

## **NetLogo CBR Extension**

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#### **Structure**



- Basic concepts
- Core commands
- Other commands
- Simple example
- Example with bespoke lambda





















#### Basic concepts



Normally a case base consists of a series of cases, each of these cases consist of:

- state
- decision/activity
- outcome

The state can be anything such as the bank balance of the agent. The decision/activity might be to install central heating. The outcome might be straight forwardly yes or no. It might be probability, or it might some arbitrary decision/activity metric for use elsewhere.



























A state and decision/activity are presented to the case base. The case base is searched for the closest match (if there is one) and the outcome of that match is given.

A NetLogo case consists of a state in any of the standard Netlogo variables, such as list, number, string, etc. This is strictly defined by the cbr:lambda which is the comparator program used to determine the "distance" the three cases:

- case A
- case B
- referent case R

are relative to ecah other.





























#### That is, if:

- the case A is 'closer' to the referent case R than the case B using cbr:lamda to the referent case R then cbr:lt is returned
- the case B is 'closer' to the referent case R than the case A using cbr:lamda to the referent case R then cbr:gt is returned
- the case B is 'same distance' to the referent case R than the case A using cbr:lamda to the referent case R then cbr:eq is returned
- the case B is 'closer' using cbr:lamda to the referent case R then cbr:lt is returned

























Now when we need to decide whether a case matches one in the case base, we just bubble through the entire case base until we get the closest match or matches. The comparison method is always the same, i.e. the comparator program, denoted lamda herein, iff this routine when presented with three cases, can tell you which is closest to the referent case or whether they are comparable at all.

A default comparator program is provided, but this operates purely on state, does not consider the decision or outcome. For more information then please consult the NetLogo CBR documentation which may be found here.

https://gitlab.com/doug.salt/cbr



























#### [fragile]

The lamba can be specified in the code and must have the following parameters:

- case-base
- yes-case
- no-case
- reference-case

So the code for a bespoke comparator might look like this in NetLogo:

```
to-report comparator-pattern [ some-case-base yes-case no-case reference-case]
; ...
report cbr:lt
; ...
report cbr:gt
; ...
report cbr:eq
; ...
report cbr:incmp
end
```

























#### **Core commands**



- cbr:new creates a new case base.
- cbr:add adds a case to a case base
- cbr:match returns the closes match
- cbr:outcome queries a case for its outcome
- cbr:decision queries a case for its decision
- cbr:lambda set the default compartor progam























#### Other commands



- cbr:combine combines two case bases.
- cbr:all returns all the cases as a list.
- cbr:matches returns more than one match if it exists.
- cbr:state gets the state of a particular case.
- cbr:remove removes a particular case.
- cbr:set-time sets the time at which a particular case base was created. This is done automatically at insertion into the case base. This commands just allows a degree of additional flexibility.























#### Other commands (continued)



- cbr:get-time queries the querying of the time for a particular case.
- cbr:set-earliest sets the tick before which all case bases will be "forgotten".
- cbr:get-earliest allows the querying of the former.
- cbr:forget "forgets" all cases which are too old.
- cbr:set-rank sets the rank in the event of a tie breaker, the former.
- cbr:get-rank allows the querying of the former.



















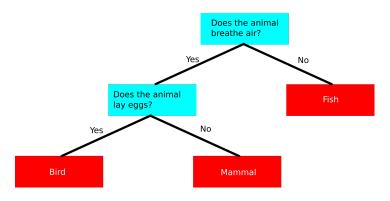




## Meaningless example



We are going to implement this simple decision tree (well kinda)

























```
cbr: new to set a new case base, so:
```

```
set simple-case-base cbr:new
```

#### To add a new case then:

```
set some-case cbr:add simple-case-base ["lays eggs" "breathes
air" | "bird" .01
```

where the first field is the case base object, the second is the state ["lays eggs" "breathes air"]; the third is the decision, colorredbird, and the last is the outcome, which in this case is a probability of 0.1.





























Add repeated multiple cases and then query using cbr:match or cbr:matches, thus:

```
let some-creature [ "lays eggs" "breathes air" ]
let result cbr:match simple-case-base some-creature "bird"
```

So this constructs a "reference" case base to match, consisting of the statesome-creature, and the decision "bird".

This is using the standard, in-build comparator. For more details on this please see the docmentation in the github repository https://gitlab.com/doug.salt/cbr.















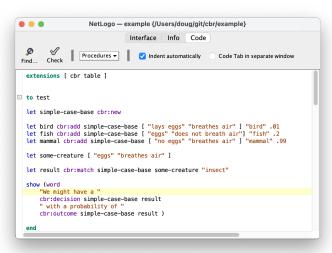








So this here we another exmaple the code looks like eventually:





















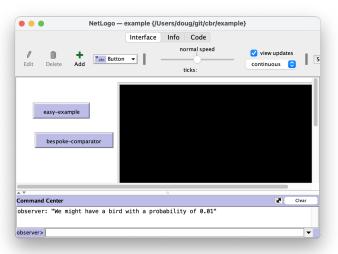








And this is the result of clicking the "simple example" button.



























#### Bespoke lambda



So the default comparator is not that brilliant, so we can implement our own:

cbr:lambda simple-case-base some-comparator

Where the comparator starts with: to-report [a-case-base src-case obj-case ref-case]

Where this routine must return cbr:lt, cbr:gt, cbr:eq or cbr:incmp. And that is it.

The only small problem being that there is a bug in the comparator by the looks of things which needs fixing.

























#### Bespoke lambda (continued)



And this is the result of clicking the "bespoke comparator" button.

```
Command Center

observer: "So we have some creature with the following attributes"
observer: "lays eggs breathes air flies stings]\n"
observer: "Is our mystery creature a fish?"
observer: "Tis our mystery creature a fish?"
observer: "Mov let's try again, with our own comparator."
observer: "Mov let's try again, with our own comparator."
observer: "Mov let's try again, with our own comparator."
observer: "So our mystery creature a fish?"
observer: "So our mystery creature a fish?"
observer: {{cbr:case <{lays eggs, breathes air, flies, stings} | java.lang.String(fish?) | false | -1.0>}}
observer: false
```























#### Bespoke lambda (continued)



So how is this done? We set up the case base.

```
let simple-case-base cbr:new

Let bird chriadd simple-case-base [ "lays eggs" "breathes air" "flies" "no sting" ] "bird?" true

Let insect chriadd simple-case-base [ "lays eggs" "breathes air" "flies" "stings" ] "insect?" true

Let reptile chriadd simple-case-base [ "lays eggs" "breathes air" "does not fly" "stings" ] "reptile?" true

Let mammal chriadd simple-case-base [ "lays eggs" "breathes air" "does not sting" ] "mammal?" true

Let fish chriadd simple-case-base [ "lays eggs" "does not breath air" "does not fly" "stings" ] "fish?" true

set fish chriadd simple-case-base [ "lays eggs" "breathes air" "flies" "no sting" ] "fish?" false

set fish chriadd simple-case-base [ "lays eggs" "breathes air" "flies" "stings" ] "fish?" false

set fish chriadd simple-case-base [ "lays eggs" "breathes air" "flies" "stings" ] "fish?" false

set fish chriadd simple-case-base [ "lays eggs" "breathes air" "does not fly" "stings" ] "fish?" true

set fish chriadd simple-case-base [ "lays eggs" "breathes air" "does not fly" "stings" ] "fish?" true

set fish chriadd simple-case-base [ "lays eggs" "breathes air" "does not fly" "stings" ] "fish?" true
```

























## Bespoke lambda (continued)

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#### We code our comparator:

```
to-report some-comparator [ some-case-base src-case obj-case ref-case ]
  let src-state cbr:state some-case-base src-case
  let src-decision chr:decision some-case-base src-case
 let src-hits 0
 let obj-state cbr:state some-case-base obj-case
 let obj-decision cbr:decision some-case-base obj-case
 let obi-hits 0
 let ref-state cbr:state some-case-base ref-case
 let ref-decision cbr:decision some-case-base ref-case
 foreach n-values length ref-state [ i -> i ] [ i ->
   if item i ref-state = item i src-state [set src-hits src-hits + 1]
   if item i ref-state = item i obj-state [set obj-hits obj-hits + 1]
 if src-decision != ref-decision and obj-decision = ref-decision [report cbr:qt]
 if src-decision != ref-decision [report cbr:incmp]
 if obj-decision != ref-decision [report cbr:lt]
 (ifelse
   src-hits > obj-hits [report cbr:lt]
   src-hits < obj-hits [report cbr:qt]</pre>
    [report cbr:eq]
end
```























Any questions?

Thank you very much











