

# Three-Way Decisions and Cognitive Computing

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# 谢谢! Thanks!

- Professor Guoyin Wang
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- My wife Guili Liu

# Introduction Remarks

- Three-Way Decisions (3WD) are a class of human ways to problem solving and information processing.
- Basic questions:
  - Cognitive basis of 3WD.
  - Cognitive advantages and benefits of 3WD.
  - Human-machine systems based on 3WD.

# Introduction Remarks

Three eras of computing:



John E. Kelly III, Computing, cognition and the future of knowing, How humans and machines are forging a new age of understanding, 2015.

# Three-Way Decisions

过犹不及。

— 《论语·先进》

孔子的学生子贡问孔子他的同学子张和子夏哪个更贤明一些。孔子说子张常常超过周礼的要求，子夏则常常达不到周礼的要求。子贡又问，子张能超过是不是好一些，孔子回答说超过和达不到的效果是一样的。

<http://baike.sogou.com/v112495.htm>

Three-way decisions: 不及, 中, 过

# Three-Way Decisions

尽信《书》，则不如无《书》。 — 《孟子·尽心章句下》

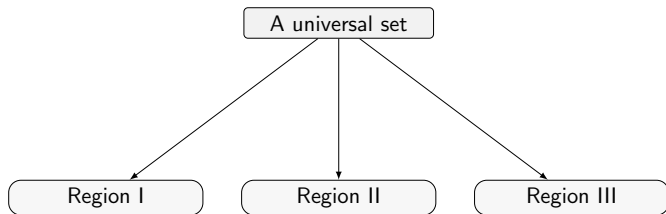
孟子说：“完全相信《尚书》，那还不如没有《尚书》。我对于《武成》这一篇书，就只相信其中的二三百页罢了。”

<http://baike.baidu.com/view/3536804.htm>

Three-way decisions: 尽信, 信, 不信 (无书)

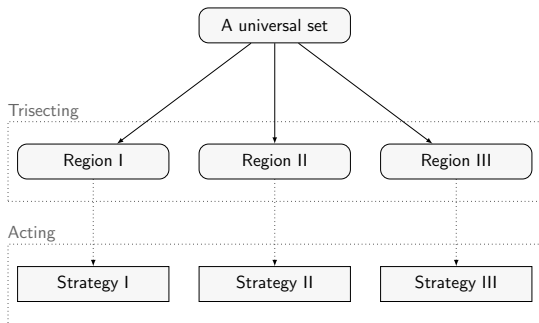
# Three-Way Decisions

We divide the whole into three parts. For example, we divide a universal set into three regions:



# Three-Way Decisions

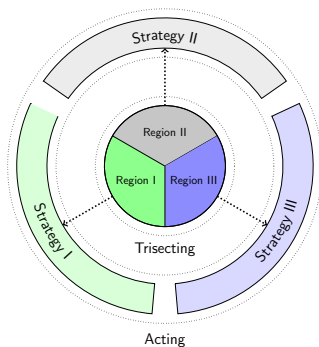
We use different strategies to process three regions:



姚一豫, 于洪, 三支决策概述, in: 于洪, 王国胤, 李天瑞, 梁吉业, 苗夺谦, 姚一豫, (编著) 《三支决策: 复杂问题求解方法与实践》 科学出版社, 北京, pp. 1-19, 2015.



# A Trisecting-and-acting Framework of 3WD



Yao, Y.Y., Rough sets and three-way decisions. RSCTC 2015. LNAI 9436, pp. 62–73, 2015.

# Two Basic Components of Three-Way Decisions

- Trisecting: We divide a universal set into three regions.
- Acting: We use different strategies to process three regions

# A Broad Meaning of Three-Way Decisions

We may replace “decisions” in “three-way decisions” by other words to have specific interpretations/models:

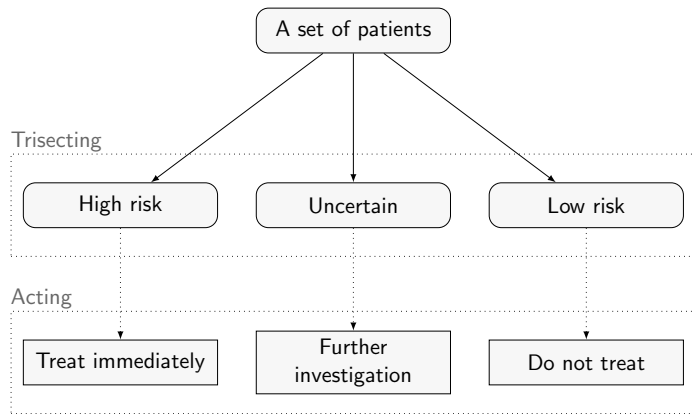
- three-way computing
- three-way processing
- three-way classification
- three-way analysis
- three-way clustering
- three-way recommendation

Y.Y. Yao, [Three-way decisions and cognitive computation](#), 2016

# Research Questions

- Is the proposed theory/model reasonable?
- Is the proposed theory/model flexible and general enough?
- Is the proposed theory/model applicable to real-world problems?
- ...
- **Am I on the right track?**

# Medical Decisions



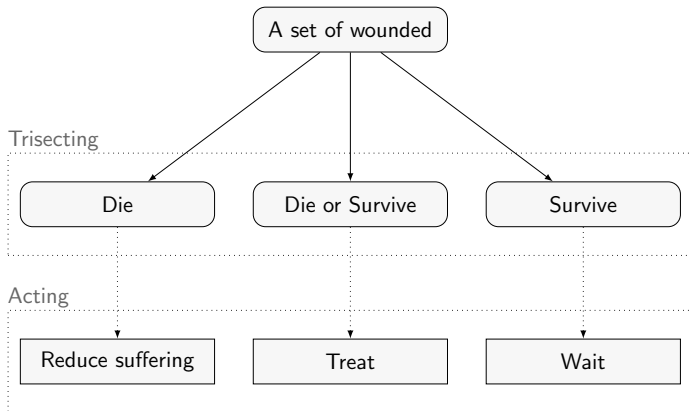
Pauker, S.G., Kassirer, J.P.: The threshold approach to clinical decision making. *The New England Journal of Medicine* 302, 1109-1117 (1980)

# Triage

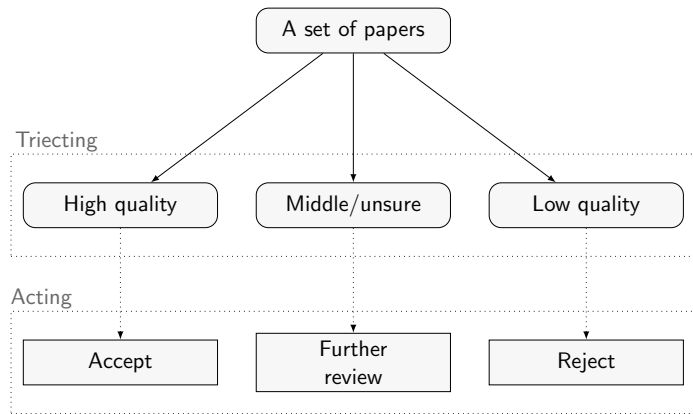
- Triage is the process of determining the priority of patients' treatments based on the severity of their condition.
- Those responsible for the removal of the wounded from a battlefield or their care afterwards would divide the victims into three categories:
  - Those who are likely to live, regardless of what care they receive;
  - Those who are likely to die, regardless of what care they receive;
  - Those for whom immediate care might make a positive difference in outcome.

Wikipedia, Triage, <http://en.wikipedia.org/wiki/Triage>

# Triage



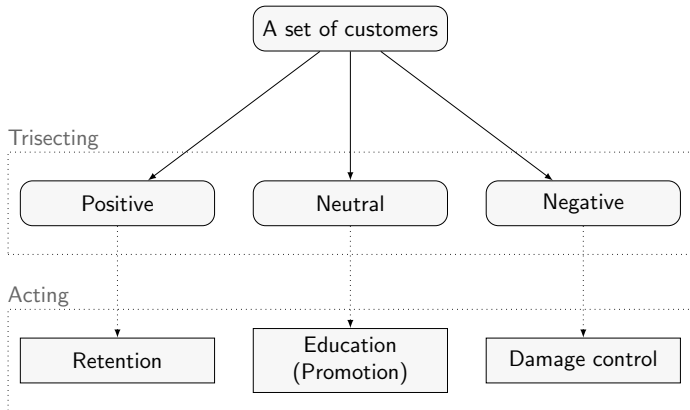
# Editorial Decision



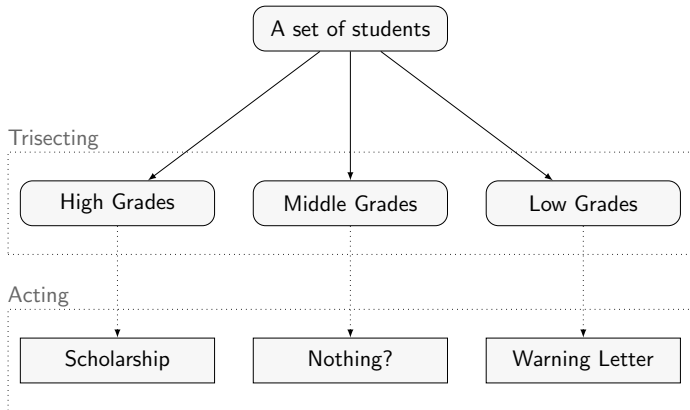
Weller, A.C.: Editorial Peer Review: Its Strengths and Weaknesses. Information Today, Inc., Medford (2001)



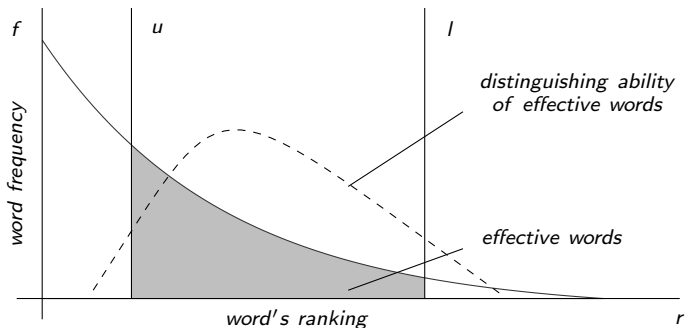
# Customer Relation Management



# Student Management

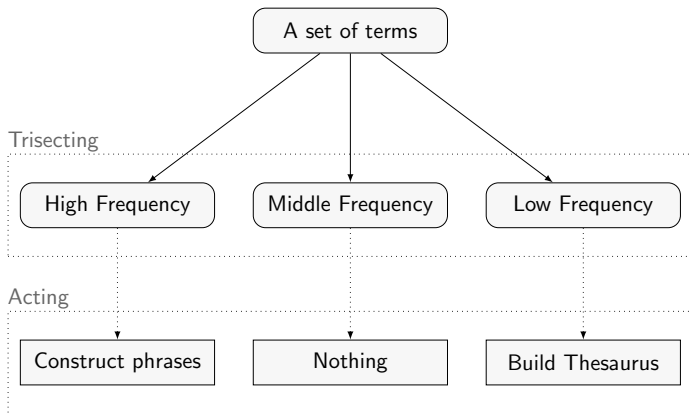


# Text Analysis



C.J. van Rijsbergen, Information Retrieval, Butterworth, London, 1979.

# Text Analysis



Salton, G., McGill, M.H. Introduction to modern information retrieval. New York: McGraw-Hill, 1983.

# Three-way decisions are everywhere: Temporal (时间)

- yesterday, today, tomorrow
- 昨天, 今天, 明天
- past, present, future
- 过去, 现在, 将来

# Three-way decisions are everywhere: Spatial (空间)

- top, middle, bottom,
- 上, 中/不上不下, 下
- front, middle, back
- 前, 中/不前不后, 后
- left, center, right
- 左, 中/不左不右, 右

# Three-way decisions are everywhere: Size and volume (尺寸和体积)

- long, medium, short
- 长, 不长不短, 短
- high, medium, low
- 高, 不高不低, 低
- large, medium, small
- 大, 不大不小, 小

# Three-way decisions are everywhere:

## Attitude (态度)

- positive, neutral, negative
- 正, 中性, 负
- accept, non-commitment, reject
- 接受, 不承诺, 拒绝



# Three-way decisions are everywhere: Evaluation (评价)

- yes/right, maybe, no/wrong
- 是/对, 可能/不明确, 非/否/错
- upper/top, middle, lower/bottom
- 高, 不高不低, 低
- good, so-so, bad
- 好, 不好不坏, 坏

# Research Questions

- Why the theory is meaningful? (Basis)
- How to build the theory? (Formulation)
- How to apply the theory? (Utility)

# Cognitive Basis

- Organization and categorization for simplicity.
- Limited human information processing capacity.
- Evolutionary needs for fast decision-making.

Y.Y. Yao, [Three-way decisions and cognitive computing](#), *Cognitive Computation*, 2016.

# Organization and Categorization

- Humans tend to organize for the sake of simplicity.
- Categorization is essential to mental life.
- Possible results of such organizations are some types of structures.
  
- **In three-way decisions, we have a tri-partition.**

S. Pinker, *How the Mind Works*, WW Norton & Company, New York, 1997.

# Limited Human Information Processing Capacity

- G.A. Milller (1956), The magical number seven, plus or minus two: Some limits on our capacity for processing information, Psychological Review 101, 343-352.
- N. Cowan (2001), The magical number 4 in short-term memory: A reconsideration of mental storage capacity, Behavioral and Brain Sciences 24, 87-114.
- **The choice of three-way decisions is 3!**

# Why 3?

- Three is a magical number.
- Three is a widely used number in human perception, reasoning, and decision-making.
- **The choice of three is appropriate.**

# The magical number three in human cognition

- Three is the first number with a “beginning, middle, and end.”
- This structure determined by dividing into three is commonly used, for example, in speeches, writings, planning, etc.

# Warfield, 1988

Given a tri-partition  $(A, B, C)$ , we consider

- single regions:  $A, B, C$ ,
- combinations of two regions:  $(A, B), (A, C), (B, C)$
- combination of three regions:  $(A, B, C)$
- The total number is  $3 + 3 + 1 = 7$ , which is exactly seven.

If we use four parts, we would have a total of  $4 + 6 + 4 + 1 = 15$ , which is far more beyond the capacity as suggested by seven.

Warfield JN. The magical number three – plus or minus zero. *Cybernetics and Systems* 1988; 19: 339-358.



# Marketing

Versioning strategies often follow a qualitatively three-part “good-better-best” progression, with increasing number of features and increasing pricing.

Smith T. Pricing strategy: setting price levels, managing price discounts, and establishing price structure. Mason, Ohio: South-Western Cengage Learning; 2012.

# Marketing

The optimal number of positive claims is three in order to produce the most positive impression of a product or a service.

Shu SB, Carlson KA. When three charms but four alarms: identifying the optimal number of claims in persuasion settings. *Journal of Marketing* 2014; 78: 127-139.

# Speeches

Lists of three things (e.g., three words, three phrases, or three sentences) are powerful speech patterns commonly used by great speakers.

Clayton M. *Brilliant influence: what the most influential people know, do and say.*  
New York: Prentice Hall; 2011.

# Law

The number three forms psychological bases for standards of decisions.

Clermont KM. Procedure's magical number three: psychological bases for standards of decision. *Cornell Law Review* 1987; 72: 1115-1156.

# Three and other empirical laws

The rule of thirds: to divide a medium into thirds both horizontally and vertically, (0.00-0.33, 0.33-0.67, 0.67-1.00).



<http://digital-photography-school.com/rule-of-thirds/>

# Three and other empirical laws

Golden ratio: (0.00-0.382, 0.382-0.618, 0.618-1.00)



<http://www.zcool.com.cn/article/ZMTcyNTI0.html>

# Three and other empirical laws

Pareto Principle or 20/80 Laws: (20%, 60%, 20%)



[http://musicianguide.cn/8020-rule-in-music-social-media-marketing?utm\\_source=weixin&utm\\_medium=mgarticle&utm\\_campaign=socialmedia](http://musicianguide.cn/8020-rule-in-music-social-media-marketing?utm_source=weixin&utm_medium=mgarticle&utm_campaign=socialmedia)

# Evolutionary Needs for Fast Decision-Making

Two modes of thinking, two systems in the mind:

- System 1 operates automatically and quickly, with little or no effort and no sense of voluntary control.
- System 2 allocates attention to the effortful mental activities that demand it, including complex computations.
- **Some regions are suitable for system 1 and some for system 2.**

D. Kahneman, *Thinking, Fast and Slow*, Anchor Canada, 2013.



# Three-Way Decisions: Cognitive Advantages

- Three regions correspond to two extreme points (i.e., the two polarities) and a middle point.
- Humans can easily determine and process objects that are instances of the two extreme cases.
- Three presents a small number of regions that are easy to manage.

# Three-Way Decisions: Benefits

- Trade-off between accuracy and cost.
- Trade-off between effectiveness and efficiency.
- Trade-off between benefits of the majority and the benefits of a few.
- Trade-off between risk of immediately decisions and deferred decisions.

# Research Questions

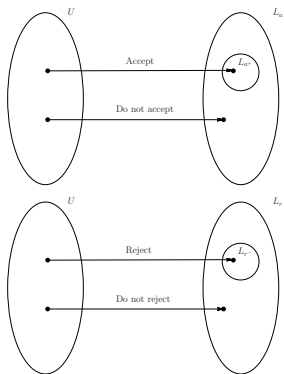
- How to determine the three regions?
- How to effectively process each region?
- **A theory of three-way decisions can be formally developed.**

Y.Y. Yao, *An Outline of a Theory of Three-way Decisions*, RSCTC 2012, LNCS (LNAI) 7413, pp. 1-17, 2012.

# Basic Ideas

- Build evaluation functions for dividing objects into three regions:
  - Determine and interpret the values of evaluation functions for three-way decisions.
  - Determine three regions based on evaluation status values.
- Utilize the three regions, that is, process the three regions by designing best strategies.

# Model 1: A Pair of Poset-based Evaluations



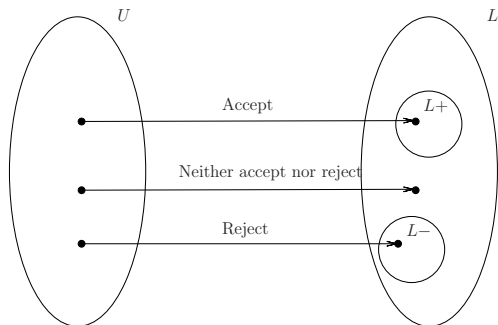
2

# Model 1: A Pair of Poset-based Evaluations

The three regions are defined by:

$$\begin{aligned}
 L_{(L_a^+, L_r^-)}(v_a, v_r) &= \{x \in U \mid v_a(x) \in L_a^+ \wedge v_r(x) \notin L_r^-\}, \\
 R_{(L_a^+, L_r^-)}(v_a, v_r) &= \{x \in U \mid v_a(x) \notin L_a^+ \wedge v_r(x) \in L_r^-\}, \\
 M_{(L_a^+, L_r^-)}(v_a, v_r) &= (\text{POS}_{(L_a^+, L_r^-)}(v_a, v_r) \cup \text{NEG}_{(L_a^+, L_r^-)}(v_a, v_r))^c \\
 &= \{x \in U \mid (v_a(x) \notin L_a^+ \wedge v_r(x) \notin L_r^-) \vee \\
 &\quad (v_a(x) \in L_a^+ \wedge v_r(x) \in L_r^-)\}.
 \end{aligned}$$

## Model 2: One Poset-based Evaluation



## Model 2: One Poset-based Evaluation

The three regions are defined by:

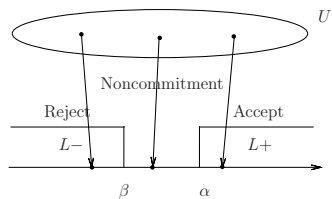
$$L_{(L^+, L^-)}(v) = \{x \in U \mid v(x) \in L^+\},$$

$$R_{(L^+, L^-)}(v) = \{x \in U \mid v(x) \in L^-\},$$

$$M_{(L^+, L^-)}(v) = \{x \in U \mid v(x) \notin L^+ \wedge v(x) \notin L^-\}.$$



# Model 3: A Totally Ordered Set based Evaluation



## Model 3: A Totally Ordered Set based Evaluation

The three regions are defined by:

$$L_{(\alpha,\beta)}(v) = \{x \in U \mid v(x) \succeq \alpha\},$$

$$R_{(\alpha,\beta)}(v) = \{x \in U \mid v(x) \preceq \beta\},$$

$$M_{(\alpha,\beta)}(v) = \{x \in U \mid \beta \prec v(x) \prec \alpha\}.$$

# Construction of Evaluations (An Example)

Suppose  $C = \{c_1, c_2, \dots, c_m\}$  are a set of  $m$  criteria. Suppose  $v_{c_i} : U \rightarrow \mathfrak{R}$  denotes an evaluation based on criterion  $v_i$ ,  $1 \leq i \leq m$ . An overall evaluation function  $v : U \rightarrow \mathfrak{R}$  may be simply defined by a linear combination of individual evaluations:

$$v(x) = w_1 v_{c_1}(x) + w_2 v_{c_2}(x) + \dots + w_m v_{c_m}(x).$$

## Connection to multi-criteria decision making (MCDM)

# Determination of Designated Sets of Values (An Example)

Let  $R_L(\alpha, \beta)$ ,  $R_R(\alpha, \beta)$  and  $R_M(\alpha, \beta)$  denote the risks of the three regions, respectively. It is reasonable to require that the sets of designated values are chosen to minimize the following overall risks:

$$R(\alpha, \beta) = aR_L(\alpha, \beta) + bR_M(\alpha, \beta) + cR_R(\alpha, \beta).$$

$$\arg \min_{(\alpha, \beta)} R(\alpha, \beta).$$

**Connection to multi-objective decision making (MODM)**

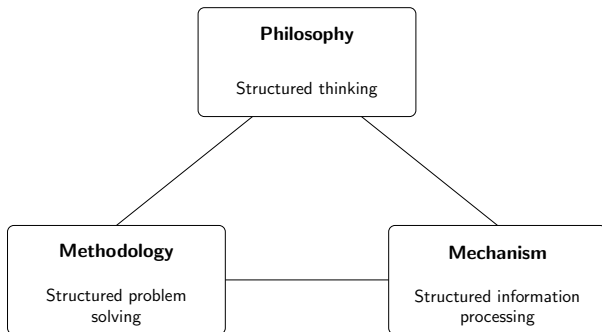
# A Triarchic Theory of Granular Computing

**Granular computing is an emerging field of study that explores different levels of granularity in thinking, problem solving, and information processing.**

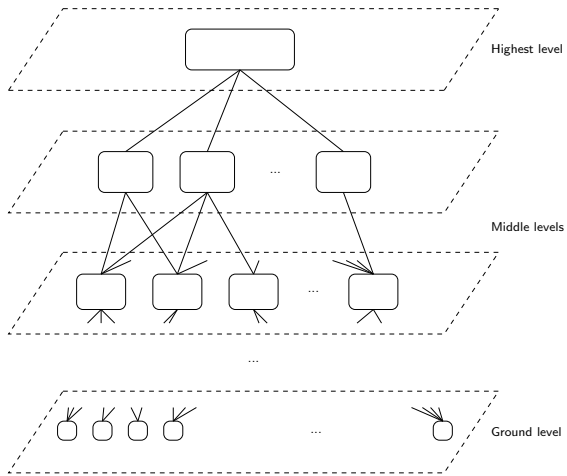
Y.Y. Yao, A triarchic theory of granular computing, *Granular Computing*, 2016.

<http://link.springer.com/article/10.1007/s41066-015-0011-0>

# The granular computing triangle



# Granular structures



# An example





# Main Ideas

- Focus on the essential of the problem.
- Not distracted by irrelevant details.

## Basic principles of sequential three-way decisions

**“... examine the problem at a finer granulation level with more detailed information when there is a need or benefit for doing so.”**

Yao, Y.Y.: Granular computing: Basic issues and possible solutions. In: Proceedings of the 5th Joint Conference on Information Sciences, vol. 1, pp. 186–89 (2000)

# Basic principles of sequential three-way decisions

**make a decision “at a finer granulation level with more detailed information when there is a need or benefit for doing so.”**

Yao, Y.Y.: Granular Computing and Sequential Three-Way Decisions. RSKT 2013, LNCS (LNAI), vol. 8171, pp. 16-27

# Basic ingredients of sequential TWD

- Multiple levels of granularity.
- Multiple descriptions of objects.
- Multiple evaluations of objects.
- Three-way decisions at a particular level.
- Sequential three-way decisions at multiple levels.

## Multiple levels of granularity.

- There are  $n + 1$ ,  $n \geq 1$ , levels of granularity. For simplicity, we use the index set  $\{0, 1, 2, \dots, n\}$  to denote the  $n + 1$  levels, with 0 representing the finest granularity (i.e., the ground level) and  $n$  the coarsest granularity.

# Multiple levels of granularity

- There are  $n + 1$ ,  $n \geq 1$ , levels of granularity. For simplicity, we use the index set  $\{0, 1, 2, \dots, n\}$  to denote the  $n + 1$  levels, with 0 representing the finest granularity (i.e., the ground level) and  $n$  the coarsest granularity.

# Multiple descriptions of objects

- We have  $n + 1$  distinct representations and descriptions of the same object at different levels. Suppose

$$\text{Des}_0(x) \preceq \text{Des}_1(x) \preceq \dots \preceq \text{Des}_n(x), \quad (1)$$

is a sequence of descriptions of object  $x \in U$  with respect to  $n + 1$  levels of granularity.

- The relation  $\preceq$  denotes a “finer than” relationship between different descriptions. There are  $n + 1$ ,  $n \geq 1$ , levels of granularity.

# Multiple evaluations of objects

- Let  $v_i$ ,  $0 \leq i \leq n$ , denote an evaluation at level  $i$  whose values are from a totally ordered sets  $(L_i, \preceq_i)$ .



## Three-way decisions at a particular level

- Suppose  $U_{i+1}$  is the set of objects with a non-commitment decision from level  $i + 1$ .
- For level  $n$ , we use the entire set  $U$  as the set of objects with a non-commitment decision, i.e.,  $U_{n+1} = U$ .
- For level  $i$ ,  $1 \leq i \leq n$ , we can choose a pair of thresholds  $\alpha_i, \beta_i \in L_i$  with  $\beta_i \prec_i \alpha_i$ . Three-way decision making can be expressed as:

$$\text{POS}_{(\alpha_i, \beta_i)}(v_i) = \{x \in U_{i+1} \mid v_i(\text{Des}_i(x)) \succeq_i \alpha_i\},$$

$$\text{NEG}_{(\alpha_i, \beta_i)}(v_i) = \{x \in U_{i+1} \mid v_i(\text{Des}_i(x)) \preceq_i \beta_i\},$$

$$\text{BND}_{(\alpha_i, \beta_i)}(v_i) = \{x \in U_{i+1} \mid \beta_i \prec_i v_i(\text{Des}_i(x)) \prec_i \alpha_i\} \quad (2)$$

- The boundary region gives set of objects with a non-commitment decision, namely,  $U_i = \text{BND}_{(\alpha_i, \beta_i)}(v_i)$ .

# Sequential TWD

**Input:** A set of objects  $U$ , a family of descriptions for each object  $\{\text{Des}_i(x)\}$ , a set of evaluations  $\{v_i\}$ , and a set of pairs of thresholds  $\{(\alpha_i, \beta_i)\}$ ;

**Output:** Two regions POS and NEG;

```

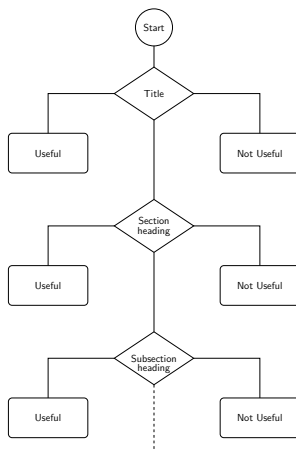
1 begin
2   POS =  $\emptyset$ ;
3   NEG =  $\emptyset$ ;
4    $i = n$ ;
5    $U_{n+1} = U$ ;
6    $U_1 = \emptyset$ ;
7   while  $U_{i+1} \neq \emptyset$  and  $i > 0$  do
8      $\text{POS}_{(\alpha_i, \beta_i)}(v_i) = \{x \in U_{i+1} \mid v_i(\text{Des}_i(x)) \succeq_i \alpha_i\}$ ;
9      $\text{NEG}_{(\alpha_i, \beta_i)}(v_i) = \{x \in U_{i+1} \mid v_i(\text{Des}_i(x)) \preceq_i \beta_i\}$ ;
10     $\text{BND}_{(\alpha_i, \beta_i)}(v_i) = \{x \in U_{i+1} \mid \beta_i \prec_i v_i(\text{Des}_i(x)) \prec_i \alpha_i\}$ ;
11    POS = POS  $\cup$   $\text{POS}_{(\alpha_i, \beta_i)}(v_i)$ ;
12    NEG = NEG  $\cup$   $\text{NEG}_{(\alpha_i, \beta_i)}(v_i)$ ;
13     $U_i = \text{BND}_{(\alpha_i, \beta_i)}(v_i)$ ;
14     $i = i - 1$ ;
15  if  $U_1 \neq \emptyset$  then
16     $\text{POS}_{\gamma_0}(v_0) = \{x \in U \mid v_0(\text{Des}_0(x)) \succeq \gamma_0\}$ ;
17     $\text{NEG}_{\gamma_0}(v_0) = \{x \in U \mid v_0(\text{Des}_0(x)) \prec \gamma_0\}$ ;
18    POS = POS  $\cup$   $\text{POS}_{\gamma_0}(v_0)$ ;
19    NEG = NEG  $\cup$   $\text{NEG}_{\gamma_0}(v_0)$ ;
20  return POS, NEG;

```

# An Example of Multilevel Granular Structure

- Scientific paper:
  - Title
  - Section headings
  - Subsection headings
  - Abstract
  - Introduction + conclusion
  - Full paper

# Reading as S3WD

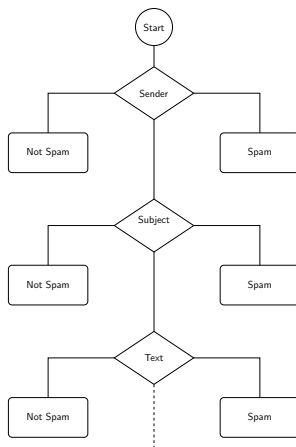


**Write your paper carefully so other researchers will read and find it useful.**

# Another Example of Multilevel Granular Structure

- Email:
  - Sender
  - Subject
  - Text
  - Attachments

# Spam Filtering as S3WD



J.L. Li, X.F. Deng, Y.Y. Yao, Multistage email spam filtering based on three-way decisions, RSKT 2013, 313-324, 2013.

# Three-Way Decisions and Granular Big Data

- Application of multiple levels of description of data and multiple data-processing and data-analyzing models.
- Three-way selection of useful data:
  - Useful
  - Possibly useful
  - Non-useful
- Sequential three-way granular data analytics:
  - Multilevel analysis
  - Data selection
  - Model selection

# Three-way Data Selection

**Pareto principle** (also known as the 80–20 rule, the law of the vital few, and the principle of factor sparsity):

- for many events, roughly 80% of the effects come from 20% of the causes:
  - 80% of a company's profits come from 20% of its customers.
  - 80% of a company's sales come from 20% of its products.
  - 20% the code has 80% of the errors.
  - 20% of the books are borrowed 80% of the time.
- 20% of the data are sufficient 80% of the time.
- How to select useful data?



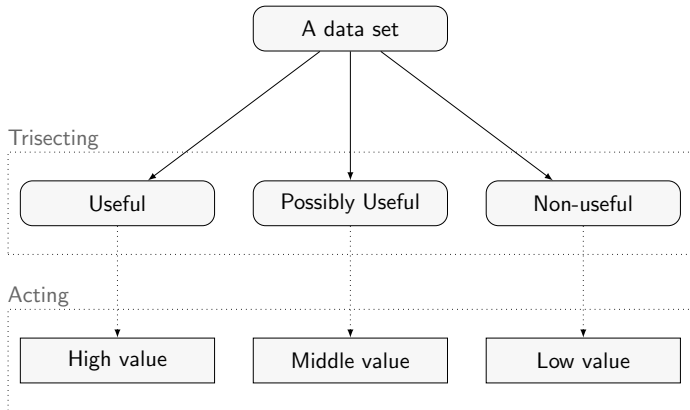
# Three-way Data Selection

Pareto Principle or 20/80 Laws:



[http://musicianguide.cn/8020-rule-in-music-social-media-marketing?utm\\_source=weixin&utm\\_medium=mgarticle&utm\\_campaign=socialmedia](http://musicianguide.cn/8020-rule-in-music-social-media-marketing?utm_source=weixin&utm_medium=mgarticle&utm_campaign=socialmedia)

# Three-Way Data Selection



# Three-way Data Selection

Pareto Principle or 20/80 Laws:

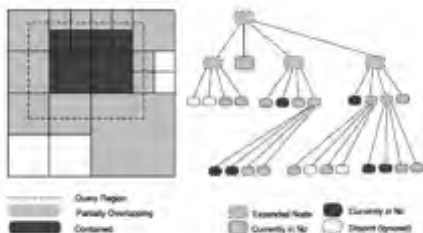


Figure 4: Query region is approximated by progressive subdivision of the MRA-tree

Lazaridis, I. and Mehrotra, S. Progressive approximate aggregate queries with a multi-resolution tree structure, 2001 ACM SIGMOD, pp. 401-412, 2001.

# Sequential three-way granular data analytics

- Describe data at multiple levels of granularity.
- Design models for processing data at different level of granulaity.
- Make decisions at each levels from some object and delay decision-making for other objects.
- For deferred decisions:
  - use more complex model, and
  - use more detailed description of data,

# Special Models of Three-Way Decisions

- Rough Sets
- Interval Sets
- Three-way Approximations of Fuzzy Sets
- Shadowed Sets
- Three-way Bayesian Confirmation
- Orthopairs (pairs of disjoint sets, set pairs)

# Examples of 3WD research

- Theories and Models of 3WD
- Cluster Analysis
- Classification
- Email Spam Filtering
- Government Decision-Making
- Decision-Support Systems
- Sentiment Analysis
- Abnormality Detection

# Three Chinese Books



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- Jia, X.Y., Shang, L., Zhou, X.Z., Liang, J.Y., Miao, D.Q., Wang, G.Y., Li, T.R.,  
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# Special Issue

- Special issue on “three-way decisions and granular computing” in Knowledge-based System (Guest editors: Hamido Fujita, Tianrui Li, Yiyu Yao)
- Homepage in Google Scholar:  
[https://scholar.google.ca/citations?hl=en&user=btM\\_CLsAAAAJ&view\\_op=list\\_works](https://scholar.google.ca/citations?hl=en&user=btM_CLsAAAAJ&view_op=list_works)



# Special Issue

**3WD on KBS**  
Unknown affiliation  
Three-way decisions  
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Title	Year
A fast-based incremental overlapping clustering method using the three-way decision theory	2016
Generalized attribute reduct in rough set theory	2016
A novel three-way decision model based on incomplete information system	2016
Three-way recommender systems based on random forests	2016
Sequential three-way decision and granulation for cost-sensitive face recognition	2016
Decision-theoretic rough sets under dynamic granulation	2016
A comparative study of multigranulation rough sets and concept lattices via rule acquisition	2016
Proximal three-way decisions: theory and applications in social networks	2016
Ranking interval sets based on inclusion measures and applications to three-way decisions	2016
Three-way decision spaces based on partially ordered sets and three-way decisions based on hesitant fuzzy sets	2016

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- Kangyong Zheng (Z)
- Andrey Baskakov
- Jin Zhang (J)
- Decision Systems
- Robert Bate
- Equipe Recherche
- Yan Chen

# 2015 IJCRS International Rough Set Society Fellow Talks

- Tianrui Li, Chuan Luo, Hongmei Chen, Junbo Zhang: PICKT: A Solution for Big Data Analysis. RSKT 2015, pp. 15-25.
- Jiye Liang: Decision-Oriented Rough Set Methods. RSKT 2015, pp. 3-12.
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- Yiyu Yao: Rough Sets and Three-Way Decisions. RSKT 2015, pp. 62-73.

# 2016大数据决策高峰论坛

- 李天瑞, 面向大数据的动态知识发现与三支决策.
- 苗夺谦, 不确定性与三支决策.
- 于洪, 三支决策聚类.
- Yiyu Yao: Three-Way Decisions and Cognitive Computing.

# Theories and Models of 3WD

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- J.F. Peters, S. Ramanna, Proximal three-way decisions: theory and applications in social networks, Knowledge-Based Systems 91, 4-15, 2016.
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- J. Chen, Y.P. Zhang, S. Zhao, Multi-granular mining for boundary regions in three-way decision theory, Knowledge-Based Systems 91, 287-292, 2016.
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# Three-way Approximations of Fuzzy Sets

- X.F. Deng, Y.Y. Yao, Decision-theoretic three-way approximations of fuzzy sets, Information Sciences 279 (2014) 702-715.

# Concluding Remarks

- Three-Way Decisions are everywhere.
- Three-Way Decisions offer a new paradigm of decision making.
- There still does not exist a general theory of 3WD.
- There are both opportunities and challenges:
  - More need to be done.
  - More can be done.
  - A question that remains is “HOW?”



# How?

**Welcome the participant of the bright minds that are presented here today.**

# Current Research on Three-Way Decisions

<http://www2.cs.uregina.ca/~twd/>



The screenshot shows a web browser displaying the homepage for "Three-way Decisions". The page title is "Homepage of Three-way Decisions (三支决策主页)". Below the title, there is a QR code. The main content is organized into several sections:

- Introduction to a Theory of Three-way Decisions (三支决策理论介绍)**
- Researchers and Their Publications (专家及文章)**
  - Researchers in Three-way Decisions (三支决策研究专家)
  - List of Papers by Authors (论文列表 - 按作者序)
- Publications and Events (出版物及会议)**
  - Books and Journal Special Issues (书籍与期刊专刊)
  - Conferences, Workshops, and Special Sessions (会议、研讨会及特别会议)
  - International Workshops on Three-way Decisions (三支决策国际研讨会)
  - Chinese Workshops on Three-way Decisions (三支决策中国研讨会)
- News (新闻)**

# Thank you! 谢谢!



For more information, see  
<http://www.cs.uregina.ca/~yyao>