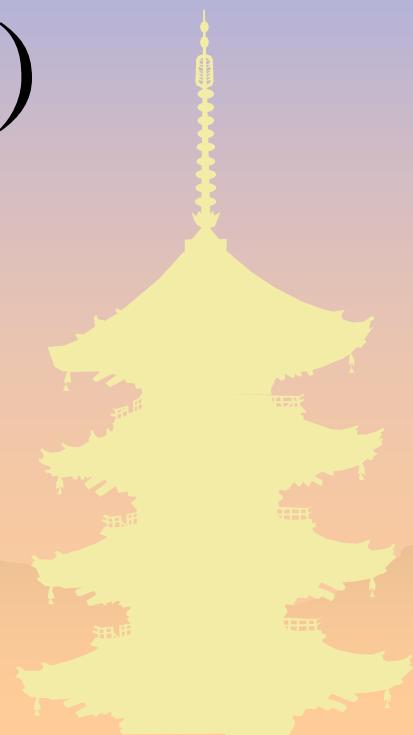


# Rough Sets □ (Granular Computing)



# Basic Concepts of Rough Sets

- Information/Decision Systems (Tables)
- Indiscernibility
- Set Approximation
- Reducts and Core
- Dependency of Attributes

# Information Systems/Tables

	Age	LEMS
x1	16-30	50
x2	16-30	0
x3	31-45	1-25
x4	31-45	1-25
x5	46-60	26-49
x6	16-30	26-49
x7	46-60	26-49

- IS is a pair  $(U, A)$
- $U$  is a non-empty finite set of objects.
- $A$  is a non-empty finite set of attributes such that  $a:U \rightarrow V_a$  for every  $a \in A$ .
- $V_a$  is called the value set of  $a$ .

# Decision Systems/Tables

	Age	LEMS	Walk
x1	16-30	50	yes
x2	16-30	0	no
x3	31-45	1-25	no
x4	31-45	1-25	yes
x5	46-60	26-49	no
x6	16-30	26-49	yes
x7	46-60	26-49	no

- DS:  $T = (U, A \cup \{d\})$
- $d \notin A$  is the *decision* attribute (instead of one we can consider more decision attributes).
- The elements of  $A$  are called the *condition* attributes.

# Indiscernibility

- The equivalence relation

A binary relation  $R \subseteq X \times X$  which is reflexive ( $xRx$  for any object  $x$ ) , symmetric (if  $xRy$  then  $yRx$ ), and transitive (if  $xRy$  and  $yRz$  then  $xRz$ ).

- The equivalence class  $[x]_R$  of an element  $x \in X$  consists of all objects  $y \in X$  such that  $xRy$ .

# Indiscernibility (2)

- Let  $IS = (U, A)$  be an information system, then with any  $B \subseteq A$  there is an associated equivalence relation:

$$IND_{IS}(B) = \{(x, x') \in U^2 \mid \forall a \in B, a(x) = a(x')\}$$

where  $IND_{IS}(B)$  is called the *B-indiscernibility relation*.

- If  $(x, x') \in IND_{IS}(B)$ , then objects  $x$  and  $x'$  are indiscernible from each other by attributes from  $B$ .
- The equivalence classes of the *B-indiscernibility relation* are denoted by  $[x]_B$ .

# An Example of Indiscernibility

	Age	LEMS	Walk
x1	16-30	50	yes
x2	16-30	0	no
x3	31-45	1-25	no
x4	31-45	1-25	yes
x5	46-60	26-49	no
x6	16-30	26-49	yes
x7	46-60	26-49	no

- The non-empty subsets of the condition attributes are  $\{Age\}$ ,  $\{LEMS\}$ , and  $\{Age, LEMS\}$ .
- $IND(\{Age\}) = \{\{x1, x2, x6\}, \{x3, x4\}, \{x5, x7\}\}$
- $IND(\{LEMS\}) = \{\{x1\}, \{x2\}, \{x3, x4\}, \{x5, x6, x7\}\}$
- $IND(\{Age, LEMS\}) = \{\{x1\}, \{x2\}, \{x3, x4\}, \{x5, x7\}, \{x6\}\}.$

# Set Approximation

- Let  $T = (U, A)$  and let  $B \subseteq A$  and  $X \subseteq U$ . We can approximate  $X$  using only the information contained in  $B$  by constructing the *B-lower* and *B-upper* approximations of  $X$ , denoted  $\underline{B}X$  and  $\overline{B}X$  respectively, where

$$\underline{B}X = \{x \mid [x]_B \subseteq X\},$$

$$\overline{B}X = \{x \mid [x]_B \cap X \neq \emptyset\}.$$

# An Example of Set Approximation

	Age	LEMS	Walk
x1	16-30	50	yes
x2	16-30	0	no
x3	31-45	1-25	no
x4	31-45	1-25	yes
x5	46-60	26-49	no
x6	16-30	26-49	yes
x7	46-60	26-49	no

□ Let  $W = \{x \mid \text{Walk}(x) = \text{yes}\}$ .

$$\underline{AW} = \{x1, x6\},$$

$$\overline{AW} = \{x1, x3, x4, x6\},$$

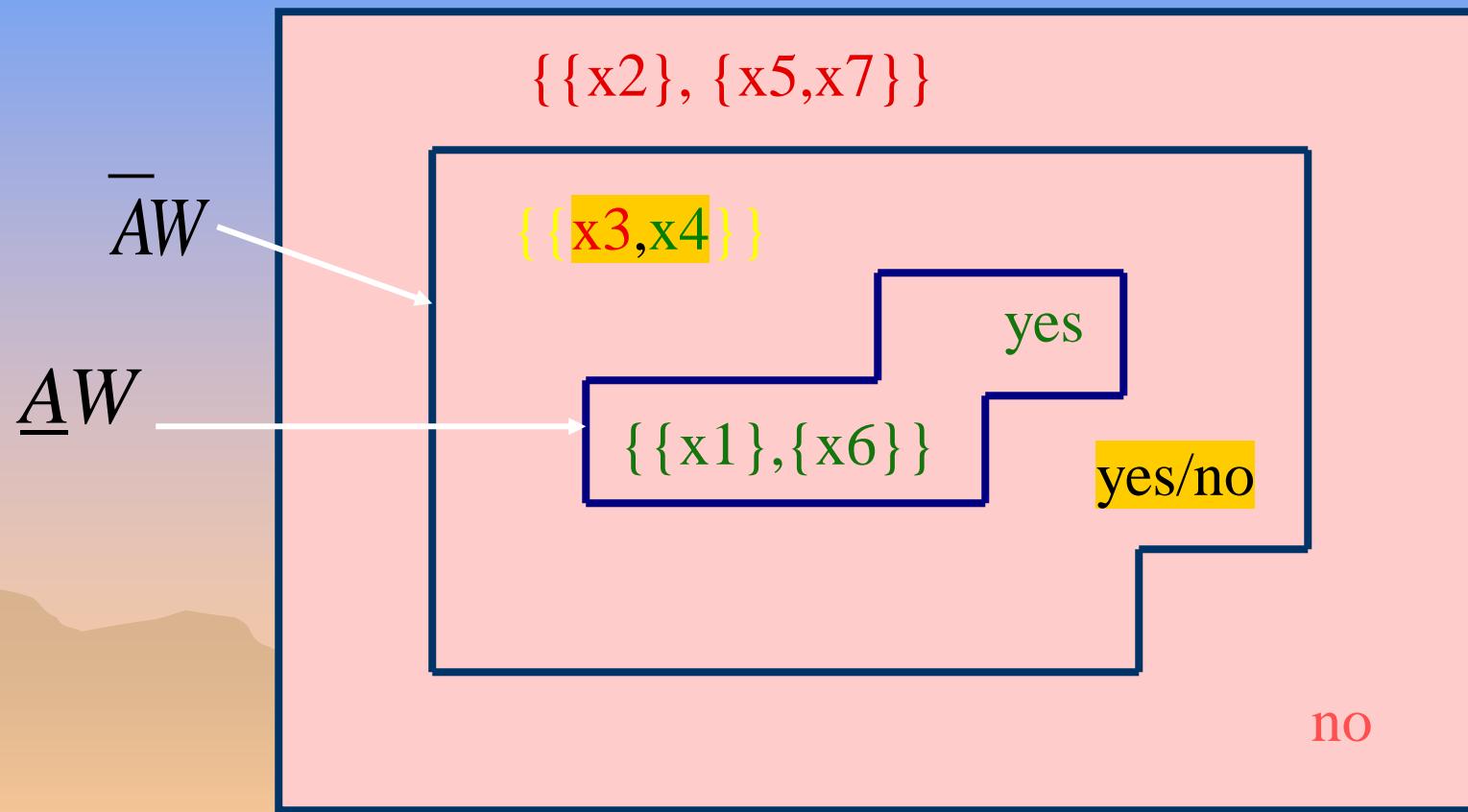
$$BN_A(W) = \{x3, x4\},$$

$$U - \overline{AW} = \{x2, x5, x7\}.$$

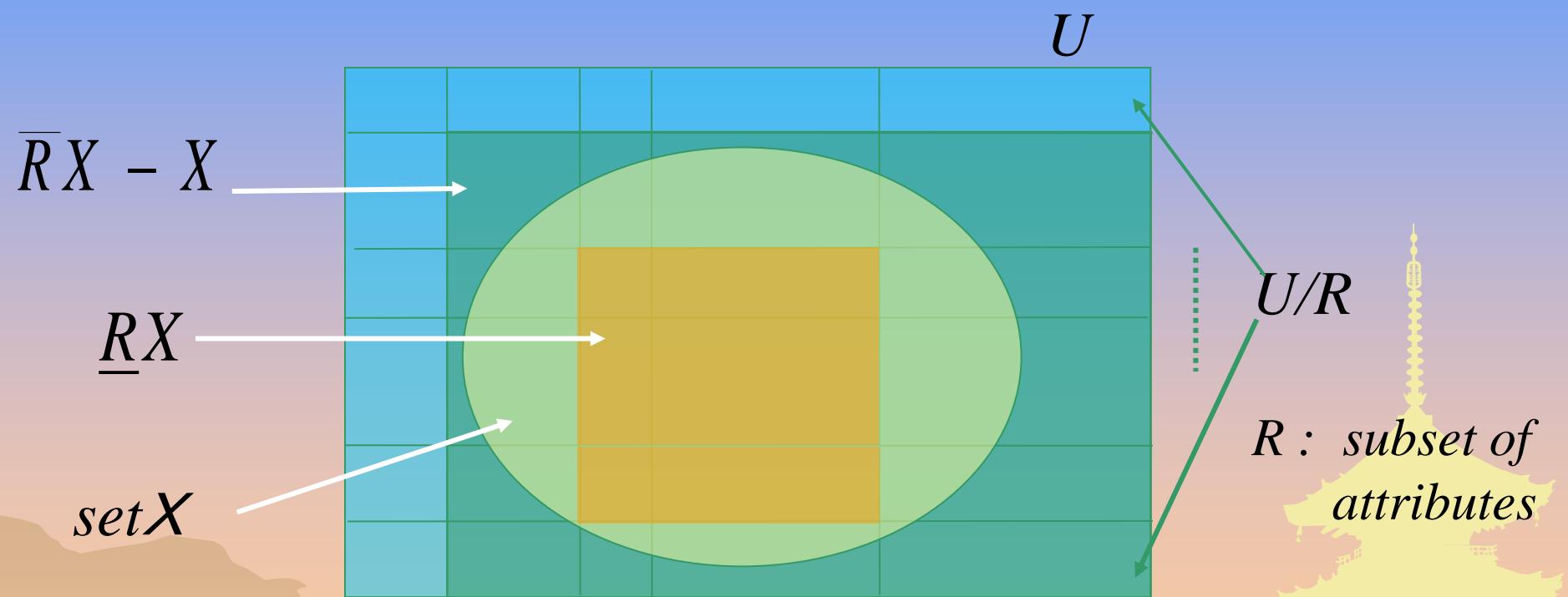
□ The decision class, *Walk*, is **rough** since the boundary region is not empty.

$$\text{IND}(\{\text{Age}, \text{LEMS}\}) = \{\{x1\}, \{x2\}, \{x3, x4\}, \{x5, x7\}, \{x6\}\}$$

# An Example of Set Approximation (2)



# Lower & Upper Approximations



# Lower & Upper Approximations

## (2)

**Upper Approximation:**

$$\overline{R}X = \bigcup\{Y \in U/R : Y \cap X \neq \emptyset\}$$

**Lower Approximation:**

$$\underline{R}X = \bigcup\{Y \in U/R : Y \subseteq X\}$$



# Lower & Upper Approximations (3)

<i>U</i>	<i>Headache</i>	<i>Temp.</i>	<i>Flu</i>
<i>U1</i>	Yes	Normal	No
<i>U2</i>	Yes	High	Yes
<i>U3</i>	Yes	Very-high	Yes
<i>U4</i>	No	Normal	No
<i>U5</i>	<i>No</i>	<i>High</i>	<i>No</i>
<i>U6</i>	<i>No</i>	<i>Very-high</i>	<i>Yes</i>
<i>U7</i>	<i>No</i>	<i>High</i>	<i>Yes</i>
<i>U8</i>	<i>No</i>	<i>Very-high</i>	No

$$\begin{aligned}
 X1 &= \{u \mid \text{Flu}(u) = \text{yes}\} \\
 &= \{u2, u3, u6, u7\}
 \end{aligned}$$

$$\begin{aligned}
 \underline{R}X1 &= \{u2, u3\} \\
 \overline{R}X1 &= \{u2, u3, u6, u7, u8, u5\}
 \end{aligned}$$

The indiscernibility classes defined by  $R = \{\text{Headache}, \text{Temp.}\}$  are  $\{u1\}, \{u2\}, \{u3\}, \{u4\}, \{u5, u7\}, \{u6, u8\}$ .

$$\begin{aligned}
 X2 &= \{u \mid \text{Flu}(u) = \text{no}\} \\
 &= \{u1, u4, u5, u8\}
 \end{aligned}$$

$$\begin{aligned}
 \underline{R}X2 &= \{u1, u4\} \\
 \overline{R}X2 &= \{u1, u4, u5, u8, u7, u6\}
 \end{aligned}$$

# Lower & Upper Approximations

## (4)

$R = \{Headache, Temp.\}$

$U/R = \{ \{u1\}, \{u2\}, \{u3\}, \{u4\}, \{u5, u7\}, \{u6, u8\} \}$

$X1 = \{u \mid \text{Flu}(u) = \text{yes}\} = \{u2, u3, u6, u7\}$

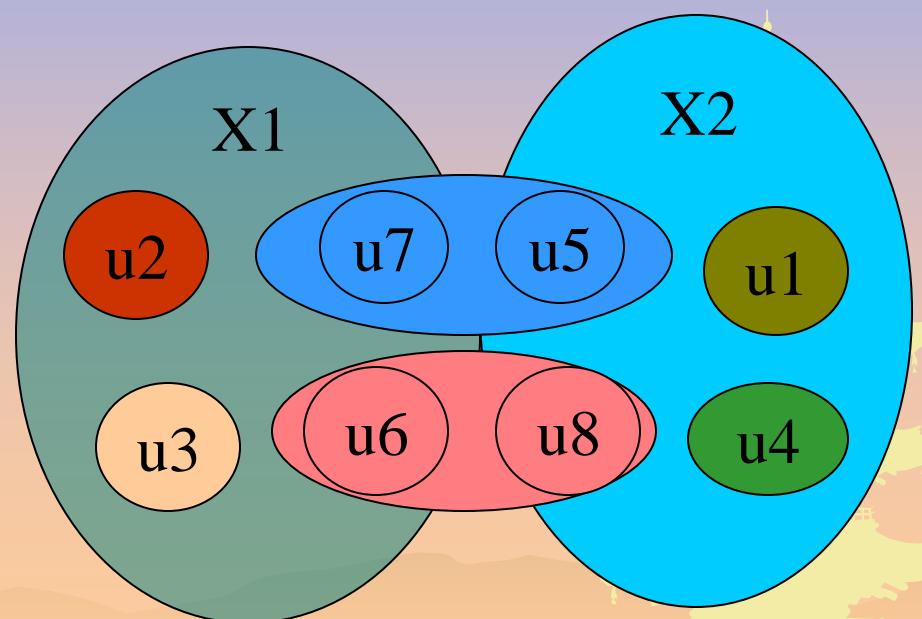
$X2 = \{u \mid \text{Flu}(u) = \text{no}\} = \{u1, u4, u5, u8\}$

$\underline{R}X1 = \{u2, u3\}$

$\overline{R}X1 = \{u2, u3, u6, u7, u8, u5\}$

$\underline{R}X2 = \{u1, u4\}$

$\overline{R}X2 = \{u1, u4, u5, u8, u7, u6\}$



# Issues in the Decision Table

- The same or indiscernible objects may be represented several times.
- *Some of the attributes may be superfluous (redundant).*

*That is, their removal cannot worsen the classification.*

# Reducts

- Keep only those attributes that preserve the indiscernibility relation and, consequently, set approximation.
- There are usually several such subsets of attributes and those which are minimal are called *reducts*.

# Reduct & Core

- The set of attributes  $R \subseteq C$  is called a *reduct* of  $C$ , if  $T' = (U, R, D)$  is independent and  $POS_R(D) = POS_C(D)$ .
- The set of all the condition attributes indispensable in  $T$  is denoted by  $CORE(C)$ .

$$CORE(C) = \bigcap RED(C)$$

where  $RED(C)$  is the set of all *reducts* of  $C$ .

# An Example of Reducts & Core

<i>U</i>	<i>Headache</i>	<i>Muscle pain</i>	<i>Temp.</i>	<i>Flu</i>
<i>U1</i>	Yes	Yes	Normal	No
<i>U2</i>	Yes	Yes	High	Yes
<i>U3</i>	Yes	Yes	Very-high	Yes
<i>U4</i>	No	Yes	Normal	No
<i>U5</i>	No	No	High	No
<i>U6</i>	No	Yes	Very-high	Yes

*Reduct1 = {Muscle-pain, Temp.}*

<i>U</i>	<i>Muscle pain</i>	<i>Temp.</i>	<i>Flu</i>
<i>U1, U4</i>	Yes	Normal	No
<i>U2</i>	Yes	High	Yes
<i>U3, U6</i>	Yes	Very-high	Yes
<i>U5</i>	No	High	No

*Reduct2 = {Headache, Temp.}*

<i>U</i>	<i>Headache</i>	<i>Temp.</i>	<i>Flu</i>
<i>U1</i>	Yes	Norlmal	No
<i>U2</i>	Yes	High	Yes
<i>U3</i>	Yes	Very-high	Yes
<i>U4</i>	No	Normal	No
<i>U5</i>	No	High	No
<i>U6</i>	No	Very-high	Yes

*CORE = {Headache, Temp}  $\cap$  {MusclePain, Temp} = {Temp}*

# Discernibility Matrix

(used to find reducts)

- Let  $T = (U, C, D)$  be a decision table, with  $U = \{u_1, u_2, \dots, u_n\}$ .

By a discernibility matrix of  $T$ , denoted  $M(T)$ , we will mean  $n \times n$  matrix defined as:

$$m_{ij} = \begin{cases} \{c \in C: c(u_i) \neq c(u_j)\} & \text{if } \exists d \in D [d(u_i) \neq d(u_j)] \\ \lambda & \text{if } \forall d \in D [d(u_i) = d(u_j)] \end{cases}$$

for  $i, j = 1, 2, \dots, n$  such that  $u_i$  or  $u_j$  belongs to the  $C$ -positive region of  $D$ .

- $m_{ij}$  is the set of all the condition attributes that classify objects  $u_i$  and  $u_j$  into different classes.

# Discernibility Function

- For any  $u_i \in U$ ,

$$f_T(u_i) = \bigwedge_j \{\vee m_{ij} : j \neq i, j \in \{1, 2, \dots, n\}\}$$

where (1)  $\vee m_{ij}$  is the disjunction of all variables  $a$  such that  $a \in m_{ij}$ , if  $m_{ij} \neq \phi$ .

(2)  $\vee m_{ij} = \perp$  (*false*), if  $m_{ij} = \phi$ .

(3)  $\vee m_{ij} = t$  (*true*), if  $m_{ij} = \lambda$ .

Each logical product in the minimal disjunctive normal form (DNF) defines a reduct of instance  $u_i$ .

# Example of Discernibility Matrix

No	a	b	c	d
u1	$a_0$	$b_1$	$c_1$	y
u2	$a_1$	$b_1$	$c_0$	n
u3	$a_0$	$b_2$	$c_1$	n
u4	$a_1$	$b_1$	$c_1$	y

$$C = \{a, b, c\}$$

$$D = \{d\}$$

$$(a \vee c) \wedge b \wedge c \wedge (a \vee b)$$

$$= b \wedge c$$

$$\text{Reduct} = \{b, c\}$$

In order to discern equivalence classes of the decision attribute  $d$ , to preserve conditions described by the discernibility matrix for this table

	u1	u2	u3
u2	a,c		
u3	b	$\lambda$	
u4	$\lambda$	c	a,b

# Example of Discernibility Matrix (2)

	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>E</i>
<i>u1</i>	1	0	2	1	1
<i>u2</i>	1	0	2	0	1
<i>u3</i>	1	2	0	0	2
<i>u4</i>	1	2	2	1	0
<i>u5</i>	2	1	0	0	2
<i>u6</i>	2	1	1	0	2
<i>u7</i>	2	1	2	1	1

*Core* = {*b*}

*Reduct1* = {*b,c*}

*Reduct2* = {*b,d*}

$$\begin{aligned}
 F(a,b,c,d) &= (b+c+d)b(a+b+c+d)(b+c)(b+d)(a+b+c)(c+d)(a+b) = \\
 &= b(c+d) = bc + bd
 \end{aligned}$$

Reducts: {*b,c*}, {*b,d*}

	<i>u1</i>	<i>u2</i>	<i>u3</i>	<i>u4</i>	<i>u5</i>	<i>u6</i>
<i>u2</i>		$\lambda$				
<i>u3</i>	b,c,d		b,c			
<i>u4</i>	b		b,d	c,d		
<i>u5</i>	a,b,c,d	a,b,c		$\lambda$	a,b,c,d	
<i>u6</i>	a,b,c,d	a,b,c		$\lambda$	a,b,c,d	$\lambda$
<i>u7</i>	$\lambda$	$\lambda$	a,b,c,d	a,b	c,d	c,d

# The Goal of Attribute Selection

Finding an optimal subset of attributes in a database according to some criterion, so that a classifier with the highest possible accuracy can be induced by learning algorithm using information about data available only from the subset of attributes.

# Attribute Evaluation Criteria

- Selecting the attributes that cause the number of consistent instances to increase faster
  - To obtain the subset of attributes as small as possible
- Selecting an attribute that has smaller number of different values
  - To guarantee that the number of instances covered by rules is as large as possible.

# An Example of Attribute Selection

<i>U</i>	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>
<i>u1</i>	1	0	2	1	1
<i>u2</i>	1	0	2	0	1
<i>u3</i>	1	2	0	0	2
<i>u4</i>	1	2	2	1	0
<i>u5</i>	2	1	0	0	2
<i>u6</i>	2	1	1	0	2
<i>u7</i>	2	1	2	1	1

Condition Attributes:

$$a: V_a = \{1, 2\}$$

$$b: V_b = \{0, 1, 2\}$$

$$c: V_c = \{0, 1, 2\}$$

$$d: V_d = \{0, 1\}$$

Decision Attribute:

$$e: V_e = \{0, 1, 2\}$$

# Searching for *CORE*

Removing attribute *a*

<i>U</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>
<i>u1</i>	0	2	1	1
<i>u2</i>	0	2	0	1
<i>u3</i>	2	0	0	2
<i>u4</i>	2	2	1	0
<i>u5</i>	1	0	0	2
<i>u6</i>	1	1	0	2
<i>u7</i>	1	2	1	1

Removing attribute *a* does not cause inconsistency.

Hence, *a* is not used as *CORE*.

# Searching for *CORE*(2)

Removing attribute  $b$

$U$	$a$	$c$	$d$	$e$	
$u1$	1	2	1	1	
$u2$	1	2	0	1	
$u3$	1	0	0	2	
$u4$	1	2	1	0	
$u5$	2	0	0	2	
$u6$	2	1	0	2	
$u7$	2	2	1	1	

Removing attribute  $b$   
cause inconsistency.

$$u_1 : a_1 c_2 d_1 \rightarrow e_1$$
$$u_4 : a_1 c_2 d_1 \rightarrow e_0$$

Hence,  $b$  is used as CORE.

# Searching for *CORE*(3)

Removing attribute  $c$

$U$	$a$	$b$	$d$	$e$
$u1$	1	0	1	1
$u2$	1	0	0	1
$u3$	1	2	0	2
$u4$	1	2	1	0
$u5$	2	1	0	2
$u6$	2	1	0	2
$u7$	2	1	1	1

Removing attribute  $c$   
does not cause inconsistency.  
Hence,  $c$  is not used  
as *CORE*.

# Searching for *CORE*(4)

Removing attribute  $d$

$U$	$a$	$b$	$c$	$e$	
$u1$	1	0	2	1	
$u2$	1	0	2	1	
$u3$	1	2	0	2	
$u4$	1	2	2	0	
$u5$	2	1	0	2	
$u6$	2	1	1	2	
$u7$	2	1	2	1	

Removing attribute  $d$   
does not cause inconsistency.

Hence,  $d$  is not used  
as *CORE*.

# Searching for $CORE(5)$

Attribute  $b$  is the unique indispensable attribute.

$$CORE(C) = \{b\}$$

Initial subset  $R = \{b\}$

$R = \{b\}$

$T$

$U$	a	$b$	$c$	$d$	$e$
$u1$	1	0	2	1	1
$u2$	1	0	2	0	1
$u3$	1	2	0	0	2
$u4$	1	2	2	1	0
$u5$	2	1	0	0	2
$u6$	2	1	1	0	2
$u7$	2	1	2	1	1



$T'$

$U'$	$b$	$e$
$u1$	0	1
$u2$	0	1
$u3$	2	2
$u4$	2	0
$u5$	1	2
$u6$	1	2
$u7$	1	1

$\because b_0 \rightarrow e_1$

The instances containing  $b0$  will not be considered.

# Attribute Evaluation Criteria

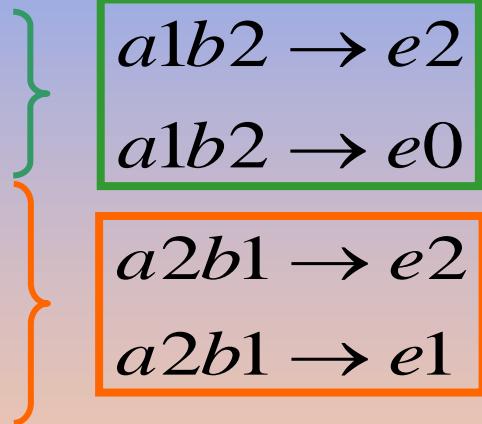
- Selecting the attributes that cause the number of consistent instances to increase faster
  - To obtain the subset of attributes as small as possible
- Selecting the attribute that has smaller number of different values
  - To guarantee that the number of instances covered by a rule is as large as possible.

# Selecting Attribute from $\{a, c, d\}$

1. Selecting  $\{a\}$

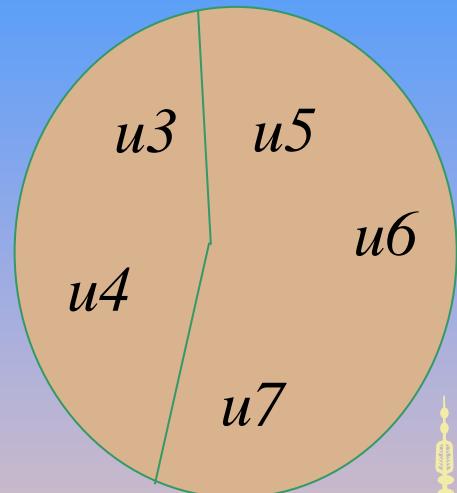
$$R = \{a, b\}$$

$U'$	a	$b$	$e$
$u3$	1	2	2
$u4$	1	2	0
$u5$	2	1	2
$u6$	2	1	2
$u7$	2	1	1

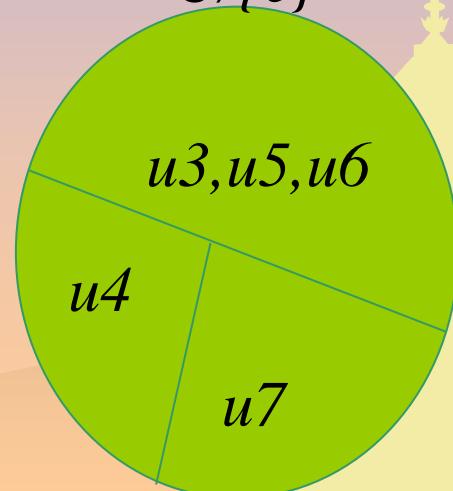


$$\bigcup_{X \in U / \{e\}} POS_{\{a, b\}}(X) = \phi$$

$$U / \{a, b\}$$



$$U / \{e\}$$



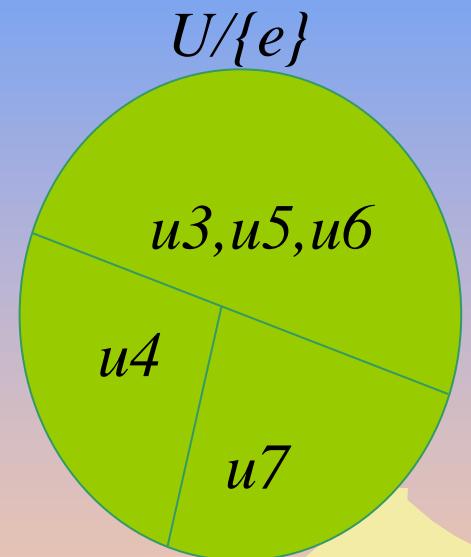
# Selecting Attribute from $\{a,c,d\}$ (2)

## 2. Selecting $\{c\}$

$$R = \{b,c\}$$

$U'$	$b$	$c$	$e$
$u3$	2	0	2
$u4$	2	2	0
$u5$	1	0	2
$u6$	1	1	2
$u7$	1	2	1

$$\begin{aligned}
 b_2c_0 &\rightarrow e_2 \\
 b_2c_2 &\rightarrow e_0 \\
 b_1c_0 &\rightarrow e_2 \\
 b_1c_1 &\rightarrow e_2 \\
 b_1c_2 &\rightarrow e_1
 \end{aligned}$$



$$\bigcup_{X \in U/\{e\}} POS_{\{b,c\}}(X) = \{u3, u4, u5, u6, u7\};$$

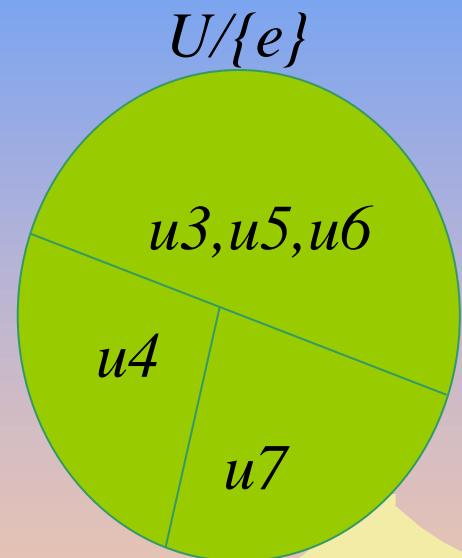
# Selecting Attribute from $\{a,c,d\}$ (3)

## 3. Selecting $\{d\}$

$$R = \{b,d\}$$

$U'$	$b$	$d$	$e$
$u3$	2	0	2
$u4$	2	1	0
$u5$	1	0	2
$u6$	1	0	2
$u7$	1	1	1

$$\begin{aligned}
 & \rightarrow b_2d_0 \rightarrow e_2 \\
 & \rightarrow b_2d_1 \rightarrow e_0 \\
 & \left. \right\} \quad \boxed{b_1d_0 \rightarrow e_2} \\
 & \rightarrow b_1d_1 \rightarrow e_1
 \end{aligned}$$

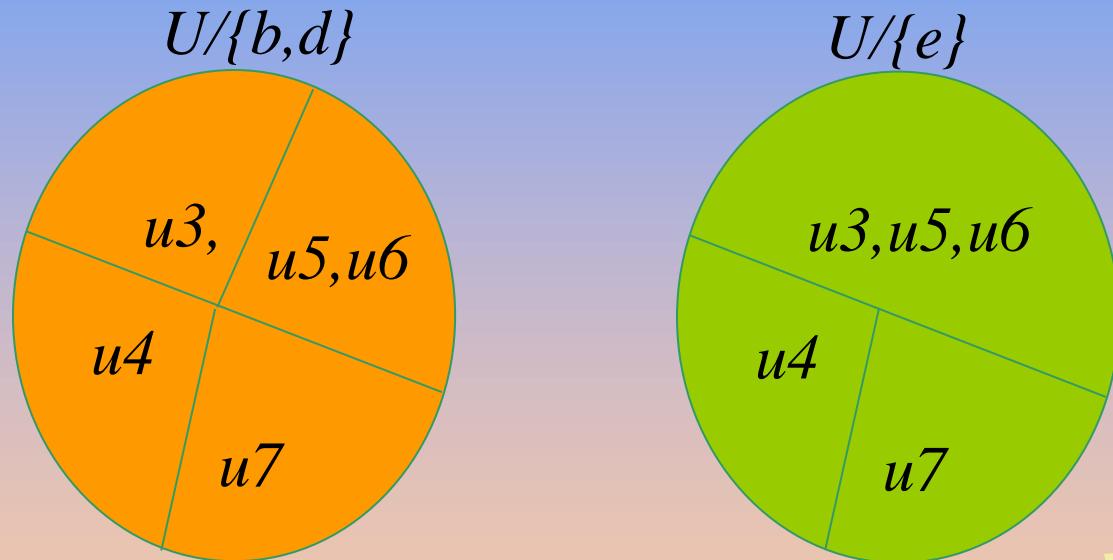


$$\bigcup_{X \in U/\{e\}} POS_{\{b,d\}}(X) = \{u3, u4, u5, u6, u7\};$$

# Selecting Attribute from $\{a,c,d\}$ (4)

## 3. Selecting $\{d\}$

$$R = \{b, d\}$$



$$POS_{\{b,d\}}(\{u3, u5, u6\})/\{b, d\} = \{ \{u3\}, \underline{\{u5, u6\}} \}$$

$$\max\_size(POS_{\{b,d\}}(\{u3, u5, u6\})/\{b, d\}) = 2$$

**Result: Subset of attributes =  $\{b, d\}$**