

Algorithms, the Classics never Die: A survey to analyse the state of the art of clustering

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Abstract. *In the last years, computing and its algorithms have evolved more and more rapidly, and nowadays, Data Mining has taken up a lot of space in Computer Science due to the need to handle the large amount of information generated by the advancement of technology. This article will study the state of the art of some algorithms used for Clustering, a technique widely used in Data Mining, and synthesize the obtained results in order to support the studies of its readers.*

1. Introduction

2. Clustering

3. Data Mining

3.1. Text Mining

4. Algorithms

4.1. K-Means

4.2. Prim

5. Conclusion

6. References

Bibliographic references must be unambiguous and uniform. We recommend giving the author names references in brackets, e.g. [Knuth 1984], [Boulic and Renault 1991], and [Smith and Jones 1999].

The references must be listed using 12 point font size, with 6 points of space before each reference. The first line of each reference should not be indented, while the subsequent should be indented by 0.5 cm.

References

Boulic, R. and Renault, O. (1991). 3d hierarchies for animation. In Magnenat-Thalmann, N. and Thalmann, D., editors, *New Trends in Animation and Visualization*. John Wiley & Sons Ltd.

Knuth, D. E. (1984). *The T_EX Book*. Addison-Wesley, 15th edition.

Smith, A. and Jones, B. (1999). On the complexity of computing. In Smith-Jones, A. B., editor, *Advances in Computer Science*, pages 555–566. Publishing Press.