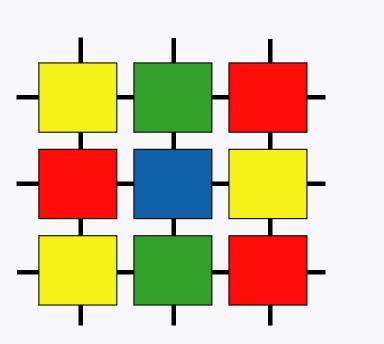
# MALEF

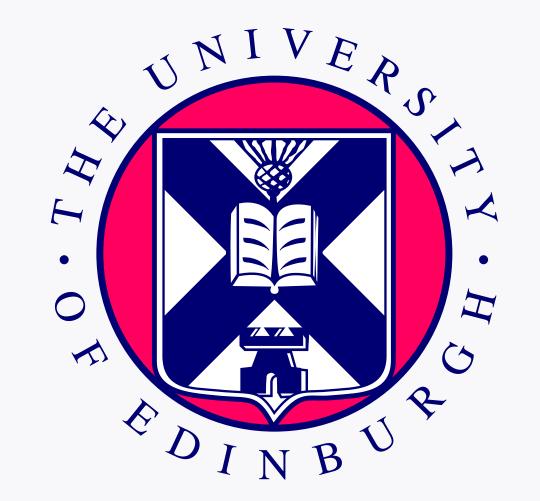
# **A Framework for Agent-Based Distributed Machine Learning and Data Mining**

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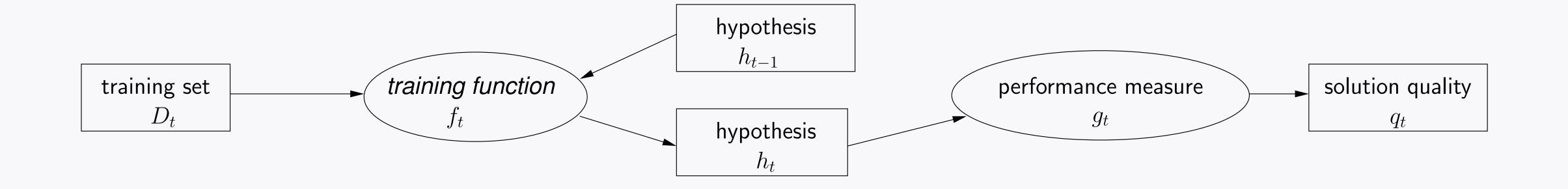
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Objective: To devise a sufficiently general, abstract view of describing autonomous learning processes in order to be able to utilise the whole range of methods for (i) rational reasoning and (ii) communication and coordination offered by agent technology so as to build effective distributed learning systems.

## **Generic Model of Learning Process**

A single iteration of a learning process can be seen as an agent reasoning cycle that has the following structure:



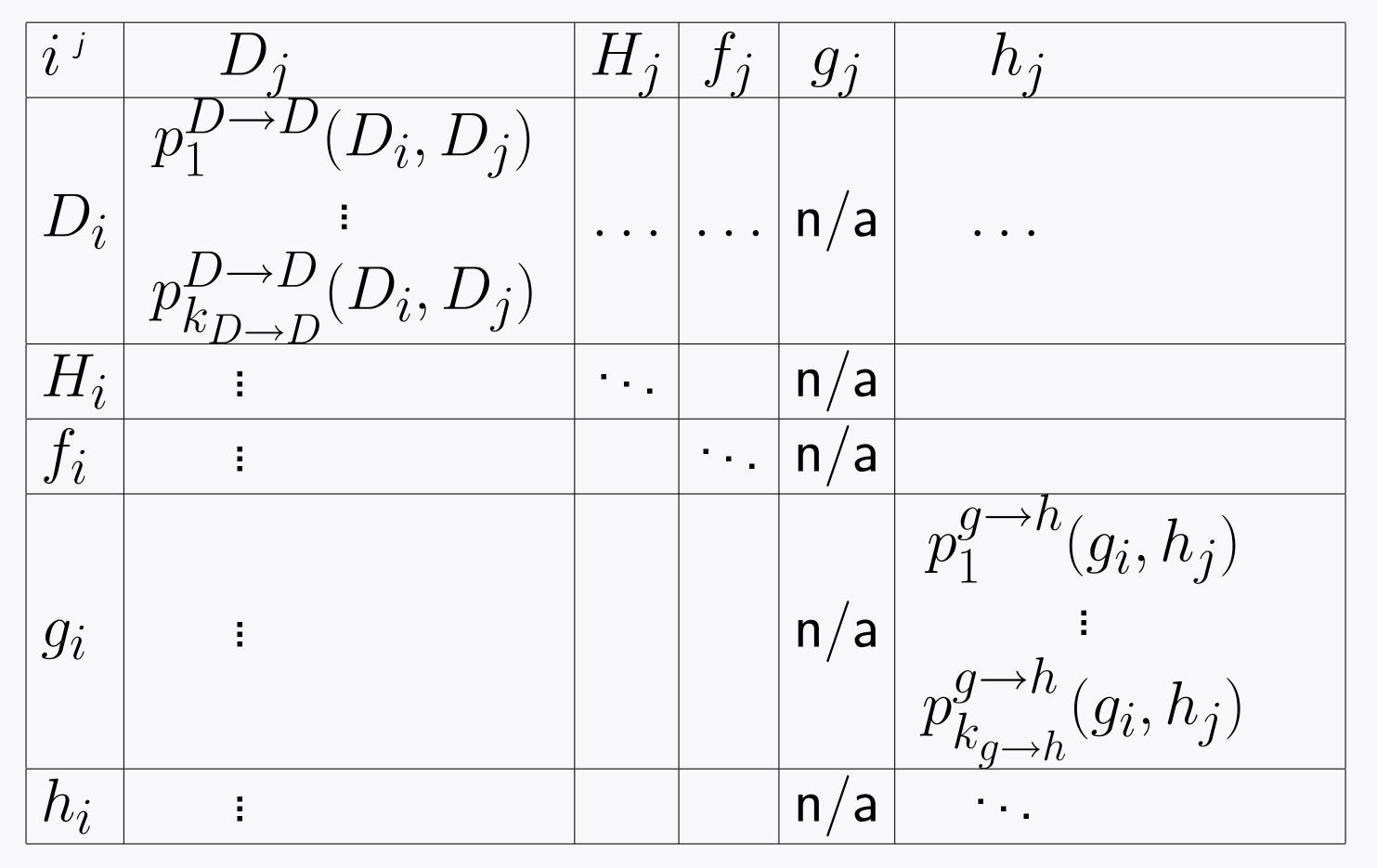
Can we exploit this to investigate rich forms of interaction between learners in a distributed machine learning system?

#### Learner Coordination

#### **Integration** Matrix

**Evaluation of Example Merging Operators** 

The generic learner model allows us to look at the different possibilities for information exchange among learners:



Knowledge exchange problem: what knowledge to exchange, when to exchange the knowledge, and how to use received knowledge

So far, we have experimented with merging the models/hypotheses of different learners using a contract-net-style approach. Let  $h_i$  the receiver's own model  $h_i$  the provider's model in a clustering scenario:

#### $: p^{h \to h}(h_i, h_j) :$

- *m*-join: The *m* best clusters (in terms of coverage of  $D_i$ ) from hypothesis  $h_i$  are appended to  $h_j$ .
- *m*-select: The set of the *m* best clusters (in terms of coverage of  $D_i$ ) from the union  $h_i \cup h_j$  is chosen as a new model. (Unlike *m*-join this method does not prefer own clusters over others'.)

#### $:: p^{h \to D}(h_i, D_j) :$

• *m*-filter: The *m* best clusters (as above) from  $h_i$  are identified and appended to a new model formed by using those samples not covered by these clusters applying the own learning algorithm  $f_j$ .

#### **Experimental Results**

**Homogeneous Learners** 

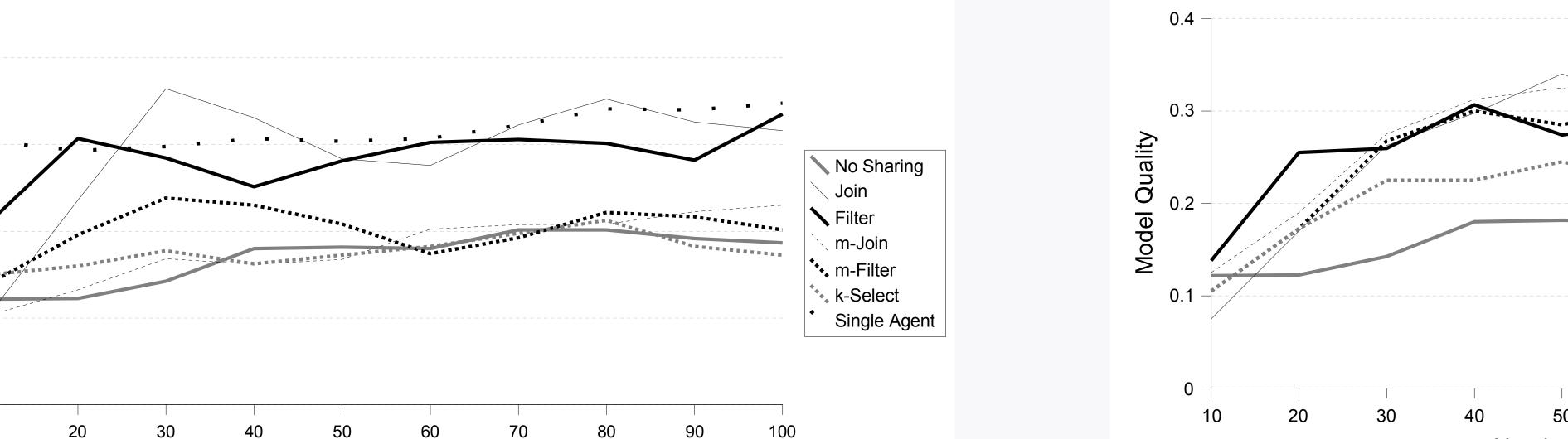
lumber of examples

Heterogeneous Learners

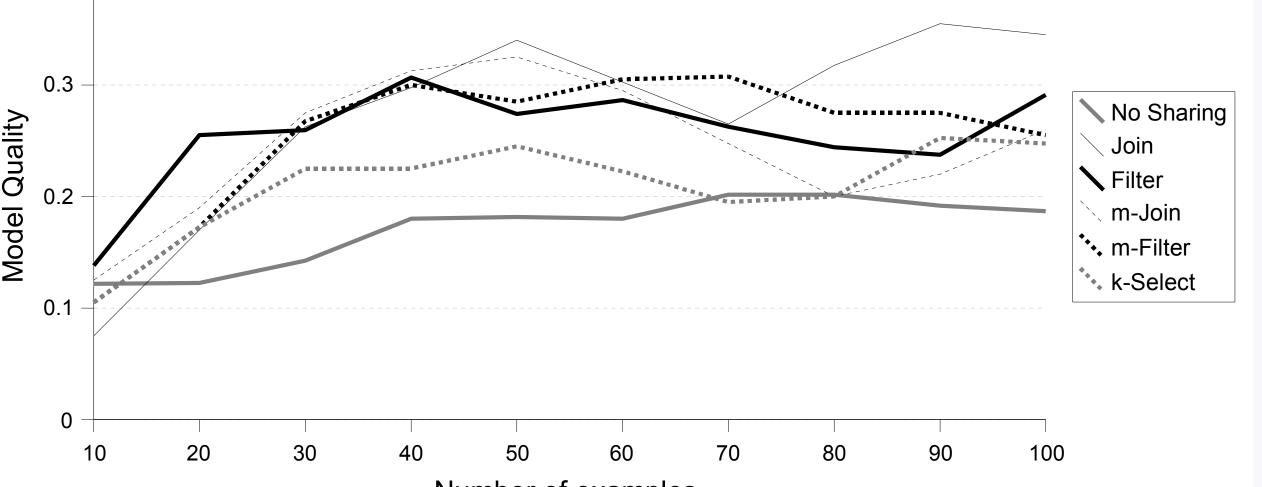
**Performance: Speed Up** 

#### 3 *k*-means agents

0.3 -



2 k-means agents and 1 k-medoids agent



The *m*-filter operation, decreases the number of learning samples and thus can **speed up** the learning process.

|                     | k-means | k-medoids |
|---------------------|---------|-----------|
| filtering           | 30-40 % | 10-20 %   |
| <i>m</i> -filtering | 20-30 % | 5-15 %    |

## Conclusion

Even a very simplistic application of MALEF architecture has proven capable of improving the performance of individual learning agents.

In the future we want to explore other types of combining the different elements of different learners through elaborate communication and reasoning methods.

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