

## Session 2

- Rule learning: use IF-THEN rule set to represent concept.  
IF Sky = sunny  $\wedge$  Wind = weak THEN  $\oplus$   
...
  - Separate-and-conquer algorithm
  - Genetic algorithm
- Instance based learning

# Separate-and-conquer Rule Learning

```
function LearnRuleSet( $E^{\oplus}$ ,  $E^{\ominus}$ ):
    LearnedRules :=  $\emptyset$ 
    while  $E^{\oplus} \neq \emptyset$ , do
        pick  $e$  from  $E^{\oplus}$ 
        Rule := LearnOneRule( $e$ ,  $E^{\oplus}$ ,  $E^{\ominus}$ )
        LearnedRules := LearnedRules  $\cup$  {Rule}
         $E^{\oplus} := E^{\oplus} -$ 
            {examples classified correctly by Rule}
    return LearnedRules

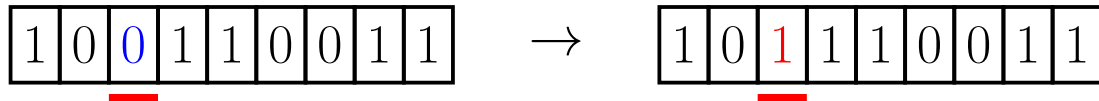
function LearnOneRule( $e$ ,  $E^{\oplus}$ ,  $E^{\ominus}$ ):
    NewRule := "IF true THEN  $\oplus$ "
    NewRuleNeg :=  $E^{\ominus}$ 
    while NewRuleNeg  $\neq \emptyset$ , do
        Candidates := GenerateCandidateLiterals( $e$ )
        BestLit :=  $\operatorname{argmax}_{L \in \text{Candidates}}$ 
            performance(Specialise(NewRule, L),  $E^{\oplus}$ ,  $E^{\ominus}$ )
        NewRule := Specialise(NewRule, BestLit)
        NewRuleNeg := { $x \in E^{\ominus} \mid x$  covered by NewRule}
    return NewRule

function Specialise(Rule, Lit):
    let Rule = "IF conditions THEN  $\oplus$ "
    return "IF conditions  $\wedge$  Lit THEN  $\oplus$ "
```

# Genetic Algorithms

- Population of individuals each represented as a bit-string.
- Evolution by means of genetic operators

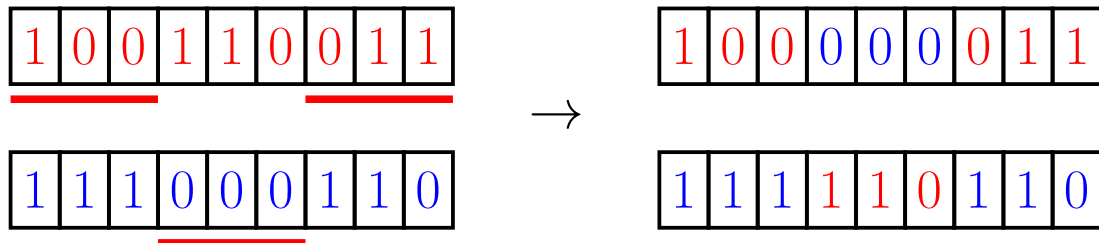
– Mutation



– Selection

Select individuals according to fitness

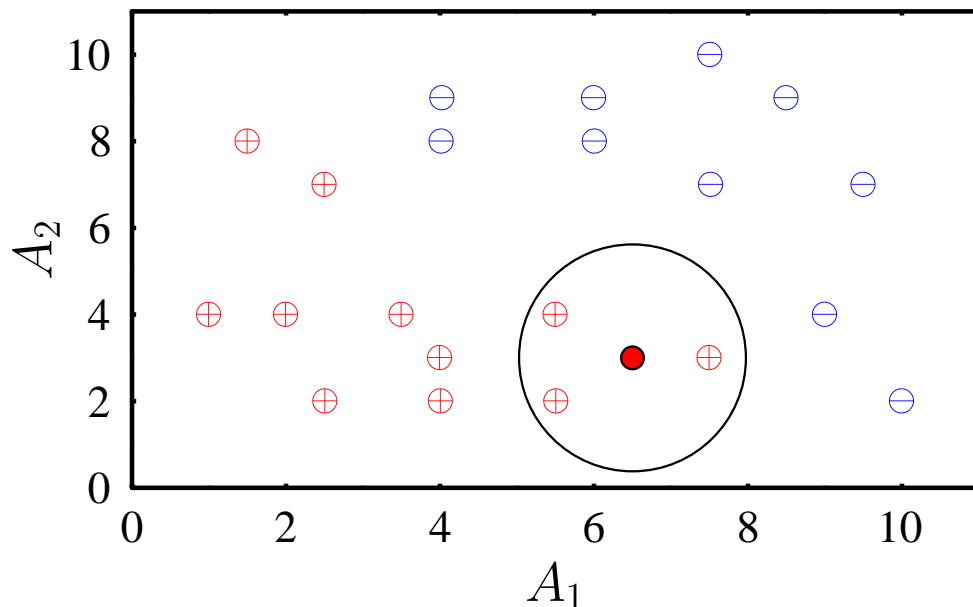
– Cross-over



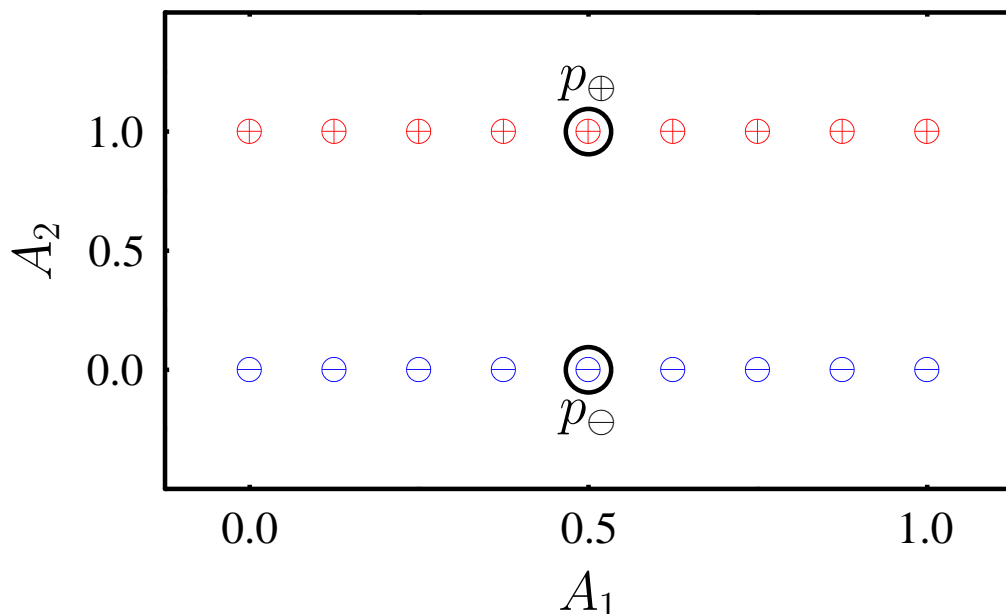
- How to represent rule set as bit-string (GABIL)?
  - 1 bit for each attribute value
  - E.g., conditions involving the attribute “Wind”:
    - “Wind = strong” → 10
    - “Wind = weak” → 01
    - “Wind = strong  $\vee$  Wind = weak” → 11
  - When class values are mutually exclusive, use minimal encoding (E.g. one bit for binary problems)
  - The string for a rule set is concatenation of individual rule strings

## Instance Based Learning

- kNN: class of new instance = majority vote among the classes of its  $k$  neighbors
- Neighbors?  $\rightarrow$  distance measure (e.g., Euclidian distance)



$$\bullet W(A_i) = 1 - \frac{1}{n_{examples}} \sum_{c=1}^{n_{classes}} \sum_{j=1}^{n_c} d'(p_{ci}, x_{ji})$$



$$W(A_2) = 1 - \frac{1}{n} \sum_{c=1}^2 \sum_{j=1}^9 0 = 1$$

$$W(A_1) = 1 - \frac{1}{18} \cdot \underbrace{2}_{\text{classes}} \cdot \underbrace{2 \cdot (0.125 + 0.25 + 0.375 + 0.5)}_{\text{4 symmetric points left and right of } p_c} = 0.72$$