DATA MINING 2
Rule-based Classifiers

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Slides edited from Tan, Steinbach, Kumar, Introduction to Data Mining
Rule-based Classifier

• Classify records by using a collection of “if...then...” rules

• Rule: \((Condition) \rightarrow y\)
  
  • where
    
    • \(Condition\) is a conjunction of tests on attributes
    • \(y\) is the class label

• Examples of classification rules:
  
  • \((\text{Blood Type}=\text{Warm}) \land (\text{Lay Eggs}=\text{Yes}) \rightarrow \text{Birds}\)
  • \((\text{Taxable Income}< 50K) \land (\text{Refund}=\text{Yes}) \rightarrow \text{Evade=No}\)
Rule-based Classifier (Example)

R1: (Give Birth = no) ∧ (Can Fly = yes) → Birds
R2: (Give Birth = no) ∧ (Live in Water = yes) → Fishes
R3: (Give Birth = yes) ∧ (Blood Type = warm) → Mammals
R4: (Give Birth = no) ∧ (Can Fly = no) → Reptiles
R5: (Live in Water = sometimes) → Amphibians

<table>
<thead>
<tr>
<th>Name</th>
<th>Blood Type</th>
<th>Give Birth</th>
<th>Can Fly</th>
<th>Live in Water</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>human</td>
<td>warm</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>mammals</td>
</tr>
<tr>
<td>python</td>
<td>cold</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>reptiles</td>
</tr>
<tr>
<td>salmon</td>
<td>cold</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>fishes</td>
</tr>
<tr>
<td>whale</td>
<td>warm</td>
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<td>no</td>
<td>no</td>
<td>mammals</td>
</tr>
<tr>
<td>frog</td>
<td>cold</td>
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<td>no</td>
<td>no</td>
<td>sometimes</td>
</tr>
<tr>
<td>komodo</td>
<td>cold</td>
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<td>no</td>
<td>no</td>
<td>amphibians</td>
</tr>
<tr>
<td>bat</td>
<td>warm</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
<td>mammals</td>
</tr>
<tr>
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<td>warm</td>
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<td>yes</td>
<td>no</td>
<td>birds</td>
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<tr>
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<td>no</td>
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<tr>
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<td>no</td>
<td>sometimes</td>
</tr>
<tr>
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<td>no</td>
<td>sometimes</td>
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<tr>
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<td>no</td>
<td>sometimes</td>
</tr>
<tr>
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<td>cold</td>
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<td>no</td>
<td>no</td>
<td>sometimes</td>
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<tr>
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<td>no</td>
<td>no</td>
<td>amphibians</td>
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<tr>
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<tr>
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<td>warm</td>
<td>no</td>
<td>yes</td>
<td>no</td>
<td>birds</td>
</tr>
</tbody>
</table>
Application of Rule-Based Classifier

• A rule \( r \) covers an instance \( x \) if the attributes of the instance satisfy the condition of the rule

\[
\begin{align*}
R1: \text{(Give Birth = no)} \land \text{(Can Fly = yes)} & \rightarrow \text{Birds} \\
R2: \text{(Give Birth = no)} \land \text{(Live in Water = yes)} & \rightarrow \text{Fishes} \\
R3: \text{(Give Birth = yes)} \land \text{(Blood Type = warm)} & \rightarrow \text{Mammals} \\
R4: \text{(Give Birth = no)} \land \text{(Can Fly = no)} & \rightarrow \text{Reptiles} \\
R5: \text{(Live in Water = sometimes)} & \rightarrow \text{Amphibians}
\end{align*}
\]

<table>
<thead>
<tr>
<th>Name</th>
<th>Blood Type</th>
<th>Give Birth</th>
<th>Can Fly</th>
<th>Live in Water</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>hawk</td>
<td>warm</td>
<td>no</td>
<td>yes</td>
<td>no</td>
<td>?</td>
</tr>
<tr>
<td>grizzly bear</td>
<td>warm</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>?</td>
</tr>
</tbody>
</table>

The rule R1 covers a hawk -> Bird
The rule R3 covers the grizzly bear -> Mammal
Rule Coverage and Accuracy

- Coverage of a rule:
  - Fraction of records that satisfy the antecedent of a rule

- Accuracy of a rule:
  - Fraction of records that satisfy the antecedent that also satisfy the consequent of a rule

<table>
<thead>
<tr>
<th>Tid</th>
<th>Refund</th>
<th>Marital Status</th>
<th>Taxable Income</th>
<th>Class</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Yes</td>
<td>Single</td>
<td>125K</td>
<td>No</td>
</tr>
<tr>
<td>2</td>
<td>No</td>
<td>Married</td>
<td>100K</td>
<td>No</td>
</tr>
<tr>
<td>3</td>
<td>No</td>
<td>Single</td>
<td>70K</td>
<td>No</td>
</tr>
<tr>
<td>4</td>
<td>Yes</td>
<td>Married</td>
<td>120K</td>
<td>No</td>
</tr>
<tr>
<td>5</td>
<td>No</td>
<td>Divorced</td>
<td>95K</td>
<td>Yes</td>
</tr>
<tr>
<td>6</td>
<td>No</td>
<td>Married</td>
<td>60K</td>
<td>No</td>
</tr>
<tr>
<td>7</td>
<td>Yes</td>
<td>Divorced</td>
<td>220K</td>
<td>No</td>
</tr>
<tr>
<td>8</td>
<td>No</td>
<td>Single</td>
<td>85K</td>
<td>Yes</td>
</tr>
<tr>
<td>9</td>
<td>No</td>
<td>Married</td>
<td>75K</td>
<td>No</td>
</tr>
<tr>
<td>10</td>
<td>No</td>
<td>Single</td>
<td>90K</td>
<td>Yes</td>
</tr>
</tbody>
</table>

(Status=Single) → No

Coverage = 40%, Accuracy = 50%
How does Rule-based Classifier Work?

R1: (Give Birth = no) \(\land\) (Can Fly = yes) \(\rightarrow\) Birds

R2: (Give Birth = no) \(\land\) (Live in Water = yes) \(\rightarrow\) Fishes

R3: (Give Birth = yes) \(\land\) (Blood Type = warm) \(\rightarrow\) Mammals

R4: (Give Birth = no) \(\land\) (Can Fly = no) \(\rightarrow\) Reptiles

R5: (Live in Water = sometimes) \(\rightarrow\) Amphibians

<table>
<thead>
<tr>
<th>Name</th>
<th>Blood Type</th>
<th>Give Birth</th>
<th>Can Fly</th>
<th>Live in Water</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>lemur</td>
<td>warm</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>?</td>
</tr>
<tr>
<td>turtle</td>
<td>cold</td>
<td>no</td>
<td>no</td>
<td>sometimes</td>
<td>?</td>
</tr>
<tr>
<td>dogfish shark</td>
<td>cold</td>
<td>yes</td>
<td>no</td>
<td>yes</td>
<td>?</td>
</tr>
</tbody>
</table>

A lemur triggers rule R3, so it is classified as a mammal
A turtle triggers both R4 and R5
A dogfish shark triggers none of the rules
Characteristics of Rule Sets: Strategy 1

• **Mutually exclusive rules**
  - Classifier contains mutually exclusive rules if the rules are independent of each other
  - Every record is covered by at most one rule

• **Exhaustive rules**
  - Classifier has exhaustive coverage if it accounts for every possible combination of attribute values
  - Each record is covered by at least one rule
Characteristics of Rule Sets: Strategy 2

• **Rules are not mutually exclusive**
  • A record may trigger more than one rule
  • Solution?
    • Ordered rule set
    • Unordered rule set – use voting schemes

• **Rules are not exhaustive**
  • A record may not trigger any rules
  • Solution?
    • Use a default class
Ordered Rule Set

• Rules are rank ordered according to their priority
  • An ordered rule set is known as a decision list

• When a test record is presented to the classifier
  • It is assigned to the class label of the highest ranked rule it has triggered
  • If none of the rules fired, it is assigned to the default class

R1: (Give Birth = no) \land (Can Fly = yes) \rightarrow Birds
R2: (Give Birth = no) \land (Live in Water = yes) \rightarrow Fishes
R3: (Give Birth = yes) \land (Blood Type = warm) \rightarrow Mammals
R4: (Give Birth = no) \land (Can Fly = no) \rightarrow Reptiles
R5: (Live in Water = sometimes) \rightarrow Amphibians

<table>
<thead>
<tr>
<th>Name</th>
<th>Blood Type</th>
<th>Give Birth</th>
<th>Can Fly</th>
<th>Live in Water</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>turtle</td>
<td>cold</td>
<td>no</td>
<td>no</td>
<td>sometimes</td>
<td>?</td>
</tr>
</tbody>
</table>
Rule Ordering Schemes

- Rule-based ordering
  - Individual rules are ranked based on their quality
- Class-based ordering
  - Rules that belong to the same class appear together

**Rule-based Ordering**

- (Refund=Yes) ==> No
- (Refund=No, Marital Status={Single, Divorced}, Taxable Income<80K) ==> No
- (Refund=No, Marital Status={Single, Divorced}, Taxable Income>80K) ==> Yes
- (Refund=No, Marital Status={Married}) ==> No

**Class-based Ordering**

- (Refund=Yes) ==> No
- (Refund=No, Marital Status={Single, Divorced}, Taxable Income<80K) ==> No
- (Refund=No, Marital Status={Married}) ==> No
- (Refund=No, Marital Status={Single, Divorced}, Taxable Income>80K) ==> Yes
Building Classification Rules

• Direct Method:
  • Extract rules directly from data
  • Examples: RIPPER, CN2, Holte’s 1R

• Indirect Method:
  • Extract rules from other classification models (e.g. decision trees).
  • Examples: C4.5rules
Direct Method: Sequential Covering

1. Start from an empty rule
2. Grow a rule using the Learn-One-Rule function
3. Remove training records covered by the rule
4. Repeat Step (2) and (3) until stopping criterion is met
Example of Sequential Covering

(i) Original Data

(ii) Step 1
Example of Sequential Covering...

(iii) Step 2

(iv) Step 3
Rule Growing

• Two common strategies

(a) General-to-specific

(b) Specific-to-general
Rule Evaluation

• FOIL’s Information Gain

  • R0: {} => class (initial rule)
  • R1: {A} => class (rule after adding conjunct)

\[
Gain(R_0, R_1) = p_1 \times \left[ \log_2 \left( \frac{p_1}{p_1 + n_1} \right) - \log_2 \left( \frac{p_0}{p_0 + n_0} \right) \right]
\]

• \( p_0 \): number of positive instances covered by R0
• \( n_0 \): number of negative instances covered by R0
• \( p_1 \): number of positive instances covered by R1
• \( n_1 \): number of negative instances covered by R1
Minimum Description Length (MDL)

- Cost(Model, Data) = Cost(Data | Model) + α x Cost(Model)
  - Cost is the number of bits needed for encoding.
  - Search for the least costly model.
  - Cost(Data | Model) encodes the misclassification errors.
  - Cost(Model) uses node encoding (number of children) plus splitting condition encoding.
Pessimistic Error Estimate

- **Pessimistic Error Estimate** of a rule set $T$ with $k$ rules:

$$err_{gen}(T) = err(T) + \Omega \times \frac{k}{N_{train}}$$

- $err(T)$: error rate on all training records
- $\Omega$: trade-off hyper-parameter relative cost of adding a rule
- $k$: number of rules
- $N_{train}$: total number of training records
Direct Method: RIPPER

• For 2-class problem, choose one of the classes as positive class, and the other as negative class
  • Learn rules for positive class
  • Negative class will be the default class

• For multi-class problem
  • Order the classes according to increasing class prevalence (fraction of instances that belong to a particular class)
  • Learn the rule set for smallest class first, treat the rest as negative class
  • Repeat with next smallest class as positive class
Direct Method: RIPPER

• Growing a rule:
  • Start from empty rule
  • Add conjuncts as long as they improve FOIL’s information gain
  • Stop when rule no longer covers negative examples
  • Prune the rule immediately using incremental reduced error pruning
• Measure for pruning: \( v = \frac{p-n}{p+n} \)
  • \( p \): number of positive examples covered by the rule in the validation set
  • \( n \): number of negative examples covered by the rule in the validation set
• Pruning method: delete any final sequence of conditions that maximizes \( v \)
Direct Method: RIPPER

• Building a Rule Set:
  • Use sequential covering algorithm
    • Finds the best rule that covers the current set of positive examples
    • Eliminate both positive and negative examples covered by the rule
  • Each time a rule is added to the rule set, compute the new description length
    • Stop adding new rules when the new description length is \( d \) bits longer than the smallest description length obtained so far
Direct Method: RIPPER

• Optimize the rule set:
  • For each rule $r$ in the rule set $R$
    • Consider 2 alternative rules:
      • Replacement rule ($r^*$): grow new rule from scratch
      • Revised rule ($r'$): add conjuncts to extend the rule $r$
    • Compare the rule set for $r$ against the rule set for $r^*$ and $r'$
    • Choose rule set that minimizes MDL principle
Indirect Methods

Rule Set

r1: (P=No,Q=No) ==> -
r2: (P=No,Q=Yes) ==> +
r3: (P=Yes,R=No) ==> +
r4: (P=Yes,R=Yes,Q=No) ==> -
r5: (P=Yes,R=Yes,Q=Yes) ==> +
Indirect Method: C4.5rules

- Extract rules from an unpruned decision tree
- For each rule, \( r: A \rightarrow y \),
  - consider an alternative rule \( r': A' \rightarrow y \) where \( A' \) is obtained by removing one of the conjuncts in \( A \)
  - Compare the *pessimistic error rate* for \( r \) against all \( r' \)s
  - Prune if one of the alternative rules has lower pessimistic error rate
  - Remove duplicate rules
  - Repeat until we can no longer improve generalization error
Indirect Method: C4.5rules

• Instead of ordering the rules, order subsets of rules (class ordering)
  • Each subset is a collection of rules with the same rule consequent (class)
  • Compute description length of each subset
## Example

<table>
<thead>
<tr>
<th>Name</th>
<th>Give Birth</th>
<th>Lay Eggs</th>
<th>Can Fly</th>
<th>Live in Water</th>
<th>Have Legs</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>human</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>yes</td>
<td>mammals</td>
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<td>python</td>
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<td>no</td>
<td>reptiles</td>
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<td>salmon</td>
<td>no</td>
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<td>no</td>
<td>yes</td>
<td>no</td>
<td>fishes</td>
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<td>no</td>
<td>mammals</td>
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<td>no</td>
<td>yes</td>
<td>no</td>
<td>fishes</td>
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<tr>
<td>Turtle</td>
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<td>sometimes</td>
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<td>reptiles</td>
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<tr>
<td>Penguin</td>
<td>no</td>
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<td>sometimes</td>
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<tr>
<td>Gila monster</td>
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<td>no</td>
<td>yes</td>
<td>birds</td>
</tr>
</tbody>
</table>
C4.5 versus C4.5rules versus RIPPER

C4.5rules:
(Give Birth=No, Can Fly=Yes) → Birds
(Give Birth=No, Live in Water=Yes) → Fishes
(Give Birth=Yes) → Mammals
(Give Birth=No, Can Fly=No, Live in Water=No) → Reptiles
() → Amphibians

RIPPER:
(Live in Water=Yes) → Fishes
(Have Legs=No) → Reptiles
(Give Birth=No, Can Fly=No, Live In Water=No) → Reptiles
(Can Fly=Yes, Give Birth=No) → Birds
() → Mammals
## C4.5 versus C4.5rules versus RIPPER

### C4.5 and C4.5rules:

<table>
<thead>
<tr>
<th>ACTUAL CLASS</th>
<th>PREDICTED CLASS</th>
<th>Amphibians</th>
<th>Fishes</th>
<th>Reptiles</th>
<th>Birds</th>
<th>Mammals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amphibians</td>
<td>2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Fishes</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Reptiles</td>
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<td>0</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td></td>
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<td>0</td>
<td>3</td>
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</tr>
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<td>1</td>
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<td>6</td>
<td></td>
</tr>
</tbody>
</table>

### RIPPER:

<table>
<thead>
<tr>
<th>ACTUAL CLASS</th>
<th>PREDICTED CLASS</th>
<th>Amphibians</th>
<th>Fishes</th>
<th>Reptiles</th>
<th>Birds</th>
<th>Mammals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amphibians</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Fishes</td>
<td>0</td>
<td>3</td>
<td>0</td>
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Advantages of Rule-Based Classifiers

- Has characteristics quite similar to decision trees
  - As highly expressive as decision trees
  - Easy to interpret
  - Performance comparable to decision trees
  - Can handle redundant attributes

- Better suited for handling imbalanced classes

- Harder to handle missing values in the test set
References

• Rule-Based Classifiers. Chapter 5.1. Introduction to Data Mining.