

Incrementally Learning the Rules for Supervised Tasks: the Monk's Problems

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December 7, 1995

Abstract

In previous experiments [4] [5] evolution of variable length mathematical expressions containing input variables was found to be useful in finding learning rules for simple and hard supervised tasks. However, hard learning problems required special attention in terms of their need for larger size codings of the potential solutions and their ability of generalisation over the testin set. This paper describes new experiments aimed to find better solutions to these issues. Rather than evolution a hill climbing strategy with an incremental coding of potential solutions is used in discovering learning rules for the three Monks' problems. It is found that with this strategy larger solutions can easily be coded for. Although a better performance is achieved in training for the hard learning problems, the ability of the generalisation over the testin cases is observed to be poor.

Keywords: Supervised learning, hard learning, Monk's problems, hill climbing, genetic programming.

1 Introduction

In previous paper [4] genetic coded encoding scheme has been presented as potentially powerful tool to discover learning rules for several simple supervised tasks. In another paper [5] the model is applied to more difficult supervised learning problems such as three Monks' problems and parity problems.

Compared with genetic algorithms the model can successfully produce evolution of learning rules. Rather than searching for general learning algorithm (as in the work of Chalmers [1]), the aim is to see whether evolution would produce specific learning rule for the problem in hand. The representation scheme is very similar to the one used by Koz [3]. However, introducing prior knowledge into the representation of initial solutions using problem specific functions is minimal, if any at all. In this strategy potential learning rules are encoded as random metric expressions of variable lengths. The expressions are made up of random numbers and random variables. The variables are instantiated to input values of training set in typical supervised learning. By using LISP's "EVAL" statement, the expressions are evaluated to certain numbers and by the help of squaring-function this value is mapped to a value in the

range of output values of the supervised test. The success of an expression in learning the test is determined by the number of correct mappings from the training set and by the degree of generalization over the testing set.

The experiments showed that the encoding strategy and evolution are useful to discover or re-represent the problem-specific functions describing the learning rules by using relatively more general, fixed set of non-problem-specific functions. The model is also helpful in solving hard learning problems (i.e. in the context of this research hard learning problems are considered to be those supervised learning problems where the learning rule refers to the relationship *among* the input values rather than representing direct correlation between value(s) of input(s) and output variable(s) [2] [7]) such as Mon 2 and parity problems. However, when the problems were larger and more complex (such as Mon 2 and 5-bit and higher parity problems), the ability of the model in coding for good solutions and effectively generalizing over the testing set was not found to be satisfactory.

In this paper these issues are investigated further. The experiments involve an incremental encoding of an expression's potential solution. Although the basic encoding strategy (forming potential solutions stochastically) is the same

Problem 3: (jacketcolor = green and holding = word) or
(jacketcolor = (not blue) and body shape = (not octagon))

The most difficult one among these problems is the second problem since it refers to complex combination of different attribute values and is very similar to parity problems. Problem one can be described by standard disjunctive normal form (DNF) and may be easily eliminated by all symbolic learning algorithms such as Quinlan Decision Trees. Finally, problem three is in DNF form but aims to evaluate the algorithms under the presence of noise. The training set for this problem contains 5 percent misclassification.

The results of the comparison have shown that only Bagging, Bagging with decay, cascade correlation and Q17-DCI had 100 percent performance on Mon 2 problem. However, the success of Bagging is probably due to the conversion of original training set values into binary values which obviously this will directly affect the learning rule representing the true classes. The success of Q17-DCI is clearly attributed to one of its functions which tests the number of attributes for specific value. Mon 1 and Mon 2 were relatively easy to learn by most of the algorithms.

2.0. Training and Testing Sets

The training and testing sets used for the experiment in this

The Model

3.1 The Encoding Schema

The potential learning rules are encoded as simple mathematical expressions rather than their representation. They are of variable lengths. The expressions are produced randomly involving random numbers (in some experiments real numbers and in others integers or the combination of the two has been tried) and number of variables to be instantiated to the values of inputs from each pattern in the training set. The mathematical operators include plus, minus and multiplication (In addition to these MOD and division operators were also tried. Although their presence for the experiments to be described here did not show any noticeable difference, it reduced significantly the computational cost of processing individuals). A typical expression for a problem with two input values would look like this:

$$(((1 + *I1*) + (*I2* * *I1*)) - ((0 - *I2*) - (*I1* * *I2*)))$$

This expression is randomly produced for a problem with two input values. $*I1*$ and $*I2*$ are the variables to be instantiated to the input values from the patterns at each time of evaluation.

When generating the expressions a variable parameter called *percentage* is used to impose how complex we want the expressions (i.e. longness or shortness of the expressions). It can have values from 0 to 100. The higher the percentage value the more complex the expression tends to be. In the experiments variable *percentage* values are used depending on the complexity of the problem (in the range of 75 to 85).

Internally each of the expressions are represented as trees. The typical structure of an expression would look like in Figure 1.

The expression: $(*I1* - ((*I2* + 1) * 0))$

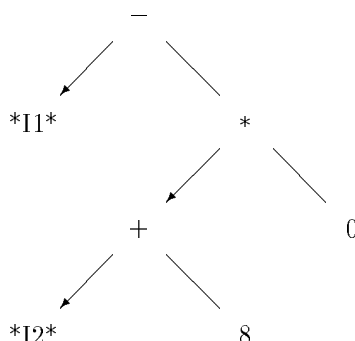


Figure 1: tree representation of an expression.

In order to allow the behavior of the expressions (i.e. the disallowed positive expressions) half of the expressions are given a minus sign in front of them. This is

to achieve, potentially an equal chance of producing negative and positive values when generating the expressions in the initial population.

3.2 Forming Incremental Representations

An expression's potential solution to the problems is built incrementally as follows:

- Produce an expression randomly and test it over the training cases. Repeat this for a number of times and retain the one which produces the highest success (call it E1).
- Next, create another random expression (call it E2). Combine E2 with E1 by either (+) or (-) function and test the combined expression over the training cases. Repeat this for a number of times and retain the expression which produces higher success when it is combined with E1 than the success produced by E1 alone. (if recently added expression does not contribute to the level of success, repeat creating and combining until an expression which contributes to the success is found or termination condition is reached).
- Then create a third random expression (call it E3) and combine it with the previous two by using either of (+/-) functions again and test on the training cases. Repeat this for a number of times and retain the expression which produces higher success when E3 is combined with E1 and E2 than the success produced by E1 and E2 combined only.
- Iterate the above incremental process until a satisfactory level of success is reached by any combined expression and retain that expression as potential solution.

Thus, in the experiments described here a modified representation of the expressions is used. This form of encoding introduces an explicit hierarchy to the representation of possible solutions. The general structure of any expression encoding for a possible solution would look like as follows:

(Squaring-function ((1) +/- (2) +/- ... +/- ()))

combined expression is evaluated and the value obtained is mapped to a value in

4 Results

The performance of the model on the Mon's problems is tested using both the original

4.1 MONK 1:

(1B 0.888889 0.927 19

(+ (+ (+ (- (- (- (+ (- (+
(- (2 (+ *I1* *I *)
 (2 (* *I8* *I3*)))
(- (2 (|%| *I9* *I1 *)))
 (2 (|%| *I15* *I1 *)))
(2 (|%| *I6* *I11*)))
(2 (- *I1 * *I *)))
(2 (|%| *I10* *I1 *)))
(2 (|%| *I6* *I3*)))
(2 (* *I2* *I6*)))
(2 (|%| *I13* *I3*)))
(2 (+ (|%| *I5* *I3*
 (- (|%| (* *I * *I2*) (|%| *I9* *I1*))))))

4.2 MONK 2

(201901212*(+I24)51d(-) j15.83980 d((|%|) j26.16062318..(|.+)


```

( 2B 0.763958 0.83 312

(- (- (- (+ (- (+ (- (-
( 2 (- *I11* 0. 10278))
( 2 (|%| *I11* *I7*))
( 2 (* *I8* *I11*))
( 2 (* (|%| *I1* *I7*) (+ *I11* *I1 *)))
( 2 (* *I6* 0.0186 3))
( 2 (- (|%| (- *I10* 0. 5533)
(|%| (- (+ *I8* 0.177315) (- (- (|%| *I * *I7*
(* *I2* 0.92965 )))) (|%| *I13* *I7*))))))
( 2 (* *I2* 0.0151 9))
( 2 (- (* (|%| *I7* *I15*) (|%| *I10* 0.3315 ))))
( 2 (- (- (|%| (- *I15* *I1*) (* *I5* *I1 *))
(- (|%| (|%| *I10* *I8*
(* (- *I3* 0.277117) (+ *I * *I3*))))))))
2B 6066)

```

```

( 2B 0.83925 0.961007
(- (+ (+ (- (- (- (- (- (- (-
( 2 (- *I11* 0. 177 9))
( 2 (|%| *I7* *I11*))
( 2 (* (|%| *I7* *I13*
(|%| *I6* 0.025976))))
( 2 (- (|%| (|%| *I11* *I1*)
(- (|%| (+ *I11* *I15*
(+ *I15* *I12*))))))
))
( 2 (* *I8* *I11*))
( 2 (- (* (* *I * *I2*) (* *I9* *I11*))))
( 2 (- (|%| (* (- *I3* *I7*) (|%| *I12* *I9*))
(|%| *I5* *I1*))))
( 2 (* *I8* 0.015916))
( 2 (* *I15* 0.03257 ))
( 2 (* (* *I3* 0. 6 306)
(- (+ (- (+ (|%| *I5* *I *
(|%| (- *I10* 0.882678)
(* *I2* 0.098271))))
(- (- (|%| *I13* *I8*)
(- (* (* *I6* *I3*)
(- (* (|%| *I10* 0. 56 5)
(|%| *I12* *I5*))))))))))
)
( 2 (- (- (* (* *I6* *I13*) (* *I6* *I10*))
(* *I13* *I11*)))
( 2 (- (* (+ *I10* *I8*)
(|%| (* (+ (* *I15* *I3*) (|%| *I8* 0.856525))
(|%| *I7* *I10*))
(+ *I1* 0.916587))))))
2B 15699));;

```

4.3 MONK 3

```
( 30 0.981558 0.951792

(+
(- ( 2 (* *I2* 0.195083)) ( 2 (* *I1* 1.29916)))
(+ ( 2 (- *I5* .39331)) ( 2 (* *I1* *I *))))
30 10 9))

( 3B 0.972093 0.957318

(+ (+ (+ (+ (+
( 2 (- *I6* 0.181332))
( 2 (|%| *I1 * *I1 *)))
( 2 (* *I15* 0. 05052)))
( 2 (+ *I6* 0.18335)))
( 2 (- (* *I2* 0.0 8 06) (* *I6* 0.873582))))
( 2 (* *I13* 0.05 36 ))
(+ ( 2 (* (* *I2* *I13*)
(- (|%| *I * *I3*) (|%| *I10* *I5*))))))
```

4.4 arity problems

4.4. 2-BIT-PARITY

```
((1.0 (+ (-
(* 0.852533 (- (* *I1* *I2*))) (* -0. 97317 *I1*))
(* 0.262082 *I2*))
P2 62))

(1.0 (- (+
(* -0.730121
(- (* (* *I1* *I1*) (+ (- (|%| (- (+ *I1* *I2*))
(- (- (* *I1* *I2*)) *I2*))) *I2*))))
(* -0.011222 (- *I2* (- (- *I2* *I1*))))
(* -0.8 1233 (- (* (- (|%| *I1* *I2*) *I2*) *I2*)))
P2 56))

(1.0 (-
(* -0.682833
(- (- (* (- (* *I2* *I2*)) *I2*)
(+ *I1* (- (* (+ *I2* *I2*) *I2*))))))
(* -0.8385 6 (- (* *I1* (- *I2* *I1*))))
P2 3))

((1.0 (+ (-
(* -0.622615 *I2*) (* -0. 5 73 *I1*))
(* 0.896 (- (|%| *I2* (- (- (- (* *I1* *I2*))
(- *I1* *I2*))))))
P2 26))
```

4.4.2 3-BIT-PARITY

```
((1.0 (+ (+
(* 0.782908
  (- (+ (+ (- (* *I2* *I3*) (+ *I1* *I3*))
    (* (* *I3* *I3*)
    (- (|%| (* *I2* *I3*) (|%| *I1* *I3*))))))
  (- (- (|%| (* *I3* *I2*)
    (- (|%| (- *I2* *I1*) (+ *I1* *I3*))))))
  (+ *I1* *I2*))))))
(* 0.9 9 7
  (- (* (+ (- (- (* *I2* *I2*) (|%| *I2* *I2*))
    (+ *I2* *I1*)) (+ *I3* *I1*))))))
(* 0.906881 (|%| (+ *I3* *I1*) (|%| *I3* *I2*)))
P3 632))

(1.0 (+ (- (- (+
(* 0.55 27 *I1*)
(* -0.571618 (* *I1* (- *I2* *I3*))))
(* -0.63217 (|%| *I3* (- (- (* *I2* *I3*) *I3*))))
(* 0.1 732 (+ (- (- *I2* (* *I3* *I3*)) (+ *I1* *I1*)))
(* -0.6 95 9 (* *I1* (|%| (* (- *I1* (|%| *I2* *I3*)
  (- (- (- (+ (* *I1* *I3*) *I3*)) *I3*))) *I3*)))
P3 727))
```

4.4.3 4-BIT-PARITY

```
((0.950 11 (+ (+ (+ (+ (+
(* 3.07007 ( 2 (- *I * *I3*)))
(* 2.86816 ( 2 (- *I2* *I1*)))
(* 9.55089
  ( 2 (- (* (- *I * *I3*)
    (- (- (|%| (|%| *I3* *I1*) (+ *I3* *I1*)
    (|%| *I1* *I3*)))))))))
(* 0.171 25 ( 2 (- *I3* *I *)))
(* 0.182571 ( 2 (* *I3* *I1*)))
(* 6.52985
  ( 2 (- (+ (- (* (|%| *I * *I1*) (|%| *I3* *I *)))
    (|%| *I2* *I *))))))
P 9926))
```

4.4.4 5-BIT-PARITY

```
(0.9375 (- (- (+ (+ (- (- (+ (+ (+
(* 0.922868
(|%| (- (- (|%| (- (+ (- (|%| (-
(|%| (|%| *I * *I1*) (- *I3* *I2*)))
(* *I5* *I3*))) (- *I2* *I5*)))
(|%| *I1* *I3*))) (+ *I1* *I3*))
(- (- (+ *I2* *I3*)
(- (+ (+ *I5* *I2*) (- *I1* *I *))))))
(* 0.081095
(|%| (- (* (|%| *I3* *I2*) (|%| *I3* *I2*)))
(- (+ (- *I * *I5*) (+ *I2* *I5*))))))
(* 0.112516
(* 0.389813
(- (|%| (- *I5* *I *)
(+ (* *I2* *I1*) (|%| (- (* (+ *I2* *I *)
(+ *I * *I5*))) (- *I1* *I1*))))))
(* 0.16357
(- (* (- (- (+ *I5* *I1*) (- *I * *I3*)))
(- *I2* *I *)))
(* 0.216359 (- (* *I3* *I3*) (* *I3* *I2*)))
(* 0.3 0928
(- (* (- (- (- (- (+ *I1* *I1*)
(* (+ *I2* *I *) (|%| *I1* *I1*))) )
(- (|%| (|%| (- *I1* *I *)
(- (- (* *I3* *I *) (|%| *I3* *I2*)))
(*
```

```

(0.90625 (- (+ (- (- (+ (+ (+ (+
(* 0.9 2357
(|%| (* (* (+ (|%| *I5* *I1*)
(- (- (+ *I2* *I2*) (|%| *I5* *I5*))))
(- (* *I2* *I3*) (|%| *I5* *I1*)))
(* *I3* *I3*)) (- (+ (* *I * *I1*)
(- (+ (- (- (+ (+ *I1* *I5*)
(|%| (+ *I5* *I *) (- *I * *I5*))))
(+ *I5* *I *)) (* (- (* (- *I5* *I2*)
(- *I5* *I5*))) (- *I1* *I *)))))))))
(* 0.532938
(- (+ (- *I1* *I5*)
(- (- (- *I * *I3*) (|%| *I2* *I *))))))
(* 0.72181
(* (- (+ (- (|%| - (+ (+ (*

```

conclusions

The research described in this paper is aimed to see whether hill climbing strategy with an incremental encoding of random metric expressions can improve the ability to code for the solutions and generalise over the testing set for simple and hard supervised learning tasks. Among the three Monks' problems, solutions to Monk 1 and Monk 2 were found easily and satisfactorily. Although, the performance in learning the rule for Monk 3 increased compared to performance of the solutions found in previous experiments and was better than the performance of the most learning algorithms reported in [8], it was not as good as the performance of ϵ -propagation. In all cases, during the training solution with performance higher than 90 percent found for Monk 3 but they all showed poor generalisation over testing set. When tested with the parity problems, similar results were observed. The model showed increased performance in coding for up to 5 bit parity problems, but when tested on incomplete parity mappings it showed poor generalisation ability. Thus, the encoding strategy together with hill climbing is useful in finding solution for hard learning problems. However, it is not clear whether the problem of generalisation is attributed to the nature of the hard learning problems or the encoding strategy. In order to discover this, an analysis of the solutions to parity problems with incomplete datasets is being carried out. The experiments also showed that the number of individuals processed in finding solutions were less than what is required by the evolutionary approach but solutions found were longer and more complex.

The experiments have shown clearly the advantage of incremental encoding. However, in this strategy solutions are produced randomly and further from being optimal in terms size and ability to generalise. In future experiments in order to enhance the incremental strategy evolution can be used to find better solutions.

References

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