# K-means Clustering 

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- We were given a set of $\mathbf{x}_{n}$ and associated label/target variable $t_{n}$ (sometimes shown by $y_{n}$ ).


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- And is an example of unsupervised learning. Supervised Learning is just the icing on the cake which is unsupervised learning. Yann Le Cun, NIPS 2016


## Clustering



- In this example each object has two attributes:

$$
\mathbf{x}_{n}=\left[x_{n 1}, x_{n 2}\right]^{\top}
$$

- Left: data.
- Right: data after clustering (points coloured according to cluster membership).


## What we'll cover

- 2 algorithms:
- K-means
- Mixture models
- The two are somewhat related.
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## K-means

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- Each cluster is defined by a position in the input space:

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- Distance is normally Euclidean distance:

$$
d_{n k}=\left(\mathbf{x}_{n}-\boldsymbol{\mu}_{k}\right)^{\top}\left(\mathbf{x}_{n}-\boldsymbol{\mu}_{k}\right)
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4. Update $\boldsymbol{\mu}_{k}$ to average of $\mathbf{x}_{n} \mathrm{~s}$ assigned to $\boldsymbol{\mu}_{k}$ :

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- Algorithm will converge....it will reach a point where the assignments don't change.


## K-means - example



- Cluster means randomly assigned (top left).
- Points assigned to their closest mean.


## K-means - example



- Cluster means updated to mean of assigned points.


## K-means - example



- Points re-assigned to closest mean.


## K-means - example



- Cluster means updated to mean of assigned points.


## K-means - example



- Assign point to closest mean.


## K-means - example



- Update mean.


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- Solution at convergence.


## K-means - Cost Function

- Simple (and effective) clustering strategy.
- Converges to (local) minima of:

$$
\sum_{n} \sum_{k} z_{n k}\left(\mathbf{x}_{n}-\boldsymbol{\mu}_{k}\right)^{\top}\left(\mathbf{x}_{n}-\boldsymbol{\mu}_{k}\right)
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- under which conditions?


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such that: $z_{n k} \in\{0,1\}$,

$$
\sum_{k} z_{n k}=1, \forall n .
$$

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- How should we pick the initial centers?
- Both these significantly affect resulting clustering.


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- Pick a random input point for first center, next center at a point as far away from this as possible, next as far away from first two ...


## k-Means++ (D. Arthur and S. Vassilvitskii (2007)

- Start with $C_{1}:=\{\mathbf{x}\}$ where $\mathbf{x}$ is chosen at random from input points.
- For $i \geq 2$, pick a new point $\mathbf{x}$ according to a probability distribution $\nu_{i}$ :

$$
\nu_{i}(\mathbf{x})=\frac{d^{2}\left(\mathbf{x}, C_{i-1}\right)}{\sum_{\mathbf{x}^{\prime}} d^{2}\left(\mathbf{x}^{\prime}, C_{i-1}\right)}
$$

$$
\text { and set } C_{i}:=C_{i-1} \cup\{\mathbf{x}\} .
$$

Gives a provably good $O(\log n)$ approximation to optimal clustering.

## Choosing $k$

- Intra-cluster variance:

$$
W_{k}:=\frac{1}{\left|C_{k}\right|} \sum_{\mathbf{x} \in C_{k}}\left(\mathbf{x}-\boldsymbol{\mu}_{k}\right)^{2}
$$

- $W:=\sum_{k} W_{k}$.
- Pick $k$ to minimize $W_{k}$
- Elbow heuristic, Gap Statistic ...


## Sum of Norms (SON) Formulation

SON Relaxation (Lindsten et al 2011)

$$
\min _{\mu} \sum_{i}\left\|\mathbf{x}_{i}-\boldsymbol{\mu}(i)\right\|^{2}+\lambda \sum_{p, q: p<q}\left\|\mu_{p}-\mu_{q}\right\|_{2} .
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where $\boldsymbol{\mu}(i)$ indicates the centroid of the cluster that $\mathbf{x}_{i}$ is assigned to.

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- $\ldots \boldsymbol{\mu}_{p}=\boldsymbol{\mu}_{q}$ for all $p, q$ (thus, $K=1$ ).
- By varying $\lambda$, we steer between these two extremes.
- Do not need to know $K$ in advance and do not need to do careful initialization.


## When does K-means break?



- Data has clear cluster structure.
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## Kernelising K-means

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- Distances:

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- Distances can be written as (defining $N_{k}=\sum_{n} z_{n k}$ ):

$$
\left(\mathbf{x}_{n}-\boldsymbol{\mu}_{k}\right)^{\top}\left(\mathbf{x}_{n}-\boldsymbol{\mu}_{k}\right)=\left(\mathbf{x}_{n}-N_{k}^{-1} \sum_{m=1}^{N} z_{m k} \mathbf{x}_{m}\right)^{\top}\left(\mathbf{x}_{n}-N_{k}^{-1} \sum_{m=1}^{N} z_{m k} \mathbf{x}_{m}\right)
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## Kernelising K-means

- Multiply out:

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\mathbf{x}_{n}^{\top} \mathbf{x}_{n}-2 N_{k}^{-1} \sum_{m=1}^{N} z_{m k} \mathbf{x}_{m}^{\top} \mathbf{x}_{n}+N_{k}^{-2} \sum_{m, l} z_{m k} z_{l k} \mathbf{x}_{m}^{\top} \mathbf{x}_{l}
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- Kernel substitution:

$$
k\left(\mathbf{x}_{n}, \mathbf{x}_{n}\right)-2 N_{k}^{-1} \sum_{m=1}^{N} z_{m k} k\left(\mathbf{x}_{n}, \mathbf{x}_{m}\right)+N_{k}^{-2} \sum_{m, l=1}^{N} z_{m k} z_{l k} k\left(\mathbf{x}_{m}, \mathbf{x}_{l}\right)
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- Algorithm:

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- Note - no $\mu_{k}$. This would be $N_{k}^{-1} \sum_{n} z_{n k} \phi\left(\mathbf{x}_{n}\right)$ but we don't know $\phi\left(\mathbf{x}_{n}\right)$ for kernels. We only know $\phi\left(\mathbf{x}_{n}\right)^{\top} \phi\left(\mathbf{x}_{m}\right) \ldots$


## Kernel K-means - example



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- Solution at convergence.


## Kernel K-means

- Makes simple K-means algorithm more flexible.
- But, have to now set additional parameters.
- Very sensitive to initial conditions - lots of local optima.


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- Sensitive to initialisation.
- How do we choose K?
- Tricky, several heuristics have been proposed.
- Can we use CV (Cross-Validation)?
- The Sum of Norms method.


## Mixture models - thinking generatively



- Could we hypothesis a model that could have created this data?


## Mixture models - thinking generatively



- Could we hypothesis a model that could have created this data?
- Each $\mathrm{x}_{n}$ seems to have come from one of three distributions.

