Package 'flashClust'

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Title Implementation of optimal hierarchical clustering
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Description Fast implementation of hierarchical clustering
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flashClust Faster alternative to hclust
Description
This function implements optimal hierarchical clustering with the same interface as hclust.
Usage
<pre>hclust(d, method = "complete", members=NULL) flashClust(d, method = "complete", members=NULL)</pre>

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Arguments

d a dissimilarity structure as produced by 'dist'.

method the agglomeration method to be used. This should be (an unambiguous abbre-

viation of) one of "ward", "single", "complete", "average", "mcquitty",

"median" or "centroid".

members NULL or a vector with length size of d. See the 'Details' section.

Details

See the description of hclust for details on available clustering methods.

If members!=NULL, then d is taken to be a dissimilarity matrix between clusters instead of dissimilarities between singletons and members gives the number of observations per cluster. This way the hierarchical cluster algorithm can be 'started in the middle of the dendrogram', e.g., in order to reconstruct the part of the tree above a cut (see examples). Dissimilarities between clusters can be efficiently computed (i.e., without hclust itself) only for a limited number of distance/linkage combinations, the simplest one being squared Euclidean distance and centroid linkage. In this case the dissimilarities between the clusters are the squared Euclidean distances between cluster means.

flashClust is a wrapper for compatibility with older code.

Value

Returned value is the same as that of hclust: An object of class **hclust** which describes the tree produced by the clustering process. The object is a list with components:

merge an n-1 by 2 matrix. Row i of merge describes the merging of clusters at step i

of the clustering. If an element j in the row is negative, then observation -j was merged at this stage. If j is positive then the merge was with the cluster formed at the (earlier) stage j of the algorithm. Thus negative entries in merge indicate agglomerations of singletons, and positive entries indicate agglomerations of

non-singletons.

height a set of n-1 non-decreasing real values. The clustering *height*: that is, the

value of the criterion associated with the clustering method for the particular

agglomeration.

order a vector giving the permutation of the original observations suitable for plotting,

in the sense that a cluster plot using this ordering and matrix merge will not have

crossings of the branches.

labels labels for each of the objects being clustered.

call the call which produced the result.

method the cluster method that has been used.

dist.method the distance that has been used to create d (only returned if the distance object

has a "method" attribute).

Author(s)

Fionn Murtagh, adapted and packaged by Peter Langfelder

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References

This implementation is mentioned in

Peter Langfelder, Steve Horvath (2012) Fast R Functions for Robust Correlations and Hierarchical Clustering. Journal of Statistical Software, 46(11), 1-17. http://www.jstatsoft.org/v46/i11/

F.Murtagh's software web site: http://www.classification-society.org/csna/mda-sw/, section 6

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Gordon, A. D. (1999). Classification. Second Edition. London: Chapman and Hall / CRC

Murtagh, F. (1985). "Multidimensional Clustering Algorithms", in *COMPSTAT Lectures 4*. Wuerzburg: Physica-Verlag (for algorithmic details of algorithms used).

McQuitty, L.L. (1966). Similarity Analysis by Reciprocal Pairs for Discrete and Continuous Data. *Educational and Psychological Measurement*, **26**, 825–831.

See Also

hclust

Examples

```
# generate some data to cluster
set.seed(1);
nNodes = 2000;
# Random "distance" matrix
dst = matrix(runif(n = nNodes^2, min = 0, max = 1), nNodes, nNodes);
# Time the flashClust clustering
system.time( {
  h1 = hclust(as.dist(dst), method= "average");
# Time the standard R clustering
system.time( {
  h2 = stats::hclust(as.dist(dst), method = "average");
  });
all.equal(h1, h2)
# What is different:
h1[[6]]
h2[[6]]
```

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Everything but the 'call' component is the same; in particular, the trees are exactly equal.

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