Machine learning using TIL

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Outline

- Supervised machine learning
- Refining the hypothesis space
- Algorithm framework
- Semantic network
- Algorithm specification
- Learning example

Supervised machine learning

- Examples described by attributes(input/output) provided by a teacher
- Hypothesis
- Prediction of output attributes values from input attributes
- Training/test examples
- Classification/regression

Refining the hypothesis space

- Learning is finding hypotheses that are consistent with the training data[Poole, 2010]
 - There is only one output(Boolean) attribute Y
 - Hypotheses determine output attribute value
 - There is no noise in data
- Hypothesis is written as a proposition
- Refining of hypothesis(in form of proposition) by induction learning

Algorithm framework

• Machine learning algorithm can be described by[Luger, 2009]:

- Task goal
- Training data
- Data representation
- Knowledge modifying operations

Algorithm framework – task goal

• The goal is to find a general concept describing the class of arches.

Algorithm framework – training data

- The learner is working with a set of (positive) examples of arches and a set of "almost" arches
- Teacher's responsibilities





Algorithm framework – data representation

- The representation must be so fine that the agent is able to find the hypothesis
- Arches in our example are defined by means of TIL constructions

Algorithm framework - operations

- Patrick Winston algorithm [Winston, 1992]
- Generalization makes hypothesis more permissive
- Specialization makes hypothesis more restrictive

Semantic network







Specialization

Specialization is used to refine the hypothesis by a near-miss example.

- Compare the model hypothesis (to be refined) and the near-miss example to find a significant difference
- 2. If there is a significant difference between model and near-miss example, then
 - a) if the model has a link relation while the near-miss example does not, use **require-link**

Require-link

- Heuristic is applied in case that the model has while the near-miss example does not have a *link relation*.
- In the model the *link relation* is marked as MUST-BE.



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 - a) if the model has a link relation while the near-miss example does not, use require-link
 - b) if the near-miss example has a link relation that the model does not have, use forbid-link

Forbid-link

- There is a link relation in the near-miss example which is missing in the model.
- Model is enriched with this link relation marked by 'MUST-NOT-BE'.



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 - a) if the model has a link relation while the near-miss example does not, use require-link
 - b) if the near-miss example has a link relation that the model does not have, use **forbid-link**
 - c) else ignore example

Generalization

- Generalization is used to refine hypothesis by a positive example
- 1. Compare the model hypothesis and the positive example to determine a difference
- 2. For each difference do
 - a) if a link relation in the model points at a value that differs from the value in the example, then
 - i. if the values in which the model and example differ have the most specific general class, use the **climb-tree**

Climb-tree

 This heuristic is applied in case we need to generalize the concepts to avoid problems with too specialized models.



Generalization

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- 2. For each difference do
 - a) if a link relation in the model points at a value that differs from the value in the example, then
 - i. if the values in which the model and example differ have the most specific general class, use the **climb-tree**
 - ii. else if the values in which the model and example differ don't have the most specific general class, use the **enlarge-set**

Enlarge-set

- This heuristic is applied in case we need to generalize concepts of classes but there is no common most specific general class at our disposal.
- Generalization is achieved by unifying these classes.



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 - ii. else if the values in which the model and example differ don't have the most specific general class, use the enlarge-set
 - **III.** else if these classes are excluding each other use **drop-link**

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 - ii. else use enlarge-set
 - iii. if these classes are excluding each other use **drop-link**
 - b) if there is a link in the model that is missing in the example, use **drop-link**

Drop-link

 If the model contains link that is missing in the positive example or the values related to the link excluding each other



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 - i. if the values in which the model and example differ have the most specific general class, use the **climb-tree**
 - ii. else use enlarge-set
 - iii. if these classes are excluding each other use drop-link
 - b) if there is a link in the model that is missing in the example, use **drop-link**
 - c) if the model and example differ at an numerical attribute value , use close-interval

Close-interval

• This heuristic is used if there are links in model and example with numerical value or interval



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 - a) if a link relation in the model points at a value that differs from the value in the example, then
 - i. if the values in which the model and example differ have the most specific general class, use the **climb-tree**
 - ii. if these classes are excluding each other use **drop-link**
 - iii. else use enlarge-set
 - b) if there is a link in the model that is missing in the example, use **drop-link**
 - c) if the model and example differ at an attribute value , use close-interval
 - d) else ignore example

Example of learning - types

- $x \rightarrow \iota$;
- *Pillar*, *White*, *Standing*, *Block*, *Tall*, *Short*/ $(o_i)_{\tau\omega}$;
- $True/(oo_{\tau\omega})_{\tau\omega}$
- Colour, Shape, Size, Position/ $((o\iota)_{\tau\omega}\iota)_{\tau\omega}$: attributes, i.e. empirical functions that associate an individual with a property the individual has;
- =/($o(o\iota)_{\tau\omega}$ ($o\iota$)_{$\tau\omega$}): identity of properties.

Example of learning – positive examples

• Tall white standing object with a shape of block

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Colour_{wt} & x \end{bmatrix} & 0 \\ \wedge \begin{bmatrix} 0 = & 0 \\ Position_{wt} & x \end{bmatrix} & 0 \\ Standing \end{bmatrix} \wedge \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ Tall \end{bmatrix}$$
$$\wedge \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$$

• Tall standing object with a shape of block

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ A \begin{bmatrix} 0 = & 0 \\ Position_{wt} & x \end{bmatrix} & 0 \\ Standing \end{bmatrix} A \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$$

Example of learning – near-miss examples

• Tall white object with a shape of a block. $\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Colour_{wt} & x \end{bmatrix} & 0 \\ \wedge \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ Tall \end{bmatrix} \wedge \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$

• Short standing object with a shape of a block. $\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar \\ \lambda w \\ \lambda t \end{bmatrix} \begin{bmatrix} 0 = & \left[& 0 \\ Size_{wt} \\ x \end{bmatrix} & \left[& 0 \\ Short \end{bmatrix} \\ \wedge \begin{bmatrix} 0 = & \left[& 0 \\ Position_{wt} \\ x \end{bmatrix} & 0 \\ Standing \end{bmatrix} \\ \wedge \begin{bmatrix} 0 = & \left[& 0 \\ Shape_{wt} \\ x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$

Example of learning

Initial hypothesis:

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Colour_{wt} & x \end{bmatrix} & 0 \\ \wedge \begin{bmatrix} 0 = & 0 \\ Position_{wt} & x \end{bmatrix} & 0 \\ Standing \end{bmatrix} \wedge \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ Tall \end{bmatrix}$$
$$\wedge \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$$

Example of learning - Specialization

Near miss example: difference is in position -

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Colour_{wt} & x \end{bmatrix} & 0 \\ N \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$$

Require-link -> new hypothesis:

 $\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Colour_{wt} & x \end{bmatrix} & 0 \\ White \end{bmatrix} \wedge \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ True_{wt} & \lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Position_{wt} & x \end{bmatrix} & 0 \\ Standing \end{bmatrix} \wedge \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$

Example of learning - Generalization

Positive example: difference is in color-

 $\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ Tall \end{bmatrix} \wedge \begin{bmatrix} 0 = & 0 \\ Position_{wt} & x \end{bmatrix} & 0 \\ Standing \end{bmatrix}$ $\wedge \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$

Drop-link -> new hypothesis:

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar \\ \lambda w \lambda t \\ \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Size_{wt} \\ x \end{bmatrix} & 0 \\ True_{wt} \\ \lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Position_{wt} \\ x \end{bmatrix} \\ & 0 \\ Standing \end{bmatrix} \\ \wedge \begin{bmatrix} 0 \\ Stander \\ Stander \end{bmatrix} \begin{bmatrix} 0 \\ Shape_{wt} \\ x \end{bmatrix} \\ & 0 \\ Block \end{bmatrix} \end{bmatrix}$$

Example of learning - specialization

Near-miss example:

 $\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar & \lambda w \lambda t \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Size_{wt} & x \end{bmatrix} & 0 \\ A \begin{bmatrix} 0 = & 0 \\ Shape_{wt} & x \end{bmatrix} & 0 \\ Block \end{bmatrix} \end{bmatrix}$

Conditions are not satisfied -> model is not modified:

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Pillar \\ \lambda w \lambda t \\ \lambda x \end{bmatrix} \begin{bmatrix} 0 = & 0 \\ Size_{wt} \\ x \end{bmatrix} & 0 \\ True_{wt} \\ \lambda w \lambda t \begin{bmatrix} 0 = & 0 \\ Position_{wt} \\ x \end{bmatrix} \\ & 0 \\ Standing \end{bmatrix} \\ \wedge \begin{bmatrix} 0 \\ Stander \\ Stander \end{bmatrix} \begin{bmatrix} 0 \\ Shape_{wt} \\ x \end{bmatrix} \\ & 0 \\ Block \end{bmatrix} \end{bmatrix}$$

Definition of an arch

 $\begin{array}{l} 0, x, y, z \rightarrow \iota ; \\ Arch, Pillar, Roof/(o\iota)_{\tau\omega}; \\ Composed_of/(ouu)_{\tau\omega}; \\ Supports/(ou)_{\tau\omega}; \\ Block, Polygon/(o\iota)_{\tau\omega}; \\ Shape, Position, Size/ \\ ((o\iota)_{\tau\omega}\iota)_{\tau\omega}; \\ Standing, Tall/(o\iota)_{\tau\omega}; \\ = /(o(o\iota)_{\tau\omega} (o\iota)_{\tau\omega}); \\ \neg/(oo); \end{array}$

$$\lambda w \lambda t \begin{bmatrix} 0 = & 0 & Arch \ \lambda o \exists x \exists y \exists z \begin{bmatrix} 0 & Composed_of_{wt} \ o \ x \ y \ z \end{bmatrix} \\ \wedge \begin{bmatrix} 0 & Pillar_{wt} \ x \end{bmatrix} \wedge \begin{bmatrix} 0 & Pillar_{wt} \ y \end{bmatrix} \wedge \begin{bmatrix} 0 & Roof_{wt} \ z \end{bmatrix} \wedge \begin{bmatrix} 0 & \neg \begin{bmatrix} 0 = l & x \ y \end{bmatrix} \end{bmatrix} \\ \wedge \begin{bmatrix} 0 & Supports_{wt} \ x \ z \end{bmatrix} \wedge \begin{bmatrix} 0 & Supports_{wt} \ y \ z \end{bmatrix} \\ \wedge \begin{bmatrix} 0 & True_{wt} \ \lambda w \lambda t \begin{bmatrix} 0 = & 0 & Position_{wt} \ x \end{bmatrix} & 0 & Standing \end{bmatrix} \\ \wedge \begin{bmatrix} 0 & True_{wt} \ \lambda w \lambda t \begin{bmatrix} 0 = & 0 & Position_{wt} \ y \end{bmatrix} & 0 & Standing \end{bmatrix} \\ \wedge \begin{bmatrix} 0 & = & 0 & Shape_{wt} \ x \end{bmatrix} & 0 & Block \end{bmatrix} \wedge \begin{bmatrix} 0 & = & 0 & Shape_{wt} \ y \end{bmatrix} & 0 & Block \end{bmatrix} \\ \wedge \begin{bmatrix} 0 & = & 0 & Shape_{wt} \ x \end{bmatrix} & 0 & Polygon \end{bmatrix} \end{bmatrix}$$

Sources

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Thank you for your attention