

DIAV 2.0

User Manual

**Specification and Guide through
the Diagrammatic Visualization System**

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Table of Contents

1. INTRODUCTION	3
2. GETTING STARTED.....	4
2.1 SYSTEM REQUIREMENTS	5
2.2 DIAV DISTRIBUTION	5
2.3 RUNNING DIAV.....	5
2.4 TEXT EDITING.....	6
2.5 TAKING A SNAPSHOT OF THE DIAV SCREEN.....	6
2.6 EXITING DIAV	6
3. VISUALIZATION OF THE KNOWLEDGE REPRESENTATION SPACE	7
4. DIAGRAMMATIC REPRESENTATION OF CONCEPTS.....	9
4.1 VISUALIZATION OF TRAINING EXAMPLES.....	9
4.2 VISUALIZATION OF TARGET AND LEARNED CONCEPTS.....	10
4.3 CONCEPT CONSTRUCTION	13
5. CHANGING THE REPRESENTATION SPACE.....	20
5.1 CONTRACTION.....	20
5.2 EXPANSION	23
6. DEMO: STAR GENERATION.....	26
7. SIMPLE SESSION WITH DIAV 2.0.....	33
8. DIAV SYSTEM MENUS	35
9. DIAV SYNTAX	38
10. DIAV DATA STRUCTURES.....	41
REFERENCES.....	42

Abstract

The goal of the diagrammatic visualization system DIAV is to provide a tool for a visual interpretation of various aspects of concept learning. These include: visualization of knowledge representation spaces and relationships between training examples and target and learned concepts, and visual comparison of knowledge transmutations performed by various learning systems, e.g. visualization of changes in the representation space done by constructive induction. The system employs a planar model of a multidimensional space spanned over a set of discrete attributes. The model is in the form of a diagram, in which each cell represents a unique combination of attribute values. The diagram can represent examples, rules, and rulesets (DNF) in the form of *concept images*. The system is very useful for analyzing behavior of existing learning algorithms and in every stage of development of a new learning system.

1. Introduction

The diagrammatic visualization system DIAV employs a planar model of a multidimensional space spanned over a set of discrete attributes. The model is called General Logic Diagram (GLD) and was introduced by Michalski in 1978. The model is in the form of a diagram, in which each cell represents a unique combination of attribute values. Each attribute partitions the diagram into areas corresponding to individual values of the attribute. Conjunctive rules correspond to certain regular arrangements of cells that can be easily recognized visually. The diagram can represent examples, rules, and rulesets (DNF) in the form of *concept images*.

The main goal of the diagrammatic visualization system DIAV is to provide a tool for a visual interpretation of various aspects of concept learning. These include: visualization of knowledge representation spaces and relationships between training examples and target and learned concepts (Wnek et. al. 1990); visual comparison of generalization performed by various learning systems (Wnek et al. 1990, Wnek and Michalski, 1994a); visualization of changes in the representation space done by constructive induction (Wnek, 1993; Wnek & Michalski, 1994b).

An important feature of the diagrammatic visualization is that it permits one to display steps in learning processes as well as the errors in concept learning. The set of cells representing the target concept (the concept to be learned) is called *target concept image* (T). The set of cells representing the learned concept is called *learned concept image* (L). The areas of the *target concept* not covered by the *learned concept* represent *errors of omission* ($T \setminus L$), while the areas of the learned concept not covered by the target concept represent *errors of commission* ($L \setminus T$). The union of both types of errors represents the *error image*.

The system can also display results of any operation on the concept, such as generalization, specification, or any change of the description space, such as adding or deleting attributes, or their values. Another interesting feature is that it can also visualize concepts acquired by non-symbolic systems, such as neural nets or genetic algorithms. Using the diagram one can express the learned concepts in the form of decision rules. Thus, the diagram allows one to evaluate both the quality and the rule-complexity of the results of symbolic and non-symbolic learning. The implemented

system, DIAV, can display description spaces up to 4M events, i.e., spaces spanned over up to 22 binary variables (or correspondingly smaller number of multiple-valued variables).

The system is very useful for analyzing behavior of existing learning algorithms and in every stage of development of a new learning system.

Following are the features implemented in the current version of the system DIAV 2.0:

1. The maximum event space (ES) size for a direct display is 4 M events (22 binary attributes), and for a virtual display is 32 M events (25 binary attributes) on a workstation with 8 MB memory.

2. System is window and menu driven.

An input to the system comes from a graphical terminal and from data files generated within the system or generated by a learning system (e.g. AQ15).

Output is directed to a graphical terminal with regards to visual effects, and to data files for communication with a learning system or for a further use by DIAV.

The graphical terminal is able to display and control multiple windows. Windows are furnished with standard control boxes for zooming in and out the window. Scroll bars on sides of the panes enable to display larger than screen size images and to have an convenient character input/output.

DIAV inherits all standard Smalltalk/V features. A user can take advantage of, for instance, built-in text editor, cut/copy/paste feature, or font chooser (see Appendix A - DIAV system menus).

3. The DIAV 2.0 system enables:

- Visualization of target and learned concepts
- Visualization of arbitrary rules either by specifying their description or by direct drawing
- Visualization of errors of commission, omission and the complete error image
- Construction of complex concepts by using AND, OR, DIFF, NOT, and XOR operators
- Projection of a given representation space into another one by removing and/or adding attributes

4. Future features of the DIAV system will include the following AQ-specific operators:

- operator refunion
- extension against (EA)
- square-root (the set of all maximal complexes inside the set
- star-of-event (SR (EA(e, NegEvents)))

2. Getting Started

2.1 System Requirements

In order to use the DIAV visualization program (hereafter referred to as DIAV), the following system requirements must be satisfied:

- Macintosh System 7 or later.
- Installed Smalltalk/V Mac from Digitalk Inc.
- At least 2M of free RAM.

2.2 DIAV Distribution

The complete DIAV distribution is provided on a single diskette entitled DIAV 2.0, which contains the following:

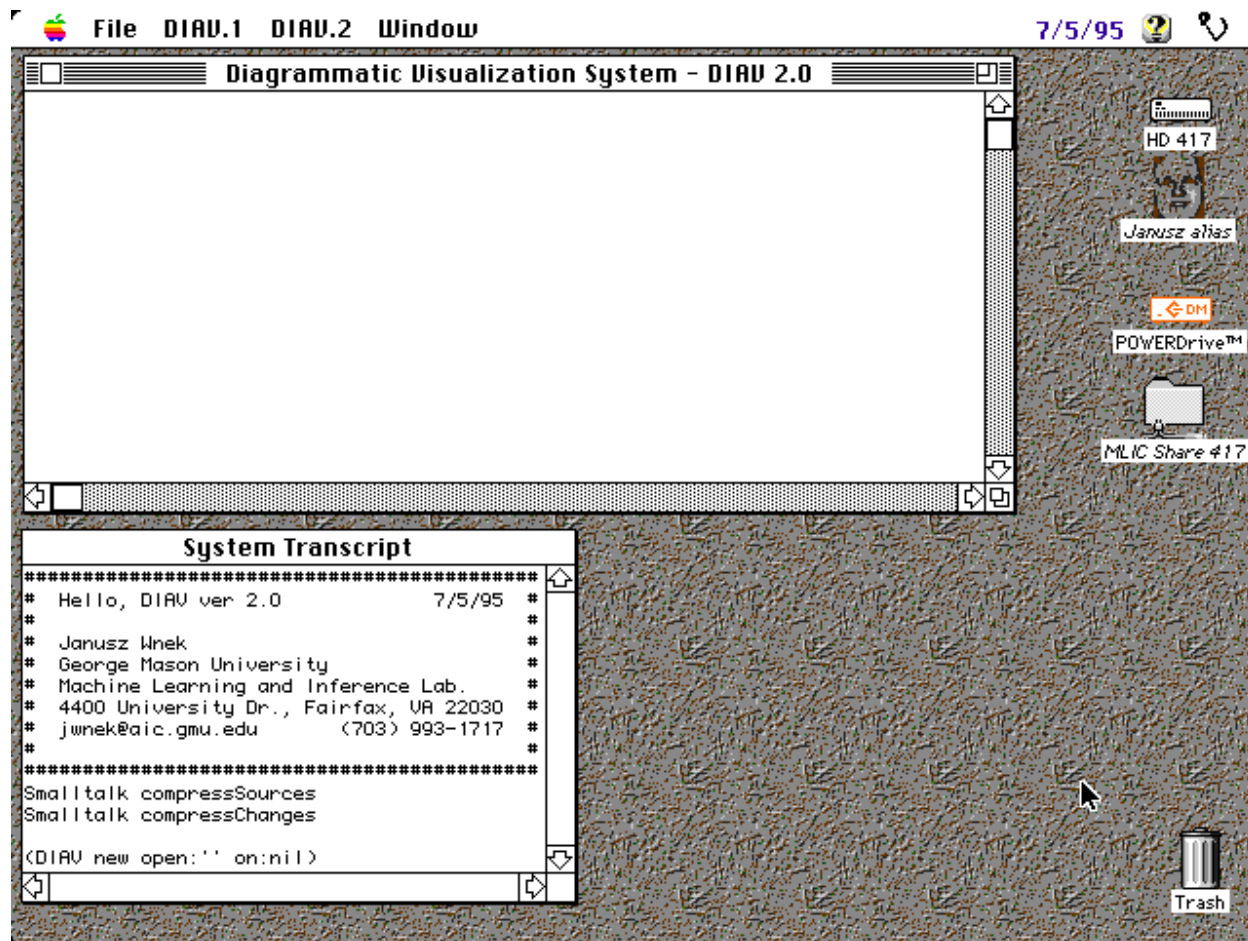
- DIAV - the DIAV application.
- ReadMe - the ReadMe text file. Be sure to read this file as it may contain important information and instructions not provided in this manual.
- Example - the Example folder with an example knowledge representation space (Robots.rs), target and learned concepts (Robots.tc1, Robots.lc1)

2.3 Running DIAV

To start DIAV, double-click on its icon to open the program. You can use DIAV without any additional setting. If you wish, however, you can change default font style from the Window menu.

DIAV is run under the control of Smalltalk/V Mac. This way, DIAV inherits whole functionality of Smalltalk/V, allowing for file and string manipulation, as well as window control. It is easy to distinguish between Smalltalk/V and DIAV environments by checking which set of menus is currently available. Smalltalk/V uses the following menus: **File Edit Smalltalk Window**. DIAV uses: **File DIAV.1 DIAV.2 Window**.

After the start, two windows are displayed (Figure 1). One window, **Diagrammatic Visualization System ~DIAV 2.0**, is used for visualization of knowledge representation spaces. This window comes with the DIAV menus. Another window is **System Transcript**. This is Smalltalk's window, and when selected, Smalltalk's menus will become available. This window is used by DIAV to display textual information about various transformations performed on diagrams, such as, the number of commission errors, which file the representation space description was read from, etc. Through this window, you can also specify rules to be displayed by DIAV. At the beginning of the System Transcript there is a command: (DIAV new open:" on nil) to open more DIAV-type windows. In order to create an additional window select (highlight) the text of the command, including brackets, and select **Do it** from **Smalltalk** menu. This way you can visualize many DIAV windows at the same time.




2.4 Text Editing

Text editing in DIAV is one of the features inherited from Smalltalk/V. It conforms to text editing conventions of the Macintosh such as, moving the insertion point, deleting/inserting characters, selecting words/lines/text, deselecting text, deleting selected text, cutting/coping/pasting selected text.

The File menu contains all commands needed for text editing and printing. They include, **New**, **Open ...**, **Save**, **Save As ...**, **Revert to Saved**, **Page Setup**, and **Print ...**.

2.5 Taking a Snapshot of the DIAV Screen

In order to make a snapshot of the current screen press the following keys Shift--3. A "Picture" file will be created in the main folder. You can "cut and paste" a desired segment into your publication.

2.6 Exiting DIAV

To exit DIAV and return to the Macintosh OS, select **Quit** from the **File** menu. You will be prompted with a dialog box which asks whether or not to save your current environment — a kind of snapshot of all existing objects on your DIAV desktop, including window placement and

contents. This way, when you restart DIAV program, you will begin right where you left off.

3. Visualization of the Knowledge Representation Space

DIAV employs a planar model of a multidimensional space spanned over a set of discrete attributes. The model is in the form of a diagram, in which each cell represents a unique combination of attribute values. Each attribute partitions the diagram into areas corresponding to individual values of the attribute.

A representation space description is assumed to be in a form of a text file. This file has to begin with a domain name followed by a specification of a size of the domain (for every attribute, the number of values has to be specified). If there is no attribute and value definition following, system will assume default names for attributes and their values (attributes can be then referred as $x_0, x_1, x_2, \dots, x_n$; values will be default numerical numbers: 0,1,2, ...). Values of an attribute can be expressed as a list of nominal values (e.g., red, green, blue, yellow) or an interval (e.g., 10 .. 17).

The following is an EBNF syntax specification for domain description (see Appendix A. DIAV Syntax, for detailed specification).

```
domainDescription = domainName "(" number { "," number } ")"
                    { attributeName "=" interval |
                    attributeName "=" attributeValue { "," attributeValue }
```

Example 1: The following description of the representation space is in the Robots.rs file.

```
Robots (3, 3, 2, 3, 4, 2)
hs      = round, square, octagonal
bs      = round, square, octagonal
sm      = yes, no
ho      = sword, balloon, flag
jc      = red, green, blue, yellow
ti      = yes, no
```

The Robots domain consists of six attributes. The header line defines the domain space: $3 \times 3 \times 2 \times 3 \times 4 \times 2$. The lines following the headline define names of attributes and their values. Figure 2a shows the graphical representation of this domain after reading the description from the file. The name of the representation space is placed as the window title. The diagram is partitioned into cells by horizontal and vertical lines. Horizontal lines correspond to attributes described on the side of the diagram (hs, bs, sm). Vertical lines correspond to attributes described below the diagram (ho, jc, ti). The most outside attributes (hs and bs) generate the largest grid in the diagram (marked by thickest lines). The most inside attributes (sm and ti) generate the smallest grid and are marked by

4. Diagrammatic Representation of Concepts

DIAV provides a visual interpretation of various aspects of concept learning. These include: visualization of knowledge representation spaces, relationship between training examples, target and learned concepts, visualization of changes in the representation space done by constructive induction.


4.1 Visualization of Training Examples

There can be a number of ways to visualize preclassified examples of many classes. In the context of concept learning, we use the following two modes for visualizing training examples.

- 1) Multi-class - mode. Training examples of different classes are visualized using consecutive numbers. This mode allows seeing distribution of examples in the representation space.
- 2) Binary-class - mode. Training examples are visualized using "+" and "-" to distinguish between positive and negative examples. Examples of some classes can be marked as *positive* examples, and the remaining classes as *negative* examples. A special case of this type includes situation when one class is selected as positive and other classes as negative. This is a typical strategy in multiple concept learning (Example 3b).

A set of training examples for visualization is read from a text file. The file can be created using the Smalltalk's editor (see Section 2.4 Editing Text). Training examples are grouped into classes and represented as relational tables. Each class has to be identified by its name, and followed by the line with attribute names defining their order in the table. Training examples are listed in the following lines.

In order to display examples in the multi-class mode select **Multiclass examples** from **DIAV.2** menu, and then select the file with training examples as in Example 3a. In order to display the same training examples in the binary-class mode, change class labels to *Positive* and *Negative* as in Example 3b, select **Training Examples** from **DIAV.1** menu, and identify the data file. If you want to display Positive or Negative examples only, select **Positive Examples**, or **Negative Examples**, respectively.

Ambiguous examples, i.e. examples that have the same attribute values but different class labels, are marked with # in the multi-class mode, and with  in the binary-class mode. In Figure 3, the example [hs=square] & [bs=round] & [sm=no] & [ho=flag] & [jc=yellow] & [ti=yes] belongs to both Class1 and Class2, and therefore is ambiguous.

Example 3a. Multi-class examples

! Class1 !

hs	bs	sm	ho	jc	ti
round	round	no	sword	red	yes
round	square	no	sword	red	yes
round	square	no	sword	red	no
square	round	yes	sword	red	yes
square	round	yes	sword	red	no
square	round	no	flag	yellow	yes

! Class2 !

hs	bs	sm	ho	jc	ti
square	square	yes	sword	yellow	no
square	octagonal	yes	sword	yellow	no
square	square	no	sword	yellow	no
square	octagonal	no	sword	yellow	no
square	round	yes	flag	yellow	yes
square	round	no	flag	yellow	yes

! Class3 !

hs	bs	sm	ho	jc	ti
round	octagonal	yes	sword	yellow	yes
octagonal	octagonal	yes	sword	yellow	no
round	octagonal	no	sword	yellow	yes

! Class4 !

hs	bs	sm	ho	jc	ti
round	octagonal	yes	flag	yellow	yes
round	octagonal	yes	flag	yellow	no
square	octagonal	yes	flag	yellow	yes
square	octagonal	yes	flag	yellow	no
octagonal	octagonal	yes	flag	green	yes
octagonal	octagonal	yes	flag	green	no
octagonal	octagonal	no	flag	green	yes
octagonal	octagonal	no	flag	green	no

Example 3b. Positive and negative examples

! Negative !

hs	bs	sm	ho	jc	ti
round	round	no	sword	red	yes
round	square	no	sword	red	yes
round	square	no	sword	red	no
square	round	yes	sword	red	yes
square	round	yes	sword	red	no
square	round	no	flag	yellow	yes

! Positive !

hs	bs	sm	ho	jc	ti
square	square	yes	sword	yellow	no
square	octagonal	yes	sword	yellow	no
square	square	no	sword	yellow	no
square	octagonal	no	sword	yellow	no
square	round	yes	flag	yellow	yes
square	round	no	flag	yellow	yes

! Negative !

hs	bs	sm	ho	jc	ti
round	octagonal	yes	sword	yellow	yes
octagonal	octagonal	yes	sword	yellow	no
round	octagonal	no	sword	yellow	yes

! Negative !

hs	bs	sm	ho	jc	ti
round	octagonal	yes	flag	yellow	yes
round	octagonal	yes	flag	yellow	no
square	octagonal	yes	flag	yellow	yes
square	octagonal	yes	flag	yellow	no
octagonal	octagonal	yes	flag	green	yes
octagonal	octagonal	yes	flag	green	no
octagonal	octagonal	no	flag	green	yes
octagonal	octagonal	no	flag	green	no

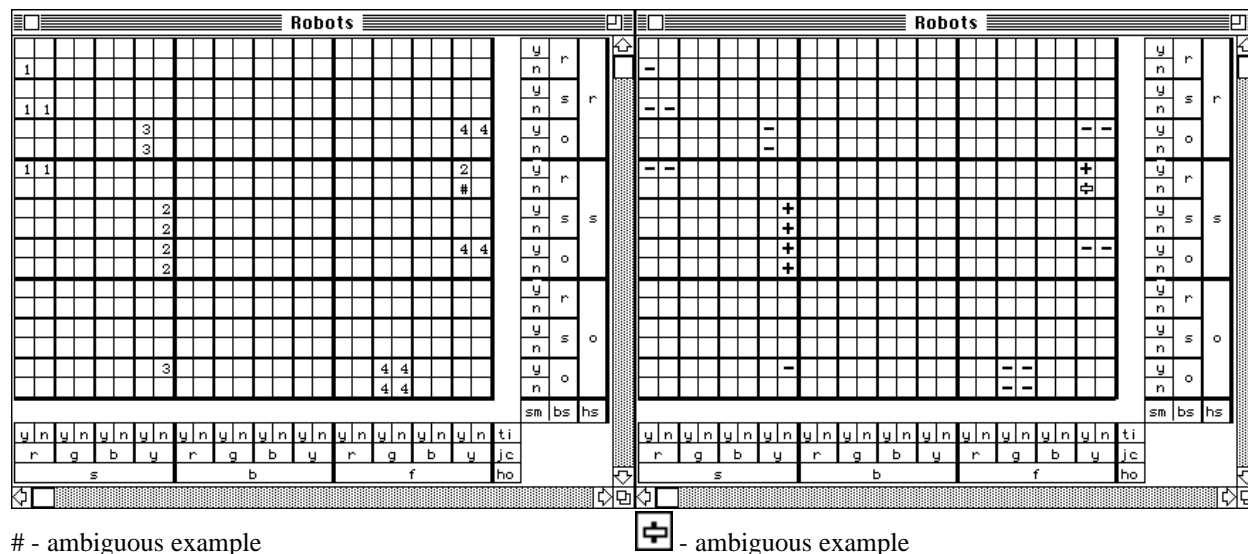


Figure 3. Visualization of multi-class and binary-class training examples

4.2 Visualization of Target and Learned Concepts

In DIAV, concepts are expressed using a modified version of variable-valued logic (VL1)

language. A concept can be described using either rules or examples (Figures 4 & 5). The rules consist of conjunctive conditions enclosed in brackets. The rules are separated by semicolons. The conditions relate attribute with their possible values.

If the concept is specified using examples, a list of attribute names should appear before the examples to define order of attribute values in the table.

The concept representation in the form of rules is useful for symbolic learning systems that produce output of this kind, e.g. AQ15 (Michalski et al, 1986), C4.5 (Quinlan, 1993). For nonsymbolic learning systems, such as, neural networks, genetic algorithms, the concept representation in the form of examples facilitates visualization of results from those systems (Wnek et al., 1989).

concept	=	rule { ";" rule }
		listOfAttributeNames example { example }
rule	=	condition { condition }
condition	=	"[" expression "]"
expression	=	attributeName REL attributeValue { "," attributeValue }
		attributeName "=" interval
REL	=	"<" "<=" "=" "=>" ">"
interval	=	attributeValue ".." attributeValue
listOfAttributeNames	=	attributeName { attributeName }
example	=	attributeValue { attributeValue }

Figure 4. Concept representation using rules or examples

An important feature of DIAV is that it permits displaying steps in concept learning. The set of cells representing the target concept (the concept to be learned) is called *target concept image (T)*. The set of cells representing the learned concept is called *learned concept image (L)*. Concept images are represented in the diagrams by shaded areas. Target concept image is represented by light gray shade, learned concept image is represented by dark gray shade.

If the target and learned concepts are both visualized in the same diagram, then their overlap becomes black. One of the three cases may occur. If the learned concept totally matches the target concept then the whole image is black. If there are some areas of the target concept not covered by the learned concept description then these areas reflect errors of omission (light gray area). If the learned area is larger than the target (overgeneralization of the concept), then the dark gray area represents errors of commission (Figure 6).

Example 5a. The concept represented as a set of examples

hs	bs	sm	ho	jc	ti
round	square	no	sword	red	yes
round	square	no	sword	green	yes
round	square	no	sword	blue	yes
round	square	no	sword	yellow	yes
round	square	no	sword	red	no
round	square	no	sword	green	no
round	square	no	sword	blue	no
round	square	no	sword	yellow	no
round	square	no	flag	red	yes
round	square	no	flag	green	yes
round	square	no	flag	blue	yes
round	square	no	flag	yellow	yes
round	square	no	flag	red	no
round	square	no	flag	green	no

round	square	no	flag	blue	no
round	square	no	flag	yellow	no
octagonal	square	no	balloon	red	yes
octagonal	square	no	balloon	green	yes
octagonal	square	yes	balloon	red	yes
octagonal	square	yes	balloon	green	yes
octagonal	square	no	balloon	red	no
octagonal	square	no	balloon	green	no
octagonal	square	yes	balloon	red	no
octagonal	square	yes	balloon	green	no

Example 5b. The concept represented as a set of rules

[hs=round] [bs=square] [sm=no] [ho=sword, flag] ;
 [hs=octagonal] [bs=square] [ho=balloon] [jc=red, green]

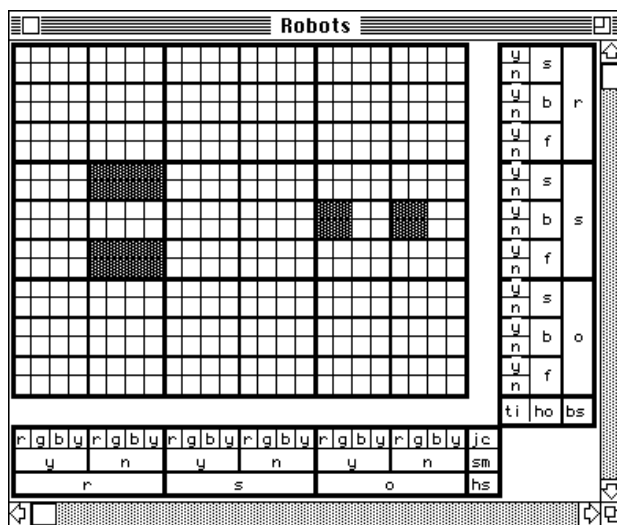
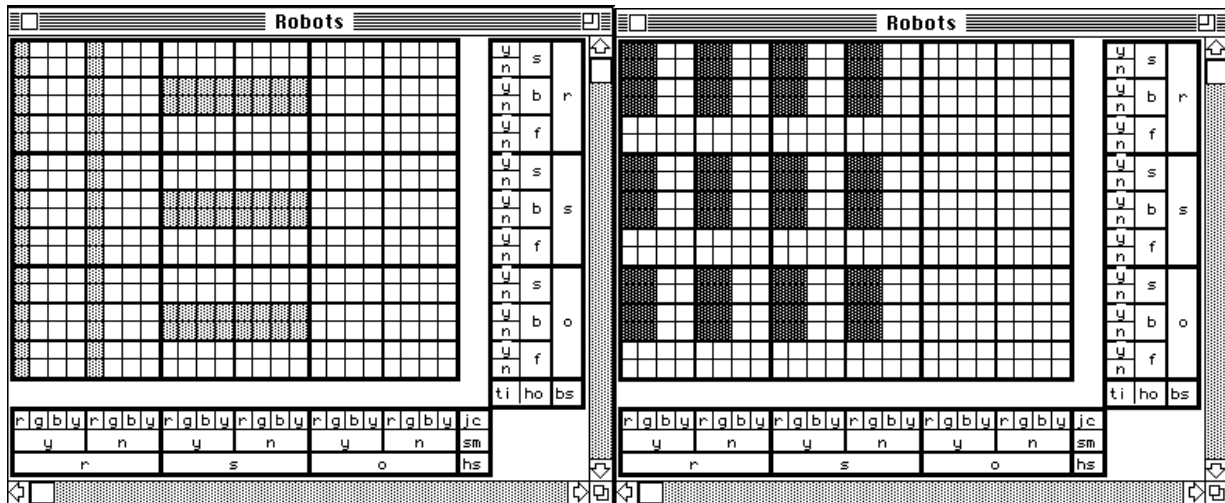
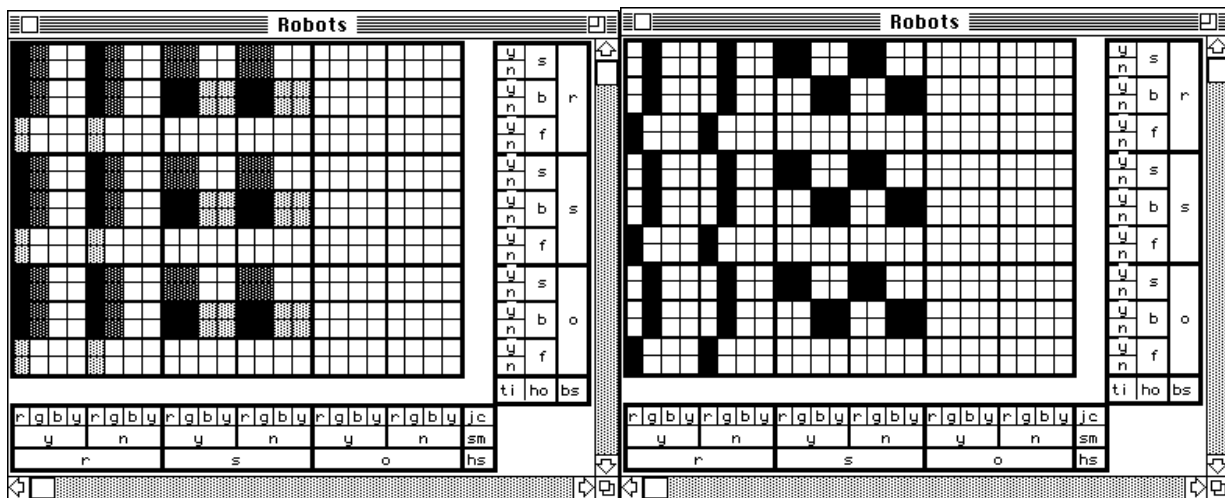


Figure 5. Concept visualization from descriptions in the form of examples or rules.



A. Target concept image

B. Learned concept image



C. Target and learned concept image

D. Error area image

Figure 6. Target and learned concept images and their relationship.

4.3 Concept Construction

DIAM enables construction of arbitrary concept images. A concept image is constructed either by direct selection of examples on the screen or by combining current concept image with other concept descriptions using predefined operators such as, AND, OR, DIFF, NOT, and XOR. The direct selection of examples is done by clicking on selected cells in the diagram. Clicking on an empty cell adds the cell into the concept image. Clicking on a cell belonging to the concept image removes the cell from the concept image. The concept image can be combined with another concept by selecting one of the predefined operators and the concept description stored in a file. The concept description can be in the form of rules or examples.

The constructed concept image can at any time be transformed into the concept description in the form of positive and negative examples and stored in a file. It can later be used as an input for a learning system.

In order to construct a concept image, display a new **Representation Space** or select **Clear Diagram** to clear the current one. Next, select **Construct a Concept** to initialize the concept image by either direct input or visualization of the concept description stored in a file. Next, combine the image with other concept descriptions using the **AND**, **OR**, **DIFF**, **NOT**, and **XOR** operators from the DIAV menu. At any time, the concept image can be changed by directly switching on/off concept examples.

Figure 7 illustrates application of various operators used in constructing concept images in the Robots representation space. The descriptions of the initial concept A and other concepts (B, D, F, and H) used as operands were stored in separate files. Below are the concept descriptions in the form of rules.

A [ho=sword,flag];
 [ho=balloon] [hs=square]

B [hs=square];
 [ho=balloon] [hs=octagonal] [bs=square]

D [bs=square]

F [ho=balloon] [hs=square];
 [ho=flag] [hs=round,octagonal] [bs=round]

H [jc=red,blue]

The following sequence of commands constructs the images shown in Figure 7. It starts with displaying the initial concept A. This concept image is combined using operator AND with the concept B. The resulting image (concept C) is combined with concept D using operator OR, etc.

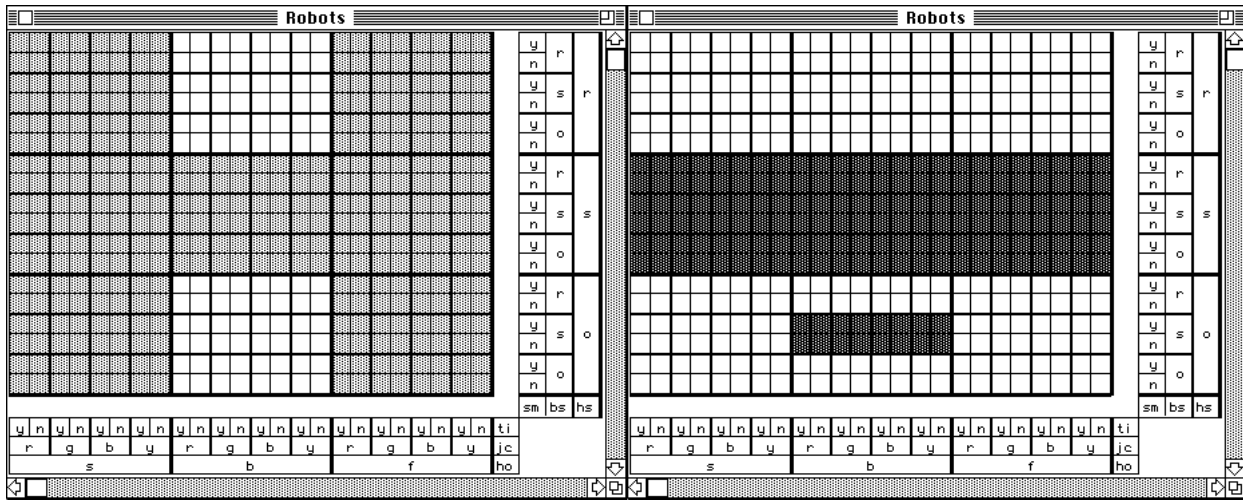
Construct a Concept	Input: A	Output: A
AND	Input: A, B	Output: C
OR	Input: C, D	Output: E
DIFF	Input: E, F	Output: G

XOR
NOT

Input: G, H Output: I
Input: I Output: J

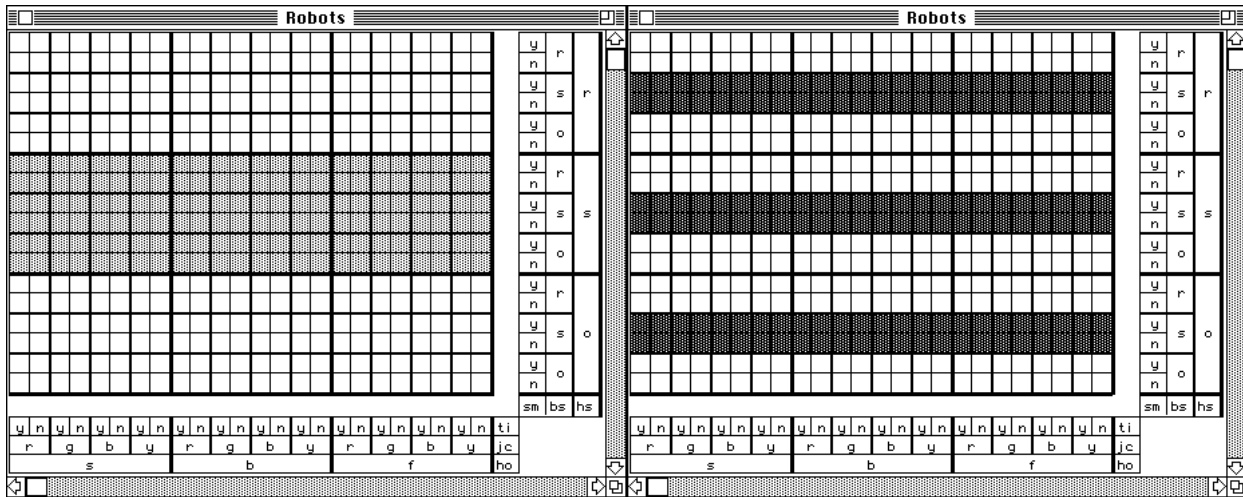
The following transcript is created in the System Transcript window:

```
Domain description read from file:
...:Constructing concepts:Robots.rs
A concept read from file:
...:Constructing concepts:ConstructConcept.a
AND concept from file:
...:Constructing concepts:ConstructConcept.b AND
OR concept from file:
...:Constructing concepts:ConstructConcept.c OR
DIFF concept from file:
...:Constructing concepts:ConstructConcept.d DIFF
XOR concept from file:
...:Constructing concepts:ConstructConcept.e XOR
NOT
```



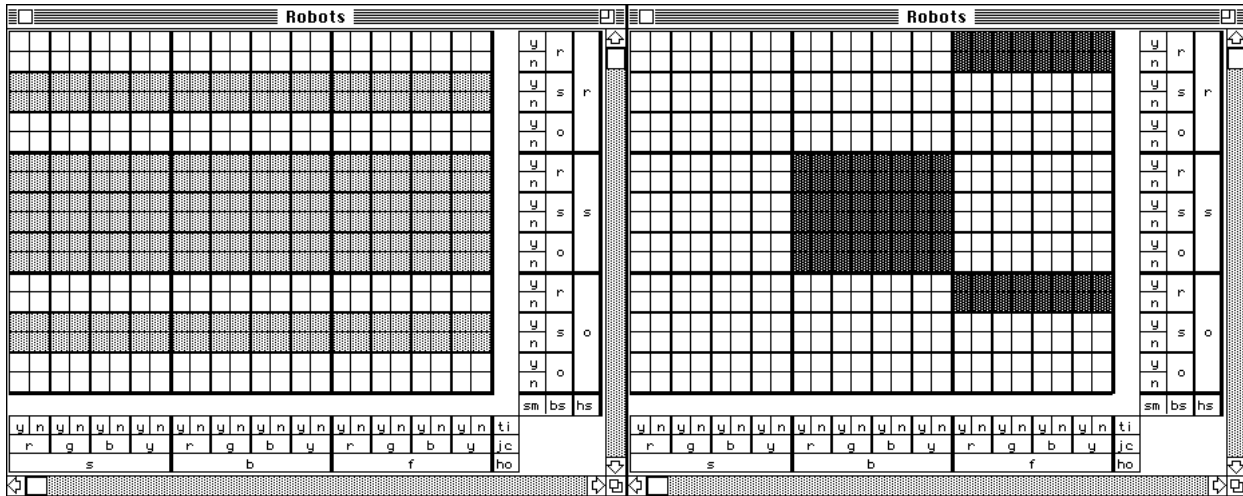
A

B



C := A AND B

D



E := C OR D

F

Figure 7. Constructing concept images.

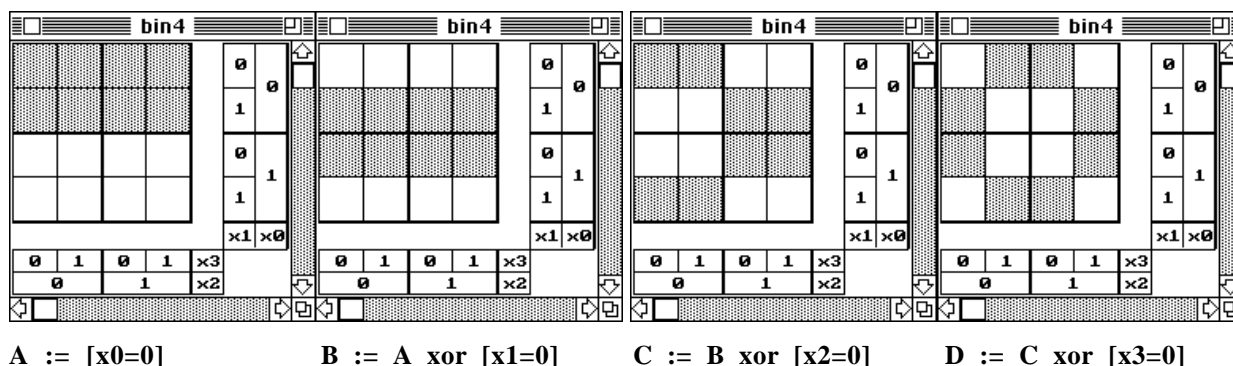


Figure 8. Constructing concept images: symmetrical concepts.

A concept can be saved in the form of training examples in two formats: one is AQ-type format and second is C4.5 (ID3)-type format. The following commands allow saving the constructed concept: **Save Concept AQ** and **Save Concept C4.5**. The examples below show descriptions created for the concept D.

Example 5. Examples defining the constructed concept as saved in AQ and C4.5 formats

5a. AQ format

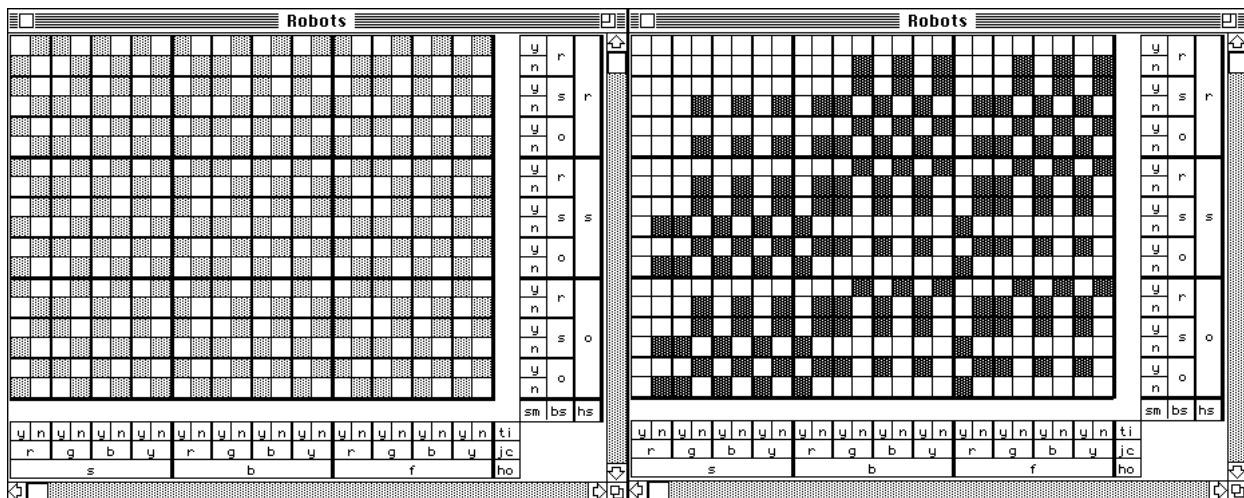
```
p-events
x0 x1 x2 x3
0 0 0 1
0 0 1 0
0 1 0 0
0 1 1 1
1 0 0 0
1 0 1 1
1 1 0 1
1 1 1 0
n-events
x0 x1 x2 x3
0 0 0 0
0 0 1 1
0 1 0 1
0 1 1 0
1 0 0 1
1 0 1 0
1 1 0 0
1 1 1 1
```

5b. C4.5 format

```
x0 x1 x2 x3
0,0,0,1,p
0,0,1,0,p
0,1,0,0,p
0,1,1,1,p
1,0,0,0,p
1,0,1,1,p
1,1,0,1,p
1,1,1,0,p
0,0,0,0,n
0,0,1,1,n
0,1,0,1,n
0,1,1,0,n
1,0,0,1,n
1,0,1,0,n
1,1,0,0,n
1,1,1,1,n
```

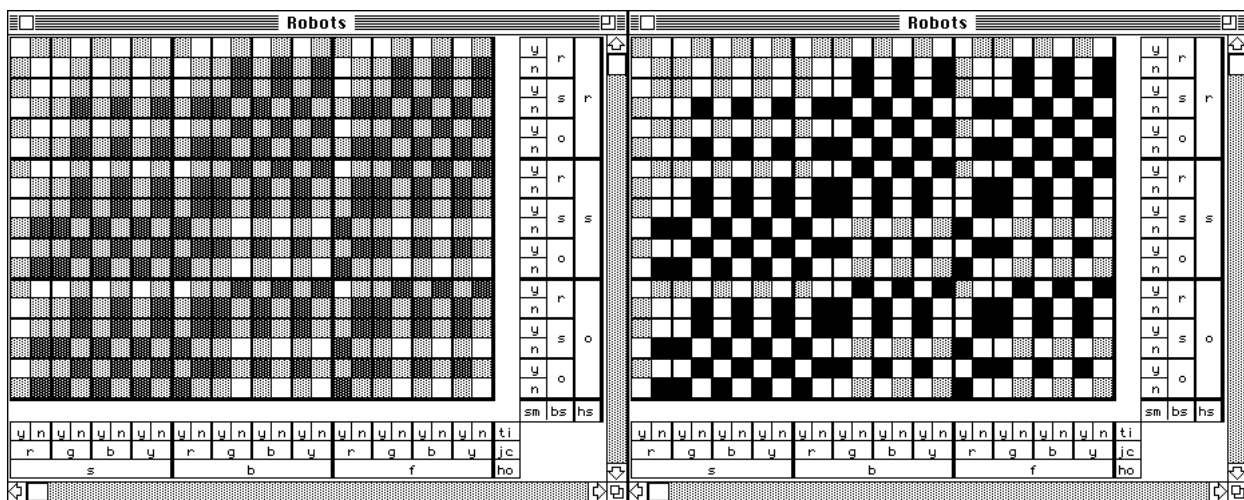
The next example (Figure 9) shows symmetry of the Monk2 concept. Diagram A shows a symmetrical concept constructed by performing XOR operation on all first attribute values. Therefore, the diagram shows concept $\text{odd}(\text{FirstValue}(\text{Attribute}))$. Diagram B shows the Monk2 concept. Diagram C shows the $\text{odd}(\text{FirstValue}(\text{Attribute}))$ concept in light gray shading and the Monk2 concept in gray shading. There is no intersection between the two. Diagram D shows the negated concept $\text{odd}(\text{FirstValue}(\text{Attribute}))$ and the Monk2 concept. The black area (intersection of

the two concepts) is exactly the Monk2 concept. The negation of $\text{odd}(\text{FirstValue}(\text{Attribute}))$ is $\text{even}(\text{FirstValue}(\text{Attribute}))$. Monk2 is a subconcept of $\text{even}(\text{FirstValue}(\text{Attribute}))$.



A. $\text{odd}(\text{FirstValue}(\text{Attribute}))$

B. Monk2



C. $\text{odd}(\text{FirstValue}(\text{Attribute}))$ or Monk2

D. $\text{even}(\text{FirstValue}(\text{Attribute}))$ or Monk2

Figure 9. Constructing concept images: the symmetry of the Monk2 concept.

5. Changing the Representation Space

The representation space transformations may involve contraction, expansion, or exchange operations. In the context of the attribute-value concept representation, *contraction* is done by removing attributes, or combining attribute values into larger units. *Expansion* is done by adding new attributes or by adding new attribute values to the value sets of existing attributes. *Exchange* is done by replacing original attributes with new ones.

All transformations of the representation space are performed using the **Project to ...** command. DIAV prompts for a new description file, and creates an internal mapping between the representations. A new window with a diagram is created for the new representation space. The diagram is labeled with its predecessor's name followed by semicolon and new domain name read from the description file (e.g. **Original_RS:New_RS**). Next, by selecting commands, such as **Training Examples**, **Target Concept**, etc., DIAV will project examples or concepts from the previous representation space to the new one (instead of reading them from a file).

The new representation space description file has similar syntax to the description file of the original representation space. Additional components consist of definitions of new attribute values. Those definitions use original attributes and are in the DNF form (see the DIAV Syntax section).

5.1 Contraction

In some situations, there is an interest in displaying an image of a reduced (abstracted) representation space. For example, some constructive induction learning systems reduce knowledge representation spaces to remove redundancy or insignificant attributes (Wnek, 1993; Wnek & Michalski, 1994). The representation space can be reduced either by removing some attributes, or by replacing some attribute values by more general values. Representation space contraction can lead to interesting observations, like finding strong relationships between attributes, or on the other hand, finding irrelevant attributes.

The example below, illustrates the two ways of contracting the representation space. We begin with the Robots representation space and four positive and one negative example (Figure 10a).

Figures 10c, 10d illustrate the contraction operation by both removing the attribute "jc" and the attribute value "hs=square". In order to remove attribute values they have to be combined into larger units with other attribute values. Figure 10c shows how the representation space changes when the "hs=square" is combined with "hs=round" into a larger unit "Hs=x". Figure 10d shows "hs=square" combined with "hs=octagonal" into "Hs=x". Note, that the attribute with combined values has different name and attribute values. The modified attribute is defined by specifying its attribute values in relation to the original values. For example, "Hs=x" in Figure 10c is defined as "hs=round" or "hs=square". "Hs=octagonal" is just a copy of "hs=octagonal".

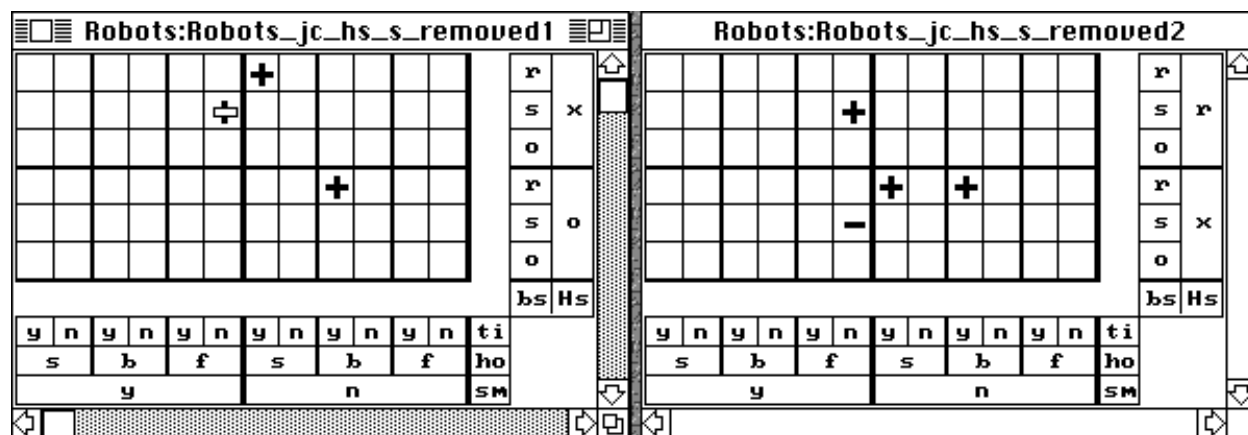
Contraction operation may cause ambiguity of some of the training examples. Figure 10c shows how two different examples of two different classes were combined into two ambiguous examples.

! Positive !

Hs	bs	sm	ho	je	ti
x	square	yes	flag	red	no

! Negative !

Hs	bs	sm	ho	je	ti
x	square	yes	flag	yellow	no



Robots_jc_hs_s_removed1 (2,3,2,3,2)

Hs = x, octagonal

bs = round, square, octagonal
 sm = yes,no
 ho = sword,balloon,flag
 ti = yes,no

!Hs=x!

[hs=round];
[hs=square]

!Hs=octagonal!

[hs=octagonal]

Figure 10c. Ambiguity caused by contraction

Robots_jc_hs_s_removed2 (2,3,2,3,2)

Hs = round, x

bs = round, square, octagonal
 sm = yes,no
 ho = sword,balloon,flag
 ti = yes,no

!Hs=round!

[hs=round]

!Hs=x!

[hs=square];
[hs=octagonal]

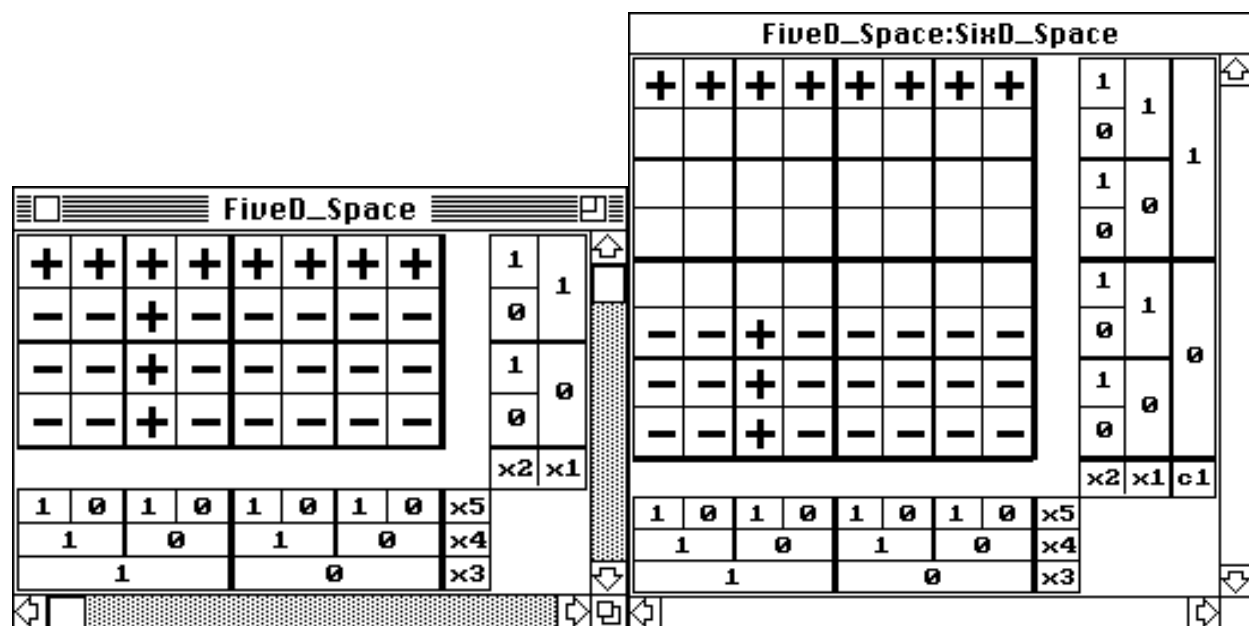
Figure 10d. Alternative combination of attribute values

5.2 Expansion

The representation space expansion operation is done by adding new attribute definitions or by adding new attribute values to the value sets of existing attributes. The changes have to be specified in the file defining the new representation space. The new attribute values are defined using original attributes in DNF expressions.

Expansion may remove ambiguity of examples in the representation space. There may be, however, different side effect of this operation. In the process, some *impossible areas* may be created (Wnek, 1993). The impossible areas consist of impossible instances, i.e. instances that do not have equivalent descriptions in the original representation space.

Figure 11a shows a five-dimensional binary representation space. In order to show how examples of a given concept are projected, the complete set of examples is used. Figure 11b shows the expanded representation space. One binary attribute was added that separates most of the positive examples from negative examples. This operation caused, however, creation of impossible instances. (For an analysis of impossible areas and ways of informing learning systems about their existence, see Wnek, 1993).



Concept <:: [x1=1] [x2=1];
[x3=1] [x4=0] [x5=1]

11a. The Concept in 5D representation space.

!c1=1!
[x1=1] [x2=1]

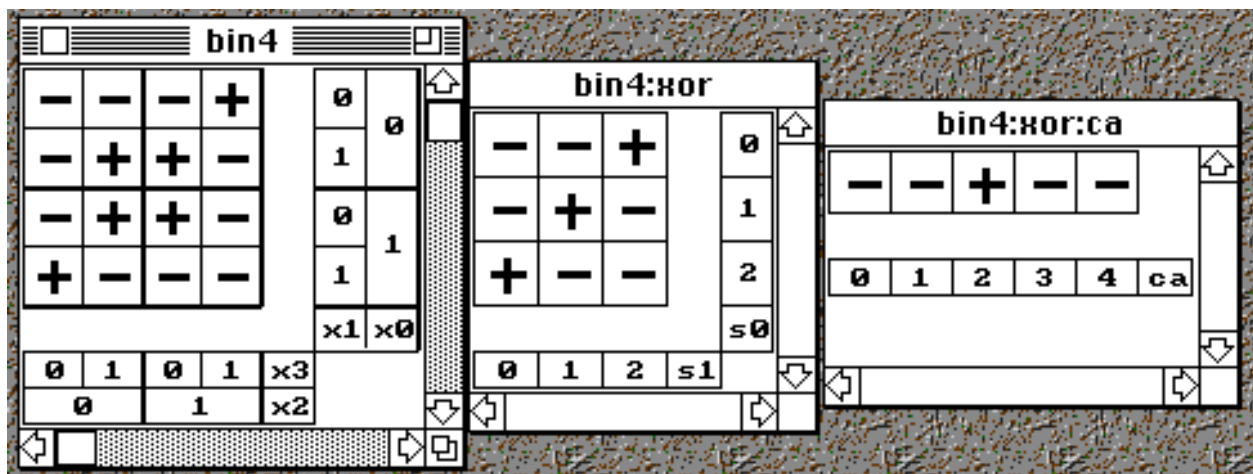
11b. The Concept in the expanded representation space. Blank cells indicate impossible instances (no instances from the original representation space were projected onto).

Figure 11. Expansion of the representation space.

5.3 Exchange

The representation space exchange operation occurs when some attributes are replaced by new attributes. In order to maintain projection capability between the two representation spaces, there have to be a relationship between the original and the new attributes. Similarly to the expansion operation the new attribute values are expressed using original attributes in DNF expressions. Attributes that are being replaced have to be removed from the domain description.

Figure 12 presents two consecutive exchanges of the representation space. The first exchange occurs between the bin4—four dimensional binary representation space and the xor—two dimensional three-valued representation space. The second exchange occurs between the xor representation space and the ca—one dimensional representation space.



12a. bin4: the original representation space

bin4 (2, 2, 2, 2)
 $x_0 = 0,1$
 $x_1 = 0,1$
 $x_2 = 0,1$
 $x_3 = 0,1$

12b. bin4 representation space projected onto xor

xor(3,3)
 $s_0 = 0,1,2$
 $s_1 = 0,1,2$

$!s_0=0!$
 $[x_0=0] [x_1=0]$

$!s_0=1!$
 $[x_0=0] [x_1=1];$
 $[x_0=1] [x_1=0]$

$!s_1=0!$
 $[x_2=0] [x_3=0]$

$!s_1=1!$
 $[x_2=0] [x_3=1];$
 $[x_2=1] [x_3=0]$

12c. xor representation space projected onto ca

ca(5)
 $ca = 0..4$

$!ca=0!$
 $[s_0=0] [s_1=0]$

$!ca=1!$
 $[s_0=0] [s_1=1];$
 $[s_0=1] [s_1=0]$

$!ca=2!$
 $[s_0=0] [s_1=2];$
 $[s_0=1] [s_1=1];$
 $[s_0=2] [s_1=0]$

$!ca=3!$
 $[s_0=1] [s_1=2];$
 $[s_0=2] [s_1=1]$

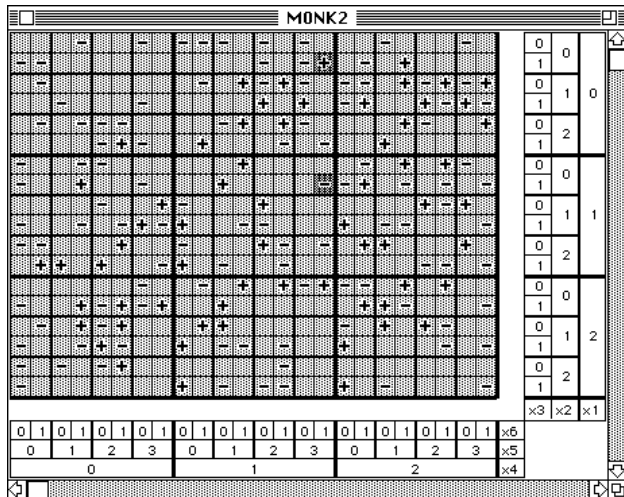
Figure 12. Two exchanges of the representation spaces.

In the first mapping from bin4 to xor, attributes x_0 and x_1 are replaced by the s_0 attribute. Symmetrically, x_2 and x_3 are replaced by the s_1 attribute. Value $s_0=0$ representing the top row in the bin4:xor diagram replaces the conjunction $[x_0=0] \ \& \ [x_1=0]$, i.e. the top row in the bin4 diagram. Value $s_0=1$ representing the middle row in the bin4:xor diagram replaces the disjunction $[x_0=1] \ \& \ [x_1=0]$ or $[x_0=0] \ \& \ [x_1=1]$, i.e. two middle rows in the bin4 diagram. The two rows can be merged without causing ambiguity because they are symmetrical. Value $s_0=2$ representing the bottom row in the bin4:xor diagram replaces the conjunction $[x_0=1] \ \& \ [x_1=1]$, i.e. the bottom row in the bin4 diagram. Since this value complements other values it is not necessary to specify it in the attribute definition.

In the second mapping from xor to ca, attributes s_0 and s_1 are replaced by the ca attribute. As a result of the two transformations, a 16-element representation space was compressed into 5-element representation space.

The presented operations do not cause ambiguity or impossible areas in the new representation spaces. This is due to the symmetry in the original representation space and proper operators used in changing the representation space. The changes in the representation space presented here are related to the problem of detecting symmetries in the representation spaces and constructing counting attributes (Wnek and Michalski, 1994).

6. Demo: STAR generation



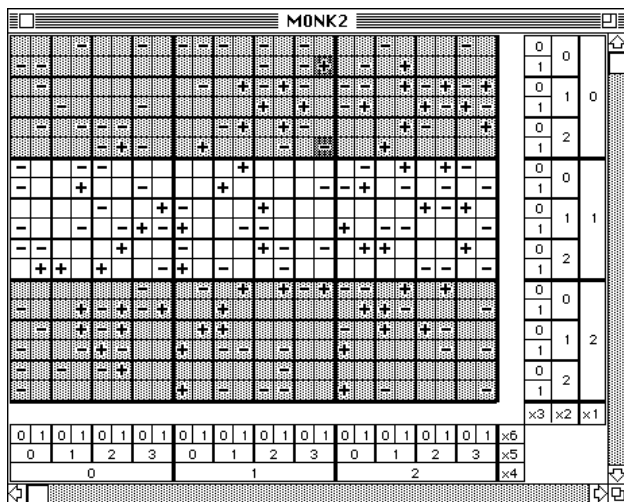
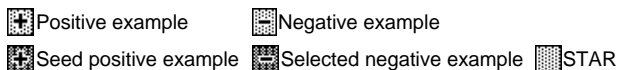
A. Generating the 1st STAR.

STAR []

Selected examples for the next specialization step:

- 1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
- 1 - [x1=1] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]

AQ starts with the most general cover, i.e. the whole representation space is covered (light gray area). The first positive example (seed) (1+) is selected for STAR generation. Since the current STAR also covers negative examples, AQ selects its first negative example (1-) for uncovering. The selected negative example is as close as possible, in terms of different attribute values, to the seed positive example. In this case, the two examples differ only in the x1 attribute (boldfaced descriptions).



B. Generating the 1st STAR: after the 1st specialization.

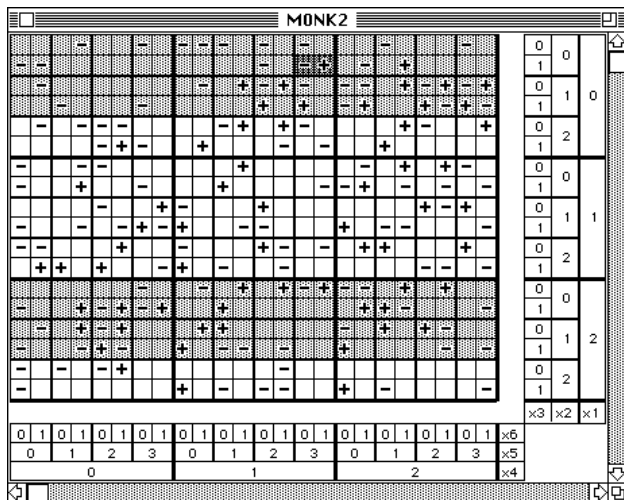
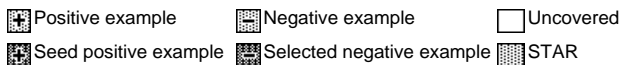
STAR [x1=0,2]

Selected examples for the next specialization step:

- 1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
- 2 - [x1=0] [x2=2] [x3=1] [x4=1] [x5=3] [x6=1]

As a result of the first "extend against" operation the negative example (1-) is no longer covered because [x1=1] was removed from the coverage. The current cover is equivalent to a simple rule [x1=0, 2].

AQ continues building the STAR around the same seed positive example (1+). The next negative example (2-) is selected. The examples have different x2 attribute values.



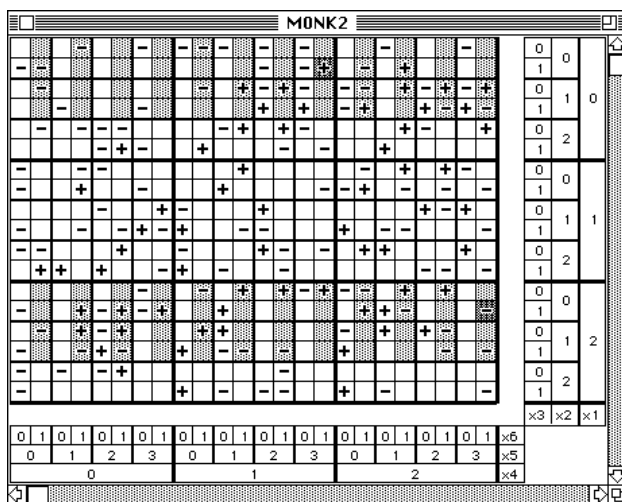
C. Generating the 1st STAR: after the 2nd specialization.

STAR [x1=0,2] [x2=0,1]

Selected examples for the next specialization step:

- 1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
- 3 - [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=0]

The STAR was further specialized by adding condition [x2=0,1]. There are still uncovered negative examples, e.g. 3-.



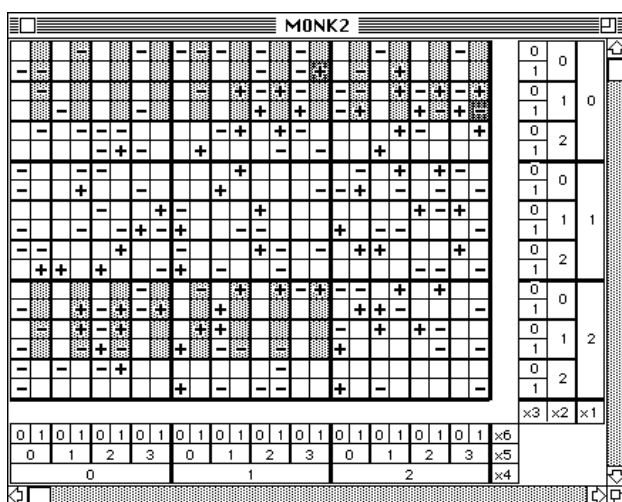
D. Generating the 1st STAR: after the 3rd specialization.

STAR [x1=0,2] [x2=0,1] [x6=1]

Selected examples for the next specialization step:

1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
 4 - [x1=2] [x2=0] [x3=1] [x4=2] [x5=3] [x6=1]

The STAR was further specialized by adding condition [x6=1]. The next uncovered negative example (4-) differs with the seed on two attributes, x1 and x4.



E. Generating the 1st STAR: after the 4th specialization.

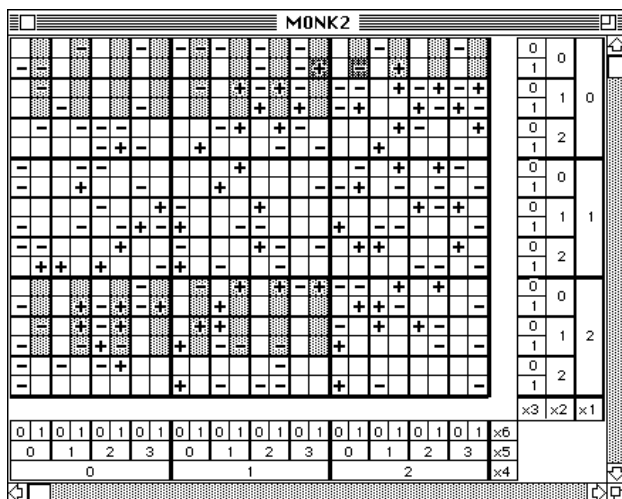
STAR [x1=0] [x2=0,1] [x6=1] (t:8)
 [x1=0,2] [x2=0,1] [x4=0,1] [x6=1] (t:12)

Selected examples for the next specialization step:

1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
 5 - [x1=0] [x2=1] [x3=1] [x4=2] [x5=3] [x6=1]

The cover under consideration consists now of two rules. This is a result of two-way specialization based on the two different values of attributes x1 and x4. In the next steps, AQ will maintain at most 2 rules in the partial star because the maximum number of rules in the partial cover parameter MAXSTAR is set to 2. The rules maintained in the partial cover compete with each other according to the preference (selection) criteria. For the current run, the rule with the higher coverage of positive examples is assumed to be better. The first rule covers 8 positive examples (t:8), the second rule covers 12 positive examples (t:12).

The two rules overlap over the area that covers the seed. The area of overlap is described by: [x1=0] [x2=0,1] [x4=0,1] [x6=1]



F. Generating the 1st STAR: after the 5th specialization.

STAR [x1=0,2] [x2=0,1] [x4=0,1] [x6=1]
 [x1=0] [x2=0] [x6=1]

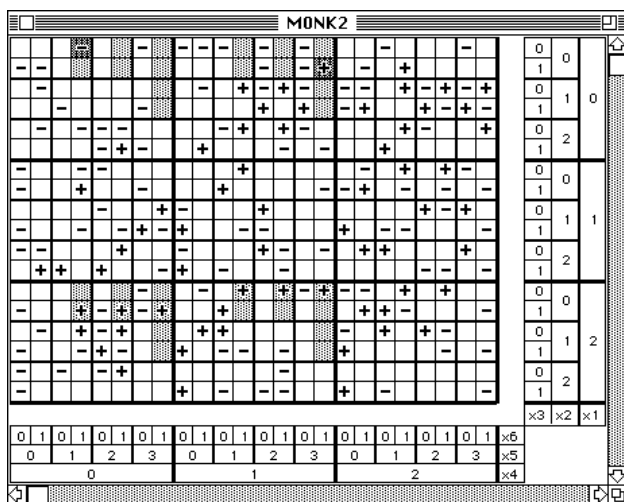
Selected examples for the next specialization step:

1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
 6 - [x1=0] [x2=0] [x3=1] [x4=2] [x5=0] [x6=1]

As a result of the specialization of the STAR from step E, three rules are generated:

- 1 [x1=0,2] [x2=0,1] [x4=0,1] [x6=1] (t:12)
- 2 [x1=0] [x2=0] [x6=1] (t:2)
- 3 [x1=0] [x2=0,1] [x4=0,1] [x6=1] (t:3)

Since rule #3 is subsumed by rule #1, rule #3 is removed from the cover. This way, there are only two rules in the partial cover, and therefore, there is no need to trim the cover as required by the MAXSTAR parameter.

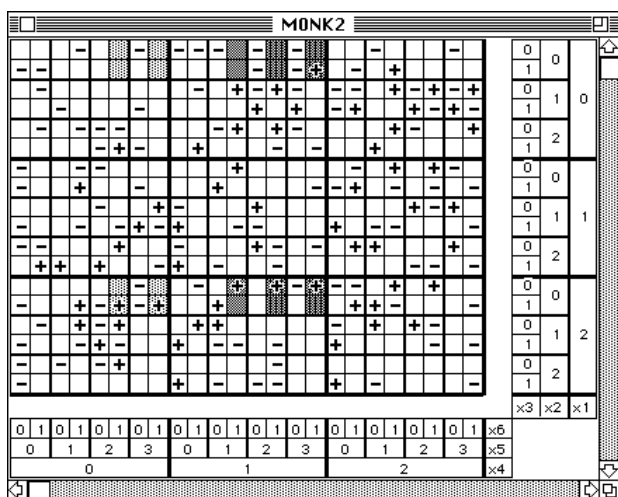


G. Generating the 1st STAR: before the last specialization.

STAR #1 [x1=0,2] [x2=0] [x4=0,1] [x5=1,2,3] [x6=1]
#2 [x1=0,2] [x2=0,1] [x4=0,1] [x5=3] [x6=1]

Selected examples for the next specialization step:
1 + [x1=0] [x2=0] [x3=1] [x4=1] [x5=3] [x6=1]
1 - [x1=0] [x2=0] [x3=0] [x4=0] [x5=1] [x6=1]

Some steps uncovering consecutive negative examples were skipped. When we resume this demonstration, there is one negative example left to uncover. This negative example differs from the seed positive example on three attributes, x3, x4, and x5.

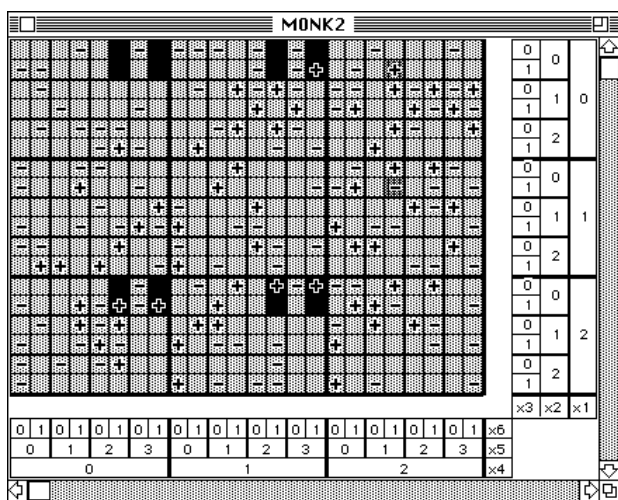


H. Selecting the best rule from the first STAR.

STAR #1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)
#2 [x1=0,2] [x2=0] [x4=1] [x5=1,2,3] [x6=1] (t:4)

The rules in the star do not cover any negative examples. The best rule (#1) is selected (light gray area and the overlapping with rule #2 area; also as black area in the next Figure). The rule covers 5 positive examples versus 4 examples covered by the second rule. The best rule is saved in the current cover.

▨ Rule #1 ▩ Rule #2 ▧ Rules #1 and #2



I. Before generating the 2nd STAR.

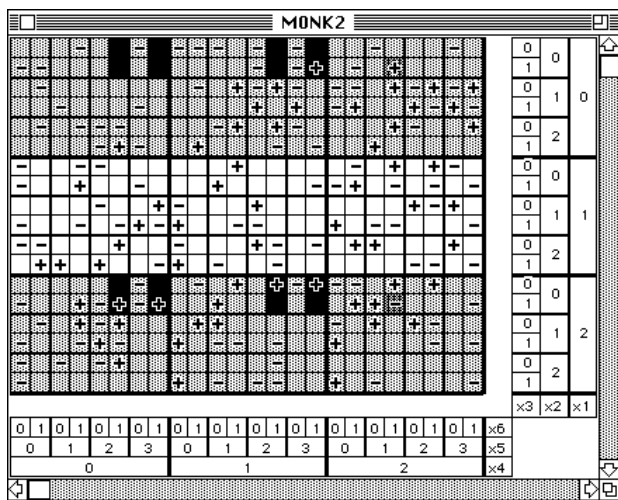
Cover
1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)
STAR []

Selected examples for the next specialization step:
2 + [x1=0] [x2=0] [x3=1] [x4=2] [x5=1] [x6=1]
1 - [x1=1] [x2=0] [x3=1] [x4=2] [x5=1] [x6=1]

The best rule (black area) covers 5 positive examples. The rule is saved in the current cover.

There are still positive examples not covered by the Cover. AQ selects a seed example for the second STAR, and the first negative example for STAR specialization based on its proximity to the new seed.

▨ Partial STAR ▩ Training examples ▧ Current cover

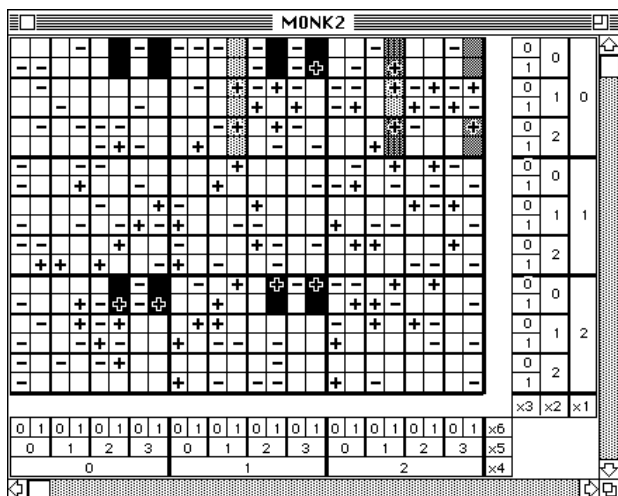


J. Generating the 2nd STAR: after the 1st specialization.

Cover
 1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)

STAR [x1=0,2]

Selected examples for the next specialization step:
 2 + [x1=0] [x2=0] [x3=1] [x4=2] [x5=1] [x6=1]
 2 - [x1=2] [x2=0] [x3=1] [x4=2] [x5=1] [x6=1]



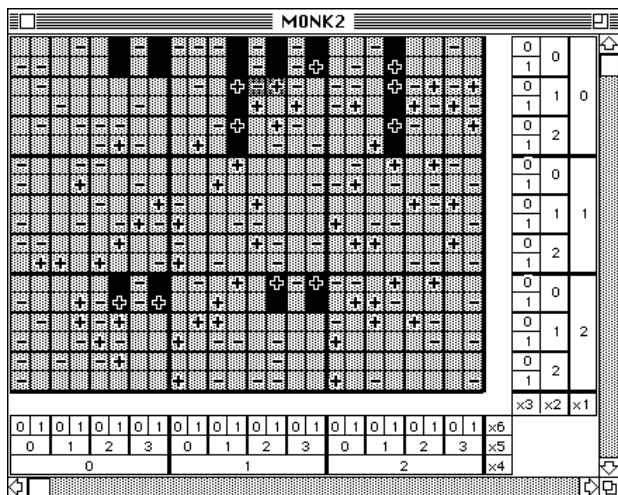
K. Generating the 2nd STAR: after the last specialization.

Cover
 1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)

STAR 1 [x1=0] [x4=1,2] [x5=1] [x6=1] (t:5)
 2 [x1=0] [x2=0,2] [x4=2] [x5=1,3] [x6=1] (t:3)

The rule with the higher (t:5) coverage of positive examples is selected for the Cover (see Figure L).

▨ Rule #1 ▩ Rule #2 ▧ Rules #1 & #2 ■ Current cover



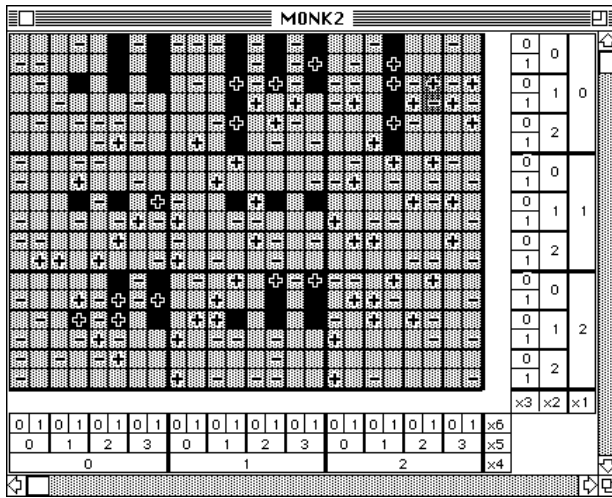
L. Before generating the 3rd STAR.

Cover
 1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)
 2 [x1=0] [x4=1,2] [x5=1] [x6=1] (t:5)

STAR []

Selected examples for the next specialization step:
 3 + [x1=0] [x2=1] [x3=0] [x4=1] [x5=2] [x6=1]
 1 - [x1=0] [x2=1] [x3=0] [x4=1] [x5=2] [x6=0]

The Cover was expanded by the second rule. The total number of positive examples covered is now 10.



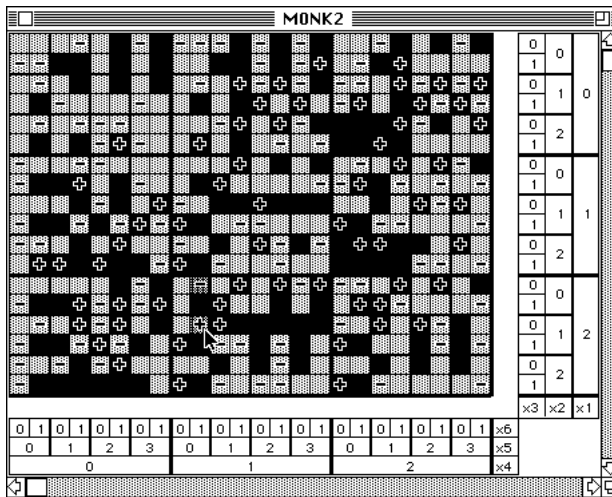
M. Before generating the 4th STAR.

Cover

- 1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)
- 2 [x1=0] [x4=1,2] [x5=1] [x6=1] (t:5)
- 3 [x2=1] [x3=0] [x4=0,1] [x5=1,2,3] [x6=1] (t:4)

Selected examples for the next specialization step:

- 4 + [x1=0] [x2=1] [**x3=0**] [x4=2] [x5=2] [x6=1]
 1 - [x1=0] [x2=1] [**x3=1**] [x4=2] [x5=2] [x6=1]



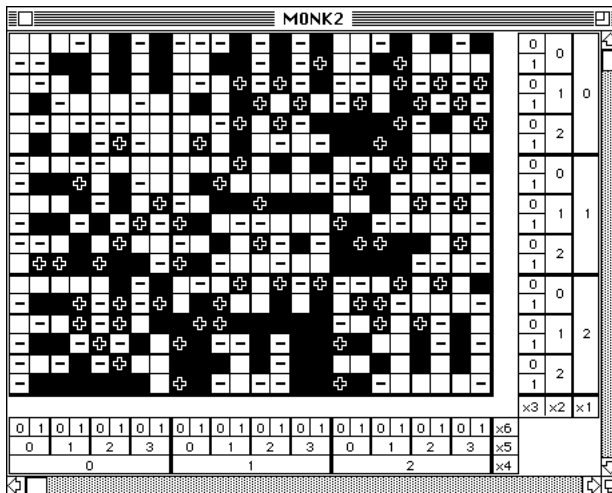
N. Before generating the last STAR.

Cover

- 1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)
- 2 [x1=0] [x4=1,2] [x5=1] [x6=1] (t:5)
- 3 [x2=1] [x3=0] [x4=0,1] [x5=1,2,3] [x6=1] (t:4)
- 4 [x1=0] [x3=0] [x4=1,2] [x5=1,2,3] [x6=1] (t:9)
- 5 [x1=0,2] [x2=1] [x3=1] [x4=1,2] [x5=2,3] [x6=0] (t:4)
- 6 [x2=1,2] [x3=1] [x5=0] [x6=1] (t:3)
- 7 [x2=0,2] [x3=1] [x4=0] [x5=1,2] [x6=1] (t:4)
- 8 [x1=0,1] [x2=2] [x4=2] [x5=0,1] (t:4)
- 9 [x2=0] [x3=0] [x4=1,2] [x5=1,2,3] [x6=1] (t:8)
- 10 [x2=0] [x3=1] [x5=1] [x6=0] (t:3)
- 11 [x1=1,2] [x3=1] [x5=0] [x6=1] (t:3)
- 12 [x1=1,2] [x2=1,2] [x3=0] [x4=1,2] [x5=1,2,3] [x6=0] (t:9)
- 13 [x1=1,2] [x2=1,2] [x3=1] [x4=0] [x5=1,2,3] [x6=0] (t:4)
- 14 [x1=1,2] [x2=1,2] [x3=1] [x4=1,2] [x5=0] (t:7)
- 15 [x1=1,2] [x2=2] [x4=0] [x5=1,2] [x6=1] (t:2)

Selected examples for the next specialization step:

- n + [x1=2] [**x2=1**] [x3=0] [x4=1] [x5=0] [x6=1];
 1 - [x1=2] [**x2=0**] [x3=0] [x4=1] [x5=0] [x6=1]



O. After generating the last STAR.

Cover

- 1 [x1=0,2] [x2=0] [x4=0,1] [x5=2,3] [x6=1] (t:5)
- 2 [x1=0] [x4=1,2] [x5=1] [x6=1] (t:5)
- 3 [x2=1] [x3=0] [x4=0,1] [x5=1,2,3] [x6=1] (t:4)
- 4 [x1=0] [x3=0] [x4=1,2] [x5=1,2,3] [x6=1] (t:9)
- 5 [x1=0,2] [x2=1] [x3=1] [x4=1,2] [x5=2,3] [x6=0] (t:4)
- 6 [x2=1,2] [x3=1] [x5=0] [x6=1] (t:3)
- 7 [x2=0,2] [x3=1] [x4=0] [x5=1,2] [x6=1] (t:4)
- 8 [x1=0,1] [x2=2] [x4=2] [x5=0,1] (t:4)
- 9 [x2=0] [x3=0] [x4=1,2] [x5=1,2,3] [x6=1] (t:8)
- 10 [x2=0] [x3=1] [x5=1] [x6=0] (t:3)
- 11 [x1=1,2] [x3=1] [x5=0] [x6=1] (t:3)
- 12 [x1=1,2] [x2=1,2] [x3=0] [x4=1,2] [x5=1,2,3] [x6=0] (t:9)
- 13 [x1=1,2] [x2=1,2] [x3=1] [x4=0] [x5=1,2,3] [x6=0] (t:4)
- 14 [x1=1,2] [x2=1,2] [x3=1] [x4=1,2] [x5=0] (t:7)
- 15 [x1=1,2] [x2=2] [x4=0] [x5=1,2] [x6=1] (t:2)
- 16 [x1=2] [x2=1,2] [x4=1] [x5=0,3] (t:3)

Description (cover) optimization

After all positive examples are covered, AQ optimizes the cover according to the "trim" parameter. For *general (discriminant)* descriptions (with the trim parameter set to "gen") the cover remains unchanged. The following figures illustrate the differences between the general description and two additional description types: *specific (characteristic)* and *minimal* complexity. All description types are consistent and complete with regard to the training set of examples, i.e. none of the negative examples is covered and all of the positive examples are covered.

Since each condition applies a further constraint on the examples that satisfy the rule, the removal of conditions will generalize the rule. Since each value in a condition loosens the constraint given by that condition the removal of values in a condition will specialize the rule. Hence the covers can be described as follows:

General (discriminant) description (GD) consists of rules as general as possible, i.e. involving the minimum number of conditions, each condition with a maximum number of values.

Minimal description (MD) consists of rules as simple as possible, i.e. involving the minimum number of conditions, each condition with a minimum number of values.

Specific (characteristic) description (SD) consists of rules as specific as possible, i.e. involving the maximum number of conditions, each condition with a minimum of values.

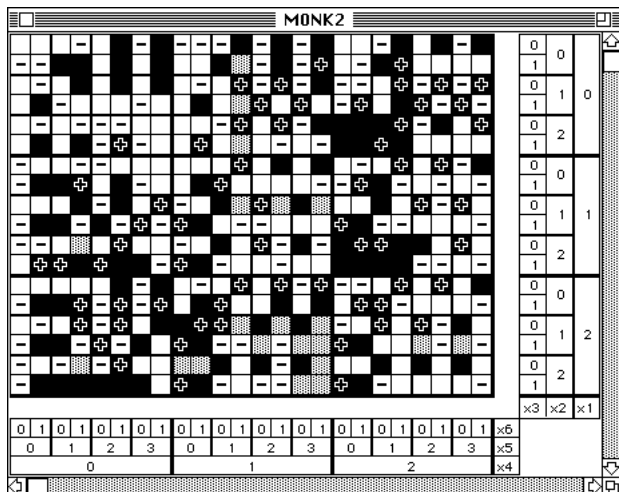
General cover						Minimal cover									
1	[x1=1,2]	[x2=1,2]	[x3=0]	[x4=1,2]	[x5=1,2,3]	[x6=0]	(t:9, u:8)	1	[x1=1,2]	[x2=1,2]	[x3=0]	[x4=1,2]	[x5=1,2,3]	[x6=0]	(t:9, u:8)
2	[x1=0]	[x3=0]	[x4=1,2]	[x5=1,2,3]	[x6=1]		(t:9, u:4)	2	[x1=0]	[x3=0]	[x4=1,2]	[x5=1,2,3]	[x6=1]		(t:9, u:7)
3	[x2=0]	[x3=0]	[x4=1,2]	[x5=1,2,3]	[x6=1]		(t:8, u:6)	3	[x2=0]	[x3=0]	[x4=1,2]	[x5=1,2,3]	[x6=1]		(t:8, u:6)
4	[x1=1,2]	[x2=1,2]	[x3=1]	[x4=1,2]	[x5=0]		(t:7, u:5)	4	[x1=1,2]	[x2=1,2]	[x3=1]	[x4=1,2]	[x5=0]		(t:7, u:6)
5	[x2=1]	[x3=0]	[x4=0,1]	[x5=1,2,3]	[x6=1]		(t:5, u:3)	5	[x1=0,2]	[x2=0]	[x4=0,1]	[x5=2,3]	[x6=1]		(t:5, u:2)
6	[x1=0,2]	[x2=0]	[x4=0,1]	[x5=2,3]	[x6=1]		(t:5, u:2)	6	[x1=0]	[x2=1]	[x3=1]	[x4=1,2]	[x5=2,3]	[x6=0]	(t:4, u:4)
7	[x1=0]	[x4=1,2]	[x5=1]	[x6=1]			(t:5, u:1)	7	[x1=1,2]	[x2=1,2]	[x3=1]	[x4=0]	[x5=1,2,3]	[x6=0]	(t:4, u:4)
8	[x1=0,2]	[x2=1]	[x3=1]	[x4=1,2]	[x5=2,3]	[x6=0]	(t:4, u:4)	8	[x2=0,2]	[x3=1]	[x4=0]	[x5=1,2]	[x6=1]		(t:4, u:3)
9	[x1=1,2]	[x2=1,2]	[x3=1]	[x4=0]	[x5=1,2,3]	[x6=0]	(t:4, u:2)	9	[x1=0,1]	[x2=2]	[x4=2]	[x5=0,1]			(t:4, u:2)
10	[x2=0,2]	[x3=1]	[x4=0]	[x5=1,2]	[x6=1]		(t:4, u:3)	10	[x2=0]	[x3=1]	[x5=1]	[x6=0]			(t:3, u:3)
11	[x1=0,1]	[x2=2]	[x4=2]	[x5=0,1]			(t:4, u:2)	11	[x2=1]	[x3=0]	[x4=0]	[x5=1,2,3]	[x6=1]		(t:3, u:3)
12	[x2=0]	[x3=1]	[x5=1]	[x6=0]			(t:3, u:3)	12	[x2=1,2]	[x3=1]	[x5=0]	[x6=1]			(t:3, u:2)
13	[x2=1,2]	[x3=1]	[x5=0]	[x6=1]			(t:3, u:2)	13	[x1=1,2]	[x3=1]	[x5=0]	[x6=1]			(t:3, u:2)
14	[x1=1,2]	[x3=1]	[x5=0]	[x6=1]			(t:3, u:2)	14	[x1=0]	[x4=2]	[x5=1]	[x6=1]			(t:3, u:1)
15	[x1=2]	[x2=1,2]	[x4=1]	[x5=0,3]			(t:3, u:1)	15	[x1=1,2]	[x2=2]	[x4=0]	[x5=2]	[x6=1]		(t:2, u:2)
16	[x1=1,2]	[x2=2]	[x4=0]	[x5=1,2]	[x6=1]		(t:2, u:2)	16	[x1=2]	[x2=1]	[x4=1]	[x5=0]			(t:2, u:1)

Specific cover							
GD 7	[x1=0]	[x4=1,2]	[x5=1]	[x6=1]	(t:5, u:1)		
MD 14	[x1=0]	[x4=2]	[x5=1]	[x6=1]	(t:3, u:1)		
SD 16	[x1=0]	[x2=0]	[x3=1]	[x4=2]	[x5=1]	[x6=1]	(t:1, u:1)

The above comparison of the three descriptions details differences between the cover types in terms of numbers of conditions and condition values. The GD7 rule has more x4 attribute values than the corresponding rules, SD16 and MD14, from the other covers. SD16 meanwhile, has more conditions than GD7 and MD14, namely conditions that specify the values of x2 and x3.

The rules are presented in the AQ15c format. Each rule is accompanied with two numbers: "t" is the total number of positive examples covered by the rule, "u" is the number of positive examples uniquely covered by the rule. Unique coverage means that none of the other rules in the description, covers those examples. The rules in each of the descriptions are ordered according to the t and u weights.

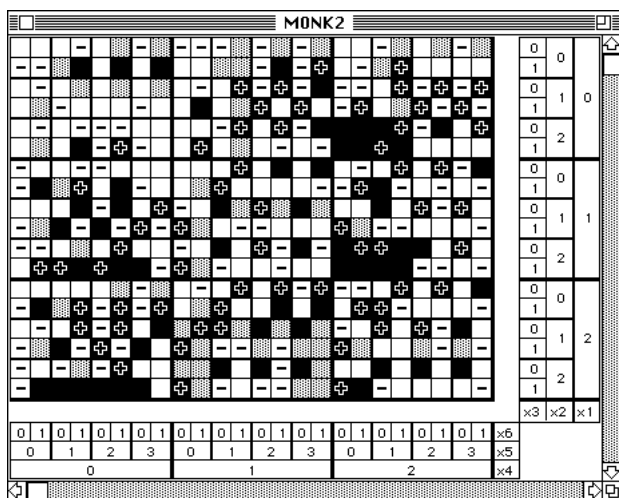
Since the trimming process may change a rule's coverage, the rule may be placed in different positions of the cover lists. For example, rule #7 in the general cover becomes #14 in the minimal cover, and #16 in the specific cover. Note also changes in the total and unique coverage values of this rule.



A. General vs. minimal description.

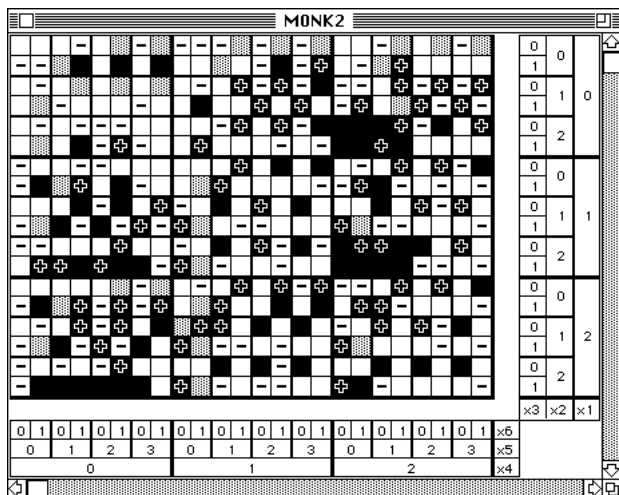
The general cover is equivalent to the cover obtained after the last STAR generation (Figure O).

The minimal cover (black area) covers a smaller area of the representation space than the general cover (gray and black). The two covers differ in 21 locations.



B. General vs. specific (characteristic) description.

The specific cover (black area) covers a smaller area of the representation space than the general cover. In this case, the specific cover differs from the general cover in 53 locations.



C. Minimal vs. specific description.

The specific cover (black area) covers a smaller area of the representation space than the minimal cover. In this case, the specific cover differs from the minimal cover in 32 locations.

Note.

The term minimal description refers to the number of conditions and condition values used in the description. Minimal description has usually larger coverage (in terms of the number of instances covered) than the specific description.

7. Simple session with DIAV 2.

1. Start the DIAV system by clicking twice on the icon.

2. Create a new file with the domain description.

2.1 Select **New** command from **File** menu.

2.2 Type in the domain description, e.g.

Robots (3, 3, 2, 3, 4, 2)

hs = round, square, octagonal

bs = round, square, octagonal

sm = yes, no

ho = sword, balloon, flag

jc = red, green, blue, yellow

ti = yes, no

2.3 Save the domain description by choosing **Save as ...** from the **File** menu. Type in the file name, e.g., **robotsDomain**, and click on **Save** button.

3. Create a file with a target concept description.

3.1 Select **New** command from **File** menu.

3.2 Type in the target concept description, e.g.

[hs = round] [jc = red] ;

[hs = square] [ho = balloon]

3.3 Save the target concept description by choosing **Save as ...** from the **File** menu. Type in the file name, e.g., **targetConcept**, and click on **Save** button.

4. Create a file with a learned concept description.

4.1 Select **New** command from **File** menu.

4.2 Type in the learned concept description, e.g.

[hs = round,square] [ho = sword,balloon] [jc = red,green]

4.3 Save the learned concept description by choosing **Save as ...** from the **File** menu. Type in the file name, e.g., **learnedConcept**, and click on **Save** button.

5. Create a file with training examples.

5.1 Select **New** command from **File** menu.

5.2 Type in the positive and negative examples descriptions, e.g.

! Positive !

hs	bs	sm	ho	jc	ti
round	round	yes	sword	red	no
round	square	yes	sword	red	yes
round	octagonal	yes	balloon	red	yes
square	square	yes	balloon	red	yes
square	square	no	balloon	green	yes

! Negative !					
hs	bs	sm	ho	jc	ti
round	octagonal	yes	sword	yellow	no
square	octagonal	yes	sword	yellow	no
octagonal	square	no	sword	green	no
octagonal	round	yes	sword	blue	yes
octagonal	octagonal	no	balloon	green	no
octagonal	round	no	balloon	blue	no
octagonal	square	yes	flag	red	no
octagonal	round	no	flag	green	no
round	octagonal	no	flag	blue	yes
round	octagonal	no	flag	green	yes
square	round	yes	flag	yellow	yes

5.3 Save the examples description by choosing **Save as ...** from the **File** menu. Type in the file name, e.g., **trainingExamples**, and click on **Save** button.

6. *Display a diagram representing the domain.*

6.1 Select **Representation Space** from **DI.V.1** menu.

6.2 Open **robotsDomain** file.

7. *Display the target concept.*

7.1 Select **Target Concept** from **DI.V.1** menu.

7.2 Open the **targetConcept** file.

8. *Display the learned concept.*

8.1 Select **Learned Concept** from **DI.V.1** menu.

8.2 Open **learnedConcept** file.

9. *Display the positive examples.*

9.1 Select **Positive Examples** from **DI.V.1** menu.

9.2 Open **trainingExamples** file.

10. *Display the negative examples.*

10.1 Select **Negative examples** from **DI.V.1** menu.

10.2 Open **trainingExamples** file.

11. *Display errors of commission.*

11.1 Select **Errors of commission** from **DI.V.1** menu.

12. *Display errors of omission.*

12.1 Select **Errors of omission** from **DI.V.1** menu.

13. *Display total error area.*

13.1 Select **Total error area** from **DI.V.1** menu.

8. DIAV System Menus


File DIAV.1 DIAV.2 Window
DIAV.1

Representation Space	Read domain and display its representation
Training Examples	Display positive and negative examples
Positive Examples	Display positive examples
Negative Examples	Display negative examples
Target Concept	Display a target concept (in light gray shade)
Learned Concept	Display a learned concept (in dark gray shade)
Project to ...	Project current representation space on another domain
Display Rule from Transcript	Convert highlighted text to a graphical rule
<hr/>	
Errors of commission	Show commission error image
Errors of omission	Show omission error image
Total error area	Show error image
<hr/>	
Hide Grid	Define examples representing a concept
Clear Diagram	Clear screen

DIAV.2

Multiclass Examples	Disp. ex. using consecutive numbers for each concept
Multiclass Rules	Display rules using different shades for each concept
<hr/>	
Construct a Concept	Construct a concept in a given representation space
AND	AND, OR, DIFF, XOR operators
OR	combine currently displayed concept with a concept
DIFF	description read from a file
XOR	
NOT	Negate currently displayed concept
Save Concept in AQ Format	Save examples defining currently displayed concept
Save Concept in C4.5 Format	Use C4.5 format
<hr/>	
STAR Method - step by step	Step by step demo of the STAR learning method
STAR Method - animated	Animated demo of the STAR learning method

File	
New	Create new text file using text editor
Open ...	Open file window for editing
File In ...	Read and execute Smalltalk source code
Browse Classes	Open multi-paned browser on available Smalltalk code
Close	Close file window
Save	Save the text contents of the currently active window
Save as ...	Save the text contents in the specified file
Revert to Saved	Replace with the last version saved on disk
Page Setup	Setup for page printing
Print	Print the contents of the active text window
Save Image	Save the state of environment to disk
Quit	Quit the system

Edit	
Undo	Undo a last operation
Cut	Cut a portion of text and copy it to clipboard
Copy	Copy text to clipboard
Paste	Paste from clipboard
Clear	Delete highlighted text
Select All	Select a contents of current pane/window
Find ...	Find string in a text of current pane/window
Replace ...	Find and replace text
Search Again	Repeat searching/replacing text

Smalltalk	
Show it	Evaluate Smalltalk expression
Do it	Execute Smalltalk code
File it in	File in (execute) Smalltalk code
Inspect It In	Inspect a Smalltalk object
Stop	Interrupt process

Window

Send To Back

Put this window below other opened ones

Collapse/Expand

Collapse/expand current window

Zoom In/Out

Zoom in/out current window

Change Text Font

Change font in text pane

Change List Font

Change font in list pane

Redraw Screen

Redraw screen in case anything is wrong

Stack Windows

Order opened windows so all headers are visible

9. DIAV Syntax

The following is an EBNF syntax specification for DIAV syntax.

domainDescription	domainName "(" attributeSize { "," attributeSize } ")" { attributeName "=" attributeRange attributeName "=" attributeValue { "," attributeValue } { constructedAttribute }
constructedAttribute	{ "!" attributeName "=" attributeValue "!" concept }
concept	ruleSet exampleSet
conceptSet	{ "!" conceptName "!" concept }
targetConcept	concept
learnedConcept	concept
example	attributeValue { attributeValue }
exampleSet	attributeOrder example { example }
trainingExamples	{ conceptExamples } { positiveExamples } { negativeExamples }
conceptExamples	{ "!" conceptName "!" exampleSet }
positiveExamples	{ "!" Positive !" "!" Pos !" } exampleSet }
negativeExamples	{ "!" Negative !" "!" Neg !" } exampleSet }
ruleSet	rule { ";" rule }
rule	condition { condition }
domainName	identifier
conceptName	identifier
attributeName	identifier
attributeSize	number

attributeValue	identifier number
attributeRange	interval
attributeOrder	attributeName { attributeName }
condition	"[" expression "]"
expression	attributeName REL attributeValue { "," attributeValue } attributeName "=" interval
REL	"<" "<=" "=" "=>" ">"
interval	attributeValue ".." attributeValue
identifier	letter { letter digit }
number	digit { digit }
letter	capitalLetter "a" "b" "c" "d" "e" "f" "g" "h" "i" "j" "k" "l" "m" "n" "o" "p" "q" "r" "s" "t" "u" "v" "w" "x" "y" "z"
capitalLetter	"A" "B" "C" "D" "E" "F" "G" "H" "I" "J" "K" "L" "M" "N" "O" "P" "Q" "R" "S" "T" "U" "V" "W" "X" "Y" "Z"
digit	"0" "1" "2" "3" "4" "5" "6" "7" "8" "9"

Below is the syntax of files requested when executing respective commands from DIAV menus.

representationSpaceFile	domainDescription
trainingExamplesFile	trainingExamples
positiveExamplesFile	{ positiveExamples } { negativeExamples }
negativeExamplesFile	{ positiveExamples } { negativeExamples }
targetConceptFile	targetConcept
learnedConceptFile	learnedConcept
projectToFile	domainDescription
ruleFromTranscript	ruleSet (highlight the ruleSet in System Transcript window)
multiConceptExamplesFile	{ conceptExamples }
multiConceptRulesFile	conceptSet
constructConceptFile	concept
andFile, orFile, diffFile, xorFile	concept

starMethodDemoFile

```

domainDescription
positiveExamples
negativeExamples "!"
{
  { partialStar "!"
    seedPositiveExample ";"
    selectedNegativeExample "!" }
  star "! *" }

```

partialStar

ruleSet

star

rule

seedPositiveExample

condition { condition }

(conditions for all attributes)

selectedNegativeExample

condition { condition }

10. DIAV Data Structures

This section describes the data structures used in DIAV system. It also gives an example of a domain in DIAV's internal representation.

- aA** array describing attributes of a domain. $\text{size}(\text{aA}) = \text{nr}$ of attributes. Each attribute is described by four numbers:
 - # of values (levels),
 - serial number (defines the serial number of a column in the data table),
 - offset in the diagram (filled out by crArr),
 - name.
- xA** array describing attributes placed on x axes of a diagram.
- yA** array describing attributes placed on y axes of a diagram.
- aV** array describing possible values for each attribute. $\text{size}(\text{aA}) = \text{size}(\text{aV})$. Serial number of an attribute indexes appropriate values.
- xx** number of columns of a diagram.
- yy** number of rows of a diagram.

thisDomainName - domain name of the current window.

parentWindow - reference to the parent window from 'projected' window.

Concepts, sets of examples, and other graphical images are represented as *Forms*. A *Form* is characterized by its width, height, and content (Bitmap). The width of a Form is related to the number of columns in a diagram, the height of a Form is related to the number of rows. Each bit of the Form is related to the concept stored in the Form. Bit "1" in the Form indicates that related event is present in the concept, bit "0" indicates that the event is not present in the concept represented by the Form. In order to visualize a concept represented by a Form, the Form is magnified and displayed on the screen. The Form is very useful data structure for storing concepts as diagrams. It allows for direct mapping between a diagram as a Form. This way, many operations performed with concepts, such as, union, product, etc., are easy to implement.

The example below refers to the ROBOTS domain description:

```
Robots ( 3, 3, 2, 3, 4, 2 )
hs = round, square, octagonal
bs = round, square, octagonal
sm = yes,no
ho = sword,balloon,flag
jc = 1..4
ti = yes,no
```

DIAV represents this domain description in the form of following arrays and variables.

- aA** ((3 1 48 'hs')
(3 2 144 'bs')
(2 3 24 'sm')
(3 4 2 'ho')
(4 5 6 'jc')
(2 6 1 'ti'))
- xA** ((4 5 6 'jc')
(3 4 2 'ho')
(2 6 1 'ti'))
- yA** ((3 2 144 'bs')
(3 1 48 'hs')
(2 3 24 'sm'))

```

aV    (('round' 'square' 'octagonal')
        ('round' 'square' 'octagonal')
        ('yes'   'no')
        ('sword' 'balloon' 'flag')
        (1       2       3       4)
        ('yes'   'no'))

```

```

xx = 24
yy = 18
thisDomainName = 'Robots'
parentWindow = nil.

```

Each cell in a planar diagram representing the domain has two coordinates: a column coordinate x , and a row coordinate y , represented as a pair (x, y) . The range of the coordinate x is from 0 to $xx-1$. The range of y is from 0 to $yy-1$. The coordinates of a cell (x, y) of an event vector $(Av_1, Av_2, \dots, Av_n)$ are calculated according to the formulas:

$$ofs = \sum_{i=1}^n [indexOf(Av_i) - 1] * offset(A_i)$$

```

x = ofs \ \ xx
y = ofs // xx

```

where,

n number of attributes.
 A_i i -th attribute in the event vector.
 Av_i value of i -th attribute.
 $indexOf$ gives index (serial number) of an attribute value in array aV .
 $offset$ gives an attribute offset in the diagram
 $\ \$ gives the integer remainder after dividing ofs by xx .
 $//$ gives the integer quotient after dividing ofs by xx .

For example, the event
 $[hs = square] [bs = round] [sm = yes] [ho = flag] [jc = 1] [ti = n]$
has the following coordinates:

```

ofs = 1*48 + 0*144 + 0*24 + 2*2 + 0*6 + 1*1 = 53
x = 53 \ \ 24 = 2
y = 53 // 24 = 2

```

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References marked with "" include examples of General Logic Diagrams.*