Used in many applications

 Mainly for its efficiency, resistance to noise and ability to deal with arbitrary shaped clusters

Main idea: divide noise from objects to clusters

- Objects to cluster = dense points
- Noise = low-density points

- DBSCAN is a density-based algorithm.
 - Density = number of points within a specified radius (Eps)
 - A point is a core point if it has more than a specified number of points (MinPts) within Eps
 - These are points that are at the interior of a cluster
 - A border point has fewer than MinPts within Eps, 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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DBSCAN Algorithm

- Eliminate noise points
- Perform clustering on the remaining points

Algorithm 8.4 DBSCAN algorithm.

- 1: Label all points as core, border, or noise points.
- 2: Eliminate noise points.
- 3: Put an edge between all core points that are within Eps of each other.
- 4: Make each group of connected core points into a separate cluster.
- 5: Assign each border point to one of the clusters of its associated core points.

Border points can be neighbors of several core points/clusters \rightarrow arbitrarily choose one!

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



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=9.92)



(MinPts=4, Eps=9.75).

DBSCAN: Determining EPS and MinPts

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



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Sul seguente dataset:

- A) Si utilizzi l'algoritmo di clustering density-based DBSCAN, con raggio (ε) pari a 1.9, e minPts pari a 4 (=3 vicini + il punto di cui si calcola la densità). Si richiede di (1) indicare il numero di cluster che si ottengono; (2) per ogni punto indicare il cluster di appartenenza; (3) per ogni punto dire se si tratta di un *core* **5** *point, border point* o *rumore*. (8 punti)
- B) Si disegni il dendogramma ottenuto con un algoritmo di clustering agglomerativo MIN-link (o *Single linkage*). (4 punti)





Sul seguente dataset:

 A) Si utilizzi l'algoritmo di clustering densitybased DBSCAN, con raggio (ε) pari a 1.9, e minPts pari a 4 (=3 vicini + il punto di cui si calcola la densità).

(1) per ogni punto dire se si tratta di un *core point*, *border point* o *rumore;*

(2) indicare la composizione dei cluster ottenuti. (5 punti)

B) Simulare l'esecuzione dell'algoritmo kmeans sullo stesso insieme di punti, con k=2 e centri iniziali $c_1=(3,7)$ e $c_2=(8,2)$. (5 punti)







Execute single-linkage and complete-linkage HAC on the following **similarity** matrix, and draw the corresponding dendograms:

	p1	p2	p3	p4	p5
p1	1.00	0.10	0.41	0.55	0.35
p2	0.10	1.00	0.64	0.47	0.98
p3	0.41	0.64	1.00	0.44	0.85
p4	0.55	0.47	0.44	1.00	0.76
p5	0.35	0.98	0.85	0.76	1.00

Solution:

	p1	p2	p3	p4	p5
p1	1.00	0.10	0.41	0.55	0.35
p2	0.10	1.00	0.64	0.47	0.98
p3	0.41	0.64	1.00	0.44	0.85
p4	0.55	0.47	0.44	1.00	0.76
p5	0.35	0.98	0.85	0.76	1.00

