

Application of the rule-growing algorithm RIPPER to particle physics analysis

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- called data mining in computer science community

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- classifier (neural network, decision tree . . .) learns on a training data set

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- classifier output: probability (e.g. for a candidate to be signal)

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- cut on probability

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- cut on probability
 - to change signal to background or significance

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- cut on probability
 - to change signal to background or significance
 - to account for larger abundance (in real data) of BG

Data mining: imbalanced data sets

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- *i.e.* in HEP often imbalanced problems
e.g. much more background than signal events

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e.g. much more background than signal events
- from data mining, possible solution:
 - appropriate classifier
 - Cost-sensitive approach
 - sampling based approach
 - bagging

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- some *partly* equivalent to cut on probability

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e.g. much more background than signal events
- from data mining, possible solution:
 - appropriate classifier
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 - sampling based approach
 - bagging
- some *partly* equivalent to cut on probability
- → investigate the difference between cut on probability
and data mining solutions above

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- *i.e.* in HEP often imbalanced problems
e.g. much more background than signal events
- from data mining, possible solution:
 - appropriate classifier
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- some *partly* equivalent to cut on probability
- → investigate the difference between cut on probability
and data mining solutions above
- → which is better?

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Technique for classifying events using a collection of "if... then..." rules. For example:

```
(IPpi >= 1.039316) and (DoCA <= 0.307358) and
(IP <= 0.270767) and (IPp >= 0.800645)
=> class=Lambda
```

```
(IPpi >= 0.637403) and (DoCA <= 0.159043) and
(IP <= 0.12081) and (ptpi >= 149.2332) and
(IP >= 0.003371) => class=Lambda
```

```
=> class=BG
```


What is RIPPER, why RIPPER??

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- direct rule based classifier (see Cohen (1995) [1])
 - ① divide training set into growing and pruning sets

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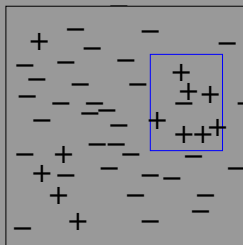
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- direct rule based classifier (see Cohen (1995) [1])
 - 1 divide training set into growing and pruning sets
 - 2 grow a rule adding conditions greedily



rule 1

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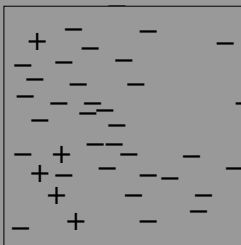
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delete rule 1 instances

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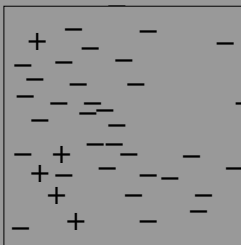
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- direct rule based classifier (see Cohen (1995) [1])
 - 1 divide training set into growing and pruning sets
 - 2 grow a rule adding conditions greedily
 - 3 prune rule



delete rule 1 instances

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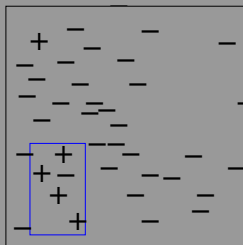
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- direct rule based classifier (see Cohen (1995) [1])
 - 1 divide training set into growing and pruning sets
 - 2 grow a rule adding conditions greedily
 - 3 prune rule
 - 4 go to 2), stopping criteria: description length, error rate



rule 2

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 - 5 optimization of rules

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 - ① divide training set into growing and pruning sets
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 - ③ prune rule
 - ④ go to 2), stopping criteria: description length, error rate
 - ⑤ optimization of rules

Advantages:

- rule set: relatively easy to interpret
- good for imbalanced problems

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- assign a cost to wrongly (or correctly) classified instances ("events", "candidates")

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- assign a cost to wrongly (or correctly) classified instances ("events", "candidates")
- → cost matrix, e.g.:

	predicted BG	predicted signal
true BG	0	100
true signal	1	0

What is Cost-sensitive classification?

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- classification algorithm minimizes cost

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- → cost matrix, e.g.:

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- classification algorithm minimizes cost
- mainly two ways:
 - threshold adjusting
 - instance weighting

Threshold adjusting

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Let's start with a cost matrix as before:

	pred. BG	pred. signal
tr. BG	0	$C(\text{BG}, s)$
tr. signal	$C(s, \text{BG})$	0

Threshold adjusting

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Let's start with a cost matrix as before:

	pred. BG	pred. signal
tr. BG	0	$C(\text{BG}, s)$
tr. signal	$C(s, \text{BG})$	0

Minimize cost for a rule t , class $i = s$, BG:

$$C(i|t) = \sum_{j=s, \text{BG}} p(j|t) C(j, i).$$

Threshold adjusting

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$$C(i|t) = \sum_{j=s, \text{BG}} p(j|t)C(j, i).$$

t is assigned to the signal class if:

$$p(s|t) > p(\text{BG}|t)$$

Threshold adjusting

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t is assigned to the signal class if:

$$\begin{aligned} p(s|t)C(s, \text{BG}) &> p(\text{BG}|t)C(\text{BG}, s) \\ \Rightarrow p(s|t)C(s, \text{BG}) &> 1 - p(s|t)C(\text{BG}, s) \\ \Rightarrow p(s|t) &> \frac{C(\text{BG}, s)}{C(\text{BG}, s) + C(s, \text{BG})} \end{aligned}$$

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→ This is equivalent to a cut on the probability!

Sampling and instance weighting

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- simplest forms:
 - undersampling by leaving out instances
 - oversampling by replicating instances

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- simplest forms:
 - undersampling by leaving out instances
 - oversampling by replicating instances
- mainly equivalent to applying a cost:

$$p(s|t)C(s, BG) > p(BG|t)C(BG, s)$$

$C(s, BG)$ ($C(BG, s)$) – replication factor of signal (BG)

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- **instance weighting**: automated sampling/*weighting* of instances according to cost

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- for some classifiers (e.g. neural networks) not better than threshold adjusting

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- **instance weighting**: automated sampling/*weighting* of instances according to *cost*
- for some classifiers (e.g. neural networks) not better than threshold adjusting
- better than threshold adjusting for classifiers that change with the balance of training data
- e.g. decision trees, rules – typically using error rate

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What is bagging, why bagging?

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- draw *with replacement* at random N instances from your sample

orig. sample	1	2	3	4	5
1 st iteration	2	5	1	1	4
2 nd iteration	5	3	2	2	4

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- draw *with replacement* at random N instances from your sample
- do this r times

orig. sample	1	2	3	4	5
1 st iteration	2	5	1	1	4
2 nd iteration	5	3	2	2	4
⋮					
r th iteration	1	1	5	1	4

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- draw *with replacement* at random N instances from your sample
- do this r times
- learn r classifiers (here r rule sets) on these

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- draw *with replacement* at random N instances from your sample
- do this r times
- learn r classifiers (here r rule sets) on these
- let them vote or average their probabilities

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- N is typically the number of instances in your sample

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- this works very well if your classifier is unstable, *i.e.* prone to change with noise (RIPPER, decision trees)

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- do this r times
- learn r classifiers (here r rule sets) on these
- let them vote or average their probabilities
- N is typically the number of instances in your sample
- this works very well if your classifier is unstable, *i.e.* prone to change with noise (RIPPER, decision trees)
- reduces overfitting (for oversampling)

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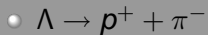
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- $\Lambda \rightarrow p^+ + \pi^-$
- LHCb Monte Carlo minimum bias

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- candidates: pairs of differently charged *long* tracks

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- $\Lambda \rightarrow p^+ + \pi^-$
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- training set: $5 \times 1000 \Lambda$, 13000 BG

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- $\Lambda \rightarrow p^+ + \pi^-$
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- training set: $5 \times 1000 \Lambda$, 13000 BG
- testing set: 1000 Λ , 180000 BG

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- $\Lambda \rightarrow p^+ + \pi^-$
- LHCb Monte Carlo minimum bias
- candidates: pairs of differently charged *long* tracks
- training set: $5 \times 1000 \Lambda$, 13000 BG
- testing set: 1000 Λ , 180000 BG
- use 10 geometric and kinematic variables

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- classification step using WEKA [2] package:
 - 1 bagging
 - 2 set cost (instance weighting)
 - 3 apply RIPPER

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- classification step using WEKA [2] package:
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- make two classification steps:
 - ① preclassification using bagging (10 bags) (high cost for loosing $\Lambda \rightarrow$ keep almost all Λ s, reduce BG)

	pr. BG	pr. Λ
tr. BG	0	1
tr. Λ	100	0

preselection cost matrix

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 - ② classify using bagging (25 bags) with high cost for wrongly accepted BG

	pr. BG	pr. Λ
tr. BG	0	1
tr. Λ	100	0

preselection cost matrix

	pr. BG	pr. Λ
tr. BG	0	x
tr. Λ	1	0

main cost matrix

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 - ② classify using bagging (25 bags) with high cost for wrongly accepted BG
 - ③ to produce ROC curve: scan cost x

	pr. BG	pr. Λ
tr. BG	0	1
tr. Λ	100	0

preselection cost matrix

	pr. BG	pr. Λ
tr. BG	0	x
tr. Λ	1	0

main cost matrix

ROC curve

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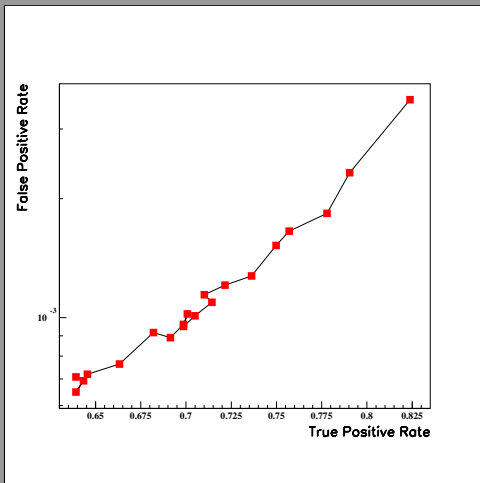
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Cost $x = 10, 20, \dots, 200$

Mass plots

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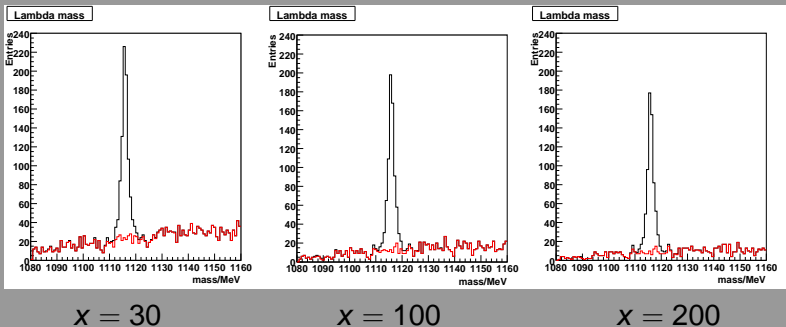
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$x = 30$

$x = 100$

$x = 200$

Without bagging and instance weighting

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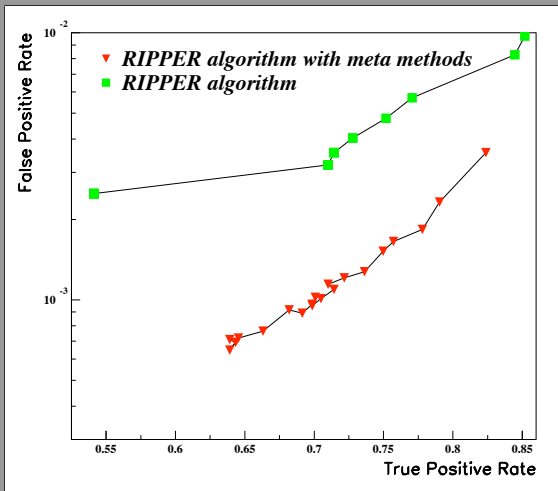
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Threshold adjusting vs. instance weighting

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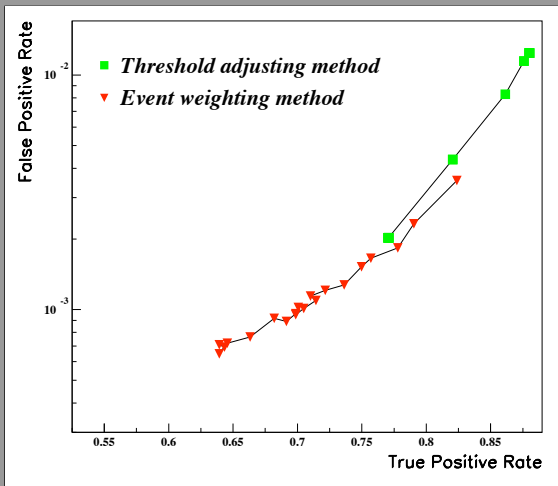
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Different bagging parameters

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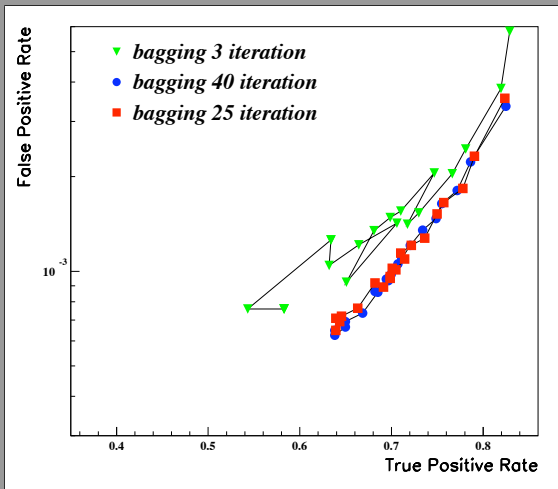
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Comparison with TMVA decision tree

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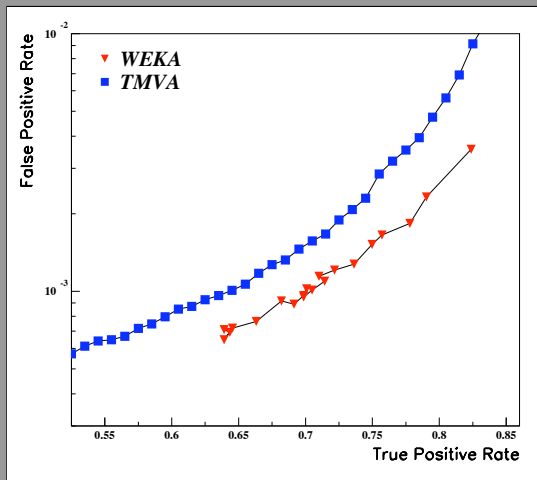
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TMVA [3] decision
tree
(by Helge Voss):

- boosting
- pruning



false positive rate vs. true positive rate: **TMVA** tree, **RIPPER**

Choice of algorithm

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Was RIPPER the right algorithm to choose?

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Was RIPPER the right algorithm to choose?

Compare with **neural network** (NN) and **decision tree** (DT);
bagging and cost-sensitivity for *all* of the algorithms (no
preclassification for *any*)

Choice of algorithm

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neural network:

- multi layer perceptron
- 3 layers, 6 internal nodes
- binary output

Choice of algorithm

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neural network:

- multi layer perceptron
- 3 layers, 6 internal nodes
- binary output

decision tree

- C 4.5
- includes pruning

Comp. with neural network and decision tree

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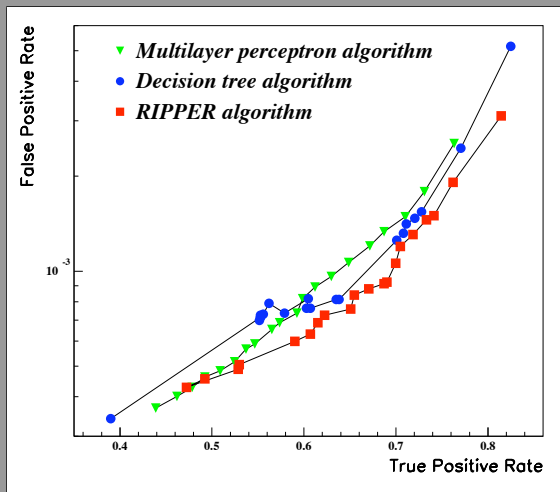
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false positive rate vs. true positive rate: NN, tree, RIPPER

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- Cost-sensitive, sampling and cutting on probability are very similar
- instance weighting better for some classifiers
- bagging helps unstable classifiers, reduces overfitting

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- instance weighting better for some classifiers
- bagging helps unstable classifiers, reduces overfitting

Analysis w/ RIPPER, bagging, instance weighting:

- RIPPER fast and efficient to use
- bagging and instance weighting very important
- better than TMVA decision tree
- RIPPER better than NN or DT

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- use it for other analyzes (e.g. D^0)
- implement instance weighting in TMVA (and RIPPER?)
- dependence on MC errors
- increase weight on background in a more efficient way

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Set of variables

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- *DoCA* - distance of closest approach
- *FL* - signed flight-length
- $c \cdot t$ - flight-length in Λ frame
- *IPp* - IP proton
- *IPpi* - IP pion
- $v_2 = \frac{IPpi^2 + IPp^2}{IP^2}$
- *ptp* - pt proton
- *ptpi* - pt pion
- $\tan \vartheta = \frac{pt}{pz}$
- $\cos \xi$, ξ - angle between impact vectors

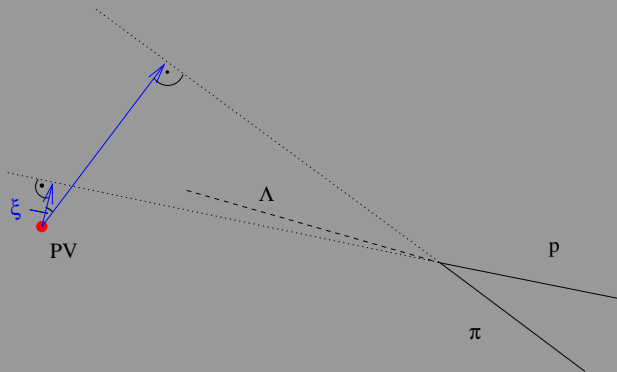
A new variable: ξ

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Imbalanced data sets in HEP and data mining

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Backup slides

- typical data mining application
 - credit card fraud, AIDS test
 - rare class is "fraud transaction" or "AIDS infection"
 - → high cost not detecting *rare* instance
- HEP mostly (particle selection)
 - high background
 - high cost for (*non-rare*) background classified as signal
- which translates to:
 - data mining: imbalance has to be balanced
 - HEP particle selection: imbalance has to be *enhanced*