

# Increasing the Efficiency of Combinatorial Logical Data Analysis in Recognition and Classification Problems

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**Abstract**—Problems of increasing the efficiency of combinatorial logical data analysis in recognition problems are examined. A technique for correct conversion of initial information for reduction of its dimensionality is proposed. Results of testing this technique for problems of real medical prognoses are given.

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## 1. INTRODUCTION

In contrast to the statistical approach, procedures for combinatorial logical recognition and classification have a number of significant advantages including the possibility of obtaining an acceptable result in the case where a few objects are described with numerous features [1]. Moreover, a decision rule derived with the use of these procedures is usually easily interpreted. This circumstance is particularly important in medical diagnostics, ecological monitoring, sociological interview processing, etc.

Combinatorial logical data analysis in recognition problems is based on construction of the fragments of descriptions of objects having properties that are extreme in some sense [1, 2, 6–8, 10, 12–15]. The constructed fragments must reflect certain regularities in descriptions of teaching objects. Such fragments serve as elementary classifiers and allow one to classify new objects. The technique is particularly efficient for the case where the data is integer and the number of the allowed values of every feature is not large. To process high-dimensionality data, it is required either to adapt logical recognition procedures (e.g., to use algorithms of voting by representative sets with partial conversion [9]) or to convert the initial data during their preprocessing.

Preliminary conversion is usually based on partition of the range of each feature into intervals. As examples, we can cite the following partition methods: partition of  
1 each range of features into equilength intervals, parti-  
2 tion of each feature range into equipotential intervals,  
partition with the use of the class-attribute independence maximization (CAIM) algorithm [16], and divi-

sion with the use of Senko's algorithm [11]. In general, the cited methods do not necessarily preserve a given partition of objects into classes, which makes impossible the use of a number of combinatorial logical recognition procedures (e.g., test algorithms [3, 10]). Therefore, the concept of correct conversion appears to be important. Correct conversion means learning data conversion such that the descriptions of objects from different classes remain distinguishable. The problem can be reduced to finding the covering of a Boolean matrix that is constructed in a special way using the learning sample. The idea of this reduction was put forward by Yu. I. Zhuravlev. The number of correct conversions increases exponentially with the problem dimensions. Therefore, an intricate problem of choosing the "best" conversion appears.

In this paper, a technique is proposed for rapidly constructing correct conversions that are best in a certain sense and guarantee a high quality of solution of the recognition problem. This technique is tested on a real medical prognosis problem.

## 2. CODING COVERINGS

Let  $M$  be the analyzed set of objects, and every object from  $M$  be describable in the feature system  $\{x_1, \dots, x_n\}$ ,  $\{S_1, \dots, S_m\}$  be the learning sample,  $S_i = (a_{i1}, \dots, a_{in})$ ,  $i = 1, 2, \dots, m$  (here,  $a_{ij}$  is the value of the feature  $x_j$ ,  $a_{ij} \in \mathfrak{R}$ , and  $\mathfrak{R}$  is the set of real numbers). For simplicity, let us consider the case where objects  $S_1, \dots, S_m$  are divided into two disjoint classes  $K_1$  and  $K_2$ ,  $|K_1| = m_1$ ,  $|K_2| = m_2$ .

We refer to the value  $(a_{i_1j} + a_{i_2j})/2$  as the threshold for the feature  $x_j$  if  $a_{ij} \notin (a_{i_1j}, a_{i_2j})$  for  $i = 1, 2, \dots, m$

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and objects  $S_{i_1}$  and  $S_{i_2}$  belong to different classes. We designate the set of all thresholds for the feature  $x_j$  as  $D^{(j)}$ . Let  $D_j^* \subseteq D^{(j)}$ ,  $D_j^* = \{d_1^{(j)}, \dots, d_{u_j}^{(j)}\}$ ; we designate the sequence of numbers  $d_1^{(1)}, \dots, d_{u_1}^{(1)}, d_1^{(2)}, \dots, d_{u_2}^{(2)}, \dots, d_1^{(n)}, \dots, d_{u_n}^{(n)}$  as  $\pi(D_1^*, \dots, D_n^*)$ . The sum of the objects  $S_{i_1}$  and  $S_{i_2}$  over the set of thresholds  $\pi(D_1^*, \dots, D_n^*)$  is defined as the string

$$\left( a_{i_1 1} \oplus a_{i_2 1} \Big|_{d_1^{(1)}}, a_{i_1 1} \oplus a_{i_2 1} \Big|_{d_2^{(1)}}, \dots, a_{i_1 1} \oplus a_{i_2 1} \Big|_{d_{u_1}^{(1)}}, \right. \\ \left. a_{i_1 2} \oplus a_{i_2 2} \Big|_{d_1^{(2)}}, a_{i_1 2} \oplus a_{i_2 2} \Big|_{d_2^{(2)}}, \dots, a_{i_1 2} \oplus a_{i_2 2} \Big|_{d_{u_2}^{(2)}}, \right. \\ \left. \dots, a_{i_1 n} \oplus a_{i_2 n} \Big|_{d_1^{(n)}}, a_{i_1 n} \oplus a_{i_2 n} \Big|_{d_2^{(n)}}, \dots, a_{i_1 n} \oplus a_{i_2 n} \Big|_{d_{u_n}^{(n)}} \right),$$

where  $a_{i_1 j} \oplus a_{i_2 j} \Big|_d$  is 1 if  $a_{i_1 j}$  and  $a_{i_2 j}$  lie on different sides of the threshold  $d$  and equals 0 otherwise.

Let us construct a Boolean matrix  $L$ . The matrix  $L$  is an  $h \times N$  matrix, where  $h = m_1 m_2$  and  $N = |D^{(1)}| + \dots + |D^{(n)}|$ . Each row of this matrix is obtained as a result of the pairwise summation of objects that belong to different classes over the set of thresholds  $\pi(D_1, \dots, D_n)$ . According to the construction, the set of thresholds  $D^{(j)}$  corresponds to the group of the  $|D^{(j)}|$  columns of the matrix  $L$ , which is denoted as  $G_j$ .

The value  $a_{ij}$  of the feature  $x_j$  for  $S_i$  generally defines two adjacent thresholds  $d_1^{(ij)}$  and  $d_2^{(ij)}$  from  $D^{(j)}$  such that  $d_1^{(ij)} < a_{ij} < d_2^{(ij)}$ . If the value  $a_{ij}$  is the least or the largest value of the feature  $x_j$ , then it defines only one threshold (the minimum or the maximum element in  $D^{(j)}$ , respectively). We designate the set of thresholds defined by the value  $a_{ij}$  as  $D_i^{(j)}$ . A case where  $D_i^{(j)} = \emptyset$  is generally possible. According to the construction, the set of the thresholds  $D_i^{(j)}, j \in \{1, 2, \dots, n\}$ , corresponds to a group of columns of the matrix  $L$ , which is denoted as  $G_j$ .

Let  $S_i \in K_l, i \in \{1, 2, \dots, m\}, l \in \{1, 2\}, \bar{m}_l = m - m_l$ . We assign object  $S_i$  to a submatrix  $L^i$  of the matrix  $L$ . The matrix  $L^i$  is an  $\bar{m}_l \times N_i$  matrix, where  $N_i = |D_i^{(1)}| + \dots + |D_i^{(n)}|$ . Each row of this matrix is obtained by summation of the object  $S_i$  with every learning object that does not belong to the same class with  $S_i$  over the set of thresholds  $\pi(D_i^{(1)}, \dots, D_i^{(n)})$ .

The set  $H$  of columns of the matrix  $L$  is called a complete coding covering if the following two conditions are fulfilled: (i)  $H$  is a covering of  $L$ —i.e., for every row of the matrix  $L$ , at least one column in  $H$  has 1 at the intersection with this row; and (ii)  $H \cap G_j \neq \emptyset$  for  $j = 1, 2, \dots, n$ .

Let  $i \in \{1, 2, \dots, m\}$ . A set  $H$  of the columns of the matrix  $L$  is called an  $i$ -partial coding covering if the following three conditions are fulfilled: (i) every column entering into  $H$  belongs to  $\bigcup_{j=1}^n G_{ij}$ ; (ii) for every row of the matrix  $L^i$ , there is a column in  $H$  having 1 at the intersection with this row; and (iii)  $H \cap G_{ij} \neq \emptyset$  for  $G_{ij} \neq \emptyset, j = 1, 2, \dots, n$ .

Let  $H$  be a complete coding covering for  $L$ . The number  $\max_{j \in \{1, 2, \dots, n\}} |H \cap G_j| + 1$  is called the dimensionality of  $H$ . When  $H$  is an  $i$ -partial coding covering for  $L$ , the number  $\max_{j \in \{1, 2, \dots, n\}} |H \cap G_{ij}| + 1$  is called the dimensionality of  $H$ . Thus, the dimensionality of the  $i$ -partial coding covering is at most three.

For every  $S \in M$ , coding covering  $H$  apparently defines a mapping  $\text{conv}(H, S): S \rightarrow S^H$  based on the replacement of feature values for object  $S$  by numbers from  $\{0, 1, \dots, k-1\}$ , where  $k$  is the dimensionality of  $H$ . Indeed, let  $a_{pj}, p \in \{1, 2, \dots, m\}$  be some value of the feature  $x_j$  for object  $S_p$ , and  $D_H^{(j)} = \{d_1, \dots, d_v\}, d_1 < \dots < d_v$ , be the set of thresholds from  $D^{(j)}$  corresponding to the columns from  $H$ . Three variants are possible: (i)  $a_{pj} < d_1$ ; (ii)  $d_t < a_{pj} < d_{t+1}, t \in \{1, 2, \dots, v-1\}$ ; and (iii)  $d_v < a_{pj}$ . In cases (i), (ii), and (iii) the element  $a_{pj}$  is coded by 0,  $t$ , and  $v$ , respectively. If  $D_H^{(j)} = \emptyset$ , then the value of the element  $a_{pj}$  is replaced by 0. Similarly, we define  $\text{conv}(H, a_{pj})$  as the mapping of the element  $a_{pj}$  with respect to the coding covering  $H$ .

### 3. MODEL OF RECOGNIZING ALGORITHMS WITH PARTIAL CONVERSIONS

Let features  $x_1, \dots, x_n$  have integer values and  $(w_1, \dots, w_n)$  be a description of an object  $W$  from  $M$  ( $w_j$  is the value of the feature  $x_j, j = 1, 2, \dots, n$ ). Let  $Q$  be a set of  $r$  different features,  $Q = \{x_{j_1}, \dots, x_{j_r}\}$ . The set  $Q$  separates a fragment  $(W, Q) = (w_{j_1}, \dots, w_{j_r})$  in the description of the object  $W$ . Let two objects  $W'$  and  $W''$  from  $M$  be given,  $W' = (w'_1, \dots, w'_n)$  and  $W'' = (w''_1, \dots, w''_n)$ . The similarity of the objects  $W'$  and  $W''$  with

respect to the set of features  $Q = \{x_{j_1}, \dots, x_{j_r}\}$  is estimated as

$$B(W', W'', Q) = \begin{cases} 1, & \text{if } w'_{j_t} = w''_{j_t} \text{ for } t = 1, 2, \dots, r, \\ 0, & \text{otherwise.} \end{cases}$$

Thus, the objects  $W'$  and  $W''$  are similar with respect to  $Q$  if and only if the fragments  $(W', Q)$  and  $(W'', Q)$  coincide with each other.

Let  $K \in \{K_1, K_2\}$ ,  $W$  be a teaching object from the class  $K$ . The fragment  $(W, Q)$  is called a representative set for class  $K$  if the equality  $B(W, W', Q) = 0$  is valid for every teaching object  $W' \notin K$ .

Let  $Q^{(t)} = Q \setminus \{x_{j_t}\}$ ,  $t \in \{1, 2, \dots, r\}$ . The representative set  $(W, Q)$  for class  $K$  is called a blind set if the fragment  $(W, Q^{(t)})$  is not a representative set for  $K$  for any  $t \in \{1, 2, \dots, r\}$ .

Consider a model of recognition algorithms that use partial conversion. Let  $H$  be an  $i$ -partial conversion  $S_i \in K$ . The aggregate of all blind representative sets for  $K$  that is generated by the object  $\text{conv}(H, S_i)$  is denoted as  $P_i(H)$ . The set of all irreducible coverings of the matrix  $L^i$  is denoted as  $\mathfrak{S}(L^i)$ . It is easy to see that the set of feature values  $L^i$  of the object  $(\text{conv}(H, a_{ij_1}), \dots, \text{conv}(H, a_{ij_r}))$  belongs to  $\text{conv}(H, S_i)$  if and only if the set of columns of the matrix  $P_i(H)$  corresponding to the set of thresholds  $\pi(D_H^{(j_1)}, \dots, D_H^{(j_r)})$  belongs to  $\mathfrak{S}(L^i)$ . Let  $\{H_1^i, \dots, H_{v_i}^i\}$  be the set of all  $i$ -partial conversions for  $L$ . Let us designate

$$P_i = \bigcup_{t=1}^{v_i} P_i(H_t^i).$$

The proposed model of recognizing algorithms is based on constructing the sets  $P_1, \dots, P_m$ . In view of the above consideration, the problem of constructing a set  $P_i$ ,  $i \in \{1, 2, \dots, m\}$  is reduced to constructing the set  $\mathfrak{S}(L^i)$ .

We set  $P(K_j) = \bigcup_{\text{conv}(H, S_i) \in K_j} P_i$ ,  $j = 1, 2$ . The classification of the object  $S$  among one of the classes is determined by calculating the estimates  $\Gamma(S, K_1)$  and  $\Gamma(S, K_2)$ , where

$$\begin{aligned} \Gamma(S, K_j) &= \frac{1}{|P(K_j)|} \\ &\times \sum_{(\text{conv}(H, S'), Q) \in P(K_j)} B(\text{conv}(H, S), \text{conv}(H, S'), Q), \\ &j \in \{1, 2\}. \end{aligned}$$

Object  $S$  belongs to the class for which this estimate is maximal. If the estimates  $\Gamma(S, K_1)$  and  $\Gamma(S, K_2)$  are equal to each other, then the algorithm fails to recognize the object  $S$ .

#### 4. ALGORITHM FOR CHOOSING THE BEST CORRECT CONVERSION

Below, an initial data conversion algorithm is proposed on the basis of analysis of the Boolean matrix  $L$ , which allows one to rapidly obtain a good correct conversion. To construct this algorithm, the well-known idea of steepest descent is used.

We designate a submatrix of the matrix  $L$  that is composed of the columns from  $G_j$ ,  $j \in \{1, 2, \dots, n\}$  as  $L_{G_j}$ .

A column of the matrix covers a row of this matrix if 1 stands on their intersection. Here, we give the description of the conversion algorithm.

Let us specify an integer  $q$ ,  $1 \leq q \leq \min_{j \in \{1, \dots, n\}} |D^{(j)}|$ .

Step 1. We set  $p = 1$ . In every submatrix  $L_{G_j}$ ,  $j = 1, 2, \dots, n$ , we choose a column with the maximum number of ones (this column corresponds to the threshold that recognizes the objects from different classes in the best way). We mark the chosen column of the submatrix  $L_{G_j}$  and the rows covered by it in this matrix. If  $q = 1$ , then set  $p = 0$  and go to Step 3.

Step 2. In every matrix  $L_{G_j}$ ,  $j = 1, 2, \dots, n$ , we choose (if possible) a column with the maximum number of ones in unmarked rows. The chosen column of the submatrix  $L_{G_j}$  and the rows covered by it in this matrix are marked. If  $p = 0$ , then Step 2 is repeated  $q$  times. Otherwise, Step 2 is repeated  $q - 1$  times.

Step 3. We check if the aggregate of the marked columns is a covering of the matrix  $L$ . If it is, then the algorithm terminates. Otherwise, we erase all marks in the rows of the matrices  $L_{G_j}$ ,  $j = 1, 2, \dots, n$ . In every matrix  $L_{G_j}$ ,  $j = 1, 2, \dots, n$ , we mark the rows with the ordinal numbers that equal the ordinal numbers of the rows in the matrix  $L$  that are covered by the mentioned aggregate of the marked columns. We set  $p = 0$  and go to Step 2.

It is obvious that the derived aggregate of the marked columns is a complete coding covering of the matrix  $L$ . According to this coding covering, a correct conversion of the learning sample is constructed. The described procedure is iterated for every admissible value of  $q$ . Among all the obtained correct conversions, we choose the one that gives the best results in sliding control.

## Testing results

Conversion algorithm	Recognition result in sliding control
Correct conversion	83%
CAIM	77%
SENKO	62%
Partial conversion	66%

The described conversion method was compared with other conversion methods in sliding control. Here, the algorithm of voting by representative sets was chosen as the recognizing algorithm. This algorithm was tested for a real medical prediction problem. In the experiment, the survival rate of patients with osteogenic sarcoma during one year after therapy was investigated. The problem of prediction of the survival rate of patients using the set of the cytological parameters of a tumorous tissue sample, which were obtained using biopsy during the course of treatment, was studied. The previous investigations revealed that the problem is very complicated, because not only the state of tumor cells, but also many other objective factors such as the immunity and psychophysical state of the patient, the environment, etc., affect the treatment outcome.

The available sample included information on 78 patients; 25 and 53 of them lived less and more than a year after a course of treatment, respectively. The dimension of the feature space is 7. In the initial data, from six to 38 thresholds correspond to each feature.

The testing results are presented in the table.

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