

# Using Evolution Programs to Learn Local Similarity Measures

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# Overview

1. Motivation
2. Learning Similarity Measures from Case Order Feedback
3. Evolution Programs to Learn Local Similarity Measures
  - Specialised Genetic Operators
  - Control Algorithm
4. Experimental Evaluation
5. Conclusion



# Motivation

- Similarity Measures: Heuristics to select *useful* cases



- Knowledge-Poor Similarity Measures

- e.g. Hamming Distance
- mainly based on syntactical differences
- consider no or only little domain knowledge
- + easy to define
- lead often to poor retrieval results

- Knowledge-Intensive Similarity Measures

- e.g. use of sophisticated *local similarity measures*
- based on knowledge about influences on the utility of cases
- + better retrieval results
- require deeper analysis of the domain and more modelling effort



# Local Similarity Measures

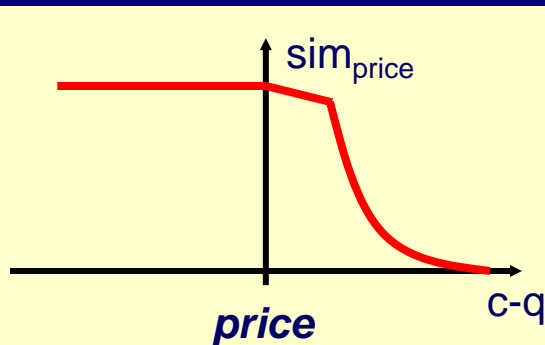
- compare query and case values of single attributes

$$Sim(Q, C) = \sum_{i=1}^n w_i \cdot \boxed{sim_i(q_i, c_i)}$$

- representation depends on attribute type

*numeric*: difference-based similarity function

*symbolic*: similarity table



„lower and slightly higher prices will be tolerated“

q \ c	ROM	RW	DVD
ROM	1.0	1.0	0.9
RW	0.0	1.0	0.3
DVD	0.0	0.3	1.0

**CD-Drive**

encodes knowledge about the functionality of CD-Drives

## Problems:

- modelling of local similarity measures is costly
- necessary domain knowledge is usually difficult to acquire

➔ **Idea:** Application of Machine Learning Techniques

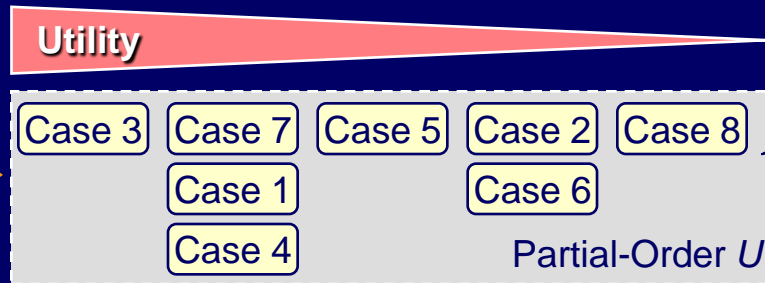


# Learning Similarity Measures from Case Order Feedback

User / Expert



Feedback



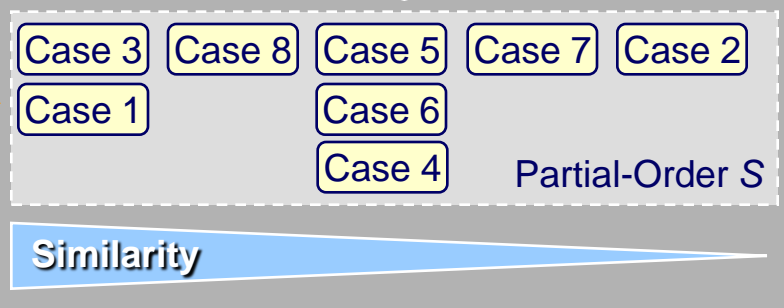
case order feedback

analyses

Error Function  $E$

- measures quality of retrieval results
- it must hold:  
 $E = 0 \iff U = S$

Query



computes

Similarity Measure

CBR-System

**Learning Goal:** Finding a similarity measure that minimises  $E$



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# Evolution Programs (EP)

- search algorithms based on the mechanics of natural genetics, selection, and the principle “survival of the fittest”
- reproduction via crossover and mutation of individuals
- differentiation from (standard) genetic algorithms

1. representation of individuals (example)

GA	0	1	1	0	1	0	0	0	1	1	0	0	1	1	1	1	0	...
EP	0.3	1.3	2.6	-0.1	1.4	0.7	4.1	7.6	-2.3	4.0	0.0	0.1	-0.7	8.3	2.4	6.2	0.1	...

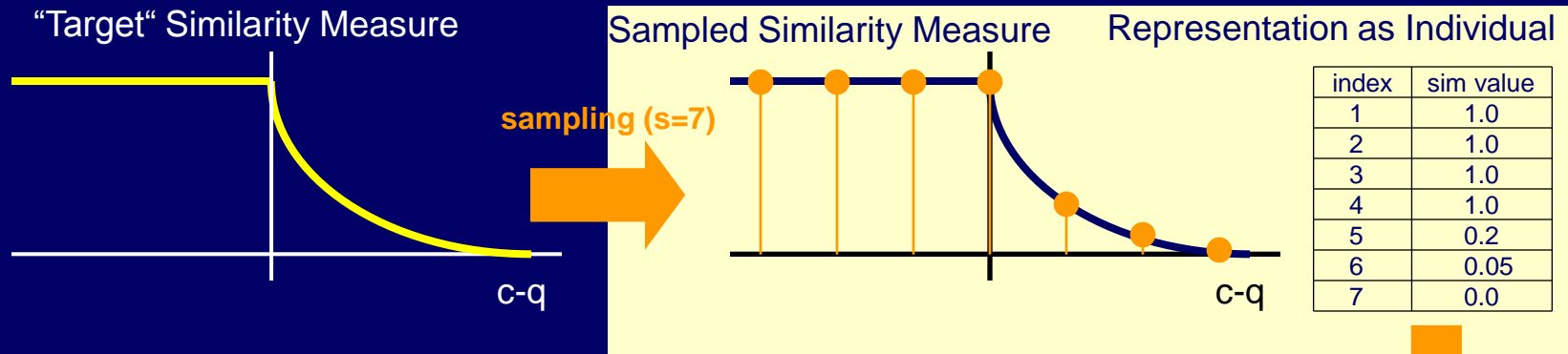
2. specialised genetic operators

- Advantages
  - robust and powerful search strategy
  - ability to handle complex entities such as local similarity measures
  - adequate representation of local measures as individuals

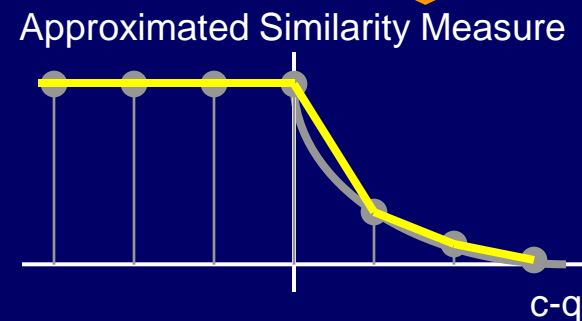


# Representing Individuals

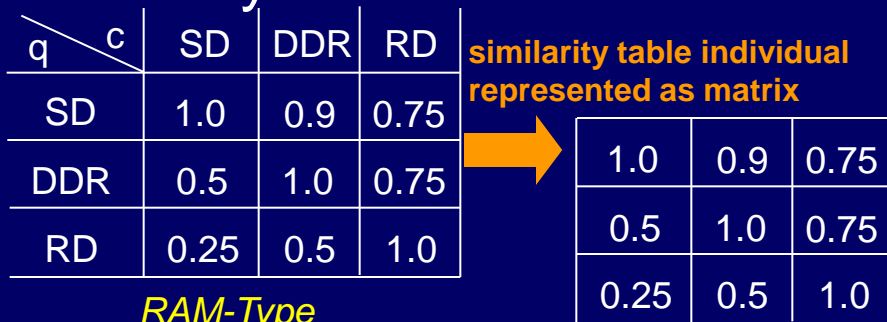
- Similarity Functions per Sampling



usage



- Similarity Tables as Matrices



RAM-Type



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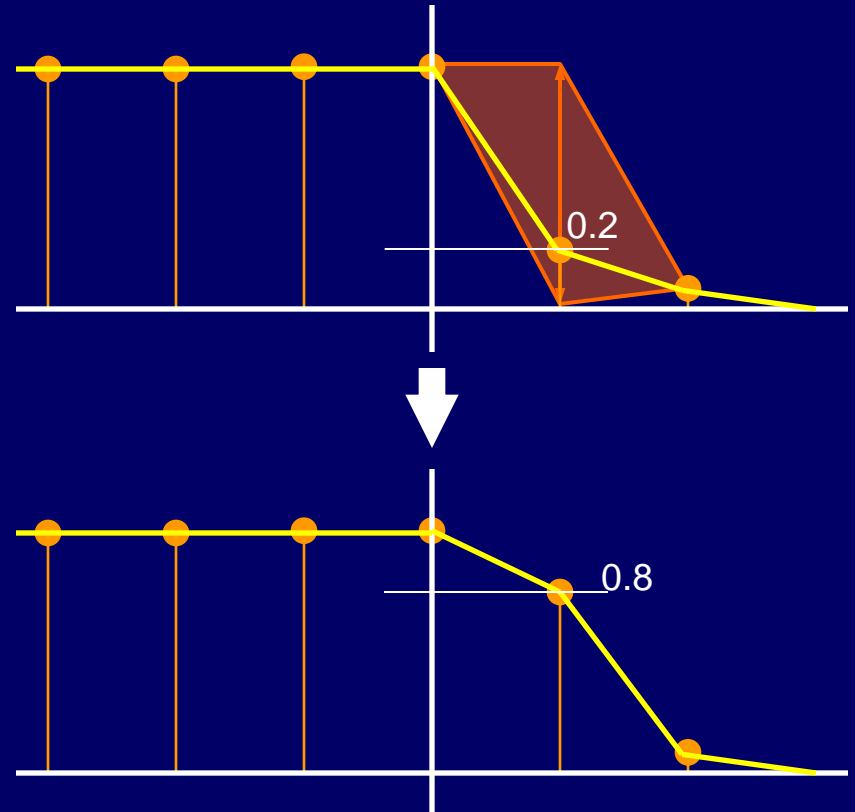
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# Specialised Genetic Operators

## Exemplary Operators:

- simple mutation

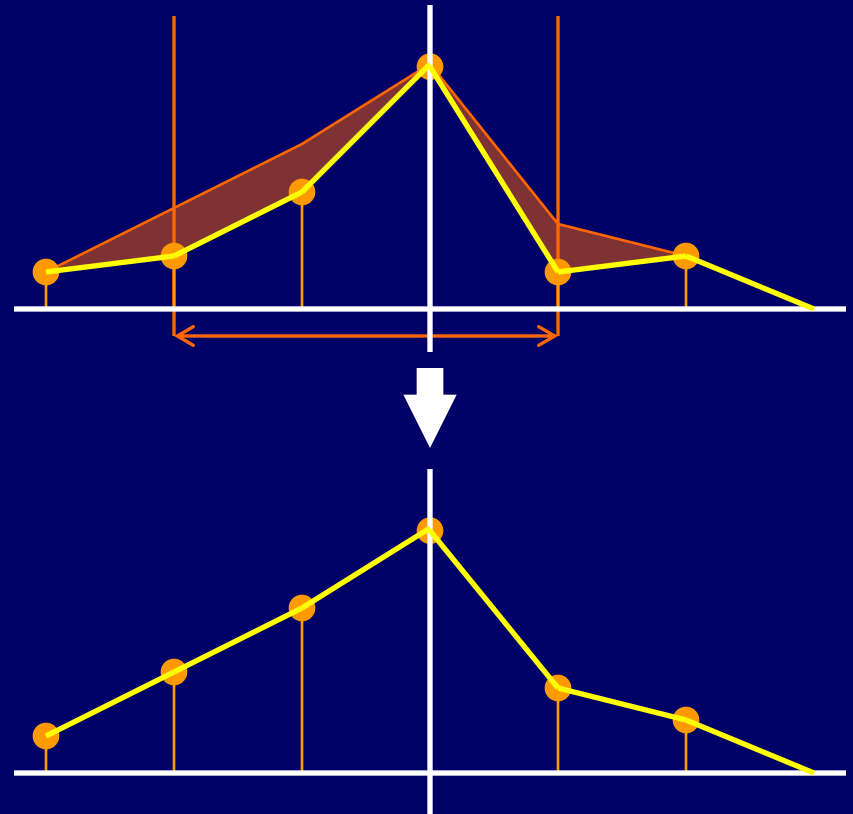




# Specialised Genetic Operators

## Exemplary Operators:

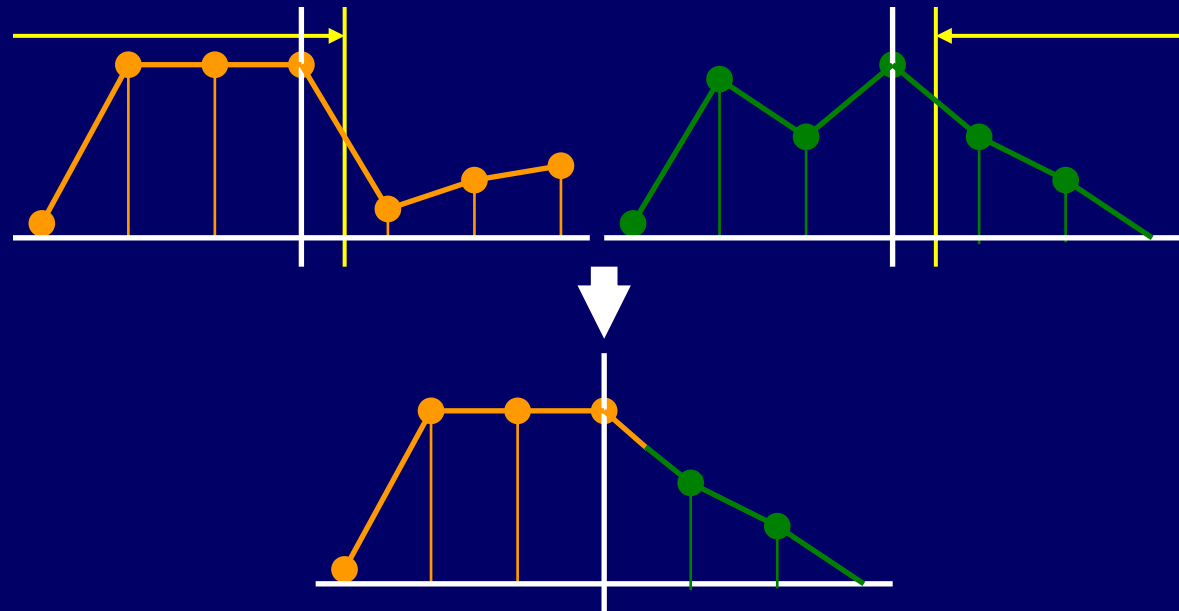
- simple mutation
- in-/decreasing mutation



# Specialised Genetic Operators

## Exemplary Operators:

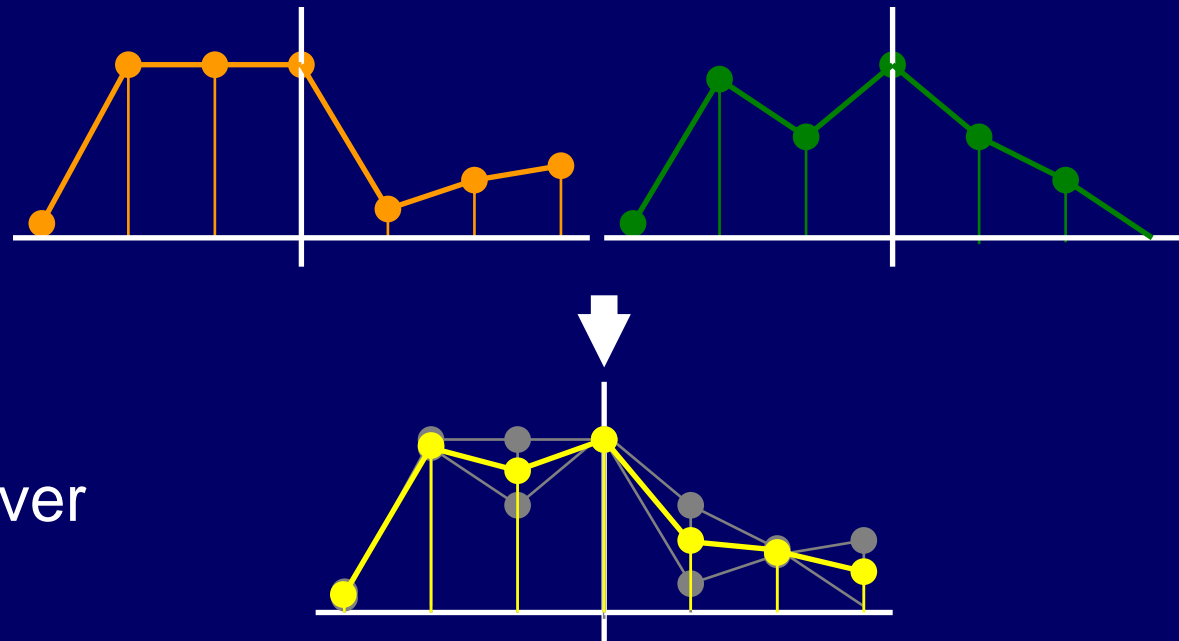
- simple mutation
- in-/decreasing mutation
- simple crossover



# Specialised Genetic Operators

## Exemplary Operators:

- simple mutation
- in-/decreasing mutation
- simple crossover
- arithmetical crossover



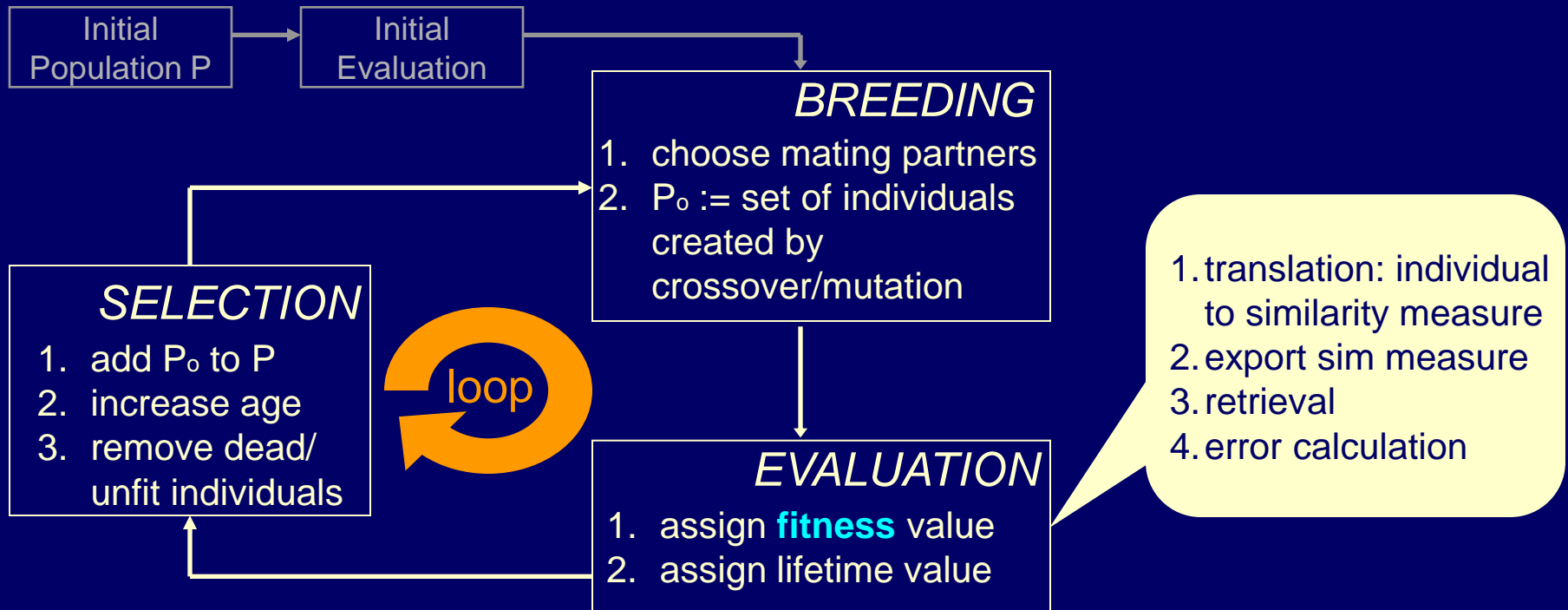
# Specialised Genetic Operators

## Exemplary Operators:

- simple mutation
- in-/decreasing mutation
- simple crossover
- arithmetical crossover
- line/row crossover



# Control Algorithm



- simultaneous learning of several local similarity measures: **round robin optimisation**



# Experimental Evaluation (I)

- Idea: learn a similarity measure that considers provided **case adaptation possibilities** during case retrieval
- Scenario: product recommendation system for PCs with **adaptation rules** for customisation
- Example:

**Semantic 1:**

Utility with respect to performance

q \ c	SD	DDR	RD
SD	1.0	0.9	0.75
DDR	0.5	1.0	0.75
RD	0.25	0.5	1.0

*RAM-Type*



**Semantic 2:**

Utility with respect to performance but under consideration of possibilities to **adapt cases**

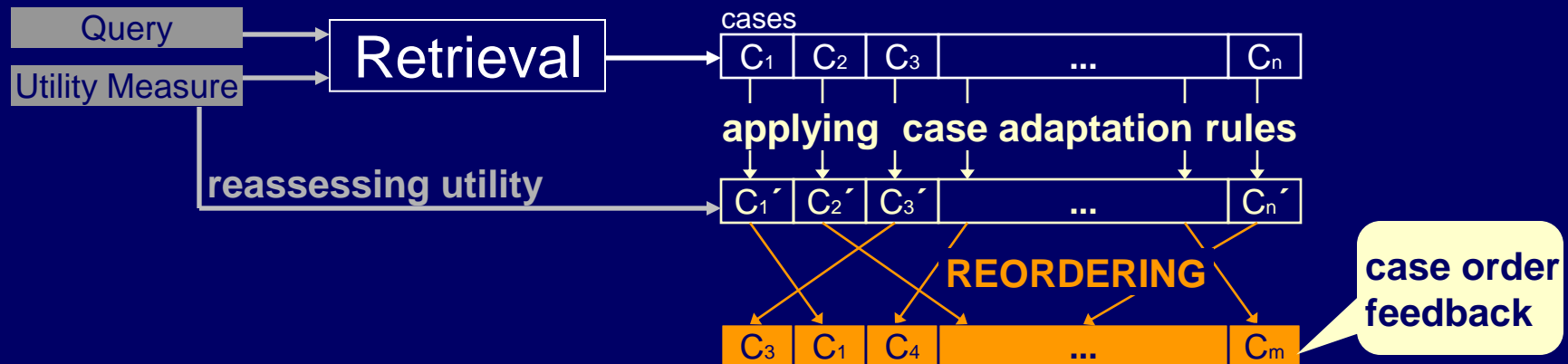
q \ c	SD	DDR	RD
SD	1.0	1.0	0.75
DDR	1.0	1.0	0.75
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*RAM-Type*



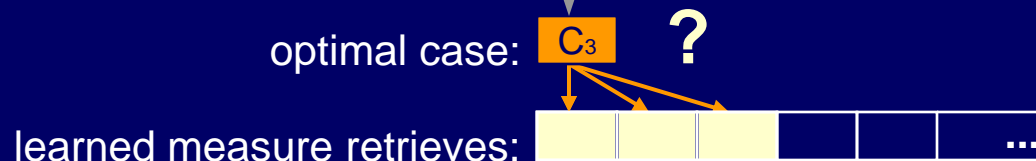
# Experimental Evaluation (II)

- Automated Creation of Training Examples



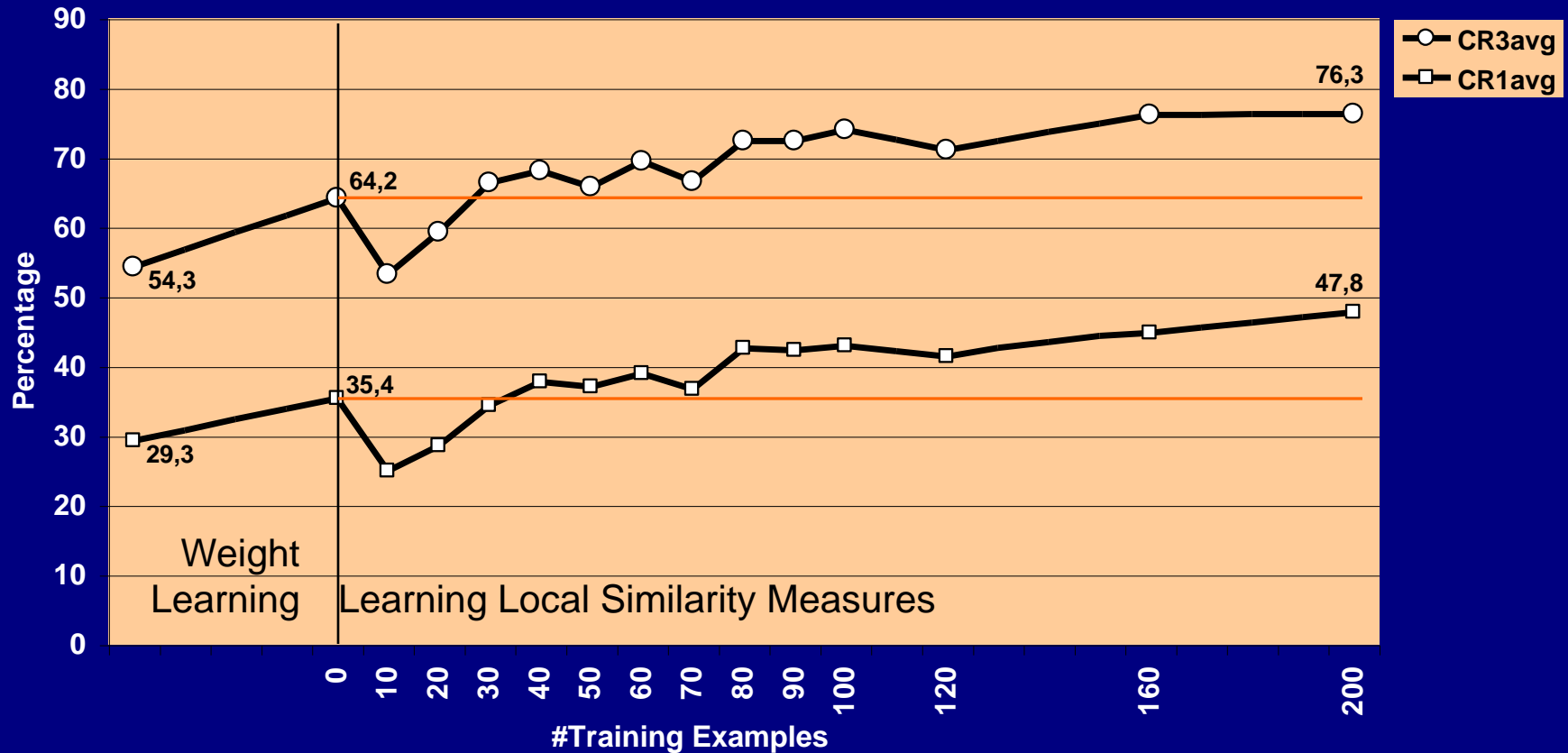
- Measuring Learning Results

- CR1
- CR3



# Experimental Evaluation (III)

## Dependency on Training Data Size





# Summary

- Learning Knowledge-Intensive Local Similarity Measures
  - simplified definition of accurate similarity measures
  - overcome the problems of knowledge acquisition
  - better approximation of the underlying utility function
- Necessary Precondition
  - sufficient amount of easily acquirable training data
- Future Work:
  - applying the approach to other, real-world domains
  - analysing the relations between weight learning and learning local similarity measures more thoroughly
  - incorporating background knowledge to improve the learn process



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