

# 巨量資料與統計分析

Fall 2024

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第六週：群聚與分類

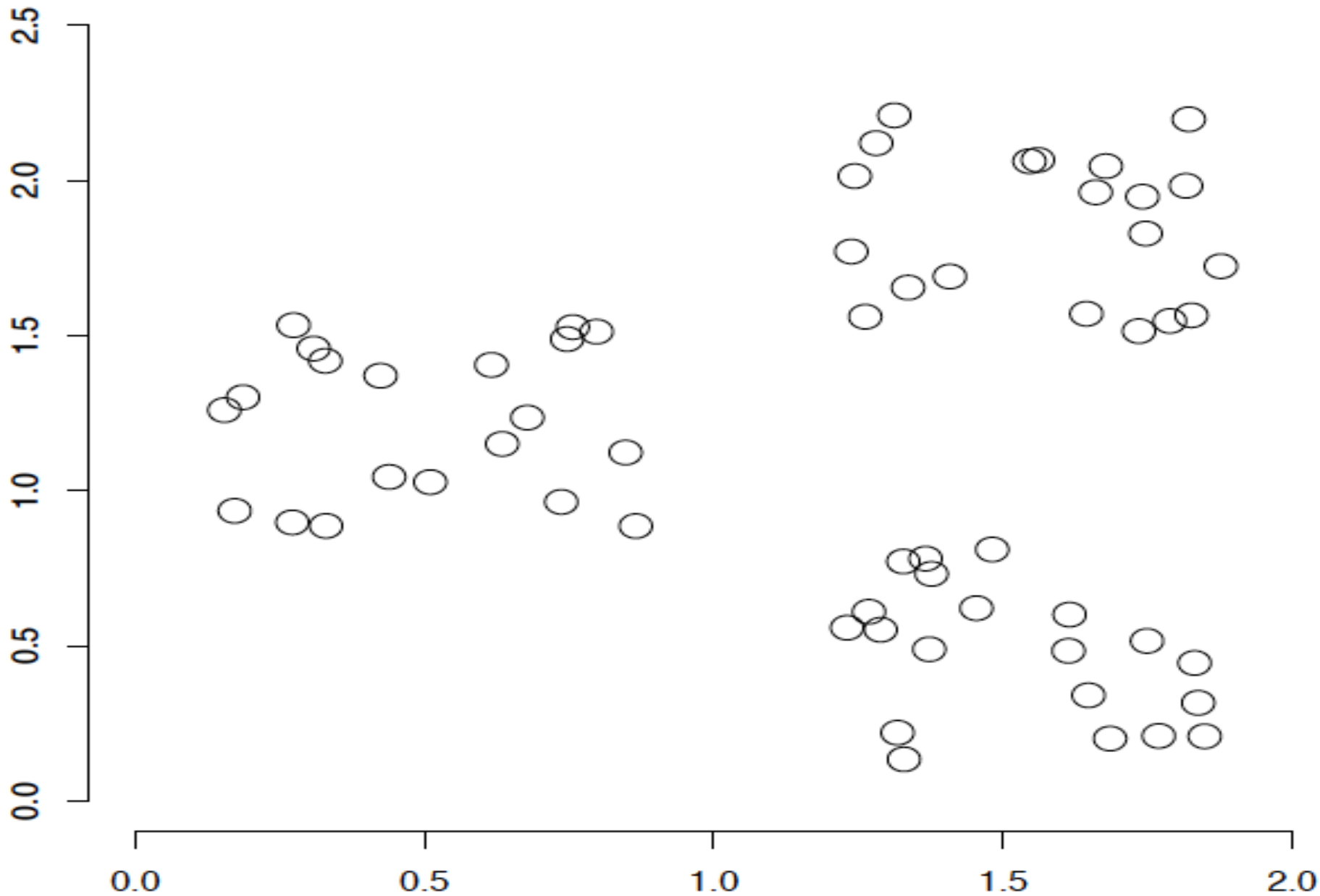




# 什麼是群集(Clustering)？

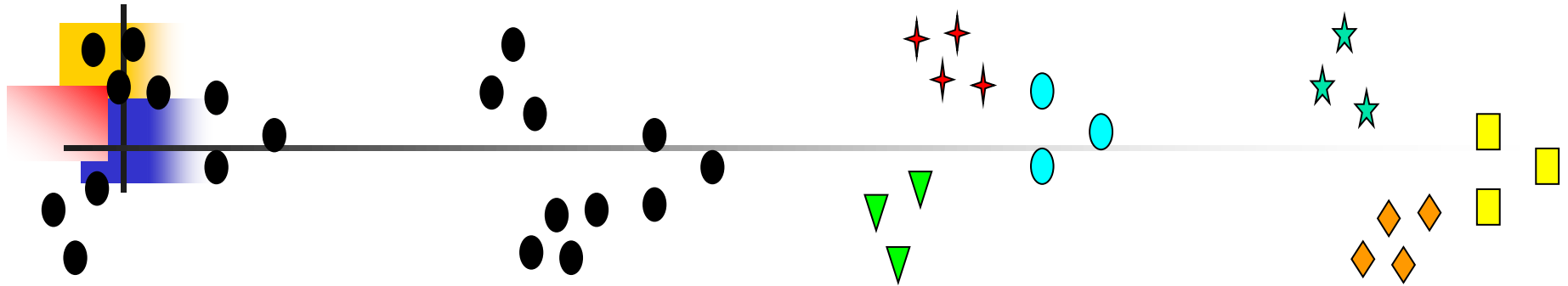
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- **Clustering**: the process of grouping a set of objects into classes of similar objects
  - 到同一組文件有類似特性，不同組別的文件特性大不相同。如紅樓夢前八十回、後四十回作者不同，風格應該略有差異。
  - 公司、客戶、產品也可如此區隔。
- 問題：如何定義相似性(Similarity)？如何劃分不同類別的界線？



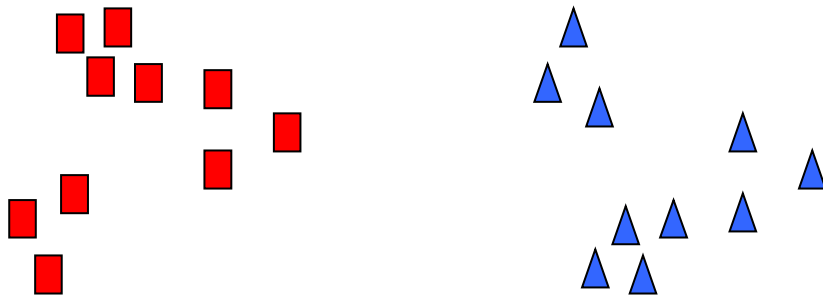
如何區隔群集、總共有幾個群集？

# Notion of Cluster can be Ambiguous!!

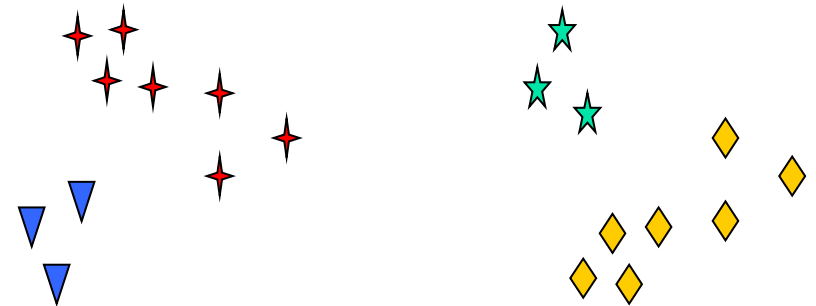


How many clusters?

Six Clusters



Two Clusters



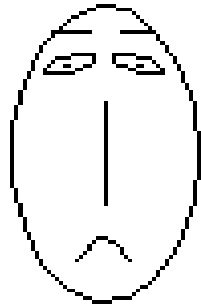
Four Clusters

Q : How many groups are there in the following 20 faces?



# Converting them into Chernoff faces ...

→ Which two faces are the most similar?



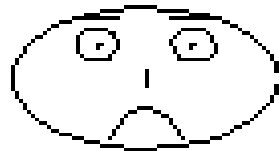
1



4



7



2



5



8



3



6



9



# Applications of clustering

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- Pattern Recognition
- Spatial Data Analysis
  - Create thematic maps in GIS by clustering feature spaces
  - Detect spatial clusters or for other spatial mining tasks
- Image Processing
- Economic Science (especially market research)
- WWW
  - Document classification
  - Cluster Weblog data to discover groups of similar access patterns



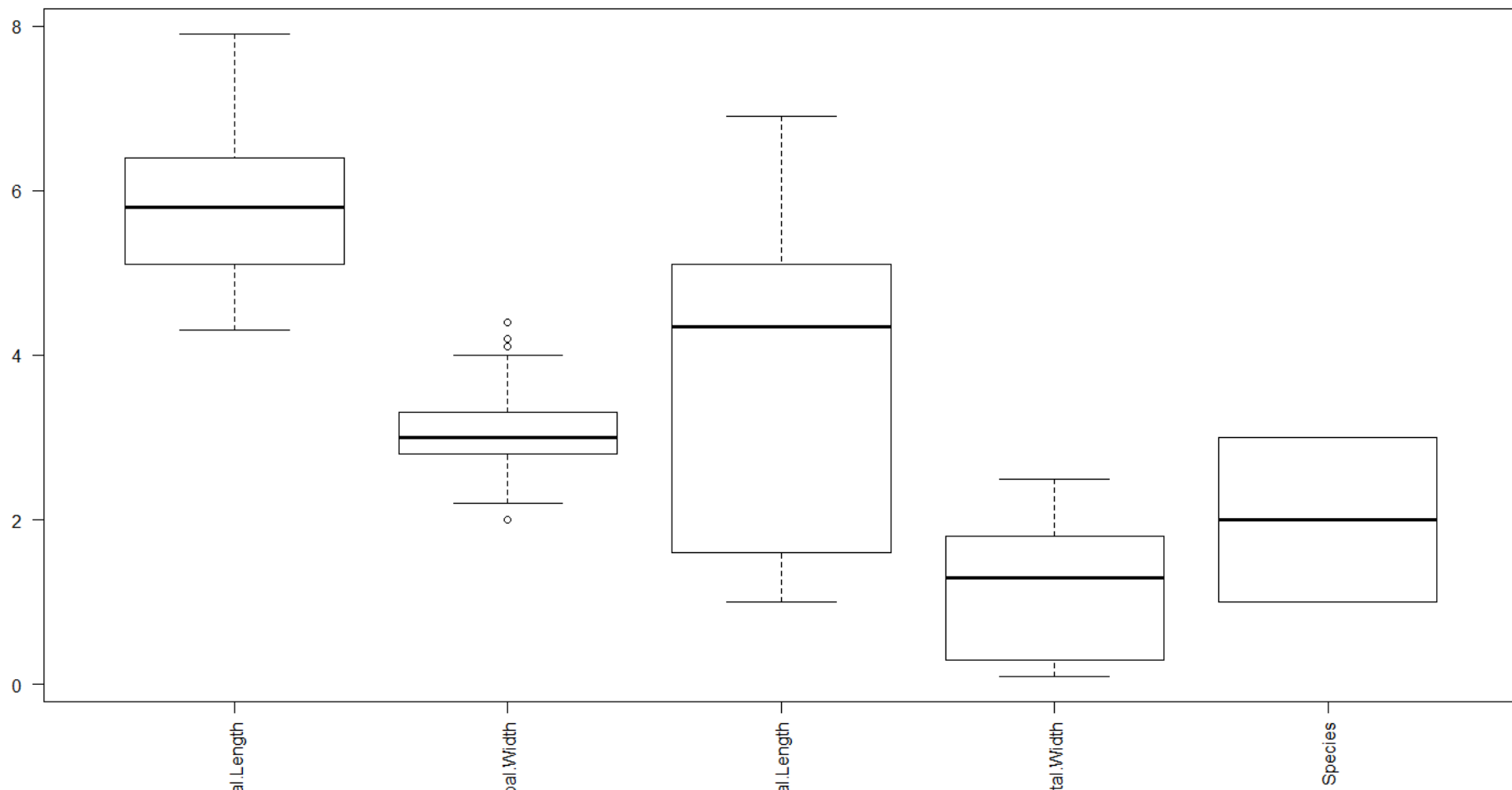
*Iris setosa*



*Iris versicolor*

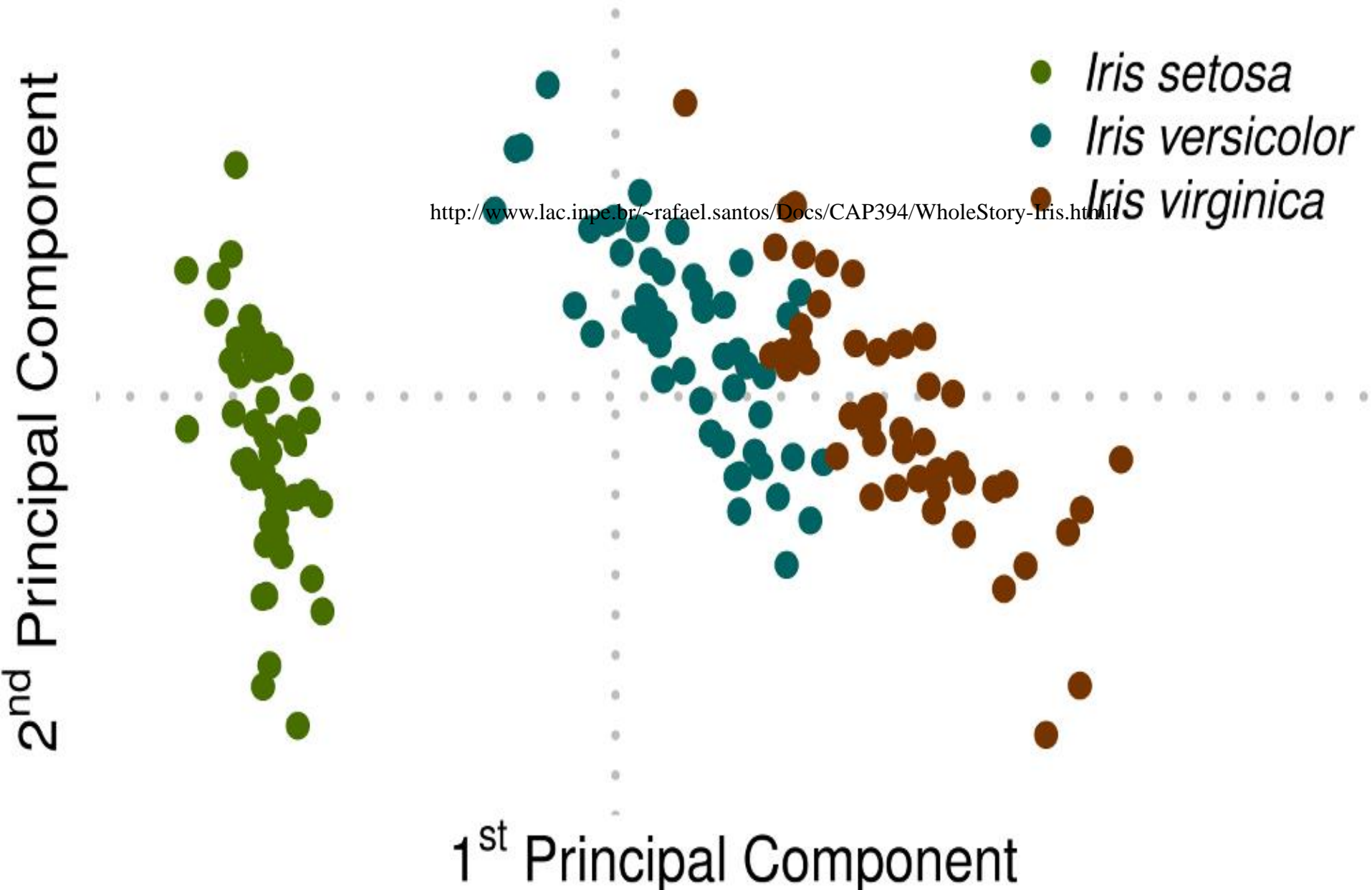


*Iris virginica*





# Anderson and Fisher's Iris Data



# Multi-label classification with Keras

**Black Jeans**



**Blue Dress**



**Blue Jeans**



**Blue Shirt**



**Red Dress**



**Red Shirt**

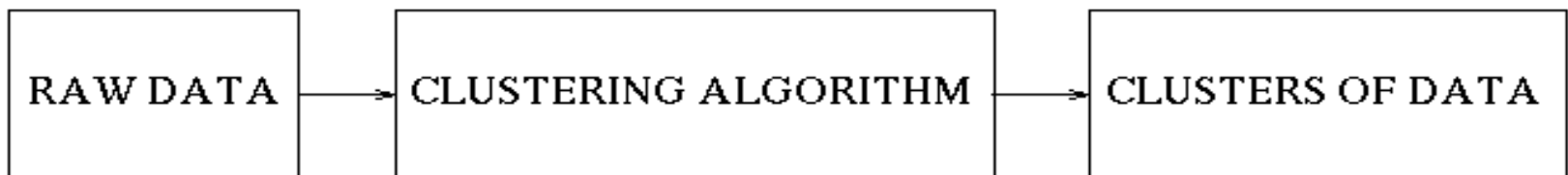




# Clustering Algorithms

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- A clustering algorithm tries to find natural groups of components based on similarity & the centroid of a group of data sets. Most algorithms evaluate the distance between a point and the cluster centroids. The output from a clustering algorithm is basically a statistical description of the cluster centroids with the number of components in each cluster.



# Partitioning Clustering Approach

- A typical approach via **iteratively** partitioning training data set to learn a partition of the given data
- Learning a partition on a data set to produce several non-empty clusters (given the number of clusters)
- In principle, optimal partition achieved via **minimising the sum of squared distance to its “representative object”** in each cluster

$$E = \sum_{k=1}^K \sum_{\mathbf{x} \in C_k} d^2(\mathbf{x}, \mathbf{m}_k)$$

e.g., Euclidean distance  $d^2(\mathbf{x}, \mathbf{m}_k) = \sum_{n=1}^N (x_n - m_{kn})^2$



# What is K-Means?

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- Given a  $K$ , find a partition of  $K$  clusters to optimise the chosen partitioning criterion
  - global optimum: exhaustively search all partitions
- The *K-means* algorithm: a heuristic method
  - K-means algorithm (MacQueen'67): each cluster is represented by the centre of the.
  - K-means algorithm is the simplest partitioning method for clustering.



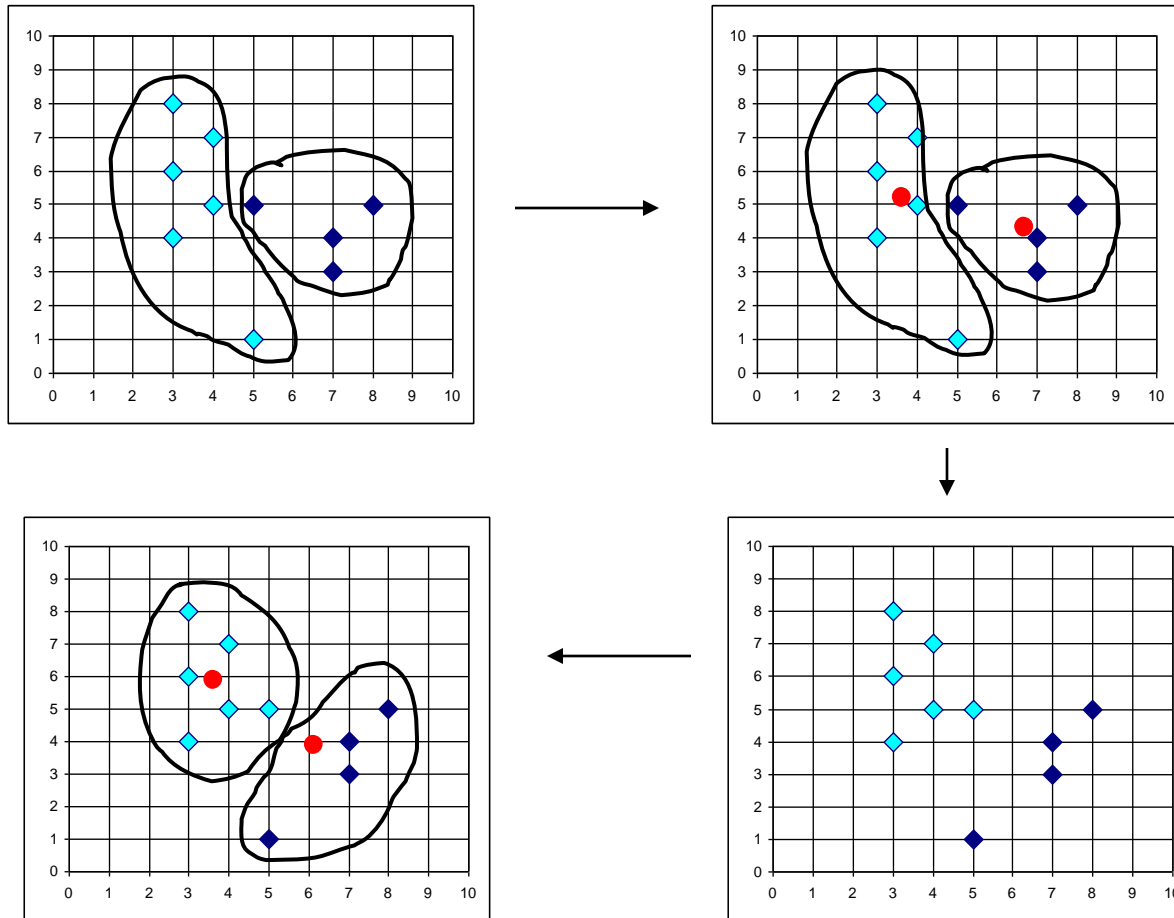
# K-means Algorithm

- Given the number  $K$ , the *K-means* algorithm is carried out in three steps after initialisation:

Initialisation: set seed points (randomly)

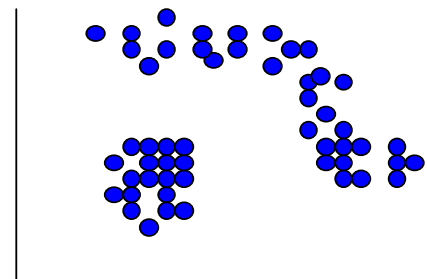
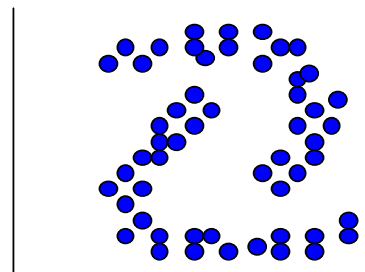
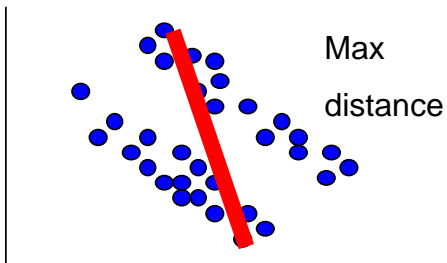
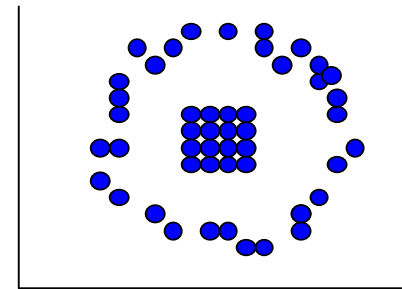
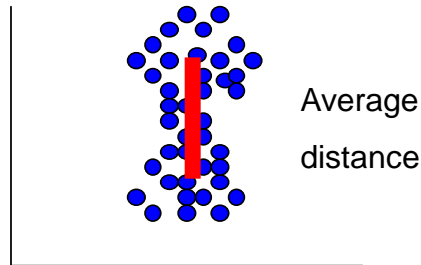
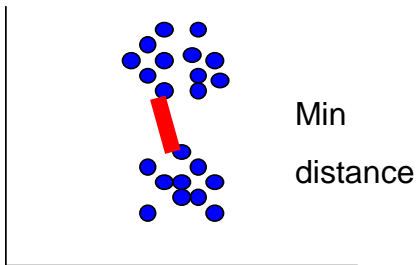
- 1) Assign each object to the cluster of the nearest seed point measured with a specific distance metric
- 2) Compute new seed points as the centroids of the clusters of the current partition (the centroid is the centre, i.e., *mean point*, of the cluster)
- 3) Go back to Step 1), stop when no more new assignment (i.e., membership in each cluster no longer changes)

# The *K-Means* Clustering Method



# Distance Between Two Clusters

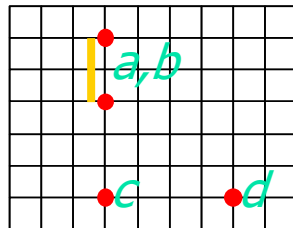
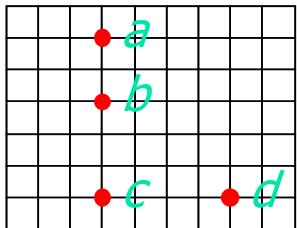
- ❑ Single-Link Method / Nearest Neighbor
- ❑ Complete-Link / Furthest Neighbor
- ❑ Their Centroids.
- ❑ Average of all cross-cluster pairs.



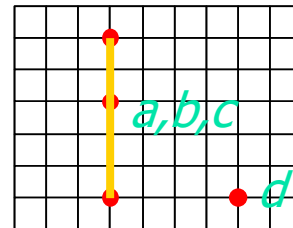


# Single-Link Method

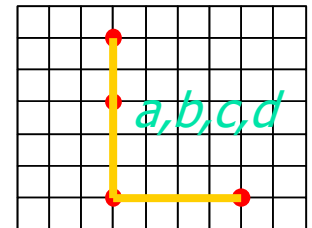
## Euclidean Distance



(1)



(2)



(3)

|          | <i>b</i> | <i>c</i> | <i>d</i> |
|----------|----------|----------|----------|
| <i>a</i> | 2        | 5        | 6        |
| <i>b</i> |          | 3        | 5        |
| <i>c</i> |          |          | 4        |

|          | <i>b</i> | <i>c</i> | <i>d</i> |
|----------|----------|----------|----------|
| <i>a</i> | 2        | 5        | 6        |
| <i>b</i> |          | 3        | 5        |
| <i>c</i> |          |          | 4        |

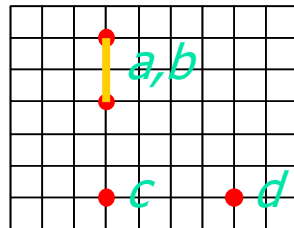
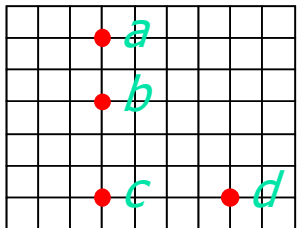
|             | <i>c</i> | <i>d</i> |
|-------------|----------|----------|
| <i>a, b</i> | 3        | 5        |
| <i>c</i>    |          | 4        |

|                | <i>d</i> |
|----------------|----------|
| <i>a, b, c</i> | 4        |

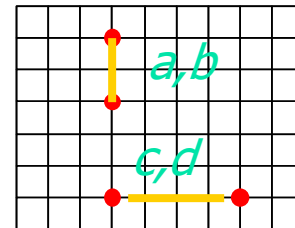
## Distance Matrix

# Complete-Link Method

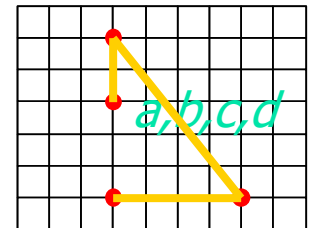
## Euclidean Distance



(1)



(2)



(3)

|          | <i>b</i> | <i>c</i> | <i>d</i> |
|----------|----------|----------|----------|
| <i>a</i> | 2        | 5        | 6        |
| <i>b</i> |          | 3        | 5        |
| <i>c</i> |          |          | 4        |

|          | <i>b</i> | <i>c</i> | <i>d</i> |
|----------|----------|----------|----------|
| <i>a</i> | 2        | 5        | 6        |
| <i>b</i> |          | 3        | 5        |
| <i>c</i> |          |          | 4        |

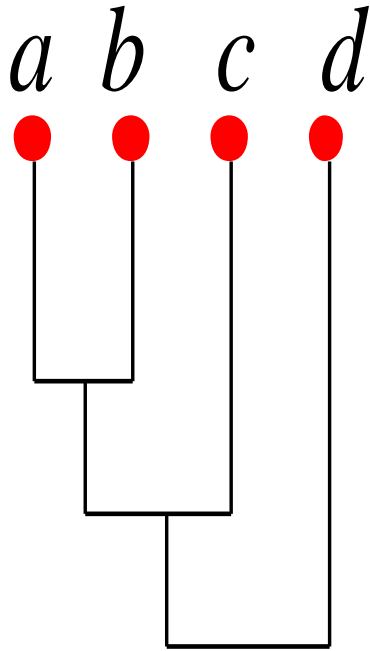
|             | <i>c</i> | <i>d</i> |
|-------------|----------|----------|
| <i>a, b</i> | 5        | 6        |
| <i>c</i>    |          | 4        |

|             | <i>c, d</i> |
|-------------|-------------|
| <i>a, b</i> | 6           |

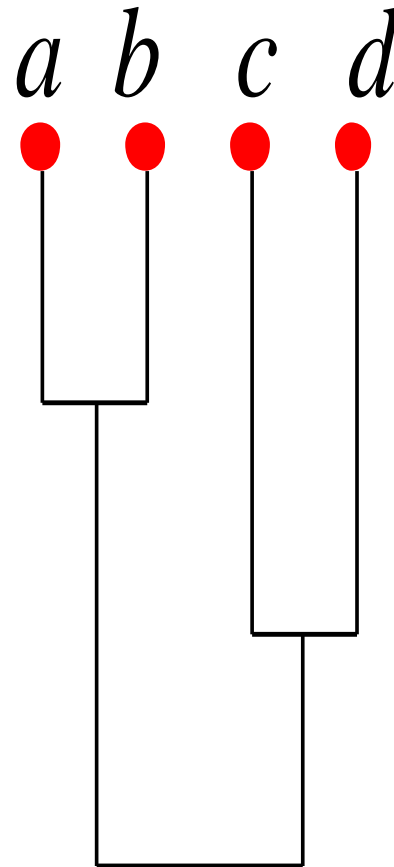
## Distance Matrix

# Compare Dendrograms

Single-Link



Complete-Link



0

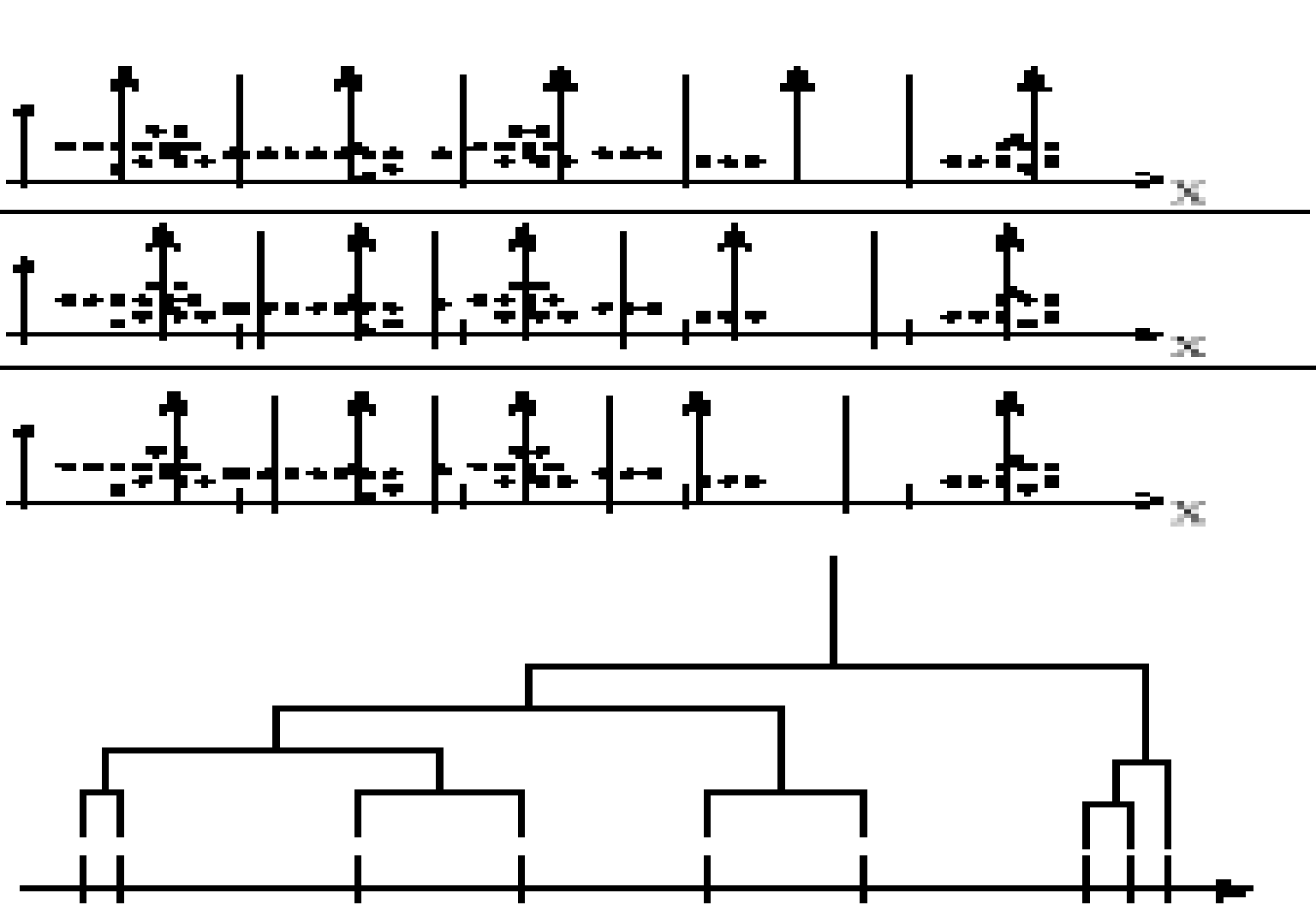
2

4

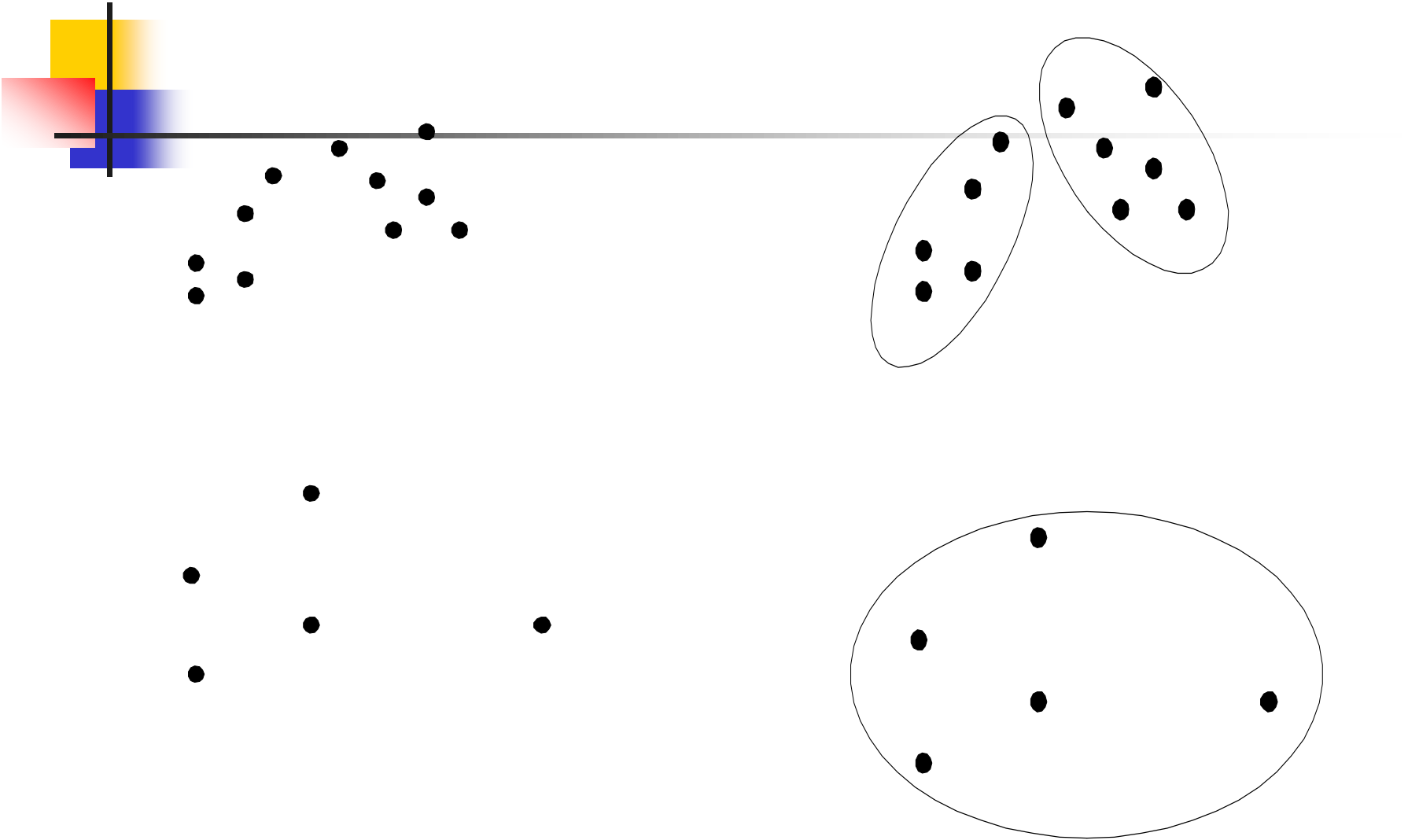
6



# K-Means vs. Hierarchical Clustering



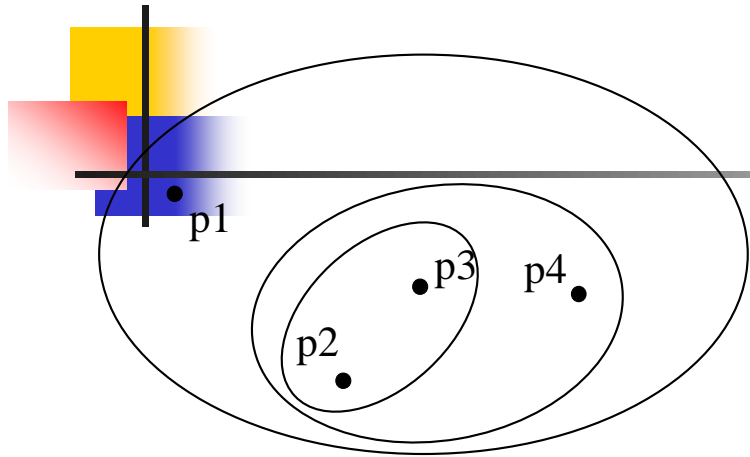
# Partitional Clustering



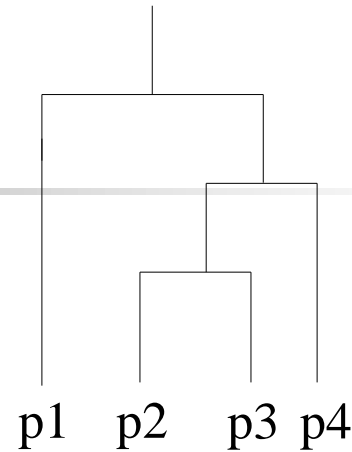
Original Points

A Partitional Clustering

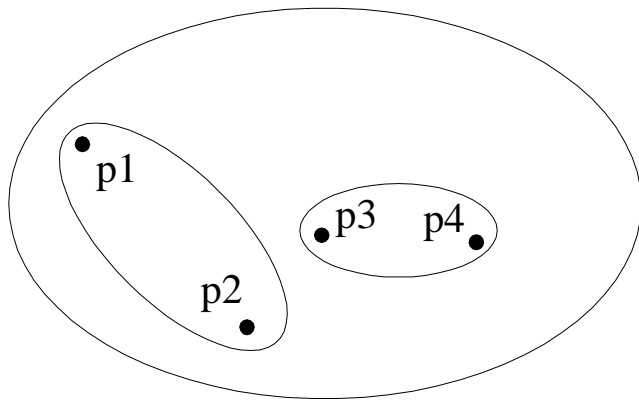
# Hierarchical Clustering



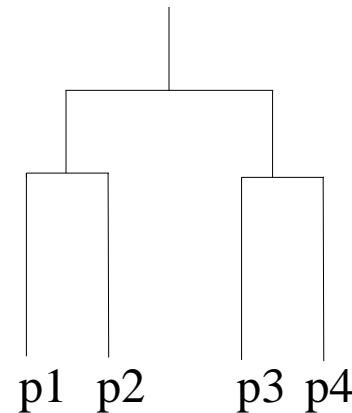
Traditional Hierarchical Clustering



Traditional Dendrogram



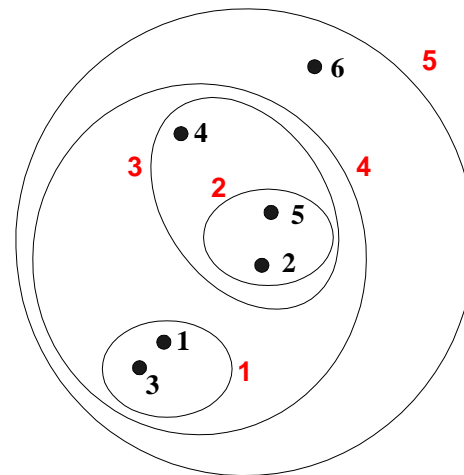
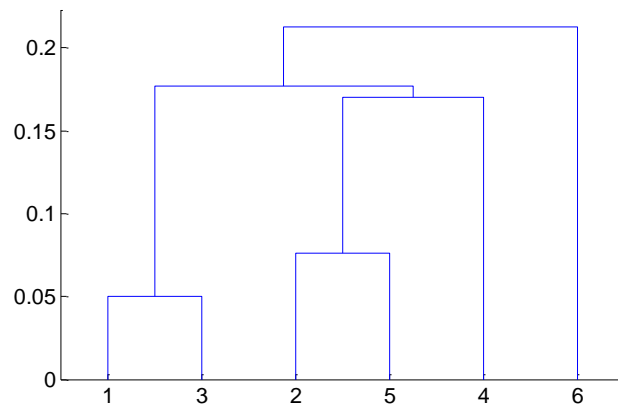
Non-traditional Hierarchical Clustering



Non-traditional Dendrogram

# Hierarchical Clustering

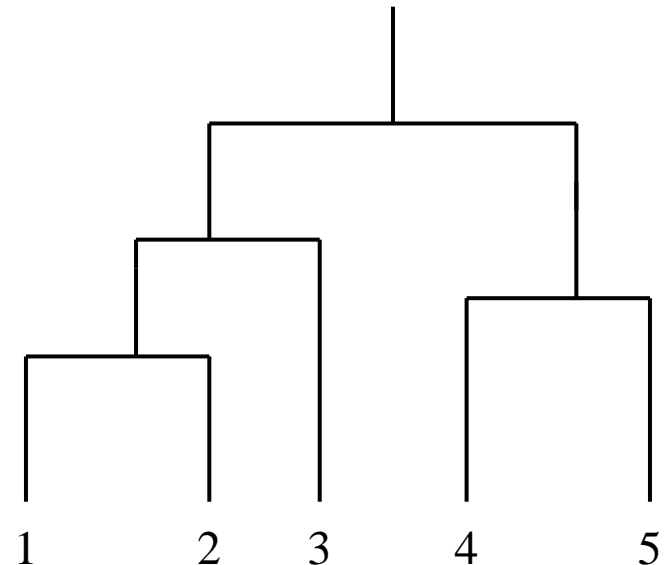
- Produces a set of *nested clusters* organized as a hierarchical tree
- Can be visualized as a **dendrogram**
  - A tree-like diagram that records the sequences of merges or splits



# Cluster Similarity: MIN or Single Link

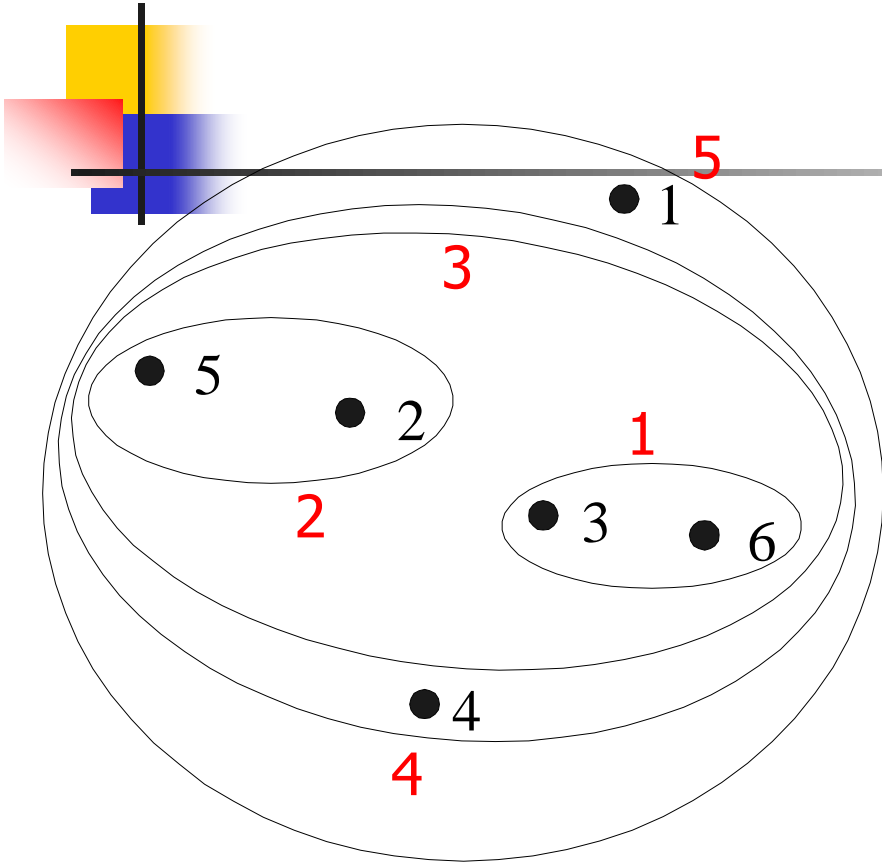
- Similarity of two clusters is based on the two most similar (closest) points in the different clusters
  - Determined by one pair of points, i.e., by one link in the proximity graph.

|    | I1   | I2   | I3   | I4   | I5   |
|----|------|------|------|------|------|
| I1 | 1.00 | 0.90 | 0.10 | 0.65 | 0.20 |
| I2 | 0.90 | 1.00 | 0.70 | 0.60 | 0.50 |
| I3 | 0.10 | 0.70 | 1.00 | 0.40 | 0.30 |
| I4 | 0.65 | 0.60 | 0.40 | 1.00 | 0.80 |
| I5 | 0.20 | 0.50 | 0.30 | 0.80 | 1.00 |

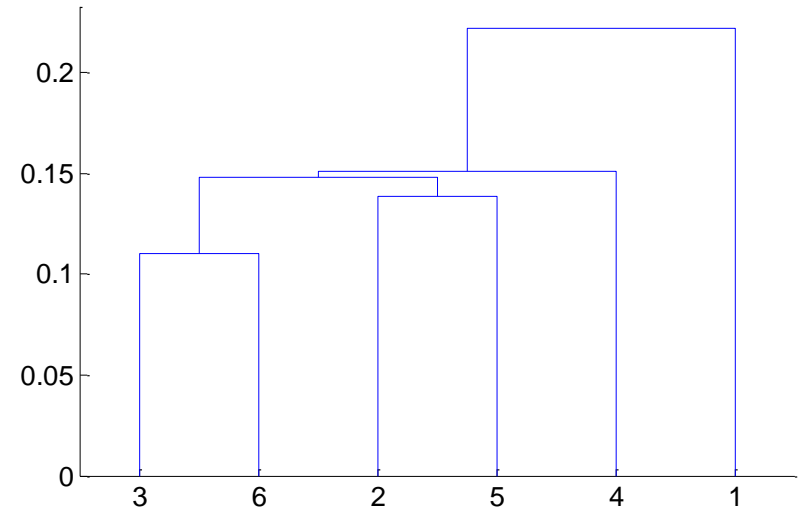




# Hierarchical Clustering: MIN

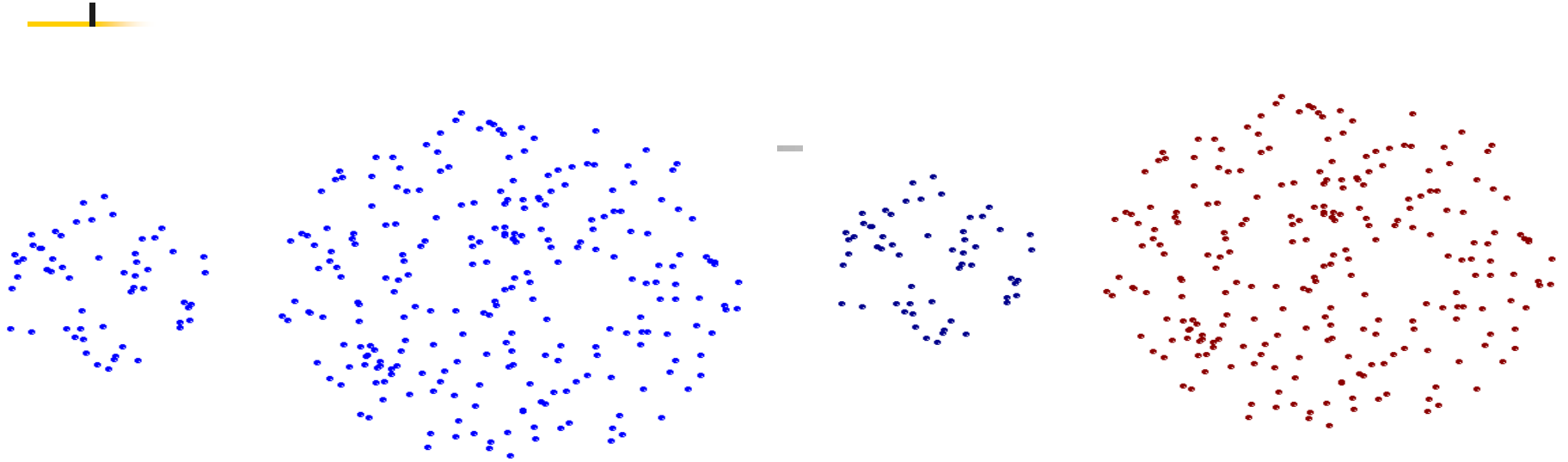


Nested Clusters



Dendrogram

# Strength of MIN

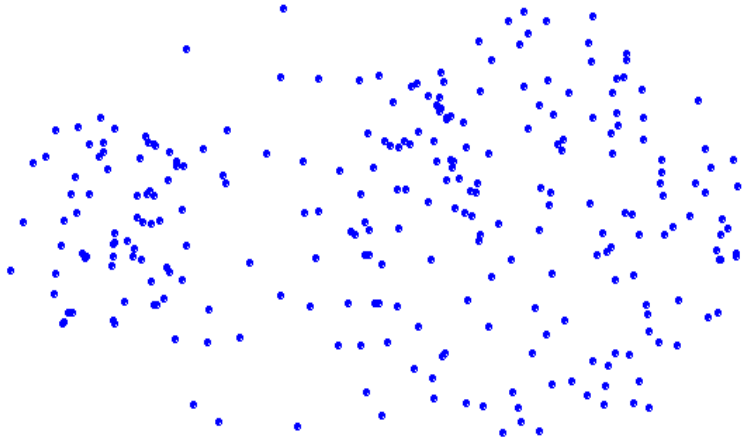


Original Points

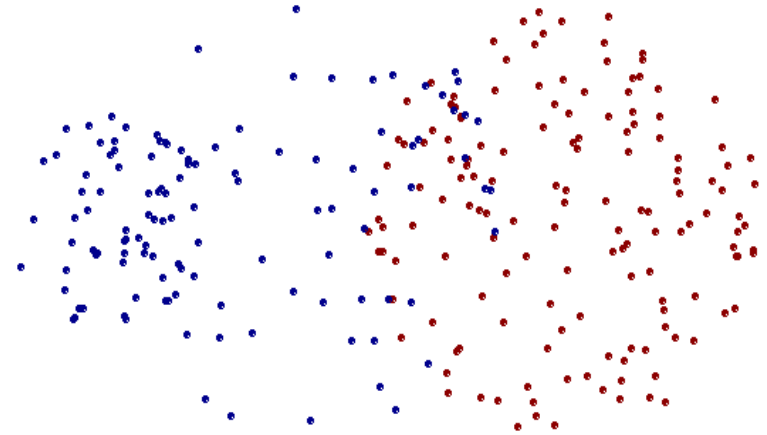
Two Clusters

- Can handle non-elliptical shapes

# Limitations of MIN



Original Points



Two Clusters

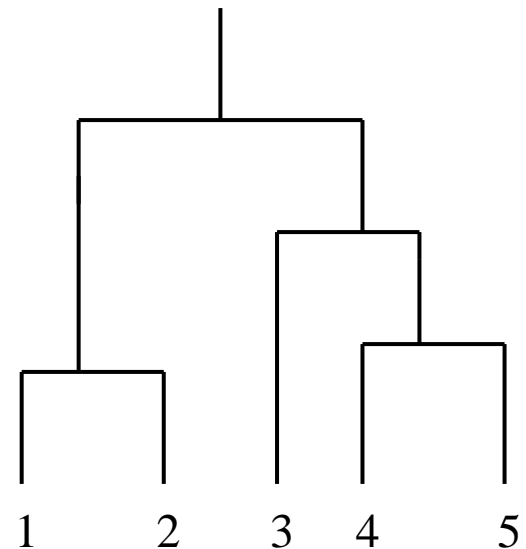
- Sensitive to noise and outliers

# Cluster Similarity:

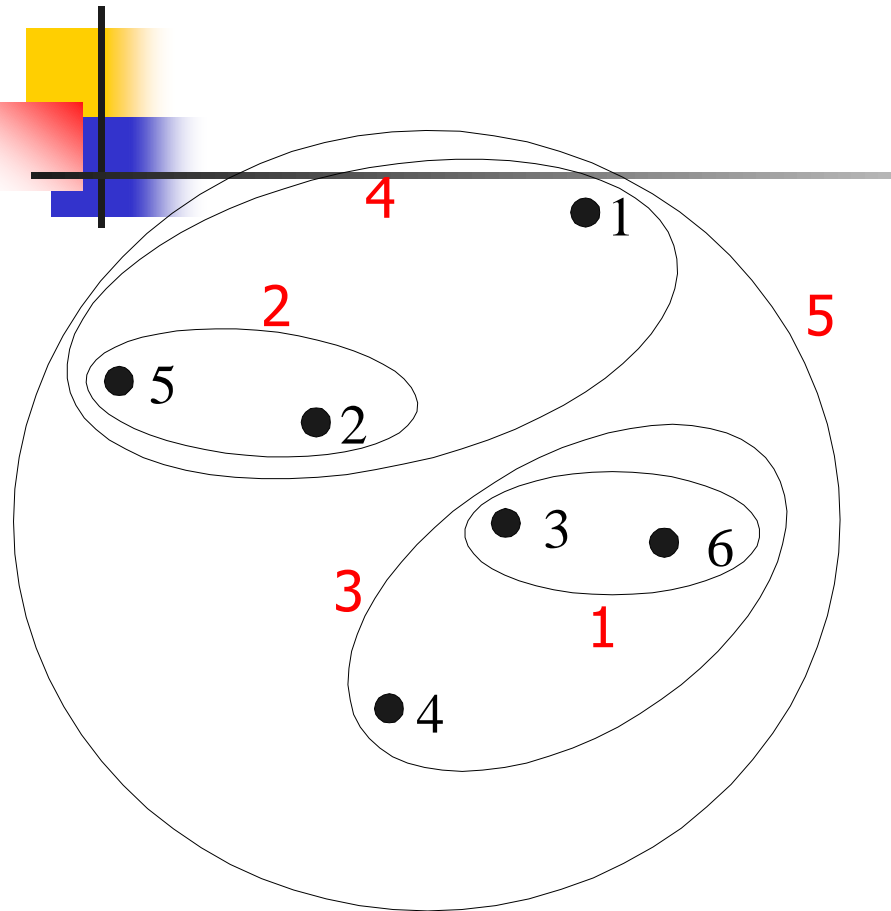
## MAX or Complete Linkage

- Similarity of two clusters is based on the two least similar (most distant) points in the different clusters
  - Determined by all pairs of points in the two clusters

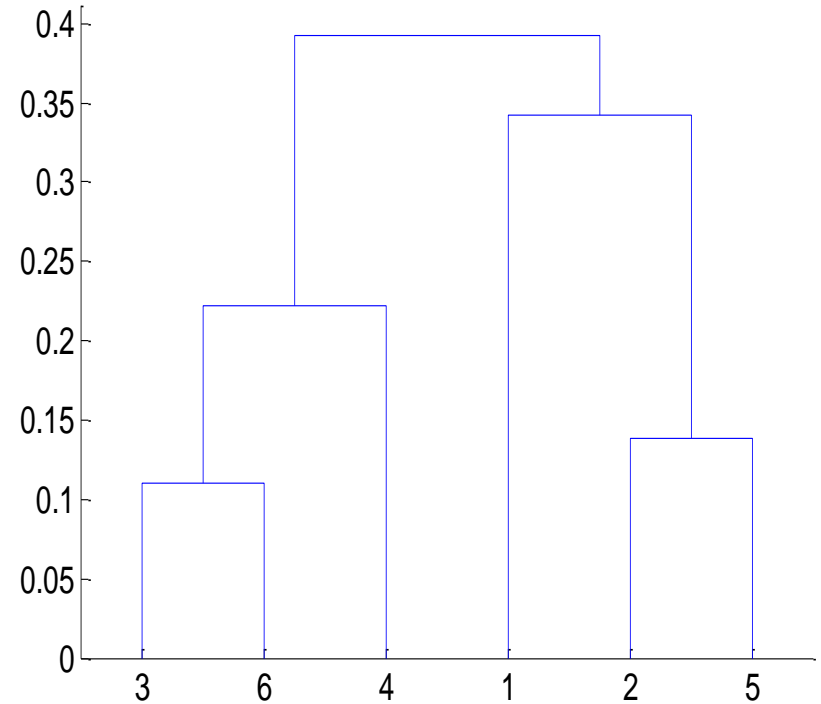
|    | I1   | I2   | I3   | I4   | I5   |
|----|------|------|------|------|------|
| I1 | 1.00 | 0.90 | 0.10 | 0.65 | 0.20 |
| I2 | 0.90 | 1.00 | 0.70 | 0.60 | 0.50 |
| I3 | 0.10 | 0.70 | 1.00 | 0.40 | 0.30 |
| I4 | 0.65 | 0.60 | 0.40 | 1.00 | 0.80 |
| I5 | 0.20 | 0.50 | 0.30 | 0.80 | 1.00 |



# Hierarchical Clustering: MAX

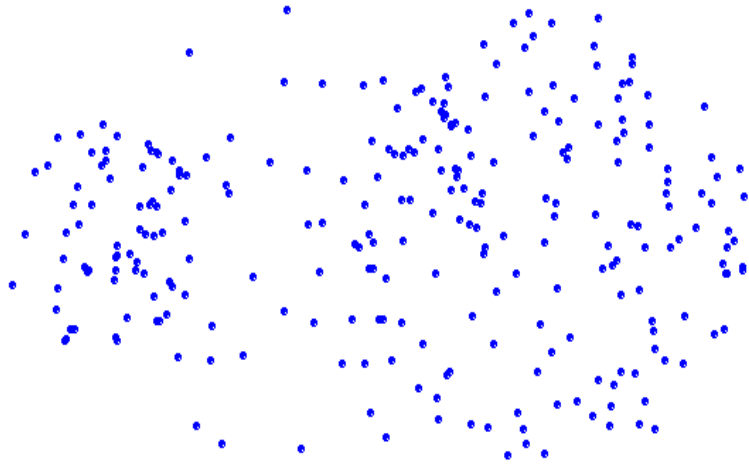


Nested Clusters

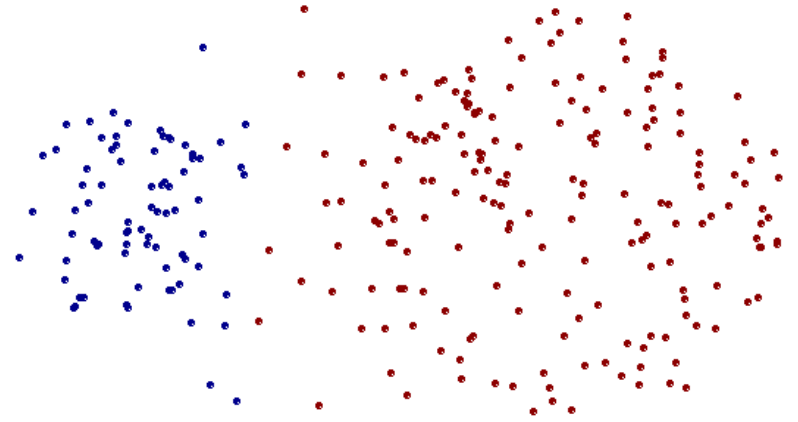


Dendrogram

# Strength of MAX



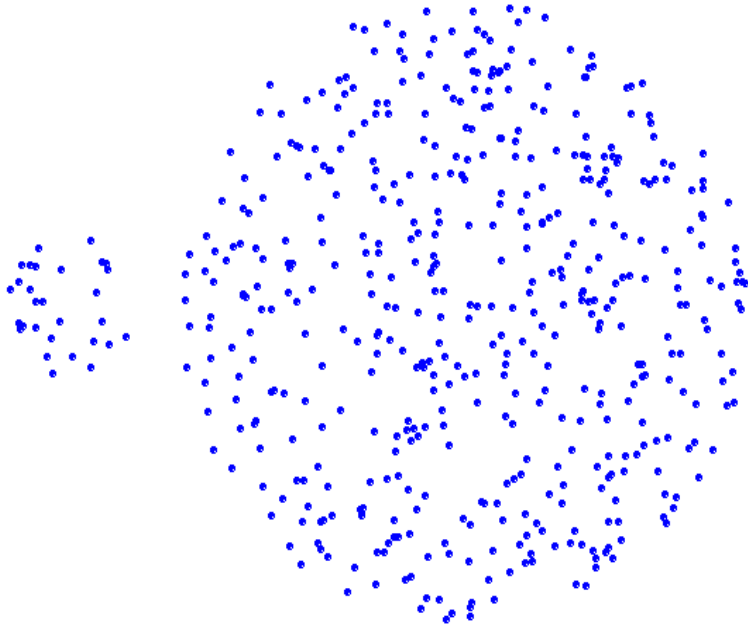
Original Points



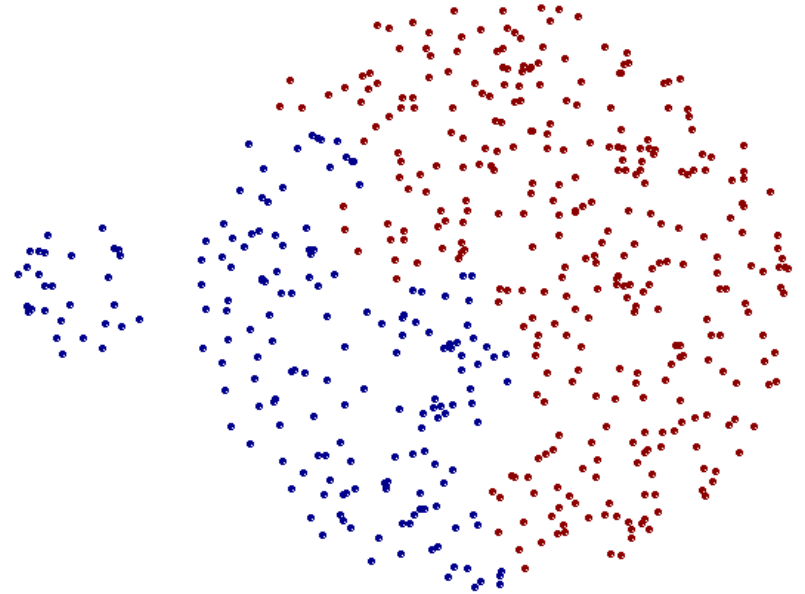
Two Clusters

- Less susceptible to noise and outliers

# Limitations of MAX



Original Points



Two Clusters

- Tends to break large clusters
- Biased towards globular clusters

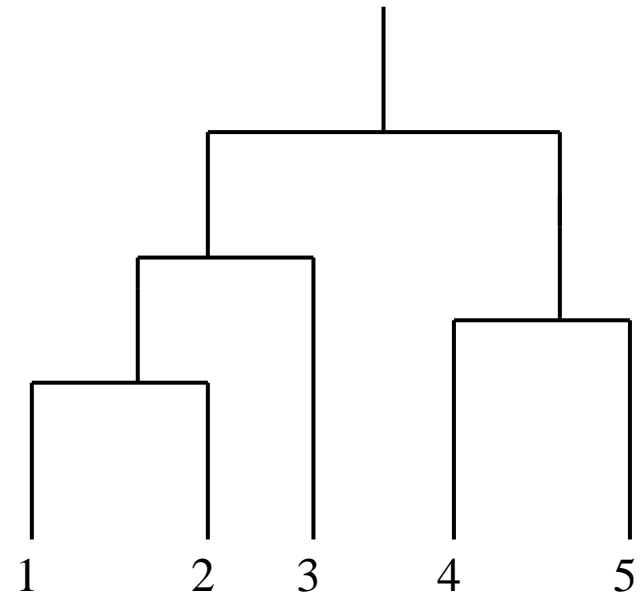
# Cluster Similarity: Group Average

- Proximity of two clusters is the average of pairwise proximity between points in the two clusters.

$$\text{proximity}(\text{Cluster}_i, \text{Cluster}_j) = \frac{\sum_{\substack{p_i \in \text{Cluster}_i \\ p_j \in \text{Cluster}_j}} \text{proximity}(p_i, p_j)}{|\text{Cluster}_i| * |\text{Cluster}_j|}$$

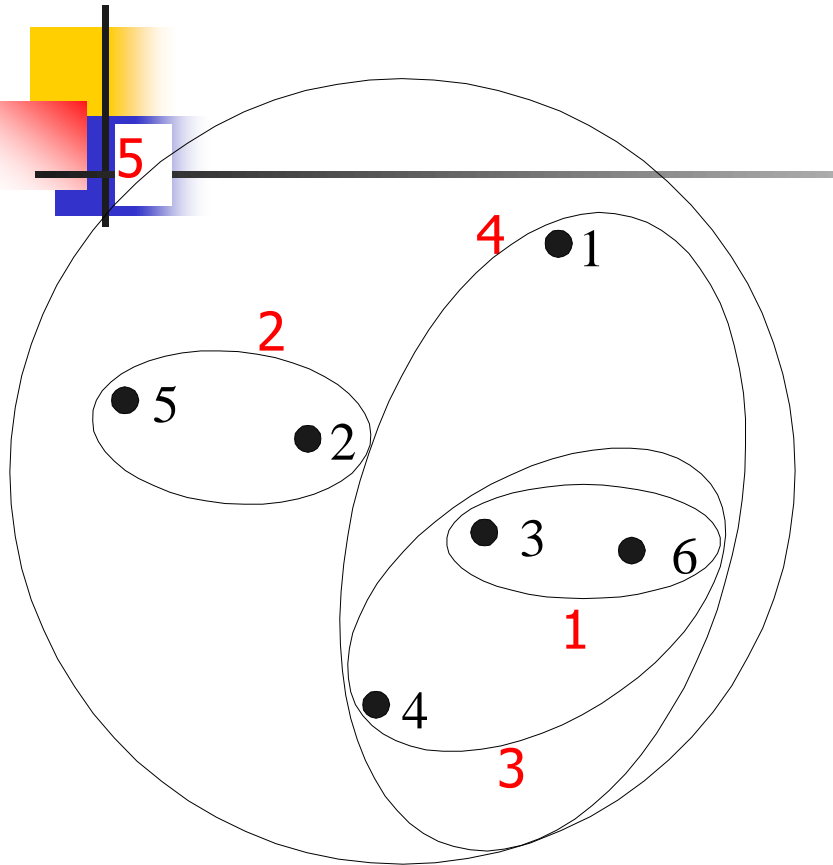
- Need to use average connectivity for scalability since total proximity favors large clusters

|    | I1   | I2   | I3   | I4   | I5   |
|----|------|------|------|------|------|
| I1 | 1.00 | 0.90 | 0.10 | 0.65 | 0.20 |
| I2 | 0.90 | 1.00 | 0.70 | 0.60 | 0.50 |
| I3 | 0.10 | 0.70 | 1.00 | 0.40 | 0.30 |
| I4 | 0.65 | 0.60 | 0.40 | 1.00 | 0.80 |
| I5 | 0.20 | 0.50 | 0.30 | 0.80 | 1.00 |

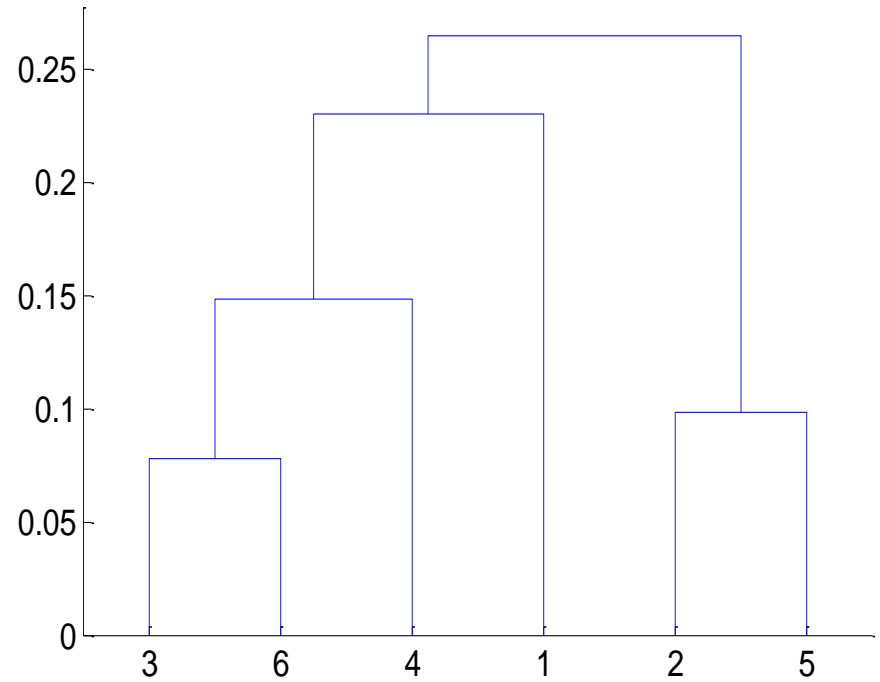




# Hierarchical Clustering: Group Average



Nested Clusters



Dendrogram

# Hierarchical Clustering: Group Average

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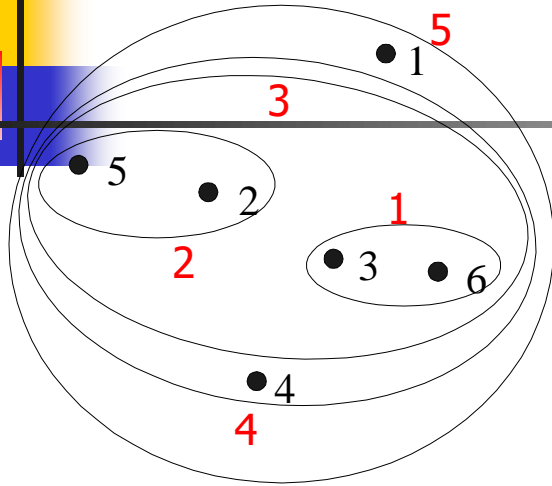
- Compromise between Single and Complete Link
- Strengths
  - Less susceptible to noise and outliers
- Limitations
  - Biased towards globular clusters

# Cluster Similarity: Ward's Method

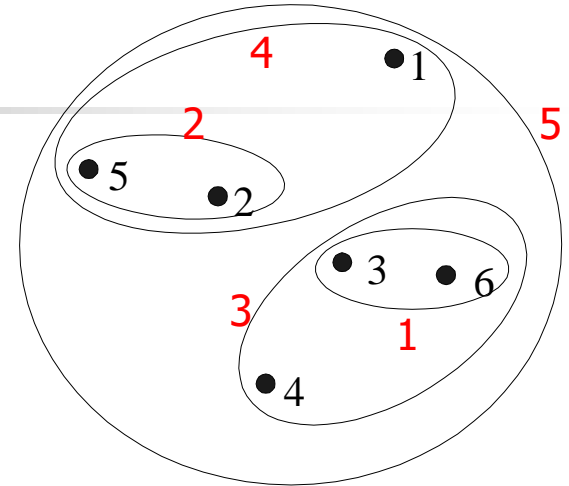
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- Similarity of two clusters is based on the increase in squared error when two clusters are merged
  - Similar to group average if distance between points is distance squared
- Less susceptible to noise and outliers
- Biased towards globular clusters
- Hierarchical analogue of K-means
  - Can be used to initialize K-means

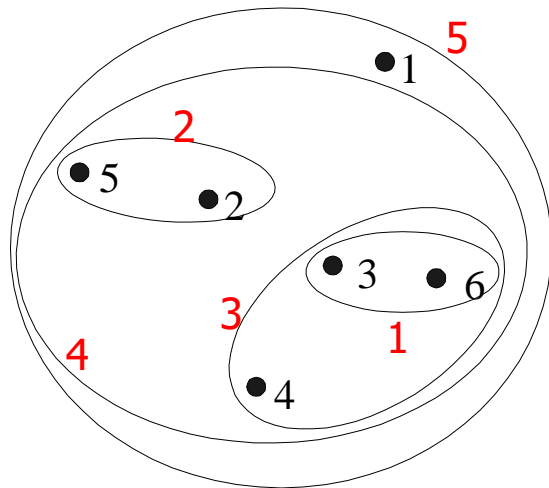
# Hierarchical Clustering: Comparison



MIN

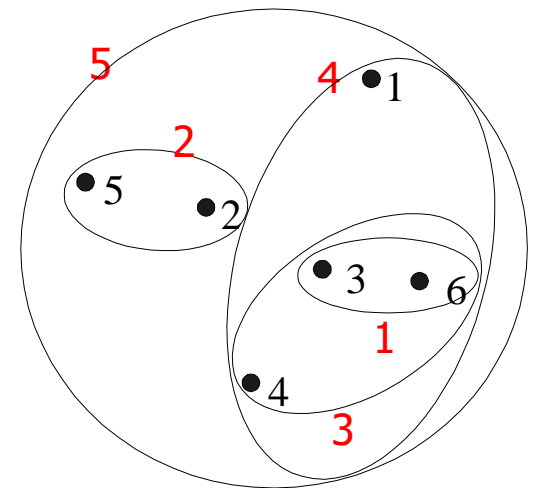


MAX



Group  
Average

Ward's  
Method

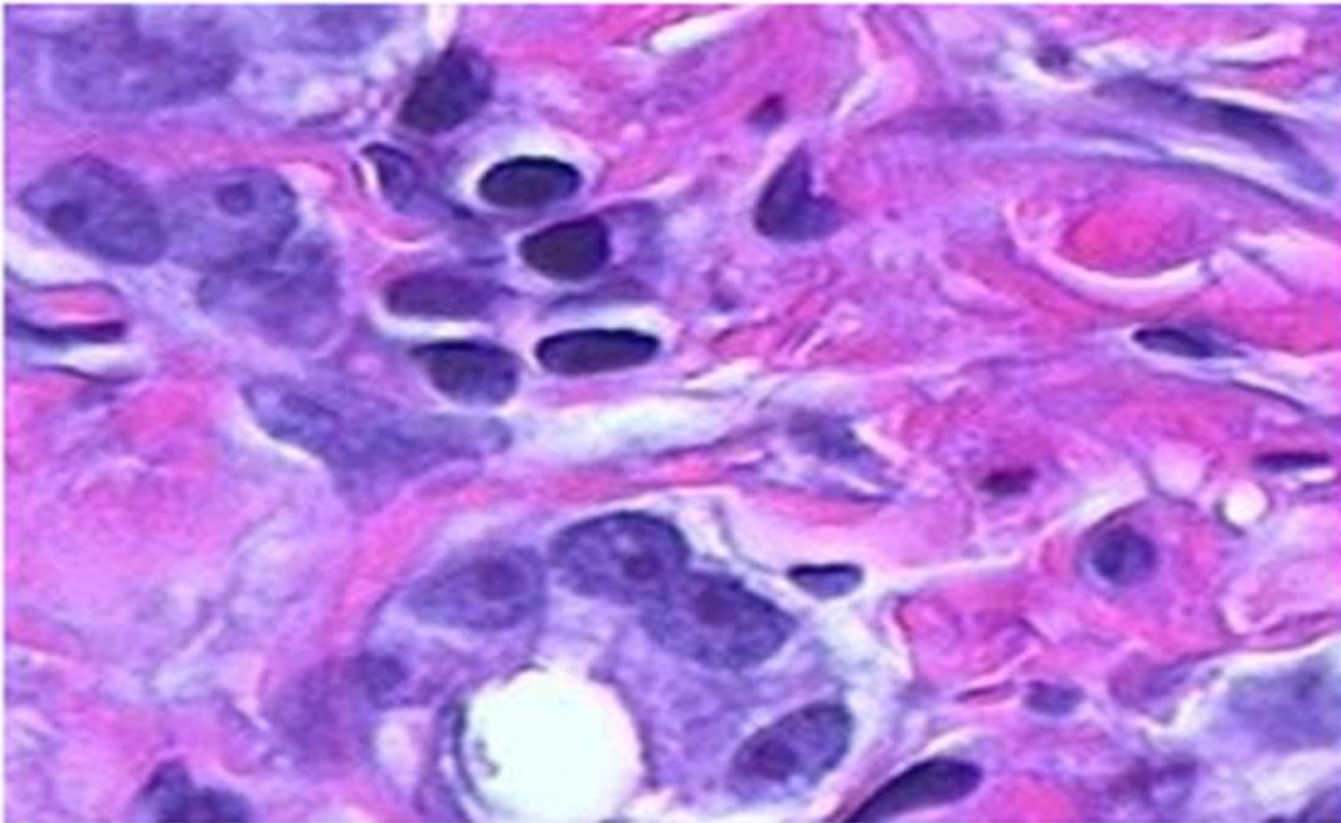


# Application

- Colour-Based Image Segmentation Using  $K$ -means

**Step 1:** Loading a colour image of tissue stained with hemotoxylin and eosin (H&E)

H&E image





# Application

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- Colour-Based Image Segmentation Using *K*-means

**Step 2:** Convert the image from RGB colour space to L\*a\*b\* colour space

- Unlike the RGB colour model, L\*a\*b\* colour is designed to approximate human vision.
- There is a complicated transformation between RGB and L\*a\*b\*.

$$(L^*, a^*, b^*) = T(R, G, B).$$

$$(R, G, B) = T'(L^*, a^*, b^*).$$



# Application

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- Colour-Based Image Segmentation Using  $K$ -means

**Step 3:** Undertake clustering analysis in the  $(a^*, b^*)$  colour space with the  $K$ -means algorithm

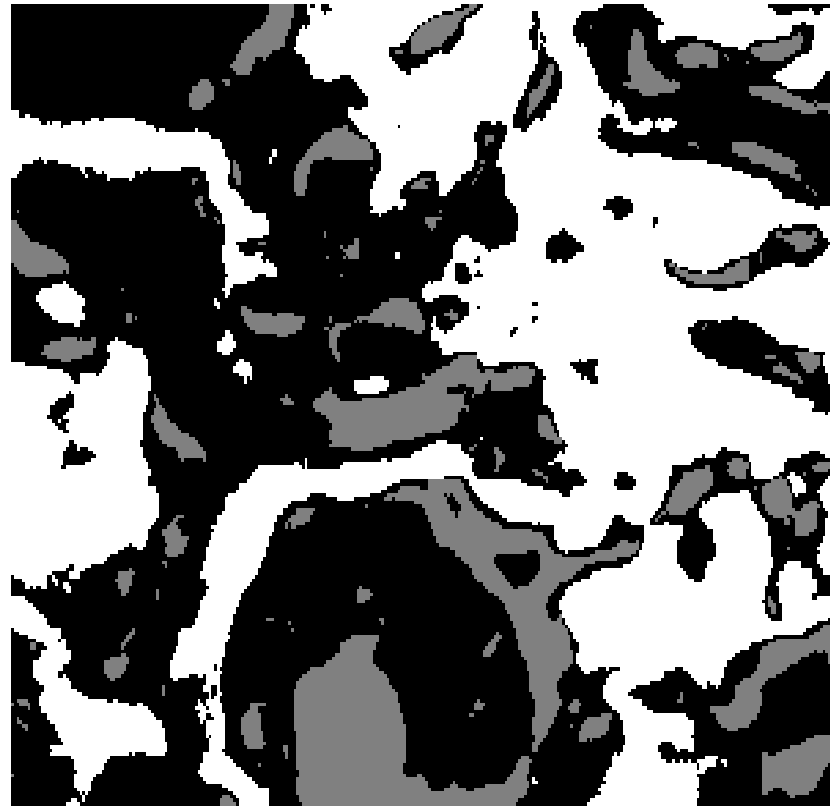
- In the  $L^*a^*b^*$  colour space, each pixel has a properties or feature vector:  $(L^*, a^*, b^*)$ .
- Like feature selection,  $L^*$  feature is discarded. As a result, each pixel has a feature vector  $(a^*, b^*)$ .
- Applying the  $K$ -means algorithm to the image in the  $a^*b^*$  feature space where  $K = 3$  by applying the domain knowledge.

# Application

- Colour-Based Image Segmentation Using  $K$ -means

**Step 4:** Label every pixel in the image using the results from  $K$ -means clustering (indicated by three different grey levels)

image labeled by cluster index





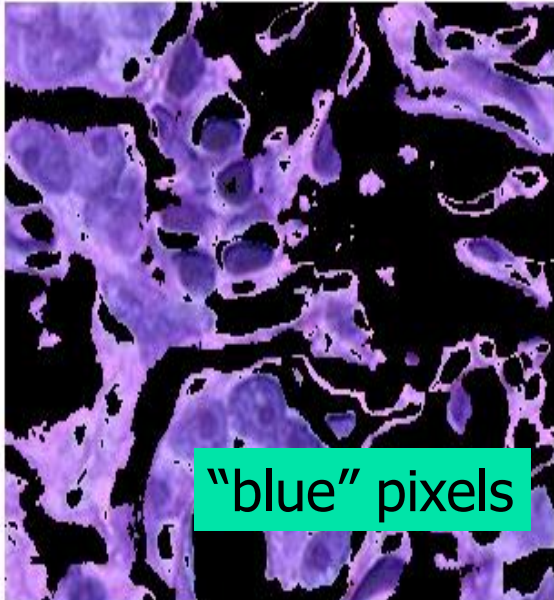
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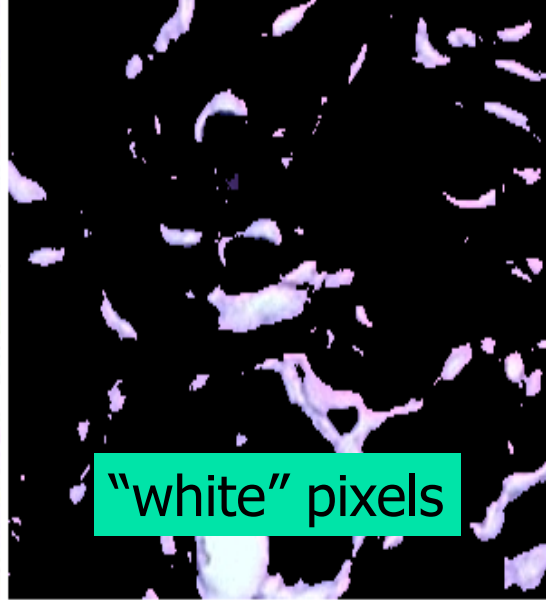
**Step 5:** Create Images that Segment the H&E Image by Colour

- Apply the label and the colour information of each pixel to achieve separate colour images corresponding to three clusters.

objects in cluster 1



objects in cluster 2



objects in cluster 3



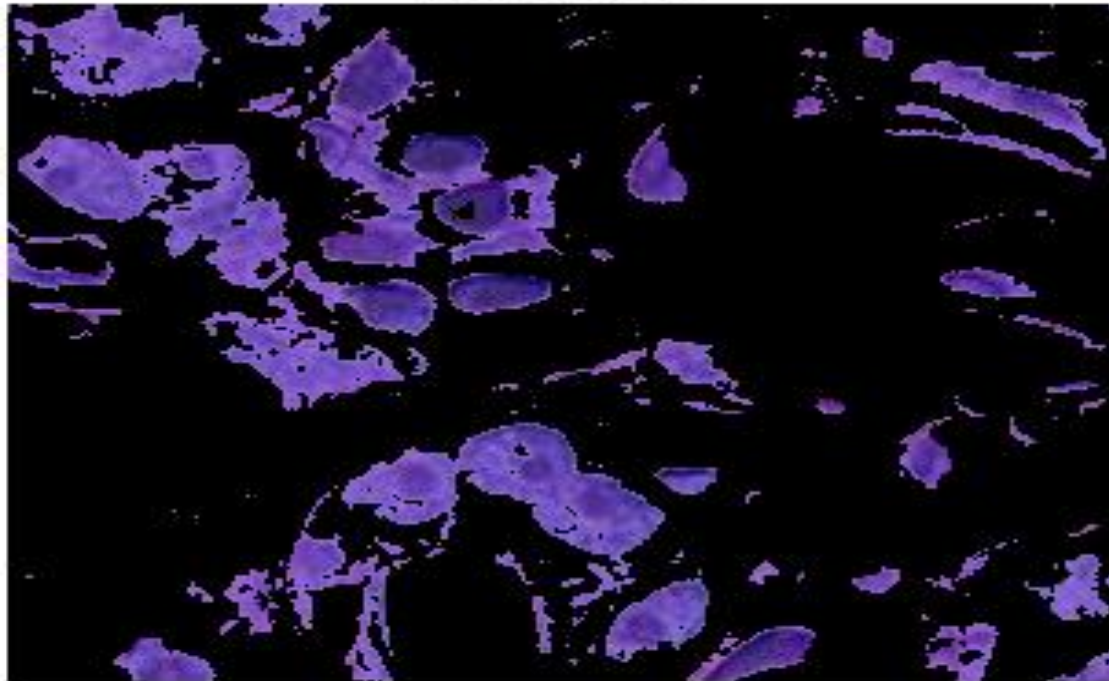
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**Step 6:** Segment the nuclei into a separate image with the  $L^*$  feature

- In cluster 1, there are **dark** and **light blue** objects (pixels). The **dark blue** objects (pixels) correspond to nuclei (with the domain knowledge).
- $L^*$  feature specifies the brightness values of each colour.
- With a threshold for  $L^*$ , we achieve an image containing the nuclei only.

**blue nuclei**



# Summary

- ***K*-means** algorithm is a simple yet popular method for clustering analysis
- Its performance is determined by initialisation and appropriate distance measure
- There are several **variants** of *K*-means to overcome its weaknesses
  - *K*-Medoids: resistance to **noise and/or outliers**
  - *K*-Modes: extension to **categorical data** clustering analysis
  - CLARA: extension to deal with **large data** sets
  - Mixture models (EM): handling **uncertainty** of clusters