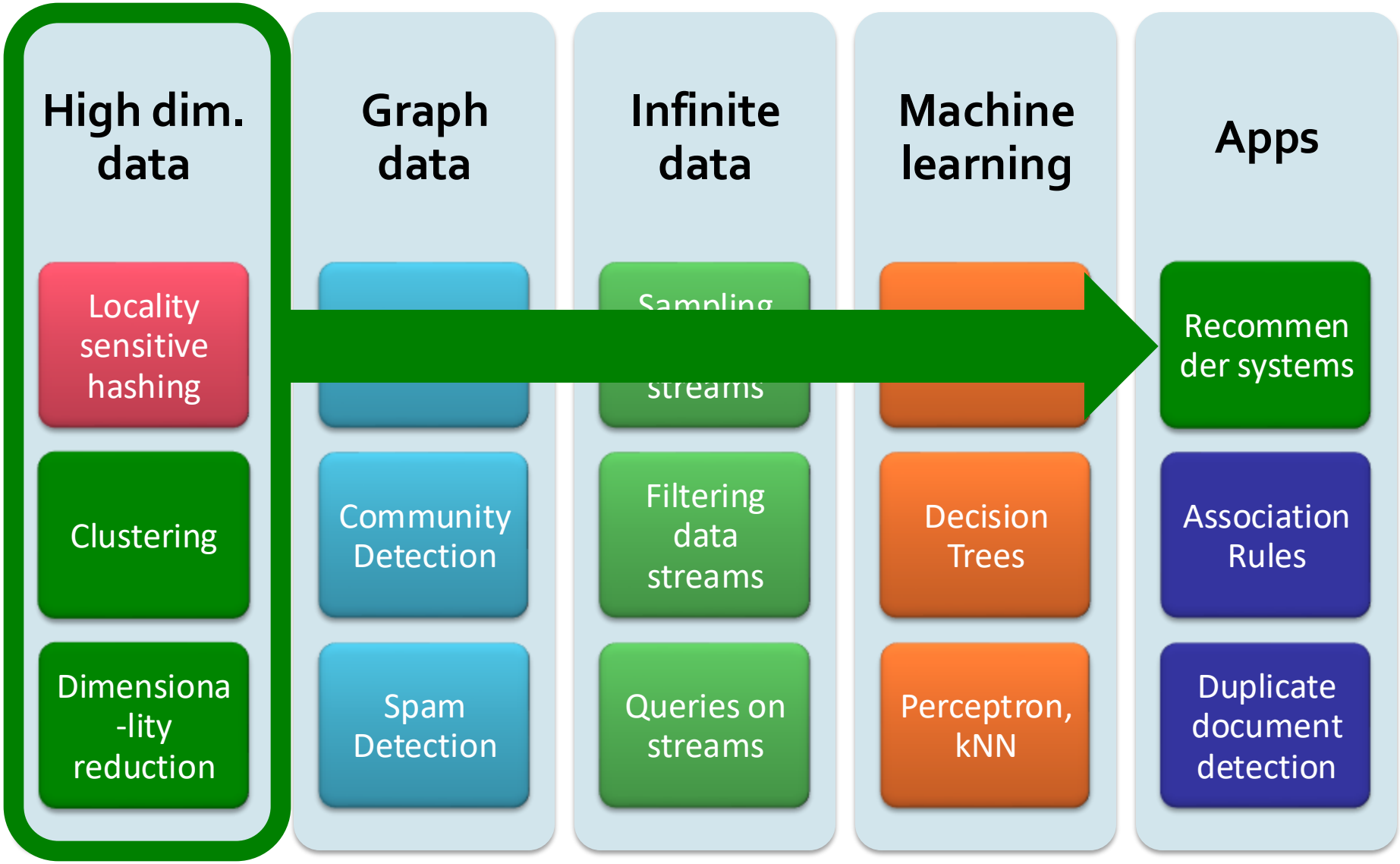
# Clustering

CSEP590A Machine Learning for Big Data

Tim Althoff

PAUL G. ALLEN SCHOOL
OF COMPUTER SCIENCE & ENGINEERING

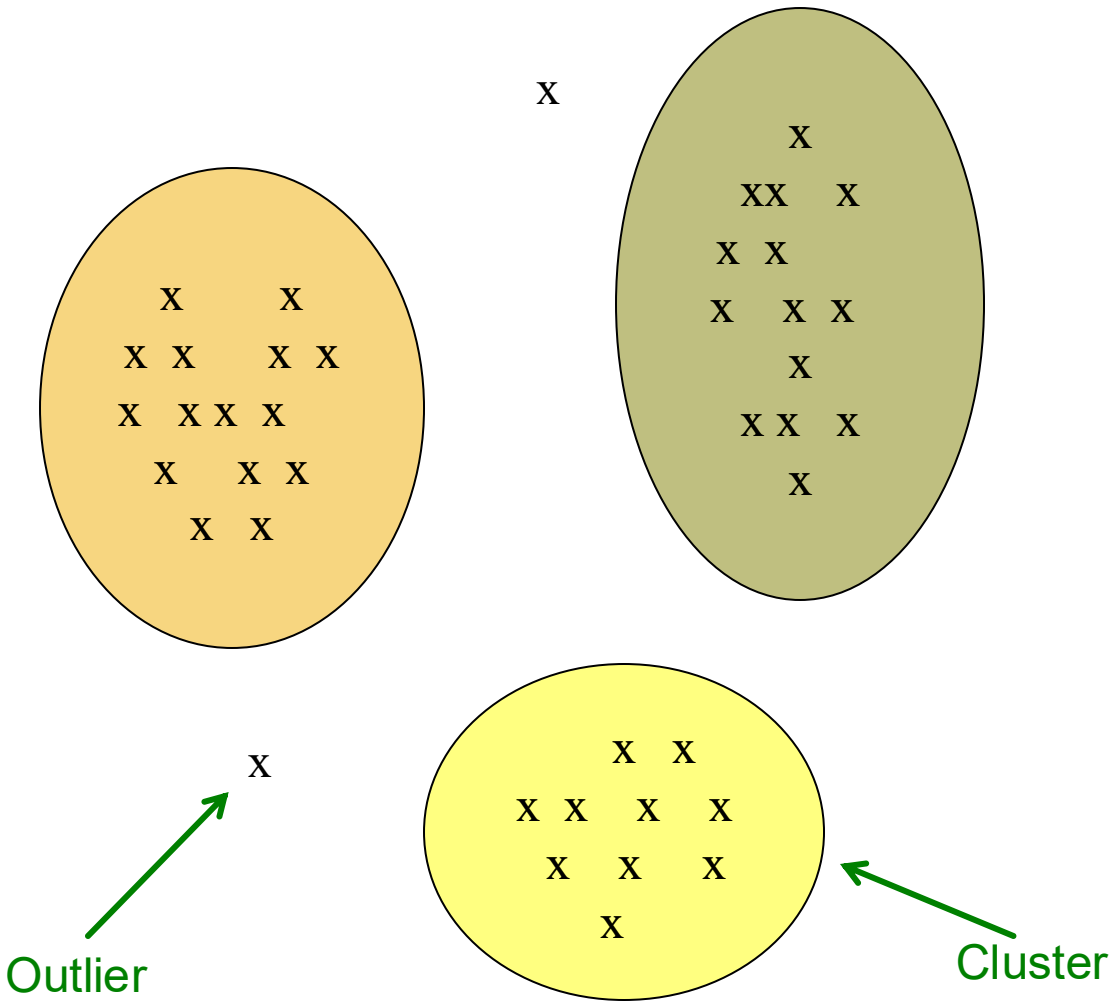
# High Dimensional Data



# The Problem of Clustering

- Given a **set of points**, with a notion of **distance** between points, **group the points** into some number of ***clusters***, so that
  - Members of a cluster are close/similar to each other
  - Members of different clusters are dissimilar
- **Usually:**
  - Points are in a high-dimensional space
  - Similarity is defined using a distance metric
    - Euclidean, Cosine, Jaccard, edit distance, …

# Example: Clusters & Outliers



# Clustering Problem: Galaxies

- **A catalog of 2 billion "sky objects" represents objects by their radiation in 7 dimensions (frequency bands)**
- **Problem: Cluster similar objects, e.g., galaxies, nearby stars, quasars, etc.**
- **Sloan Digital Sky Survey**

# Clustering Problem: Music Album

- **Intuitively: Music can be divided into categories, and customers prefer a few genres**
  - But what are categories really?
- Represent an Album by a set of customers who bought it
- Similar Albums have similar sets of customers, and vice-versa

# Clustering Problem: Music Album

## Space of all Albums:

- Think of a space with one dim. for each customer
  - Values in a dimension may be 0 or 1 only
  - An Album is a "point" in this space ($x_1$, $x_2$,…, $x_k$), where $x_i$ = 1 iff the $i^{th}$ customer bought the Album
- For Amazon, the dimension is 100 million plus
- **Task:** Find clusters of similar Albums

# Clustering Problem: Documents

**Finding topics:**

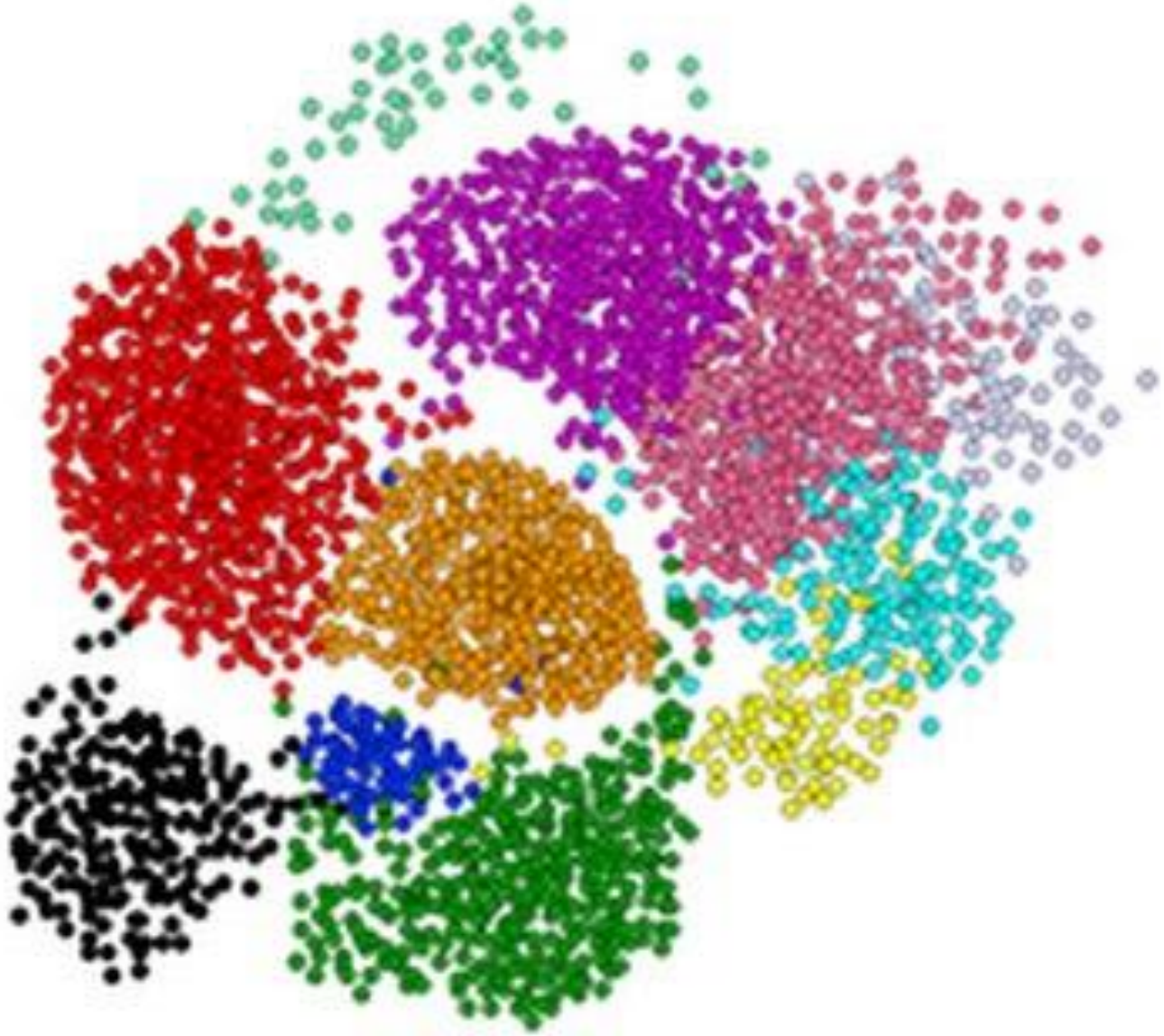
- Represent a document by a vector $(x_1, x_2, \ldots, x_k)$, where $x_i = 1$ iff the $i^{th}$ word (in some order) appears in the document

- **Documents with similar sets of words may be about the same topic**

# Cosine, Jaccard, and Euclidean

- **We have a choice when we think of documents as sets of words or shingles:**
  - **Sets as vectors:** Measure similarity by the **cosine distance**
  - **Sets as sets:** Measure similarity by the **Jaccard distance**
  - **Sets as points:** Measure similarity by **Euclidean distance**

# Clustering is a hard problem!



# Why is it hard?

- Clustering in two dimensions looks easy
- Clustering small amounts of data looks easy
- And in most cases, looks are not deceiving

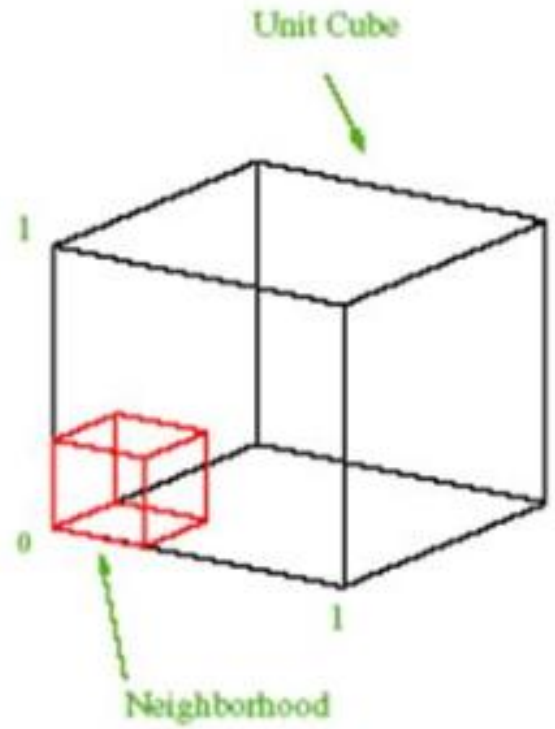
- Many applications involve not 2, but 10 or 10,000 dimensions
- **High-dimensional spaces look different:** Almost all pairs of points are very far from each other --> **The Curse of Dimensionality**

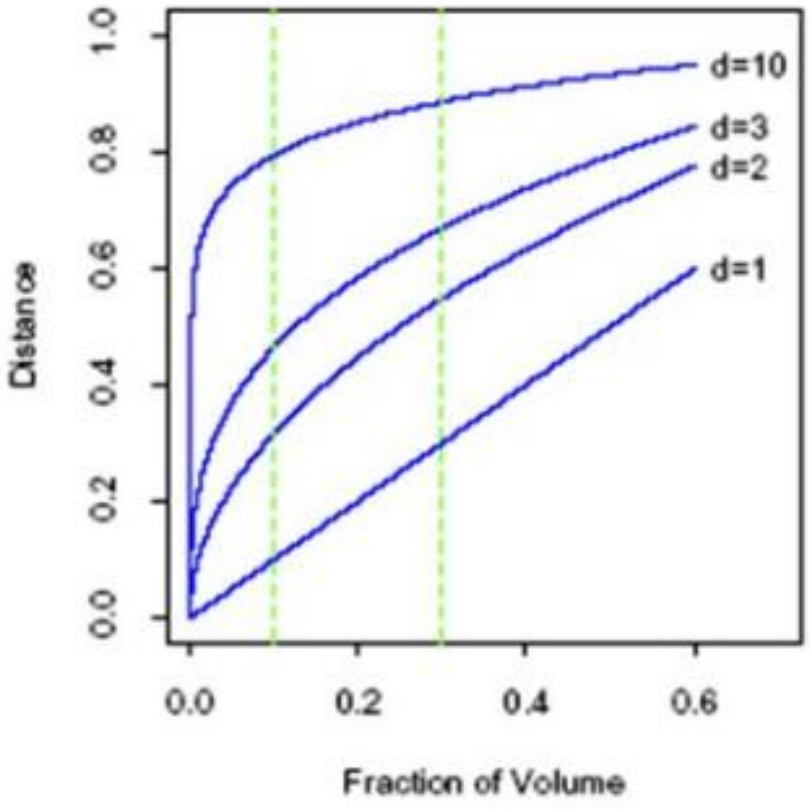
# Example: Curse of Dimensionality

- **Take 10,000 uniform random points on [0,1] line. Assume query point is at the origin (0).**
- To get 10 nearest neighbors we must go to distance 10/10,000=0.001 on average
- In 2-dim we must go $\sqrt{0.001}$=0.032 to get a square that contains 0.001 volume
- In d-dim we must go $(0.001)^{\frac{1}{d}}$
- So, in 10-dim to capture 0.1% of the data we need 50% of the range.

# Example: Curse of Dimensionality

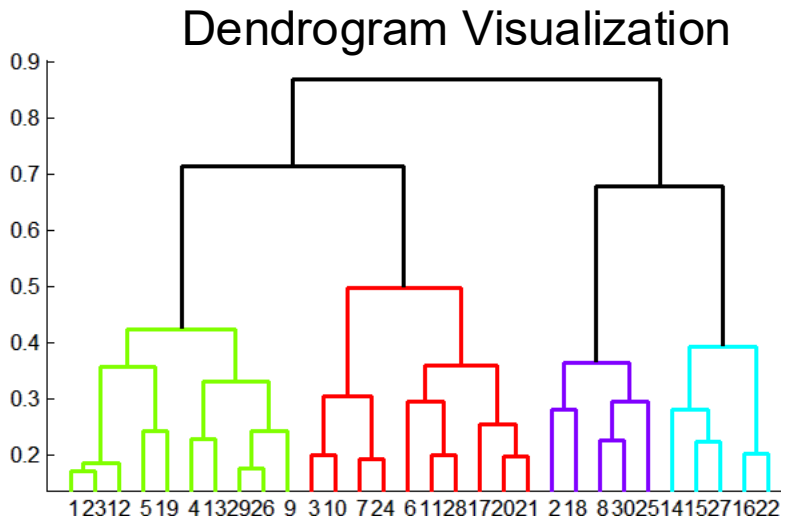
**Curse of Dimensionality:** All points are very far from each other



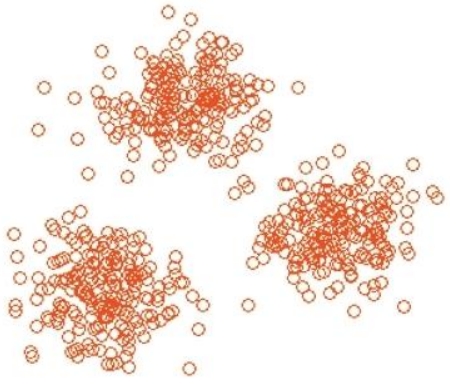



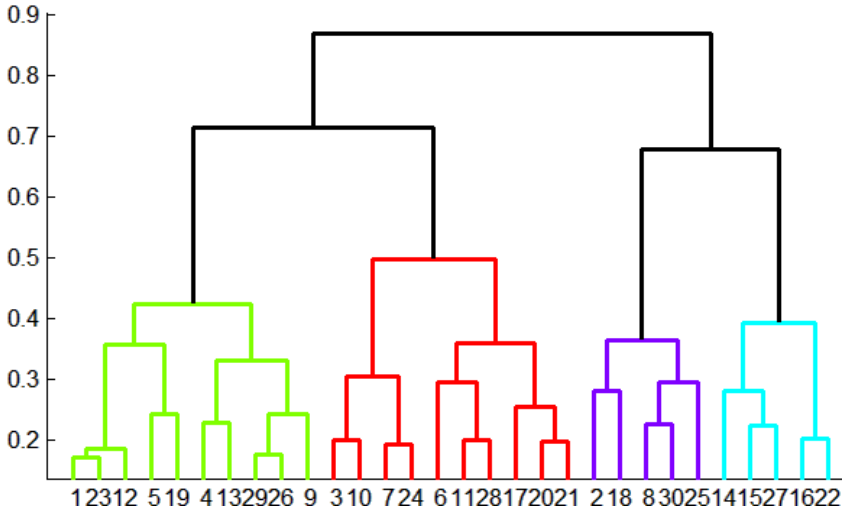
# Overview: Methods of Clustering

- **Hierarchical:**
  - **Agglomerative** (bottom up):
    - Initially, each point is a cluster
    - Repeatedly combine the two "nearest" clusters into one
  - **Divisive** (top down):
    - Start with one cluster and recursively split it




- **Point assignment:**
  - Maintain a set of clusters
  - Points belong to the "nearest" cluster

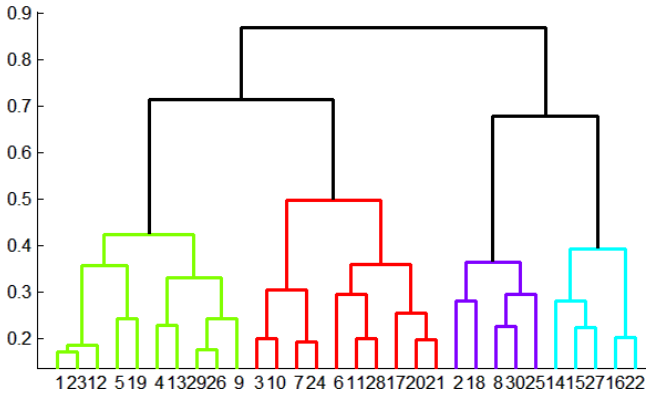





# Hierarchical Clustering

# Hierarchical Clustering

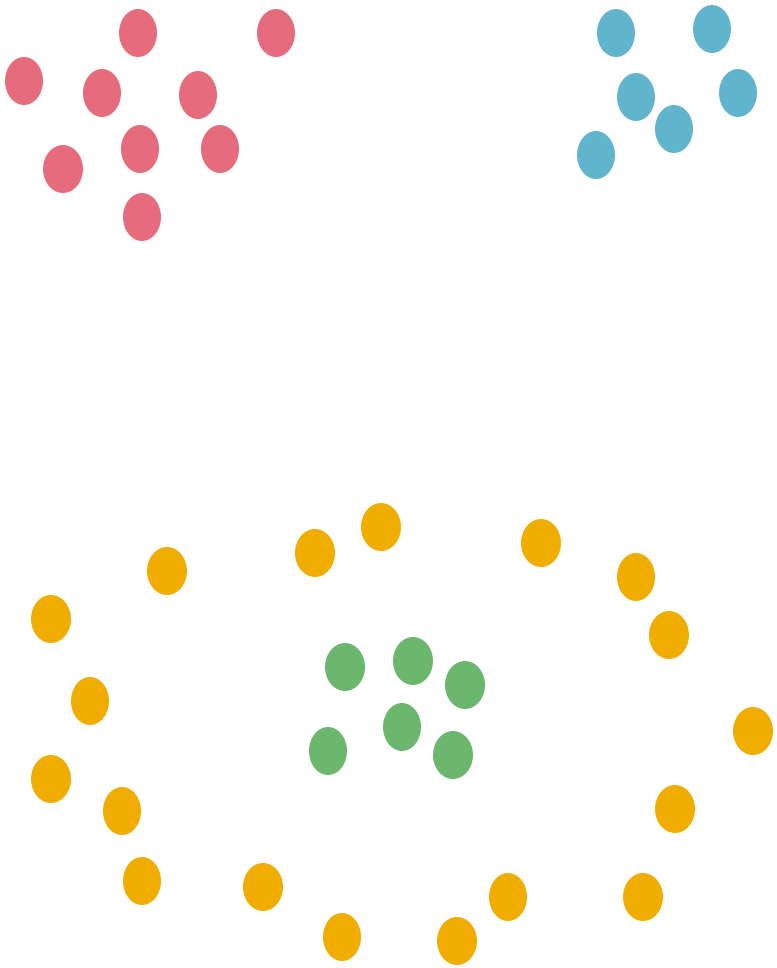
- **Key operation:**
  **Repeatedly combine two nearest clusters**




- **Three important questions:**
  - **1)** How do you represent a cluster of more than one point?
  - **2)** How do you determine the "nearness" of clusters?
  - **3)** When to stop combining clusters?

# Which is Better?

- Point assignment good when clusters are nice, convex shapes:
- Hierarchical can win when shapes are weird:
  - Note both clusters have essentially the same centroid.

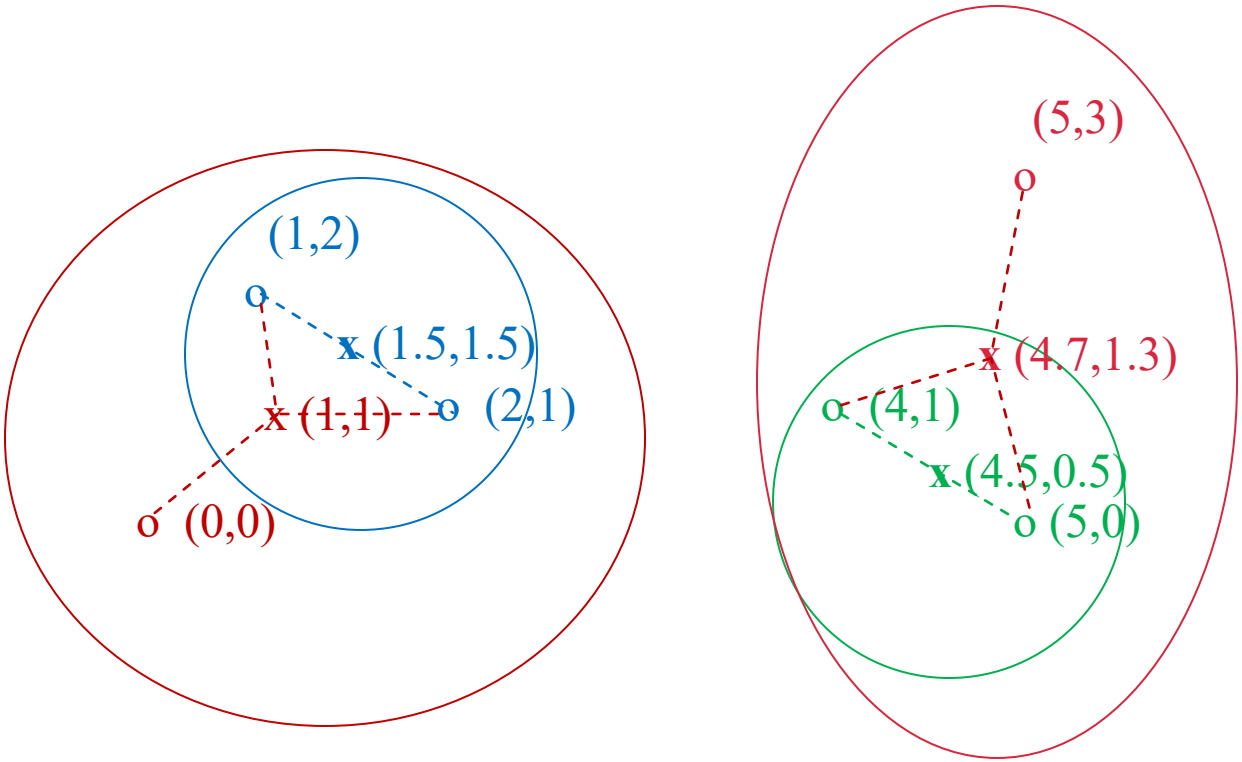


**Note:** if you realized you had concentric clusters, you could map points based on distance from center, and turn the problem into a simple, one-dimensional case.

# Hierarchical Clustering

- **Key operation:** **Repeatedly combine two nearest clusters**
- **(1) How to represent a cluster of many points?**
  - **Key problem:** As you merge clusters, how do you represent the "location" of each cluster, to tell which pair of clusters is closest?
- **Euclidean case:** each cluster has a *centroid* = average of its (data)points
- **(2) How to determine "nearness" of clusters?**
  - Measure cluster distances by distances of centroids

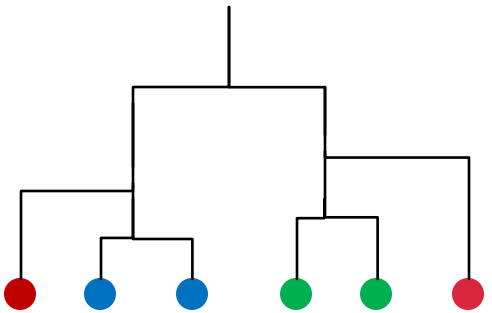
# Example: Hierarchical clustering




**Data:**

o … data point

x … centroid



**Dendrogram**

# And in the Non-Euclidean Case?

**What about the Non-Euclidean case?**

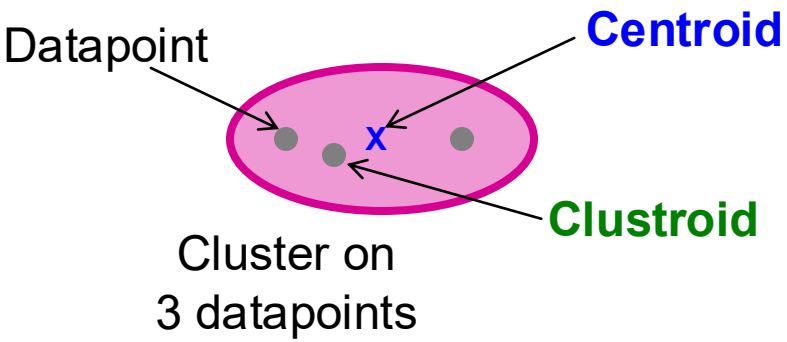
- The only "locations" we can talk about are the points themselves
  - i.e., there is no "average" of two points
- **Approach 1:**
  - **(1.1) How to represent a cluster of many points?** ***clustroid*** = (data)point "***closest***" to other points
  - **(1.2) How do you determine the "nearness" of clusters?** Treat clustroid as if it were centroid, when computing inter-cluster distances

# "Closest" Point?

## (1.1) How to represent a cluster of many points?

***clustroid*** = point "***closest***" to other points

- **Possible meanings of "closest":**
  - Smallest maximum distance to other points
  - Smallest average distance to other points
  - Smallest sum of squares of distances to other points
    - For distance metric ***d*** clustroid ***c*** of cluster ***C*** is $\arg\min_{c} \sum_{x \in C} d(x, c)^2$




**Centroid** is the avg. of all (data)points in the cluster. This means centroid is an "artificial" point.
**Clustroid** is an **existing** (data)point that is "closest" to all other points in the cluster

# Defining "Nearness" of Clusters

**(1.2) How do you determine the "nearness" of clusters?** Treat clustroid as if it were centroid, when computing intercluster distances.

**Approach 2:** No centroid, just define distance directly between clusters

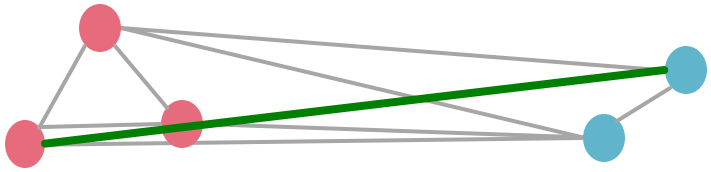
**Intercluster distance** = minimum of the distances between any two points, one from each cluster

# Cohesion

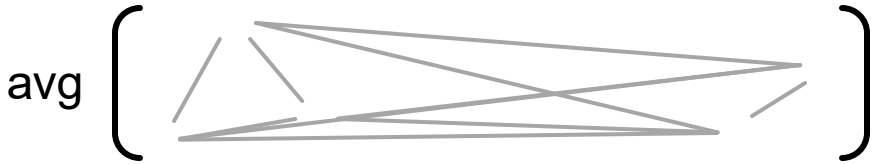
**Approach 3:** Pick a notion of **cohesion** of clusters

- Merge clusters whose *union* is most cohesive

**3.1: diameter** of the merged cluster = maximum distance between points in the cluster

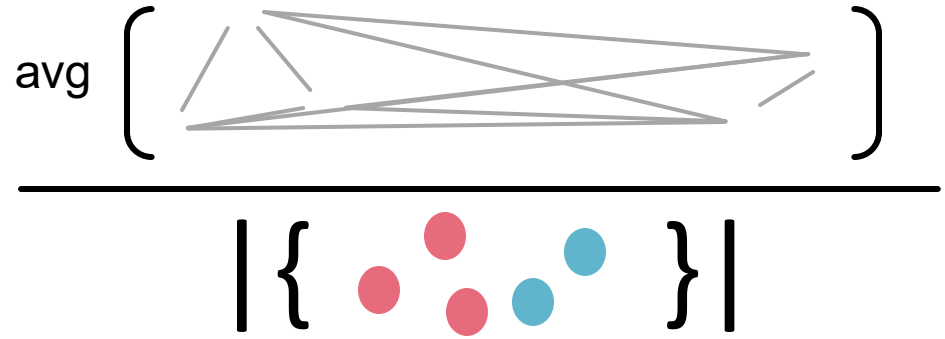


**3.2: average distance** between points in the cluster




**3.3: density-based approach**

Take the diameter or avg. distance, and divide by the number of points in the cluster



# When to stop?

**When do we stop merging clusters?**

- When some number k of clusters are found (assumes we know the number of clusters)
- When stopping criterion is met
  - Stop if diameter exceeds threshold
  - Stop if density is below some threshold
  - Stop if merging clusters yields a bad cluster
    - E.g., diameter suddenly jumps
- Keep merging until there is only 1 cluster left

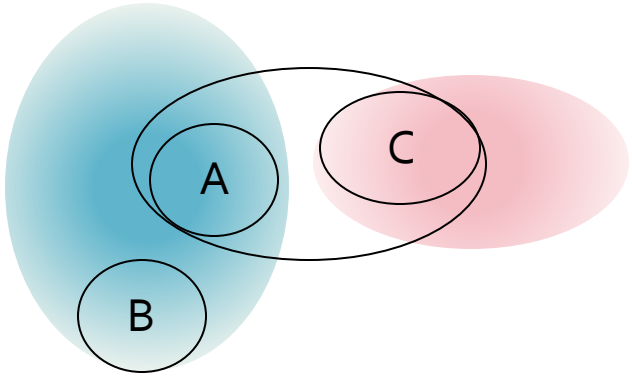
# Which is Best?

- It really depends on the shape of clusters.
  - Which you may not know in advance.

- **Example:** We'll compare two approaches:
  1. Merge clusters with smallest distance between centroids (or clustroids for non-Euclidean)
  2. Merge clusters with the smallest distance between two points, one from each cluster

# Case 1: Convex Clusters

- Centroid-based merging works well.
- But merger based on closest members might accidentally merge incorrectly.

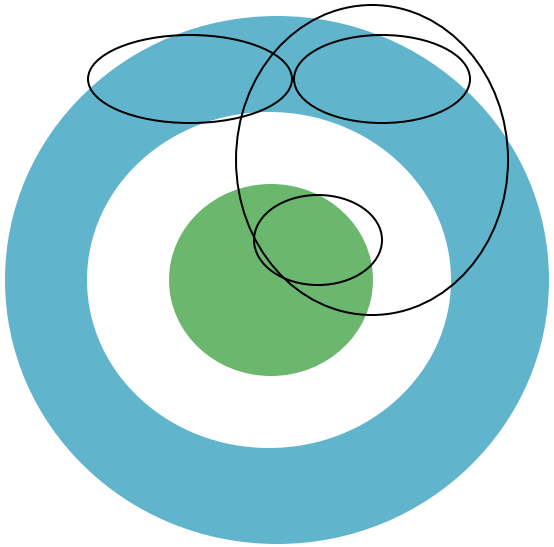


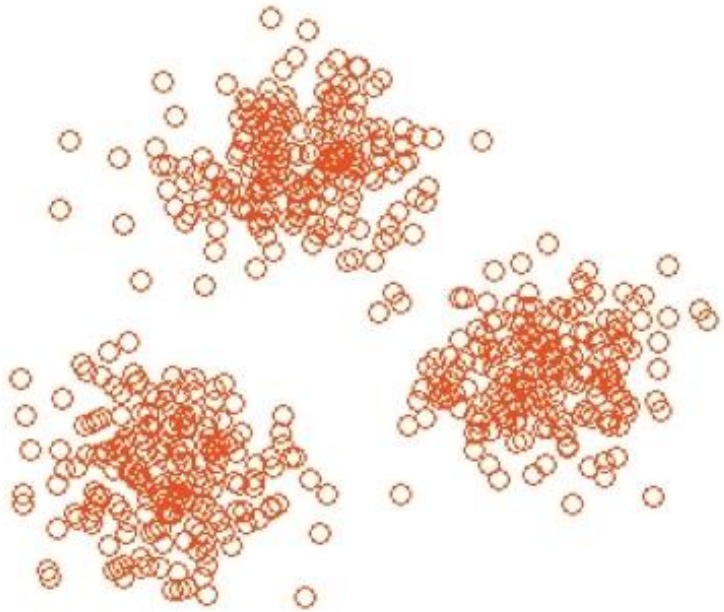

A and B have closer centroids than A and C, but closest points are from A and C.

Data density

# Case 2: Concentric Clusters

- Linking based on closest members works well
- But Centroid-based linking might cause errors





# *k*-means clustering

# *k*–means Algorithm(s)

- Assumes Euclidean space/distance
- Start by picking ***k***, the number of clusters
- Initialize clusters by picking one point per cluster
  - **Example:** Pick one point at random, then ***k*-1** other points, each as far away as possible from the previous points
    - OK, as long as there are no *outliers* (points that are far from any reasonable cluster)

# k-Means++

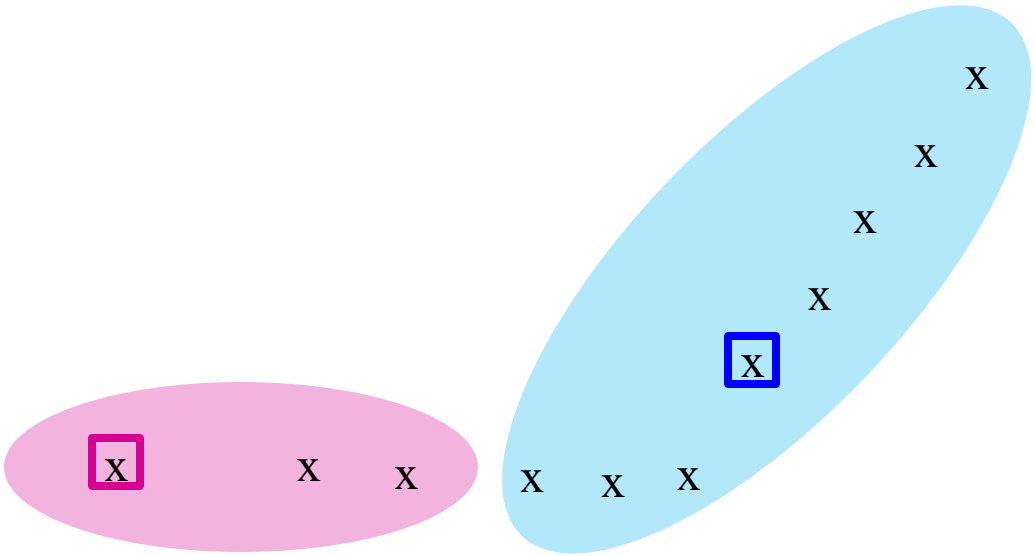
- **Basic idea:** Pick a small sample of points $S$, cluster them by any algorithm, and use the centroids as a seed
- In **k-means++,** sample size $|S|$ = *k* times a factor that is logarithmic in the total number of points

- **How to pick sample points:** Visit points in random order, but the probability of adding a point $p$ to the sample is proportional to $D(p)^2$.
  - $D(p)$ = distance between $p$ and the nearest picked point.

# Populating Clusters

- **1)** For each point, place it in the cluster whose current centroid it is nearest
- **2)** After all points are assigned, update the locations of centroids of the ***k*** clusters
- **3)** Reassign all points to their closest centroid
  - Sometimes moves points between clusters
- **Repeat 2 and 3 until convergence**
  - **Convergence:** Points don't move between clusters and centroids stabilize

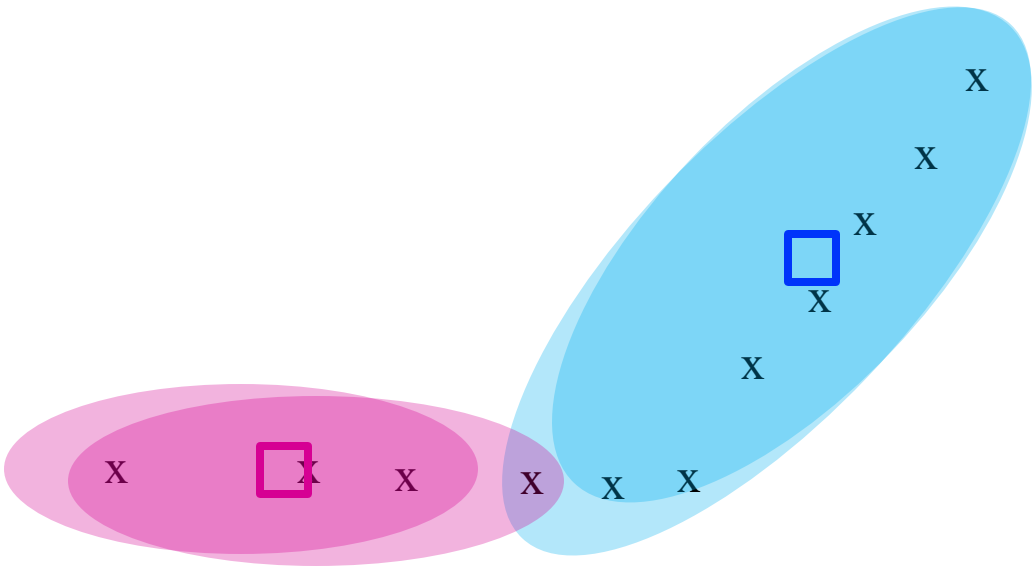
# Example: Assigning Clusters



x … data point
□ … centroid

**Clusters after round 1**

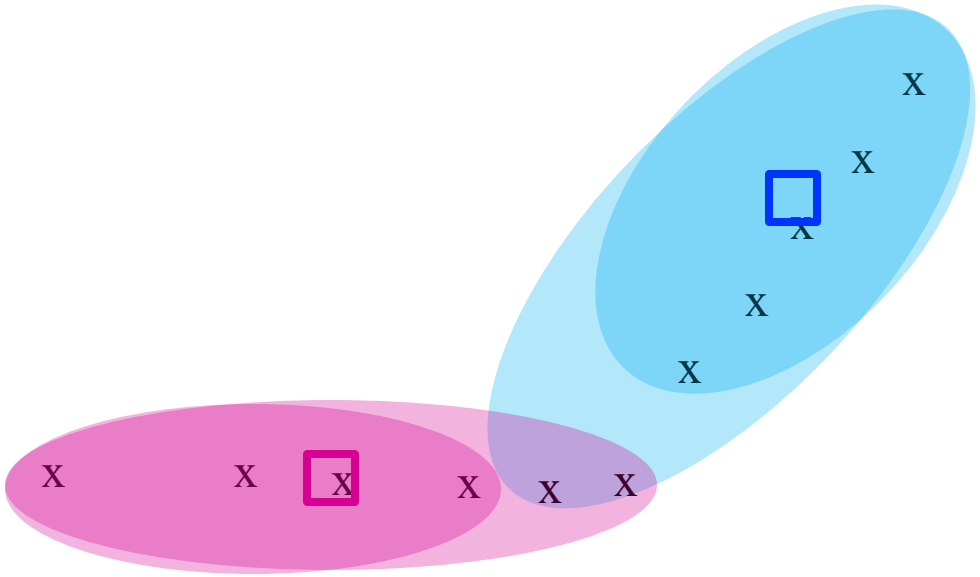
# Example: Assigning Clusters



x … data point
□ … centroid

**Clusters after round 2**

# Example: Assigning Clusters



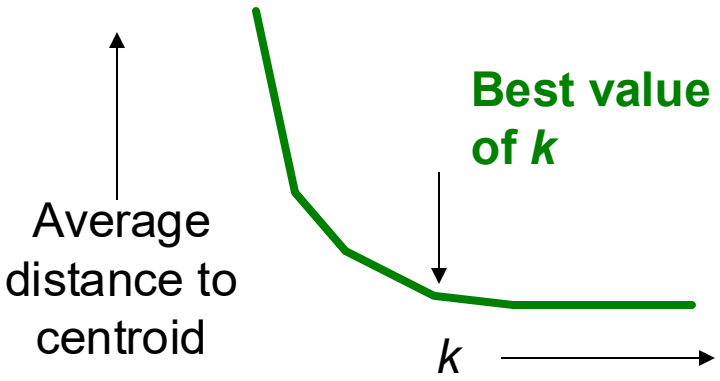
x … data point
□ … centroid

**Clusters at the end**

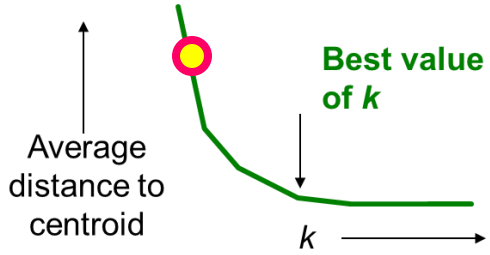
# Getting the *k* right

## How to select *k*?

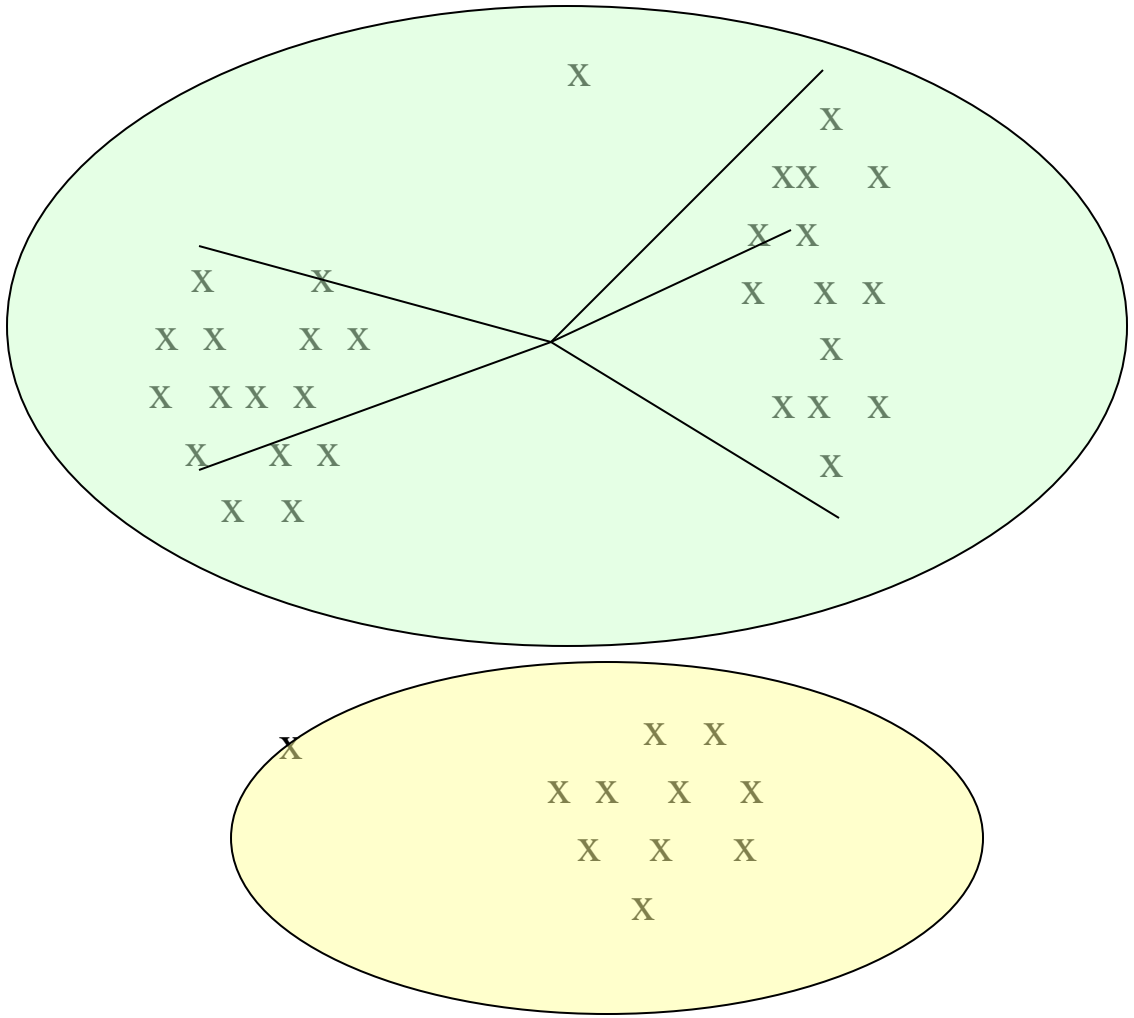
- Try different **k**, looking at the change in the average distance to centroid as **k** increases
- Average falls rapidly until right **k**, then changes little



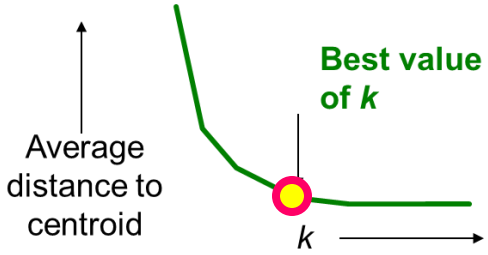
# Example: Picking *k*



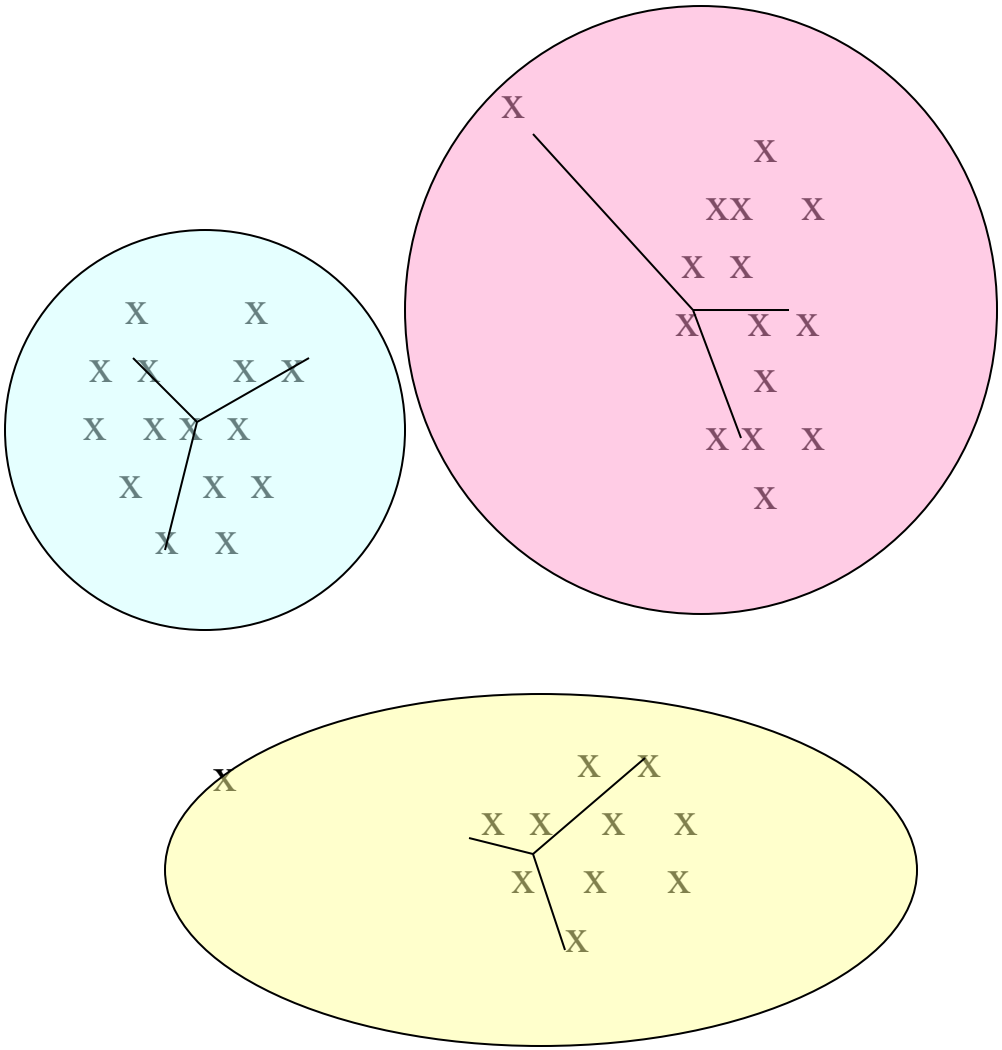

**Too few;**
many long distances to centroid



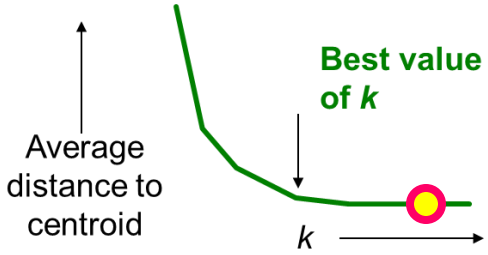
# Example: Picking *k*



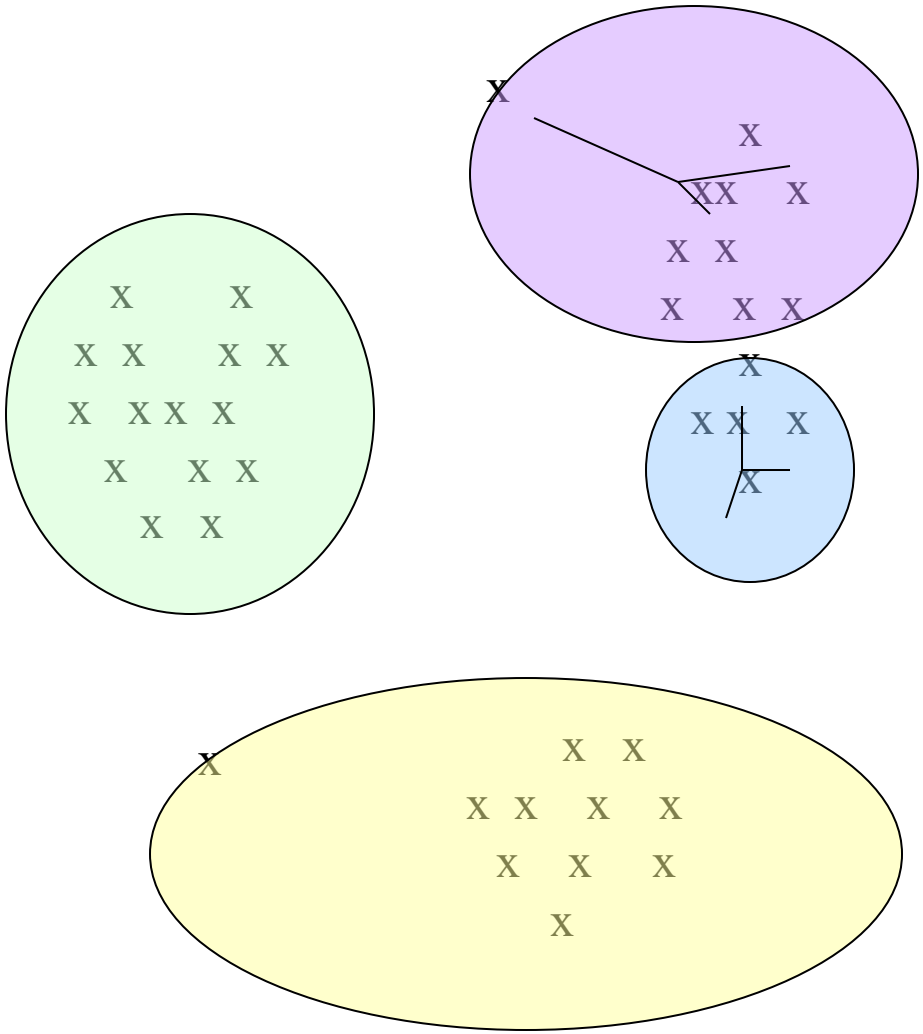

**Just right;**
distances
rather short



# Example: Picking *k*

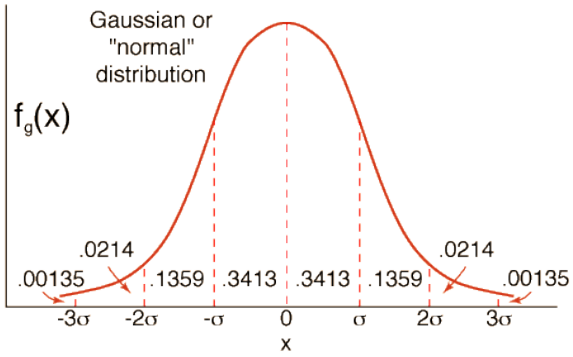



**Too many;**
little improvement
in average
distance

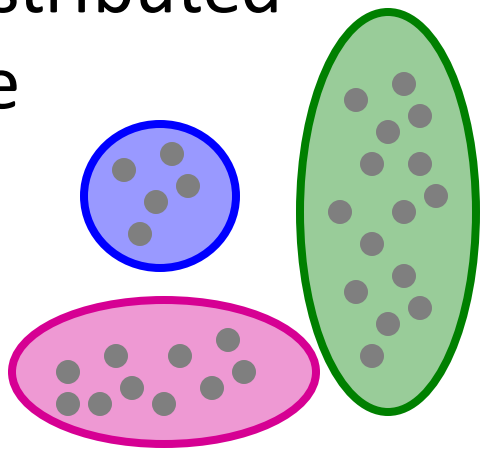


# The BFR Algorithm

# BFR Algorithm




- **BFR** [Bradley-Fayyad-Reina] is a variant of *k*-means designed to handle **very large** (disk-resident) data sets
- **Assumes** that clusters are normally distributed around a centroid in a Euclidean space
  - Standard deviations in different dimensions may vary
    - Clusters are axis-aligned ellipses



- Goal is to find cluster centroids; point assignment can be done in a second pass through the data.

# BFR Overview

- **Efficient way to summarize clusters:** Want memory required O(clusters) and not O(data)
- **IDEA: Rather than keeping points, BFR keeps summary statistics of groups of points**
  - **3 sets: Cluster summaries, Outliers, Points to be clustered**
- **Overview of the algorithm:**
  - **1.** Initialize *K* clusters/centroids
  - **2.** Load in a bag of points from disk
  - **3.** Assign new points to one of the *K* original clusters, if they are within some distance threshold of the cluster
  - **4.** Cluster the remaining points, and create new clusters
  - **5.** Try to merge new clusters from step 4 with any of the existing clusters
  - **6.** Repeat steps 2-5 until all points are examined

# BFR Algorithm

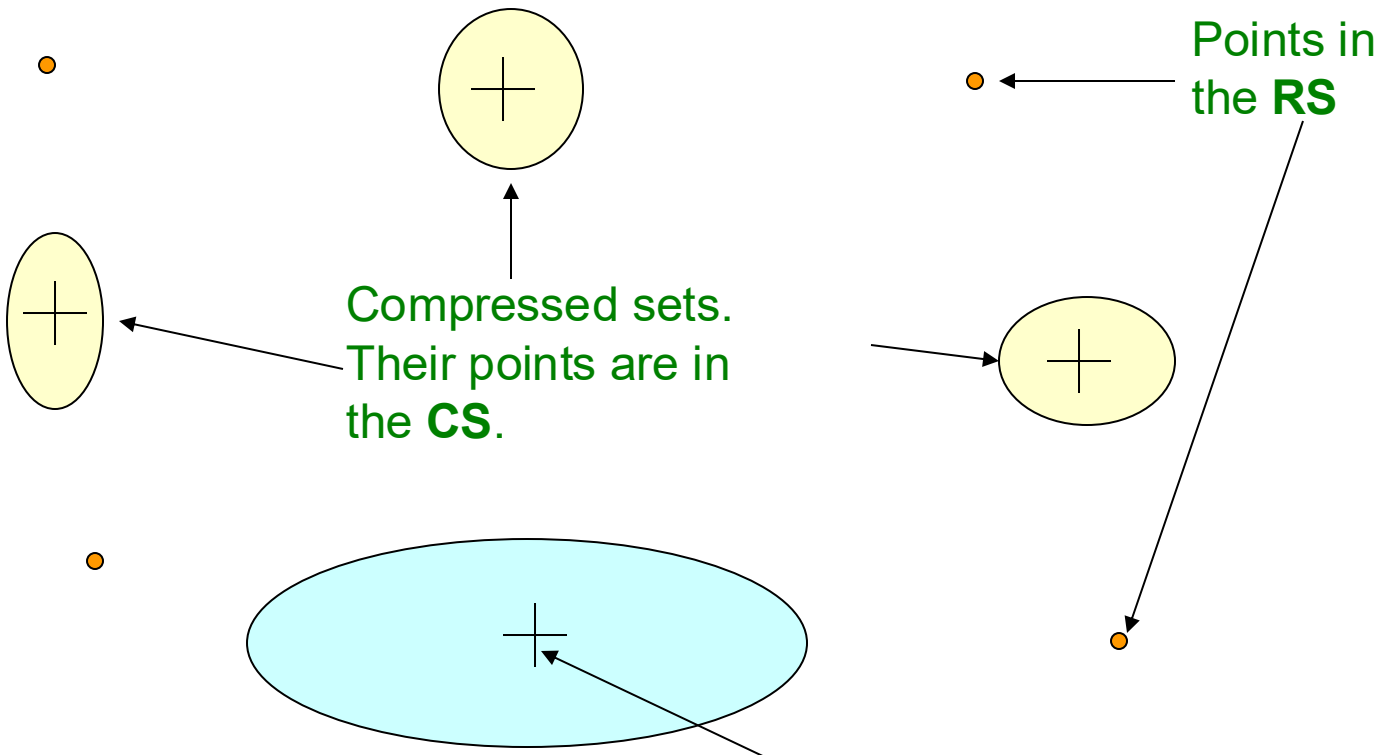
- **Points are read from disk one main-memory-full at a time**
- **Most points from previous memory loads are summarized by simple statistics**
- **Step 1)** From the initial load we select the initial ***k*** centroids by some sensible approach:
  - Take ***k*** random points
  - Take a small random sample and cluster optimally
  - Take a sample; pick a random point, and then ***k–1*** more points, each as far from the previously selected points as possible

# Three Classes of Points

**3 sets of points which we keep track of:**

- **Discard set (DS):**
  - Points close enough to a centroid to be summarized
- **Compression set (CS):**
  - Groups of points that are close together but not close to any existing centroid
  - These points are summarized, but not assigned to a cluster
- **Retained set (RS):**
  - Isolated points waiting to be assigned to a compression set

# BFR: "Galaxies" Picture

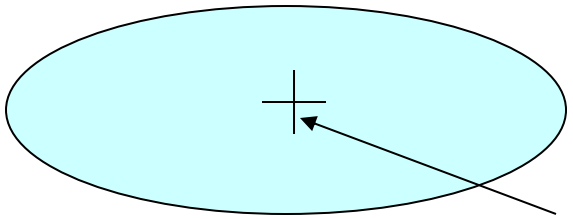



**Discard set (DS):** Close enough to a centroid to be summarized
**Compression set (CS):** Summarized, but not assigned to a cluster
**Retained set (RS):** Isolated points

# Summarizing Sets of Points

**For each cluster, the discard set (DS) is summarized by:**

- The number of points, ***N***
- The vector ***SUM***, whose $i^{th}$ component is the sum of the coordinates of the points in the $i^{th}$ dimension
- The vector ***SUMSQ***: $i^{th}$ component = sum of squares of coordinates in $i^{th}$ dimension

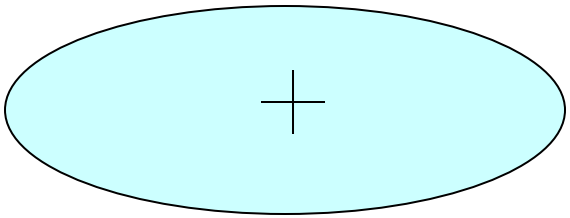


A cluster.
All its points are in the **DS**.

The centroid

# Summarizing Points: Comments

- **2*d* + 1** values represent any size cluster
  - ***d*** = number of dimensions
- Average in **each dimension** (**the centroid**) can be calculated as $\mathbf{SUM}_i / N$
  - $\mathbf{SUM}_i$ = $i^{th}$ component of SUM
- Variance of a cluster's discard set in dimension *i* is: $(\mathbf{SUMSQ}_i / N) - (\mathbf{SUM}_i / N)^2$
  - And standard deviation is the square root of that
- **Next step: Actual clustering**



**Note:** Dropping the "axis-aligned" clusters assumption would require storing full covariance matrix to summarize the cluster. So, instead of **SUMSQ** being a ***d***-dim vector, it would be a ***d x d*** matrix, which is too big!

# The "Memory-Load" of Points

**Steps 3-5) Processing "Memory-Load" of points:**

- **Step 3)** Find those points that are "**sufficiently close**" to a cluster centroid and add those points to that cluster and the **DS**
  - These points are so close to the centroid that they can be summarized and then discarded
- **Step 4)** Use any in-memory clustering algorithm to cluster the remaining points and the old **RS**
  - Clusters go to the **CS**; outlying points to the **RS**

**Discard set (DS):** Close enough to a centroid to be summarized.
**Compression set (CS):** Summarized, but not assigned to a cluster
**Retained set (RS):** Isolated points

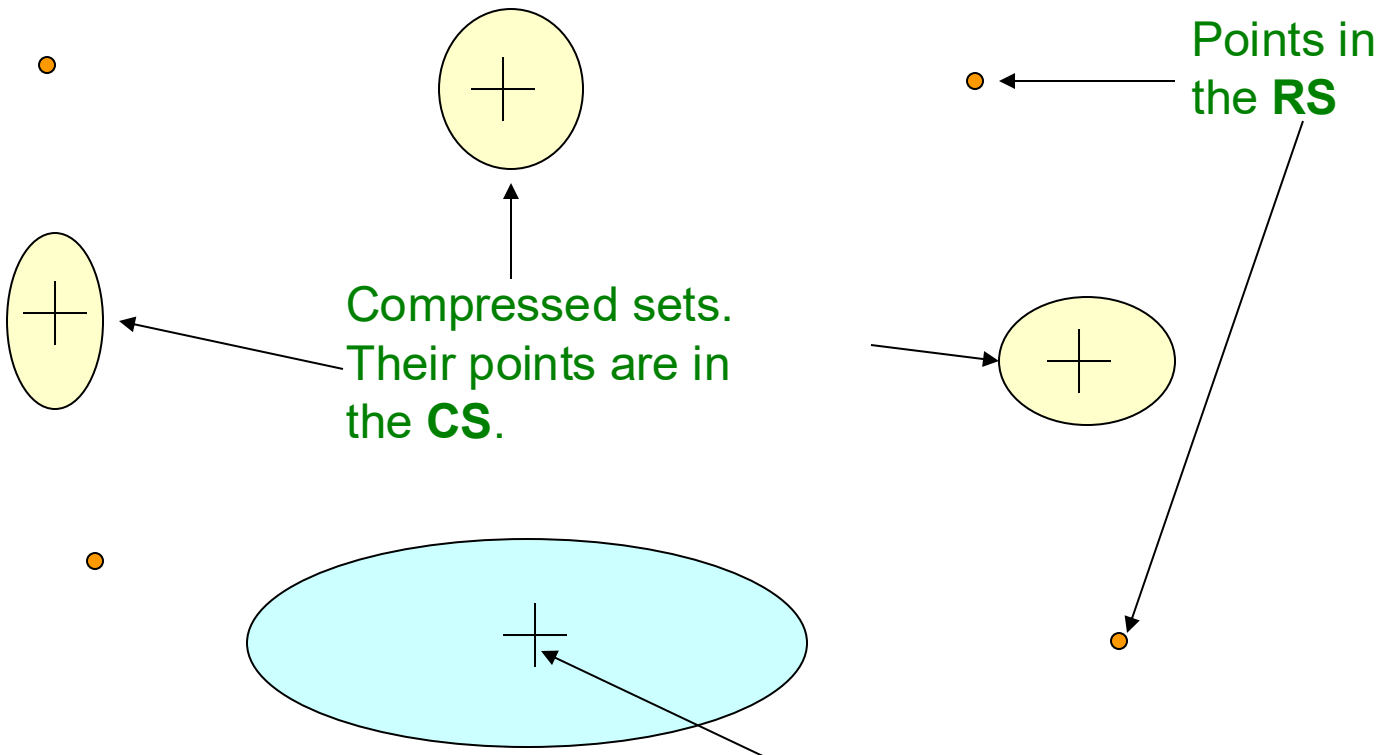
# The "Memory-Load" of Points

**Steps 3-5) Processing "Memory-Load" of points:**

- **Step 5) DS set:** Adjust statistics of the clusters to account for the new points
  - Add ***N***s, ***SUM***s, ***SUMSQ***s
  - Consider merging compressed sets in the **CS**
- **If this is the last round**, merge all compressed sets in the **CS** and all **RS** points into their nearest cluster

**Discard set (DS):** Close enough to a centroid to be summarized.
**Compression set (CS):** Summarized, but not assigned to a cluster
**Retained set (RS):** Isolated points

# BFR: "Galaxies" Picture



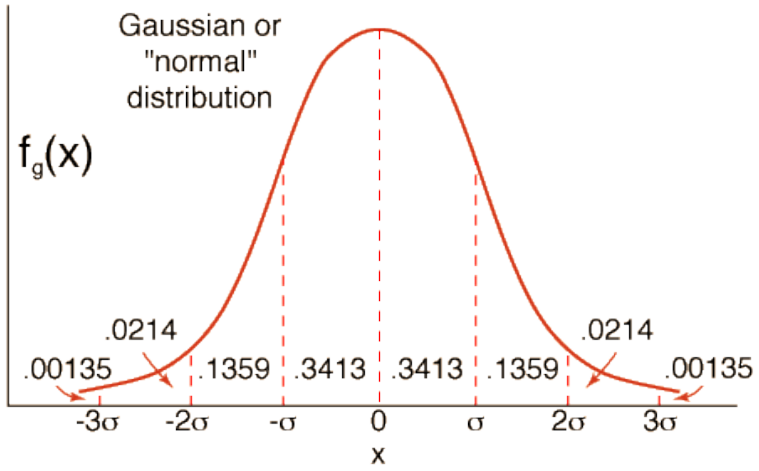

**Discard set (DS):** Close enough to a centroid to be summarized
**Compression set (CS):** Summarized, but not assigned to a cluster
**Retained set (RS):** Isolated points

# A Few Details…

- **Q1) How do we decide if a point is "close enough" to a cluster that we will add the point to that cluster?**
- **Q2) How do we decide whether two compressed sets (CS) deserve to be combined into one?**

# How Close is Close Enough?

- **Q1) We need a way to decide whether to put a new point into a cluster (and discard)**
- **BFR suggests two ways:**
  - The **Mahalanobis distance** is less than a threshold
  - **High likelihood of the point belonging to currently nearest centroid**



# Mahalanobis Distance

- **Normalized Euclidean distance from centroid**

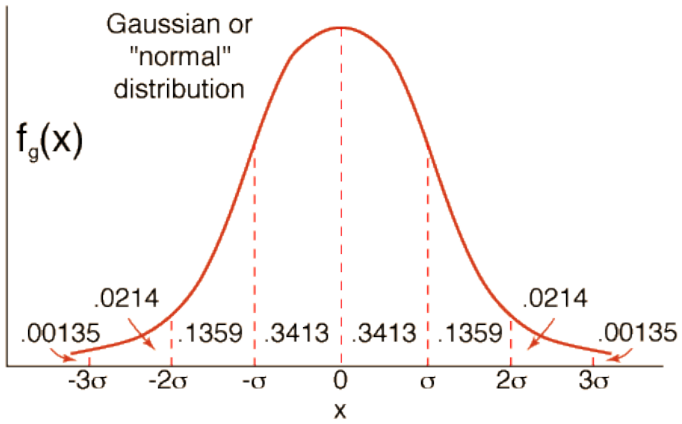
- For point $(x_1, \ldots, x_d)$ and centroid $(c_1, \ldots, c_d)$
  1. Normalize in each dimension: $y_i = (x_i - c_i) / \sigma_i$
  2. Take sum of the squares of the $y_i$
  3. Take the square root

$$d(x, c) = \sqrt{\sum_{i=1}^{d} \left( \frac{x_i - c_i}{\sigma_i} \right)^2}$$

$\sigma_i$ … standard deviation of points in the cluster in the $i^{th}$ dimension

# Mahalanobis Distance

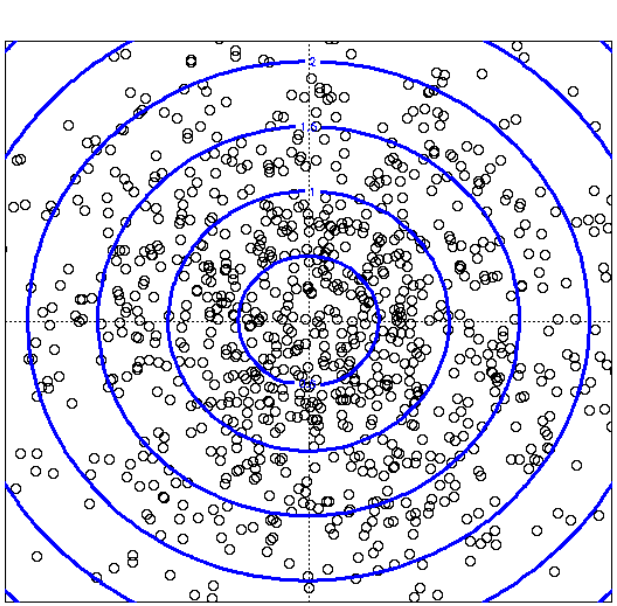
- If clusters are normally distributed in $\boldsymbol{d}$ dimensions, then after transformation, one standard deviation **=>** Distance $\sqrt{\boldsymbol{d}}$
  - i.e., 68% of the points of the cluster will have a Mahalanobis distance $< \sqrt{\boldsymbol{d}}$
- Accept a point for a cluster if its M.D. is **<** some threshold, e.g. **2** standard deviations



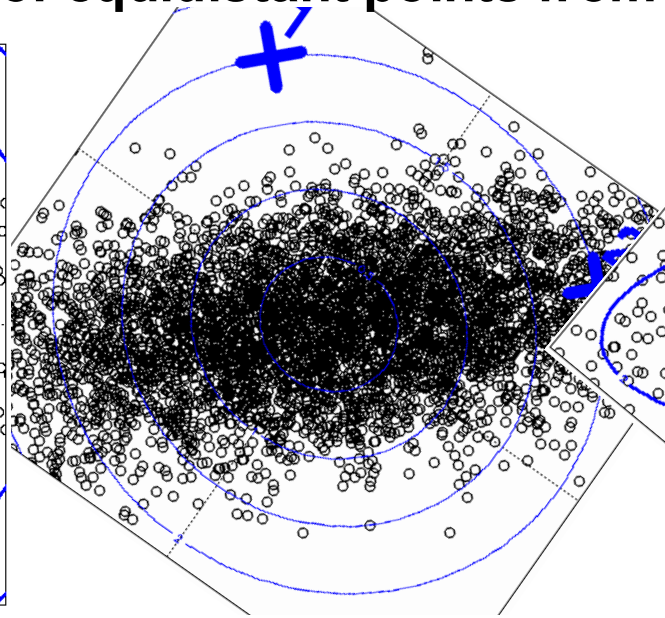
# Picture: Equal M.D. Regions

- **Euclidean vs. Mahalanobis distance**

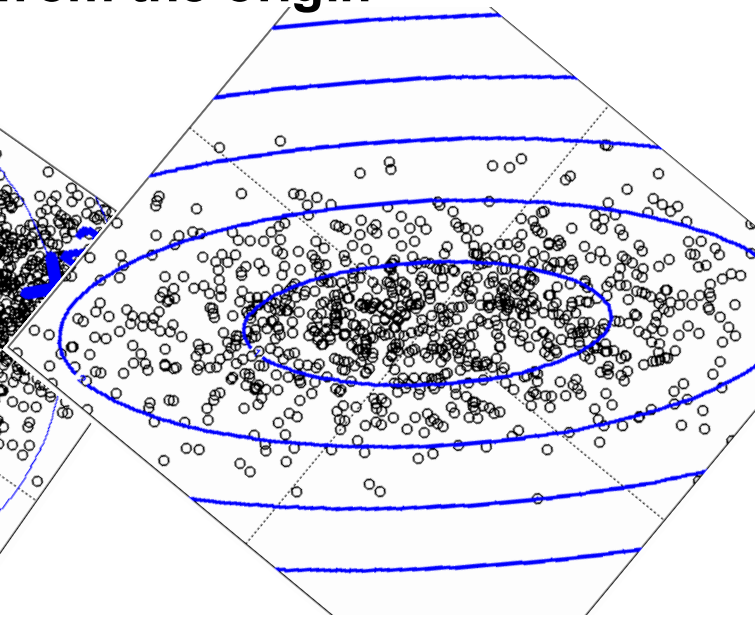
**Contours of equidistant points from the origin**



**Uniformly distributed points, Euclidean distance**



**Normally distributed points, Euclidean distance**

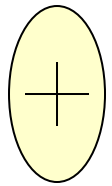


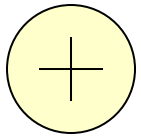
**Normally distributed points, Mahalanobis distance**

# Should 2 CS clusters be combined?

**Q2) Should 2 CS clusters be combined?**

- Compute the variance of the combined subcluster
  - ***N***, ***SUM***, and ***SUMSQ*** allow us to make that calculation quickly
- Combine if the combined variance is below some threshold





- **Many alternatives:** Treat dimensions differently, consider density

# Summary

- **Clustering:** Given a **set of points**, with a notion of **distance** between points, **group the points** into some number of ***clusters***
- **Algorithms:**
  - Agglomerative **hierarchical clustering**:
    - Centroid and clustroid
  - ***k*-means:**
    - Initialization, picking *k*
  - **BFR**