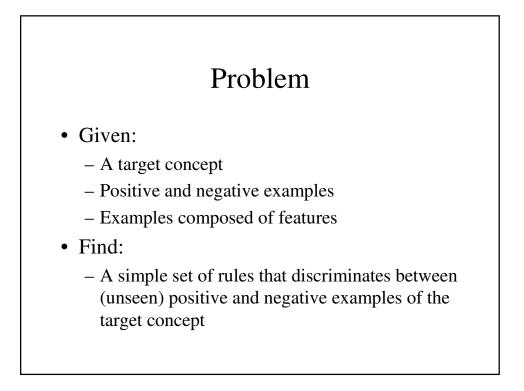
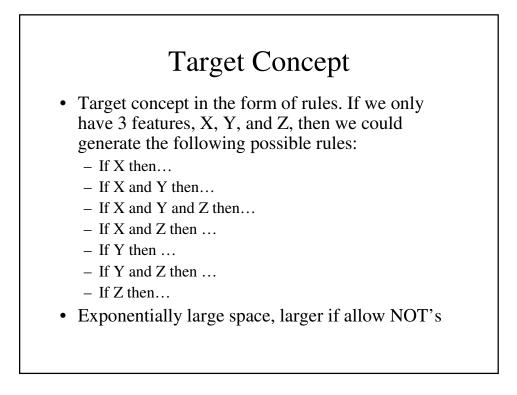
Rule Induction Overview

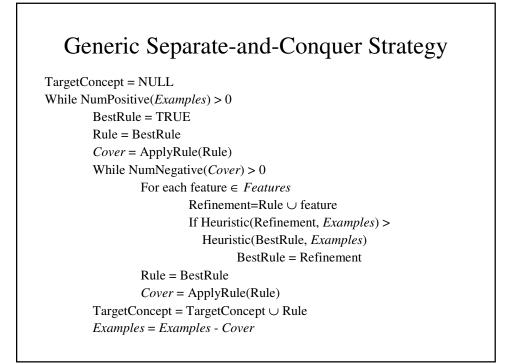
- Generic separate-and-conquer strategy
- CN2 rule induction algorithm
- Improvements to rule induction

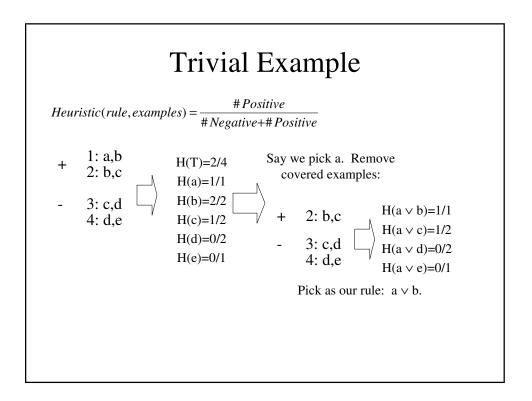


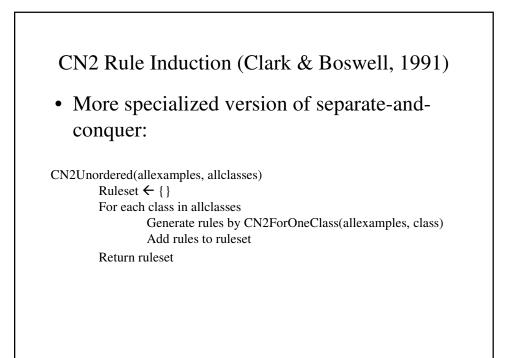
Sample Unordered Rules

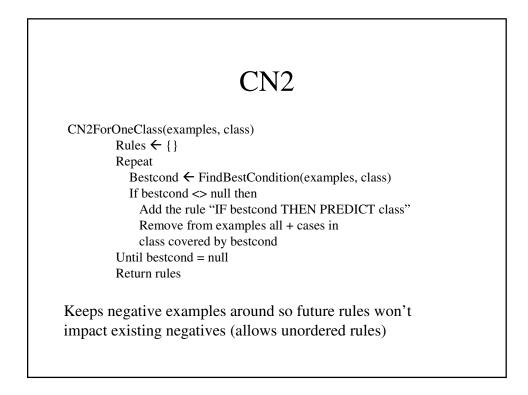
- If X then C1
- If X and Y then C2
- If NOT X and Z and Y then C3
- If B then C2
- What if two rules fire at once? Just OR together?

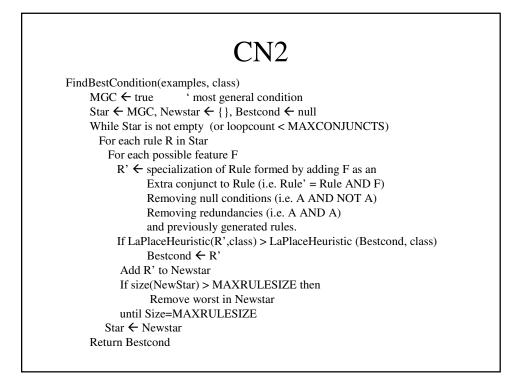


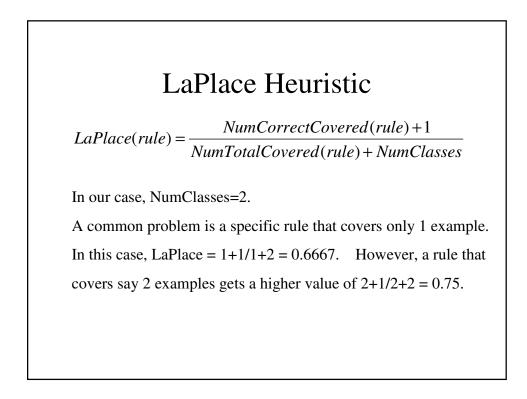


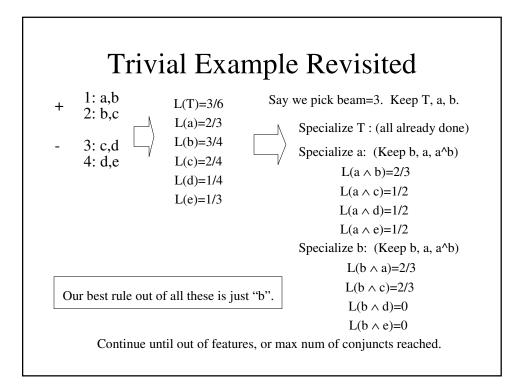


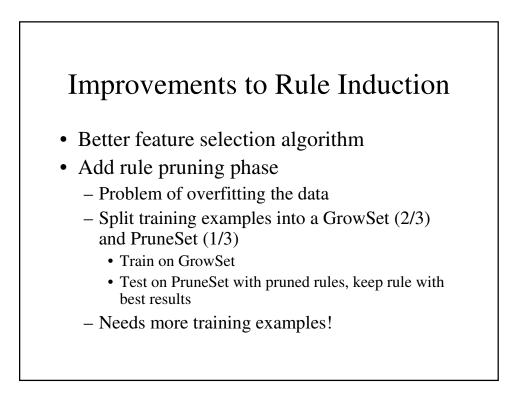












Improvements to Rule Induction

- Ripper / Slipper
 - Rule induction with pruning, new heuristics on when to stop adding rules, prune rules
 - Slipper builds on Ripper, but uses boosting to reduce weight of negative examples instead of removing them entirely
- Other search approaches
 - Instead of beam search, genetic, pure hill climbing (would be faster), etc.

