#### **Clustering:** *K*-means and Kernel *K*-means

Piyush Rai

Machine Learning (CS771A)

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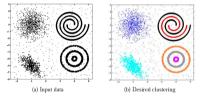
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- Usually an unsupervised learning problem
- Given: N unlabeled examples  $\{x_1, \ldots, x_N\}$ ; no. of desired partitions K
- Goal: Group the examples into K "homogeneous" partitions

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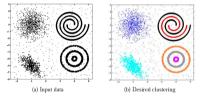
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Picture courtesy: "Data Clustering: 50 Years Beyond K-Means", A.K. Jain (2008)

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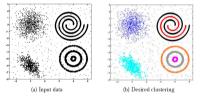
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- Loosely speaking, it is classification without ground truth labels
- A good clustering is one that achieves:
  - High within-cluster similarity
  - Low inter-cluster similarity

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- Clustering only looks at similarities, no labels are given
- Without labels, similarity can be hard to define



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Picture courtesy: http://www.guy-sports.com/humor/videos/powerpoint\_presentation\_dogs.htm

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## **Clustering: Some Examples**

- Document/Image/Webpage Clustering
- Image Segmentation (clustering pixels)



- Clustering web-search results
- Clustering (people) nodes in (social) networks/graphs
- .. and many more..

Picture courtesy: http://people.cs.uchicago.edu/~pff/segment/

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# **Types of Clustering**

#### **9** Flat or Partitional clustering

• Partitions are independent of each other



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# **Types of Clustering**

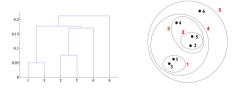
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#### **2** Hierarchical clustering

• Partitions can be visualized using a tree structure (a dendrogram)



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# **Types of Clustering**

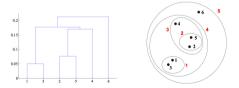
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• Possible to view partitions at different levels of granularities (i.e., can refine/coarsen clusters) using different K

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- Input: N examples  $\{x_1, \ldots, x_N\}$ ;  $x_n \in \mathbb{R}^D$ ; the number of partitions K
- Initialize: K cluster means  $\mu_1, \dots, \mu_K$ , each  $\mu_k \in \mathbb{R}^D$

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Iterate:

• (Re)-Assign each example  $x_n$  to its closest cluster center (based on the smallest Euclidean distance)

$$\mathcal{C}_k = \{ n : k = \arg\min_k || \mathbf{x}_n - \boldsymbol{\mu}_k ||^2 \}$$

 $(\mathcal{C}_k \text{ is the set of examples assigned to cluster } k \text{ with center } \mu_k)$ 

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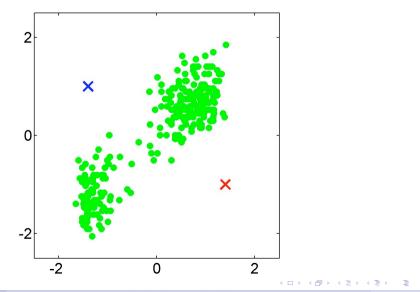
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- Repeat while not converged
- Stop when cluster means or the "loss" does not change by much

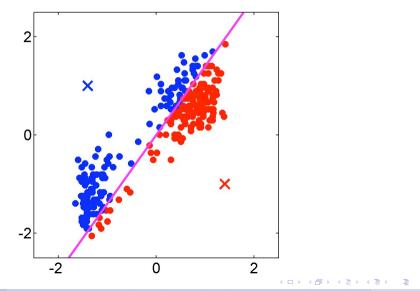
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#### K-means: Initialization (assume K = 2)



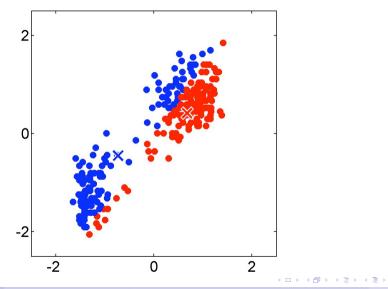
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#### *K*-means iteration 1: Assigning points



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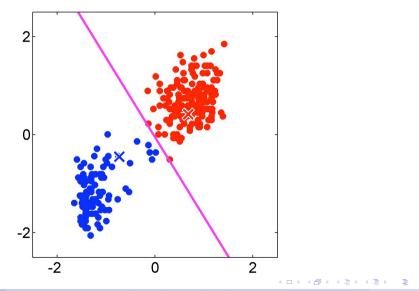
#### *K*-means iteration 1: Recomputing the centers



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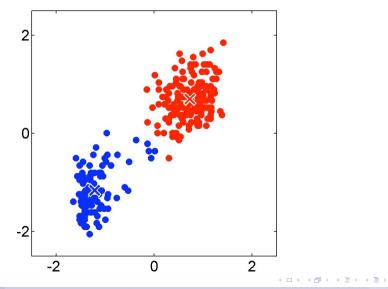
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#### *K*-means iteration 2: Assigning points



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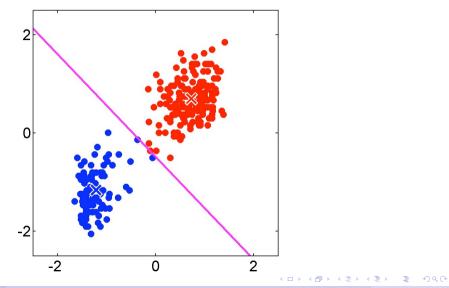
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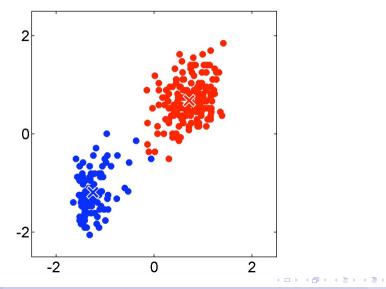
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#### *K*-means iteration 3: Assigning points



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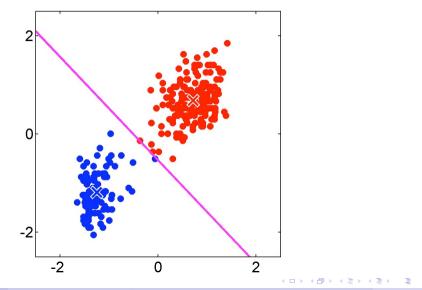
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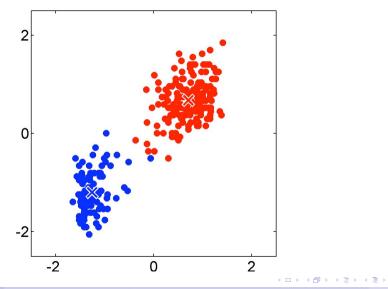
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#### *K*-means iteration 4: Assigning points



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#### K-means iteration 4: Recomputing the centers



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- Let  $\mu_1, \ldots, \mu_K$  be the K cluster centroids (means)
- Let  $z_{nk} \in \{0,1\}$  be s.t.  $z_{nk} = 1$  if  $\boldsymbol{x}_n$  belongs to cluster k, and 0 otherwise

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where **Z** is  $N \times K$  (row *n* is  $z_n$ ) and  $\mu$  is  $K \times D$  (row *k* is  $\mu_k$ )

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#### What Loss Function is *K*-means Optimizing?

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  - Note that the objective only minimizes within-cluster distortions

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  - Fix  $\mu$ , minimize w.r.t. Z (assign points to closest centers)
  - Fix Z, minimize w.r.t.  $\mu$  (recompute the center means)
- Note: The algorithm usually converges to a local minima (though may not always, and it may just convergence "somewhere"). Multiple runs with different initializations can be tried to find a good solution.

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- Each step (updating Z or  $\mu$ ) can never increase the objective
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 $L(\boldsymbol{\mu}^{(t-1)}, \mathbf{X}, \mathbf{Z}^{(t)}) \leq L(\boldsymbol{\mu}^{(t-1)}, \mathbf{X}, \mathbf{Z}^{(t-1)})$ 

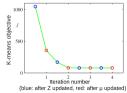
because the new  $\mathbf{Z}^{(t)} = \arg\min_{\mathbf{Z}} \textit{L}(\boldsymbol{\mu}^{(t-1)}, \mathbf{X}, \mathbf{Z})$ 

• When we update  $\mu$  from  $\mu^{(t-1)}$  to  $\mu^{(t)}$ 

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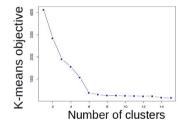
because the new  $\mu^{(t)} = rgmin_{\mu} L(\mu, \mathsf{X}, \mathsf{Z}^{(t)})$ 

• Thus the K-means algorithm monotonically decreases the objective



# K-means: Choosing K

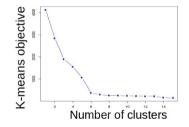
• One way to select K for the K-means algorithm is to try different values of K, plot the K-means objective versus K, and look at the "elbow-point"



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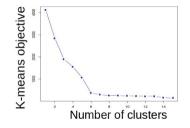


• For the above plot, K = 6 is the elbow point

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- For the above plot, K = 6 is the elbow point
- Can also information criterion such as AIC (Akaike Information Criterion)

$$AIC = 2L(\hat{oldsymbol{\mu}}, oldsymbol{X}, \hat{oldsymbol{Z}}) + K \log D$$

.. and choose the K that has the smallest AIC (discourages large K)

Machine Learning (CS771A)

• Makes hard assignments of points to clusters

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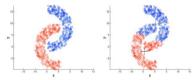
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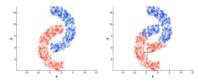
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• Kernel K-means or Spectral clustering can handle non-convex

Basic idea: Replace the Euclidean distance/similarity computations in K-means by the kernelized versions. E.g., d(x<sub>n</sub>, μ<sub>k</sub>) = ||φ(x<sub>n</sub>) - φ(μ<sub>k</sub>)|| by

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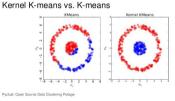
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- Note: φ doesn't have to be computed/stored for data {x<sub>n</sub>}<sup>N</sup><sub>n=1</sub> or the cluster means {μ<sub>k</sub>}<sup>K</sup><sub>k=1</sub> because computations only depend on kernel evaluations

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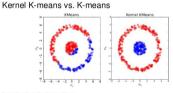


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• A small technical note: When computing  $k(\mu_k, \mu_k)$  and  $k(\mathbf{x}_n, \mu_k)$ , remember that  $\phi(\mu_k)$  is the average of  $\phi$ 's the data points assigned to cluster k

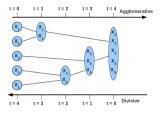
Machine Learning (CS771A)

# Extra Slides: Hierarchical Clustering

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#### **Hierarchical Clustering**



#### • Agglomerative (bottom-up) Clustering

- Start with each example in its own singleton cluster
- At each time-step, greedily merge 2 most similar clusters
- Stop when there is a single cluster of all examples, else go to 2

#### • Divisive (top-down) Clustering

- Start with all examples in the same cluster
- At each time-step, remove the "outsiders" from the least cohesive cluster
- Stop when each example is in its own singleton cluster, else go to 2
- Agglomerative is more popular and simpler than divisive (but less accurarate)

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#### (Dis)similarity between clusters

- We know how to compute the dissimilarity  $d(\mathbf{x}_i, \mathbf{x}_j)$  between two examples
- How to compute the dissimilarity between two clusters R and S?
- Min-link or single-link: results in chaining (clusters can get very large)

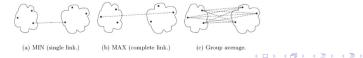
$$d(R,S) = \min_{\boldsymbol{x}_R \in R, \boldsymbol{x}_S \in S} d(\boldsymbol{x}_R, \boldsymbol{x}_S)$$

• Max-link or complete-link: results in small, round shaped clusters

$$d(R,S) = \max_{\boldsymbol{x}_R \in R, \boldsymbol{x}_S \in S} d(\boldsymbol{x}_R, \boldsymbol{x}_S)$$

• Average-link: compromise between single and complexte linkage

$$d(R,S) = \frac{1}{|R||S|} \sum_{\mathbf{x}_R \in R, \mathbf{x}_S \in S} d(\mathbf{x}_R, \mathbf{x}_S)$$



- Flat clustering produces a single partitioning
- Hierarchical Clustering can give different partitionings depending on the level-of-resolution we are looking at
- Flat clustering is usually more efficient run-time wise
- Hierarchical clustering can be slow (has to make several merge/split decisions)