# GRASP with path-relinking for data clustering: a case study for biological data

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Abstract. Cluster analysis has been applied to several domains with numerous applications. In this paper, we propose several GRASP with path-relinking heuristics for data clustering problems using as case study biological datasets. All these variants are based on the construction and local search procedures introduced by Nascimento et. al [22]. We hybridized the GRASP proposed by Nascimento et. al [22] with four alternatives for relinking method: forward, backward, mixed, and randomized. To our knowledge, GRASP with path-relinking has never been applied to cluster biological datasets. Extensive comparative experiments with other algorithms on a large set of test instances, according to different distance metrics (Euclidean, city block, cosine, and Pearson), show that the best of the proposed variants is both effective and efficient.

## 1 Introduction

Clustering algorithms aim to group data such that the most similar objects belong to the same group or cluster, and dissimilar objects are assigned to different clusters. According to Nascimento et. al [22], cluster analysis has been applied to several domains, natural language processing [2], galaxy formation [3], image segmentation [4], and biological data [7; 8; 9]. Surveys on clustering algorithms and their applications can be found in [5] and [6].

This paper presents a GRASP with path-relinking for data clustering based on a linearized model proposed by Nascimento et. al [22]:

$$\min \sum_{i=1}^{N-1} \sum_{j=i+1}^{N} d_{ij} y_{ij} \tag{1}$$

subject to:

$$\sum_{k=1}^{M} x_{ik} = 1, \quad i = 1, ..., N$$
 (2)

$$\sum_{i=1}^{N} x_{ik} \ge 1, \quad k = 1, ..., M \tag{3}$$

$$x_{ik} \in \{0, 1\}, \quad i = 1, ..., N, \quad k = 1, ..., M$$
 (4)

$$y_{ij} \ge x_{ik} + x_{jk} - 1, \quad i = 1, ..., N, \quad j = i + 1, ..., N, \quad k = 1, ..., M$$
 (5)

$$y_{ij} \ge 0$$
  $i = 1, ..., N, \quad j = i + 1, ..., N.$  (6)

As described in [22], the objective function (1) aims to minimize the distance between the objects inside the same cluster, where  $d_{ij}$  denotes the distance between objects i and j; N denotes the number of objects; M denotes the number of clusters;  $x_{ik}$  is a binary variable that assumes value 1, if the object i belongs to the cluster k and 0, otherwise; and  $y_{ij}$  is a real variable that assumes the value 1, if the objects i and j belong to the same cluster.

While constraints (2) assure that object i belongs to only one cluster, constraints (3) guarantee that cluster k contains at least one object, and constraints (4) assure that the variables  $x_{ik}$  are binaries. Finally, constraints (5) and (6) guarantee that  $y_{ij}$  assumes the value 1, if both values of  $x_{ik}$  and  $x_{jk}$  are equal to 1.

The paper is organized as follows. In Section 2, we describe the GRASP with path-relinking procedure. Computational results are described in Section 3 and concluding remarks are made in Section 4.

## 2 GRASP with path-relinking for data clustering

GRASP, or greedy randomized adaptive search procedure, is a multi-start metaheuristic for finding approximate solutions to combinatorial optimization problems formulated as

min 
$$f(x)$$
 subject to  $x \in \mathcal{X}$ ,

where  $f(\cdot)$  is an objective function to be minimized and  $\mathcal{X}$  is a discrete set of feasible solutions. It was first introduced by Feo and Resende [7] in a paper describing a probabilistic heuristic for set covering. Since then, GRASP has experienced continued development [8; 23; 25] and has been applied in a wide range of problem areas [9; 10; 11].

At each GRASP iteration, a greedy randomized solution is constructed to be used as a starting solution for local search. Local search repeatedly substitutes the current solution by a better solution in the neighborhood of the current solution. If there is no better solution in the neighborhood, the current solution is declared a local minimum and the search stops. The best local minimum found over all GRASP iterations is output as the solution.

GRASP iterations are independent, i.e. solutions found in previous GRASP iterations do not influence the algorithm in the current iteration. The use of previously found solutions to influence the procedure in the current iteration can be thought of as a memory mechanism. One way to incorporate memory into GRASP is with path-relinking [13; 16]. In GRASP with path-relinking [18; 24],

an elite set of diverse good-quality solutions is maintained to be used during each GRASP iteration. After a solution is produced with greedy randomized construction and local search, that solution is combined with a randomly selected solution from the elite set using the path-relinking operator. The best of the combined solutions is a candidate for inclusion in the elite set and is added to the elite set if it meets quality and diversity criteria.

Algorithm 1 shows pseudo-code for a GRASP with path-relinking heuristic for the data clustering problem. The algorithm takes as input the dataset to be clustered and outputs the best clustering  $\pi^* \in \chi$  found.

```
Data : Dataset to be clustered
    Result : Solution \pi^* \in \chi.
 1 P \leftarrow \emptyset;
 \mathbf{2}
   while stopping criterion not satisfied do
         \pi' \leftarrow \texttt{GreedyRandomized}(\cdot) as described in [22];
 3
         if elite set P has at least \rho elements then
 4
              \pi' \leftarrow \text{LocalSearch}(\pi') as described in [22];
 5
              Randomly select a solution \pi^+ \in P;
 6
              \pi' \leftarrow \mathtt{PathRelinking}(\pi', \pi^+);
 7
              \pi' \leftarrow \text{LocalSearch}(\pi') as described in [22];
             if elite set P is full then
 9
                  if c(\pi') \leq \max\{c(\pi) \mid \pi \in P\} and \pi' \not\approx P then
10
                       Replace the element most similar to \pi' among all
11
                           elements with cost worst than \pi';
                  end
12
13
              else if \pi' \not\approx P then
14
                 P \leftarrow P \cup \{\pi'\};
15
16
              end
17
         else if \pi' \not\approx P then
18
          P \leftarrow P \cup \{\pi'\};
19
20
         end
21 end
22 return \pi^* = \min\{c(\pi) \mid \pi \in P\};
   Algorithm 1: GRASP with path-relinking heuristic.
```

After initializing the elite set P as empty in line 1, the GRASP with pathrelinking iterations are computed in lines 2 to 21 until a stopping criterion is satisfied. This criterion could be, for example, a maximum number of iterations, a target solution quality, or a maximum number of iterations without improvement. In this paper, we have adopted the maximum number of iterations without improvement (IWI) as stopping criterion of the GRASP-PR variants. During each iteration, a greedy randomized solution  $\pi'$  is generated in line 3. If the elite set P does not have at least  $\rho$  elements, then if  $\pi'$  is sufficiently different from all other elite set solutions,  $\pi'$  is added to the elite set in line 19. To define the term sufficiently different more precisely, let  $\Delta(\pi',\pi)$  be defined as the minimum number of moves needed to transform  $\pi'$  into  $\pi$  or vice-versa. For a given level of difference  $\delta$ , we say that  $\pi'$  is sufficiently different from all elite solutions in P if  $\Delta(\pi',\pi) > \delta$  for all  $\pi \in P$ , which we indicate with the notation  $\pi' \not\approx P$ . If the elite set P does have at least  $\rho$  elements, then the steps in lines 5 to 16 are computed.

The local search described in [22] is applied in line 5 using  $\pi'$  as a starting point, resulting in a local minimum, which we denote by  $\pi'$ . Next, path-relinking is applied in line 7 between  $\pi'$  and an elite solution  $\pi^+$ , randomly chosen in line 6. Solution  $\pi^+$  is selected with probability proportional to  $\Delta(\pi', \pi^+)$ . In line 8, the local search described in [22] is applied to  $\pi'$ . If the elite set is full, then if  $\pi'$  is of better quality than the worst elite solution and  $\pi' \not\approx P$ , then it will be added to the elite set in line 11 in place of some elite solution. Among all elite solutions having cost no better than that of  $\pi'$ , a solution  $\pi$  most similar to  $\pi'$ , i.e. with the smallest  $\Delta(\pi', \pi)$  value, is selected to be removed from the elite set. Ties are broken at random. Otherwise, if the elite set is not full,  $\pi'$  is simply added to the elite set in line 15 if  $\pi' \not\approx P$ .

#### 2.1 Path-relinking

Path-relinking was originally proposed by Glover [13] as an intensification strategy exploring trajectories connecting elite solutions obtained by tabu search or scatter search [14; 15; 16]. Starting from one or more elite solutions, paths in the solution space leading toward other elite solutions are generated and explored in the search for better solutions. To generate paths, moves are selected to introduce attributes in the current solution that are present in the elite guiding solution. Path-relinking may be viewed as a strategy that seeks to incorporate attributes of high quality solutions, by favoring these attributes in the selected moves.

Algorithm 2 illustrates the pseudo-code of the path-relinking procedure applied to a pair of solutions  $x_s$  (starting solution) and  $x_t$  (target solution). The procedure starts by computing the symmetric difference  $\Delta(x_s, x_t)$  between the two solutions, i.e. the set of moves needed to reach  $x_t$  (target solution) from  $x_s$  (initial solution). A path of solutions is generated linking  $x_s$  and  $x_t$ . The best solution  $x^*$  in this path is returned by the algorithm. At each step, the procedure examines all moves  $m \in \Delta(x, x_t)$  from the current solution x and selects the one which results in the least cost solution, i.e. the one which minimizes  $f(x \oplus m)$ , where  $x \oplus m$  is the solution resulting from applying move m to solution x. The best move  $m^*$  is made, producing solution  $x \oplus m^*$ . The set of available moves is updated. If necessary, the best solution  $x^*$  is updated. The procedure terminates when  $x_t$  is reached, i.e. when  $\Delta(x, x_t) = \emptyset$ .

```
 \begin{aligned} \mathbf{Data} & : \text{Starting solution } x_s \text{ and target solution } x_t \\ \mathbf{Result} : \text{Best solution } x^* \text{ in path from } x_s \text{ to } x_t \\ \text{Compute symmetric difference } \Delta(x_s, x_t); \\ f^* \leftarrow \min\{f(x_s), f(x_t)\}; \\ x^* \leftarrow \arg\min\{f(x_s), f(x_t)\}; \\ x \leftarrow x_s; \\ \mathbf{while } \Delta(x, x_t) \neq \emptyset \text{ do} \\ & | m^* \leftarrow \arg\min\{f(x \oplus m) : m \in \Delta(x, x_t)\}; \\ \Delta(x \oplus m^*, x_t) \leftarrow \Delta(x, x_t) \setminus \{m^*\}; \\ x \leftarrow x \oplus m^*; \\ & \text{if } f(x) < f^* \text{ then} \\ & | f^* \leftarrow f(x); \\ & | x^* \leftarrow x; \\ & \text{end} \end{aligned}
```

**Algorithm 2**: Path-relinking.

We notice that path-relinking may also be viewed as a constrained local search strategy applied to the initial solution  $x_s$ , in which only a limited set of moves can be performed and where uphill moves are allowed. Several alternatives have been considered and combined in recent implementations of path-relinking [1; 2; 3; 5; 26; 27; 29], among them:

- forward relinking: path-relinking is applied using the worst among  $x_s$  and  $x_t$  as the initial solution and the other as the target solution;
- backward relinking: the roles of  $x_s$  and  $x_t$  are interchanged, path-relinking is applied using the best among  $x_s$  and  $x_t$  as the initial solution and the other as the target solution;
- mixed relinking: two paths are simultaneously explored, the first emanating from  $x_s$  and the second from  $x_t$ , until they meet at an intermediary solution equidistant from  $x_s$  and  $x_t$ ; and
- randomized relinking: instead of selecting the best yet unselected move, randomly select one from among a candidate list with the most promising moves in the path being investigated.

Figure 2.1 illustrates an example of path-relinking. Let x be a solution composed by clusters  $A = \{2,3,7\}$ ,  $B = \{4,6\}$ , and  $C = \{1,5\}$ ; and  $x_t$  the target solution with the clusters  $A = \{6,7\}$ ,  $B = \{4,5\}$ , and  $C = \{1,2,3\}$ . Initially,  $\Delta(x,x_t) = \{(2,A,C),(3,A,C),(5,C,B),(6,B,A)\}$ , where (e,s,t) means a move of element e from cluster s to cluster t. After the best move (2,A,C) from solution x is performed, x is updated with clusters  $A = \{3,7\}$ ,  $B = \{4,6\}$ , and  $C = \{1,2,5\}$ . The process is repeated until  $x_t$  is reached.

## 3 Experimental results

In this section, we present results on computational experiments with the GRASP with path-relinking (GRASP-PR) heuristic introduced in this paper. First, we

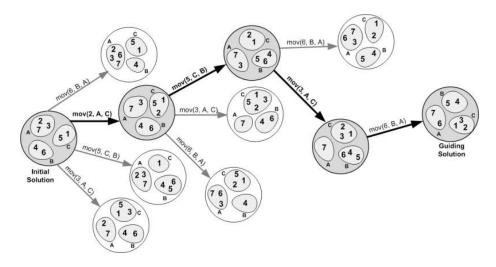


Fig. 1. A path-relinking example for data clustering.

describe our datasets. Second, we describe our test environment and determine an appropriated combination of values for the parameters of the heuristic. Finally, besides the GRASP-L algorithm introduced by Nascimento [22], we compare several GRASP-PR variants implementations with the three known clustering algorithms described in [22]: K-means, K-medians and PAM [17]<sup>6</sup>.

#### 3.1 Datasets

We used the same five datasets from [22]: fold protein classification, named Protein [6], prediction of protein localization sites, named Yeast [21]; seven cancer diagnosis datasets, named Breast [4], Novartis [30], BreastA [31], BreastB [32], DLBCLA [20], DLBCLB [28] and MultiA [30]; and the benchmark Iris [12].

Table 1 shows the main characteristics of each dataset. The second column indicates the number of objects in each dataset. The third column shows the number of structures in the dataset and, in parenthesis, the number of clusters for each structure. The fourth column shows the number of attributes in the objects. Next, we describe in more details each of the datasets used.

#### 3.2 Test environment and parameters for GRASP-PR heuristic

All experiments with GRASP-PR were done on a Dell computer with Core 2 Duo 2.1 GHz T8100 Intel processor and 3 Gb of memory, running Windows XP Professional version 5.1 2002 SP3 x86. The GRASP-PR heuristic was implemented

 $<sup>^6</sup>$  K-means and K-medians implementations are available at http://bonsai.ims.u-tokyo.ac.jp/~mdehoon/software/cluster/software.htm.

**Table 1.** Characteristics of datasets used in the experiments.

Data Set	# Objects	#Str(#Groups)	$\#\mathbf{Attrib}$
Protein	698	2 (4,27)	125
Yeast	1484	1 (10)	8
Breast	699	2(2,8)	9
Novartis	103	1 (4)	1000
BreastA	98	1 (3)	1213
BreastB	49	2(2,4)	1213
DLBCLA	141	1 (3)	661
DLBCLB	180	1 (3)	661
MultiA	103	1 (4)	5565
Iris	140	1 (3)	4

in Java and compiled into bytecode with javac version 1.6.0.20. The random-number generator is an implementation of the Mersenne Twister algorithm [19] from the COLT<sup>7</sup> library.

The values of the parameters for GRASP-PR heuristic used for each dataset are shown in Table 2.

**Table 2.** Path-Relinking parameters. Pool size (PS), elements in pool before start PR (EPBS), symmetrical difference (SD), and Iterations without Improvement (IWI).

	Iris	Novartis	$\operatorname{BrstA}$	${\bf BrstB1}$	BrstB2	DLBCLA	DLBCLB	MultA	${\rm Brst1}$	Brst2	Prt1	Prt2	Yeast
PS	3	5	4	3	3	5	5	5	3	6	5	5	7
EPBS	1	3	1	1	1	2	2	2	1	3	2	3	3
$^{\mathrm{SD}}$	4	70	4	30	30	100	100	70	4	550	450	450	1200
IWI	15	15	15	15	15	15	15	15	15	15	15	15	5

#### 3.3 Numerical comparisons

We compare the three known clustering algorithms described in [22] (K-means, K-medians and PAM [17]) with the GRASP-L algorithm introduced by Nascimento [22] and the following five GRASP-PR variants implementations: GRASP, GRASP-PRf, GRASP-PRb, GRASP-PRm and GRASP-PRrnd. GRASP is our implementation of the GRASP-L algorithm. GRASP-PRf, GRASP-PRb, GRASP-PRm and GRASP-PRrnd correspond to the following relinking alternatives: forward, backward, mixed and greedy randomized, respectively. We used the same distance measurements for all of them.

The comparisons of the algorithms were based on the Corrected Rand index (CRand) proposed in [26] (Table 3). While GRASP-L, K-means and K-medians were run 100 times, GRASP-PRf, GRASP-PRb, GRASP-PRm and GRASP-PRb

OLT is a open source library for high performance scientific and technical computing in Java. See http://acs.lbl.gov/~hoschek/colt/.

PRrnd were run 30 times. All algorithms selected the partition with the best solution for each of the distance metrics.

With respect to the comparisons of the algorithms based on the Corrected Rand index (CRand) reported in Table 3, we observe that GRASP-PR variants found the best-quality solutions with all different dissimilarity measures, except for the Pearson correlation, for which there was a tie. In fact,

- using Euclidean metric as dissimilarity measure, GRASP-PRrnd found best results for 9 out of 10 datasets; GRASP-PRb and GRASP-PRm found best results for 8 datasets; GRASP-PRf and GRASP for 6, GRASP-L for 2, while K-means and K-medians found the best solution for only 1 and 2 datasets, respectively;
- using City Block metric as dissimilarity measure, GRASP-PRb, GRASP-PRrnd and GRASP-PRm for 8 out of 10 datasets; GRASP-PRf found best results for 7 datasets; GRASP for 6, GRASP-L and K-medians for 2, while K-means only for 1;
- using Cosine metric as dissimilarity measure, GRASP-PRrnd, GRASP-PRb, and GRASP-PRf found best results for 6 out of 10 datasets; GRASP-PRm for 5, GRASP for 4, and K-medians, PAM, and K-means for 4, 2, and 1, respectively.

## 4 Concluding remarks

In this paper, we propose four variants of GRASP with path-relinking (forward, backward, mixed, and randomized) for data clustering problem. The algorithms were implemented in Java and extensively tested. Computational results from several instances from the literature demonstrate that the heuristic is a well-suited approach for data clustering.

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Table 3. Summary of CRand results for GRASP-PRrnd, GRASP-PRm, GRASP-PRb, GRASP-PRf, GRASP, GRASP-L, K-means, K-medians and PAM algorithms. M is the number of clusters for the best CRand found. Times are given in seconds on a Core 2 Duo 2.1 GHz T8100 Intel processor (javac compiler version 1.6.0.20). Times for GRASP-L, K-means, K-medians and PAM algorithms are not reported in [22].

| GRASP-PRm | GRASP-PRm | GRASP-PRm | GRASP-PRf | GRASP-PRf | GRASP-L|KMEANS|KMEDIANS| PAM

	GRASP	-PRrnd	0	RASE	P-PRm	GRASP-PRb			GRASP-PRf			l	GRASP			ASP-L	KN	KMEANS KMEDIA			ANS PAM		
	M cRand	Time	M	cRand	Time	M	cRand	Time	M	cRand	Time	M	cRand	Time	M	cRand	M	cRand	M	cRand	M	cRand	
EUCLIDEAN																							
Protein	4 0.297	71.156	4	0.297	63.624	4	0.294	60.594	4	0.294	61.672	4	0.294	55.234	4	0.322	7	0.322	7	0.313	6	0.250	
	11 0.169	107.328		0.168	306.197	11	0.168	130.249	11		130.249	11	0.169	121.547	11	0.168	17	0.139	25	0.134	13	0.098	
Breast	2 0.878	16.344	2	0.878	19.781		0.878	19.843	2		19.343	2	0.878	18.625	2	0.877	2	0.803	2	0.782	2	0.828	
	15 0.016	172.422		0.016	137.857		0.016	131.202		0.016	152.203		0.016	312.563	15	0.015	18	-0.010	17	0.036	5	0.012	
Yeast	9 0.151	1689.766	9	0.153	1410.047	9	0.153	1492.132	9	0.150	849.363	9	0.151	1738.641	9	0.150	7	0.170	8	0.173	8	0.143	
Novartis	4 0.950	7.124		0.950	6.921	4	0.950	7.045	4	0.950	7.344	4	0.950	6.344	4	0.921	4	0.946	4	0.946	4	0.897	
BreastA	2 0.682	5.782		0.723	5.844	2	0.682	5.891	2	0.682	6.188	2	0.682	6.172	2	0.682	2	0.654	2	0.654	2	0.543	
BreastB	2 0.694	1.875		0.694	1.906		0.694	1.906	2		1.985	2		1.968	2	0.626	3	0.502	4	0.500	2	0.388	
	2 0.322	1.890		0.322	2.031		0.322	1.922	2	0.322	1.984	2	0.321	1.968	2	0.314	3	0.286	3	0.260	2	0.187	
DLBCLA	4 0.447	9.531	4	0.431	10.187	4	0.447	8.249	4	0.408	8.297	4	0.408	11.750	4	0.408	4	0.309	5	0.365	4	0.276	
DLBCLB		11.437		0.519	21.661	4	0.519	16.390	4	0.509	13.219	4	0.509	12.468	4	0.481	2	0.420	3	0.424	3	0.391	
MultiA	4 0.874	32.629		0.874	31.562	4	0.874	32.359	4	0.874	33.859	4	0.874	29.937	4	0.874	6	0.765	5	0.682	4	0.765	
Iris	3 0.757	0.281	3	0.757	0.312	3	0.757	0.312	3	0.757	0.391	3	0.757	0.391	3	0.756	3	0.730	3	0.744	3	0.730	
CITY BLOCK																							
Protein	5 0.310	81.937		0.310	85.748		0.310	57.161	5	0.309	50.812		0.310	44.562	5	0.293	8	0.223	7	0.229	3	0.192	
	9 0.180	77.328	9	0.176	254.432		0.185	164.155	9	0.185	164.155	9	0.178	76.937	9	0.166	17	0.158	28	0.141			
Breast	2 0.877	14.406		0.877	17.672	2	0.877	17.502	2	0.877	17.234	2	0.877	16.531	2	0.877	2	0.770	2	0.765	2	0.807	
	19 0.016	134.782		0.015	295.462		0.016	336.701		0.015	210.172		0.016	237.203	19	0.013	19	-0.009	10	0.023		0.010	
Yeast	7 0.161	1432.047	7	0.159	953.766	7	0.160	1374.019	7	0.161	1630.917	7	0.161	706.266	7	0.157	7	0.181	6	0.167	7	0.152	
Novartis	4 0.950	2.874	4	0.950	2.796	4	0.950	2.749	4	0.950	2.796	4	0.950	2.516	4	0.921	4	0.946	4	0.921	4	0.947	
BreastA	2 0.723	1.875	2	0.723	1.889	2	0.723	1.750	2	0.723	1.922	2	0.722	1.890	2	0.682	2	0.583	2	0.618	4	0.560	
BreastB	4 0.329	1.000	4	0.366	1.343	4	0.281	1.250	4	0.288	2.250	4	0.328	2.125	4	0.228	3	0.563	2	0.561	2	0.388	
	7 0.368	3.172	7	0.344	1.828	7	0.293	1.390	7	0.328	1.265	7	0.293	1.140	7	0.159	3	0.328	3	0.284	2	0.187	
DLBCLA	3 0.838	1.875	3	0.838	1.999	3	0.838	1.875	3	0.838	1.954	3	0.838	1.937	3	0.800	3	0.805	3	0.784	3	0.406	
DLBCLB	2 0.701	2.703	2	0.701	2.797	2	0.701	2.797	2	0.701	2.843	2	0.701	2.640	2	0.700	2	0.690	2	0.690	3	0.350	
MultiA	4 0.899	9.888	4	0.924	11.141	4	0.899	10.890	4	0.899	11.015	4	0.899	10.406	4	0.899	4	0.851	4	0.875	5	0.750	
Iris	3 0.818	0.250	3	0.818	0.281	3	0.818	0.281	3	0.818	0.359	3	0.818	0.343	3	0.818	3	0.717	3	0.717	3	0.772	
										COSI													
Protein	4 0.350	102.668		0.348	89.419		0.348	98.421	4	0.342	81.656	4		71.235	4	0.349	7	0.320	6	0.304	6	0.247	
	12 0.170	135.000		0.170	141.794		0.173	269.374		0.173	269.374	12		291.391	12	0.166	20	0.134	21	0.125		0.091	
Breast	3 0.294	28.282	3	0.294	32.812	3	0.294	32.297	3	0.294	31.796	3	0.294	31.610	3	0.293	4	0.258	3	0.306		0.332	
	8 0.021	75.859	8	0.021	77.403	8	0.021	92.515	8	0.022	82.703	8	0.021	90.610	8	0.020	2	0.027	8	0.052	3	0.021	
Yeast	9 0.137	1103.942	9	0.137	972.313	9	0.137	680.172	9	0.137	988.547	9	0.136	716.172	9	0.135	9	0.138	6	0.132		0.146	
Novartis	4 0.950	12.559	4	0.950	12.328	4	0.950	12.045	4	0.950	11.734	4	0.950	10.860	4	0.920	4	0.919	4	0.919	4	0.745	
BreastA	2 0.687	12.125	2	0.687	10.996	2	0.687	10.921	2	0.687	10.485	2	0.687	10.453	2	0.686	2	0.691	2	0.691	2	0.664	
BreastB	2 0.694	3.016		0.694	2.875	2	0.694	2.891	2	0.694	2.688	2	0.694	2.687	2	0.626	2	0.561	3	0.502	4	0.443	
	2 <b>0.322</b>	3.000		0.322	2.875		0.322	2.875	2	0.322	2.687	2	0.321	2.687	2	0.314	2	0.269	3	0.264	4	0.239	
DLBCLA	4 0.607	14.406	4	0.619	16.64	4	0.607	11.844	4	0.607	12.078	4	0.607	11.406	4	0.605	5	0.642	4	0.678	3	0.547	
DLBCLB	4 0.500	22.968	4	0.500	21.109	4	0.500	20.921	4	0.500	20.031	4	0.500	20.031	4	0.502	3	0.501	3	0.623	5	0.385	
MultiA	4 0.831	54.303	4	0.831	54.468	4	0.831	54.046	4	0.831	48.532	4	0.831	45.609	4	0.805	4	0.718	7	0.731	6	0.716	
Iris	3 0.942	0.296	3	0.942	0.344	3	0.942	0.359	3	0.942	0.406	3	0.942	0.391	3	0.941	3	0.904	3	0.941	3	0.904	
										PEAR							_		-				
Protein	4 0.345	124.032		0.345	127.592		0.345	129.281	4	0.345	139.625	4		120.219	4	0.344	7	0.313	7	0.306	6	0.245	
	12 0.164	363.957		0.172	251.089		0.168	211.186		0.168	211.186		0.174	382.015	12	0.167	20	0.129	27	0.136		0.096	
Breast	3 0.311	38.109	3	0.311	41.327	3	0.311	41.609	3	0.311	42.141	3	0.311	39.360	3	0.284	2	0.441	2	0.368	2	0.289	
	11 0.016	95.922		0.016	197.056		0.017	93.452		0.016	110.844		0.017	130.156	11	0.017	9	0.015	19	0.024	6	0.015	
Yeast	9 0.138	1010.289	9	0.138	877	9	0.138	662.390	9	0.138	660.406	9	0.138	510.969	9	0.131	8	0.135	8	0.133	7	0.145	
Novartis	4 0.950	20.621	4	0.950	20.156	4	0.950	20.357	4	0.950	23.422	4	0.950	21.265	4	0.920	4	0.919	4	0.919	4	0.746	
BreastA	2 0.692	20.563	2	0.692	18.904	2	0.692	19.188	2	0.692	21.734	2	0.692	21.609	2	0.692	2	0.705	2	0.705	2	0.635	
BreastB	2 0.766	4.734		0.766	5.562		0.766	6.453	2		5.546	2	0.766	5.562	2	0.694	3	0.502	3	0.529	3	0.445	
	2 0.281	4.842	2	0.322	5.016	2	0.281	4.735	2	0.281	5.547	2	0.279	5.219	2	0.355	4	0.289	3	0.283	3	0.227	
DLBCLA	4 0.604	20.562	4	0.604	20.577	4	0.604	20.687	4	0.604	23.140	4	0.607	19.578	4	0.585	4	0.605	4	0.684	4	0.586	
DLBCLB	2 0.585	36.750	2	0.585	33.796	2	0.585	34.093	2	0.585	39.641	2	0.585	39.641	2	0.527	3	0.665	3	0.561	3	0.545	
MultiA	4 0.829	93.395	4	0.829	92.655	4	0.829	93.093	4	0.829	102.156	4	0.829	87.079	4	0.828	4	0.718	9	0.691	4	0.705	
Iris	3 0.886	0.500	3	0.886	0.64	3	0.886	0.656	3	0.886	0.781	3	0.886	0.796	3	0.886	3	0.886	3	0.941	3	0.886	

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