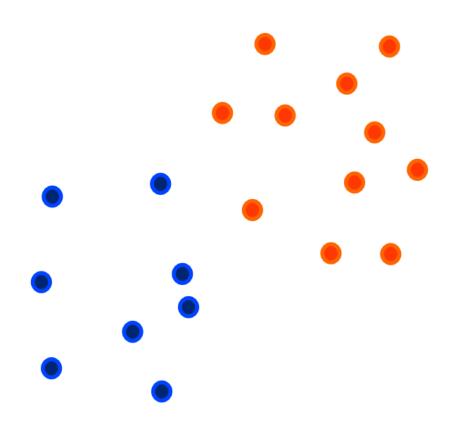
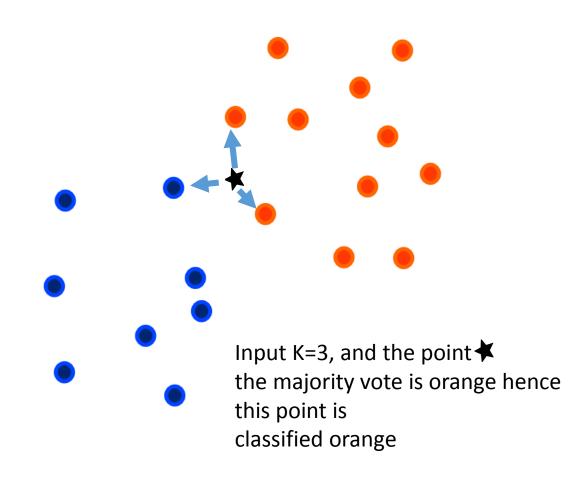
Nearest Neighbors-Based Clustering and Classification Methods

This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

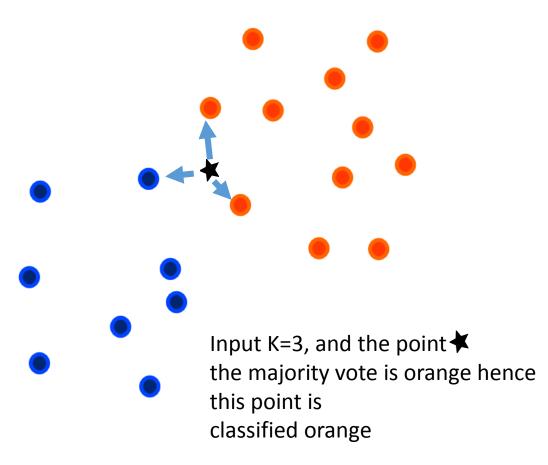


This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.



This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

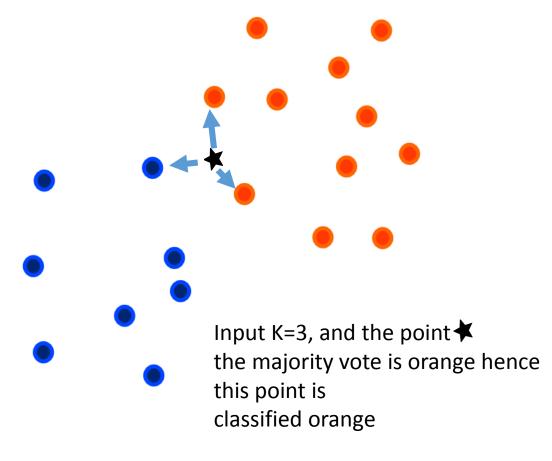
In sklearn:



This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

In sklearn:

If k=1, this classifier simply assigns the The point to the class of its nearest neighbor

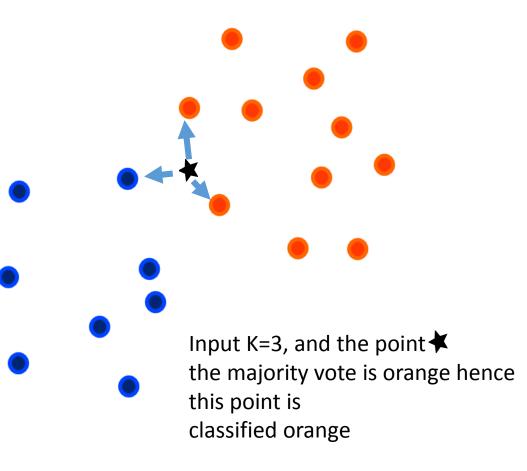


This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

In sklearn:

If k=1, this classifier simply assigns the The point to the class of its nearest neighbor

What happens when k is huge?



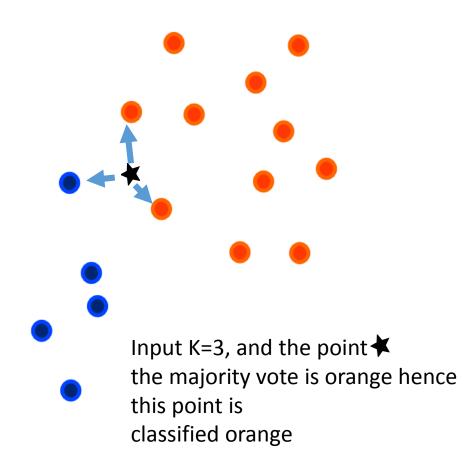
This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

In sklearn:

If k=1, this classifier simply assigns the The point to the class of its nearest neighbor

What happens when k is huge?

We can choose a different distance function for this classifier to obtain different results –depending on the data this might be desirable.



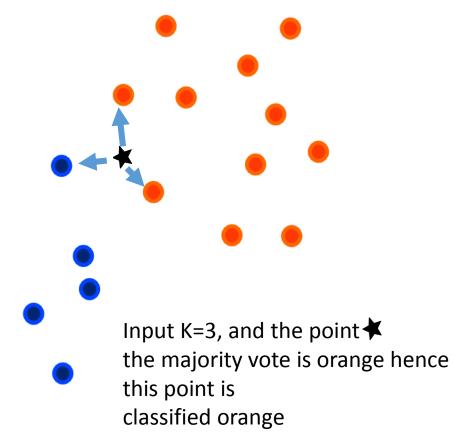
This is an supervised classifier that takes into consideration the nearest k-points to an input point to determine the class that point belongs to. The idea is to use the *majority vote* of the neighbors of the input points.

In sklearn:

If k=1, this classifier simply assigns the The point to the class of its nearest neighbor

What happens when k is huge?

We can choose a different distance function for this classifier to obtain different results –depending on the data this might be desirable.



See this sklearn example

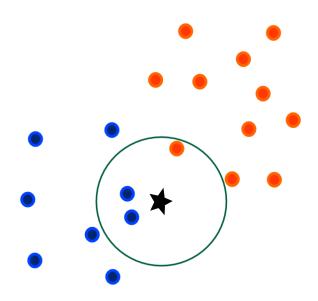
The idea is really similar to before, here instead of consider the closest k-nearest neighbor to determine the class, we Consider all instances within radius ε to determine the class of the input point

In sklearn:

```
from sklearn.neighbors import RadiusNeighborsClassifier

X = [[0], [1], [2], [3]]
y = [0, 0, 1, 1]

neigh = RadiusNeighborsClassifier(radius=1.0)
neigh.fit(X, y)  # fit the data
```



Neighborhood graphs and their relatives (review)

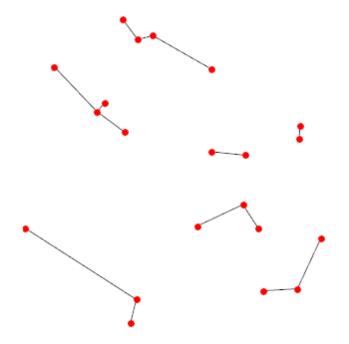
Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed integer k, connect the points x, y in X if either $d(x,y) \le d(x,x_k)$ or $d(x,y) \le d(y,y_k)$ where x_k, y_k are the k^{th} nearest neighbors of x, y respectively. Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed integer k, connect the points x, y in X if either $d(x,y) \le d(x,x_k)$ or $d(x,y) \le d(y,y_k)$ where x_k, y_k are the k^{th} nearest neighbors of x, y respectively. Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

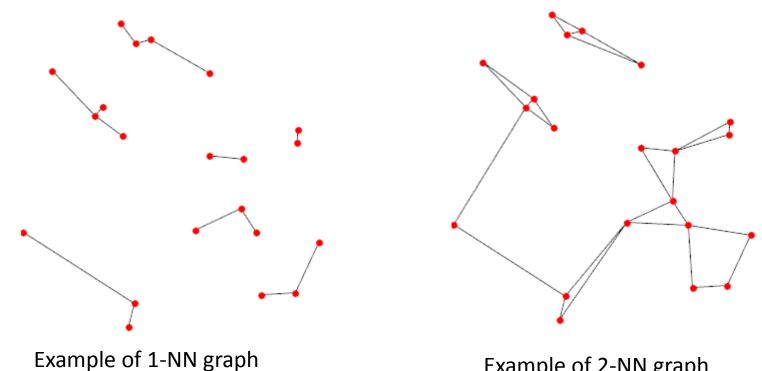


Example of 1-NN graph

The graph that we obtain is called the K-nearest neighbor graph or K-NN graph.

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed integer k, connect the points x, y in X if either $d(x,y) \le d(x,x_k)$ or $d(x,y) \le d(y,y_k)$ where x_k, y_k are the k^{th} nearest neighbors of x, y respectively. Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

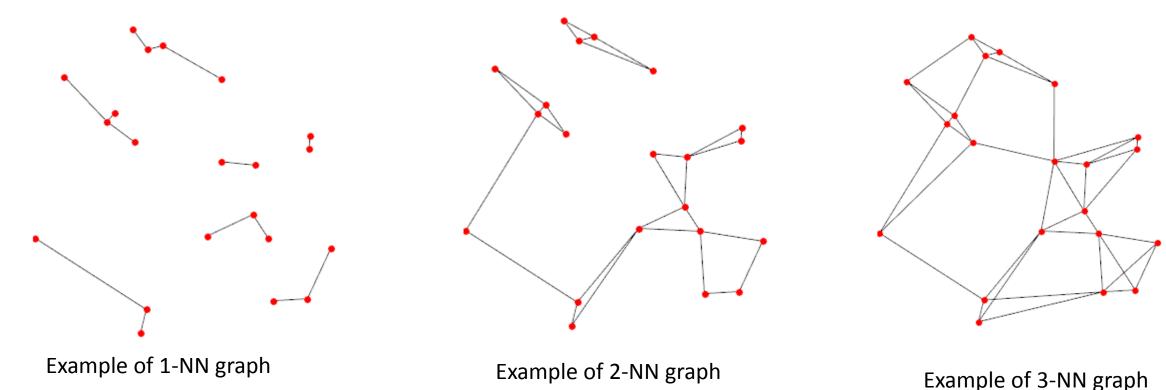


Example of 2-NN graph

The graph that we obtain is called the K-nearest neighbor graph or K-NN graph.

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed integer k, connect the points x, y in X if either $d(x,y) \le d(x,x_k)$ or $d(x,y) \le d(y,y_k)$ where x_k, y_k are the k^{th} nearest neighbors of x, y respectively. Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

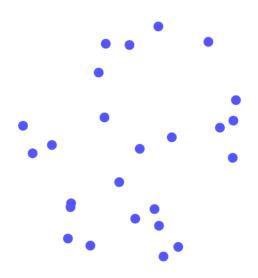


The graph that we obtain is called the K-nearest neighbor graph or K-NN graph.

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed ε , connect the points x, y if $d(x, y) \le \varepsilon$.

Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

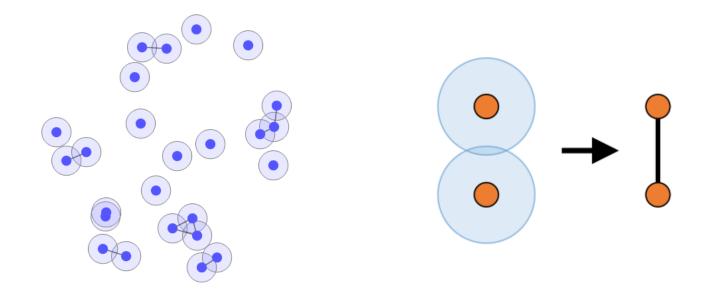


Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed ε , connect the points x, y if $d(x, y) \leq \varepsilon$.

Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

This is *equivalent* to:
Insert an edge if the disks around the points intersect each other.

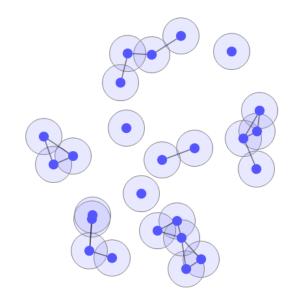


Note that $d(x,y) \le \frac{\varepsilon}{2}$ if and only if the two balls surrounding x and y intersect

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed ε , connect the points x, y if $d(x, y) \leq \varepsilon$.

Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.

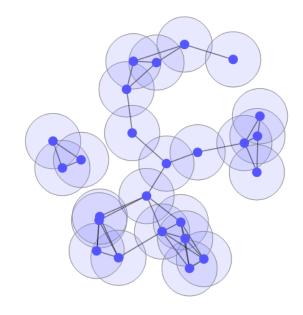


Trying different ε

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in \mathbb{R}^d with a distance function d defined one them.

For a fixed ε , connect the points x, y if $d(x, y) \leq \varepsilon$.

Doing do for all points we obtain a graph G(X, E) where E is the set of edges connect the points in X as described above.



Trying different ε

Euclidian Minimal Spanning Tree (EMST)

Suppose that we are given a set of points $X = \{p_1, p_2, \dots, p_n\}$ in R^d with a distance function d defined one them.

The EMST of X is a minimal spanning tree where the weight of the edge between each pair of points is the distance between those two points.

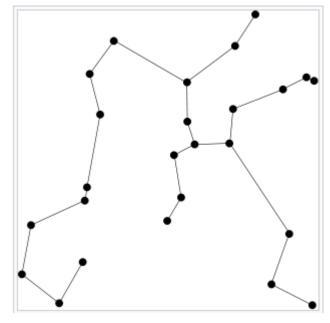


Image source-Wikipedia article

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one it.

- Construct the EMST of X.
- 2. Remove the *inconsistent edges* to obtain a collection of connected components (clusters).
- 3. Repeat step (2) as long as the termination condition is not satisfied.

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one it.

- Construct the EMST of X.
- 2. Remove the *inconsistent edges* to obtain a collection of connected components (clusters).
- 3. Repeat step (2) as long as the termination condition is not satisfied.

In this case, an edge in the tree is called inconsistent if it has a length more than a certain given length L

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one it.

- Construct the EMST of X.
- 2. Remove the *inconsistent edges* to obtain a collection of connected components (clusters).
- 3. Repeat step (2) as long as the termination condition is not satisfied.

In this case, an edge in the tree is called inconsistent if it has a length more than a certain given length L

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one it.

- Construct the EMST of X.
- 2. Remove the inconsistent edges to obtain a collection of connected components (clusters).
- 3. Repeat step (2) as long as the termination condition is not satisfied.

In this case, an edge in the tree is called inconsistent if it has a length more than a certain given length L

Alternatively, we could simply consider the number of desired clusters k as an input

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one it.

- Construct the EMST of X.
- 2. Remove the *inconsistent edges* to obtain a collection of connected components (clusters).
- 3. Repeat step (2) as long as the termination condition is not satisfied.

In this case, an edge in the tree is called inconsistent if it has a length more than a certain given length L

Alternatively, we could simply consider the number of desired clusters k as an input

Note that deleting k edges from the spanning tree results in k+1 connected components. In particular when k=1, we obtain 2 subtrees

Suppose that we are given a set of points $X = \{p_1, p_2, ..., p_n\}$ in \mathbb{R}^d with a distance function d defined one it.

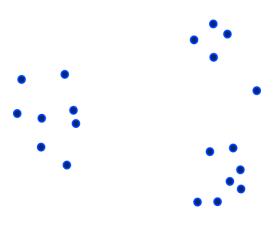
- Construct the EMST of X.
- 2. Remove the *inconsistent edges* to obtain a collection of connected components (clusters).
- 3. Repeat step (2) as long as the termination condition is not satisfied.

In this case, an edge in the tree is called inconsistent if it has a length more than a certain given length L

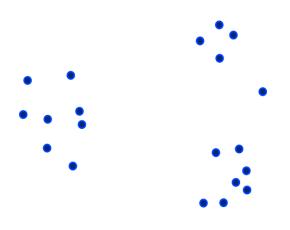
Alternatively, we could simply consider the number of desired clusters k as an input

Note that deleting k edges from the spanning tree results in k+1 connected components. In particular when k=1, we obtain 2 subtrees

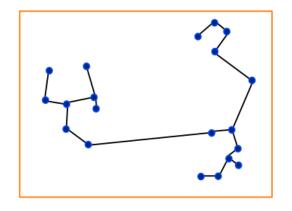
This definition of consistent is not always ideal!. See here



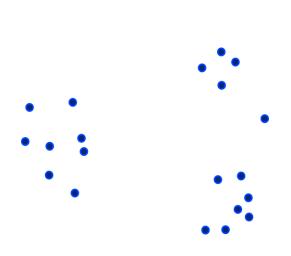
Input: point cloud and Number of connected components k



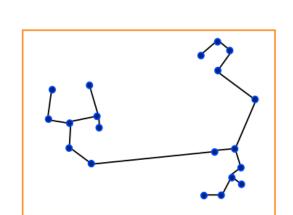
Input: point cloud and Number of connected components k



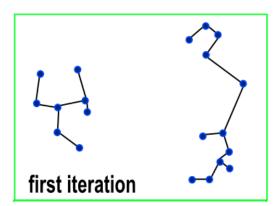
Construct EMST

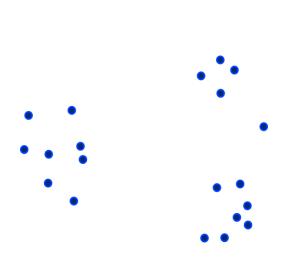


Input: point cloud and Number of connected components k



Construct EMST

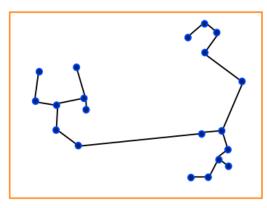


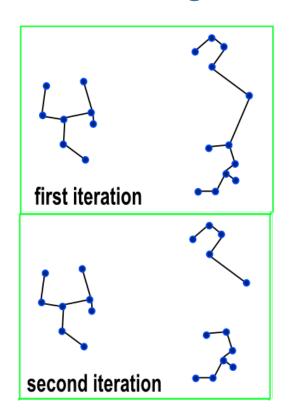


Input: point cloud and

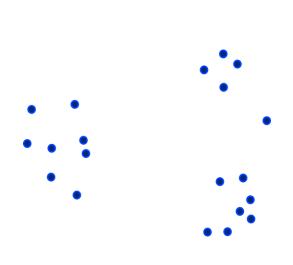
Number of connected

components k

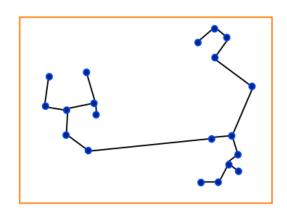




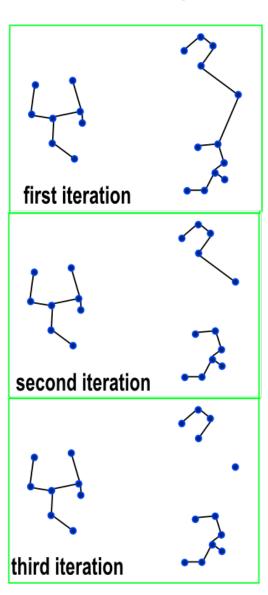
Construct EMST



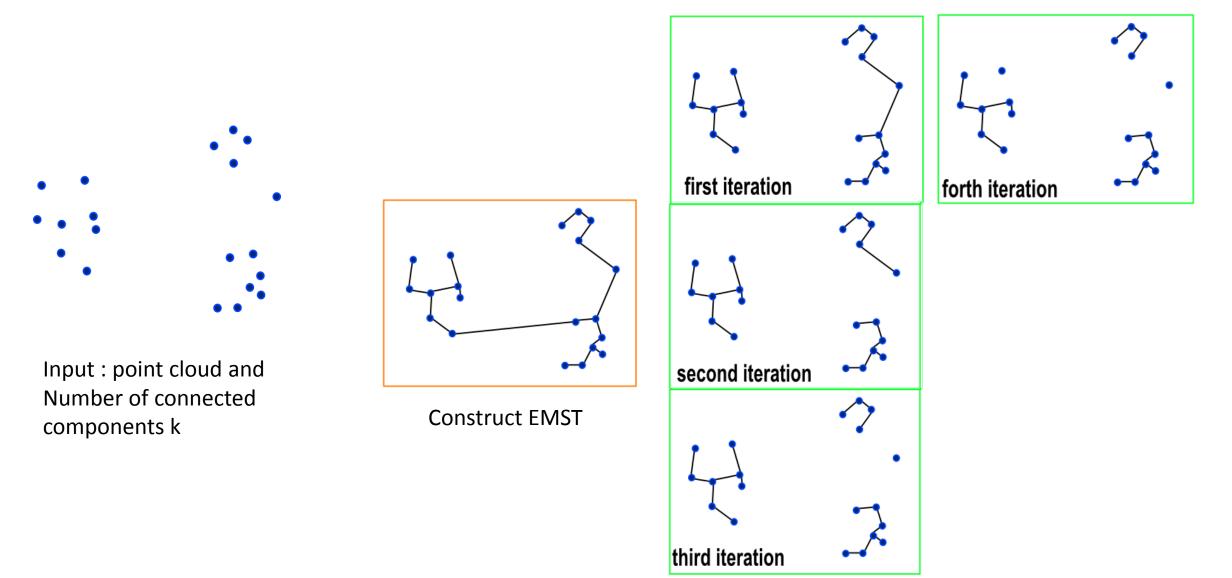
Input : point cloud and Number of connected components k



Construct EMST

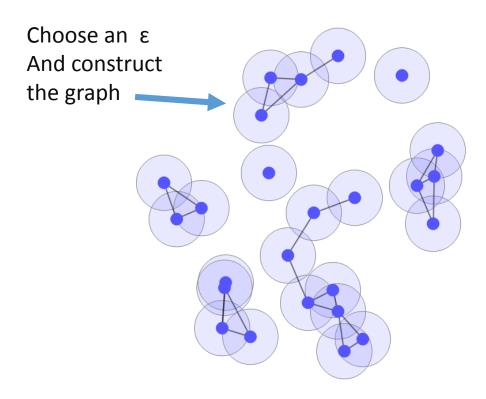


Delete an edge

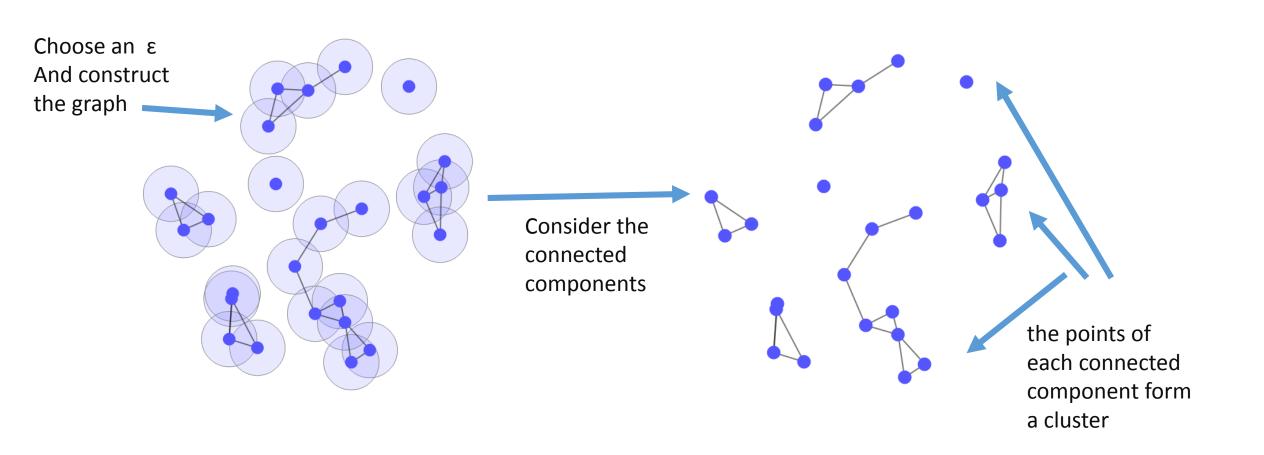


Until the termination criterion is satisfied

Graph Based Clustering Algorithms: ε- neighborhood graph

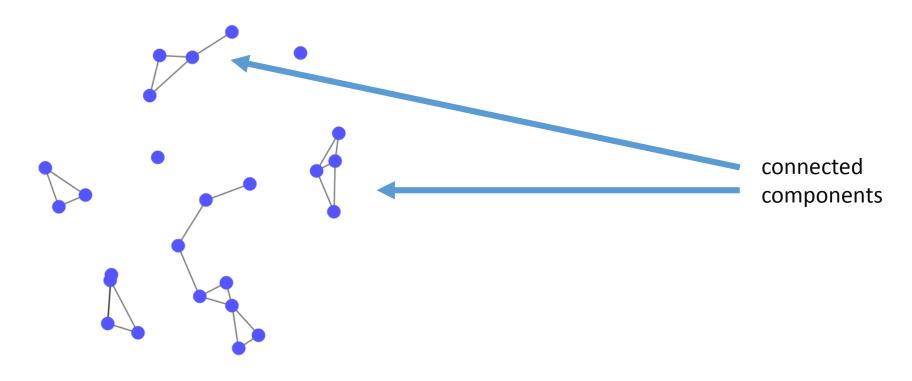


Graph Based Clustering Algorithms: ε- neighborhood graph



Recall: connected components of a graph

What is a connected component of a graph?
How can we find the connected components of a graph?
See this <u>video</u> for a review



Networkx

Introduction on networkx and how to use its basic functions.

```
import networkx as nx
G=nx.Graph()
G.add_edge(1,2) # default edge data=1
G.add_edge(2,3,weight=0.9) # specify edge data
```

Finding connected components of a graph using networkx. See here

```
import networkx as nx
G = nx.path_graph(4)
G.add_path([10, 11, 12])
sorted(nx.connected_components(G), key = len, reverse=True)
```

Drawing a graph using networkx

```
import matplotlib.pyplot as plt
import networkx as nx
G=nx.path_graph(3)
nx.draw(G) # networkx draw()
plt.draw() # pyplot draw()
```