# Data Mining Cluster Analysis: Basic Concepts and Algorithms

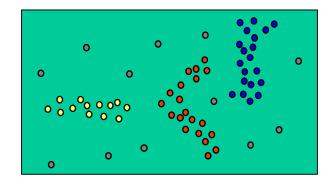
# Lecture Notes for Chapter 7

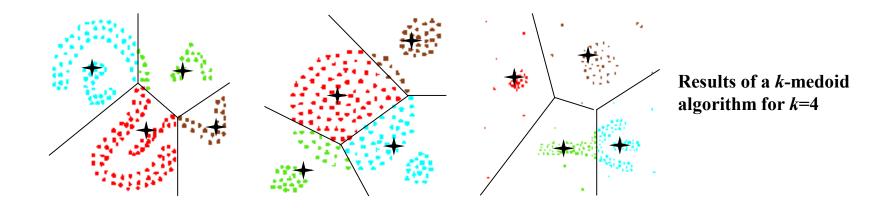
# Introduction to Data Mining, 2<sup>nd</sup> Edition by Tan, Steinbach, Karpatne, Kumar

With additions from Michael Houle (NII) and Aidong Zhang (UBuffalo)

#### **₩ Basic Idea:**

Clusters are dense regions in the data space, separated by regions of lower object density

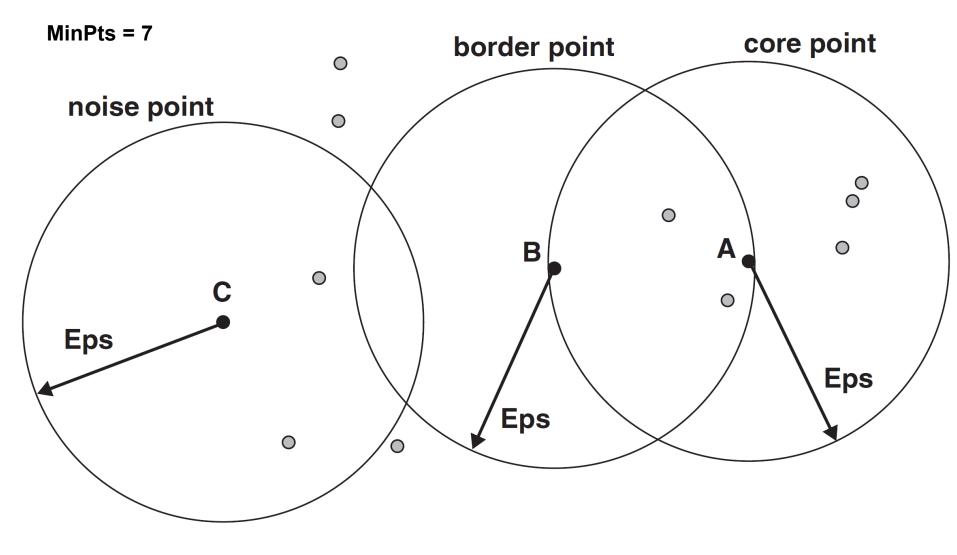




# DBSCAN

- DBSCAN is a density-based algorithm.
  - Density = number of points within a specified radius (Eps)
  - A point is a core point if it has at least a specified number of points (MinPts) within Eps
    - These are points that are at the interior of a cluster
    - Counts the point itself
  - A border point is not a core point, but is in the neighborhood of a core point
  - A noise point is any point that is not a core point or a border point

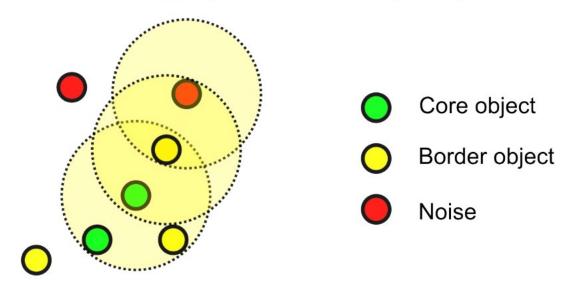
### **DBSCAN: Core, Border, and Noise Points**



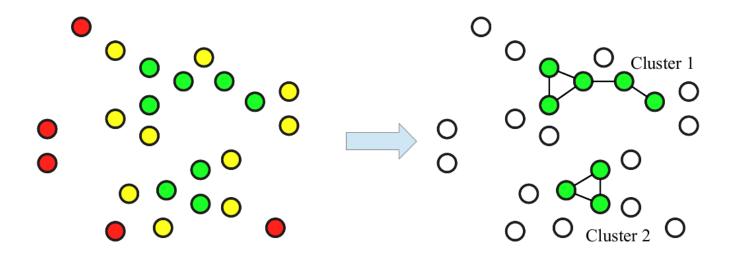
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# Step 1: label points as core (dense), border and noise

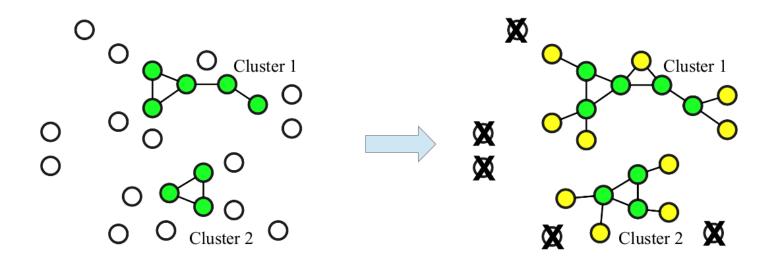
 Based on thresholds R (radius of neighborhood) and min\_pts (min number of neighbors)



Step 2: connect core objects that are neighbors, and put them in the same cluster



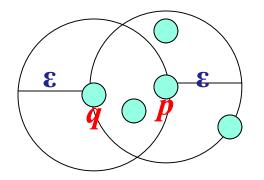
Step 3: associate border objects to (one of) their core(s), and remove noise



# **Density-Reachability**

## **Directly density-reachable**

An object q is directly density-reachable from object p if p is a core object and q is in p's εneighborhood.

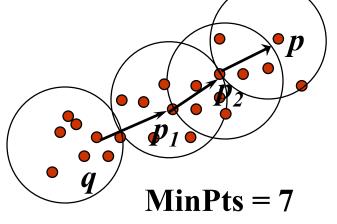


- q is directly density-reachable from p
  p is not directly density- reachable from q?
  - **Density-reachability is asymmetric.**

#### MinPts = 4

# **Density-Reachability**

- Density-Reachable (directly and indirectly):
  - A point p is directly density-reachable from p2;
  - p2 is directly density-reachable from p1;
  - p1 is directly density-reachable from q;
  - $\square$  p  $\leftarrow$  p2  $\leftarrow$  p1  $\leftarrow$  q form a chain.



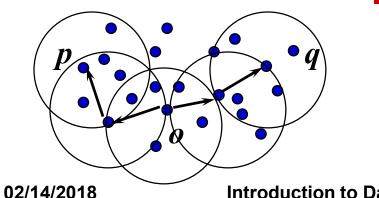
- **p** is (indirectly) density-reachable from q
  - q is not density- reachable from p?

# **Density-Reachability**

**Density-reachable is not symmetric** 

**not good enough to describe clusters** 

- **Density-Connected** 
  - A pair of points p and q are density-connected if they are commonly density-reachable from a point o.



# Density-connectivity is symmetric

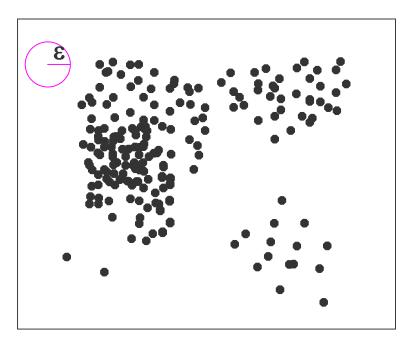
# **DBSCAN Algorithm**

Input: The data set D Parameter: ε, MinPts For each object p in D if p is a core object and not processed then C = retrieve all objects density-reachable from p mark all objects in C as processed report C as a cluster else mark p as outlier end if End For



#### **& Example:**

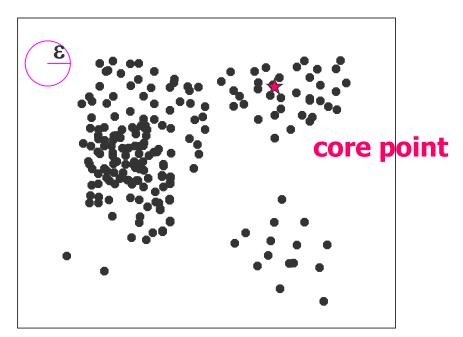
- Adius ε as shown below (Euclidean distance).
- $\diamond$  Minimum support *m* = 7.
- What are the clusters?





#### **& Example:**

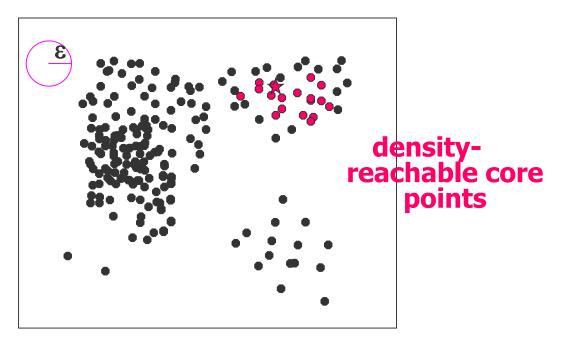
- Adius ε as shown below (Euclidean distance).
- $\diamond$  Minimum support *m* = 7.
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#### **& Example:**

- Adius ε as shown below (Euclidean distance).
- $\diamond$  Minimum support *m* = 7.
- What are the clusters?

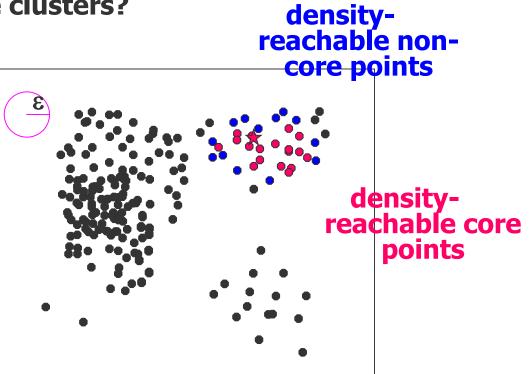




#### Example:

- Adius ε as shown below (Euclidean distance).
- $\diamond \text{ Minimum support } m = 7.$

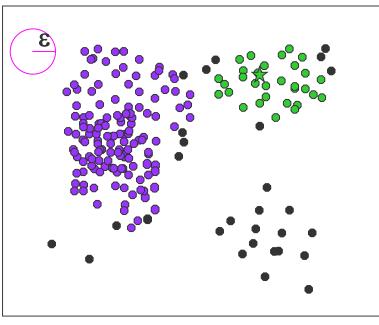






#### Example:

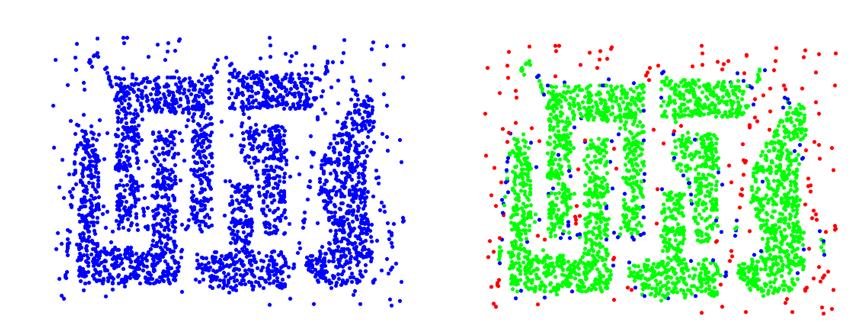
- $\diamond$  Radius  $\epsilon$  as shown below (Euclidean distance).
- $\diamond \text{ Minimum support } m = 7.$
- ♦ 2 clusters in this example.
- Lower-right grouping not dense enough to form a cluster.



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### **DBSCAN: Core, Border and Noise Points**



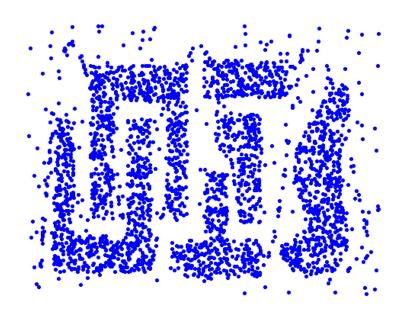
**Original Points** 

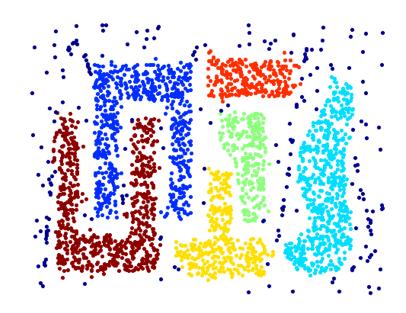
Point types: core, border and noise

Eps = 10, MinPts = 4

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### **When DBSCAN Works Well**





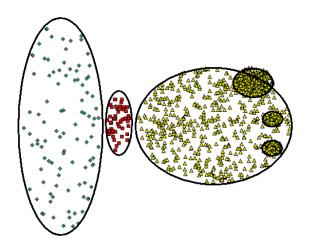
**Original Points** 

Clusters

- Resistant to Noise
- Can handle clusters of different shapes and sizes

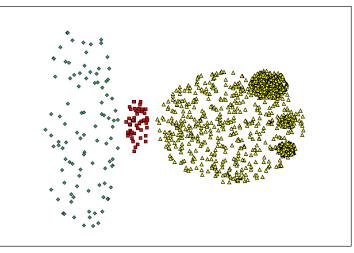
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## When DBSCAN Does NOT Work Well

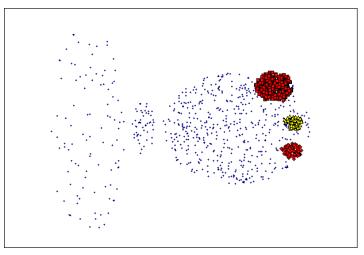


**Original Points** 

- Varying densities
- High-dimensional data



(MinPts=4, Eps=9.75).

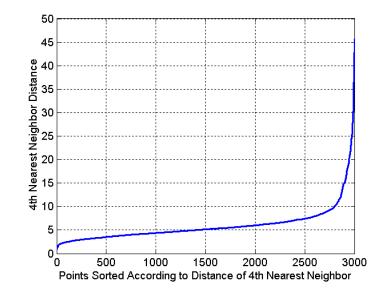


(MinPts=4, Eps=9.92)

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### **DBSCAN: Determining EPS and MinPts**

- Idea is that for points in a cluster, their k<sup>th</sup> nearest neighbors are at roughly the same distance
- Noise points have the k<sup>th</sup> nearest neighbor at farther distance
- So, plot sorted distance of every point to its k<sup>th</sup> nearest neighbor



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