

Advancements in Genetic Programming for Data Classification

Dr. Hajira Jabeen

Iqra University

Islamabad, Pakistan



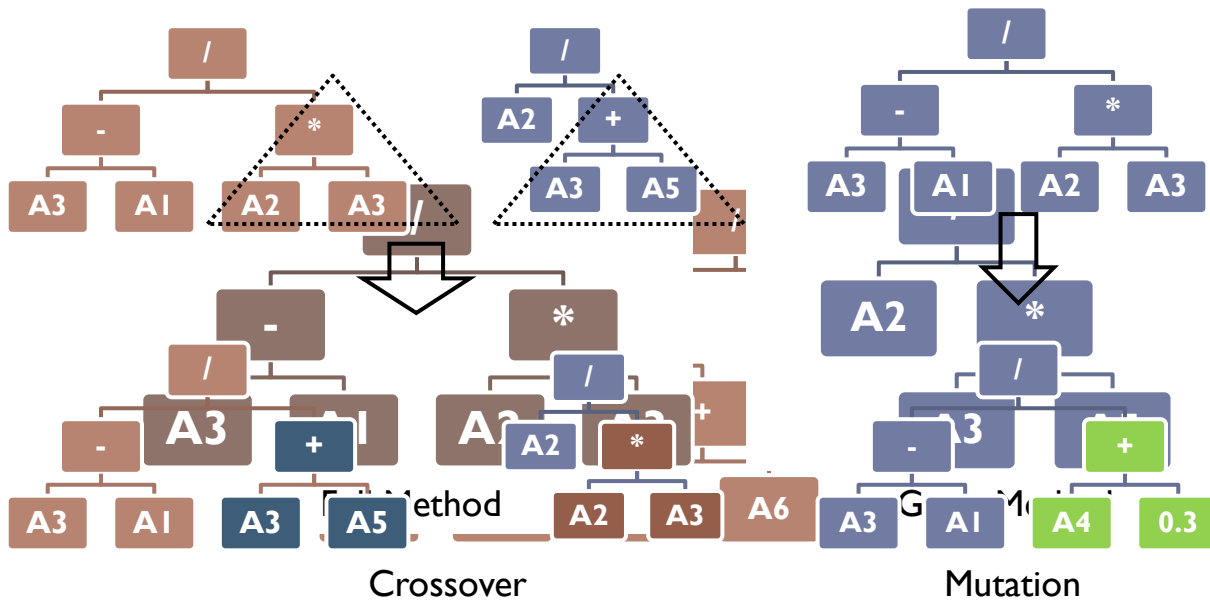
Introduction





Genetic Programming

1. Solution representation
2. Random solution initialization
3. Fitness estimation
4. Reproduction operators
5. Termination condition



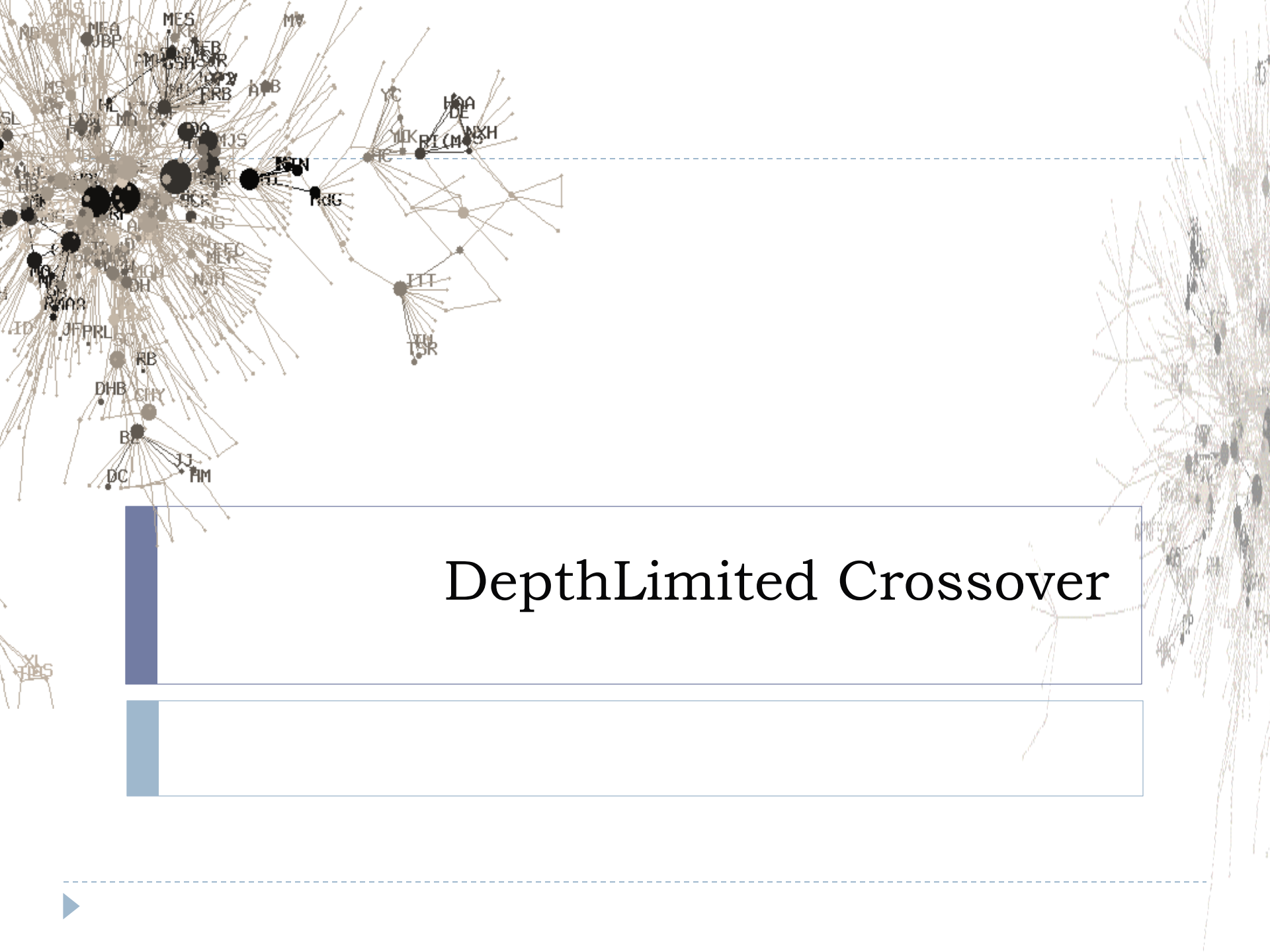
Classification using Genetic Programming

▶ Advantages

- ▶ Global search
- ▶ Flexible
- ▶ Data modeling
- ▶ Feature extraction
- ▶ Data distribution
- ▶ Transparent
- ▶ Comprehensible
- ▶ Portability

▶ Disadvantages

- ▶ Long training time
- ▶ Bloat (larger classifier size)
- ▶ Lack of convergence
- ▶ Mixed type data
- ▶ Multiclass classification

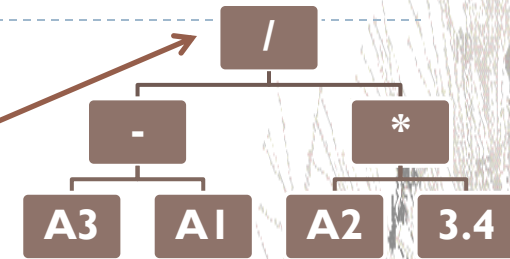


DepthLimited Crossover

Classification using GP

▶ Solution Representation

- ▶ Arithmetic classifier expression (ACE)
- ▶ Function set = $\{+ , - , / , * \}$
- ▶ Terminal set = {attributes of data, ephemeral constant}



▶ Solution Initialization

- ▶ Ramped half and half method

▶ Maximum Depth

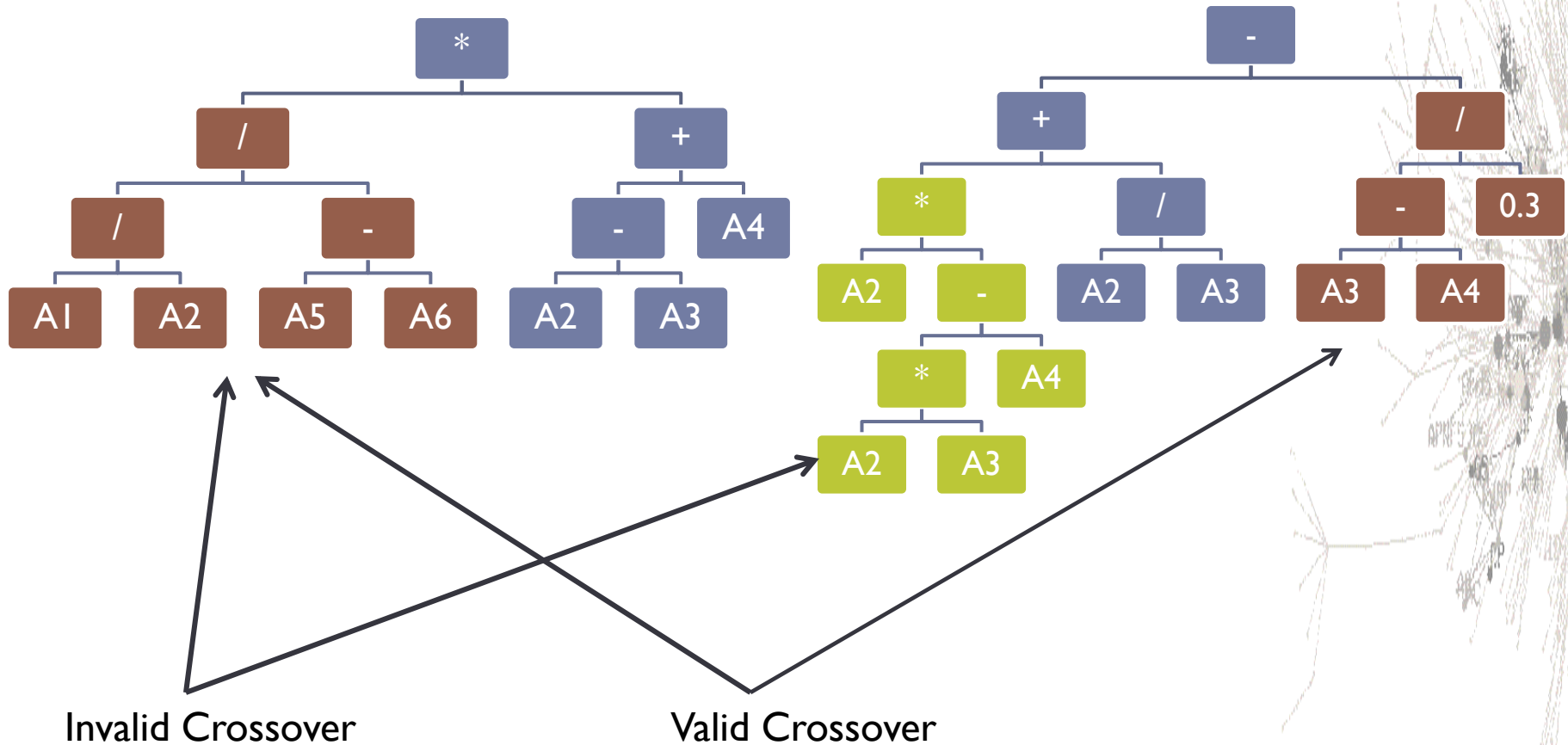
- ▶ $depth = \text{ceil}(\log_2(A_d))$
- ▶ Where A_d is total number of attributes present in the data

Classification using GP

- ▶ **Fitness**
 - ▶ Classification accuracy
- ▶ **Reproduction operators**
 - ▶ Mutation
 - ▶ Point mutation
 - ▶ Reproduction
 - ▶ Copy operator
 - ▶ Crossover
 - ▶ DepthLimited Crossover



DepthLimited Crossover



Jabeen, H and Baig, A R., "DepthLimited Crossover in Genetic Programming for Classifier Evolution." *Computers in Human Behaviour*, Vol (27) 1, pp 1475-1481, Springer, 2010.

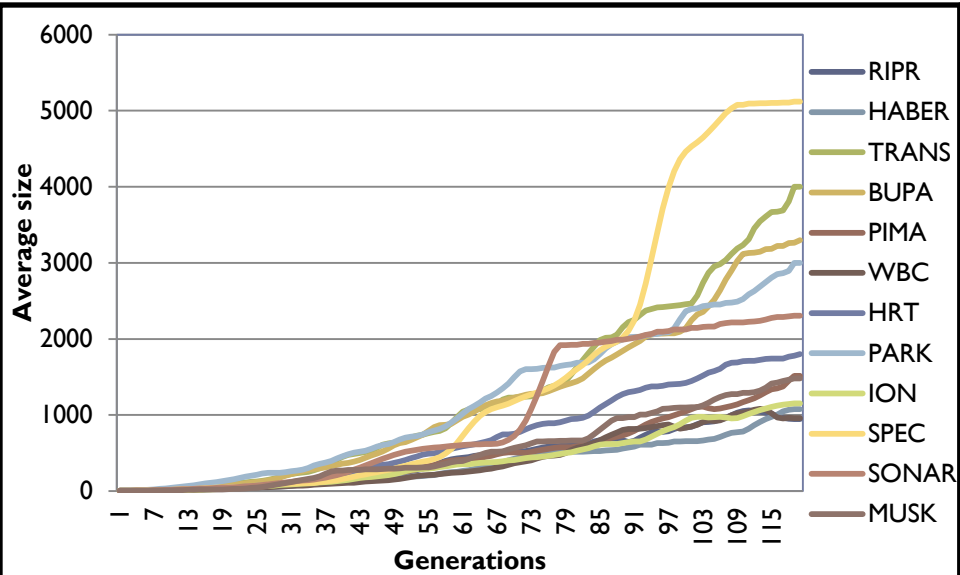
DepthLimited Crossover

▶ Initial Depth Limits

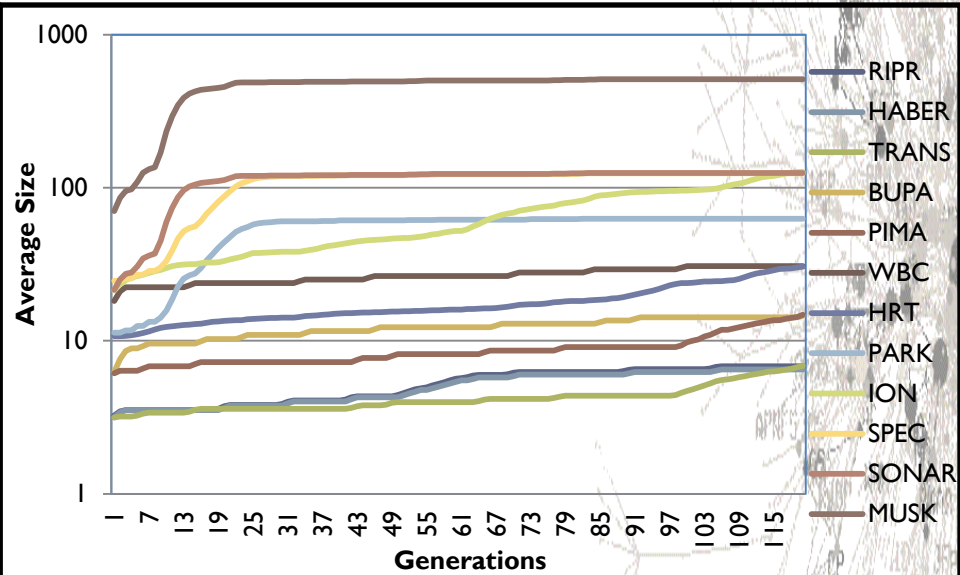
- ▶ Limit the search space
- ▶ Liberal search limits
- ▶ Depth must include all the attributes
- ▶ The value of depth
- ▶ $d = \text{ceil}(\log_2(A_d))$
- ▶ A full tree of depth 'd' can contain all attributes of data.



Complexity



Increase in average number of nodes in population using GP with no size limits



Increase in average number of nodes in population using DepthLimited GP



Optimization of GP Evolved Classifier

Optimization of Expressions

▶ Motivation

- ▶ Long training time
- ▶ Lack of convergence

▶ Reason

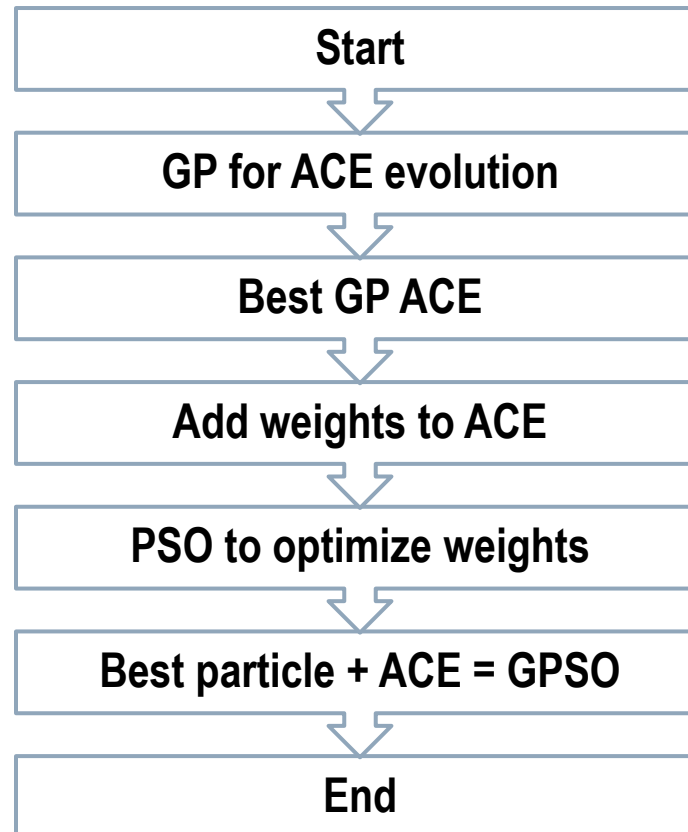
- ▶ Classifier evaluated for each training instance
- ▶ All evolutionary algorithms do not converge to same solution

▶ Solution

- ▶ Optimization

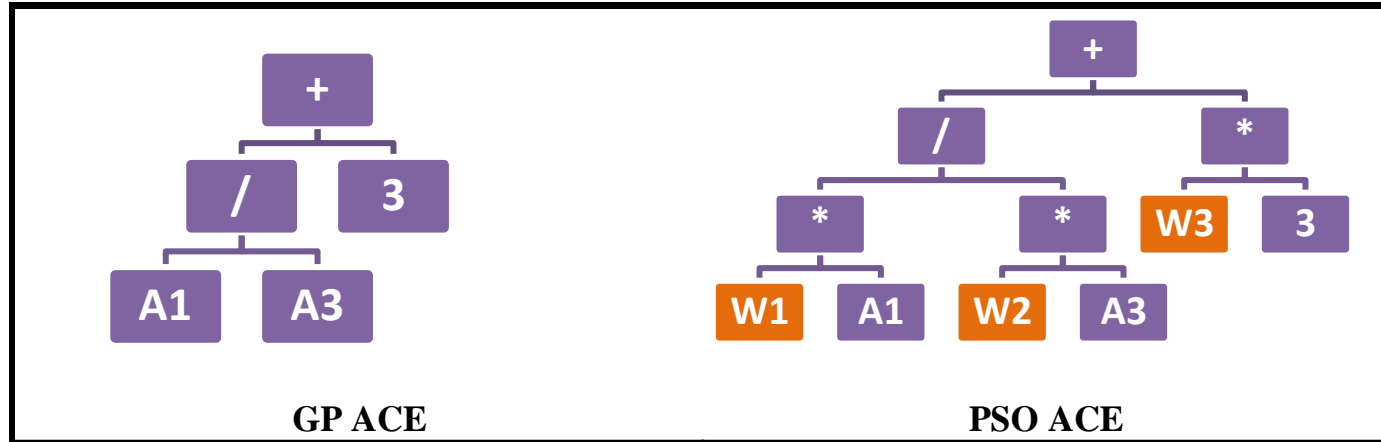


GP+PSO=GPSO



Jabeen, H and Baig, A. R., “GPSO: Optimization of Genetic Programming Classifier Expressions for Binary Classification using Particle Swarm Optimization.” *International Journal of Innovative Computing, Information and Control*, Vol (8) 1a, pp 223-242, 2011.

GP+PSO=GPSO

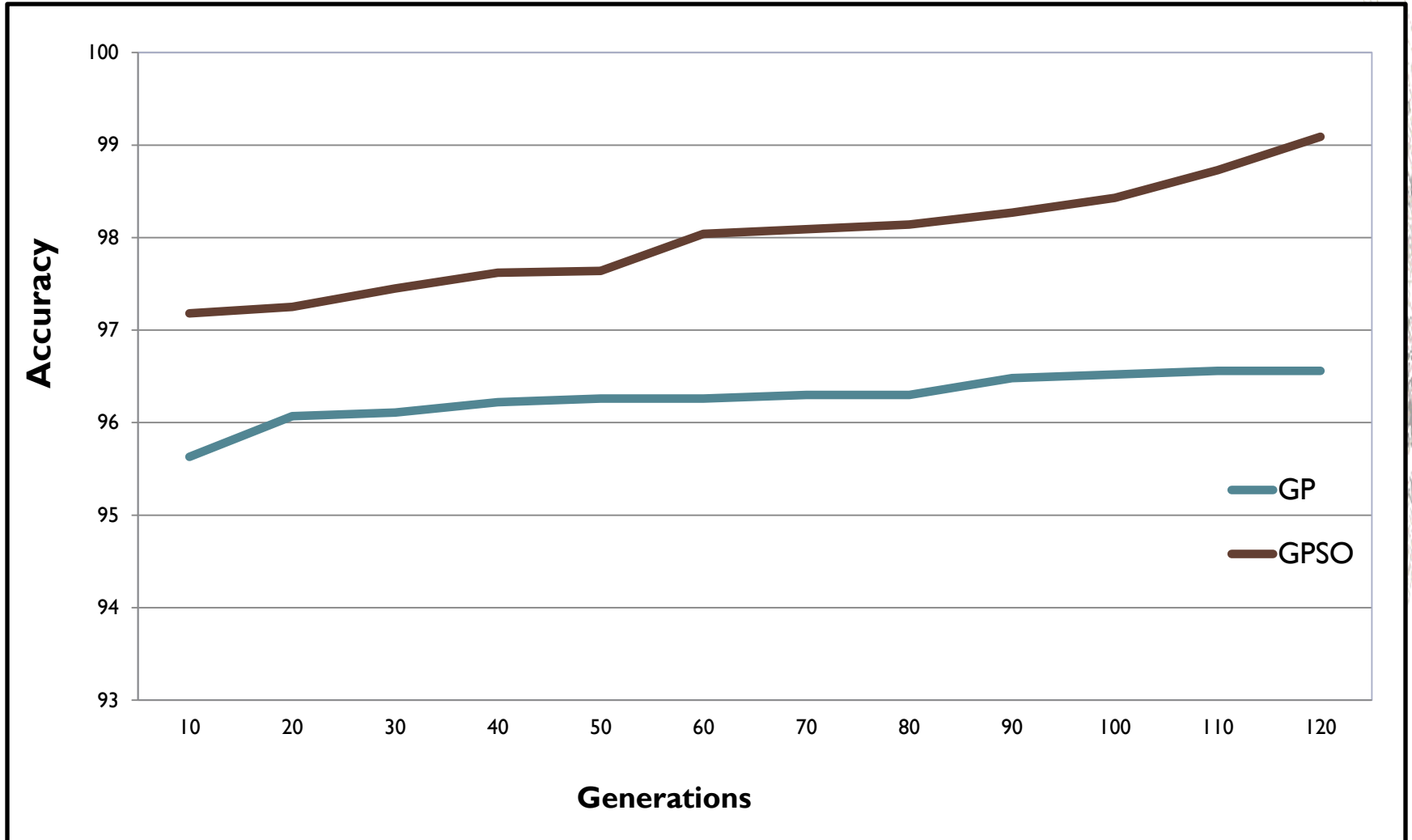


- ▶ Solution representation

$$= \{W1, W2, W3\}$$

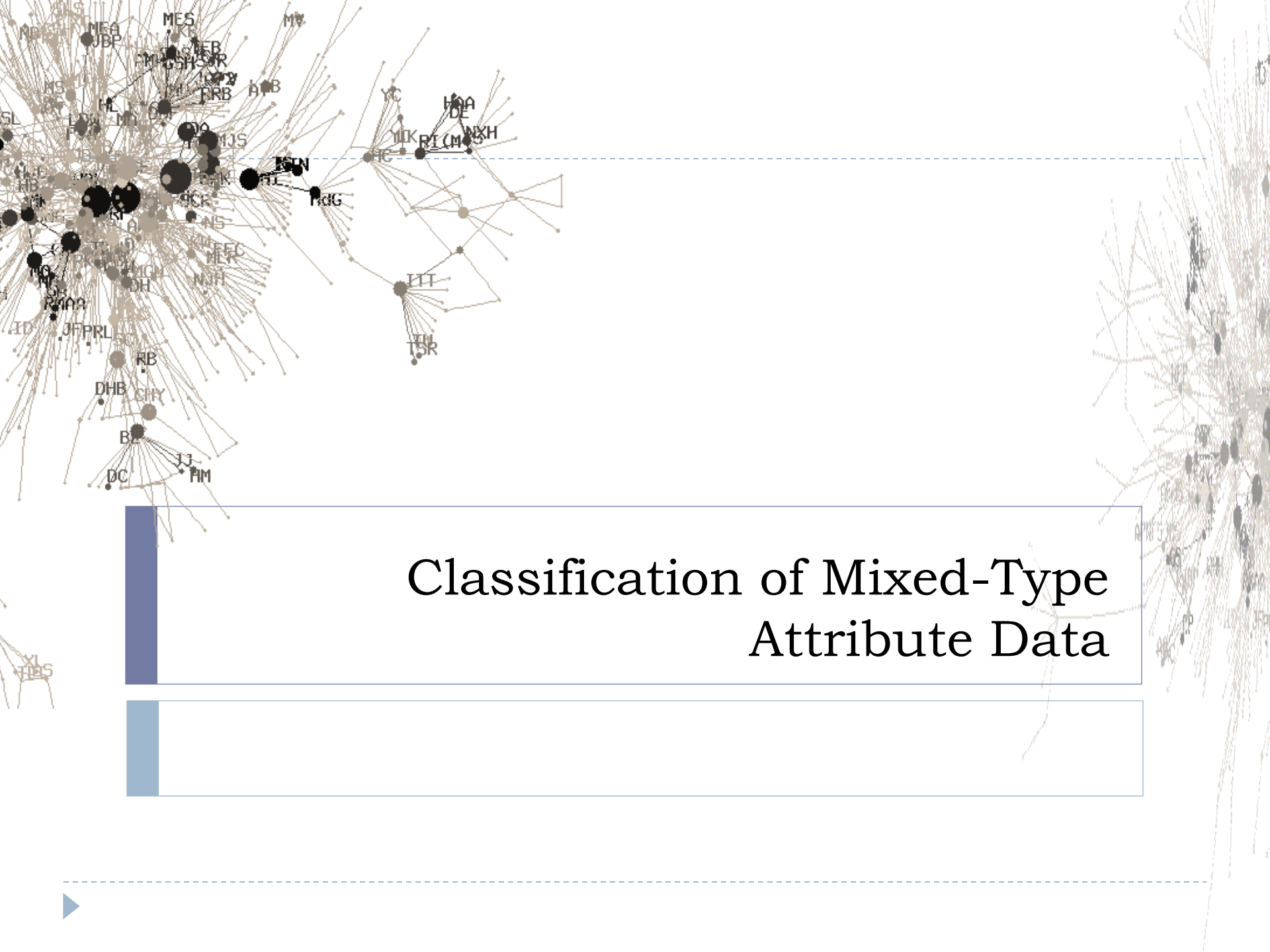
- ▶ Solution initialization
- ▶ Fitness estimation
- ▶ Position update
- ▶ Termination condition

Wisconsin Breast Cancer Dataset



Classifiers for Pima Indian's Dataset

GP	* + / A3 A1 * A2 A5 + - A3 A2 - A3 8	69.9%
GPSO	* + / * A3 0.50 * A1 0.58 * * A2 0.75 * A5 0.56 + - * A3 0.29 * A2 0.49 - * A3 0.62 * 8 -0.79	71.8%



Classification of Mixed-Type Attribute Data



Mixed Attribute Data

▶ Motivation

- ▶ Use combination of arithmetic expressions and logical rules

▶ Reasons

- ▶ Classifier expressions applicable to numerical data
- ▶ Rules applicable to categorical data

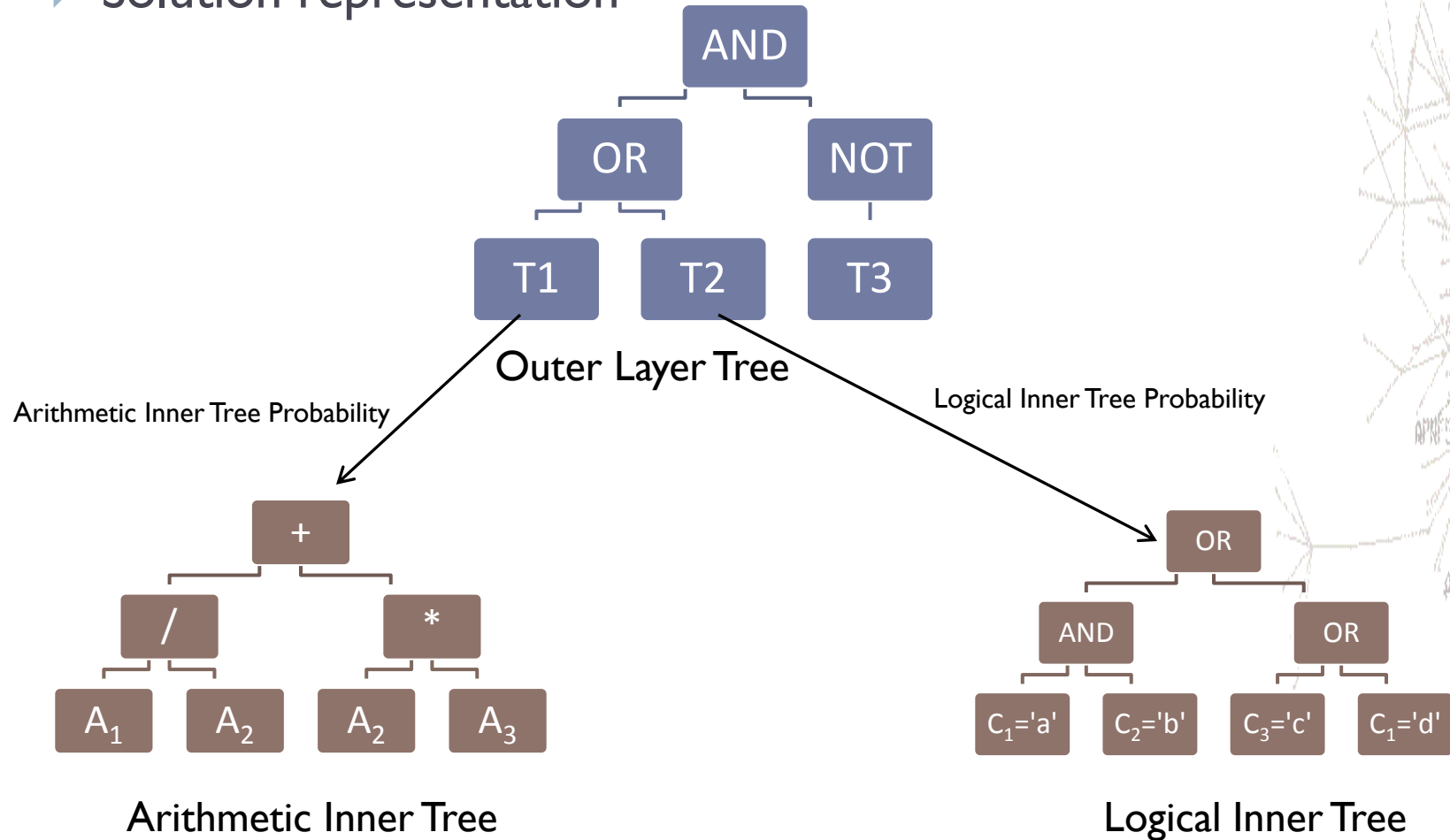
▶ Solutions

- ▶ Convert categorical to enumerated value
- ▶ Numerical values to categorical values
- ▶ Use constrained syntax GP



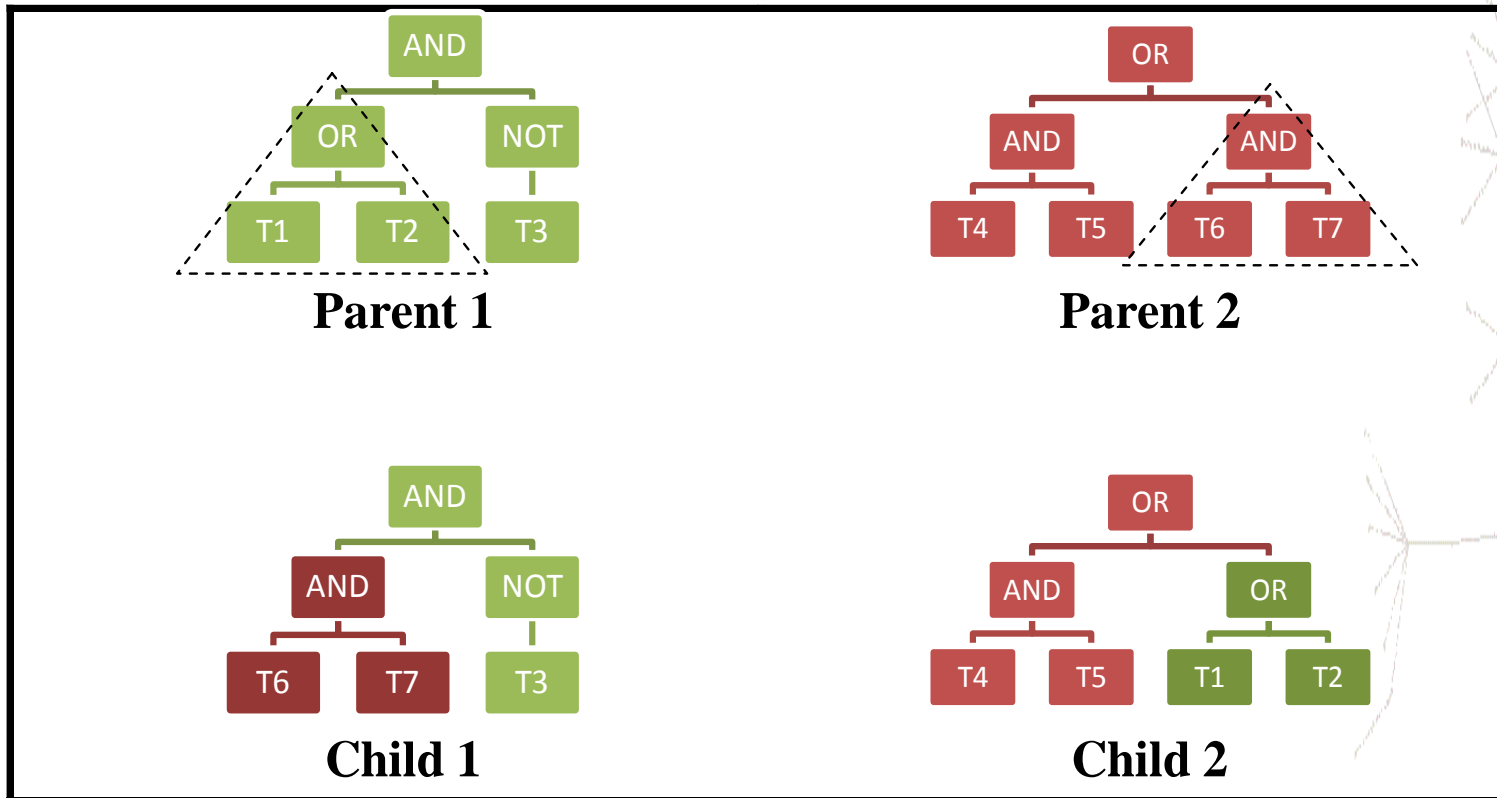
Two Layered Classifier

▶ Solution representation

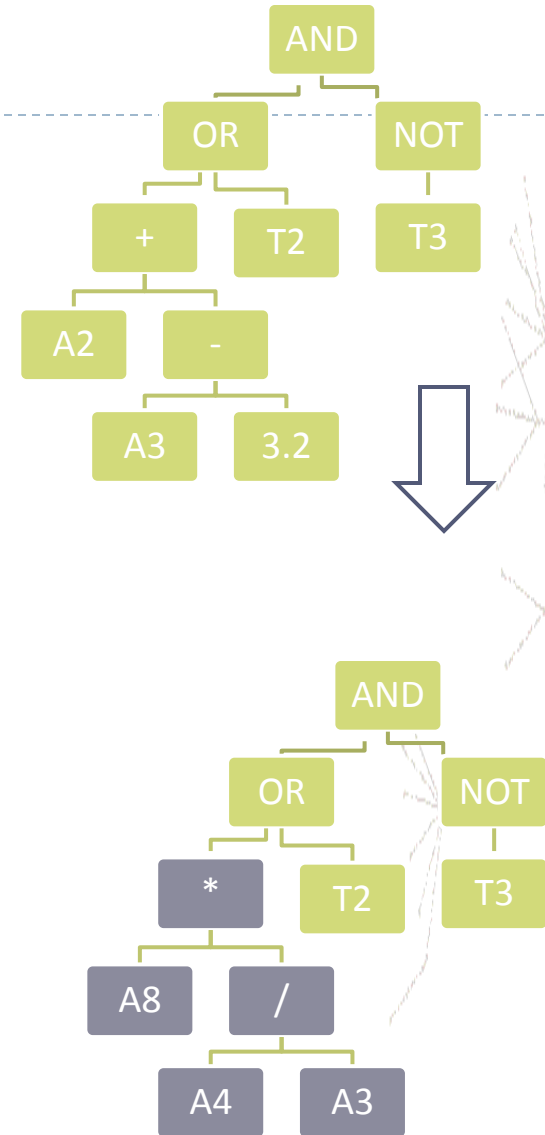
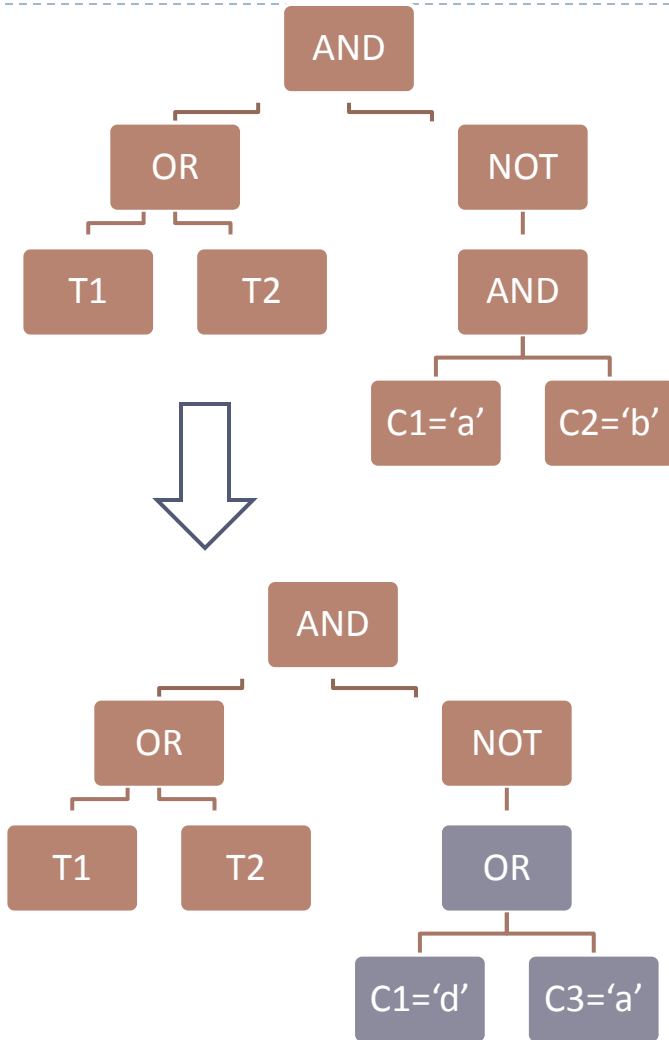


Two Layered Classifier

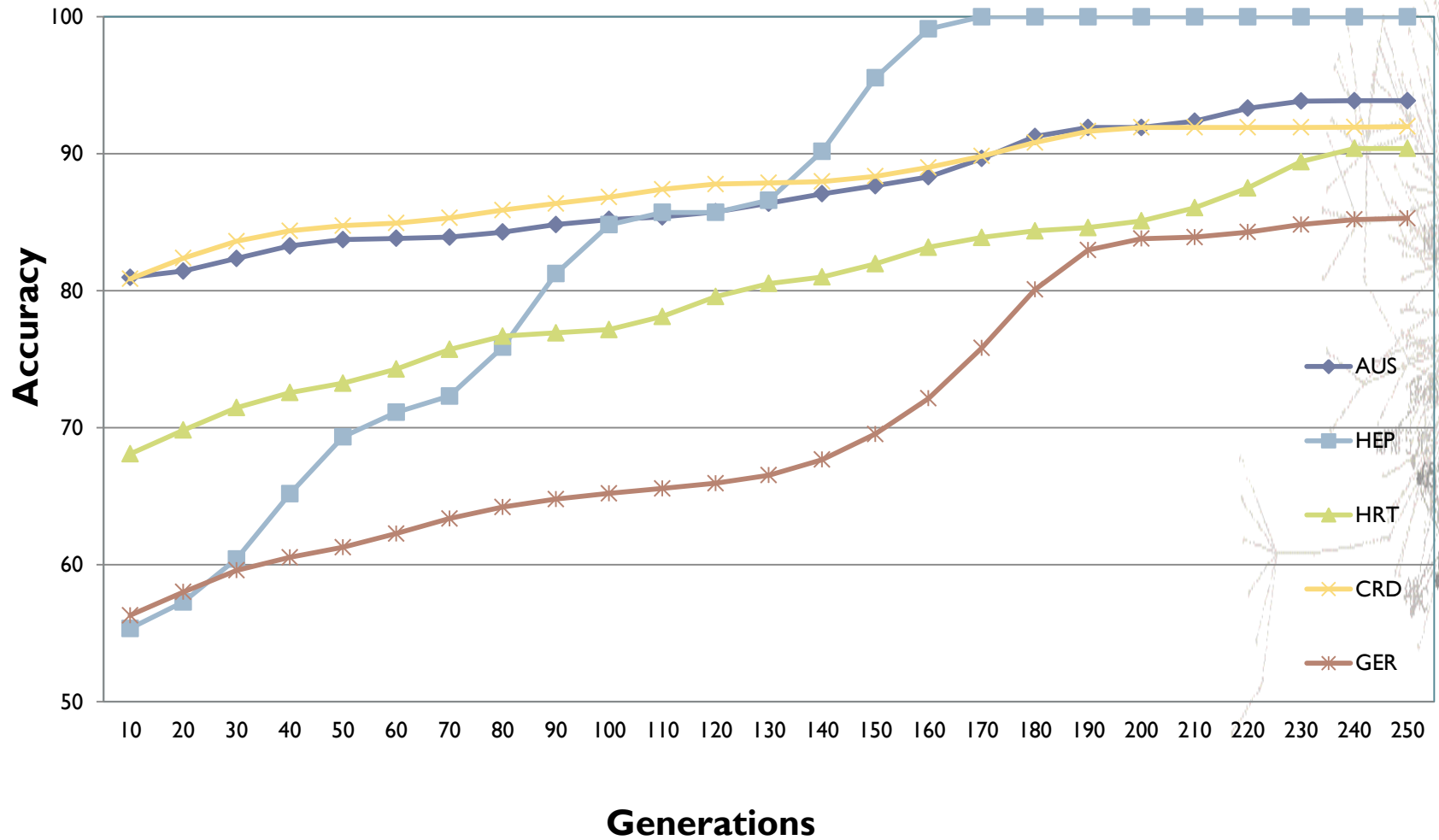
► Crossover Operator



Mutation



Evolution of Best Trees





Multi-class Classification



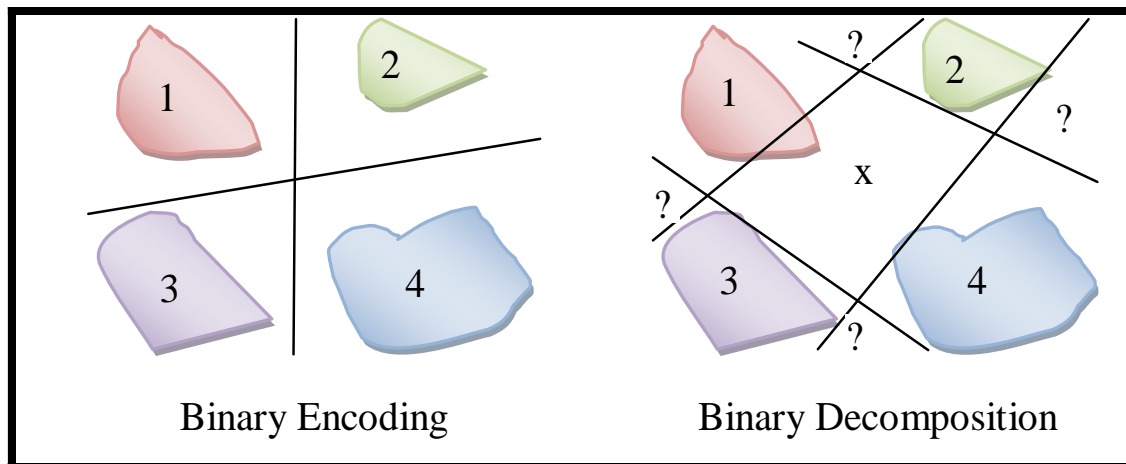
Multi-class Classification

- ▶ **Motivation**
 - ▶ Lack of a definitive solution for multiclass classification
- ▶ **Reasons**
 - ▶ Binary classifier
- ▶ **Solutions**
 - ▶ Binary decomposition
 - ▶ Thresholds



Multi-class Classification Approaches

- ▶ A four class classification problem, $C=4$
 - ▶ Number of classifiers C in binary decomposition = '4'
 - ▶ Number of classifiers N in binary encoding = $\text{ceil}(\log_2(4)) = '2'$
 - ▶ Number of conflicts in binary decomposition = 12
 - ▶ Number of conflicts in binary encoding = $2^N - C = 0$



Binary Encoding for Classifier

- ▶ Classification matrix for a 4 class problem

	Classifier 1	Classifier 2
Class1	0	0
Class2	0	1
Class3	1	0
Class4	1	1

Binary Encoding

	Classifier 1	Classifier 2	Classifier 3	Classifier 4
Class1	1	0	0	0
Class2	0	1	0	0
Class3	0	0	1	0
Class4	0	0	0	1

Binary Decomposition

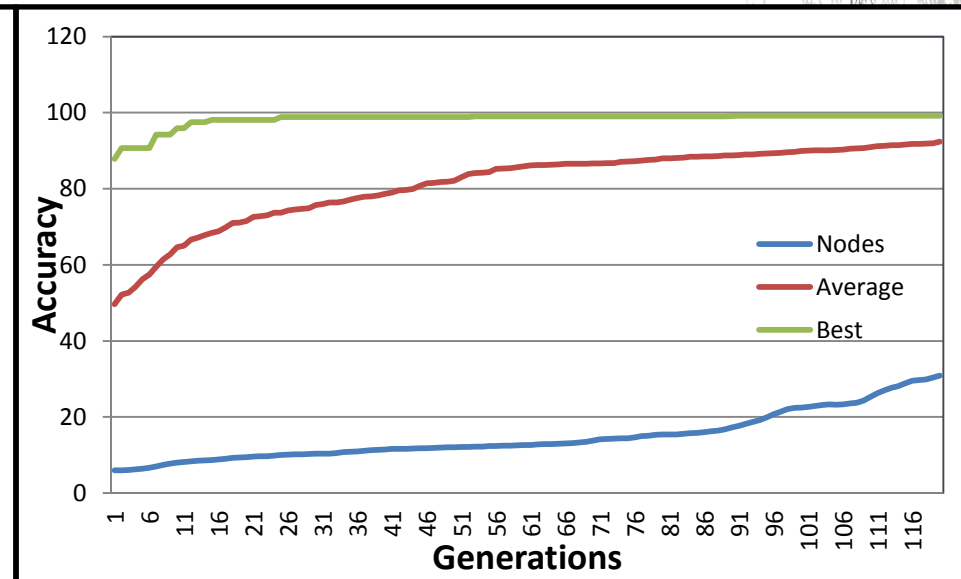
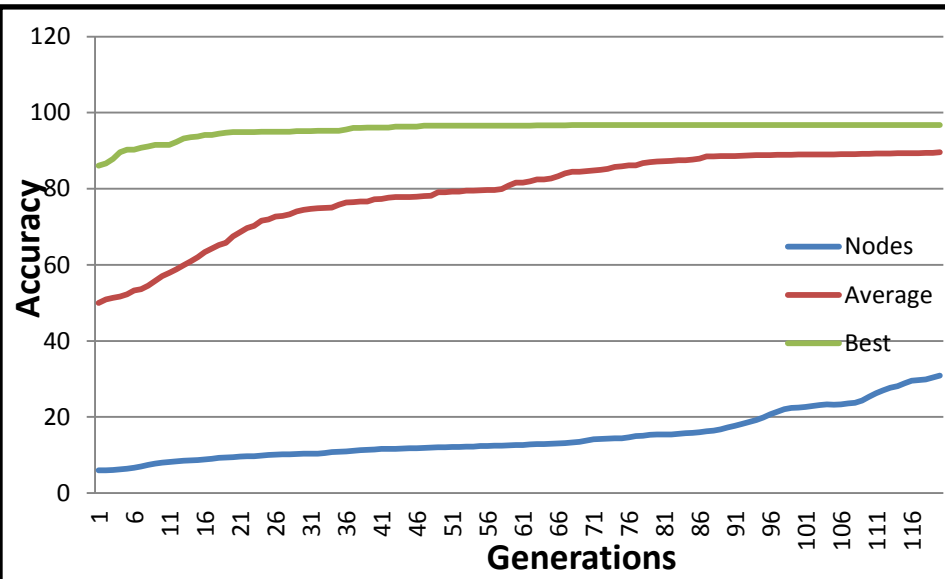
Comparison

BDGP=Binary Decomposition

ENGP=Binary Encoding

Datasets	Algorithms	BDGP	ENGP
IRIS	ACC	96.00%	97.20%
	SD	0.2	0.3
	Conflicts	5	1
	Classifiers	3	2
WINE	ACC	78.50%	90.10%
	SD	0.2	0.2
	Conflicts	5	1
	Classifiers	3	2
VEHICLE	ACC	49.00%	83.00%
	SD	0.3	0.2
	Conflicts	12	0
	Classifiers	4	2
GLASS	ACC	54.70%	76.70%
	SD	0.4	0.2
	Conflicts	122	2
	Classifiers	6	3
YEAST	ACC	57.00%	73.80%
	SD	0.6	0.1
	Conflicts	1014	24
	Classifiers	10	4

Complexity and Convergence



Number of nodes and fitness (Average, Best) Wine

Number of nodes and fitness (Average, Best) Iris

Summary

- ▶ Computational efficient
- ▶ Less conflicts
- ▶ Better accuracy



Conclusion

- ▶ **GP based classification**
 - ▶ DepthLimited crossover
 - ▶ Optimization of classifiers
 - ▶ Mixed-type data classification
 - ▶ Efficient multi-class classification

