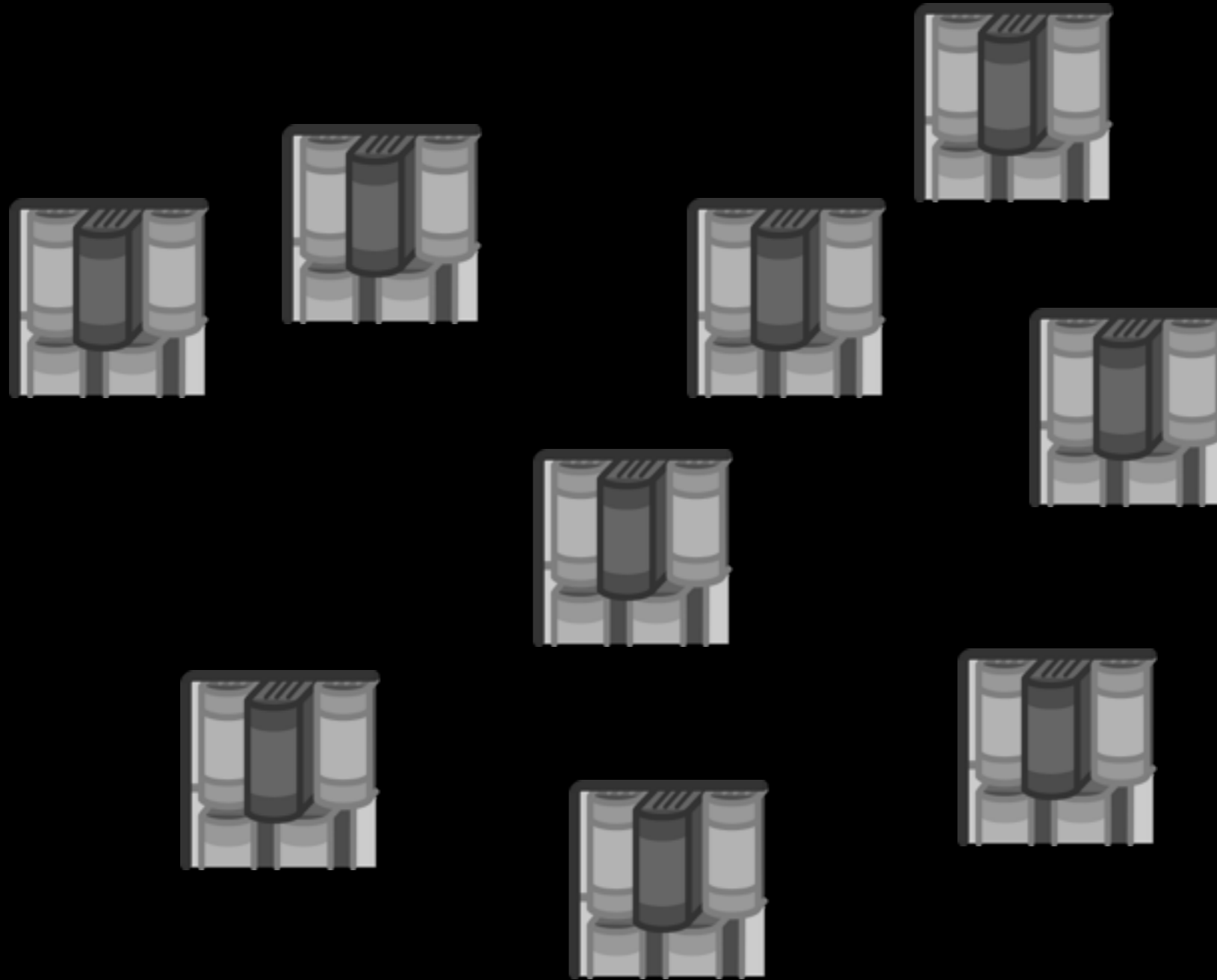


Clustering technique for conceptual cluster

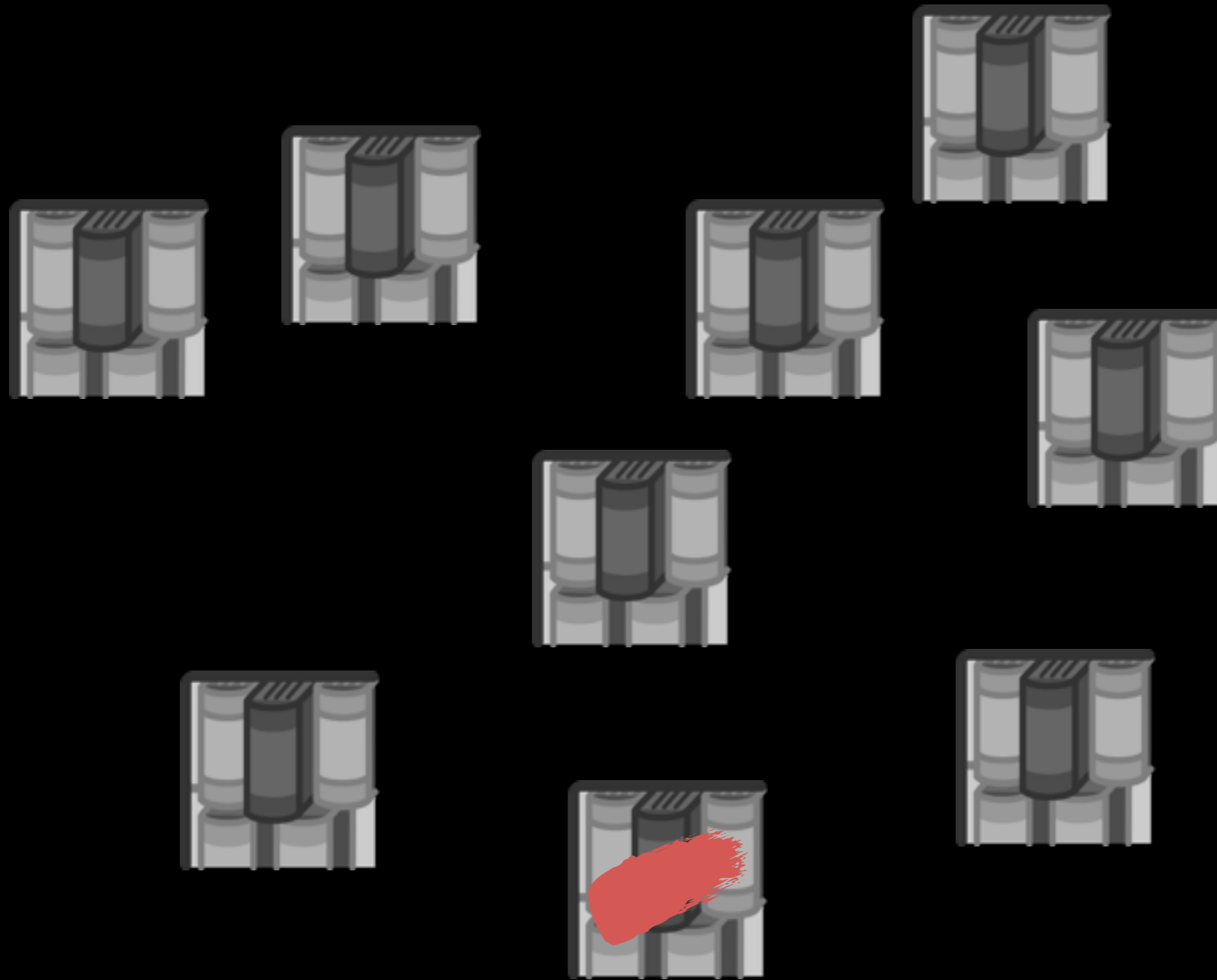
Brice Govin

Clustering technique for conceptual cluster

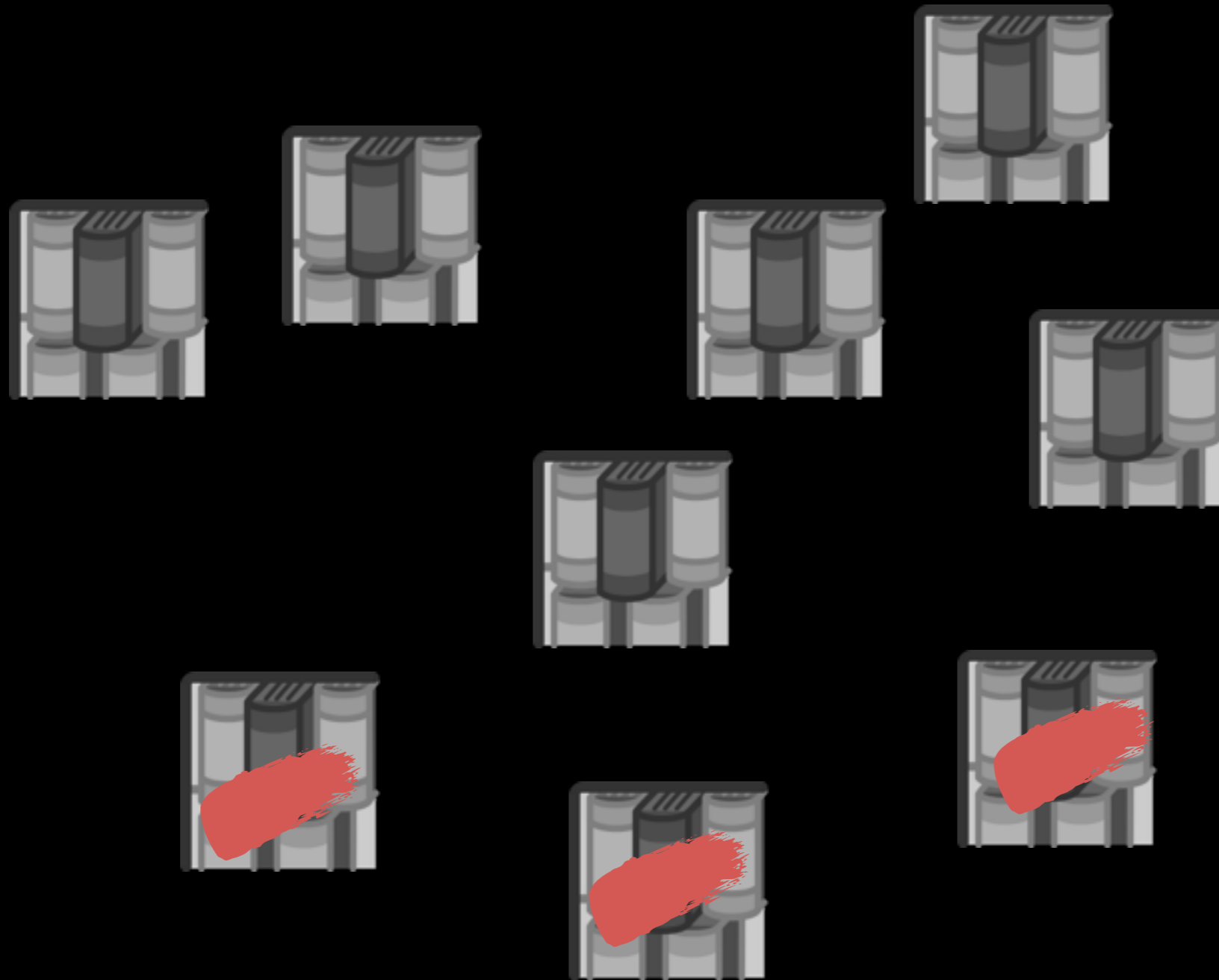
- Clustering ?
- Concept?
- An iteration to rule them all
- And in an approach bind them
- And come the hobbits and their issues



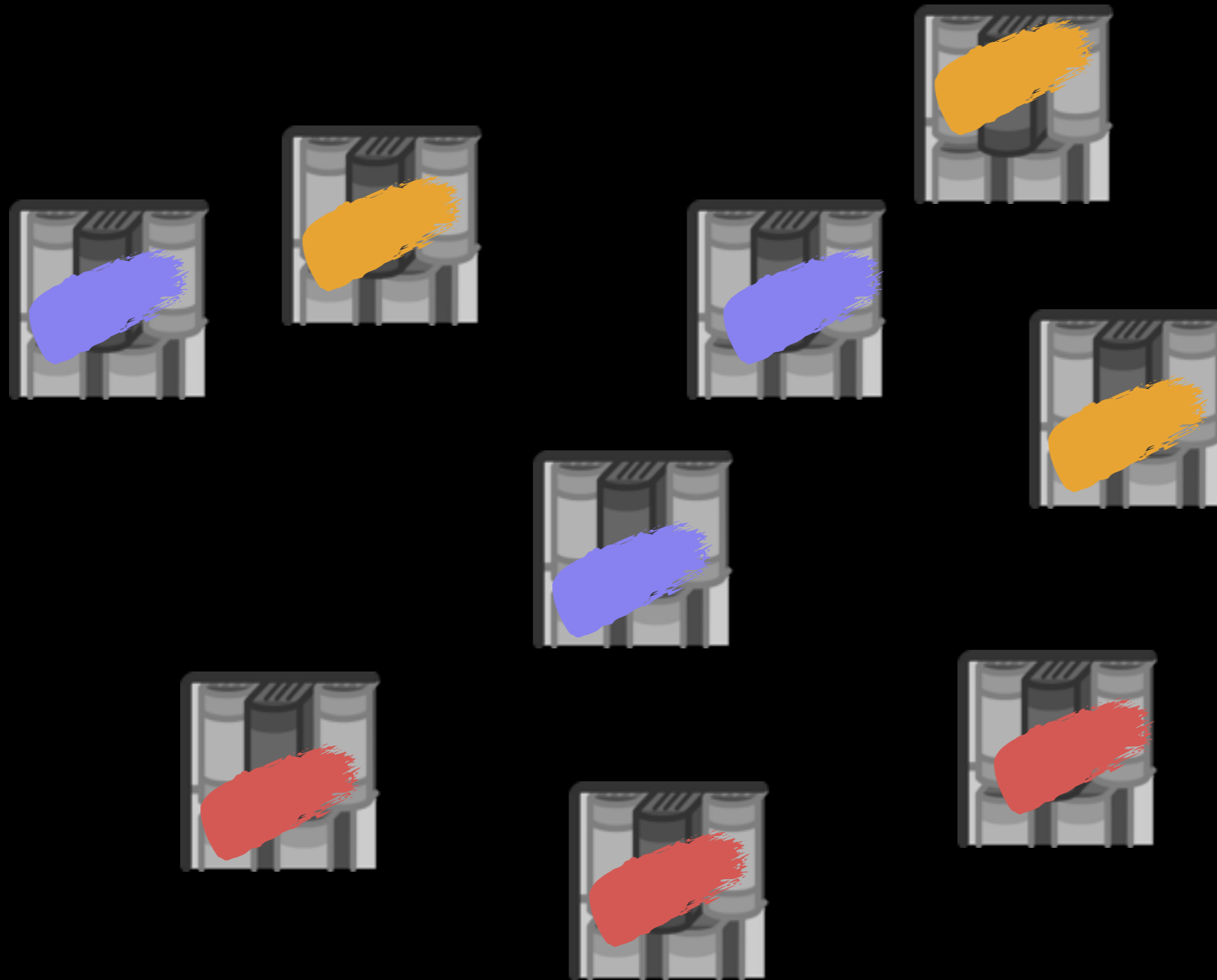
Clustering?



Clustering?



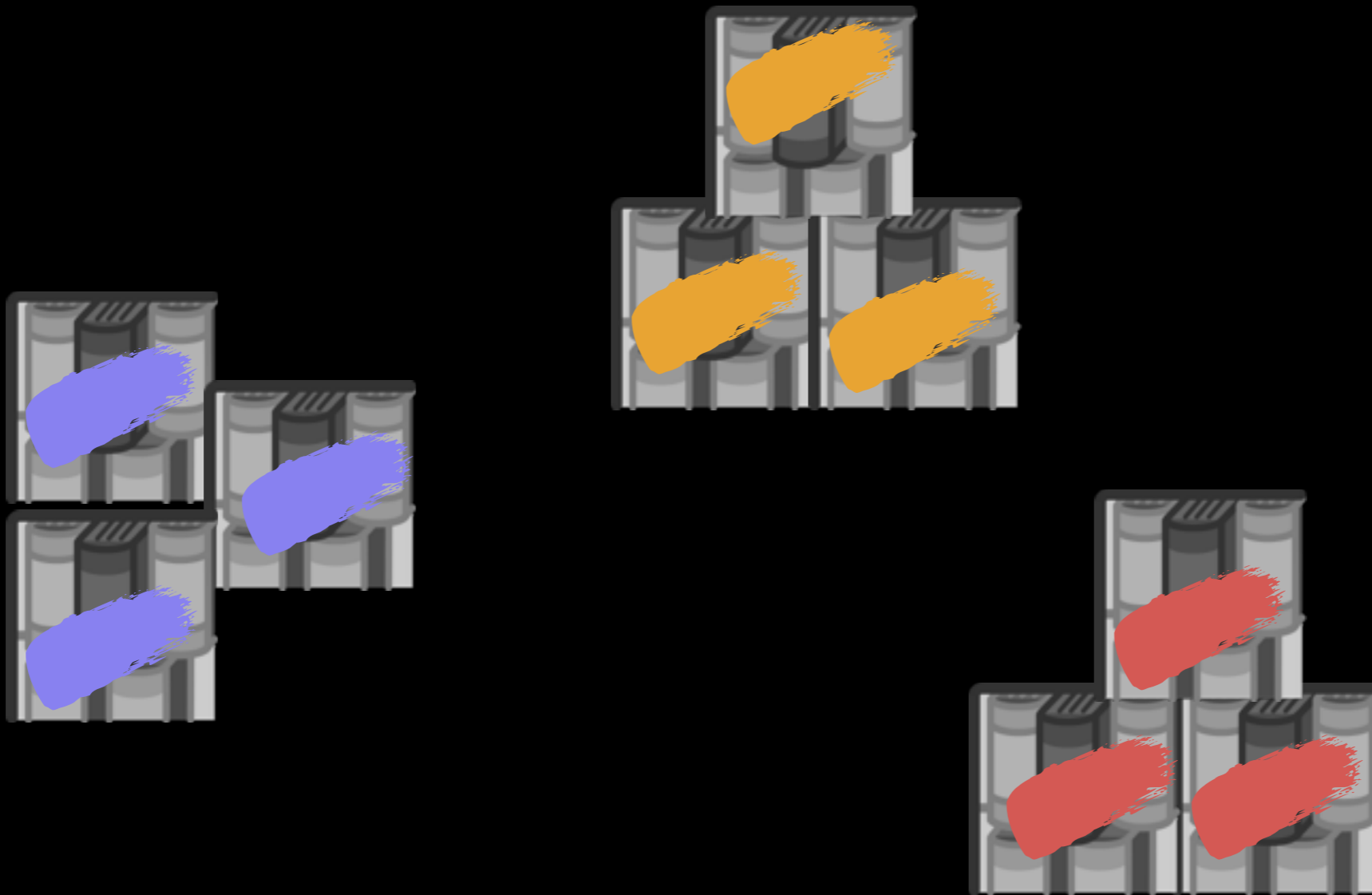
Clustering?



Clustering?



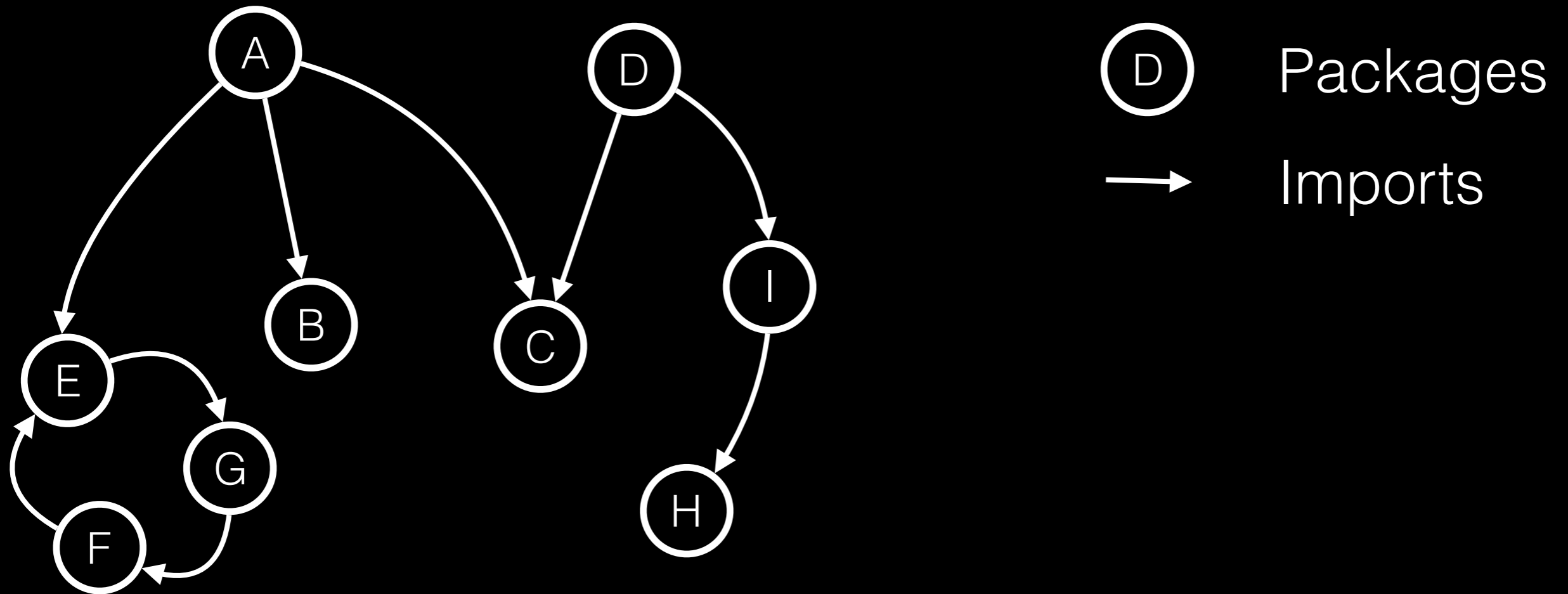
Concept



Concept?

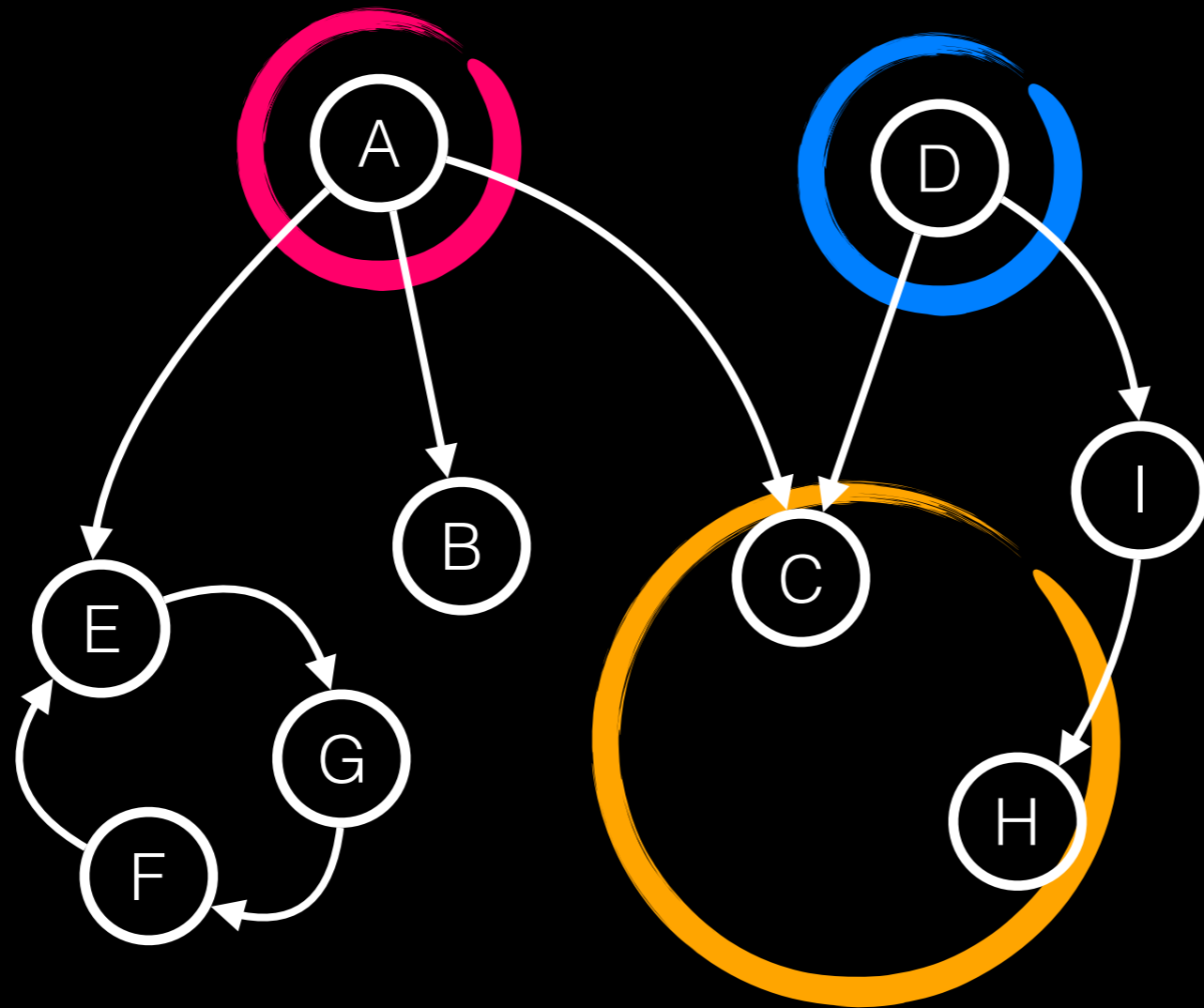
Conceptual cluster

Clustering concepts



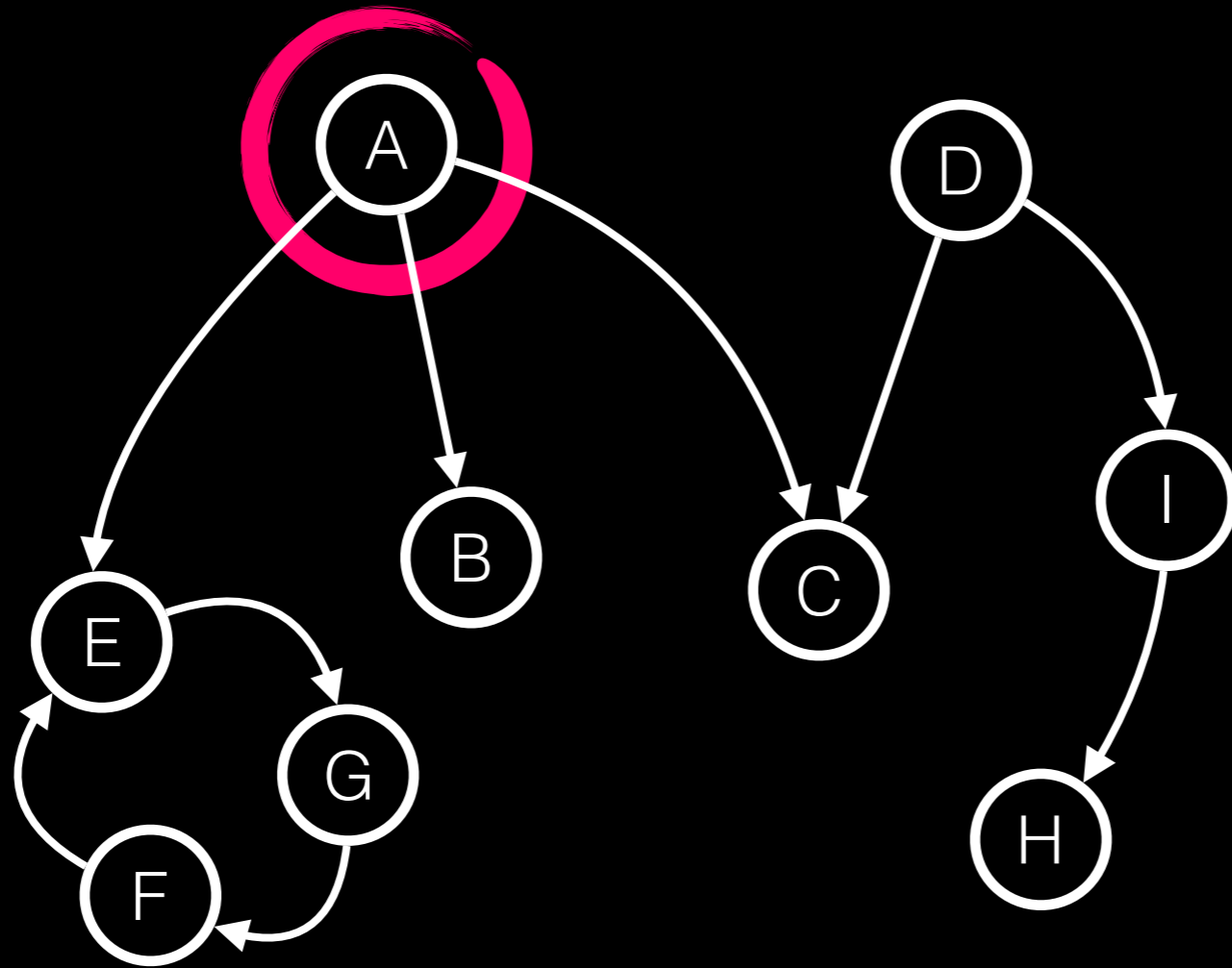
An iteration to rule them all

Extracted graph



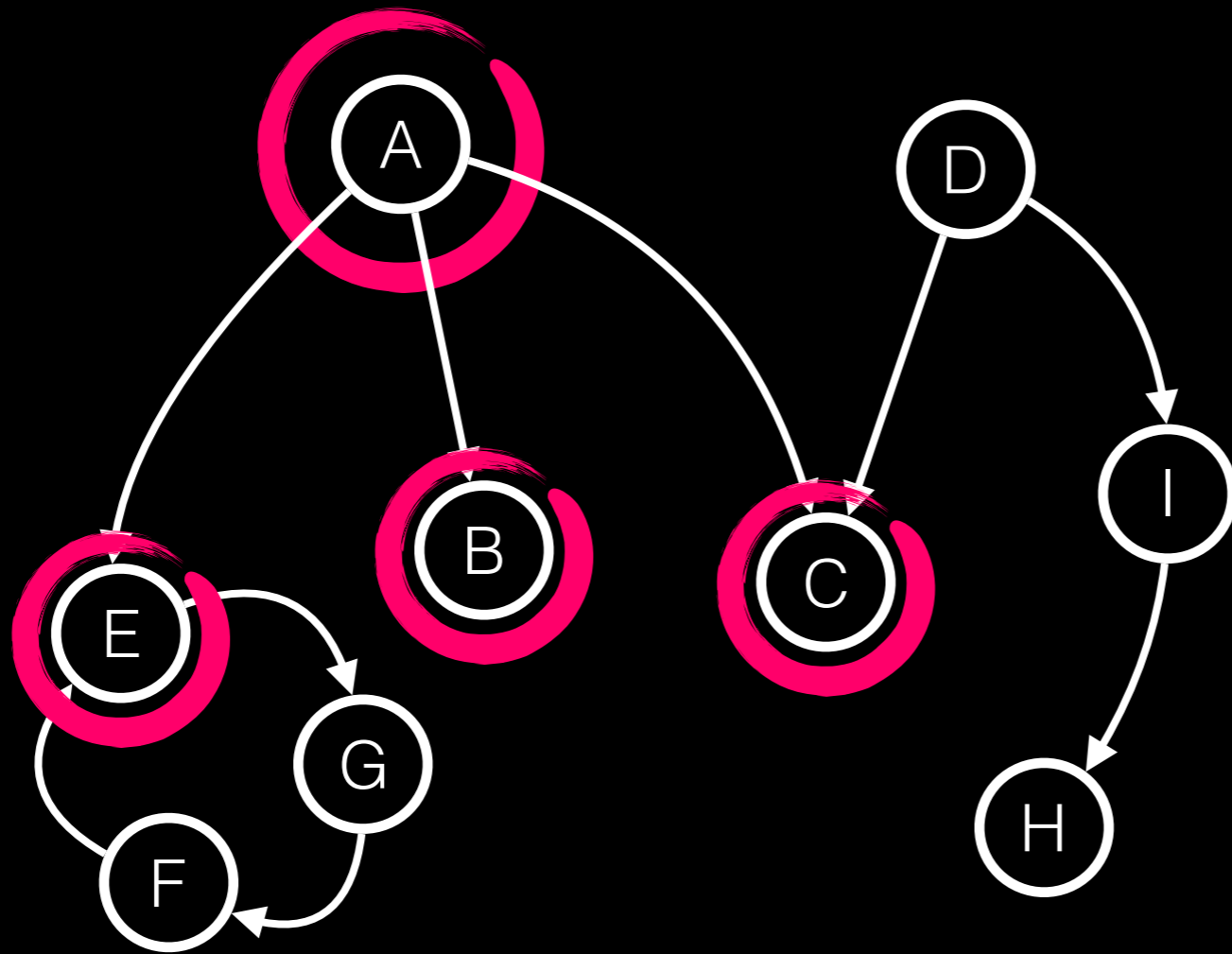
An iteration to rule them all

Kernel Selection



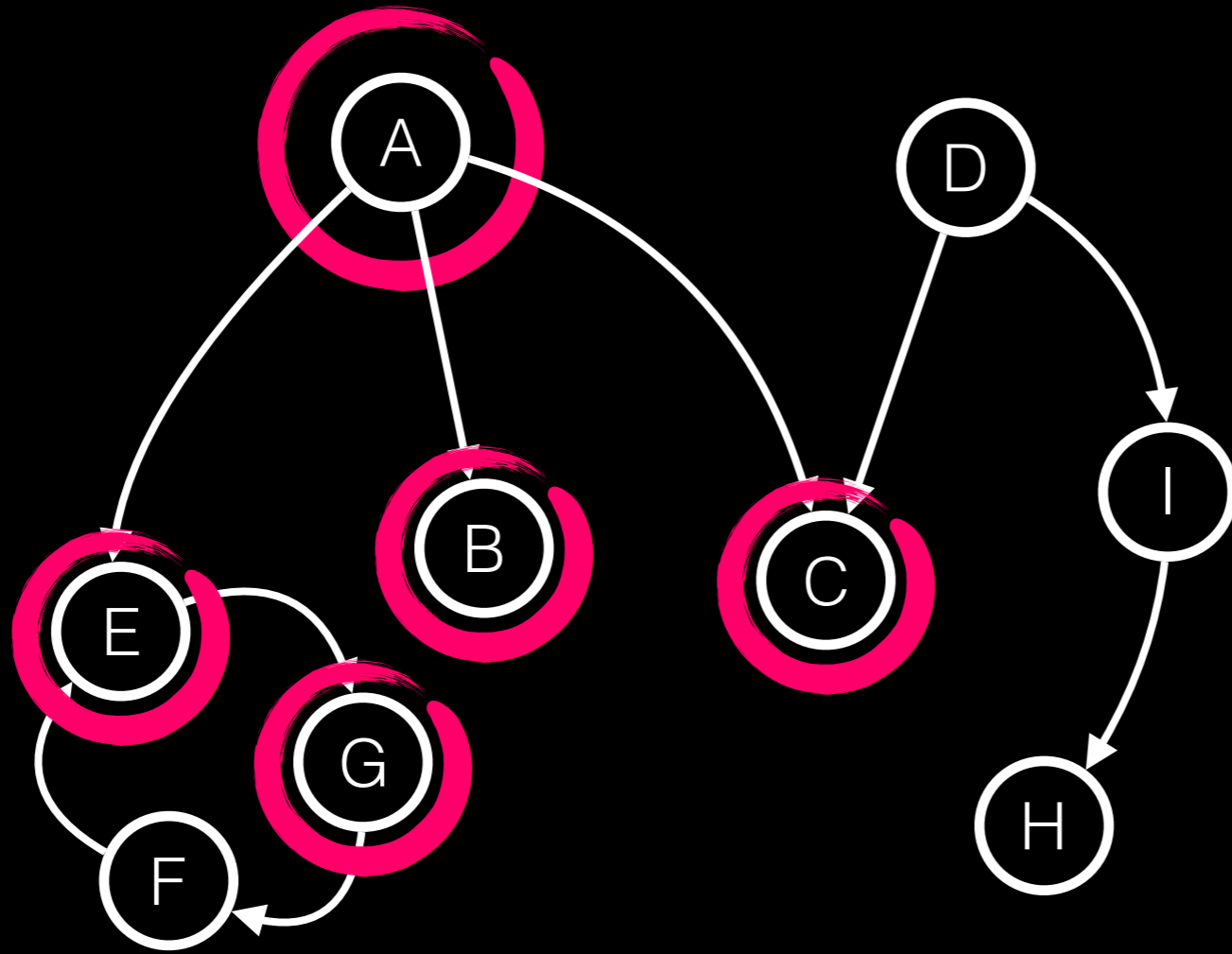
An iteration to rule them all

Navigating the graph



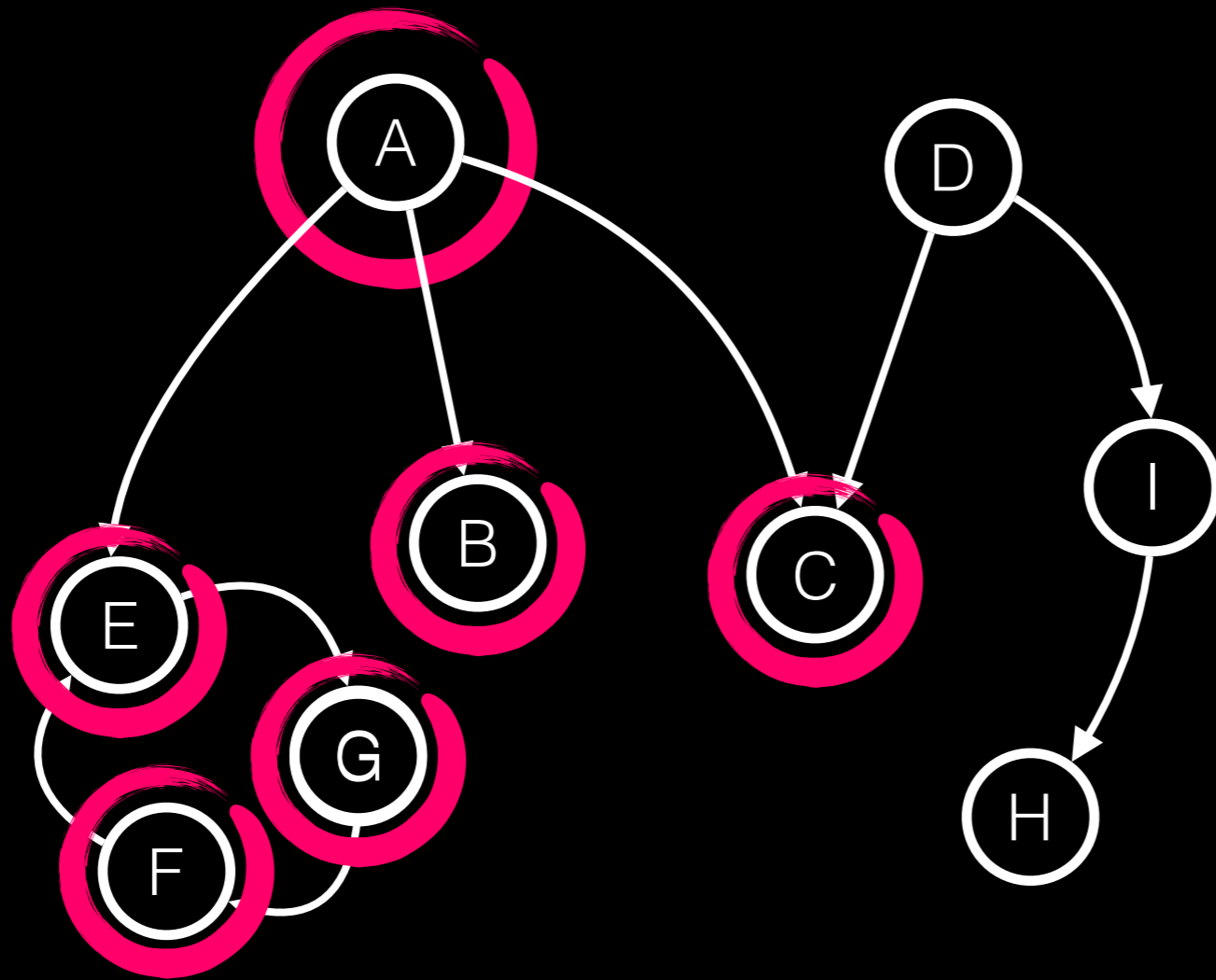
An iteration to rule them all

Navigating the graph



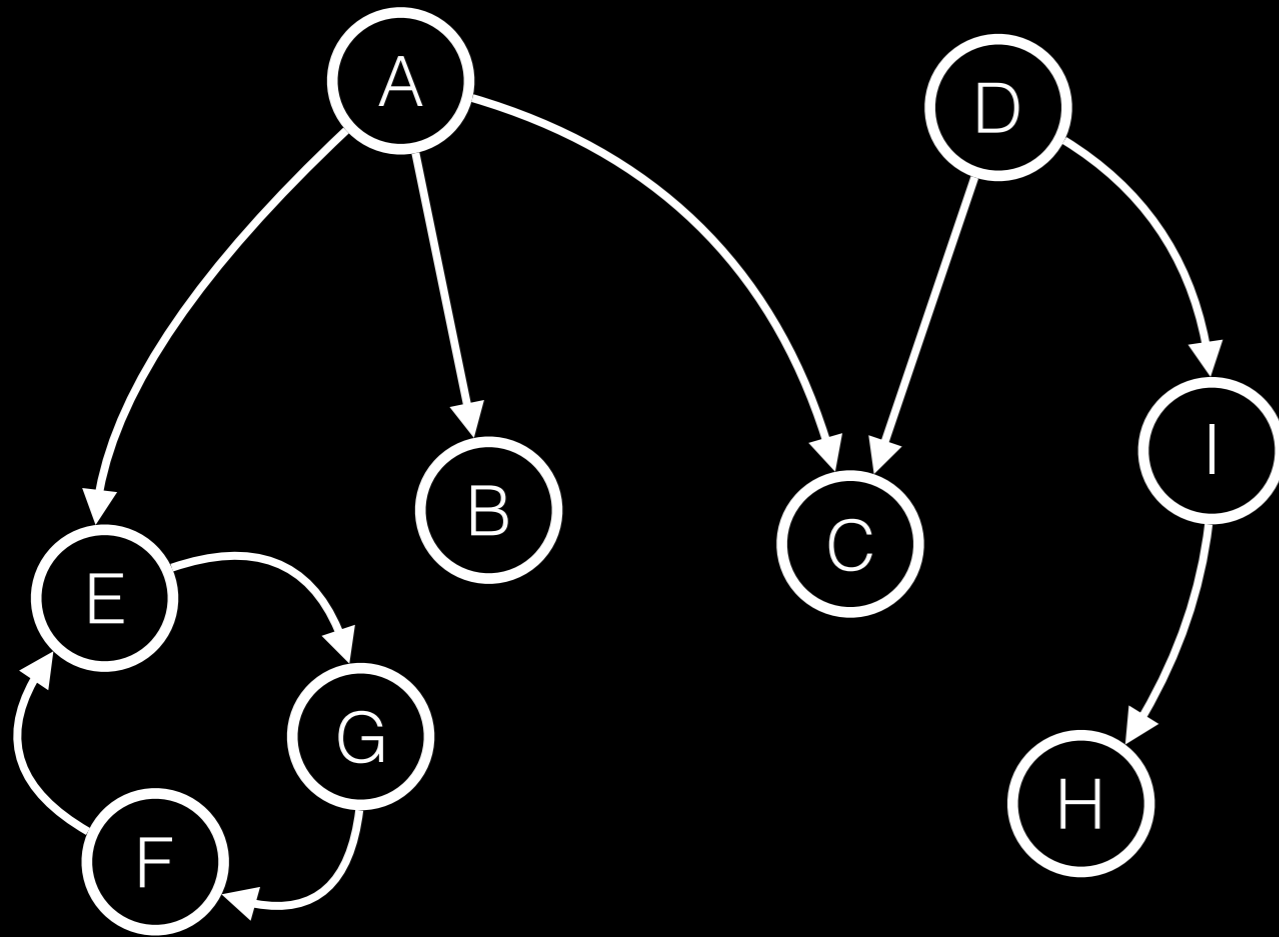
An iteration to rule them all

Navigating the graph



An iteration to rule them all

Navigating the graph



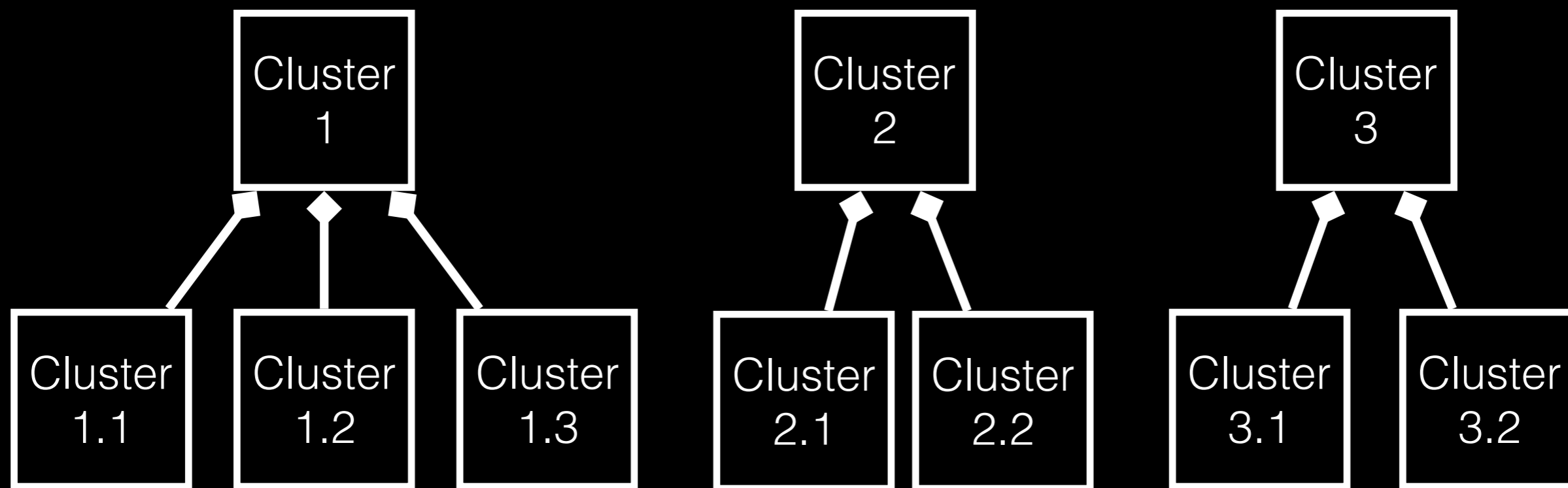
$\text{dist}(A, F)$

$\text{similarity}(A, H)$

An iteration to rule them all

Difference between traditional methods
and ours

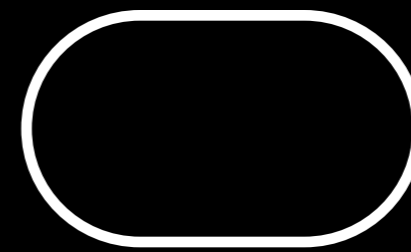
And in an approach
bind them



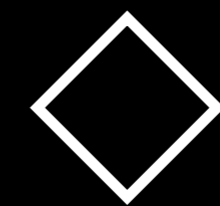
And in an approach bind them

Why iterative?

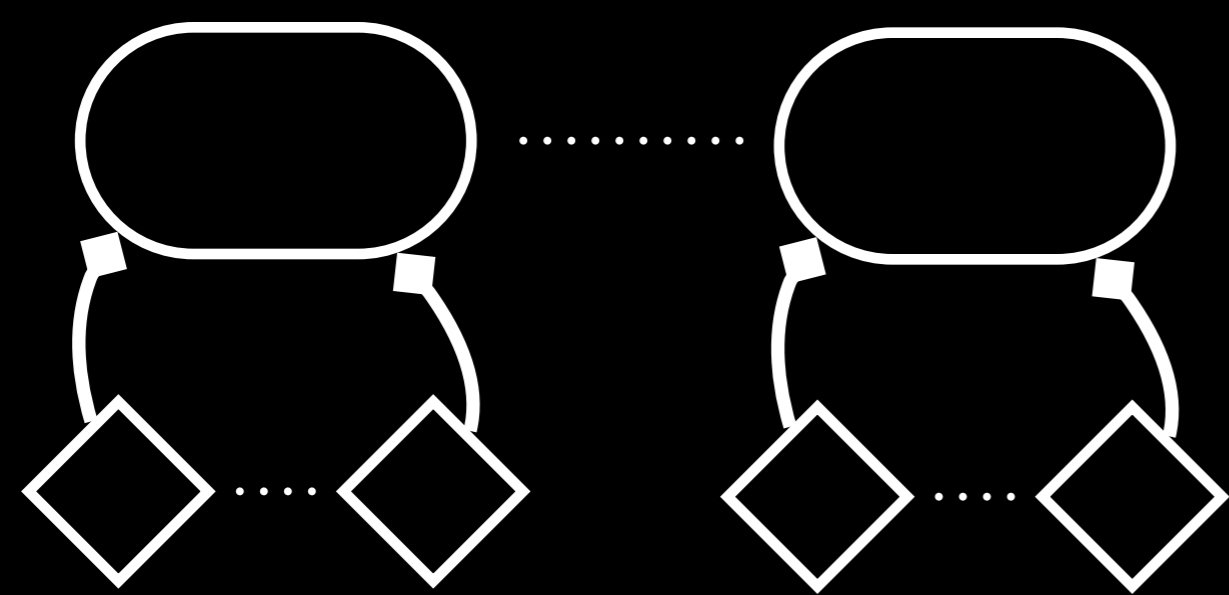
Because hierarchy of clusters



Packages



Subprograms



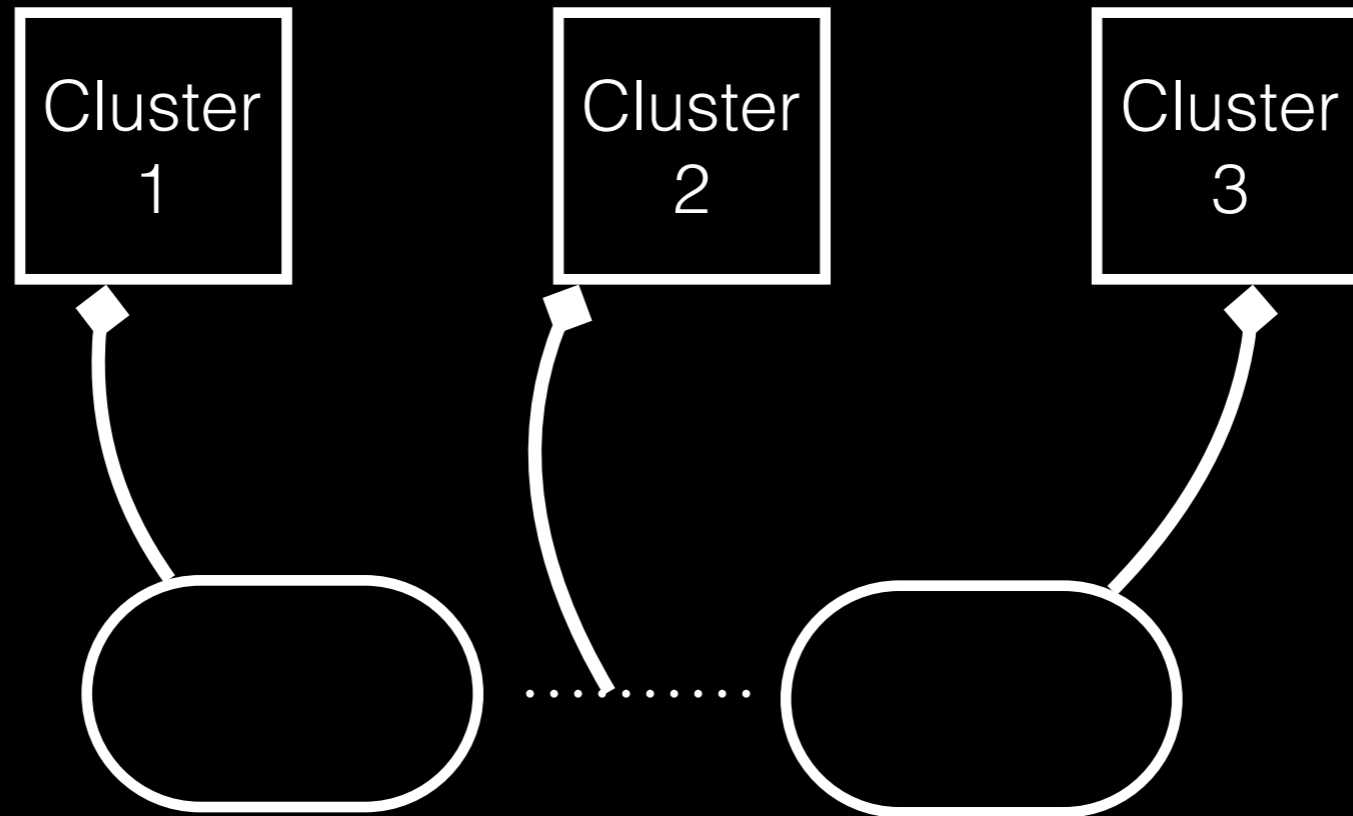
And in an approach bind them

How it works?

First instance, packages clustering



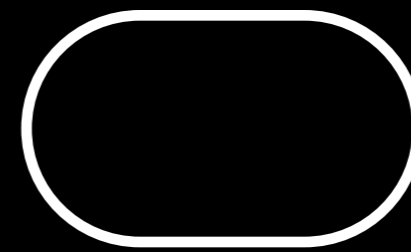
 Packages



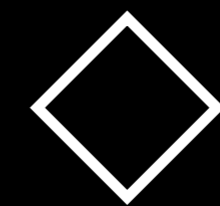
And in an approach bind them

How it works?

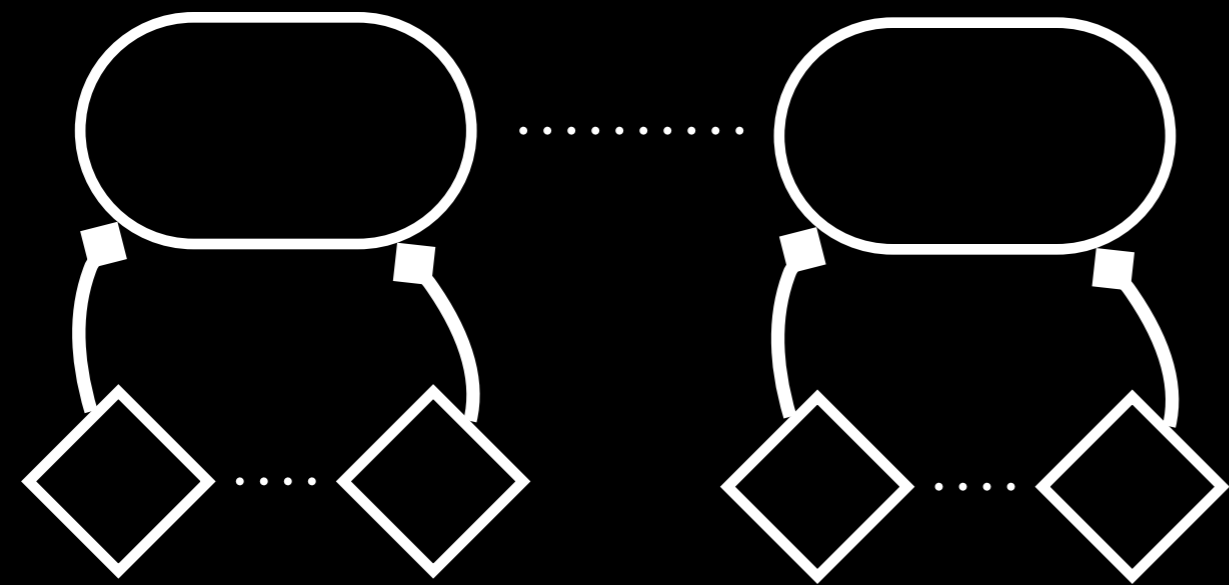
First instance, packages clustering



Packages



Subprograms



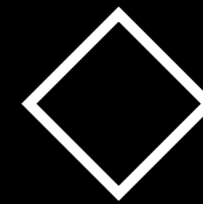
And in an approach bind them

How it works?

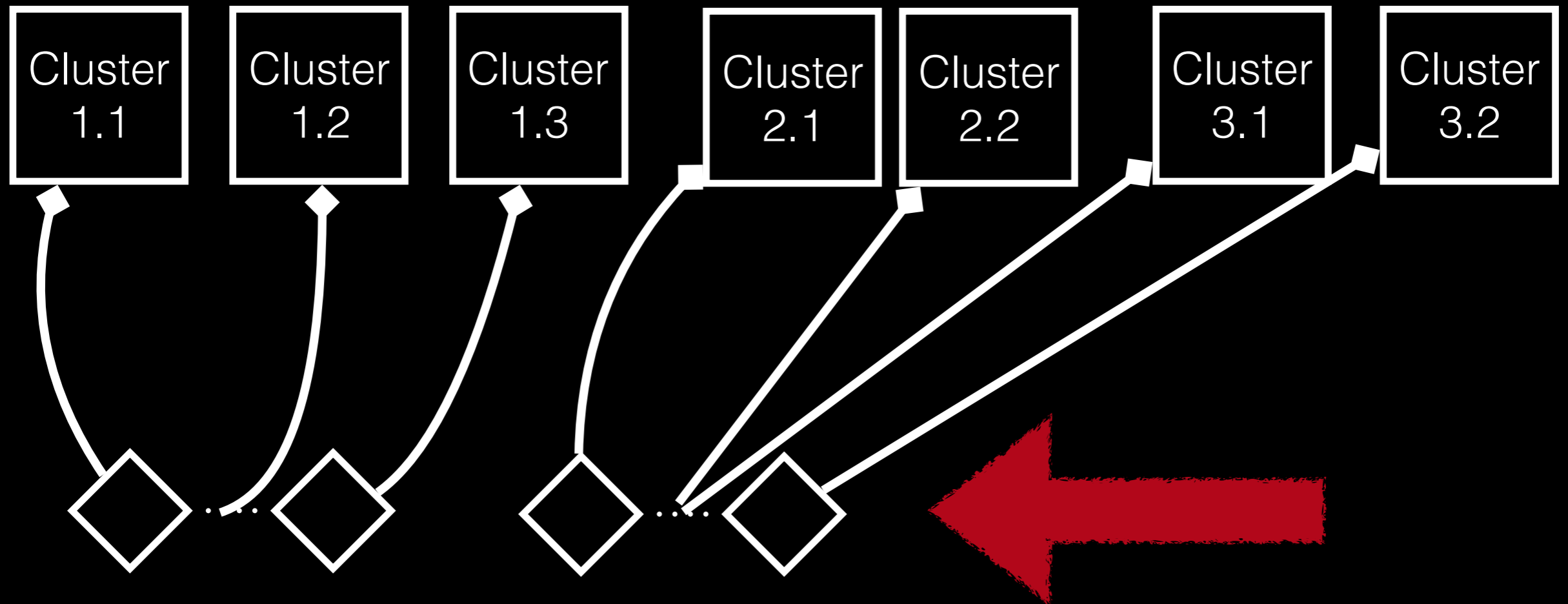


2nd instance, subprograms clustering



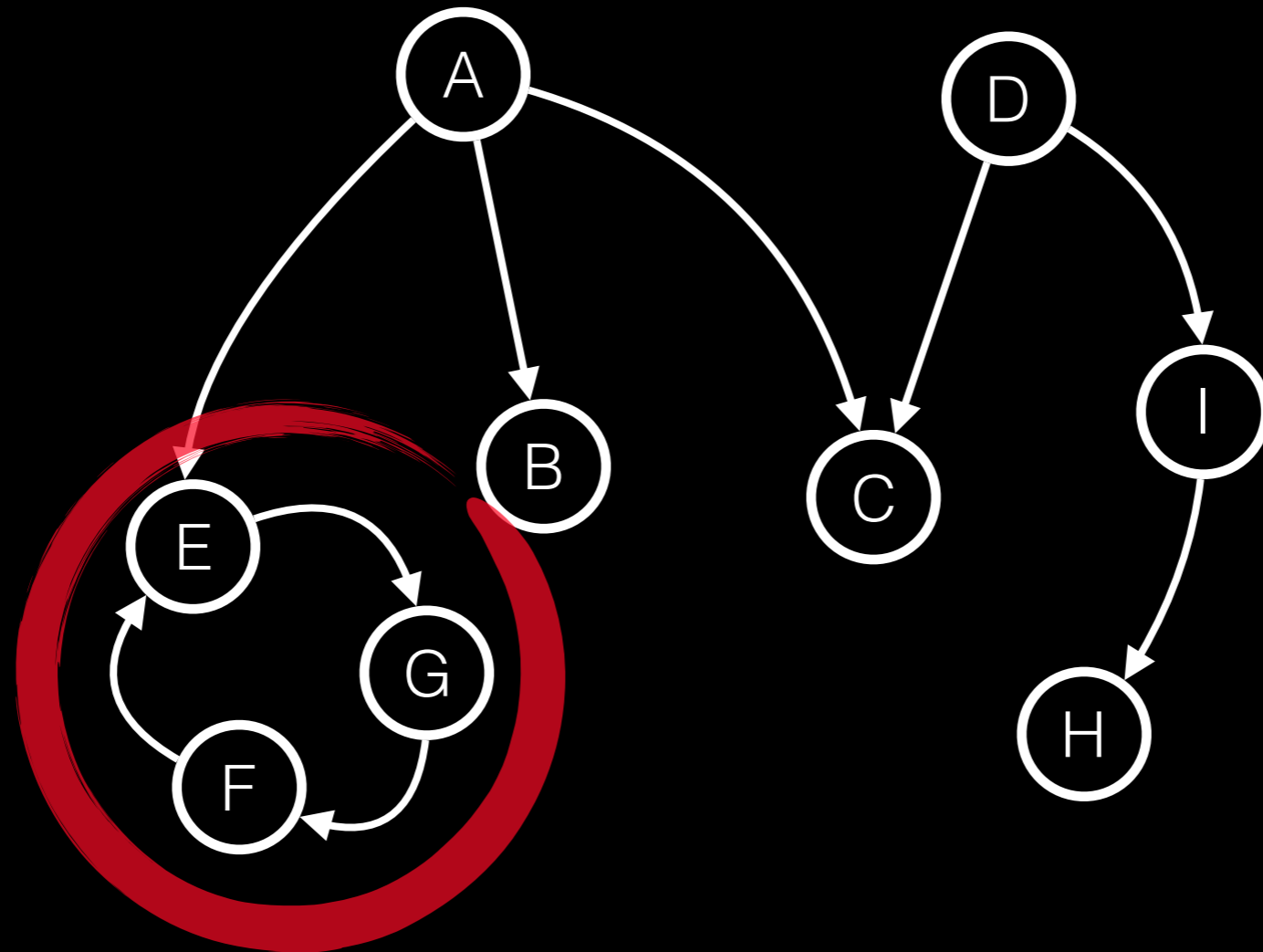


Subprograms



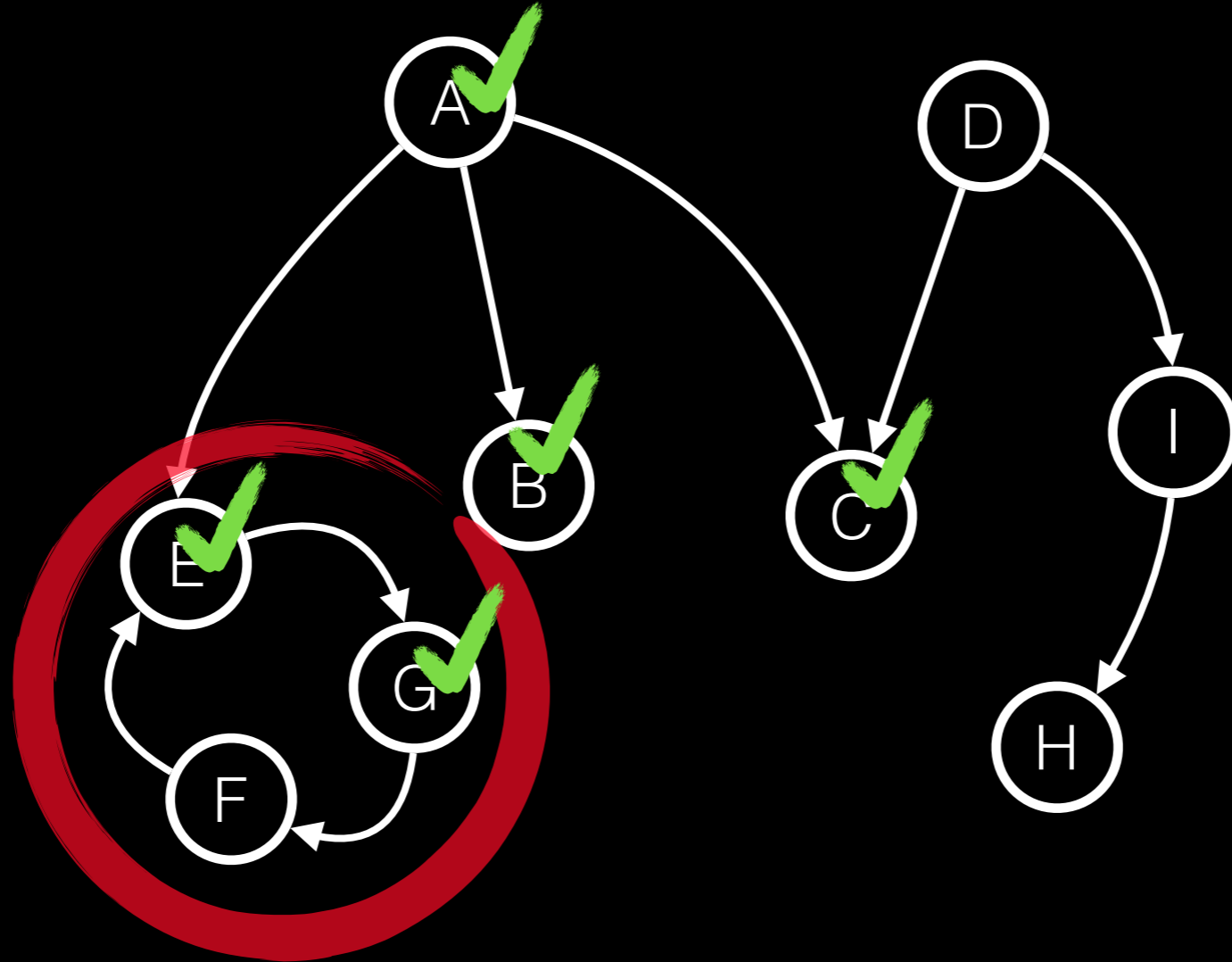
And in an approach bind them

How it works?



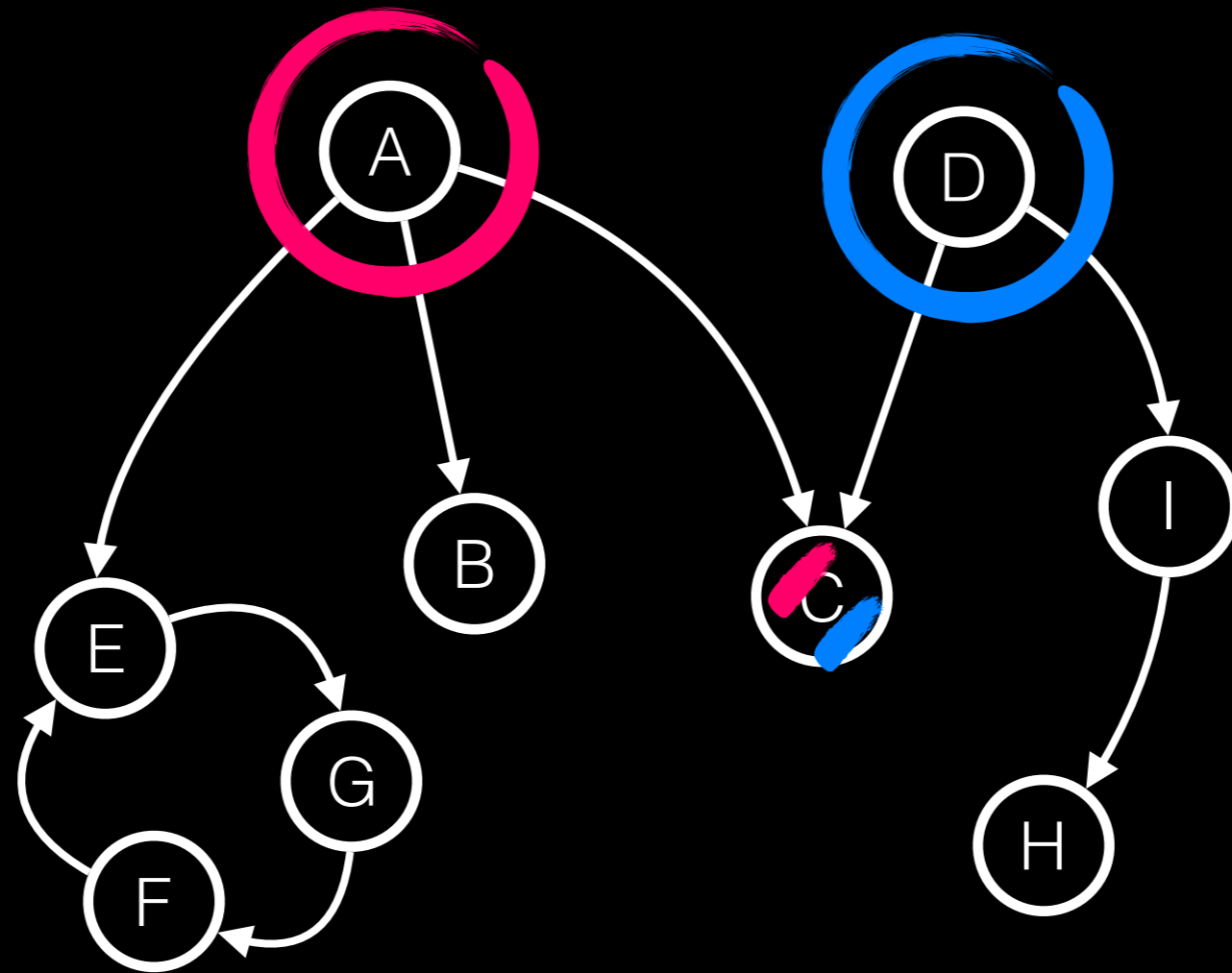
And come the hobbits and their issues

Cyclic dependencies



And come the hobbits and their issues

Cyclic dependencies
Keep track of navigated nodes



And come the hobbits and their issues

Multiple allocation

1st Instance: packages clustering

Precision: 98%

Recall: 88%

2nd Instance: subprograms clustering

Precision: ~60%

Recall: ~50%%

Talk about numbers

What next?