

Supplemental Material for the paper “An Evolutionary Strategy for Automatic Hypotheses Generation inspired by Abductive Reasoning”

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ABSTRACT

The supplementary material for the paper entitled “An Evolutionary Strategy for Automatic Hypotheses Generation inspired by Abductive Reasoning” includes *textual material* and *artifacts*. Textual material is in the following Sections 1-4. Artifacts includes the code (an executable .jar) of the proposed algorithm, and the datasets used for the experimentation. These are available at: <https://github.com/rpietrantuono/MOEVA>

The following textual supplementary material is organized as follows. After the reproducibility statement (Section 1), Section 2 reports the description of the customized MOEAs we borrowed from [11] and setting of MOEAs parameters. Section 3 reports the results of the tuning of the parameters used in the experimentation. These refer to both the EVA hyperparameters and to the size of the population used in the experimental study. A best and worst case for EVA are derived, then used in the final experimentation reported in the main text. Section 4 details the ASRS dataset, which, unlike the other datasets, is prepared from scratch starting from the ASRS database.

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1 REPRODUCIBILITY

The material reported in this paper, including the datasets used for the experimentation and the code (an executable .jar) of the proposed algorithm, are available at: <https://github.com/rpietrantuono/MOEVA>

Instructions are provided in the repository to *reproduce* the same results of the paper and to *replicate* the study with other datasets. Textual configuration files allow to select the datasets, to set EVA hyperparameters and experimental parameters (e.g., population size), to set the initial seed, to set the split (knowledge base and test set).

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2 MOEA BASELINES AND PARAMETERS SETTING

In the empirical studies, variants of four multi-objective evolutionary algorithms (MOEA) have been used for comparisons purpose, borrowed from the original work introducing the Combinatorial Causal Optimization Problem (CCOP) [11]. These MOEAs are: csNSGA-II (variant of Non-Sorted Genetic Algorithm II [7]), csOMOPSO (variant of Optimized Multi-objective Particle Swarm Optimization [14]), csSMS-EMOA (variant of \mathcal{S} Metric Selection-Evolutionary Multiobjective Optimisation Algorithms [5]), csSPEA2 (variant of Strength Pareto Evolutionary Algorithm 2 [16]), where the prefix *cs* stands for *causal*. Changes regard the operators, while the algorithm steps are the same as the original algorithms.

CCOP solutions have not a fixed length, as a different number of sources can appear in a solution referring to a target(s). Thus, csNSGA-II, csSMS-EMOA, csSPEA2 adopt a slight variant of the two-point crossover, in which the two crossover points are chosen randomly between 0 and the minimum between the length of the two solutions \mathbf{x} and \mathbf{y} involved, and then the swap operation is performed like in conventional two-point crossover. As for mutation, they adapt a swap mutation operator that replaces, with a given probability, an element of the solution with another.

Changes to csOMOPSO are more substantial. In a OMOPSO algorithm, there is the notion of speed and position of particles (which are the solutions) that change in a continuous range. At each iteration, the algorithm computes, for each particle, *i*) the new position, *ii*) the speed, and applies the *iii*) mutation operator. These form the new solutions to be evaluated. Let us consider U , the domain of interest, with each element i representing an element that can (not necessarily will) be part of a solution; let us as x_i , with $i = 1, \dots, n = |U|$, the decision variable associated with element i , that can be either a source or a target variable (x_s or x_t). The set of all possible values that a *source* variable can take is denoted as $D_s = \{D_{s_1}, \dots, D_{s_j}\}$; while target variable take values in the respective (target domains): $D_t = \{D_{t_{j+1}}, \dots, D_{t_n}\}$. csOMOPSO splits the continuous $[0, 1]$ interval of values in n equally spaced ranges R_k , and assigns each range R_k to each element $k \in D_s$ or $k \in D_t$ ($k = 1$ to n), so as a potential value of a decision variable is uniquely represented by a range R_k . In this way, each solution \mathbf{x} is a combination of elements represented by a set of continuous values, that correspond to the position in the PSO terminology. The computation of speed and position, as well as the mutation operator, is then applied to such values like in conventional OMOPSO: if a value falls outside its range R_k , then the corresponding source (or target) variable is replaced in the solution, in favour of the variable represented by the new range. If the value exceeds the $[0, 1]$ range, the variable is neglected by the algorithm (i.e., it is “removed” from the solution), while it can be back if the value

Table 1: MOEA parameters setting

	<i>csNSGA-II</i>	<i>csOMOPSO</i>	<i>csSMS-EMOA</i>	<i>csSPEA2</i>
Crossover prob.	0.9	–	0.9	0.9
Crossover index	40	–	20	20
Mutation prob.	(1/n)	(1/n)	(1/n)	(1/n)
Mutation index	20	–	20	20
Perturbation index	–	0.5	–	–
Population size	100	100	100	100
Archive size/offset	–	100	100	100

becomes again included in an R_k range – a solution in a CCOP, as said, can change its size. As for mutation operators: one-third of solutions undergoes the non-uniform mutation, one-third the uniform mutation and one-third are no subject to mutation.

The setting for the described metaheuristics are the default setting as provided by the framework used for experimentation, *jMetal* [8] – they are reported in Table 1. For selection, all the algorithms adopt binary tournament.

3 EVA PARAMETERS TUNING

A grid search approach is adopted for parameters tuning. The EVA hyperparameters are η_F , η_A and η_H , and the change indexes γ_F and γ_H of the abduction operators. Both regulate the extent to which solutions are required to be diverse (hence novel) with respect to the KB and to the current population: the higher the η values, the higher the probability of selecting new unseen sources, and the higher the γ the higher the number of modifications that are done to build a (factual or hypothetical-cause) solution. The following configurations are considered: $\langle \eta, \gamma \rangle = (\langle 0.1, 3 \rangle, \langle 0.5, 5 \rangle, \langle 0.9, 7 \rangle)$, representing, respectively, a *Low* novelty degree in the solution, a *Medium* novelty and a *High* novelty.

Additionally, due to its evolutionary nature, EVA exploits the notion of population of solutions, whose *size* can impact the final results. Three values are considered for the population size: $|P| = (15, 30, 60)$.

We ran 10 repetitions for each of the $3 \times 3 = 9$ configurations, each one for 600 evaluations, for the four datasets. Table 2 reports the average distance of the final population’s solution (averaged over the 10 repetitions) from the test set. The **best (B)** and **worst (W)** configurations for EVA are highlighted (green and red, respectively). These two configurations are used to compare EVA with the baselines (cf. with the main paper), considering both the best and the worst case.

4 THE ASRS DATASET

While the TUMOR, MEDICAL and NURSERY datasets were already publicly available and explained, the ASRS dataset is new. Here we briefly describe the source of information from which the dataset is derived.

The Aviation Safety Reporting System (ASRS) database is the world’s largest repository of voluntary, confidential safety information provided by aviation personnel, including pilots, controllers, mechanics, flight attendants and dispatchers [4].

It contains more than 1 million of entries reported since 1988. It is a structured database used for data retrieval and analysis, with all

the accidents stored in a cause-effect style: the events regarding the aircraft components, the weather conditions, the human personnel involved, the airport, and many other potential causes recorded for each accident as a categorised set of values (i.e., enumerative), along with the resulting accident (also categorised). The main entities are reported in the following:

- **Environment**, with information regarding the flight conditions when accident occurred, visibility, working environment factors such as lighting or temperature.
- **Aircraft-related** elements, e.g., the flight plan, the route, the flight phase, the maintenance status, the mission.
- **Component**, with information about all the components of the aircraft and their status (e.g., design problem, failed, malfunctioning).
- **Person**, reporting the information about the persons involved, such as the flight crew, the air traffic control, or people working in maintenance, information about the human factors that could cause mistakes such as distraction, confusion, stress, etc.
- **Events**, including anomalies such as airspace violation, deviation of altitude, procedural errors, airborne or ground conflict, fire, as well as the event describing the final result, such as the type of accident and its consequences (which correspond to our target variables).

An excerpt of the main information is reported in the Tables 3-7. A glossary of terms is available on the website [3]. For illustrative purpose, a solution looks like follows:

```
Environment.Weather = Fog
Environment.Weather = Windshear
Environment.Weather = Turbulence
Environment.FlightConditions = IMC
Environment.Light = Night
Aircraft.Mission = Cargo/Freight
FlightAircraft.Phase = Final Approach
Anomaly.Inflight Event = Object encountered
Result.Flight Crew = Landed in
Emergency Condition
Result.Aircraft = Aircraft Damaged
```

This describes an accident in which the pilot, while descending to approach for landing (Final Approach) during the night and under bad weather conditions (IMC stands for Instrument Meteorological Conditions as opposed to Visual Meteorological Conditions), struck a tree branch (Object encountered) and damaged the wing. Hence, he diverted to another airport, landing there in emergency conditions. This type combination is what EVA aims to construct by its operators as described in the main article. The dataset is made publicly available in our repository, <https://anonymous.4open.science/r/EVA>

Table 2: Average distance (standard deviation) of solutions of the best population – mean over 10 repetitions

		$ P = 15$	$ P = 30$	$ P = 60$
TUMOR	Low	0.1680 _{0.0238}	0.1821 _{0.0221}	0.2118 _{0.0155}
	Medium	0.1648 _{0.0240}	0.1755 _{0.0154}	0.2099 _{0.0205}
	High	0.1620 _{0.0252}	0.1652 _{0.0335}	0.2034 _{0.0332}
ASRS	Low	0.5407 _{0.0259}	0.5833 _{0.0118}	0.6376 _{0.0185}
	Medium	0.4803 _{0.0203}	0.5204 _{0.0181}	0.5961 _{0.0191}
	High	0.5162 _{0.0178}	0.4971 _{0.0314}	0.5560 _{0.0196}
MEDICAL	Low	0.3584 _{0.0209}	0.3651 _{0.0197}	0.3631 _{0.0175}
	Medium	0.3629 _{0.0212}	0.3421 _{0.0169}	0.3677 _{0.0134}
	High	0.3557 _{0.0341}	0.3582 _{0.0179}	0.3615 _{0.0108}
NURSERY	Low	0.0742 _{0.0479}	0.0806 _{0.0306}	0.1292 _{0.0193}
	Medium	0.0850 _{0.0270}	0.1101 _{0.0309}	0.1517 _{0.0297}
	High	0.1253 _{0.0187}	0.1336 _{0.0300}	0.1723 _{0.0196}

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Table 3: ASRS. *Environment* entity.

Environment					
Flight conditions	Weather Elements/ Visibility	Work Env. Factors	Light	Ceiling	
VMC	Cloudy	Poor lighting	Dawn	CLR	
IMC	Fog	Glare	Daylight	Single value	
Mixed	Hail	Temperature extreme	Dusk		
Marginal	Haze-Smoke	Excessive humidity	Night		
	Icing				
	Rain				
	Snow				
	Thunderstorm				
	Turbulence				
	Windshear				
	Other				

Table 4: ASRS. *Aircraft* entity.

Aircraft						
Flight plan	Flight Phase	Route in use	Navigation in use	Cabin Lighting	Maintenance status & items	Mission
VFR	Taxi	Direct	FMS/FMC	High	Deferred	Aerobatics
IFR	Parked	Oceanic	GPS	Medium	Records	Agriculture
SVFR	Takeoff	VFR Route	INS	Low	complete	Ambulance
DVFR	Initial	Vectors	Localizer/	Off	Released	Banner tow
None	climb	Visual appr.	Gideslop/ILS		for serv.	Ferry
	Climb	None	NDB		Required	Cargo/Freight
	Cruise	Airway	VOR/VORTAC		Scheduled	Passenger
	Descent	STAR			Unscheduled	Photo shoot
	Initial Appr.	SID				Personal
	Final Appr.	Other			<i>Maintenance items</i>	Refueling
	Landing				Inspection	Skydiving
	Other				Installation	Tactical
					Repair	Test Flight
					Testing	Traffic watch
					Work cards	Training
						Utility
						Other

Table 5: ASRS. *Component* entity

Component			
Component		Problem	
Weather Radar	Electrical Wiring & Connectors	Design	
DC Battery	Autopilot	Failed	
Turbine Engine	Landing Gear	Improperly operated	
Indicating and Warning - Landing Gear		Malfunctioning	
Nose Gear	Yaw Control		
Flap Vane	Brake System		
Powerplant Fire Extinguishing	Wheels/Tires/Brakes		
Cockpit Window	Aircraft Cooling System		
Turbine Assemb Blade	Landing Gear Indicating System		
Normal Brake System	Tires		
Gear Down Lock	Fuel System		
Engine Control	Fire/Overheat Warning		
Antiskid System	Piston		
Fuselage Skin	Powerplant Fuel Control		
External Power	Flap Control		
Supplemental Landing Gear	FCC (Flight Control Computer)		
Fuselage Panel	(more than 350)		
Engine	...		

Table 6: ASRS. *Person* entity

Person			
Function	Qualification	Experience	Human Factors
<i>Flight crew</i>			
Captain	Student	Total	Communication breakdown
Check Pilot	Sport	Last 90 days	Confusion
First Officer	Private		Distraction
Flight Engineer	Commercial		Fatigue
Instructor	Air Transport Pilot		Human-Machine Interaction
Pilot Flying	Flight Instructor		Physiological
Pilot not Flying	Multiengine		Situational Awareness
Relief Pilot	Instrument		Time Pressure
Single Pilot	Flight Engineer		Training/Qualification
Trainee	Rotorcraft		Workload
Other	Lighter-Than-Air		Other
	Sea		
	Glider		<i>Location in aircraft</i>
<i>Air Traffic Control</i>			
Approach	Fully certified	Radar	Flight deck
Coordinator	Developmental	Non-radar	Cabin Jumpseat
Departure		Military	Crew Rest Area
Enroute		Supervisory	Doee Area
Flight data			Galley
Flight service			General Searing Area
Ground			Lavatory
Handoff			Other
Instructor			
Trainee			
Local			
Oceanic			
Supervisor			
Traffic Management			
Other			
<i>Maintenance</i>			
Inspector	Airframe	Avionics	
Instructor	Powerplant	Inspector	
Lead Technician	Appentice	Lead Technician	
Parts/Stores Personnel	Avionics	Repairman	
Quality Assurance	Inspection Authority	Technician	
Technician	Nondestructive Testing		
Trainee	Repairman		
Other			

Table 7: ASRS. Events entity

Events			
Anomalies	Assessment Primary or Contributory factor	Results	
<i>Aircraft Equipment</i>		<i>General</i>	
Critical	Aircraft	Declared Emergency	
Less severe	Airport	Evacuated	
	Airspace structure	Flight Cancelled/Delayed	
<i>Airspace Violation</i>	ATC Equip	Maintenance Action	
All types	/Nav Facility/Buildings	Physical Injury/Incapacitation	
<i>ATC Issues</i>	Chart or Publication	Police/Security Involved	
All types	Company Policy	Release Refused/Aircraft not Accepted	
<i>Flight Deck/Cabin/Aircraft</i>	Equipment/Tooling	Work Refused	
Illness	Env. non-weather related	None	
Passenger Electronic Device	Human Factors	<i>Flight crew</i>	
Passenger Misconduct	Incorrect/Not Instal.	Reoriented	
Smoke/Fire/Fumes/Odor	/Unav. Part	Diverted	
Other	Logbook Entry	FLC Override Automation	
<i>Conflict</i>	Manuals	FLC Complied	
NMAC	MEL	Executed Go Around/Missed Approach	
Airbone conflict	Procedure	Exited Penetrated Airspace	
Ground Conflict, critical	Staffing	Inflight Shutdown	
Ground Conflict, less severe	Weather	Landed as Precaution	
<i>Deviation - Altitude</i>		Overcame Equipment Problem	
Crossing Restriction Not Met		Regained Aircraft Control	
Excursion from Assigned Altitude		Rejected Takeoff	
Overshoot		Requested ATC Assistance/Clarification	
Undershoot		Returned to Clearance	
<i>Deviation - Speed or Track/Heading</i>		Returned to Departure Airport	
All types		Returned to Gate	
<i>Deviation - Procedural</i>		Took Evasive Action	
Clearance		<i>Air Traffic Control</i>	
FAR		Provided Assistance	
Hazardous Material Violation		Issued Advisory/Alert	
Landing without Clearance		Issued New Clearance	
Maintenance		Separated Traffic	
MEL		<i>Aircraft</i>	
Published Material/Policy 5205 - Security		Aircraft Damaged	
Weight and Balance		Automation Override Flight Crew	
Other/Unknown		Equipment Problem Dissipated	
<i>Ground Excursion/Incursion</i>			
Ramp			
Runaway			
Taxiway			
<i>Ground Event/Encounter</i>			
Aircraft			
FOD			
Gear Up Landing			
Ground Strike D Aircraft			
Loss of Aircraft Control			
Object			
Person/Animal/Bird			
Vehicle			
Other			
<i>Inflight Event/Encounter</i>			
CFTT/CFIT			
Fuel Issue			
Loss of Aircraft Control 5215 - Object			
Bird/Animal			
Unstabilized Approach			
VFR in IMC			
Wake Vortex Encounter			
Weather/Turbulence			