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## Part I

# Introduction and Preliminaries



# Chapter 1

## Introduction

The generation of clusterings is quite a difficult task when little knowledge on the data is available. There exist a large number of clustering algorithms that all aim to find a fitting partitioning of the data, but they all come with different assumptions on the data. Taking k-Means as an example, the data is assumed to be Gaussian distributed which might not actually be the case for many data-sets, making it unsuitable for clustering such data.

As a solution for this, visual frameworks have been proposed that aim to help finding the right clustering by evaluating the results of different algorithms and parameter settings via quality metrics and ranking the clustering solutions. One of these frameworks is Clustervision [11] whereby different algorithms are run, their solutions are visualized and ranked according to the average of five different quality metrics. The user is then able to look at the candidates through different visualizations and choose a solution as final result. A problem with this approach is though, that each metric is biased towards a specific resulting cluster structure, possibly ranking it higher than others even if it does not fit the data properly. Even the authors of Clustervision themselves mention that “the effectiveness of these metrics in gauging the quality of the clustering is also difficult to determine due to the lack of ground truth”. Also, as many solutions were calculated and only one of them is chosen in the final decision, a lot of calculated knowledge is ignored.

To overcome this problem, I propose to not use quality metrics for the choice of the best clustering, but to rely on robustness indicators for this selection. As robustness is difficult to evaluate by itself many different algorithms with different parameters should be used, analyzing where multiple methods or parameter sets find a similar result. Clusterings that are similar to many other results can be seen as robust and finding a consensus of those can result in a better overall clustering. To find such similar clusterings or groups of similar clusterings meta-clustering can be used. To then compute final candidates, each group of similar results can be merged to a consensus

result, capturing the essence of the group.

Based on this idea I created a tool which will be further described in Chapter 4. Additionally, the tool aims to include the expert user into the process of finding the result. Most research on consensus clustering, as also seen in the survey of Vega-Pons and Ruiz-Shulcloper [14], only briefly mention how generating or pre-selecting base clusterings can impact the result of consensus clustering. For this, my tool allows the user to visually explore the clusterings created by the simple clustering algorithms, facilitating the choice of which ones to merge for computing a final result.

The rest of this thesis is organized as follows:

## Chapter 2

# Related Work

### 2.1 Clustering Algorithms

A lot of research as been put toward the topic of clustering, resulting in a large number of different methods. [16]

### 2.2 Visual Clustering Frameworks

Clustervision [11]

VISTA [6] ClusterMap and user result evaluation

iVIBRATE [7] extension VISTA?

simple visualizations ELKI implementation [13]

Frameworks with specific data-sets in mind:

Propose: “An Evolutionary and Visual Framework for Clustering of DNA Microarray Data” [5], tool for clustering DNA data with visualization

Even Memes [8]

### 2.3 Consensus Clustering

bla

consensus cluster plus [15]





# **Part II**

# **Theory**



## **Chapter 3**

# **Methods**

The newly created tool uses a large amount of existing methods which are described in this chapter.

### **3.1 Clustering**

#### **3.1.1 OPTICS**

### **3.2 Consensus Clustering**

#### **3.2.1 DICLENS**

### **3.3 Other Methods**

#### **3.3.1 Hungarians Method**



# **Part III**

## **Implemented Tool**



## Chapter 4

# Using the Tool

The implemented tool aims to facilitate the computation and selection of good clustering solutions for a given data-set. To do this both powerful visualizations and algorithms are needed, which is combined in this tool. The usual workflow using the tool can be described with three steps.

### 4.1 Data Visualization and Manipulation

Firstly the user needs to import or create a data-set on which the clustering should be performed. When the application is started a scatter plot without data is shown, as well as To import a data-set

### 4.2 Selection of Algorithms and Parameters

bla

### 4.3 Meta-View and Consensus Clustering

bla





## Chapter 5

# Implementation

### 5.1 Programming Language and Tools

For the implementation of my tool my language of choice was Java. With Java there are lots of available implementations for different clustering methods available, including the Frameworks ELKI [4] and WEKA [9], as well as the machine learning library Smile [3]. To improve the performance in some parts of the tool Java 1.8 was chosen, making it the lowest required Java version to run it. This was done, as it enables the use of parallel streams which make it simple to parallelize functions. Additionally, it is easy to create custom visualizations using the low level `draw()` method of `JComponents` in Swing [2]. All graphs and plots were created using a custom `draw()` method as this leads to much better performance than using small components for the graphs.

### 5.2 File Input and Output

Loading and saving data is needed for the tool to make it more usable. For this reason it is possible to not only import data for clustering but also to save workflows and whole groups of clustering results for later reuse.

#### 5.2.1 Clustering and Point Data

Besides being able to create new data sets from within the tool, importing data from CSV or ARFF files is possible. Those file types are supported as they are very common, especially CSV is usually used to store such information. ARFF is commonly used, as it is also the preferred data type of WEKA [9]. For this reason the ARFF importer of WEKA was adapted to load in these files such that they can be used with this tool.

When importing data, it is also possible to define an index of where the cluster labels are located. When this is done the tool will not load the

specified column as data but use it to define clusters for the ground truth, which is then also handled differently by the different views of the tool.

The starting window or data-view, in which clusterings can also be loaded back into from the meta-view, also allows for exporting data to CSV. When doing this, the first column in the resulting file will contain the cluster identifiers starting with one. This way computed results can be exported and used in other tools or saved for later.

### 5.2.2 Clustering Workflows

As many runs of clustering algorithms with different parameter ranges can be performed and repeatedly defining this workflow can be tedious, the tool allows exporting and importing these workflows from the cluster workflow window. For this the underlying clustering objects are serialized and saved into .CWF (Cluster Workflow Files). It is important to note, that these files do not include the parameter settings for random seed or the meta clustering. This is intentional as I do not consider them to be part of the workflow and they should be set by the user for every run, if the default values are not satisfactory.

### 5.2.3 Pre-Clustered Data

Due to the clustering algorithms possibly being time consuming, either because of their complexity or just sheer number of runs, the results of these algorithms can be saved from the meta-view. To do this, the clustering results are serialized and saved as .CRF (Clustering Result Files). To load those files one can define the different parameters of the meta clustering and then import the .CRF. This way, only the meta clustering is computed again. The meta clustering is not saved in this file such that the user can more easily try different settings for it, by just saving the result and running the meta clustering again. As this is usually much faster than the clustering algorithms that generate the base clusterings, using this may save a considerable amount of time.

## 5.3 Methods and Interfaces

To ensure that new or missing methods can easily be added to the tool, all methods where a selection can be made from within the tool can be added to by implementing onto the corresponding interface. To add methods one needs to first implement it and if needed it's OptionsPanel and then add it to the corresponding static method found in the view using it.

The following sections describe which interfaces and standard methods are implemented, as well as which functions and classes must be edited to add a new custom methods.

### 5.3.1 Data Manipulation

Data manipulation can be performed as a first step in the data-view to create data-sets or modify them such that they can be used for clustering or visualization. It is also of relevance when loading clustering results back into the data-view to analyze results using dimensionality reduction techniques. For this step three interfaces are of interest:

- Generators: IGenerator
- Reducers: IReducer
- Normalizers: INormalizer

#### Generators

Generators allow the user to add or replace data points. Two initial implementations for generators are available, firstly the SinglePointGenerator which allows adding points to the data by clicking the scatter plot. When a point is added this way its coordinates are set to where the user clicked on the screen translated into the coordinates of the data space, such that the point appears below the cursor. Secondly, the ELKIGenerator is available which uses an XML-style input, defining how the clusters should be generated. This class uses the GeneratorXMLDatabaseConnection of ELKI [4] and is able to create data points according to different random distributions. The definitions file for this input can be found in ELKI's JAR file, their GIT repository [1] or in the /lib folder of the implementation.

#### Reducers

Reducers allow the user to manipulate the data such that the dimensionality or potentially (in the future) the number of points can be reduced. Per default three dimensionality reduction techniques are available. The simplest one, DimensionRemover, enables the user to just define a dimension by its index and delete it. This can be useful, if the data is not well cleaned beforehand and irrelevant or possibly disrupting columns are present in the data. For more advanced dimensionality reduction, the PCAReducer and tSNEReducer are available. The PCAReducer, which is adapted from the implementation from Smiles [3] uses Principal Component Analysis [CITATION] to reduce the dimensionality of the data to what the user defined. In contrast the tSNEReducer adapted from Jonsson [10] uses t-Distributed Stochastic Neighbor Embedding [CITATION] and also requires a perplexity parameter.

## Normalizers

Normalizers provide functionality for normalizing the data points. This may be useful whenever different dimensions contain values in strongly differing ranges, while their concrete values do not have any direct relation to the other dimensions. Here, two default implementations are available, `Normalize` and `Standardize`. The `Normalize` class adapts the values such that in each dimension the range is set to the interval  $[0, 1]$  while preserving relative distances. The `Standardize` class adapts these ranges such that the average is 0 and the standard deviation is 1.

## Adding Data Manipulation Methods

To additional Methods they must be implemented using the corresponding interface and added to the class `DataView`. To add them to this class the static methods `initGenerators()`, `initReducers()` and `initNormalizers()` must add the new method to the list of methods. As an example adding a new generator (`newGeneratorX`) would require adding “`generators.add(new newGeneratorX());`” to the function `initGenerators()`.

### 5.3.2 Clustering Algorithms

Clustering algorithms can be selected and tuned in the clustering workflow window such that the algorithm is used to create base clustering results for the meta-view. For additional information on the algorithms themselves, see Section [REFERENCE] The following interfaces are relevant for clustering:

- Clustering Algorithms: `IClusterer`
- ELKI Clustering Algorithms: `IELKIClusterer`
- Custom Clustering Algorithms: `ICustomClusterer`

## Clustering Algorithms

Clustering algorithms can be used in the workflow-view to generate base clusterings for meta clustering and visualization in the meta-view. The interface `IClusterer` is used as helper interface such that all clustering algorithms can use the same high level calls for compatibility. The actual implementations implement either `IELKIClusterer` if they use the ELKI database objects in their logic or `ICustomClusterer` if they use a data matrix. To further help not needing to re-implement generally needed methods the class `AbstractClustering` should also be extended by the actual implementation. With these class and interfaces the actual implementations can focus more on just the clustering logic. Additionally options panels should be created for each new algorithm allowing the user to set parameters or parameter ranges from the tool.

## ELKI Clustering Algorithms

IELKIClusterer is used for clustering algorithms that use ELKIs database object to store the data. To run algorithms from ELKI this interface must be implemented and the database object can be used with ELKIs algorithms. The pre-implemented methods include three variants of KMeans, DBScan and EM clustering. All of these methods use ELKIs high level initialization with `“ClassGenericsUtil.parameterizeOrAbort(AlgorithmClass.class, params);”` and other than this only require the logic for managing parameters, random sampling and collection of the result.

## Custom Clustering Algorithms

To enable other clustering algorithms than the ones implemented in ELKI the interface ICustomClusterer can be used. It receives the two-dimensional data array and the headers as input and allows for the use of any custom clustering logic. One implementation is already available here, namely Spectral Clustering which is implemented with the Smile library [3].

## Adding Clustering Algorithms

To add new clustering algorithms for creating base clusterings, first one must choose IELKIClusterer if the method uses ELKIs database object or ICustomClusterer otherwise. This interface then needs to be extended, the AbstractClustering class can help here with utility functions. When extending the corresponding interface an option panel must be implemented and the parameters must be managed within the cluster function. These interfaces also provide functionality for seeded randomness and progress indicators. To properly calculate progress, getCount() must return the proper number of needed executions and cluster() must call addProgress() whenever progress is made. Finally, the newly implemented class must be added to the initClusterers() function in ClusterWorkflow.

### 5.3.3 Meta-Clustering

The algorithm used for meta clustering is OPTICS [CITATION]. One of the requirements for this method is that the used distance measure must be metric, otherwise the algorithm can only produce an approximate clustering at best. The distance measure used by the algorithm can be changed and additional distance measures can also be added. For this, the following interface is of interest:

- Clustering Distance Measure: IMetaDistanceMeasure

## Clustering Distance Measures

The interface `IMetaDistanceMeasure` is used to define distance measures that can be used for OPTICS for meta clustering. These distance measures should represent how different two clustering solutions are from each other while needing to fulfill the requirements of a metric. For a distance measure, here indicated with  $d(x, y)$  where  $x$  and  $y$  are objects, to be considered metric the following conditions must hold:

- $d(x, y) \geq 0$ : distances must be non-negative
- $d(x, y) = 0$  iff  $x = y$ : the distance between two objects is zero if and only if both objects are equal
- $d(x, y) = d(y, x)$ : the distance must fulfill the symmetry condition
- $d(x, z) \leq d(x, y) + d(y, z)$ : the triangle inequality must hold

The default implemented distance measures are Variation of Information and Clustering Error.

## Adding Distance Measures

To add distance measures for OPTICS the interface `IMetaDistanceMeasure` must be extended and the above mentioned conditions on the distance measure must be fulfilled for the algorithm to produce a satisfying result. After implementing the distance it must be added to `initDistances()` within `ClusterWorkflow`, for it to be usable from within the tool.

### 5.3.4 Consensus Clustering

Consensus Clustering can combine the results from different base clusterings to a common clustering. This can be done in the meta-view and different algorithms can be used for this step. When run, the algorithm computes a consensus result for all base clusterings that are in a common meta cluster in the OPTICS reachability plot and are not filtered out. This means that if the used defined three meta clusters with some cut-off value in the reachability plot, there will be three resulting consensus clusterings, one created from each group. The interface of interest for consensus functions is:

- Consensus Functions: `IConsensusFunction`

## Consensus Functions

The consensus functions implement the logic for combining the base clusterings. For this the interface `IConsensusFunction` is of interest and can be extended to add new functions. Per default two main implementations are

available. Both implementations allow for the user to either define a target value for the number of resulting clusters  $k$  within each result, or for the algorithm to guess this parameter itself. Firstly, `CoAssociationMatrixAverageLink` can be used, which computes a Co-Association (CA) Matrix and combines objects via the average link strategy. When  $k$  is defined the algorithm joins together sets of points until only  $k$  sets remain, which is used as final answer. If no  $k$  is defined the algorithm performs two runs, calculating the lifetime [17] of the resulting tree and choosing the level to cut as the one resulting with maximum lifetime. As second method `DICLENS` is available, which was generously provided by Mimaroglu and Aksehirli [12].

### Adding Consensus Functions

To add consensus functions the interface `IConsensusFunction` must be extended. It is also important to note that weights may be supported by the function if implemented, although at this point there is no way for the user to set weights. As for the two default implementations the function may either allow defining the number of resulting clusters per consensus result or not. To add the newly created function to the tool, within `MetaViewer` the function `initConsensusFunctions()` must include the new method.

## 5.4 Visualization

To visualize the data in different ways and provide a functional Graphical User Interface (GUI) the Java Swing [2] Toolkit was used. It allows for both high level calls creating objects within windows, e.g. panels, buttons or combo-boxes, as well as low level calls by directly changing the behavior of the `draw()` function. For the basic GUI the panels and buttons of the tool were created with high level calls, while the different graphs and plots were implemented by overriding the `draw()` function. Overriding the `draw()` function immensely improved performance as the already available high level objects are computationally costly by comparison, when many of them are needed. This section only includes additional information on the implementation and functionality, information on the usage of the visual elements in the tool can be found in Section [REFERENCE].

### 5.4.1 Scatter Plot

The scatter plot is the simplest visualization of the data within the tool. It is implemented through two axis and a canvas object. The axis include logic for the draw the value range and selected dimension, including the mouse listeners for modifying it, as well as the translation from model coordinates to viewer coordinates. The canvas implements the drawing of data points, including different shapes and colors depending on their cluster identifier,

whether or not they are filtered out or if they represent special objects like the ground truth in the meta-view. Additionally the canvas can support mouse listeners enabling interactivity with the points.

#### **5.4.2 Switching between Clusterings**

bla bla bla

#### **5.4.3 Scatter Plot Matrix**

bla bla bla

#### **5.4.4 OPTICS Plot**

bla bla bla

#### **5.4.5 Heat Map**

bla bla bla

#### **5.4.6 Filter Panel**

bla bla bla

#### **5.4.7 Cluster comparison**

bla bla bla



# Part IV

## Testing



## Chapter 6

# Experiments

To show the value of the new tool different scenarios created. The goals of the tool are to improve on the ease of finding complex cluster structures and improve on the result in comparison to only using simple clustering methods. Another aim is to visualize the data and clustering results such that an expert user can make a well informed decision on which solutions best fit the data.

### 6.1 Solutions better than Base-Clusterings

bla

### 6.2 Multiple Solutions

bla



**Part V**

**Concluding Thoughts**



## Chapter 7

# Future Work

### 7.1 Improvements for Tool

bla

### 7.2 Research Consensus Clustering

bla

### 7.3 Visual Frameworks

bla





## Chapter 8

# Conclusion

### 8.1 Lessons learned

bla

### 8.2 Reflection of Work

In this article I showed



# Appendices



# Appendix A

## Abstract

### A.1 English abstract

Finding a good clustering solution for an unexplored data-set is a non-trivial task. Due to the large number of clustering algorithms which usually have lots of parameters, clustering results may differ strongly from each other and the underlying ground truth. With only little knowledge on the data the evaluation of which result best represents the underlying cluster structure is difficult. To find a fitting selection for the result, there exist visual frameworks that aim to simplify this choice by ranking the results according to quality measures. As those measures also have the downside of being biased towards specific structures (whether or not they fit the data) they are problematic for selecting a final result. For this reason, I propose to purely use indicators of robustness for the creation of a clustering result. This is done by meta-clustering results from different clustering algorithms and results and calculating consensus clusterings from each group of similar results. Additionally this process is supported through visualizations, giving the expert user the possibility to use his knowledge to further improve on the final result.

## A.2 Deutsche Zusammenfassung

Eine gute Clustering Lösung für wenig erforschte Daten zu finden ist eine komplexe Aufgabe. Wegen der großen Anzahl an Clustering Algorithmen, welche meist auch viele verschiedene Parameter benötigen, können sich die Ergebnisse stark untereinander, aber auch von dem richtigen Ergebnis, unterscheiden. Mit nur wenig Wissen über die Daten ist auch die Evaluierung welches Ergebnis am nächsten zu der der unterliegenden Wahrheit, beziehungsweise am besten der Struktur der Daten entspricht eine schwere Aufgabe. Um eine solche Auswahl besser treffen zu können wurden visuelle Frameworks erschaffen, die mittels Qualitäts-Metriken die verschiedenen Ergebnisse bewerten und gereiht anzeigen. Da diese Metriken aber auch das Problem haben gewisse Strukturen in Ergebnissen zu bevorzugen zeigen sie sich wiederum bei der Entscheidung über das endgültige Ergebnis als problematisch. Aus diesem Grund schlage ich vor die Eigenschaft wie robust ein Ergebnis ist für die finale Entscheidung heranzuziehen. Um dies zu tun werden die Clusterings auf Meta-Ebene nochmals geclustert, wobei ähnliche Ergebnisse in einer Gruppe mittels Consensus Clustering zu einer Lösung zusammengeführt werden. Dieser Prozess wird weiters durch Visualisierungen unterstützt, so dass ein Experte mit Hilfe seines Wissens die Lösung möglicher Weise noch weiter verbessern kann.

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