

NATIONAL RESEARCH UNIVERSITY

## Can FCA-based Recommender System Suggest a Proper Classifier?

Yury Kashnitsky, Dmitry Ignatov Higher School of Economics, School of Applied Mathematics and Information Science 3rd Workshop "What can FCA do for Artificial Intelligence?" 21<sup>st</sup> European Conference on Artificial Intelligence

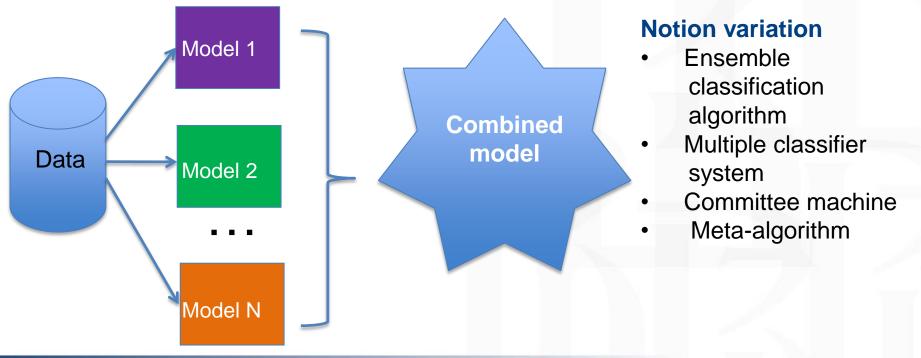
> Higher School of Economics, Moscow, 2014 www.hse.ru



#### Background

#### Definition

Ensemble classification - aggregation of predictions of multiple classifiers in order to obtain better predictive performance

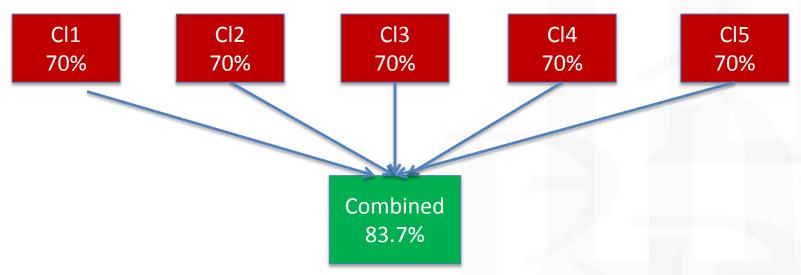




#### **Condorcet jury theorem**

#### The Condorcet jury theorem («the wisdom of the crowd», 1785)

If a population makes a group decision and each voter most likely votes correctly, then adding more voters increases the probability that the majority decision is correct.



 $Acc_{comb} = C_5^3 (0.7)^3 (0.3)^2 + C_5^4 (0.7)^4 0.3 + C_5^5 (0.7)^5 = 0.837$ In case of 100 independent classifiers  $Acc_{comb} = 0.999$ 



#### Well-known techniques

#### **Popular ensemble learning algorithms**

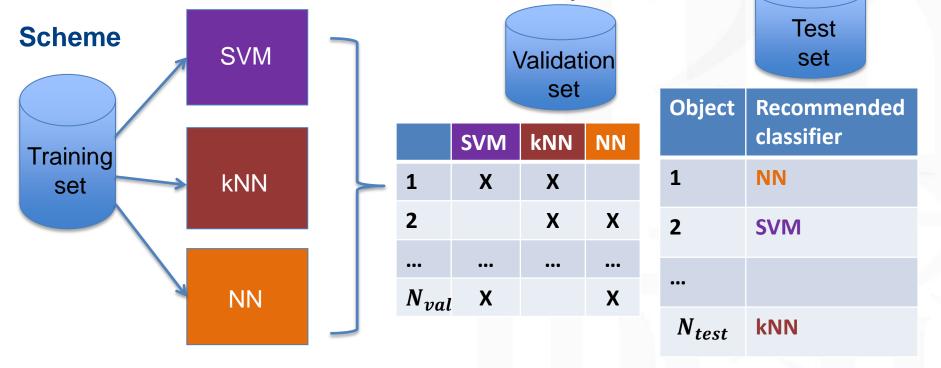
- Bagging (bootstrap aggregation) training different classifiers on multiple random samples of the initial training set.
- Boosting iterative building of a succession of models, each one being trained on a data set in which points misclassified by the previous model are given more weight.
- Stack generalization (stacking) combining (maybe non-linearly) base classifiers of different types according to their cross-validation performance.
- **Random forests** bagging trees + random split selection.
- Random subspace method (RSM) training learning machines on randomly chosen subspaces of the original input space (i.e. the training set is sampled in the feature space).



#### **RMCS** basics

#### Intuition

A classifier is likely to classify an object correctly if it predicts the labels of similar objects correctly. Then this classifier is "recommended" to the object.





#### A toy example

#### A toy dataset

G\M	$m_1$	$m_2$	$m_3$	$m_4$	Label
1	X	X		Х	1
2	X			Х	1
3		X	Х		0
4	X		Х	Х	1
5	X	X	х		1
6		X	Х	Х	0
7	X	X	Х		1
8			х	х	0
9	X	X	х	х	?
10		Х		х	?

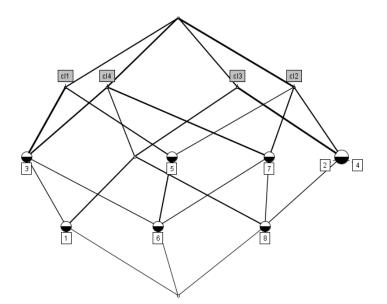
#### **Classification context**

Cl1	cl2	cl3	cl4
X		X	Х
	X	X	
X			X
	X	X	
X	X		
X	X		Х
	X		Х
	X	X	X
	X X X	X         X	X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X         X       X



#### A toy example (2)

#### **Concept lattice of the classification context**



#### "Top" concepts

(G, {})  $(\{1,3,5,6\},\{c|1\})$  $(\{2,4,5,6,7,8\},\{c|2\})$  $(\{1,2,4,8\},\{c|3\})$  $(\{1,3,6,7,8\},\{c|4\})$ 

$G_{test} \setminus G_{val}$	1 <sup>st</sup> neighbor	2 <sup>nd</sup> neighbor	3 <sup>rd</sup> neighbor	Recommended classifier
9	4	5	7	cl2
10	1	6	8	cl4



#### **Distance metrics**

#### **Distance metrics:**

- Minkowski distance:  $d(x, y) = (\sum_{i=1}^{n} |x_i y_i|^p)^{1/p}$
- for p = 2: Euclidean, for p = 1: Manhattan.
- Hamming distance:  $d(x, y) = \frac{1}{n} \sum_{i=1}^{n} (x_i = y_i)$
- Others: Jaccard, Chebyshev, cosine distance and so on.
- Weighted Hamming distance:  $d(x, y) = \frac{1}{n} \sum_{i=1}^{n} w_i (x_i == y_i)$ ,  $w_i$  - weight of  $i^{th}$  attribute. Here we use IG-based (Information Gain) attribute weight.

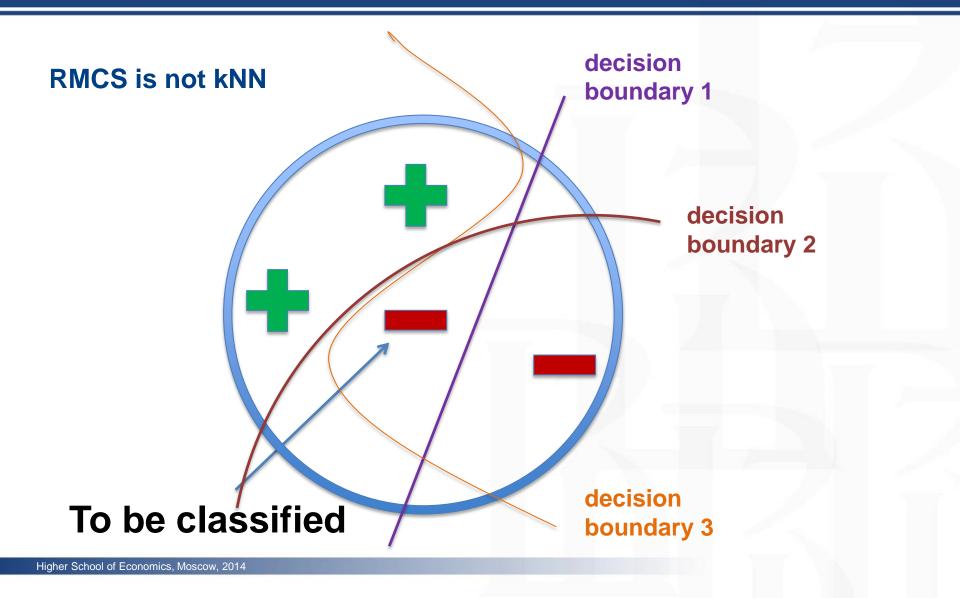
### **Information gain:** $IG(0, a, w) = H(0, w) - \sum_{i=1}^{v} \frac{|O_i|}{|O|} H(O_i, w)$

*O* is a set of objects*w* is the target property*a* is an attribute

O<sub>i</sub> is a set of objects which have the i<sup>th</sup> value of the attribute a
v is the number of different values of the attribute a
H is entropy



#### What it is not





# UCI datasets – mushrooms, ionosphere, and hand-written digits (archive.ics.uci.edu/ml/datasets),

Scikit implementation of base learners (www.scikit-learn.org)

Dataset	SVM with RBF kernel (C= $10^3$ , $\gamma$ =0.02)	Logit (C=10 <sup>3</sup> )	<b>kNN</b> (minkow ski, p=1, k=5)	RMCS (k=5, n_folds=10)	Bagging SVM 50 estimators (C= $10^3$ , $\gamma$ =0.02)	AdaBoost on decision stumps 100 iterations
Mushrooms	<b>0.998</b> 0.16 sec.	<b>0.999</b> 0.16 sec.	<b>0.989</b> 0.012 s.	<b>0.999</b> 29.45 sec.	<b>0.999</b> 3.54 sec.	<b>0.998</b> 49.56 sec.
lonosphere	<b>0.906</b> 4.3*10 <sup>-3</sup> sec.	<b>0.868</b> 10 <sup>-2</sup> sec.	<b>0.887</b> 8*10 <sup>-4</sup> s	0.9 3.63 sec.	0.925 0.23 sec.	0.934 31.97 sec.
Digits	0.937 2.4 sec.	0.87 0.3 sec.	0.847 0.03 sec.	<b>0.951</b> 580.4 sec.	0.927 85.17 sec.	0.921 2484 sec.



#### **Further work**

#### The directions for further work on RMCS:

- exploring the impact of different distance metrics (such as the one based on attribute importance or information gain) on the algorithm's performance
- experimenting with various types of base classifiers
- investigating the conditions preferable for RMCS (in particular, when it outperforms bagging and boosting),
- improving execution time of the algorithm
- analyzing RMCS's overfitting



# Thank you for your attention!

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