

Discovering Chance Scenarios using Small-World KeyGraphs and Evolutionary Computation

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- Chance Discovery using visual maps (KeyGraph) (*Ohsawa, Benson, & Yachida, 1998*)
- Chance interpretation is done by user
- An appropriate degree of complexity is required
- How can we obtain KeyGraphs that
 - are complex enough to contain chances?
 - present clear clusters and relations among them?
- The KeyGraph building process is sensitive to the parameters used

Approach to Comprehensible KeyGraphs Creation

- Search among the KeyGraph parameter space
- Components:
 - Scoring metric that evaluates the comprehensiveness of a given KeyGraph
 - Search algorithm
- Scoring metric:
 - Human judgment
 - Small-worldliness
- Evolutionary computation as search algorithm

- Three methods:
 - KeyGraph with default values (*Ohsawa, Benson, & Yachida, 1998*)
 - KeyGraph evolved using interaction with the user
 - KeyGraph evolved using small-worldliness
- Three document types:
 - Synopsis (Cyrano de Bergerac)
 - Descriptive (Degas' Absinthe painting)
 - Creative (Marketing scenario discussion)

Some Details on KeyGraph Building

- Document Processing (D')
 - Document compactation (stop-word removal and word stemming)
 - Phrase construction (most frequent work combinations)
- Extraction of high-frequency terms ($N_{hf} \subset D'$)
- Extracting links for all $N_{hf} \subset D'$ (top ranking association)

$$assoc(w_i, w_j) = \sum_{s \in D'} \min(|w_i|_s, |w_j|_s),$$

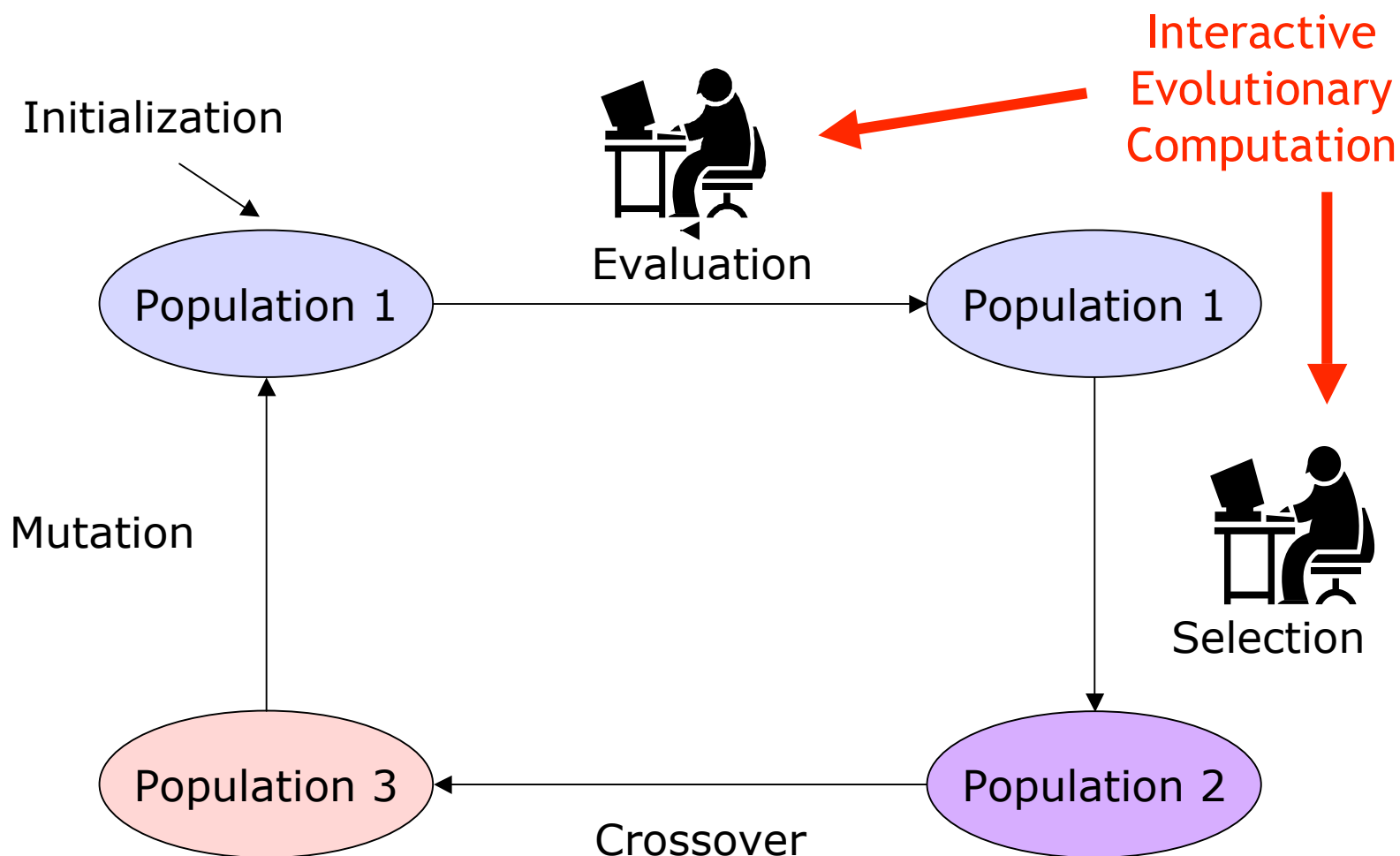
- Extracting key terms $K_{hk} \subset D'$ (connectors among clusters)

$$key(w) = 1 - \prod_{g \in G} \left[1 - \frac{based(w, g)}{neighbors(g)} \right] \quad based(w, g) = \sum_{s \in D'} |w|_s \cdot |g - w|_s,$$

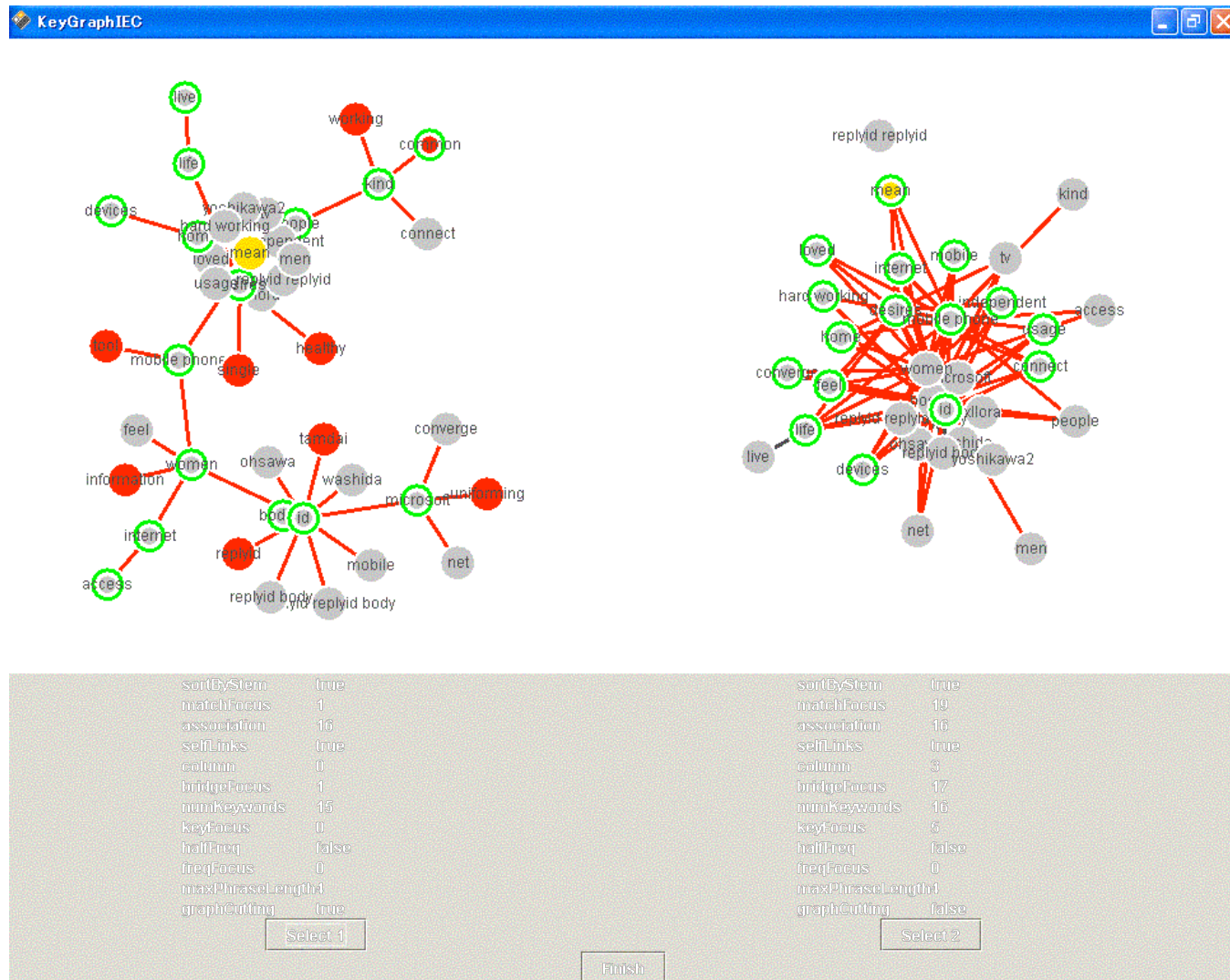
$$neighbors(w) = \sum_{s \in D'} \sum_{w \in s} |w|_s \cdot |g - w|_s,$$

- Extracting key links among N_{hf} and N_{hf} using the *assoc* metric
- Keyword identify useful bridges among clusters ($N_{hf} \cup N_{hf}$)

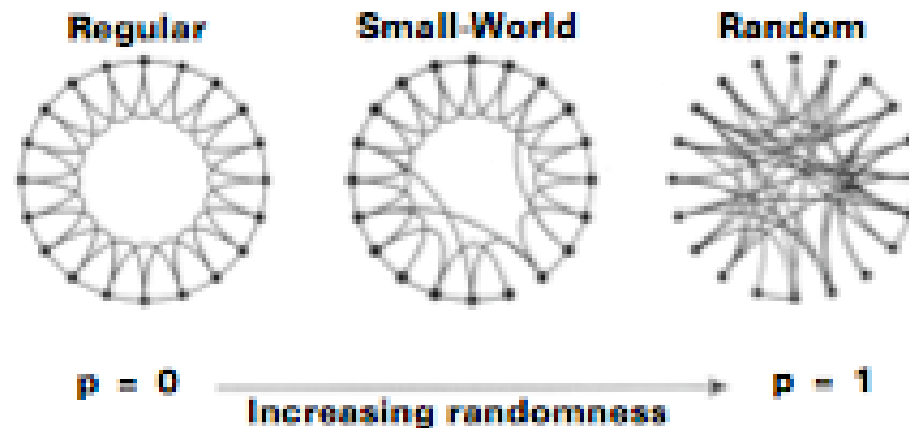
Evolutionary Computation



Interactive Evolutionary Computation



Small-world Topology



- A graph in which nodes are highly clustered yet the path length between them is small is called as small-world topology

Small-worldliness μ

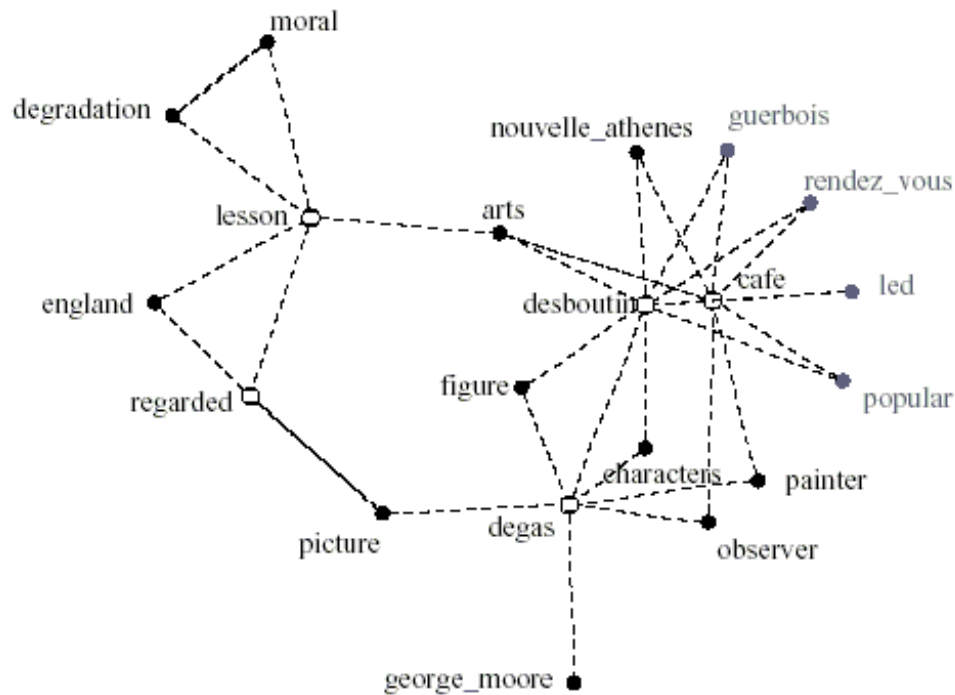
- The small-worldliness of a graph is obtained by μ ratio:

$$\mu = \frac{C/L}{C_{rand}/L_{rand}}$$

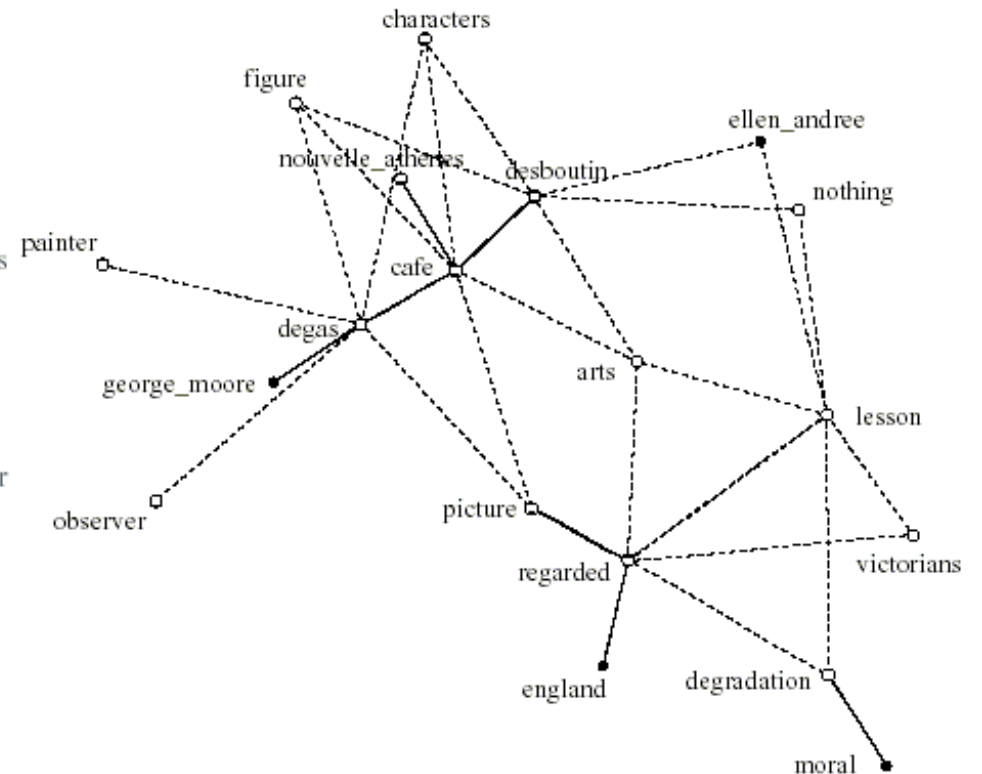
where C is the clustering coefficient and L is the characteristic path length

- The μ ratio is used as the fitness function on a genetic algorithm

Results (i/iv)

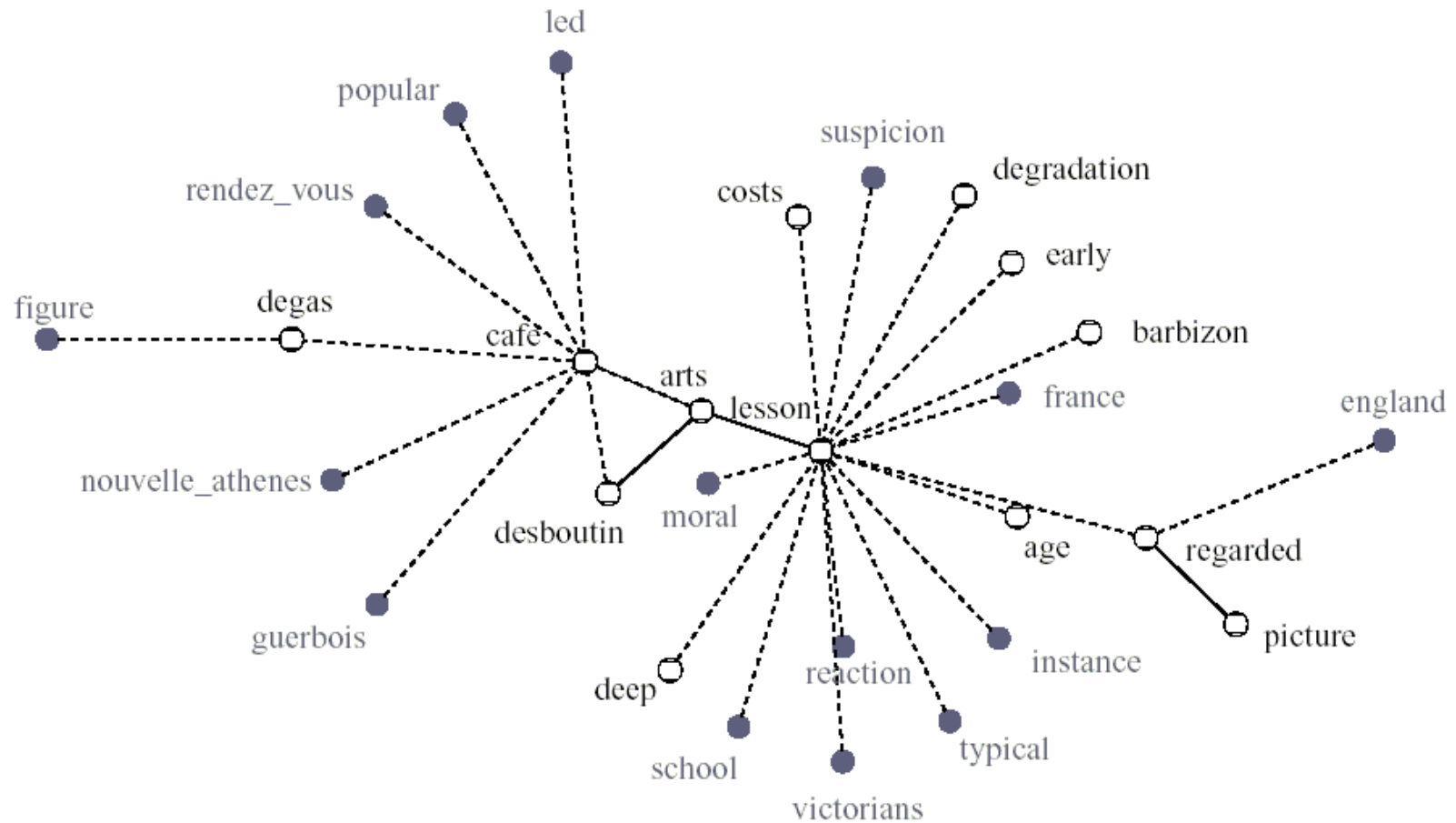


(c) History of Degas' Absinthe (default, $\mu = 1.07$)



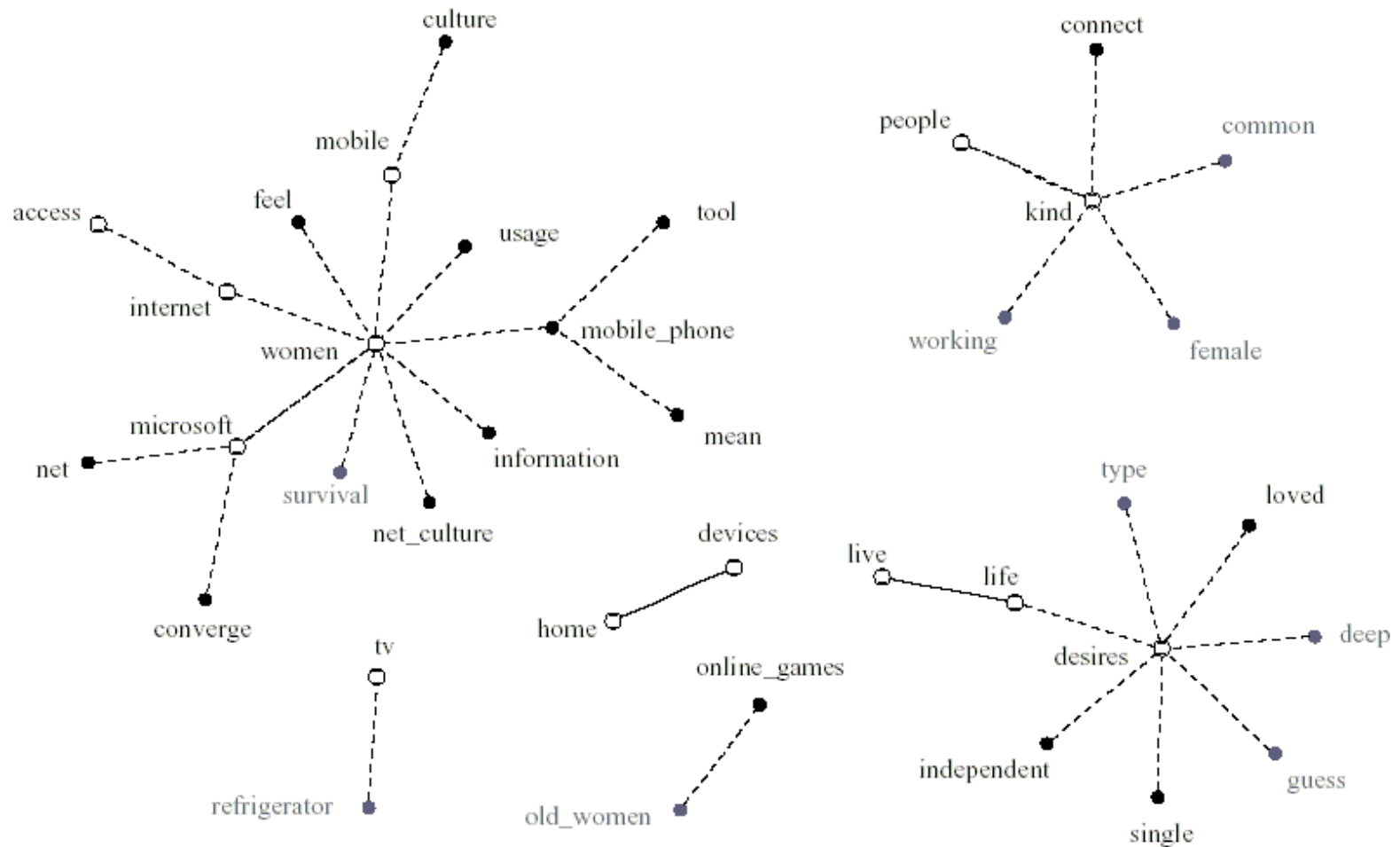
(d) History of Degas' Absinthe (iEC, $\mu = 6.18$)

Results (ii/iv)



(b) History of Degas' Absinthe ($\mu = 6.44$)

Results (iii/iv)



(b) KeyGraph tuned by means of an interactive evolutionary computation ($\mu = 1.83$)

Results (iv/iv)

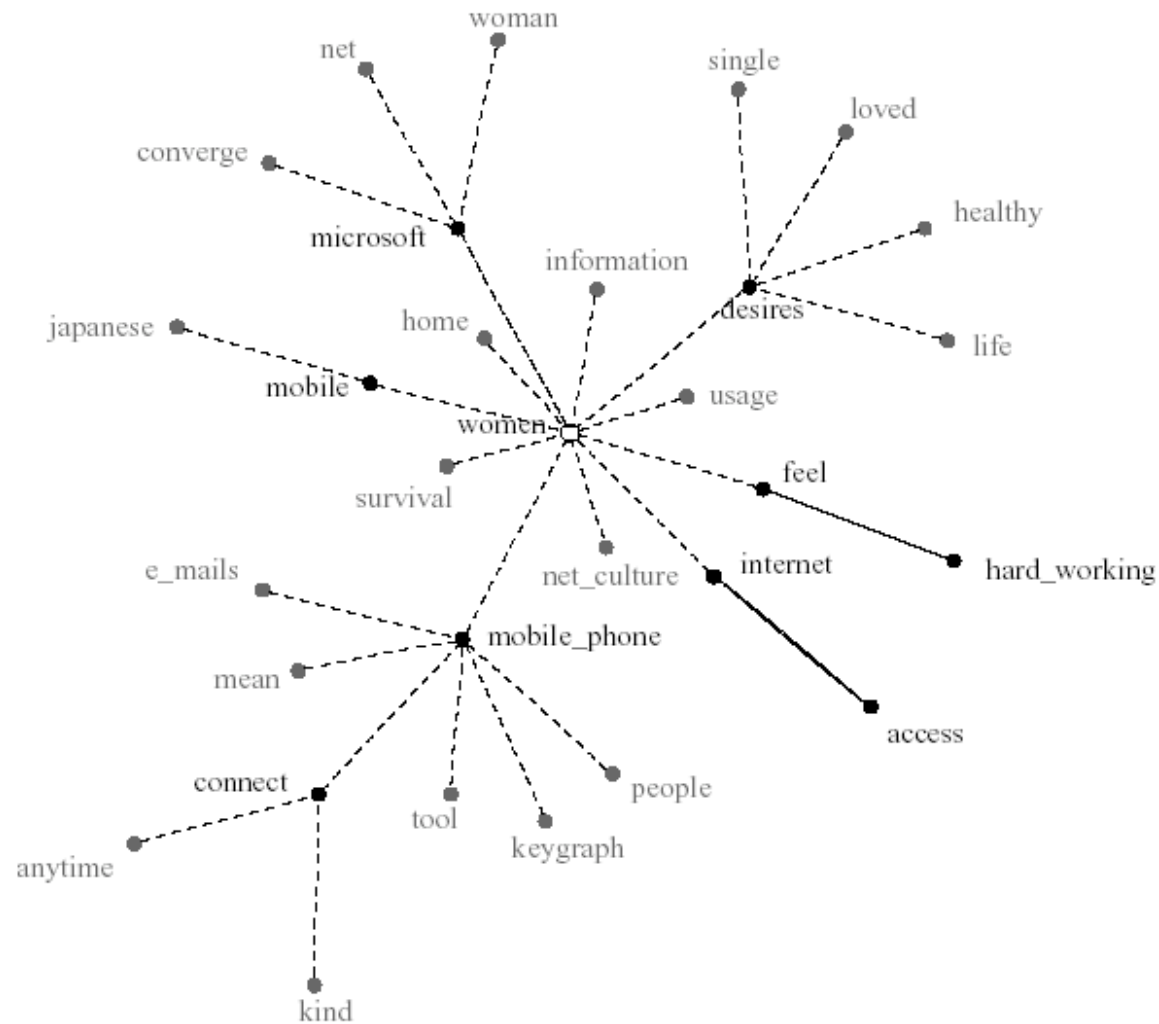


Figure 4: KeyGraph tuned using a genetic algorithm combined with a small world based fitness function ($\mu = 6.19$)

Discussion

Text	Method	C1	C2	C3	μ
Cyrano	KG	Difficult	Difficult	Difficult	4.07
Cyrano	KG+iEC	Medium	Medium	Medium	4.19
Cyrano	KG+SW+GA	Easy	Difficult	Difficult	10.7
Degas	KG	Medium	Medium	Medium	1.07
Degas	KG+iEC	Medium	Medium	Medium	6.18
Degas	KG+SW+GA	Easy	Easy	Easy	6.44
Marketing	KG	Difficult	Difficult	Difficult	2.07
Marketing	KG+iEC	Easy	Easy	Difficult	1.83
Marketing	KG+SW+GA	Easy	Easy	Easy	6.19

C1: ease to find clusters (except for the meanings)

C2: ease to understand the meaning of clusters

C3: ease to comprehend the relations among clusters

Conclusions

- First attempt to systematize the parameters tuning of KeyGraph
- Goal: create KeyGraphs where:
 - clusters are easy to find
 - clusters are easy to understand
 - the relations among clusters are easy to understand and help in the process of chance identification
- IEC provide and intuitive KeyGraph tuning
- Using small-worldliness provide intuitive graphs (requires a minimum amount of information)

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