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STREAM: A FRAMEWORK FOR DATA STREAM

MODELING IN R

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STREAM: A FRAMEWORK FOR DATA STREAM

MODELING IN R

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stream: A Framework for Data Stream Modeling in R

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Abstract

In recent years, data streams have become an increasingly important area of research. Common data mining tasks associated with data streams include classification and clustering. Due to both the size and the dynamic nature of data streams, it is often difficult to obtain real-time stream data without the overhead of setting up an infrastructure that will generate data with specific properties. We have built the framework in R, a popular tool for data mining and statistical analysis with the intent that researchers will be able to easily integrate our framework into their existing work. In this paper we introduce the implementation of **stream**, an R package that provides an intuitive interface for experimenting on data streams and their applications. **stream** is a general purpose tool that can model data streams and perform data mining tasks on the generated data. It allows the researcher to control specific behaviors of the streams so that they create scenarios that may not be easily reproducible in the real-world, such as the merging and splitting of clusters. Additionally, it has the ability to replay the requested data for other data mining tasks if needed, or read data streams from other sources and incorporate them into the framework.

Keywords: data stream, data mining, cluster, classification.

Acknowledgments

Contents

1. Introduction

In recent years, data streams have become an increasingly important area of research. Common data mining tasks associated with data streams include classification and clustering (Aggarwal 2009). Data streams are defined as ordered sequences of continually arriving points. The characteristic of continually arriving points introduces an important property of data streams which is also their greatest challenge: their potentially infinite size. Due to the dynamic size of data streams, a significant amount of research is spent on how to accurately summarize the data in real-time so that the summarizations can be used in traditional data mining algorithms. Most data mining tasks for data streams are composed of two components: an online component which summarizes the data, and an offline component which uses these summaries as input to traditional algorithms to either generate a prediction or a clustering from the data.

The majority of the available data stream processing algorithms adhere to these properties:

- **Single pass:** The incoming instances are processed no more than a single time

- **Finite storage:** The stored data will use a finite amount of space

- **Real-time:** A prediction or clustering can be generated upon request from the current snapshot of summaries for the stream

The names used for these properties vary depending on the algorithm, but the core definitions remain the same across all data stream processing techniques. Another common property found in many techniques is the inclusion of a temporal structure due to the concept drift often found in streams (Masud, Chen, Khan, Aggarwal, Gao, Han, and Thuraisingham 2010).

Common data streams include text streams like Twitter activity, the Facebook news-stream, Internet packet data, stock market activity, output from sensor arrays, etc. The volume of data and its applications will only continue to increase as more techniques are developed to automatically record our day-to-day interactions with technology (credit card transactions, Internet and phone usage) to databases for use in behavioral mining (Aggarwal 2007). Our goal with **stream** is provide a framework for experimentation that can generate data streams with specific properties based on the needs of the experiment. We aim to reduce the overhead that researchers spend on the creation of an experimental stream infrastructure so that they may focus more on innovative algorithms that can be used to mine real-world data streams.

When developing a new technique for any application, a vital step in the development process is the evaluation against existing methods in the field. Although an important step, the evaluation of a stream processing algorithm is often difficult because of the challenging setup. Not only is it difficult to obtain implementations of leading algorithms to benchmark against, there are also many other variables that often change between implementations, for instance: the programming language, the development environment, the expected input and output, etc. Additionally, the same data needs to be used for each experiment in order to accurately compare the performance of each algorithm. More importantly, the size of the data used in the data stream processes cannot be trivial because the way that the algorithms handle large data sets are an important factor during performance measurement. Both of these tasks make it a formidable challenge to accurately benchmark any new stream processing technique against existing algorithms.

The two most well-known tools for the benchmarking of traditional data mining methods are WEKA and R (Hall, Frank, Holmes, Pfahringer, Reutemann, and Witten 2009; R Development Core Team 2005). The WEKA Data Mining Software is developed and maintained by the Machine Learning Group at the University of Waikato and consists of a graphical user interface for users that prefer working with a GUI. It is built in Java and supports easy integration of new techniques through its plug-in interface. At the other end of the spectrum is R, an environment for data mining and statistical computing that is operated solely by writing code from the command line interface or through the input of script files. It supports extension in several forms: through R packages (software applications written in the R programming language), Java, and C/C++. In fact, since R is also extensible by Java, there is a WEKA package available in R that uses the Java code from the standalone WEKA implementation to integrate into the R environment.

To solve the problem of benchmarking data stream processes in Java, another team at the University of Waikato has developed Massive Online Analysis (MOA), a framework that has been built in WEKA's image (Bifet, Holmes, Kirkby, and Pfahringer 2010). MOA has a variety of tools that allows researchers to generate streams, perform data stream classification, and to perform data stream clustering. However, MOA only fills in one end of the spectrum, and to correspond to the other end, we have developed **stream**, an R package that performs many of the same functions, but in the R environment. It also allows the extensibility of data mining techniques in ways that MOA can't; namely development in R and C/C++. Additionally, **stream** will be compatible with *REvolution R*, a commercial version of R that is optimized for server environments that deal with terabytes of data. This will allow users that have access to *REvolution R* to compare the performance of data stream applications with data sets that aren't possible in the open source version of R (Analytics 2010).

In this paper we discuss the design of **stream**, and how it can be used as a tool to benchmark the performance of different stream processing techniques. We aim to give researchers the ability to test new algorithmic developments against the existing stream processing techniques without having to spend time setting up an infrastructure to do so. In our current implementation of **stream**, we have developed two main components: a component for generating stream data, and a component for performing data stream tasks, generally either clustering or classification, using the generated data. The stream data generation module offers users the ability to control specific stream properties such as the number of clusters, the dimensionality of data, the concept drift, and various other properties that may not be easily configurable in real-world data streams. The other module has implementations of many existing stream processing algorithms to benchmark against. Each of these components is accompanied by examples demonstrating the capabilities of the framework.

The paper is organized as follows. We first provide background information on data streams, as well as common data mining tasks: clustering and classification. This section is followed by the design of the **stream** package in Section 3. The design section covers the design of each component, how they interact with one another, and how to extend the components as a developer. Section 4 consists of examples in R that show the generation of data streams, data mining tasks performed on the streams created, and detailed explanations for the resulting objects. Section 5 outlines our future plans for the framework and concludes the paper.

2. Background

Due to advances in data gathering techniques, it is often the case that data is no longer viewed as a static collection, but rather as a dynamic set, or stream, of incoming data points. Nearly all of our interactions with technology are generating these types of data which, in conjunction with other users' interactions, can be seen as very large data streams. As mentioned in the introduction, the volume and the infinite nature of these data streams provide challenging properties: single pass, finite storage, and real-time. A thorough introduction to data streams is provided by Aggarwal (2007) . The most common data stream mining tasks are clustering and classification. The rest of this section will give background information in these two areas, followed by the introduction of the MOA Framework—a framework that provides tools to perform both of these tasks on modeled data streams. The current version of **stream** only contains implementation for data stream clustering, so the classification section will provide a briefer overview.

2.1. Data Stream Clustering

Traditional cluster analysis is an unsupervised data mining technique, meaning that there is no user intervention on the algorithms that organize data points into meaningful groups (clusters) based upon certain attributes. Ideally, the data points that are clustered into a single group will be similar to one another, and dissimilar to data points in other groups. Unlike classification, which will be introduced in the next section, there is no pre-determined meaning of the groups, and it is up to the user to decide what the generated clusters mean. Most traditional clustering methods are multi-pass, meaning that they examine the input data set multiple times before generating the final result. For more detail on clustering outside of data streams, the textbooks by Dunham (2002) and Tan, Steinbach, and Kumar (2006) each have chapters dedicated to cluster analysis and popular algorithms.

The data stream properties outlined previously render traditional clustering techniques unusable in their current form. New techniques were introduced to transform data streams so that they can be used by traditional clustering techniques. In general, data stream clustering algorithms consist of an online-offline architecture. The online component refers to the new data stream aspect of the algorithm that summarizes the data points (often known as micro-clusters) so that they can be used in the offline component. The offline part of these algorithms is executed upon the user's command (the real-time property) and uses the micro-clusters as input data into traditional clustering algorithms, such as *k-means* or *DBSCAN*.

The accurate, yet efficient generation of micro-clusters is the goal behind the online component of data stream clustering algorithms. The offline component consists of algorithms that have been around for many years and their performance is well defined. Thus, new techniques in data stream clustering focus on how to summarize the incoming data effectively. Summarizing the incoming data points into micro-clusters ensures that the input to the offline component is constrained to a finite space. Recent algorithms such as DenStream (Cao, Ester, Qian, and Zhou 2006) and MR-Stream (Wan, Ng, Dang, Yu, and Zhang 2009) use a density-based approach to calculate micro-clusters, but there are a variety of different techniques such as the augmentation of the traditional *k-medians* algorithm (Guha, Meyerson, Mishra, Motwani, and O'Callaghan 2003), CSketch (Aggarwal 2009), threshold Nearest Neighbor (tNN) (Hahsler and Dunham 2011), and Clustream (Aggarwal, Han, Wang, and Yu 2003).

To maintain a finite number of micro-clusters, a pruning function is often associated within

the summarization process. The goal of the pruning process is to discard micro-clusters that have become outliers. Outliers can be determined by data points that don't have enough related instances to constitute a micro-cluster, or micro-clusters that have become stale—no new data points have been added to them recently. The latter case occurs when the structure of the data stream changes as a function of time, known as concept drift (Masud *et al.* 2010).

One of the most challenging aspects of clustering is how to evaluate how well an algorithm has performed. There are a number of metrics used to measure the performance of traditional clustering algorithms (Manning, Raghavan, and Schtze 2008), but they are often used as an estimate of the performance rather than a guaranteed figure. Many of the available metrics require comparison to a true classification of the data so that it can be determined if incoming data points are being clustered into the appropriate groups. Common metrics include purity, precision, recall, entropy, etc. The MOA framework uses many of these traditional clustering metrics, and additional stream clustering metrics to evaluate the performance on stream clustering algorithms.

In **stream**, our goal with data stream clustering is to separate the online component from each data stream clustering algorithm and use it as its own entity. We can then compare the performance of the online components of each algorithm when paired with a selected offline component. This is a feature unique to the **stream** framework. We focus on the online component of the algorithms because R already contains definitions for many of the offline components used, and the novelty of many of the algorithms is in the online component. Section 3 discusses what data stream clustering algorithms are currently available in the framework, and how they can be operated upon.

2.2. Data Stream Classification

Although no data stream classification is implemented in the current form of **stream**, it is one of the most popular data mining tasks and can easily be added due to the extensibility of **stream**.

Classification is known as a supervised learning technique because of the training phase in which the input data consists of a data set and the corresponding class labels of its data points. The classification technique then examines the input and generates a model from the data. The model is then used to assign class labels to new data according to what was learned during the training phase. The textbooks by Dunham (2002) and Tan *et al.* (2006) again provide detailed chapters on traditional classification and its applications.

2.3. The MOA Framework

MOA is a framework for both stream classification and stream clustering (Bifet *et al.* 2010). It is the first experimental framework to provide easy access to multiple algorithms, as well as tools to generate data streams that can be used to measure the performance of the algorithms. Due to MOA's association with the University of Waikato, its interface and workflow are similar to those of the original WEKA software.

The workflow in MOA consists of three main steps: 1) the selection of the data stream model (referred as data feeds or data generators); 2) the selection of the algorithm in which the generated data will be used; and 3) the evaluation of the performance. After each step is complete, a report is generated that contains the performance evaluation as well as the results
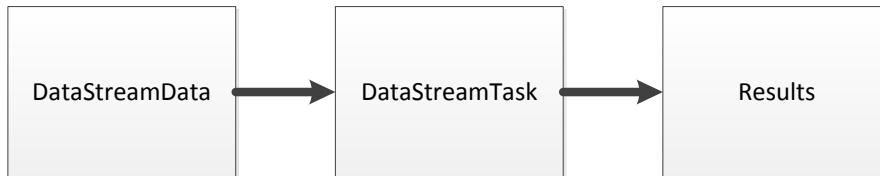
Figure 1: A high level view of the **stream** architecture.

from the data mining task performed. The evaluation step and results from the experiments run differ based on the task—classification results are shown as a text file, while clustering results have a visualization component that charts both the micro-clusters calculated and the change in performance metrics over time.

The MOA framework is an important pioneer in experimental data stream frameworks. Many of the clustering techniques available in **stream** are from the MOA framework.

3. The stream Framework

There are two main components to the **stream** framework, data stream data, and data stream tasks. We provide both as base classes from which all other classes in the framework will extend from. Figure 1 shows a high level view of the interaction of the components. The two components correspond to the steps taken in every stream learning algorithm: DataStreamData (DSD) refers to selecting or generating the data while DataStreamTask (DST) refers to selecting the data stream process that will use the input data. The figure demonstrates the simplicity of the framework. We start by creating a DSD, then feed the data generated by the DSD into a DST object, and finally we can obtain the results from the DST object. DSTs can be any type of data streaming mining task, most commonly classification or clustering algorithms. This section will outline the design principles introduced in **stream**, and the following subsections will cover the design of the components.

Each of the components have been abstracted into a lightweight interface that can be extended in either R, Java, or C/C++. Our current implementation contains components that have been developed solely in R, and others that use an R wrapper for the underlying Java implementation from the MOA framework. The subsections following will go into more detail about the individual components followed by how they interact with one another.

All of the experiments must be run either directly in the R environment from the command line or as .R script files. As mentioned before, **stream** will also work on *REvolution R*, an optimized commercial version of R that is designed to work on server architectures composed of multi-cores and can deal with terabytes of data at a time (Analytics 2010).

The **stream** package uses the S3 class system in R. The package has been validated by the command `R CMD check` which runs a series of 19 checks that covers all aspects of the package. The S3 class system has no notion of abstract classes or inheritance, but does include a way to define polymorphic functions. Because of these constraints, we have built the **stream** architecture in a specific way to emulate an inheritance hierarchy for our classes.

Our inheritance hierarchy is built by associating a class, or set of classes to the specific
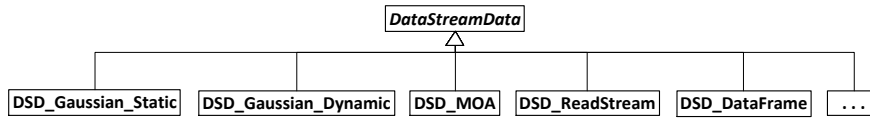
Figure 2: UML diagram of the DSD architecture.

objects that are created. For example, the DataStreamClusterer (DSC) class of `DSC_tNN` (for the threshold nearest neighbor clustering algorithm) can be identified by any of these three classes: `DSC`, the base class of all DSCs; `DSC_R`, because it is implemented directly in R; and `DSC_tNN`, its specific class (see Figure 3). This models the concept of inheritance in that the user simply has to call a generic function, such as `get_points()`, and the function call will be polymorphically executed based on the classes the DSC object inherits.

Additionally, we also adhere to other object oriented concepts such as data abstraction, modularity, and encapsulation. The first two concepts are trivial in their implementation in that we simply designed the class hierarchy so that the main components of the framework are loosely coupled and the underlying implementation details of each of them (whether they are in R, Java, or C/C++) are abstracted behind a standard interface. Encapsulation principles are maintained by incorporating an immutable R list with each class. A `list` in R is an associative map that associates a variable name to a corresponding object. The `list` members that are exposed are similar to public members in a high level programming language.

3.1. DataStreamData

The first step in the **stream** workflow is to select a DataStreamData (DSD) generator. Figure 2 shows the UML relationship of the DSD classes (Fowler 2003). All DSD classes extend from the abstract base class, `DataStreamData`. The current available classes are `DSD_Gaussian_Static`, a DSD that generates static cluster data with a random Gaussian distribution; `DSD_MOA`, a data generator from the MOA framework with an R wrapper; `DSD_ReadStream`, a class designed to read data from R connections; and finally, `DSD_DataFrame`, a DSD class that wraps local R data as a data stream. Additional DSD classes will also extend from the base class, as denoted by the ellipsis in the diagram.

The most common input parameters for the creation of DSD classes are `k` number of clusters, and `d` number of dimensions. We use the term cluster loosely here in that it refers to an area where data points will be generated from rather than a calculated cluster from a clustering algorithm.

The base class contains generic definitions for `get_points()` and `print()`, and each subclass contains a constructor function for specific object initialization.

> `get_points(x, n=1, ...)`—returns a matrix of data points from the DSD object x. The implementation varies depending on the class of x. The way this is done in `DSD_Gaussian_Static`, our general purpose DSD generator, is to first generate a vector of cluster numbers that determine which clusters the data points will be generated from. This vector is calculated according to the cluster probabilities given during its creation. Often associated with `k` and `d` are means and standard deviations for each dimension of each cluster, where `mu` denotes a matrix of means and `sigma` denotes a list of covariance matrices. After calcu-

lating the cluster probabilities, data points are iteratively generated up to `n` based on the `mu` and `sigma` for each cluster that was chosen from the data sampling.

`print()`—prints common attributes of the DSD object. Currently shown are the number of clusters, the number of dimensions, and a brief description of what implementation is generating the data points.

Unlike the MOA framework, the selected DSD holds no bearing on what DST is chosen; the two components act individually from one another (in MOA there are specific generators for classification and specific generators for clustering). It is up to the experimenter to choose the appropriate DSD for the behavior they are trying to simulate. Appendix A contains the user manual generated by R that discusses the exact details for each class implemented, and descriptions of the original algorithms they extend.

To accompany the assortment of DSD classes that read or generate data, we have also written a function called `write_stream()`. It allows the user to write `n` number of lines to an open R `connection`. Users will be able to generate a set of data, write it to disk using `write_stream()`, read it back in using a `DSD_ReadStream`, and feed it to other DSTs. We designed `write_stream()` so that the data points written to disk are written in chunks. Although this is slower than performing a single write operation to disk, this allows the user to theoretically write `n` points up to the limit of the physical memory of the system the software is running on.

3.2. DataStreamTask

After choosing a DSD class to use for data generation, the next step in the workflow is to define a DataStreamTask (DST). In **stream**, a DST refers to any data mining task that can be applied to data streams. We have purposefully left this ambiguous so that additional modules can be defined in the future to extend upon the DST base class. In general however, DSTs fall in two categories: data stream classification algorithms, and data stream clustering algorithms. In the current implementation of **stream** there are only `DataStreamClusterer` (DSC) classes defined, but Figure 3 shows how additional tasks can easily extend from DST as shown by the addition of the abstract class `DataStreamClassifier` in the diagram. It is important to note that the concept of the DST class is merely for conceptual purposes—in the actual implementation of **stream** there is no direct definition of DST because little is shared between the clustering and classification operations.

Under the DSC class, there is a further inheritance hierarchy in which `DSC_R` and `DSC_MOA` extend the base DSC class. This is to differentiate the underlying implementation details of each class under the two separate branches. Due to the state of our implementation, the following section will mainly focus on the DSC classes that have been developed, while also providing guidance on how the same principles can be applied to other data mining tasks such as classification.

The base DSC class defines several functions that are inherited by each subclass. Similar to the architecture of the DSD class, each subclass must also provide a constructor individually.

`get_centers(x, ...)`—is a generic function that will return the centers, either the centroids or the medoids, of the micro-clusters of the DSC object if any are available.

`nclusters(x)`—returns the number of micro-clusters in the DSC object.

`print(x, ...)`—prints common attributes of the DSC object. Currently it prints a small
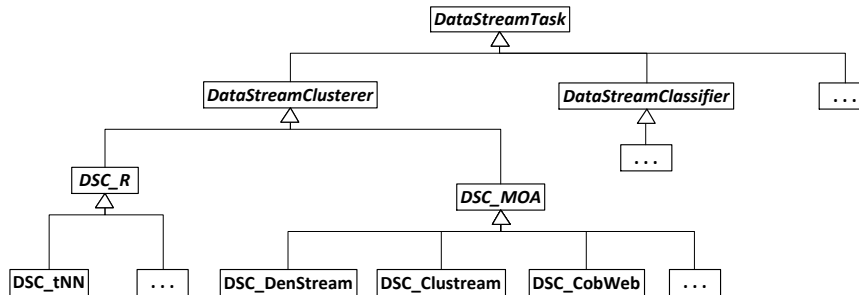
Figure 3: UML diagram of the DST architecture.

> description of the underlying algorithm and the number of micro-clusters that have been calculated.
>
> `plot(x, ..., method="pairs")`—plots the centers of the micro-clusters. There are 3 available plot methods: `pairs`, `plot`, or `pc`. `pairs` is the default method that produces a matrix of scatter plots that plots the attributes against one another (this method is only available when `d > 2`). `plot` simply takes the first two attributes of the matrix and plots it as `x` and `y` on a scatter plot. Lastly, `pc` performs Principle Component Analysis (PCA) on the data and projects the data to a 2 dimensional plane and then plots the results.

At the moment, all of our DSC classes that have been developed use MOA implementations of data stream clustering algorithms as their core and use **rJava** interfaces to communicate with the Java code. Currently, the only exception to this is `DSC_tNN` which is written entirely in R and uses some of R's more advanced features to create mutable objects. The data stream clustering algorithms that are available in **stream** are StreamKM++ (Ackermann, Lammersen, Märtens, Raupach, Sohler, and Swierkot 2010), threshold Nearest Neighbor as seen in (Hahsler and Dunham 2010a,b), ClusTree (Kranen, Assent, Baldauf, and Seidl 2009), DenStream (Cao *et al.* 2006), Clustream (Aggarwal *et al.* 2003), and CobWeb (Fisher 1987).

It is important to note that many data stream clustering algorithms consist of two parts: an online component that clusters the incoming data points into micro-clusters, and an offline component that performs a traditional clustering algorithm on the micro-clusters. Our DSC implementations only include the online segment of these algorithms. This is to allow the user to choose how they would like to manipulate the micro-clusters during the offline phase. For example, a user may want to only use a single DSC class, but may be interested in how different traditional clustering algorithms perform on the micro-clusters generated. As mentioned before, Appendix A contains all of the details concerning each implemented class.

3.3. Class Interaction

Due to the abstraction in our workflow, the two step process will be similar for each combination of selected classes. Theoretically every DSD class will work flawlessly with any chosen DST class, although the results generated may not be optimal for every combination. Each subclass of the base DST also requires a set of input functions that will pull data from the DSD object and pass it to the DST object. In a classification example, these functions may be called `learn()` and `classify()` to signify the two main steps in data stream classification.
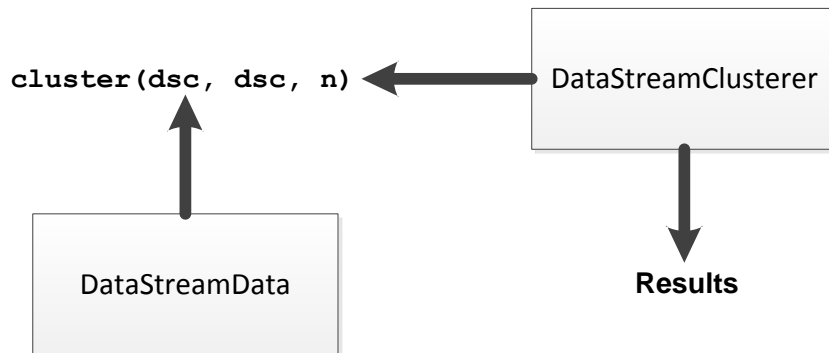
Figure 4: Interaction between the DSD and DSC classes

For our implementation of the clustering task, we use a single function called `cluster()` to drive the interaction.

> `cluster(dsc, dsd, n=1000)`—accepts a DSC object, a DSD object, and the number of points that will be generated by the DSD and passed to the DSC. Internally, `cluster()` also includes polymorphic implementations for each direct subclass of DSC, in this case, `DSC_R` and `DSC_MOA`. These internal implementations handle the different expectations by each DSC subclass: the MOA classes expect their data points to be packaged as `Java Instance` objects, while the R classes require no such packaging. The underlying clustering within the DSC changes during this process—no new clustering is created for each call to `cluster()`.

Figure 4 demonstrates the interaction between a DSD object, a DSC object, and `cluster()`. After the clustering operation is finished, the results can be obtained from the DSC object by calling `get_centers()`, or they can be plotted directly to a chart by calling `plot()`.

3.4. Extension

In order to make our framework easily extendable, we have developed a set of core functions that are necessary for each component. As mentioned earlier, the actual **stream** implementation contains no definition for the DST concept—it is used only in the description of the design to show that all data stream mining tasks extend from the same base class. This section will outline the key functionality that needs to be available in the extension of the **stream** components. The core implementation of extension classes can be written in either R, Java, or C/C++, however, every class needs an R wrapper that can communicate with the rest of the framework.

DSD classes need a way to either generate or retrieve data that can be used as a stream for input to DST objects. Ideally, users will be able to alter the properties in the DSD class by passing parameters in the constructor. Common properties include the number of clusters to generate, the dimensionality of the data, the distribution of the data generated, how the data evolves over time, etc. Although these properties are desirable to control, it isn't always possible to do this in the implementation (similar to how we limit the input parameters of

`DSD_MOA`).

For DSD classes, there is only a single function in addition to a constructor that is needed in order to fulfill the interface, and that function is `get_points()`. This function simply returns an R matrix of the data created by the DSD. It is used mainly in the `cluster()` function to input data into DST objects that will perform data mining operations on them.

The DSC interface requires more work in that there are currently 2 abstract classes that extend directly from the abstract base class, `DataStreamClusterer`. Depending on which programming language is used to extend the DSC class, the new class must extend from the appropriate direct subclass of DSC. For example, all of our DSC objects that are implemented using MOA's `Java` code, extend from the class `DSC_MOA` in addition to the base class `DSC`. New classes that are developed should extend the inheritance hierarchy in a similar way. If there is no concept of the subclass already included in the framework, for example, `DSC_C`, it is the job of the developer to create this intermediary class so that others may extend from it in the future. Note that all the extensions are from the DSC class rather than the DST class—new classes will also need to be created for other data stream tasks such as classification.

For DSC subclasses, there are two functions that need be implemented in addition to the constructor. These functions are `cluster()` and `get_centers()`. The clustering function is used in conjunction with a DSD object and will feed data into the DSC object. It is responsible for updating the underlying clustering of the object (or returning a copy of the object with the updated clustering) with the data that is being streamed. `cluster()` should be able to handle data of any dimensionality. The `get_centers()` function returns a matrix that represents the centers of micro-clusters from the particular DSC object. If the underlying clustering is an object in `Java`, the `get_centers()` function should convert this to an R object before returning.

4. Examples

Experimental comparison of data streams and algorithms is the main purpose of **stream**. In this section we give several examples in R that exhibit **stream**'s benchmarking capabilities. The examples become increasingly complex through the section. First, we start by giving a brief introduction to the syntax of **stream** by using a pair of DSC and DSD objects. The second example shows how to save stream data to disk for use in later experiments. We then give examples in how to reuse a data stream so that multiple algorithms can use the same data points, and how to use DSC classes to cluster stream data. Finally, the last example demonstrates a detailed comparison of two algorithms from start to finish by first running the online components on the same data stream, then using *k-means* to cluster the micro-clusters generated by each algorithm.

4.1. Creating a data stream

The first step in every example is to load the package.

```
> library("stream")
```

In this example, we would like to focus on the merits of the DSD class to model data streams. Currently there are 4 available classes: `DSD_Gaussian_Static`, `DSD_MOA`, `DSD_ReadStream`,

and `DSD_DataFrame`. The syntax of creating an instance of each of the classes is consistent throughout. Below we show the creation of a `DSD_Gaussian_Static` object. We would like the data to be 2 dimensional, and to be generated by 3 clusters—these properties are shown as parameters during the creation.

```
> dsd <- DSD_Gaussian_Static(k = 3, d = 2)
```

Because we have only defined two of the parameters, the other parameters, `mu`, `sigma`, `p`, and `noise` will be left to their default values (`mu` and `sigma` will be randomly chosen, and `p` will be a vector of values `1/k`). The DSD object displays a brief summary (`print()` function).

```
> dsd
```

```
DSD - Data Stream Datasource: Static R Data Stream
With 3 clusters in 2 dimensions
```

Now that we have a DSD object created we can call the `get_points()` function on it to generate stream data. It accepts a DSD object and `n` number of points and returns a numeric matrix composed of `n` rows and `d` columns. The points in this matrix are generated by different clusters defined during the creation of the DSD object.

```
> data <- get_points(dsd, 25, assignment = TRUE)
> data
```

```
              [,1]          [,2]
 [1,]   0.58103679   0.71299175
 [2,]   0.02120235   0.09662967
 [3,]   0.13777265  -0.01048796
 [4,]   0.85565828   0.37321099
 [5,]   0.01076491   0.03976144
 [6,]   0.80023353   0.51555724
 [7,]   0.37319813   0.73524195
 [8,]   0.84824710   0.37114759
 [9,]   0.82355266   0.51118316
[10,]   0.23776072   0.09012323
[11,]   0.39453182   0.65325018
[12,]   0.10098767   0.08306642
[13,]   0.37240061   0.64012581
[14,]   0.75321682   0.53852338
[15,]   0.77801012   0.37578506
[16,]   0.14534009   0.14542760
[17,]   0.69547988   0.52579018
[18,]   0.06068131   0.02235240
[19,]   0.47119824   0.74388747
[20,]  -0.05211717   0.29306132
[21,]   0.27865162   0.68651610
```

```
[22,]   0.75654364   0.65048495
[23,]   0.36029463   0.72069104
[24,]   0.08377363  -0.06119958
[25,]   0.80450365   0.43620415
attr(,"assignment")
 [1] 2 3 3 2 3 2 1 2 2 3 1 3 1 2 2 3 2 3 1 3 1 2 1 3 2
```

Additionally, by setting the parameter `assignment` in the `get_points()` function to `TRUE`, `get_points()` will also show which clusters the data points belong to. The `assignment` vector is shown in the code following.

```
> attr(data, "assignment")
```

```
 [1] 2 3 3 2 3 2 1 2 2 3 1 3 1 2 2 3 2 3 1 3 1 2 1 3 2
```

`n` can be of any size as long as the created matrix is able to fit into memory. When data is being clustered however, `get_points()` is typically called for a single point at a time. This allows us both to simulate a streaming process, and to limit the amount of memory used by the created data at any given time. The data produced can then be used in any choice of application. Because the data is 2 dimensional in this case, we are able to easily plot the dimensions directly on to the x and y plane. Figure 5 shows 1000 data points from the same DSD object. In the plot there are 3 distinguishable clusters as defined in the creation of `dsd`.

```
> plot(get_points(dsd, 1000))
```

We can also create streams with dynamic data by using the `DSD_MOA` class. It is important during the creation of a `DSD_MOA` object that values are assigned to the `modelSeed` and `instanceSeed` parameters. This ensures that new data will be produced with your experiment. Figure 6 shows the concept drift in `DSD_MOA` as the initial 3 clusters move around, and 2 of the clusters merge in (c). The `DSD_MOA` class is useful for testing how algorithms behave with dynamic data, and clusters that may merge with others over time.

```
> dsd <- DSD_MOA(k = 3, d = 2, modelSeed = 100, instanceSeed = 100)
> plot(get_points(dsd, 3000))

> plot(get_points(dsd, 3000))

> plot(get_points(dsd, 3000))
```

4.2. Reading and writing data streams

Sometimes it is useful to be able to access the data generated by the data streams outside of the R environment. **stream** has support for reading and writing data streams through an R `connection`. Connections can be opened to a number of different sources and layouts (see the R Reference Manual for a detailed explanation (R Development Core Team 2005)). In our example, we will focus on reading from and writing to a file on disk.

We start by loading the package and creating a DSD object. In our DSD object we are using data with a dimensionality of 5 to demonstrate how large streams are stored on disk.
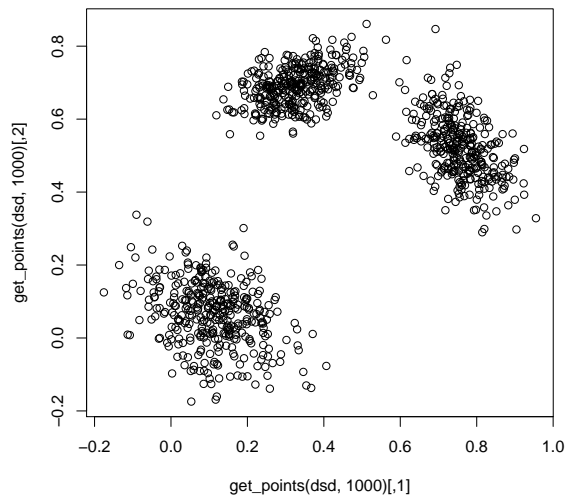
Figure 5: Plotting 100 data points from the data stream

```
> library("stream")
> dsd <- DSD_Gaussian_Static(k = 3, d = 5)
```

Next, we write 100 data points to disk. The only constraint on the number of points written to disk is the amount hard disk space available—only one data point is written at a time. While this may take longer, we opted to take this route so that users would be able to write large amounts of data to disk in a single function call.

`write_stream()` accepts either a connection directly, or the file name to be written to. The `sep` parameter defines how the dimensions in each data point are separated. Behind the scenes we are using the `write.table()` function to write the data to disk. We are able to pass additional parameters to this function to alter how the data is written. In the code below we set the `col.names` parameter to `FALSE` so that the column names aren't also written to disk.

```
> write_stream(dsd, "dsd_data.txt", n = 100, sep = ",", col.names = FALSE)
```

This will create the file dsd_data.txt (or overwrite it if it already exists) in the current directory and fill it with 100 data points from `dsd`. Now that the data is on disk, we can use a `DSD_ReadStream` object to open a connection to the file where it was written and treat it as a stream of data. `DSD_ReadStream` works in a way similar to `write_stream()` in that it reads a single data point at a time with the `read.table()` function. Again, this allows us to read from files that may be several GB in size without having to load all of the file into memory.

The pairing of `write_stream()` and `DSD_ReadStream` also allows the writing and reading of .csv files. The underlying functions used in each of these interfaces can handle the row and column names that are commonly found in these types of files without changing the default parameters. These functions make it easy to use stream data created in **stream** in external applications—or data from external applications in **stream**.
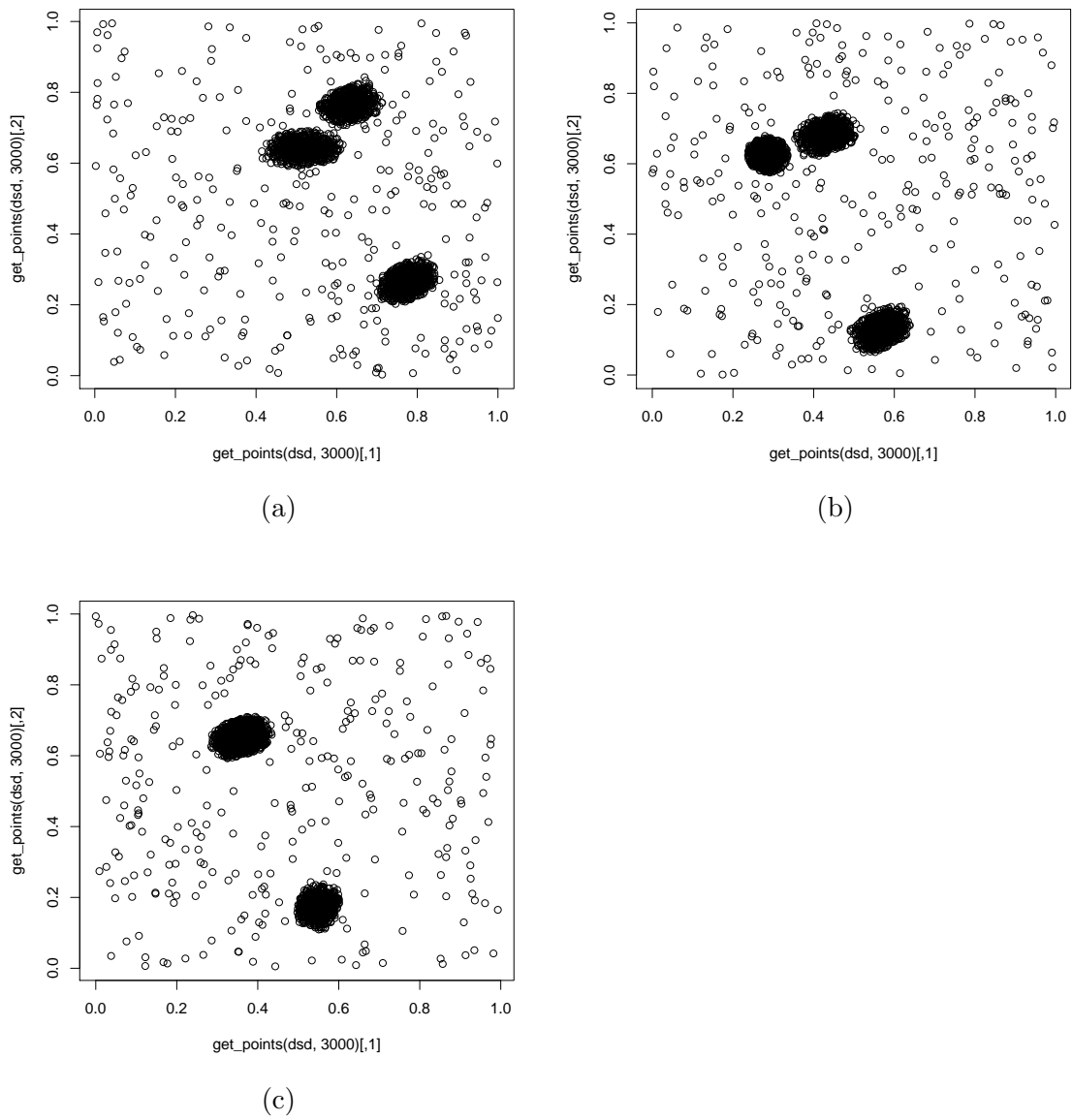
(a)

(b)

(c)

Figure 6: The concept drift of DSD_MOA

```
> dsd2 <- DSD_ReadStream("dsd_data.txt", sep = ",")
```

It is important that the `sep` parameter in `DSD_ReadStream` matches exactly the `sep` parameter used to write the stream to disk (the defaults are the same in the case that one isn't defined explicitly). `DSD_ReadStream` objects are just like any other DSD object in that you can call `get_points()` to retrieve data points from the data stream. During the creation of a `DSD_ReadStream` object, there is an additional parameter, `loop`, that will discussed in the next example that allows us to start the stream over when all of the data points from a connection have been read.

4.3. Replaying a data stream

An important feature of **stream** is the ability to replay stream data. This ensures that all of the algorithms being experimented on will have the same data set and there won't be any anomalies due to concept drift in the data stream. We start this example is a similar manner, by loading the package and creating a DSD object. There are several ways to replay streams—one of them being to use a combination of `write_stream()` and `DSD_ReadStream` objects as mentioned in the previous example—but in this example we will discuss the use of the `DSD_DataFrame` class.

The `DSD_DataFrame` class was designed with the intent of being a wrapper class for data that has already been read in or generated in the form of a data frame or matrix. Because of this feature, we are able to use data produced from another data stream and wrap it in a `DSD_DataFrame` object to replay the data. Similar to the `DSD_ReadStream` class, there is also a `loop` parameter in `DSD_DataFrame`. The `loop` parameter, when set to `TRUE`, will loop over the data points within the data stream when all of them have been used. For instance, if there are 10 data points in the object, and the user requests 100 data points in a call to `get_points()` with looping enabled, the 10 data points will be returned 10 times to give the user the requested 100 data points. In our example we opt to leave the `loop` parameter as its default, `FALSE`.

```
> library("stream")
> dsd <- DSD_Gaussian_Static(k = 3, d = 2)
> replayer <- DSD_DataFrame(get_points(dsd, 100), k = 3)
> replayer

DSD - Data Stream Datasource: Data Frame/Matrix Wrapper Stream
With 3 clusters in 2 dimensions
Contains 100 data points, currently at position 1 loop is FALSE
```

Just like the `DSD_ReadStream` object created in the previous example, `replayer` can be used like any other DSD object. When all of the data points have been used in the stream, there is a function available called `reset_stream()` which returns the `DSD_DataFrame` to its original state (`reset_stream()` is also available for `DSD_ReadStream` objects).

```
> dsc <- DSC_Clustream()
> cluster(dsc, replayer, 100)
> replayer
```

```
DSD - Data Stream Datasource: Data Frame/Matrix Wrapper Stream
With 3 clusters in 2 dimensions
Contains 100 data points, currently at position 101 loop is FALSE

> reset_stream(replayer)
> replayer

DSD - Data Stream Datasource: Data Frame/Matrix Wrapper Stream
With 3 clusters in 2 dimensions
Contains 100 data points, currently at position 1 loop is FALSE
```

4.4. Clustering a data stream

This example outlines how to cluster data using DSC objects. Again, start by loading **stream**.

```
> library("stream")
```

Next, create the DSC and DSD objects. In this example we use the `DSC_DenStream` class with its default parameters, and `DSD_Gaussian_Static` with 2 dimensionality data generated from 3 clusters. We also created a `DSD_DataFrame` so that we can use the same data used in the clustering operation to plot the micro-clusters against. Notice that the `noise` parameter is set to `0.05`, the enabling of this parameter causes 5% of the data points generated by the DSD to be noise.

```
> dsc <- DSC_DenStream()
> d <- get_points(DSD_Gaussian_Static(k = 3, d = 2, noise = 0.05),
+     3000)
> head(d)

          [,1]        [,2]
[1,] 0.7990691 0.44333951
[2,] 0.1045328 0.02173426
[3,] 0.1409029 0.03561777
[4,] 0.8889469 0.25343851
[5,] 0.1278920 0.02629838
[6,] 0.8165545 0.56860559

> dsd <- DSD_DataFrame(d, k = 3)
> dsd

DSD - Data Stream Datasource: Data Frame/Matrix Wrapper Stream
With 3 clusters in 2 dimensions
Contains 3000 data points, currently at position 1 loop is FALSE
```

Now, the objects need to interact with one another through the `cluster()` function. The clustering operation will implicitly alter `dsc` so no reassignment is necessary. By default, `DSC_DenStream` is initialized with 1000 points, meaning that no new micro-clusters are created until this threshold has been breached, which is why we cluster 3000 new data points.
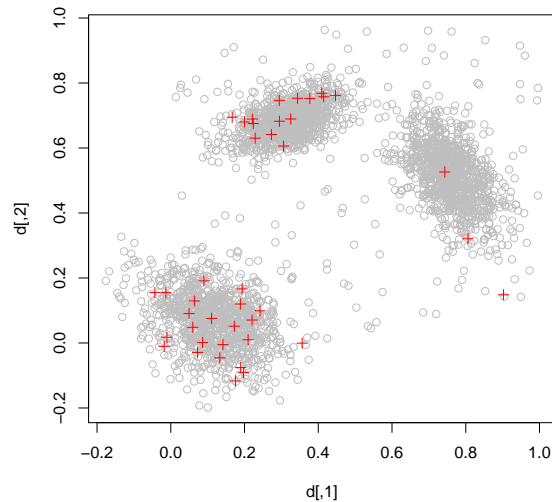
Figure 7: Plotting the micro-clusters on top of data points

```
> cluster(dsc, dsd, 3000)
```

After clustering the data, we are ready to view the results.

```
> plot(d, col = "grey")
> points(get_centers(dsc), col = "red", pch = 3)
```

Figure 7 is the result of the calls to `plot()` and `points()`. It shows the micro-clusters as red crosses on top of grey data points. It is often helpful to visualize the results of the clustering operation during the comparison of algorithms.

4.5. Full experimental comparison

This example shows the **stream** framework being used from start to finish. It encompasses the creation of data streams, data clusterers, the online clustering of data points as micro-clusters, and then the comparison of the offline clustering of 2 data stream clustering algorithms by applying the *k-means* algorithm. As such, less detail will be given in the topics already covered in the previous examples and more detail will be given on the comparison of the 2 data stream clustering algorithms.

Setting up the experiment:

```
> library("stream")
> d <- get_points(DSD_Gaussian_Static(k = 3, d = 2, noise = 0.01),
+     10000)
> head(d)

          [,1]       [,2]
[1,]  0.73814935 0.59948062
```

```
[2,] -0.02538873 0.12382056
[3,]  0.14360917 0.03777090
[4,]  0.78384927 0.54617575
[5,]  0.11410208 0.24529526
[6,]  0.57562751 0.63880642


> dsd <- DSD_DataFrame(d, k = 3)
> dsd


DSD - Data Stream Datasource: Data Frame/Matrix Wrapper Stream
With 3 clusters in 2 dimensions
Contains 10000 data points, currently at position 1 loop is FALSE


> dsc1 <- DSC_DenStream()
> dsc2 <- DSC_Clustream()
```

Clustering the data:

```
> cluster(dsc1, dsd, 10000)
> reset_stream(dsd)
> cluster(dsc2, dsd, 10000)
> dsc1


DSC - Data Stream Clusterer: DenStream
Number of clusters: 145


> dsc2


DSC - Data Stream Clusterer: Clustream
Number of clusters: 100
```

Now we plot the data and the 2 sets of micro-clusters generated.

```
> plot(d, xlab = "x", ylab = "y", col = "grey", pch = 4, cex = 0.5)
> points(get_centers(dsc2), col = "blue", cex = 2, lwd = 2)


> plot(d, xlab = "x", ylab = "y", col = "grey", pch = 4, cex = 0.5)
> points(get_centers(dsc1), col = "red", cex = 2, lwd = 2)
```

The code above creates a `DSD_DataFrame` object from a `DSD_Gaussian_Static` object so that we can replay the same stream data for both DSC objects. We then use the `DSD_DataFrame` to feed the exact data stream into 2 different algorithms, DenStream and Clustream, during the `cluster()` operation. Note that after each call to `cluster()`, we also have to call `reset_stream()` to reset the `DSD_DataFrame` back to its original position.

After the clustering operations, we plot the calculated micro-clusters and the original data. Figure 8 shows the 2 sets of micro-clusters, in red and blue, over the original data which is in

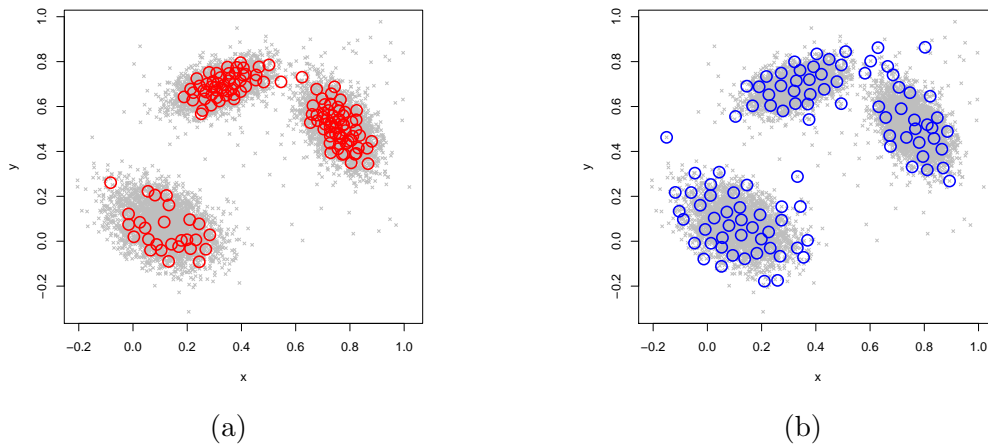(a)   (b)

Figure 8: Plotting 2 sets of different micro-clusters against the generated data

grey. We have plotted the micro-clusters as circles to more closely reflect their nature, however, the circles are merely a representation and the radii haven't been calculated specifically for each micro-cluster. The plot makes it easy to point out differences in the two algorithms. The DenStream micro-clusters, in red, stay true to the nature of the algorithm in that they congregate where there is a large number of data points, or in other words, dense areas. Clustream on the other hand, in blue, is more evenly spread, and the micro-clusters are relatively separated, covering most of the area that the generated data fills.

```
> plot(d, xlab = "x", ylab = "y", pch = 4, cex = 0.5, col = "grey")
> points(kmeans(get_centers(dsc1), centers = 3, nstart = 5)$centers,
+     col = "red", cex = 14, lwd = 2)


> plot(d, xlab = "x", ylab = "y", pch = 4, cex = 0.5, col = "grey")
> points(kmeans(get_centers(dsc2), centers = 3, nstart = 5)$centers,
+     col = "blue", cex = 14, lwd = 2)
```

We can then take this a step further. Figure 9 shows a new plot—in this case, we are plotting the calculated macro-clusters of each algorithm as a result of a *k-means* operation. We use the term "macro" here to differentiate the *k-means* clusters from the micro-clusters generated by the stream clustering algorithms. Again, the DenStream clusters are shown in red, and the Clustream clusters are shown in blue. We have enlarged the circle representations for the *k-means* clusters to better show the area they cover.

This last operation is an example of how we use the same offline component for two different algorithms, and the differences that it produces. R contains an assortment of traditional clustering algorithms that are available through the installation of various packages. It is up to the user to decide which clustering algorithm they would like to use as the offline component. Most stream clustering algorithms are developed with a certain offline algorithm in mind, but it is interesting to see the different combinations of algorithms and the results they produce.

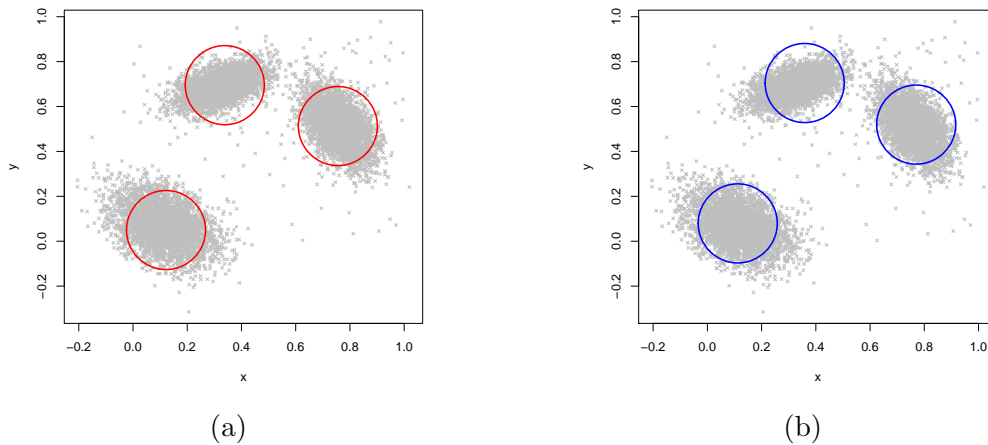(a)   (b)

Figure 9: Plotting the results of a *k-means* operation on each stream clustering algorithm

There are several external packages that are required to use the **stream** package. These include the **proxy** package, written by Meyer and Buchta (2010), the **MASS** package by Venables and Ripley (2002), and **clusterGeneration** by Qiu and Joe. (2009). To facilitate the communication between R and Java, we used the **rJava** package by Urbanek (2010). This allows us to make method calls directly to the JRI from within the R environment.

5. Conclusion and Future Work

stream is a data stream modeling framework in R that has both a variety of data stream generation tools as well as a component for performing data stream mining tasks. The flexibility offered by our framework allows the user to create a multitude of easily reproducible experiments to compare the performance of these tasks. Data streams can be created with specific properties that may be difficult to simulate in real-world situations.

Furthermore, the infrastructure that we have built can be extended upon in multiple directions. We have abstracted each component to only require a small set of functions that are defined in each base class. Writing the framework in R means that developers have the ability to design components either directly in R, or design components in Java or C/C++, and then write an R wrapper to use the high level code. Upon completion, stream will be available from The Comprehensive R Archive Network (CRAN) website for download (for Statistical Computing 2010).

In the future, we plan on adding additional functionality to **stream**. Currently we only have implementations for clustering tasks; we would like to develop a classification module that also extends from the base DST class. Additionally, there are plans to develop an evaluation module that accompanies each DST class to provide immediate feedback on their performance. Finally, for each of the DST classes developed, we would like to include all of the available algorithms, both the latest innovations and the original algorithms that shaped the research for the respective area.

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Package 'stream'

April 18, 2011

Version 0.0

Date 2010-09-29

Title Infrastructure for Data Streams

Author John Forrest, Michael Hahsler

Maintainer John Forrest <jhforrest@smu.edu>

Description A framework for data stream modelling and associated data mining tasks such as clustering and classification.

Depends R (>= 2.10.0), clusterGeneration, proxy, methods

Imports rJava (>= 0.6-3), MASS

SystemRequirements Java (>= 5.0)

License GPL-2

R topics documented:

---

cluster   *Clustering data based with input algorithm and data stream*

Description

Clusters a number of input points from a data stream into a clustering object.

Usage

```
cluster(dsc, dsd, n = 1000)
```

Arguments

dsc   a DSC object

dsd   a DSD object

n   number of points to cluster

Details

Clusters input data. The underlying clustering in the DSC object is implicitly updated as if the object was 'passed by reference' in a traditional programming language.

The data points from the DSD object will be extracted one at a time. Although this operation is slower, it always allows the clustering of n to infinity data points, as long as the underlying stream clustering algorithm is capable of summarizing n amount of data points.

Value

The updated DSC object is returned invisibly for reassignment. To obtain the updated clustering result, call get_centers() upon the DSC object.

See Also

DSClusterer, DSData, DSC_MOA, DSC_Clustream, DSC_CobWeb, DSC_StreamKM, DSC_ClusTree DSD_MOA, DSD_ReadStream, DSD_DataFrame, get_centers

Examples

```
dsc <- DSC_DenStream(initPoints=100)
dsd <- DSD_MOA()
cluster(dsc, dsd, 1000)
get_centers(dsc)
```

DSClusterer *DSClusterer*

Description

The abstract base class for all DataStreamClusterer (DSC) classes.

Details

The DSClusterer class cannot be instantiated, but it serves as a base class from which all DSC objects inherit from.

DSClusterer provides several generic functions that can operate on all DSC subclasses: get_centers(), which returns the centers of the micro-clusters generated; nclusters(), which returns the number of micro-clusters generated; print(), which prints general data about the DSC; and plot(), which will plot the centers of the micro-clusters.

See Also

DSClusterer, DSC_CobWeb, DSC_ClusTree, DSC_StreamKM, DSC_DenStream, DSC_Clustream, DSData

---

DSC_Clustream *DataStreamClusterer: Clustream*

Description

Creates a new DataStreamClusterer with the Clustream algorithm

Usage

```
DSC_Clustream(timeWindow = 1000, maxNumKernels = 100)
```

Arguments

timeWindow   Defines the time window to be used in Clustream
maxNumKernels
         Defines the maximum number of kernels used in Clustream

Details

Clustream was originally introduced in Aggarwal's paper cited below. Like most data stream clustering algorithms, Clustream summarizes the incoming data points into micro-clusters. At any given time, it can be assumed there are q micro-clusters maintained by Clustream. This means that when a new micro-cluster is created, another one must be deleted, and the opposite is true for when two micro-clusters merge with one another. A significant amount of thought in Clustream is given to the temporal structure of data streams. Snapshots of calculated micro-clusters are stored in a "pyramidal time frame" pattern. This allows the user to turn back to a specific location in the data stream to mine information from a particular time period.

The timeWindow parameter changes the granularity at which the snapshots are taken for the micro-cluster summary maintanence. maxNumKernels is analogous to the q micro-clusters that are maintained within the algorithm.

Value

A list of class `DSC`, `DSC_MOA`, and `DSC_Clustream`. The list contains the following items:

description	The name of the algorithm in the DSC object.
options	The CLI params defined when creating the DSC object.
javaObj	The underlying Java object associated with DSC_MOA objects.

References

Aggarwal CC, Han J, Wang J, Yu PS (2003). "A Framework for Clustering Evolving Data Streams." In "Proceedings of the International Conference on Very Large Data Bases (VLDB '03)," pp. 81-92.

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See Also

`DSClusterer`, `DSC_MOA`, `DSC_DenStream`, `DSC_CobWeb`, `DSC_StreamKM`, `DSC_ClusTree`

Examples

```
dsc <- DSC_Clustream()
dsd <- DSD_Gaussian_Static()
cluster(dsc, dsd, 5000)
plot(dsc)
```

DSC_ClusTree	*DataStreamClusterer: ClusTree*

Description

Creates a new DataStreamClusterer with the ClusTree algorithm

Usage

```
DSC_ClusTree(timeWindow = 1000, maxHeight=8)
```

Arguments

timeWindow	The timeWindow parameter used in MOA.
maxHeight	The maximum height of the tree.

Details

The authors of ClusTree define it as a "parameter free algorithm". Their innovation automatically adjusts to the speed of the incoming points generated by a data stream. ClusTree is able to detect concept drift and outliers in the stream being operated upon.

Value

A list of class `DSC`, `DSC_MOA`, and `DSC_ClusTree`. The list contains the following items:

description	The name of the algorithm in the DSC object.
options	The CLI params defined when creating the DSC object.
javaObj	The underlying Java object associated with DSC_MOA objects.

References

Philipp Kranen, Ira Assent, Corinna Baldauf, and Thomas Seidl. 2009. Self-Adaptive Anytime Stream Clustering. In Proceedings of the 2009 Ninth IEEE International Conference on Data Mining (ICDM '09). IEEE Computer Society, Washington, DC, USA, 249-258. DOI=10.1109/ICDM.2009.47 http://dx.doi.org/10.1109/ICDM.2009.47

See Also

DSClusterer, DSC_MOA, DSC_DenStream, DSC_CobWeb, DSC_StreamKM, DSC_Clustream

Examples

```
dsc <- DSC_ClusTree()
dsd <- DSD_Gaussian_Static()
cluster(dsc, dsd, 100)
get_centers(dsc)
```

DSC_CobWeb   *DataStreamClusterer: CobWeb*

Description

Creates a new DataStreamClusterer with the CobWeb algorithm

Usage

```
DSC_CobWeb(acuity = 1, cutoff = 0.002, randomSeed = 1)
```

Arguments

acuity	The acuity used in the underlying implementation.
cutoff	The cut off.
randomSeed	The random seed used in the MOA implementation.

Details

An incremental clustering technique using classification trees applied to data streams.

Value

A list of class `DSC`, `DSC_MOA`, and `DSC_CobWeb`. The list contains the following items:

description	The name of the algorithm in the DSC object.
options	The CLI params defined when creating the DSC object.
javaObj	The underlying Java object associated with DSC_MOA objects.

References

Douglas H. Fisher. 1987. Knowledge Acquisition Via Incremental Conceptual Clustering. Mach. Learn. 2, 2 (September 1987), 139-172.

See Also

DSClusterer, DSC_MOA, DSC_DenStream, DSC_Clustream, DSC_StreamKM, DSC_ClusTree

Examples

```
dsc <- DSC_CobWeb()
dsd <- DSD_Gaussian_Static()
cluster(dsc, dsd, 1000)

#CobWeb doesn't implement micro-clusters
```

DSC_DenStream	*DataStreamClusterer: DenStream*

Description

Creates a new DataStreamClusterer with the DenStream algorithm

Usage

```
DSC_DenStream(epsilon = 0.1, minPoints = 10, lambda = 0.006, beta = 0.001, mu =
```

Arguments

epsilon	defines the epsilon neighborhood, range: 0 to 1
minPoints	min. num. points a cluster must have
lambda	range: 0 to 1
beta	range: 0 to 1
mu	range: 0 to max(double)
initPoints	number of points to use for initialization

Details

DSC_DenStream is based on the DenStream algorithm. DenStream is a density based clustering algorithm that summarizes the incoming data points into micro-clusters based upon the frequency of data points in a particular location within a defined boundary (i.e., their density). DenStream includes a fading function that causes the weight of data points to decrease exponentially as t increases. This means that temporal structures within the data stream are also visible using this algorithm.

The parameters are defined as follows: epsilon: refers to the neighborhood in which the density of each micro-cluster is calculated (in other words, the radius).

minPoints: is the minimum number of points a micro-cluster must have.

lambda: alters the fading function: the larger lambda, the lower the weight of the historic data.

beta: is the outlier threshold, and is used in conjunction with mu

mu: the minimum weight a micro-cluster must have within the `epsilon` neighborhood

epsilon: the neighborhood to be considered a core-micro-cluster (as opposed to an outlier or a potential-micro-cluster).

initPoints: is the number of data points to initialize the algorithm with.

Value

A list of class `DSC`, `DSC_MOA`, and `DSC_DenStream`. The list contains the following items:

`description`	The name of the algorithm in the DSC object.
`options`	The CLI params defined when creating the DSC object.
`javaObj`	The underlying Java object associated with DSC_MOA objects.

References

Cao F, Ester M, Qian W, Zhou A (2006). "Density-Based Clustering over an Evolving Data Stream with Noise." In "Proceedings of the 2006 SIAM International Conference on Data Mining," pp 326-337. SIAM.

Bifet A, Holmes G, Pfahringer B, Kranen P, Kremer H, Jansen T, Seidl T (2010). "MOA: Massive Online Analysis, a Framework for Stream Classification and Clustering." In "Journal of Machine Learning Research (JMLR) Workshop and Conference Proceedings,"

See Also

DSClusterer, DSC_MOA, DSC_Clustream, DSC_CobWeb, DSC_StreamKM, DSC_ClusTree

Examples

```
dsc <- DSC_DenStream(initPoints=100)
dsd <- DSD_Gaussian_Static()
cluster(dsc, dsd, 1000)
get_centers(dsc)
```

DSC_MOA   *DSC_MOA*

Description

An abstract class that inherits from the base DSC class, DSClusterer. All DSC objects that use underlying MOA code will inherit this class because they have a specific way of operating.

Details

`DSC_MOA` classes operate in a different way in that the centers of the micro-clusters have to be extracted from the underlying Java object. This is done by using rJava to perform method calls directly in the JRI and unpackaging the multi-dimensional Java array into a local R data type.

References

MOA: Massive Online Analysis, a Framework for Stream Classification and Clustering Albert Bifet, Geoff Holmes, Bernhard Pfahringer, Philipp Kranen, Hardy Kremer, Timm Jansen, Thomas Seidl. Journal of Machine Learning Research (JMLR) Workshop and Conference Proceedings. Volume 11: Workshop on Applications of Pattern Analysis (2010).

See Also

DSClusterer, DSC_CobWeb, DSC_ClusTree, DSC_StreamKM, DSC_DenStream, DSC_Clustream, DSData

---

DSC_StreamKM   *DataStreamClusterer: StreamKM*

Description

Creates a new DataStreamClusterer with the StreamKM++ algorithm

Usage

```
DSC_StreamKM(sizeCoreset=100, k=5, width=1000, randomSeed=1)
```

Arguments

sizeCoreset	The size of the coreset tree.
k	The number of clusters.
width	
randomSeed	The random seed used in the k-means algorithm.

Details

Applies the k-means++ algorithm to data streams. Rather than use all of the stream data, a random sampling is taken then the k-means++ algorithm is performed on the sample. The authors also propose a new data structure called a coreset tree to reduce the sampling time during the construction of the coreset.

Value

A list of class DSC, DSC_MOA, and DSC_StreamKM. The list contains the following items:

description	The name of the algorithm in the DSC object.
options	The CLI params defined when creating the DSC object.
javaObj	The underlying Java object associated with DSC_MOA objects.

References

Marcel R. Ackermann, Christiane Lammersen, Marcus M\"artens, Christoph Raupach, Christian Sohler, Kamil Swierkot. StreamKM++: A Clustering Algorithm for Data Streams. In Proceedings of the 12th Workshop on Algorithm Engineering and Experiments (ALENEX '10), pp. 173-187, Society for Industrial and Applied Mathematics, 2010.

See Also

DSClusterer, DSC_MOA, DSC_DenStream, DSC_CobWeb, DSC_Clustream, DSC_ClusTree

Examples

```
dsc <- DSC_StreamKM()
dsd <- DSD_Gaussian_Static()
cluster(dsc, dsd, 5000)
```

DSC_tNN   *DataStreamClusterer: tNN*

Description

Creates a new DataStreamClusterer with the tNN (threshold Nearest Neighbor) algorithm

Usage

```
DSC_tNN(threshold = 0.2, measure = "euclidean",
centroids = identical(tolower(measure), "euclidean"), lambda=0)
```

Arguments

threshold	The threshold in the nearest neighborhood algorithm.
measure	The measure used to calculate cluster proximity.
centroids	A flag that indicates if centroids are used for clusters.
lambda	The lambda used in the fading function.

Details

The threshold Nearest Neighbor algorithm is used in the rEMM package cited below. For each data point in the incoming stream, if it is below the threshold value of dissimilarity value of any existing clusters (known as states in the EMM algorithm), it joins that cluster. Otherwise, a new cluster is created to accomodate the new data point.

measure defines what measure is used to measure the dissimilarity between clusters

Value

A list of class DSC, DSC_R, and DSC_tNN. The list contains the following items:

description	The name of the algorithm in the DSC object.
clusterFun	The cluster function specific to DSC_tNN
RObj	The underlying R object associated with DSC_R objects.

References

M.H. Dunham, Y. Meng, J. Huang (2004): Extensible Markov Model, In: ICDM '04: Proceedings of the Fourth IEEE International Conference on Data Mining, pp. 371-374.

M. Hahsler, M. H. Dunham (2010): rEMM: Extensible Markov Model for Data Stream Clustering in R, Journal of Statistical Software, 35(5), 1-31, URL http://www.jstatsoft.org/v35/i05/

See Also

DSClusterer, DSC_MOA, DSC_DenStream, DSC_CobWeb, DSC_StreamKM, DSC_Clustream,
DSC_ClusTree

Examples

```
dsc <- DSC_tNN()
dsd <- DSD_Gaussian_Static()
cluster(dsc, dsd, 100)
get_centers(dsc)
```

DSData	*DSData*

Description

The abstract base class for all DataStreamData (DSD) classes.

Details

The DSData class cannot be instantiated, but it serves as a base class from which all DSD objects
inherit from. There is only one function that needs to be implemented: get_points(). DSData
also provides a generic print() function that displays basic information about the class.

In addition to this function, each DSD class also needs a constructor specific to that class. The links
below contain various DSD classes that have been implemented.

See Also

DSClusterer, DSD_Gaussian_Static,

DSD_ReadStream, DSD_DataFrame,

DSD_DataFrame	*DataStreamData: DataFrame (a wrapper for data frames and matrices)*

Description

A DataStreamData class that wraps either a data frame or matrix that was created in R, or read in
to R. The data can either be looped or replayed manually to give the exact same data to 2 different
DataStreamTask objects.

Usage

```
DSD_DataFrame(df, k, loop=FALSE)
```

Arguments

df	A data frame or matrix with the data to be used in the stream.
k	Optional: The number of clusters
loop	A flag that tells the stream to loop or not to loop over the data frame.

Details

The `DSD_DataFrame` class is designed to be a wrapper class for data that is generated within R in either a data frame or matrix form. It removes the step of having to write the data to a file, then read in by a connection through `DSD_ReadStream`.

It works like the other DSD classes–by calling `get_points()` to retrieve data from the stream. The function `reset_stream()` can be used to move the counter back to the beginning of the stream. This is an important feature to be able to replay stream data for multiple clusters as shown in the example below.

The value returned is a `list` of class `DSD`, and `DSD_DataFrame`. The important items with the list are `strm`, the data frame being wrapped, `state` the environment which contains the counter, and `d`, the number of dimensions in the stream.

Value

Returns a `DSD_DataFrame` object which is a list of the defined parameters. The parameters are either passed in from the function or created internally. They include:

`description`	The name of the class of the DSD object.
`strm`	The data frame or matrix that the stream is wrapping.
`state`	The environment variable which holds the counter for the data frame (accessed through state$counter).
`d`	The number of dimensions (ncol(strm).
`k`	The number of clusters (may not be defined).
`loop`	The flag that determines if looping is or is not enabled.

See Also

[DSD_MOA](), [DSD_ReadStream](),

[DSD_Gaussian_Static](), [write_stream](), [reset_stream]()

Examples

```
# creating the DSD_DataFrame from other stream data
dsd <- DSD_Gaussian_Static(k=3, d=2)
replayer <- DSD_DataFrame(get_points(dsd, 100), k=3)

# creating 2 clusterers of different algorithms
dsc1 <- DSC_Clustream()
dsc2 <- DSC_CobWeb()

# clustering the same data in 2 DSC objects
cluster(dsc1, replayer, 100)
reset_stream(replayer) # resetting the dsd to its original state
cluster(dsc2, replayer, 100)
```

```
DSD_Gaussian_Static
```
DataStreamData: Static data stream

Description

A DataStreamData that generates random data based upon either a defined list covariance matrices or randomly generated covariance matrices.

Usage

```
DSD_Gaussian_Static(k=2, d=2, mu, sigma, p, noise=0, noise_range)
```

Arguments

`k`	Determines the number of clusters.
`d`	Determines the number of dimensions.
`mu`	A matrix of means for each dimension of each cluster.
`sigma`	A list of covariance matrices.
`p`	A vector of probabilities that determines the likelihood of generated a data point from a particular cluster.
`noise`	Noise is generated in the stream based on this parameter. Noise is the probability of a data point being noise.
`noise_range`	A matrix with d rows and 2 columns. The first column contains the minimum values and the second column contains the maximum values for noise. Noise is uniformly distributed within noise range.

Details

`DSD_Gaussian_Static` is a general purpose DSD generator for stream data. It has been implemented entirely in R, so there is no computational overhead with communicating to the Java Runtime Interface (JRI) or native C code. An important characteristic of `DSD_Gaussian_Static` is that once it has been initialized according to the input parameters defined, the defined clusters will not move (i.e., they are static). This means that `DSD_Gaussian_Static` is not an ideal DSD for examining the temporal structure of data streams for drastic changes such as the splitting or merging of clusters.

Its initialization function accepts 5 main parameters: the number of clusters `k`, the number of dimensions `d`, a matrix of means `mu`, a covariance matrix `sigma`, and a probability vector `p`.

By default, `DSD_Gaussian_Static` generates 2 dimensionality data in 2 different clusters, but the user is able to define any number of clusters with any number of dimensions. Additionally, the user may define `mu`, `sigma`, and `p`, but if left undefined the constructor will generate these values automatically. When `get_points()` is called on `DSD_Gaussian_Static`, the data points are generated using the `mvrnorm()` function, making it important to seed the random number generator to reproduce the experiment. This can be done with `set.seed()`.

Value

Returns a `DSD_Gaussian_Static` object which is a list of the defined params. The params are either passed in from the function or created internally. They include:

description	A brief description of the DSD object.
k	The number of clusters.
d	The number of dimensions.
mu	The matrix of means of the dimensions in each cluster.
sigma	The covariance matrix.
p	The probability vector for the cluters.
noise	A flag that determines if or if not noise is generated.

See Also

DSD_MOA, DSD_ReadStream,

DSD_DataFrame, write_stream

Examples

```
# create data stream with three clusters in 2D
dsd1 <- DSD_Gaussian_Static(k=3, d=2)

# obtaining some data
sample <- get_points(dsd1, 500)

# plotting the data
plot(sample)

# create data stream with specified clusters and 20% noise
dsd2 <- DSD_Gaussian_Static(k=2, d=2, mu=rbind(c(-.5,-.5), c(.5,.5)),
    noise=0.2, noise_range=rbind(c(-1,1),c(-1,1)))
plot(get_points(dsd2, 500))
```

DSD_MOA	*DataStreamData - MOA*

Description

A DataStreamData that generates random data based upon the RandomRBFGenerator implemented in MOA.

Usage

```
DSD_MOA(k=3, d=2, avgRadius=0, modelSeed=1, instanceSeed=1)
```

Arguments

`k`	The number of clusters.
`d`	The dimensionality of the data.
`avgRadius`	The average radius of the micro-clusters.
`modelSeed`	Random seed for the model.
`instanceSeed`	Random seed for the instances.

Details

There are an assortment of parameters available for the underlying MOA data structure, however, we have currently limited the available parameters to the arguments above. Currently the modelSeed and instanceSeed are set to default values every time a `DSD_MOA` is created, therefore the generated data will be the same. Because of this, it is important to set the seed manually when different data is needed.

The default behavior of `DSD_MOA` is to create a data stream with 3 clusters and concept drift. The locations of the clusters will change slightly, and they will merge with one another as time progresses. MOA is a good DSD to use for testing an algorithms behavior on dynamic data.

Value

`description`	The name of the class of the DSD object.
`options`	The CLI params defined when creating the DSD object.
`javaObj`	The underlying Java object associated with DSD_MOA objects.

References

MOA: Massive Online Analysis, a Framework for Stream Classification and Clustering Albert Bifet, Geoff Holmes, Bernhard Pfahringer, Philipp Kranen, Hardy Kremer, Timm Jansen, Thomas Seidl. Journal of Machine Learning Research (JMLR) Workshop and Conference Proceedings. Volume 11: Workshop on Applications of Pattern Analysis (2010).

See Also

DSD_Gaussian_Static, DSD_ReadStream,

DSD_DataFrame, write_stream

Examples

```
dsc <- DSC_DenStream(initPoints=100)
dsd <- DSD_MOA()
cluster(dsc, dsd, 1000)
get_centers(dsc)
```

DSD_ReadStream	*DataStreamData: ReadStream (from an open connection or a file name)*

Description

A DSD object that reads a data stream from an R connection.

Usage

```
DSD_ReadStream(x, sep=",", loop=FALSE)
```

Arguments

x	An open connection, or a file path/URL to be opened as a connection.
sep	The character string that separates dimensions in data points in the stream.
loop	If enabled, the object will loop through the stream when the end has been reached. If disabled, the object will warn the user upon reaching the end.

Details

DSD_ReadStream uses read.table() to read in data from an R connection. The connection is responsible for maintaining where the stream is currently being read from. In general, the connections will consist of files stored on disk but have many other possibilities (see connection).

The get_points() method can pass additional params to read.table() to alter how the reading is done. By default, the comment.char is set to an empty string for performance reasons.

Value

description	The name of the class of the DSD object.
con	The connection where the data stream is being read from.
sep	The character string that separates dimensions in data points in the stream.
loop	A flag that determines whether or not the stream will loop.

See Also

DSD_MOA, DSD_ReadStream, DSD_Gaussian_Static,

DSD_DataFrame, write_stream reset_stream

Examples

```
# creating data and writing it to disk
dsd <- DSD_Gaussian_Static(k=3, d=5)
write_stream(dsd, "dsd_data.txt", n=100, sep=",")

# reading the same data back in
dsd2 <- DSD_ReadStream("dsd_data.txt", sep=",")
```

get_centers	*get_centers*

Description

Gets the centers of micro-clusters (if available) from a DSC object

Usage

```
get_centers(x, ...)
```

Arguments

x   The DSC object the centers are being requested from.

...   Additional parameters to pass to get_centers().

Details

Each DSC object has a unique way for returning data points, but they all are called through the
generic function, get_centers(). This is done by using the S3 class system.

All of the DSC_MOA classes use the same function that first checks for the existence of micro-
clusters (as deemed in the MOA framework), extracts those micro-clusters, then manually extracts
the center from each of those micro-clusters and packages them into a matrix.

Value

A matrix of data that contains the centers of the micro-clusters (these can be either the centroids
or medoids depending on the algorithm). There are some DSC classes that do not generate micro-
clusters–an error will be given in these cases.

The number of columns in the matrix is dependent on the data stream that was used as input data to
the DSC object, and the number of rows will differ upon the algorithm being used.

See Also

DSClusterer, DSC_CobWeb, DSC_ClusTree, DSC_StreamKM, DSC_DenStream, DSC_Clustream,
DSData

Examples

```
# setting up the objects
dsd <- DSD_Gaussian_Static()
dsc <- DSC_DenStream(initPoints=100)
cluster(dsc, dsd, 500)

# getting the centers
d <- get_centers(dsc)
```

---

get_points   *get_points*

Description

Gets points from a DSD object.

Usage

```
get_points(x, n=1, ...)
```

Arguments

x	The DSD object.
n	The number of data points being requested.
...	Additional parameters to pass to `get_points()`

Details

Each DSD object has a unique way for returning data points, but they all are called through the generic function, `get_points()`. This is done by using the S3 class system. See the man page for the specific DSD class on the semantics for each implementation of `get_points()`.

Value

Returns a matrix of `x$d` columns and `n` rows.

See Also

DSD_Gaussian_Static, DSD_ReadStream,

DSD_DataFrame, DSD_MOA, write_stream cluster

Examples

```
dsd <- DSD_Gaussian_Static()
d <- get_points(dsd, 100)
```

---

nclusters   *nclusters*

Description

Returns the number of micro-clusters from the DSC object.

Usage

```
nclusters(x)
```

Arguments

x   A DSC object.

Details

This function will return the number of micro-clusters from the DSC object if there are any, or if they are supported. This is done by calling `get_centers()` and retrieving the number of rows in the return matrix.

Value

An integer; the number of micro-clusters in the clustering.

See Also

`DSClusterer`, `DSC_CobWeb`, `DSC_ClusTree`, `DSC_StreamKM`, `DSC_DenStream`, `DSC_Clustream`, `get_centers`

Examples

```
# setting up the objects
dsd <- DSD_Gaussian_Static()
dsc <- DSC_DenStream(initPoints=100)
cluster(dsc, dsd, 500)

# retrieving the results
get_centers(dsc)
nclusters(dsc)
```

---

reset_stream   *reset_stream*

Description

Resets the counter in a DSD object to the beginning.

Usage

```
reset_stream(x)
```

Arguments

x   Either a `DSD_ReadStream` or `DSD_DataFrame` object.

Details

Resets the counter of the stream object that is passed in. For `DSD_ReadStream` objects, this is done by calling `seek()` on the underlying connection. For `DSD_DataFrame`, the counter stored in the environment variable is moved back to 1.

See Also

`DSD_ReadStream`, `DSD_DataFrame`, `write_stream`

Examples

```
# initializing the objects
dsd <- DSD_Gaussian_Static(k=3, d=2)
replayer <- DSD_DataFrame(get_points(dsd, 100), k=3)
dsc1 <- DSC_Clustream()
dsc2 <- DSC_CobWeb()

# clustering the same data in 2 DSC objects
cluster(dsc1, replayer, 100)
reset_stream(replayer) # resetting the dsd to its original state
cluster(dsc2, replayer, 100)
```

---

write_stream	*write_stream*

Description

Writes points to a connection from a DSD object.

Usage

```
write_stream(dsd, con, n=100, sep=",", col.names=FALSE,
row.names=FALSE, ...)
```

Arguments

dsd	The DSD object that will generate the data points for output.
con	The R connection to be written to.
n	The number of data points to be written to the connection.
sep	The character that will seperate attributes in a data point.
col.names	A flag that determines if column names will be output.
row.names	A flag that determines if row names will be output.
...	Additional parameters that are passed to write.table().

Details

write_stream() accepts either a connection directly, or the file name to be written to. The sep parameter defines how the dimensions in each data point are separated. Behind the scenes we are using the write.table() function to write the data to disk. We are able to pass additional parameters to this function to alter how the data is written. By default, the column names and row names are hidden.

Additionally, the parameter comment.char in write.table is hidden due to performance reasons.

Value

There is no value returned from this operation.

See Also

write.table, DSD_Gaussian_Static, DSD_ReadStream,
DSD_DataFrame, DSD_MOA,

Examples

```
# creating data and writing it to disk
dsd <- DSD_Gaussian_Static(k=3, d=5)
write_stream(dsd, "dsd_data.txt", n=100, sep=",")
```

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