

# Version Space Learning

# Refining the Hypothesis Space

The result of learning class membership can be represented by a Boolean concept.

$$c(X): \{\text{individuals}\} \rightarrow \{T, F\}$$

We consider Boolean concepts which can be expressed as a Boolean function of a fixed set of predicates  $p_i(X)$  which can be evaluated over individuals.

Example: 
$$c(X) = (p_1(X) \wedge \neg p_2(X)) \vee \neg(p_5(X) \wedge p_8(X))$$

The space of all  $c(X)$  is called **hypothesis space**.

The learning procedure has the task to search for a  $c(X)$  which correctly classifies given positive and negative examples.

# Example for Concept Learning

Reading data of a person:

article	crime	academic	local	music	read
a1	T	F	F	T	T
a2	T	F	F	F	T
a3	F	T	F	F	F
a4	F	F	T	F	F
a5	T	T	F	F	T

Search for concept  $\text{read}(X)$

based on predicates  $\{\text{crime}(X), \text{academic}(X), \text{local}(X), \text{music}(X)\}$ .

Example result:

$\text{read}(X) = \text{crime}(X)$

# Version Space Learning

Hypothesis space can be partially ordered using the specialization relation:

$h_2$  is more specific than  $h_1$  if  $h_1(a) \rightarrow h_2(a)$  for all individuals  $A$ .

The version space is the subspace of the hypothesis space which is consistent with the training examples.

The **general boundary  $G$**  of a version space is the set of maximally general members of the version space.

The **specific boundary  $S$**  of a version space is the set of maximally specific members of the version space.

General and specific boundary completely determine the version space.



# Candidate Elimination Algorithm

Let  $G = \{T\}$  and  $S = \{F\}$

For each example  $e$ :

- If  $e$  is a positive example:
  - Remove the elements of  $G$  from  $G$  which classify  $e$  as negative
  - Remove each element  $s$  of  $S$  that classifies  $e$  as negative and replace it by the minimal generalizations of  $s$  that classify  $e$  positive and are less general or equal to some member of  $G$
  - Nonmaximal hypotheses are removed from  $S$
- If  $e$  is a negative example:
  - Remove the elements of  $S$  from  $S$  which classify  $e$  as positive
  - Remove each element  $g$  of  $G$  that classifies  $e$  as positive and replace it by the minimal specializations of  $g$  that classify  $e$  as negative and are more general or equal to some member of  $S$
  - Nonminimal hypotheses are removed from  $G$

# Version Space for Example

## Examples

- 0             $G_0 = \{T\}$   
               $S_0 = \{F\}$
- 1             $G_1 = \{T\}$   
               $S_1 = \{\text{crime} \wedge \neg\text{academic} \wedge \neg\text{local} \wedge \text{music}\}$
- 2             $G_2 = \{T\}$   
               $S_2 = \{\text{crime} \wedge \neg\text{academic} \wedge \neg\text{local}\}$
- 3             $G_3 = \{\text{crime}, \neg\text{academic}\}$   
               $S_3 = \{\text{crime} \wedge \neg\text{academic} \wedge \neg\text{local}\}$
- 4             $G_4 = \{\text{crime}, \neg\text{academic} \wedge \neg\text{local}\}$   
               $S_4 = \{\text{crime} \wedge \neg\text{academic} \wedge \neg\text{local}\}$
- 5             $G_5 = \{\text{crime}\}$   
               $S_3 = \{\text{crime} \wedge \neg\text{local}\}$

# Learning Poisonous Mushrooms (1)

Classifying mushrooms as either poisonous or not

Mushroom description:

Attribute	Possible values
Colour	{ <u>R</u> ed, <u>G</u> rey}
Size	{ <u>S</u> mall, <u>L</u> arge}
Shape	{ <u>r</u> Ound, <u>E</u> longated}
Environment	{ <u>H</u> umid, <u>D</u> ry}
Height	{ <u>L</u> o <u>W</u> , <u>h</u> igh}
Texture	{ <u>s</u> Mooth, <u>r</u> o <u>U</u> gh}
Class	{Poisenous, Non-poisenous}

# Learning Poisonous Mushrooms (2)

Training examples:

<b>Colour</b>	<b>Size</b>	<b>Shape</b>	<b>Environ.</b>	<b>Height</b>	<b>Texture</b>	<b>Class</b>
{R},	{S},	{O},	{H},	{W},	{M}),	P
{R},	{S},	{E},	{H},	{W},	{M}),	P
{G},	{L},	{E},	{H},	{W},	{U}),	N
{R},	{S},	{E},	{H},	{I},	{U}),	P

# Learning Poisonous Mushrooms (3)

Initial Version Space:

**G:**      $\{(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\})\}$

**specialize**



**S:**              $\{(\{\}, \{\}, \{\}, \{\}, \{\}, \{\})\}$

**generalize**



# Learning Poisonous Mushrooms (4)

**Example 1:** ( $\{R\}, \{S\}, \{O\}, \{H\}, \{W\}, \{M\}$ ), P

**G:**  $\{(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\})\}$

**specialize**



$\{(\{R\}, \{S\}, \{O\}, \{H\}, \{W\}, \{M\})\}$

**S:**  $\{(\{\}, \{\}, \{\}, \{\}, \{\}, \{\})\}$



**generalize**

# Learning Poisonous Mushrooms (5)

**Example 2:** ( $\{R\}$ ,  $\{S\}$ ,  $\{E\}$ ,  $\{H\}$ ,  $\{W\}$ ,  $\{M\}$ ), P

**G:**  $\{(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\})\}$

**specialize**



$\{(\{R\}, \{S\}, \{O, E\}, \{H\}, \{W\}, \{M\})\}$

$\{(\{R\}, \{S\}, \{O\}, \{H\}, \{W\}, \{M\})\}$

**S:**  $\{(\{\}, \{\}, \{\}, \{\}, \{\}, \{\})\}$

**generalize**



# Learning Poisonous Mushrooms (6)

**Example 3:** ( $\{G\}, \{L\}, \{E\}, \{H\}, \{W\}, \{U\}$ ), N

**G:**  $\{(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\})\}$

$\{(\{R\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\}),$   
 $(\{R, G\}, \{S\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\}),$   
 $(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M\})\}$

**specialize**



$\{(\{R\}, \{S\}, \{O, E\}, \{H\}, \{W\}, \{M\})\}$

$\{(\{R\}, \{S\}, \{O\}, \{H\}, \{W\}, \{M\})\}$

**S:**  $\{(\{\}, \{\}, \{\}, \{\}, \{\}, \{\})\}$

**generalize**





# Learning Poisonous Mushrooms (7)

**Example 4:** ( $\{R\}$ ,  $\{S\}$ ,  $\{E\}$ ,  $\{H\}$ ,  $\{I\}$ ,  $\{U\}$ ),  $P$

**G:**  $\{(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\})\}$

$\{(\{R\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\}),$   
 $(\{R, G\}, \{S\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M, U\}),$   
 $(\{R, G\}, \{S, L\}, \{O, E\}, \{H, D\}, \{W, I\}, \{M\})\}$

**specialize**



$\{(\{R\}, \{S\}, \{O, E\}, \{H\}, \{W, I\}, \{M, U\})\}$

$\{(\{R\}, \{S\}, \{O, E\}, \{H\}, \{W\}, \{M\})\}$

$\{(\{R\}, \{S\}, \{O\}, \{H\}, \{W\}, \{M\})\}$

**S:**  $\{(\{\}, \{\}, \{\}, \{\}, \{\}, \{\})\}$



**generalize**

# Extending Version Space Learning (1)

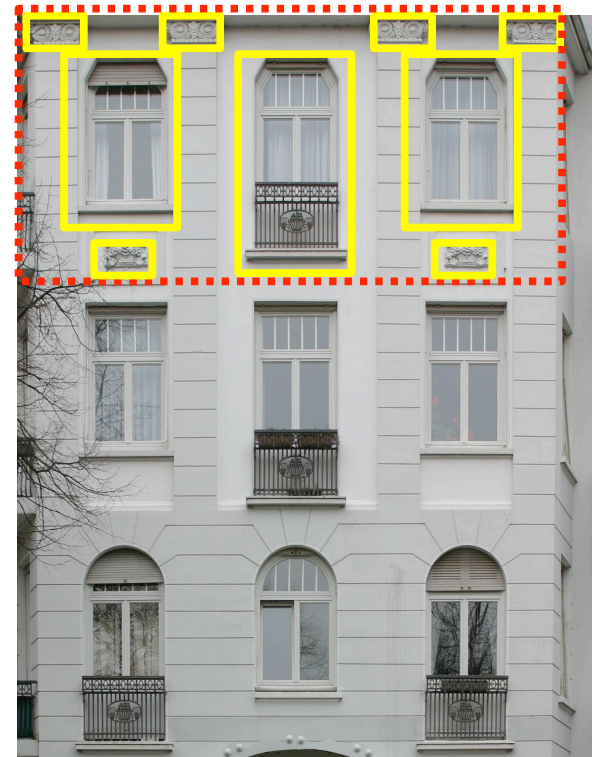
Incremental refinement of conceptual description of "roof"



positive example #1



positive example #2



negative example #1

# Extending Version Space Learning (2)

Incremental refinement of conceptual description of "window array"



positive example #1



positive example #2



negative example #1