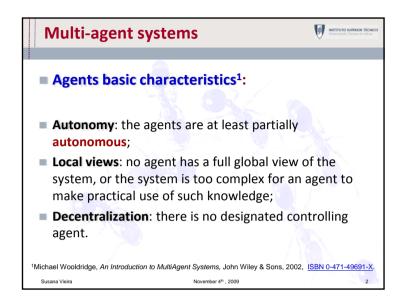
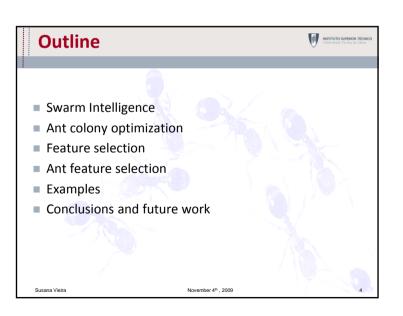


Technical University of Lisbon, Instituto Superior Técnico
Dept. of Mechanical Engineering,
Center of Intelligent Systems/IDMEC
Av. Rovisco Pais 1, 1049-001 Lisboa, Portugal
E- mail: susana@dem.ist.utl.pt

What happens in nature? "An individual ant is not very bright, but ants in a colony, operating as a collective, do remarkable things. A single neuron in the human brain can respond only to what the neurons connected to it are doing, but all of them together can be Albert Einstein." By Deborah M. Gordon (Stanford University) We are interested in systems where simple units together behave in complicated ways





Learning from Nature



- Nature has inspired researchers in many different ways.
 - Airplanes have been designed based on the structures of birds'
 - **Robots** have been designed in order to imitate the movements
 - Resistant materials have been synthesized based on spider
- After millions of years of evolution all these species developed solutions for a wide range of problems. Some ideas can be developed by taking advantage of the examples that Nature offers.

Swarm Intelligence



Based on the study of emergent collective intelligence of groups of simple agents





Bird Flock

Animal Herd

Ant Colony





Learning from Nature

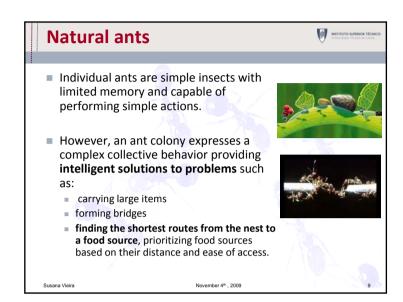


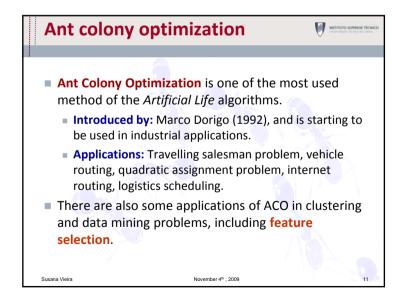
- Some social systems in Nature can present an intelligent collective behavior although they are composed by simple individuals.
- The intelligent **solutions** to problems naturally **emerge** from the **self-organization** and **communication** of these individuals.
- These systems provide important **techniques** that can be used in the development of distributed artificial intelligent systems.

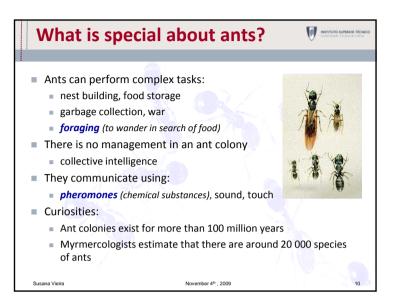
Swarm Intelligence

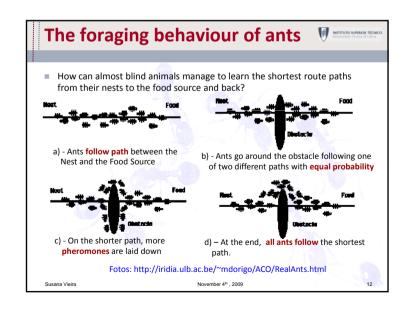


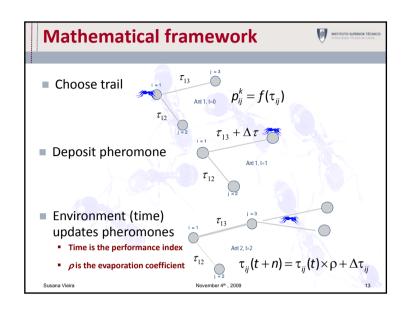
- Swarm Intelligence is an artificial intelligence technique based on the study of collective behavior in selforganized systems.
 - Swarm Intelligence systems are typically made up of a population of simple agents interacting locally with one another and with their environment. This interaction often lead to the emergence of global behavior.
- The main bio-inspired algorithms that have been developed are:
 - Ant Colony Optimisation (ACO)
 - Particle Swarm Optimisation (PSO)

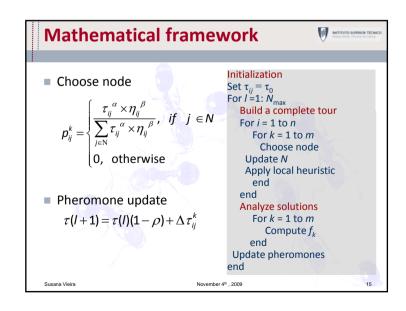


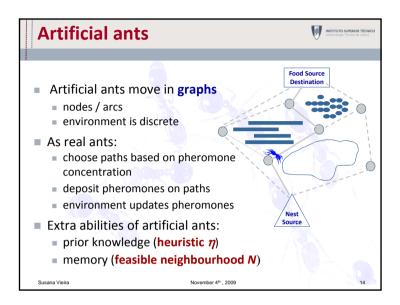


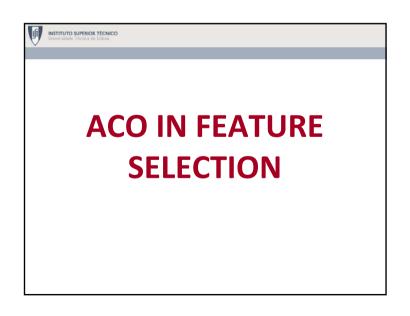


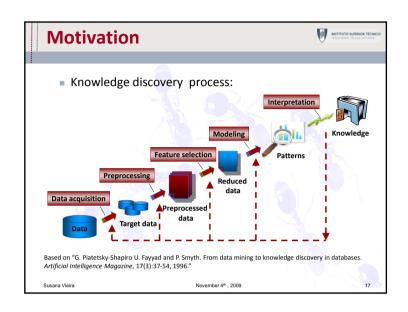


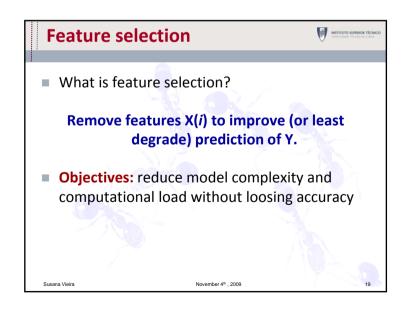


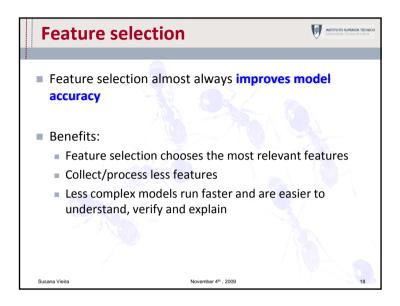


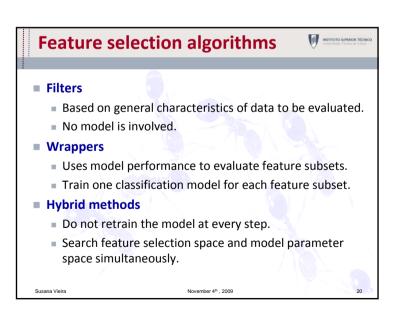


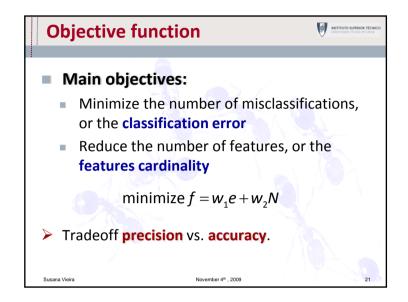


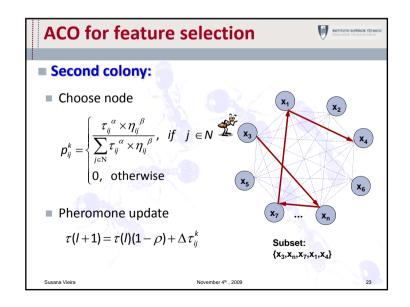


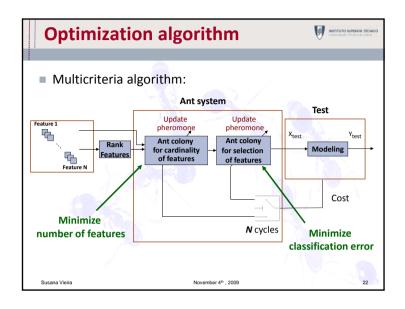


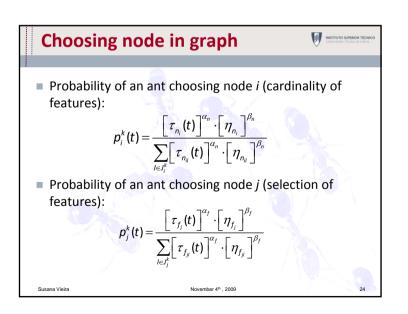












Heuristics of ant systems

PASTITUTO SUPERIOR TÉCNICO

Heuristic for feature cardinality: Fisher's score for the features

$$F(i) = \frac{\left|\mu_{c_1}(i) - \mu_{c_2}(i)\right|^2}{\sigma_{c_1}^2(i) + \sigma_{c_2}^2(i)}$$
 mean and variance values of feature *i* for the samples in class c_1 and c_2

■ **Heuristic for selection of features**: classification error *e*(*i*) for the individual features

$$\eta_f(i) = \frac{1}{e(i)}$$

Susana Vieira

nvember 4th 200

Data sets

METITATO SUPERIOR TÉCNICO

Examples:

Data sets	Number of features	Number of classes	Size of data set	
Wine	13	3	178	
Breast cancer	9	2	699	

Susana Vieira

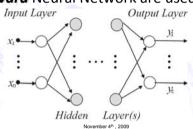
November 4th, 2009

Modeling

PASTITUTO SUPERIOR TÉCNICO Universidade Técnica de Lábros

- Takagi-Sugeno fuzzy models are used;
 - Antecedents Aⁱ are fuzzy sets obtained using fuzzy clustering

 membership functions.
 - **Consequents** y_i are estimated using least squares estimation.
- Feedforward Neural Network are used;

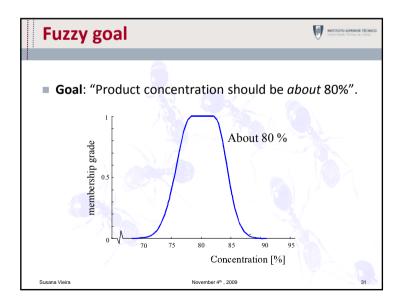


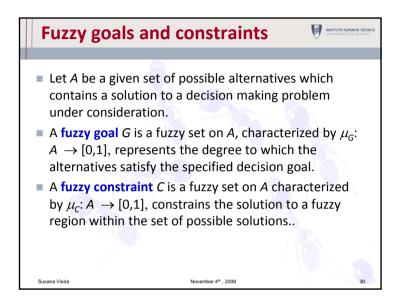
Results (Wine)

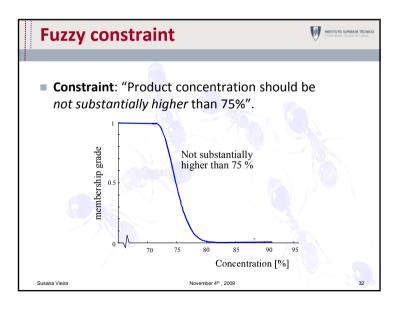
MISTITUTO SUPERIOR TÉCNICO
Unicordado Trocko de Lidos

Methods	Reduced Subsets	Classification accuracy (%)		
	Subsets	Best	Mean	Worst
AFS Approach	4-8	100	99.8	98.9
Corcoran and Sen (1994)	13	100	99.5	98.3
Ishibuchi et al. (1999)	13	99.4	98.5	97.8
Roubos et al. (2003)	4-7	99.4	-	98.3
Mendonça et al. (T-D) (2007)	11	100	99.9	99.4
Mendonça et al. (B-U) (2007)	4	100	98.5	92.7

Methods	Reduced Subsets	Classification accuracy (%)		
		Best	Mean	Worst
AFS Approach	2-5	100	96.4	91.3
Wang et al. (POSAR) (2004)	4	95.94	1	-
Wang et al. (CEAR) (2004)	4	94.20		11/2-
Wang et al. (DISMAR) (2003)	5	95.94	-	(-)
Wang et al. (GAAR) (2000)	4	95.65	<u> </u>	1
Wang et al. (PSORSFS) (2007)	4	95.80	(0 -	-
Abony et al. (GG: R = 2) (2003)	8-9	95.71	90.99	84.28
Abony et al. (Sup: R = 2) (2003)	7-9	98.57	92.56	84.28
Abony et al. (GG: R = 4) (2003)	9	98.57	95.14	88.57
Abony et al. (Sup: R = 4) (2003)	8-9	98.57	95.57	90.0







Bellman and Zadeh's model



- Fuzzy decision F is a confluence of (fuzzy) decision goals and (fuzzy) decision criteria
- Both the decision goals and the decision constraints should be satisfied

$$F = G \cap C \Leftrightarrow \mu_F(a) = \mu_G(a) \wedge \mu_C(a), \ a \in A$$

Maximising decision (optimal decision a*)
 Decision with the largest membership value

$$a^* = \underset{a \in A}{\operatorname{arg \, max}} \ \mu_G(a) \wedge \mu_C(a)$$

Alternative corresponding to the largest membership value is denoted as the best alternative (solution)

Sucana Vinira

lovember 4th, 20

