

Value-transformation for Monotone Prediction by Approximating Fuzzy Membership Functions







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Monotone Prediction

A labeling $l : \mathcal{X} \to \mathbb{N}$ is called monotone if for all pair of objects $\mathbf{x}, \mathbf{y} \in \mathcal{X} \subseteq \mathcal{X}_1 \times \cdots \times \mathcal{X}_k$ holds that if $\mathbf{x} \preceq \mathbf{y}$ then $l(\mathbf{x}) \leq l(\mathbf{y})$, where

$\mathbf{x} \preceq \mathbf{y} \iff (\forall j \in \{1, \dots, k\}) \ x_j \leq_j y_j \qquad (1)$

Recent Approaches

Monotone Prediction

• numerical attributes only

Example



- linear ordering \leq_j on attribute domains, i.e. when the lower or higher values are the better
- Most of them assume monotone training sets without monotone noise

Data pre-processing

- 1. multiply attribute values with -1 if their negatively **correlate** with class values
- if there is still some monotone noise, relabel non-monotone pairs of objects

Our Approach

Replace \leq_j in equation (1) by fuzzy membership functions $f_j : \mathcal{X}_j \to \mathbb{R}$ approximated from data.



Inverse mappings

The conditions in bodies of **Monotone Decision Tree** rules can be one of the following form:

 $X_j = v, \quad X_j \ge v, \quad X_j \le v$

where $v \in \mathbb{R}$ is a transformed value.

Experiment (1)

Baselines – use only the numerical attributes

- *orig*: no pre-processing
- *corr*: correlation-based pre-processing

Monotonicity degree δ of the transformed (pre-processed) datasets \mathcal{X}' measured

Algorithm

1. compute a parabola $p_j(X_j) = \alpha X_j^2 + \beta X_j + \gamma$ from the projection $\pi_j \subset \mathcal{X}_j \times \mathbb{N}$ of the values of the *j*th attribute to class labels 2. compute $A = p_j(min_j), B = p_j(max_j)$ and $E = p_j(e_j)$, where e_j is the extreme of p_j 3. if e_j lies on the border of the domain or outside the domain then \hat{f}_j is a line defined by the points A_j and B_j . If e_j lies in the middle of the domain then \hat{f}_j consists of two lines $\hat{f}_{jAE}, \hat{f}_{jEB}$ defined by the points A_j, E_j and E_j, B_j



To interpret these rules we use the inverse mappings \hat{f}_j^{-1} depending on the type of \hat{f}_j . For example, if \hat{f}_j is of type (c), then the above conditions will be interpreted as

$$X_{j} = \hat{f}_{jAE}^{-1}(v) \land X_{j} = \hat{f}_{jEB}^{-1}(v)$$

 $X_j \ge \hat{f}_{jAE}^{-1}(v) \land X_j \le \hat{f}_{jEB}^{-1}(v)$ $X_j \le \hat{f}_{jAE}^{-1}(v) \land X_j \ge \hat{f}_{jEB}^{-1}(v)$

Experiment (2)

Measuring the **influence of pre-processing** to Monotone Classification

Baselines: orig, corr

Monotone Classification algorithm used:
- W. Duivesteijn and A. Feelders: Nearest
Neighbour Classification with Monotonicity
Constraints. Proceedings of ECML/PKDD '08

 $\delta = \frac{\# \text{ of monotone pairs in } \mathcal{X}'}{\# \text{ of comparable pairs in } \mathcal{X}'}$

Tested on 40 **datasets** from the UCI machine learning repository

Results

Name	#Obj	#Num/ $#$ Nom	δ_{orig}	δ_{corr}	δ_{fuzzy}
auto-mpg	398	7 / 2	0.204	0.977	0.979
breast-c.	699	10 / 1	1	1	1
communit.	1994	123 / 5	NaN	NaN	1
concrete	1030	9 / 0	0.953	0.986	0.984
forestf.	517	11 / 2	0.733	0.719	0.775
machine	209	7 / 3	0.918	0.954	0.958
servo	167	3 / 2	0.333	0.704	0.85
slump	103	8 / 3	NaN	1	1
wdbc	569	31 / 1	1	1	1
wine	178	13 / 1	0.333	1	1
wineqr	1599	12 / 0	0.82	0.965	0.966
wineqw	4898	12 / 0	0.786	0.919	0.899
wpbc	198	33 / 2	0.962	1	1
abalone	4177	8 / 1	0.829	0.829	0.854
adult	32561	7 / 8	0.966	0.965	0.988
agaricus	8124	1 / 22	—	—	1
austral.	690	15 / 0	0.977	0.991	0.991
bands	540	21 / 19	1	0.957	1
car	1728	7 / 0	0.902	1	1
cmc	1473	8 / 2	0.8	0.818	0.845
crx	690	7 / 9	0.923	0.963	0.991
diagnosis	120	2 / 6	0.677	0.813	1
haberman	306	4 / 0	0.893	0.878	0.874
heart	270	14 / 0	0.988	0.996	0.995
hepatitis	155	7 / 13	0.98	0.993	0.996
horse-c.	300	17 / 11	1	1	1
house-v.	435	1 / 16	—	—	0.986
ionosph.	351	35 / 0	1	1	1
magic04	19020	11 / 0	0.446	0.979	0.985
mammogr.	961	4 / 2	0.944	0.944	0.969
nursery	12960	2 / 7	0.694	0.694	1
parkins.	195	23 / 1	NaN	0.995	0.997
pima	768	9 / 0	0.978	0.978	0.977
poker	25010	11 / 0	0.693	0.735	0.734
post-oper.	90	9 / 0	0.772	0.825	0.857
${ m shuttle-l.}$	15	7 / 0	0.833	0.833	1
$\operatorname{spambase}$	4601	58 / 0	0.977	0.998	0.987
tae	151	2 / 4	0.644	0.677	0.882
tic-tac-t.	958	1 / 9	—	—	0.961
${\it transfu.}$	748	5 / 0	0.807	0.94	0.936

In case of nominal attributes, we compute \hat{f}_j as

 $\hat{f}_j(x) = \frac{\sum_{\substack{\{\mathbf{x}^i \in \mathcal{X} | x_j^i = x\}}} l(\mathbf{x}^i)}{|\{\mathbf{x}^i \in \mathcal{X} | x_j^i = x\}|}$

10-fold cross-validation to measure the average accuracy of classification on 10 folds

Results:

- Algorithm computed only for 27 datasets
- in 17 cases fuzz outperformed orig
- in 14 cases fuzz outperformed corr
- in 2 cases, the improvement was significant

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