Clustering

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What is clustering?

- Clustering: the process of grouping a set of objects into classes of similar objects
 - high intra-class similarity
 - low inter-class similarity between
 - It is the most common form of unsupervised learning

Clustering is subjective



What is Similarity?



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 - think in terms of a distance (rather than similarity) between vectors or correlations between random variables.
 X: E R

Distance metrics

-d dimension

4



Euclidean distance

$$d(x, y) = \sqrt[2]{\sum_{i=1}^{p} |x_i - y_i|^2}$$
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Manhattan distance

$$d(x, y) = \sum_{i=1}^{p} |x_i - y_i|$$

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$$d(x,y) = \max_{1 \le i \le p} |x_i - y_i|$$

Correlation coefficient

$$x = (x_1, x_2, ..., x_p)$$

y = (y₁, y₂, ..., y_p)

Random vectors (e.g. expression levels of two genes under various drugs)

Pearson correlation coefficient

$$\rho(x, y) = \frac{\sum_{i=1}^{p} (x_i - \overline{x})(y_i - \overline{y})}{\sqrt{\sum_{i=1}^{p} (x_i - \overline{x})^2 \times \sum_{i=1}^{p} (y_i - \overline{y})^2}}$$

where
$$\overline{x} = \frac{1}{p} \sum_{i=1}^{p} x_i$$
 and $\overline{y} = \frac{1}{p} \sum_{i=1}^{p} y_i$.



Partitioning Algorithms

- Partitioning method: Construct a partition of *n* objects into a set of *K* clusters
- Given: a set of objects and the number K
- Find: a partition of *K* clusters that optimizes the chosen partitioning criterion
 - Globally optimal: exhaustively enumerate all partitions
 - Effective heuristic method: K-means algorithm

K-Means

Algorithm

Input – Desired number of clusters, k

and date points {Xi 3 =1

Initialize – the k cluster centers (randomly if necessary) Iterate – \mathcal{M}_k 3

- 1. Assign points to the nearest cluster centers
- 2. Re-estimate the *k* cluster centers (aka the centroid or mean), by assuming the memberships found above are correct.

$$\vec{\mu}_k = \frac{1}{\mathcal{C}_k} \sum_{i \in \mathcal{C}_k} \vec{x}_i$$

Termination –

If none of the objects changed membership in the last iteration, exit. Otherwise go to 1.











K-means Recap ...

Randomly initialize k centers

 $\square \mu^{(0)} = \mu_1^{(0)}, \dots, \mu_k^{(0)}$

K-means Recap ...

• Randomly initialize *k* centers $\Box \ \mu^{(0)} = \mu_1^{(0)}, \dots, \ \mu_k^{(0)}$

Iterate t = 0, 1, 2, ...

Classify: Assign each point j∈ {1,...m} to nearest center:

$$\square C^{(t)}(j) \leftarrow \arg \min_{i=1,...,k} \|\mu_i^{(t)} - x_j\|_2^2$$

K-means Recap ...

• Randomly initialize *k* centers $\Box \ \mu^{(0)} = \mu_1^{(0)}, \dots, \mu_k^{(0)}$

Iterate t = 0, 1, 2, ...

Classify: Assign each point j∈ {1,...m} to nearest center:

$$\begin{array}{c} \textbf{usher} & \square & C^{(t)}(j) \leftarrow \arg\min_{i=1,\ldots,k} \|\mu_i^{(t)} - x_j\|_1^2 \\ \textbf{science of time t} \\ \textbf{science of time t} \\ \textbf{Recenter: } \mu_i \text{ becomes centroid of its points:} \\ & \square & \mu_i^{(t+1)} \leftarrow \arg\min_{\substack{\mu \\ j:C^{(t)}(j)=i}} \sum_{\substack{j:C^{(t)}(j)=i}} \|\mu - x_j\|_1^2 \quad i \in \{1,\ldots,k\} \\ & \square & \square & \square & \square & \mu_i \leftarrow \text{ average of its points!} \\ \end{array}$$

What is K-means optimizing?

• Potential function $F(\mu, C)$ of centers μ and point allocations C:

$$F(\mu, C) = \sum_{j=1}^{m} ||\mu_{C(j)} - x_j||^2$$
$$= \sum_{i=1}^{k} \sum_{j:C(j)=i} ||\mu_i - x_j||^2$$

Optimal K-means:
 □ min_µmin_c F(µ,C)

K-means algorithm

- Optimize potential function: $\min_{\mu} \min_{C} F(\mu, C) = \min_{\mu} \min_{C} \sum_{i=1}^{k} \sum_{j:C(j)=i} ||\mu_i - x_j||^2 \quad \leftarrow \lim_{C \to V \in X} ||\mu_i - x_j||^2$
- K-means algorithm: (coordinate descent on F)

(1) Fix μ, optimize C

(2) Fix C, optimize μ

Expected cluster assignment Maximum likelihood for center

Next class, we will see a generalization of this approach: **EM algorithm**



• Results are quite sensitive to seed selection.





Seed Choice

• Results are quite sensitive to seed selection.





Seed Choice

• Results are quite sensitive to seed selection.





Seed Choice

- Results can vary based on random seed selection.
- Some seeds can result in poor convergence rate, or convergence to sub-optimal clustering.
 - Try out multiple starting points (very important!!!)
 - k-means ++ algorithm of Arthur and Vassilvitskii
 key idea: choose centers that are far apart

(probability of picking a point as cluster center \propto distance from nearest center picked so far)

Other Issues

- Number of clusters K
 - Objective function

$$\sum_{j=1}^{m} ||\mu_{C(j)} - x_j||^2 \quad \checkmark$$

Look for "Knee" in objective function

m



Other Issues

Shape of clusters

– Assumes isotropic, equal variance, convex clusters

- Sensitive to Outliers
 - use K-medoids



(One) bad case for K-means



- Clusters may overlap
- Some clusters may be "wider" than others.
- Clusters may not be linearly separable -

(One) bad case for K-means



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Partitioning Algorithms

• K-means

 hard assignment: each object belongs to only one cluster

• Mixture modeling

 soft assignment: probability that an object belongs to a cluster

Generative approach

Gaussian Mixture Model

Mixture of K Gaussian distributions: (Multi-modal distribution)



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General GMM



GMM – Gaussian Mixture Model (Multi-modal distribution)



General GMM

GMM – Gaussian Mixture Model (Multi-modal distribution)

- There are k components
- Component *i* has an associated mean vector μ_i
- Each component generates data from a Gaussian with mean μ_i and covariance matrix Σ_i

Each data point is generated according to the following recipe:

 Pick a component at random: Choose component i with probability P(y=i)

2) Datapoint
$$\mathbf{x} \sim N(\mu_i, \Sigma_i)$$



(One) bad case for K-means

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General GMM

GMM – Gaussian Mixture Model (Multi-modal distribution)



"Quadratic Decision boundary" – second-order terms don't cancel out

Learning General GMM



 How to estimate parameters? Max Likelihood But don't know labels Y (recall Gaussian Bayes classifier)

Learning General GMM

How do we find the μ_i, Σ_i s and P(y=i)s which give max. marginal likelihood?

- * Set $\frac{\partial}{\partial \mu_i}$ log Prob (....) = 0 and solve for μ_i 's. Non-linear not-analytically solvable
- * Use gradient descent: Doable, but often slow

Expectation-Maximization (EM)

A general algorithm to deal with hidden data, but we will study it in the context of unsupervised learning (hidden labels)

- No need to choose step size as in Gradient methods. -
- EM is an Iterative algorithm with two linked steps: E-step: fill-in hidden data (Y) using inference M-step: apply standard MLE/MAP method to estimate parameters $\{p_i, \mu_i, \Sigma_i\}_{i=1}^k$
- This procedure monotonically improves the marginal likelihood (or leaves it unchanged). Thus it always converges to a local optimum of the likelihood.

EM for spherical, same variance GMMs Initialize: $\{p_{i}, \mu_{i}, \overline{z}_{i}\}_{i=1}^{K}$ $p(x) = \sum_{i=1}^{k} p(x|y_{i}) p(y_{i}=i)$ E-step

Compute "expected" classes of all datapoints for each class

$$P(\mathbf{y}=\mathbf{i}|\mathbf{x}_{j},\boldsymbol{\mu}_{1}...\boldsymbol{\mu}_{k}) \propto \exp\left(-\frac{1}{2\sigma^{2}} \|\mathbf{x}_{j}-\boldsymbol{\mu}_{i}\|^{2}\right) P(\mathbf{y}=\mathbf{i})$$

In K-means "E-step" we do hard assignment

EM does soft assignment

M-step

Compute Max. like **µ** given our data's class membership distributions (weights)

$$\mu_{i} = \frac{\sum_{j=1}^{m} P(y=i|x_{j})x_{j}}{\sum_{j=1}^{m} P(y=i|x_{j})}$$

Exactly same as MLE with weighted data

Iterate.

EM for general GMMs



M-step

Compute MLEs given our data's class membership distributions (weights)

$$\mu_i^{(t+1)} = \frac{\sum_j P(y=i|x_j,\lambda_t) x_j}{\sum_j P(y=i|x_j,\lambda_t)} \qquad \sum_i^{(t+1)} = \frac{\sum_j P(y=i|x_j,\lambda_t) (x_j - \mu_i^{(t+1)}) (x_j - \mu_i^{(t+1)})^T}{\sum_j P(y=i|x_j,\lambda_t)}$$

$$p_i^{(t+1)} = \frac{\sum_j P(y=i|x_j,\lambda_t)}{m} \qquad m = \text{#data points}$$