

UNSUPERVISED LEARNING

David Kauchak
CS 158 – Fall 2025

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Administrative

Final project

- Project proposal feedback on Gradescope
- Progress report due Sunday

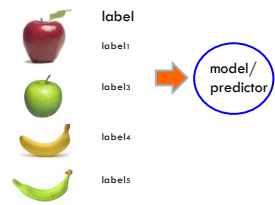
Midterm 2

No office hours next Mon/Tue

Class next Tuesday?

2

Supervised learning



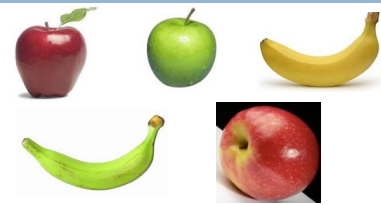
label
label1
label3
label4
label5

model/
predictor

Supervised learning: given labeled examples

3

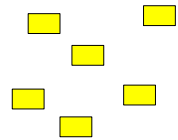
Unsupervised learning



Unsupervised learning: given data, i.e. examples, but no labels

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Unsupervised learning



Given some example without labels, do something!

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Unsupervised applications areas

learn clusters/groups without any label

customer segmentation (i.e. grouping)

image compression

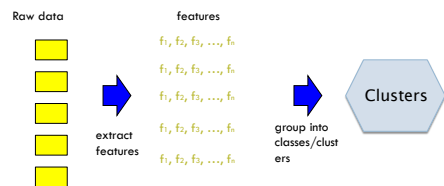
bioinformatics: learn motifs

find important features

...

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Unsupervised learning: clustering



No "supervision", we're only given data and want to find natural groupings

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Unsupervised learning: modeling

Most frequently, when people think of unsupervised learning they think of clustering

Another category: learning probabilities/parameters for models without supervision

- ▣ Learn a translation dictionary
- ▣ Learn a grammar for a language
- ▣ Learn the social graph

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Clustering

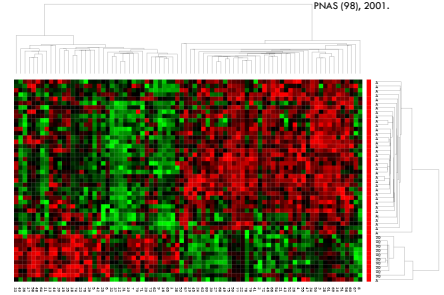
Clustering: the process of grouping a set of objects into classes of similar objects

Applications?

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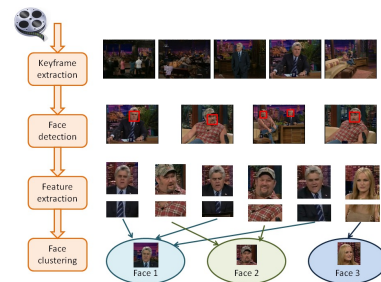
Gene expression data

Data from Garber et al.
PNAS (98), 2001.



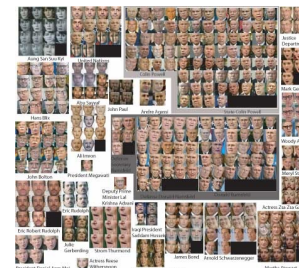
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Face Clustering



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Face clustering



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Search result clustering

apples

Web Images Maps Shopping More Search tools

10 personal results, 80,000,000 other results.

Apple
www.apple.com/
Apple designs and creates iPad and iTunes, Mac laptop and desktop computers, the OS X operating system, and the revolutionary iPhone and iPod.
Apple Store - iPad - iPhone - Apple - Support
10,127 people + 110 files

Apple - iPad
www.apple.com/ipad/
iPad is a magical device where nothing comes between you and what you do...
You visited this page.

Apple - Wikipedia, the free encyclopedia
en.wikipedia.org/wiki/Apple
The apple is the perennial fruit of the apple tree, species *Malus domestica* in the rose family (Rosaceae). It is one of the most widely cultivated tree fruits, and ...
Apple Inc. - List of apple cultivars - Apple (disambiguation) - Malus

Directory of apple varieties starting with A
www.orangepassion.com/apples
See below - For apple enthusiasts - tasting notes, apple identification, apple ...
Anonym apple Describes Malus in taste, appearance, shape, and flesh ...
Aston apple One of the best early-season apples, popular in the USA, but ...

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Google News

Google

Xbox One

Console Wars 2013: Microsoft's Xbox One vs. Sony's PlayStation 4
Xbox One vs. PlayStation 4
The future is now! Last week, Sony released its next generation console, PlayStation 4. This weekend, Microsoft drops the much-touted all-in-one media device, Xbox One. We've been geeking out over the two new systems, and compiling a report on the new ...
Xbox One sales exceed one million in first 24 hours - Ars Technica
Xbox One vs. PS4: A Guide to Making the Toughest Gaming Decision in Years - IGN
Xbox One, the future is now!

Top Stories

Iran
Xbox One
Tarun Tejpal
Manny Pacquiao
Ukraine
Kabul
New England Patriots
Latvia
Derrick Rose
Doctor Who

Xbox One and Microsoft websites mired by problems on launch day
The Guardian
Xbox One
Microsoft's Xbox One launch was mired by problems with its online services early on Friday which took down the official website Xbox.
Consumers line up for Xbox One
The Guardian
Xbox One
Esper video game players lined up at stores across the country awaiting the arrival of Microsoft's Xbox One, a week to the day after Sony introduced its PlayStation 4. The console, available for sale tonight at 12:01 a.m.

Here are all the Xbox One voice commands
The Guardian
Xbox One
Microsoft unveiled a guide to Xbox One voice commands, including how to navigate menus, control volume and multiback, on its Tumblr.

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Clustering in search advertising

Find clusters of advertisers and keywords

- Keyword suggestion
- Performance estimation

Advertiser Bidded Keyword

~10M nodes

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Clustering applications

Find clusters of users

- Targeted advertising
- Exploratory analysis

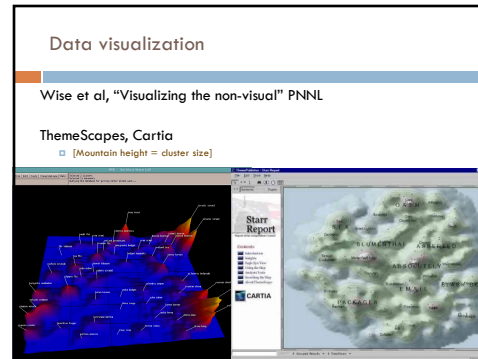
Clusters of the Web Graph

- Distributed pagerank computation

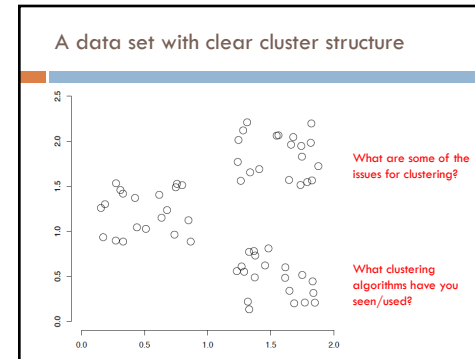
Who-messages-who IM/text/twitter graph

~100M nodes

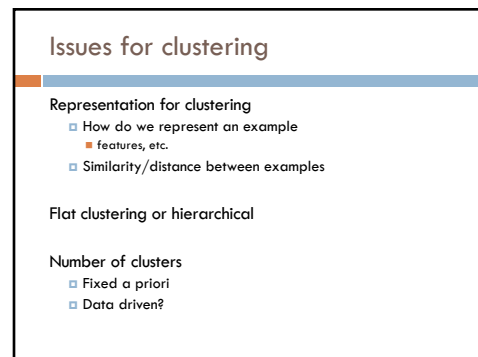
16



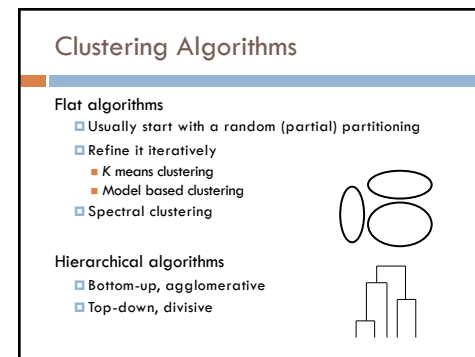
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Hard vs. soft clustering

Hard clustering: Each example belongs to exactly one cluster

Soft clustering: An example can belong to more than one cluster (probabilistic)

- ▣ Makes more sense for applications like creating browsable hierarchies
- ▣ You may want to put a pair of sneakers in two clusters: (i) sports apparel and (ii) shoes

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K-means

Most well-known and popular clustering algorithm:

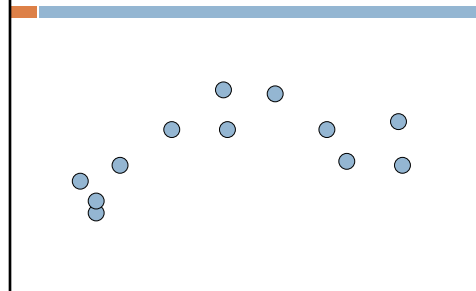
Start with some initial cluster centers

Iterate:

- ▣ Assign/cluster each example to closest center
- ▣ Recalculate centers as the mean of the points in a cluster

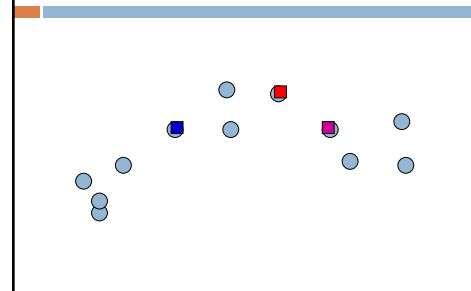
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K-means: an example

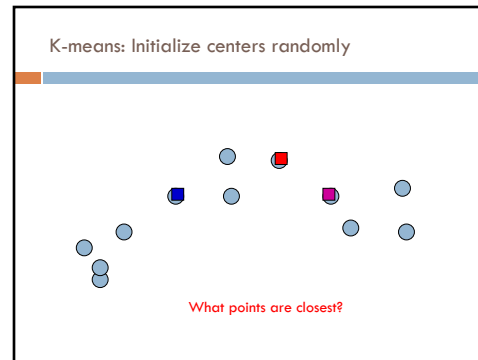


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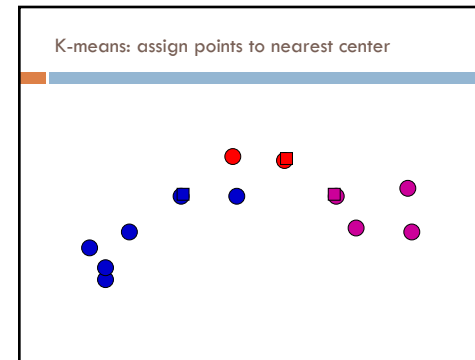
K-means: Initialize centers randomly



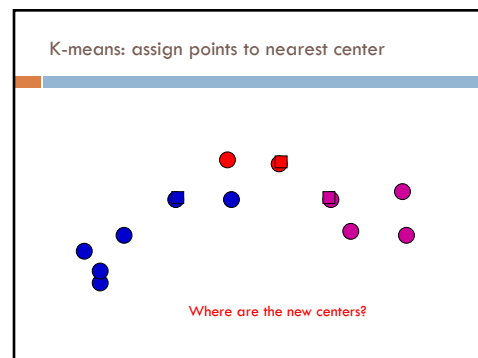
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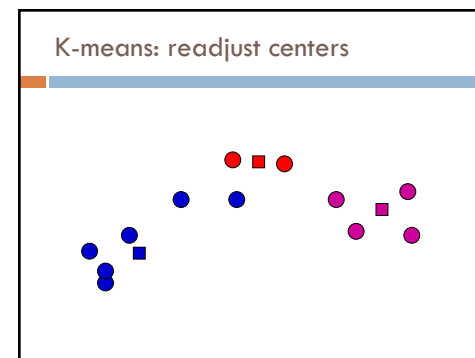
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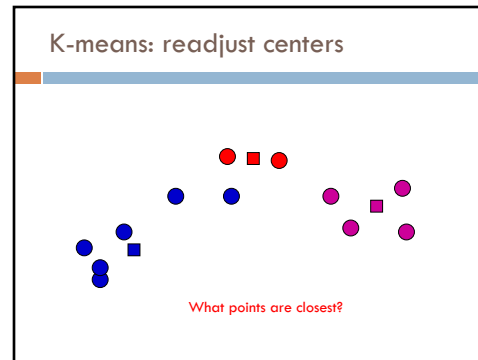
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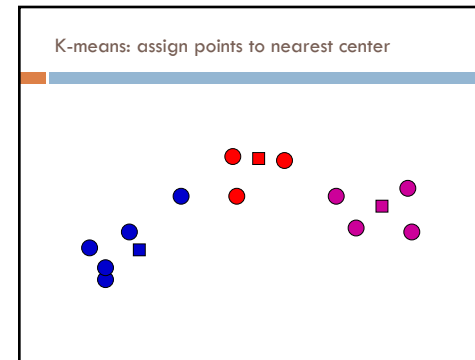
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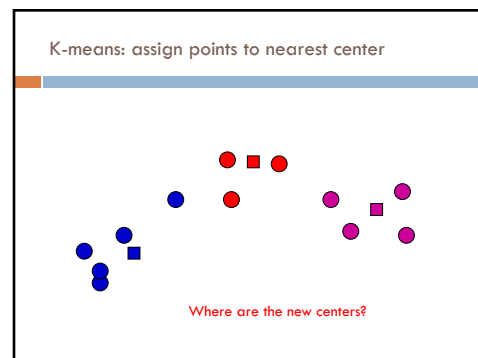
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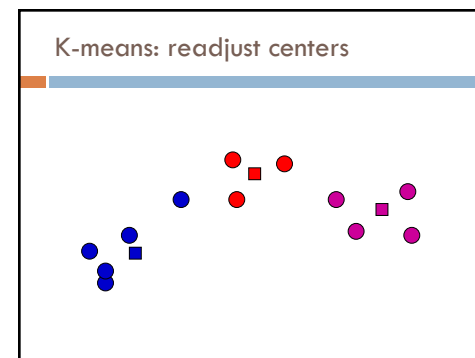
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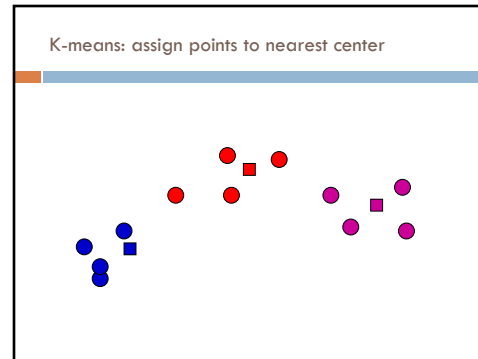
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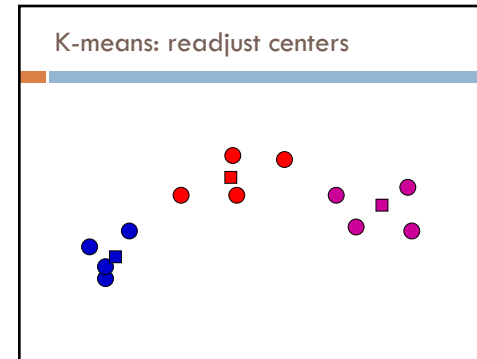
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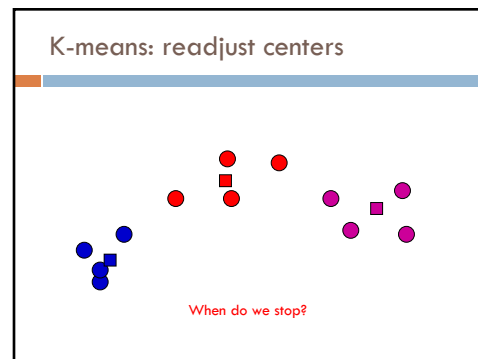
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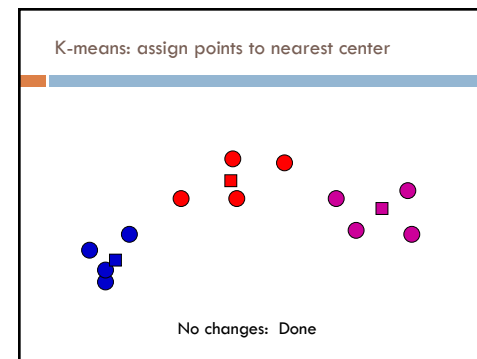
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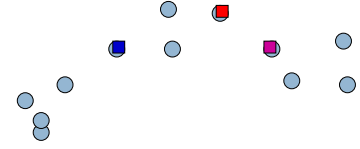


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K-means

Iterate:

- Assign/cluster each example to closest center
- Recalculate centers as the mean of the points in a cluster



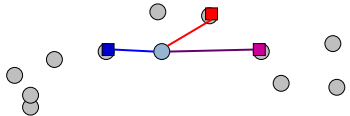
How do we do this?

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K-means

Iterate:

- Assign/cluster each example to closest center
 - Iterate over each point:
 - get distance to each cluster center
 - assign to closest center (hard cluster)
- Recalculate centers as the mean of the points in a cluster

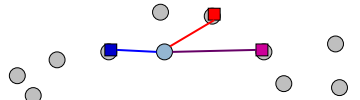


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K-means

Iterate:

- Assign/cluster each example to closest center
 - Iterate over each point:
 - get **distance** to each cluster center
 - assign to closest center (hard cluster)
- Recalculate centers as the mean of the points in a cluster



What distance measure should we use?

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Distance measures

Euclidean:

$$d(x, y) = \sqrt{\sum_{i=1}^n (x_i - y_i)^2}$$

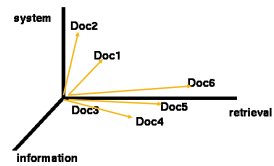
good for spatial data

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Clustering documents (e.g. wine data)

One feature for each word. The value is the number of times that word occurs.

Documents are points or vectors in this space



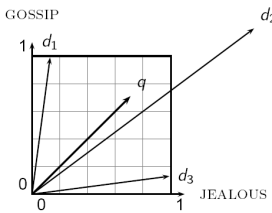
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When Euclidean distance doesn't work

GOSSIP

Which document is closest to q using Euclidean distance?

Which do you think should be closer?



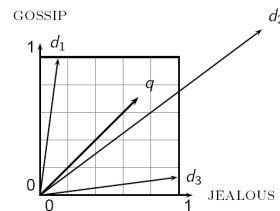
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Issues with Euclidean distance

the Euclidean distance between q and d_2 is large

but, the distribution of terms in q and d_2 are very similar

This is not what we want!

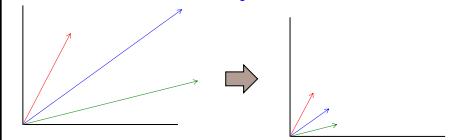


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cosine similarity

$$\text{sim}(x, y) = \frac{x \cdot y}{|x||y|} = \frac{x \cdot y}{|x| |y|} = \frac{\sum_{i=1}^n x_i y_i}{\sqrt{\sum_{i=1}^n x_i^2} \sqrt{\sum_{i=1}^n y_i^2}}$$

correlated with the angle between two vectors



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cosine distance

cosine similarity ranges from 0 and 1, with things that are similar 1 and dissimilar 0

cosine distance:

$$d(x, y) = 1 - \text{sim}(x, y)$$

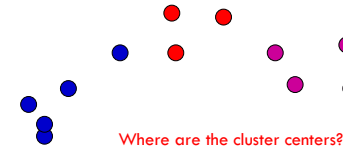
- good for text data and many other "real world" data sets
- computationally friendly since we only need to consider features that have non-zero values for **both** examples

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K-means

Iterate:

- Assign/cluster each example to closest center
- Recalculate centers as the mean of the points in a cluster

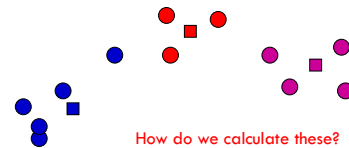


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K-means

Iterate:

- Assign/cluster each example to closest center
- Recalculate centers as the mean of the points in a cluster



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K-means

Iterate:

- Assign/cluster each example to closest center
- Recalculate centers as the mean of the points in a cluster

Mean of the points in the cluster:

$$\mu(C) = \frac{1}{|C|} \sum_{x \in C} x$$

where:

$$x + y = \sum_{i=1}^n x_i + y_i \quad \frac{x}{|C|} = \sum_{i=1}^n \frac{x_i}{|C|}$$

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K-means loss function

K-means tries to minimize what is called the “k-means” loss function:

$$\text{loss} = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$

the sum of the squared distances from each point to the associated cluster center

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Minimizing k-means loss

Iterate:

1. Assign/cluster each example to closest center
2. Recalculate centers as the mean of the points in a cluster

$$\text{loss} = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$

Does each step of k-means move towards reducing this loss function (or at least not increasing it)?

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Minimizing k-means loss

Iterate:

1. Assign/cluster each example to closest center
2. Recalculate centers as the mean of the points in a cluster

$$\text{loss} = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$

This isn't quite a complete proof/argument, but:

1. Any other assignment would end up in a larger loss
2. The mean of a set of values minimizes the squared error

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Minimizing k-means loss

Iterate:

1. Assign/cluster each example to closest center
2. Recalculate centers as the mean of the points in a cluster

$$\text{loss} = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$

Does this mean that k-means will always find the minimum loss/clustering?

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Minimizing k-means loss

Iterate:

1. Assign/cluster each example to closest center
2. Recalculate centers as the mean of the points in a cluster

$$\text{loss} = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$

NO! It will find a *minimum*.

Unfortunately, the k-means loss function is generally not convex and for most problems has many, many minima

We're only guaranteed to find one of them

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K-means variations/parameters

Start with some initial cluster centers

Iterate:

- Assign/cluster each example to closest center
- Recalculate centers as the mean of the points in a cluster

What are some other variations/parameters we haven't specified?

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K-means variations/parameters

Initial (seed) cluster centers

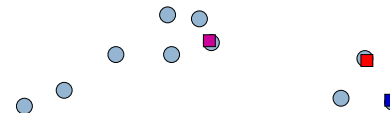
Convergence

- A fixed number of iterations
- partitions unchanged
- Cluster centers don't change

K!

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K-means: Initialize centers randomly



What would happen here?

Seed selection ideas?

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Seed choice

Results can vary drastically based on random seed selection

Some seeds can result in poor convergence rate, or convergence to sub-optimal clusterings

Common heuristics

- ▣ Random points (not examples) in the space
- ▣ Randomly pick examples
- ▣ Points least similar to any existing center (furthest centers heuristic)
- ▣ **Try out multiple starting points**
- ▣ Initialize with the results of another clustering method

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Furthest centers heuristic

$\mu_1 = \text{pick random point}$

for $i = 2$ to K :

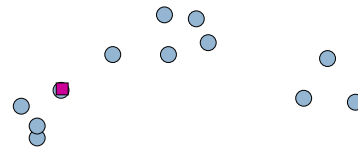
$\mu_i = \text{point that is furthest from any previous centers}$

$$\mu_i = \arg \max_x \min_{\mu_j : 1 \leq j < i} d(x, \mu_j)$$

point with the largest distance to any previous center
smallest distance from x to any previous center

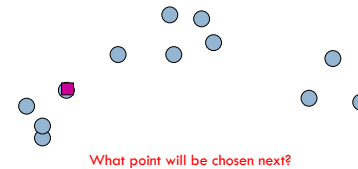
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K-means: Initialize furthest from centers

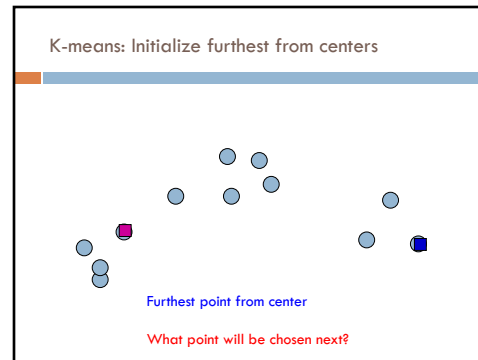


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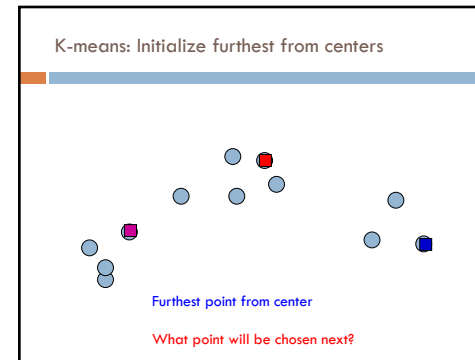
K-means: Initialize furthest from centers



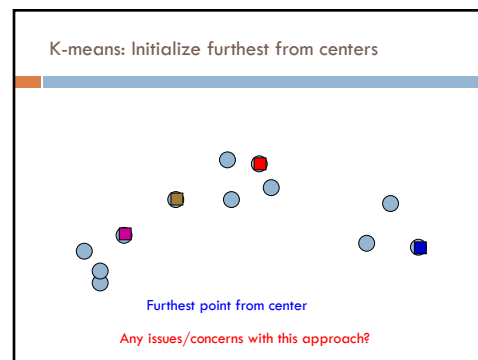
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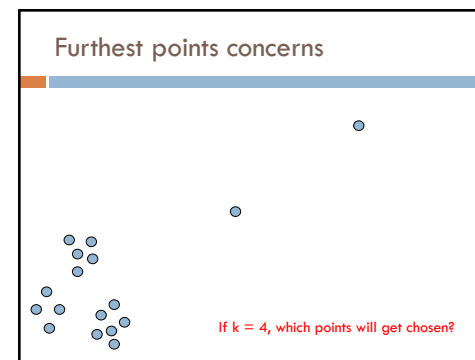
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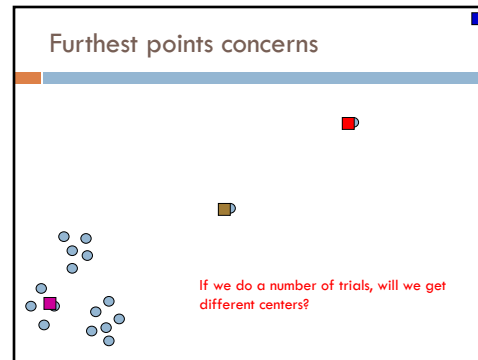
62



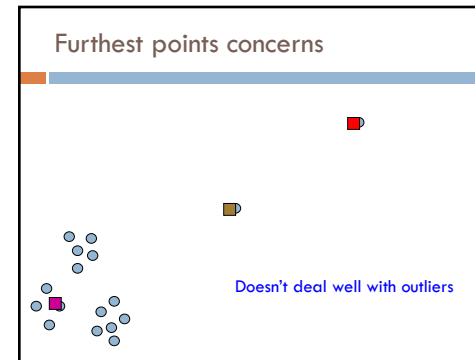
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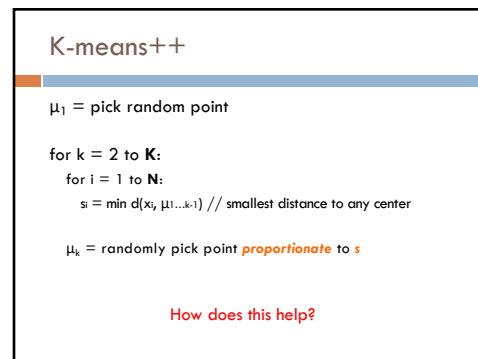
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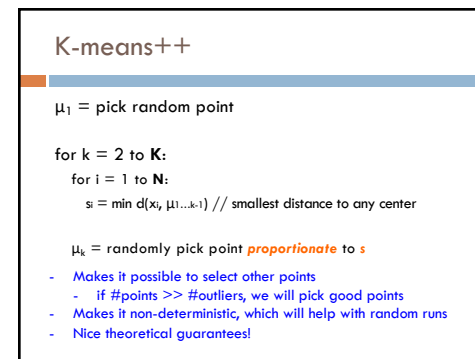
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66



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K-means variations/parameters

Initial (seed) cluster centers

Convergence

- ▣ A fixed number of iterations
- ▣ partitions unchanged
- ▣ Cluster centers don't change

K!

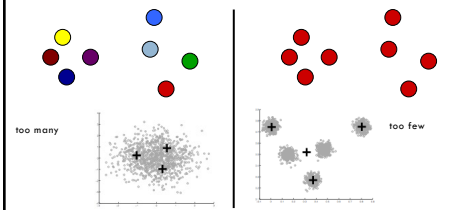
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How Many Clusters?

Number of clusters K must be provided

How should we determine the number of clusters?

How did we deal with models becoming too complicated previously?



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Many approaches

Regularization!!!



Statistical test

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k-means loss revisited

K-means is trying to minimize:

$$\text{loss} = \sum_{i=1}^n d(x_i, \mu_{k_i})^2 \quad \text{where } \mu_{k_i} \text{ is cluster center for } x_i$$

What happens when k increases?

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k-means loss revisited

K-means is trying to minimize:

$$loss = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$

Loss goes down!

Making the model more complicated allows us more flexibility, but can "overfit" to the data

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k-means loss revisited

K-means is trying to minimize:

$$loss_{kmeans} = \sum_{i=1}^n d(x_i, \mu_k)^2 \text{ where } \mu_k \text{ is cluster center for } x_i$$



2 regularization options

$$loss_{BIC} = loss_{kmeans} + K \log N \quad (\text{where } N = \text{number of points})$$

$$loss_{AIC} = loss_{kmeans} + KN$$

What effect will this have?

Which will tend to produce smaller k?

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k-means loss revisited

2 regularization options

$$loss_{BIC} = loss_{kmeans} + K \log N \quad (\text{where } N = \text{number of points})$$

$$loss_{AIC} = loss_{kmeans} + KN$$

AIC penalizes increases in K more harshly

Both require a change to the K-means algorithm

Tend to work reasonably well in practice if you don't know K

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