

# A brief introduction on Preference Handling

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# Outline

- Why Preference Handling?
- What is “preference”?
- On the playground of DBS
- On the playground of AI
- End of this presentation

# Why Preference Handling?

## ESTIMATED QUARTERLY U.S. RETAIL E-COMMERCE SALES: 4TH QUARTER 1999-2ND QUARTER 2004



Source: US Census Bureau, Friday, August 20, 2004

- The *BOOM* of e-services.
- The revolution from “*Browser*” to “*Search*”.

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- The *BOOM* of e-services.
- The revolution from “*Browser*” to “*Search*”.

# New Challenges



How can we enjoy the BOOM?

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How can we enjoy the BOOM?

How can we help one attract customers by study their preferences?

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How can we enjoy the BOOM?

How can we help one attract customers by study their preferences?

What is “preference”?

# Just in Case...

## Partial order:

A (*weak* or *reflexive*) partial order is a binary relation  $\triangleleft$  over a set  $P$ , that for all  $a, b$  and  $c$  in  $P$ , we have:

- $a \triangleleft a$  (reflexive)
- If  $a \triangleleft b$  and  $b \triangleleft a$  then  $a=b$  (antisymmetric)
- If  $a \triangleleft b$  and  $b \triangleleft c$  then  $a \triangleleft c$  (transitive)

# Preference is ...

Let  $P$  be the set of all “packages” of goods and services. Then  $\leq$  is a preference relation on  $P$  if it is a binary relation on  $P$  such that  $a \leq b$  if and only if  $b$  is at least as preferable as  $a$ . If  $a \leq b$  but not  $b \leq a$ , then the consumer strictly prefers  $b$  to  $a$ , which is written  $a < b$ . If  $a \leq b$  and  $b \leq a$  then the consumer is indifferent between  $a$  and  $b$ .

# Preference is ...

Preferences of entities are modeled with preference relations.

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A preference relation is a binary relation on  $P$ .  
We write  $a \leq b$  if and only if  $b$  is at least as preferred as  $a$ . If  $a \leq b$  but not  $b \leq a$ , then the consumer strictly prefers  $b$  to  $a$ , which is written  $a < b$ . If  $a \leq b$  and  $b \leq a$  then the consumer is indifferent between  $a$  and  $b$ .

# Preference is ...

Microeconomics reads preferences into "choices".

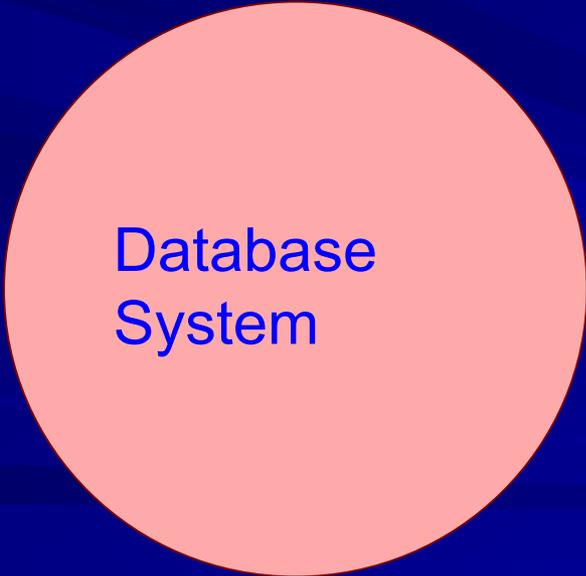
Let  $a$  and  $b$  be two bundles of goods. Preference relations are defined on the set of bundles  $P$  as follows:

- $a < b$  if  $b$  is at least as preferred to  $a$  as  $a$  is preferred to  $a$ .
- $a \leq b$  if  $b$  is at least as preferred to  $a$ .
- $b \leq a$  if  $a$  is at least as preferred to  $b$ .
- $a \sim b$  if  $a \leq b$  and  $b \leq a$ .

the consumer strictly prefers  $b$  to  $a$ , which is written  $a < b$ . If  $a \leq b$  and  $b \leq a$  then the consumer is indifferent between  $a$  and  $b$ .

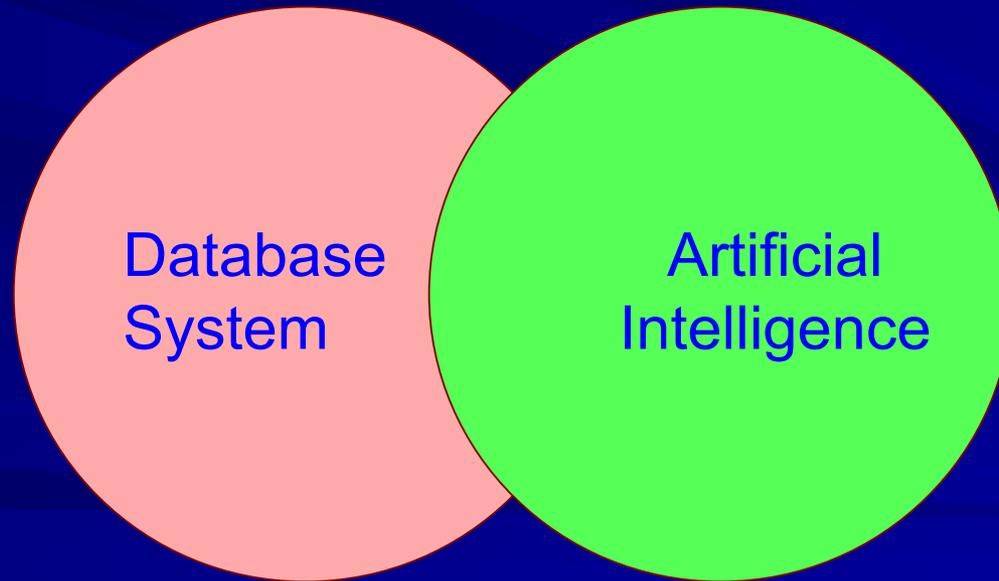
Who are playing the game?

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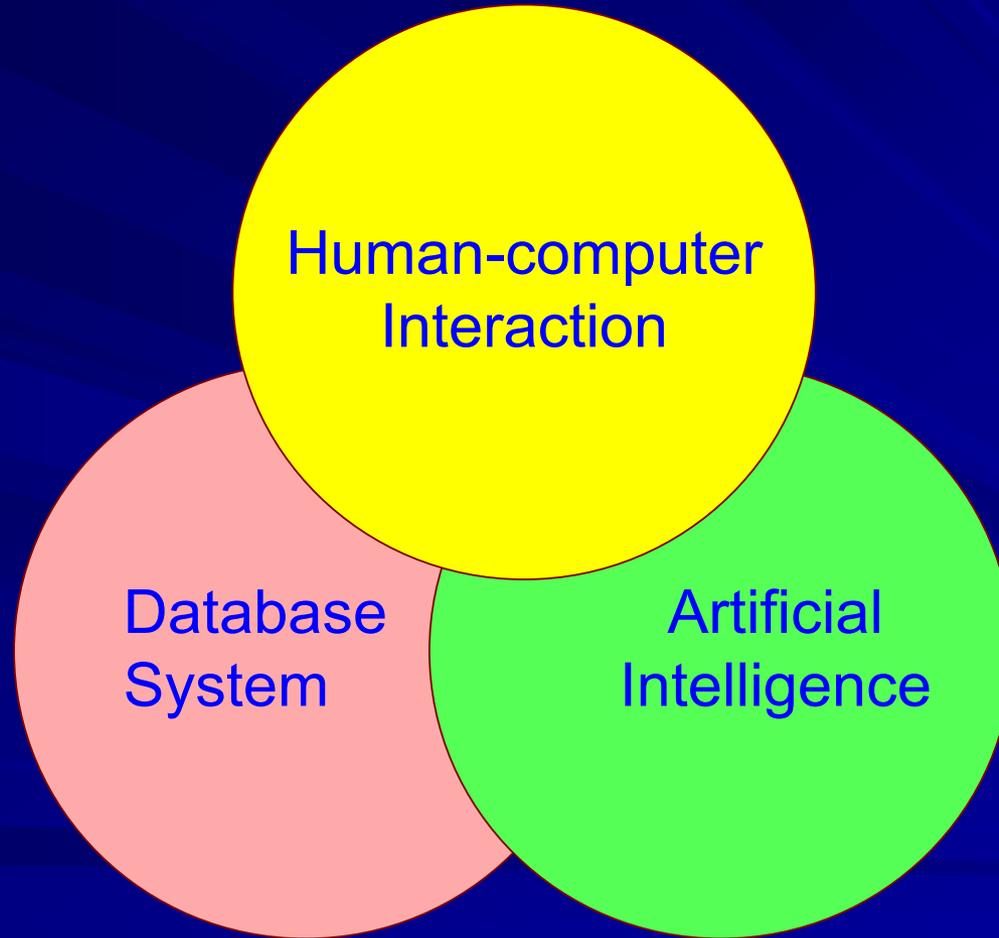


Database  
System

# Who are playing the game?



# Who are playing the game?



In computer science, the subfields of preference handling typically (*not only*) include:

- Preference Elicitation
- Preference Representation/Modeling
- Properties and Semantics of Preference
- Preference Management and Repositories
- Algorithms for Preference Handling
- Applications of Preference Handling

# On the playground of DBS

# Exact world vs. Pref. world

In the “*exact world*”:

- User’s queries are characterized by “**hard constraint**”. Wishes can be satisfied *completely* or *not at all*.
- A bundle of successful technologies are available, e.g. SQL, E/R-modeling, XML.

# Exact world vs. Pref. world

In the “*exact world*”:

- User’s queries are checked against a “**hard constraint**”. Violations are identified *completely* or *not at all*.
- A bundle of successful technologies are available, e.g. SQL, E/R-modeling, XML.



DBS still lives here 😊

# Exact world vs. Pref. world

In the “*preference world*”:

- No guarantee, that wishes can be always satisfied.
- Compromise is acceptable.

# Paradigm Shift

Exact match

Best possible  
match-making

# Paradigm Shift

Exact match



Best possible  
match-making



Treat preferences as *soft constraints*.

# Kießling's Preference Model

- Preferences as *partial orders*.
- Unifies non-numerical and numerical ranking
- Features various preference constructors
  - *Pareto accumulation*
  - *Prioritized accumulation*
- Brand new preference algebra

See more on [3]

# Relevant Applications

- Preference SQL
- Preference XPATH
- Skyline operator

# An Example

The user says:

“I want to buy an Opel, the most important properties are category, price and power. It should be a roadster. If no roadster is available, any other type is acceptable except passenger. The price should around €40000 and the power should be maximized. When these requests can be satisfied, the red color is preferred. At last, the minimal mileage should be applied sequentially to the result.”

# An Example

The user says:

“I want to buy an **Orange** car. Important properties are categorized as follows. It should be a roadster. If not available, any other type is acceptable. It should be a passenger. The price should be around 1000 and the power should be maximized. When these requests can be satisfied, the red color is preferred. At last, the minimal mileage should be applied sequentially to the result.”



Stop  
Reading!

Level 1.



Level 2.

~40000€

✓ Roadster  
✗ Passenger

 Power

Level 3.

Color **RED**

Level 4.

 Mileage

```
SELECT * FROM car
WHERE mark = 'Opel'
PREFERRING (category = 'Roadster' ELSE
category <> 'Passenger' AND
price AROUND 40000
AND HIGHEST(power))
CASCADE color = 'red'
CASCADE LOWEST(mileage);
```

```
SELECT * FROM car  
WHERE mark = 'Opel'
```

```
PREFERRING (category = 'Roadster' ELSE  
category <> 'Passenger' AND  
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- SQL is upgraded by *PREFERRING* clause.

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SELECT * FROM car  
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- SQL is upgraded by *PREFERRING* clause.
- *AND* → Pareto accumulation.
- *CASCADE* → Prioritized accumulation.

## ■ Preference XPATH

Q1: /cars/car #[(@fuel\_economy) maximal and  
(@horsepower) maximal]#

Q2: /cars/car #[(@color) in (“black”, “white”)  
prior to (@price) around 10000]#  
#[(@mileage) minimal]#

## ■ Skyline operator

```
SELECT * FROM Hotels  
WHERE city = 'Marburg'  
SKYLINE OF price MIN, distance MIN;
```

## ■ Preference XPATH

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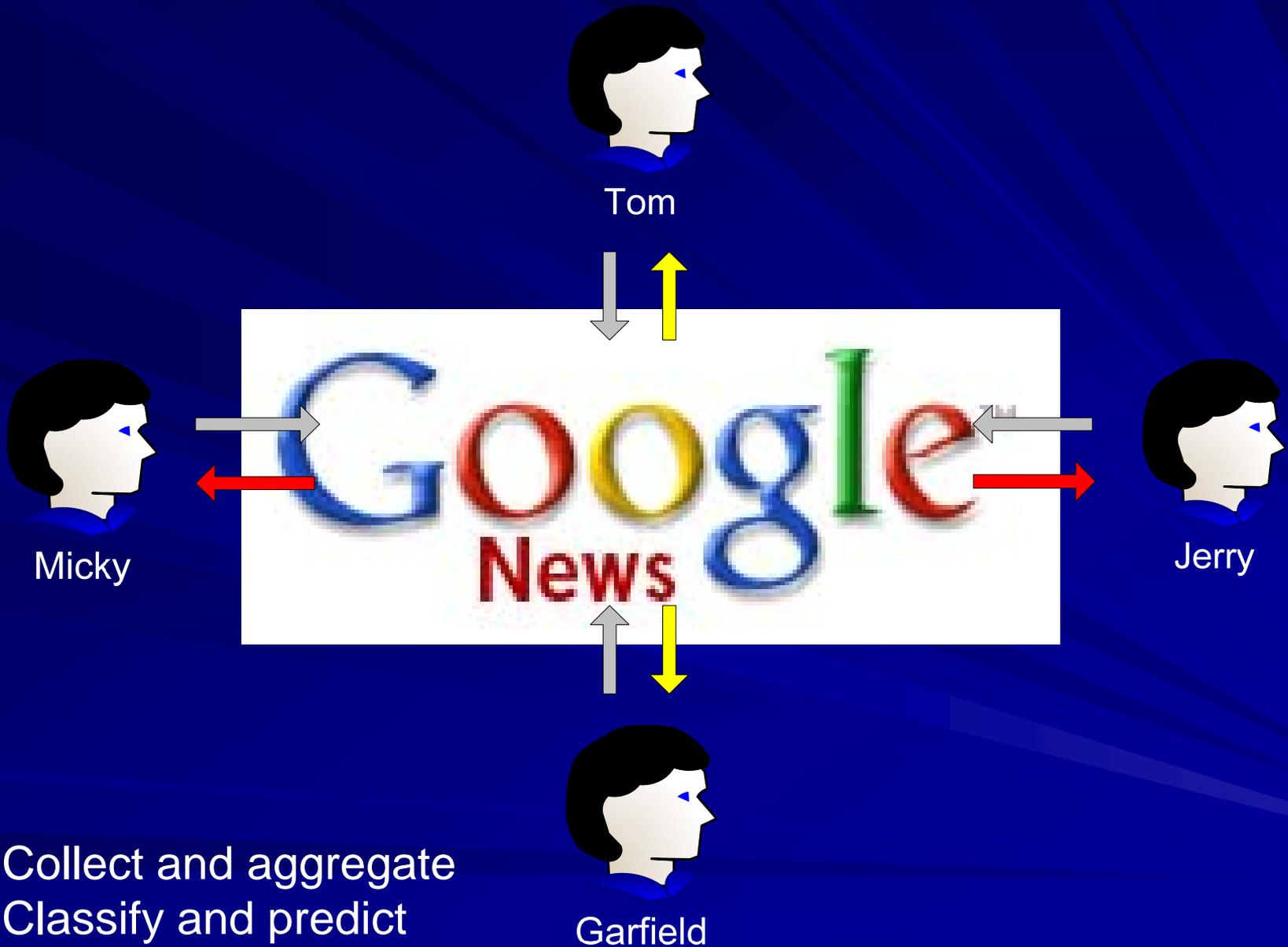
A restricted form of Pareto accumulation

```
SELECT * FROM Hotels  
WHERE city = 'Marburg'  
SKYLINE OF price MIN, distance MIN;
```

# On the playground of AI

# On the playground of AI

- Behavior of a rationally acting agent is always driven by a underlying preference model.
- The task of AI: to provide a recommending decision, which reflect the preferences properly.



1. Collect and aggregate
2. Classify and predict

# CP semantics & CP-net

- *Totalitarian* semantics vs. *CP* semantics.
- CP (*Ceteris paribus*) means *all else being equal*.

I want a TV, a **cheap** one...

Sure. Here we  
go...



**Faint...**

\$\$&\*@\$%\$

I meant any cheaper TV is better,  
when its **other characteristics**  
**are not significantly different!**

Oh, that is **CP** semantics.  
Do it again in CP.



That is much better.

# A more concrete example

	Brand	Ext-color	Int-color
t <sub>1</sub>	Mini	red	bright
t <sub>2</sub>	Mini	red	dark
t <sub>3</sub>	Mini	white	bright
t <sub>4</sub>	Mini	white	dark
t <sub>5</sub>	Smart	red	bright
t <sub>6</sub>	Smart	red	dark
t <sub>7</sub>	Smart	white	bright
t <sub>8</sub>	Smart	white	dark

I prefer red Mini to white Smart.

Under *totalitarian* semantics { t<sub>7</sub><t<sub>1</sub>, t<sub>7</sub><t<sub>2</sub>, t<sub>8</sub><t<sub>1</sub>, t<sub>8</sub><t<sub>2</sub> }

Under *CP* semantics { t<sub>7</sub><t<sub>1</sub>, t<sub>8</sub><t<sub>2</sub> }

# Vantage

## Totalitarian

- Fewer “optimal” tuples
- Attractive computational properties.
- Implicitly favored by DB community

## CP

- More common to the nature of preferences.
- Uniformly favored by philosophers, economists and AI researchers

# CP-nets

- Boutilier et al. introduce CP-nets in [11]
- A qualitative graphical *representing* and *reasoning* tool of preferences under CP semantics.
- Acyclic CP-nets always induce strict partial preference orders.

	Brand	Ext-color	Int-color
t <sub>1</sub>	Mini	red	bright
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t <sub>4</sub>	Mini	white	dark
t <sub>5</sub>	Smart	red	bright
t <sub>6</sub>	Smart	red	dark
t <sub>7</sub>	Smart	white	bright
t <sub>8</sub>	Smart	white	dark

- S1 I prefer red Mini to white Mini.
- S2 I prefer white Smart to red Smart.
- S3 In white cars I prefer a dark interior.
- S4 In red cars I prefer a bright interior.
- S5 I prefer Mini to Smart.

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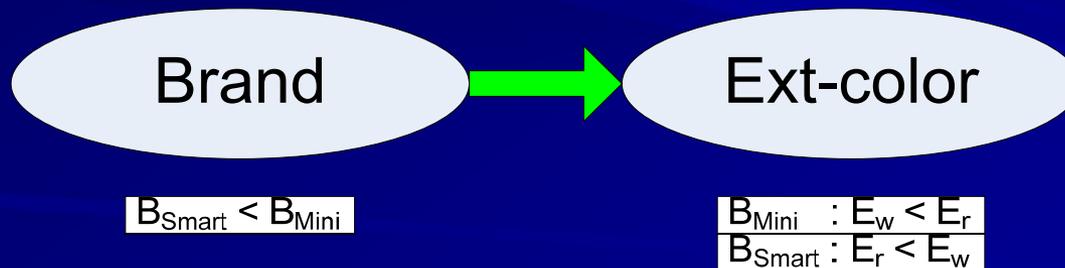
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Brand

$$B_{\text{Smart}} < B_{\text{Mini}}$$

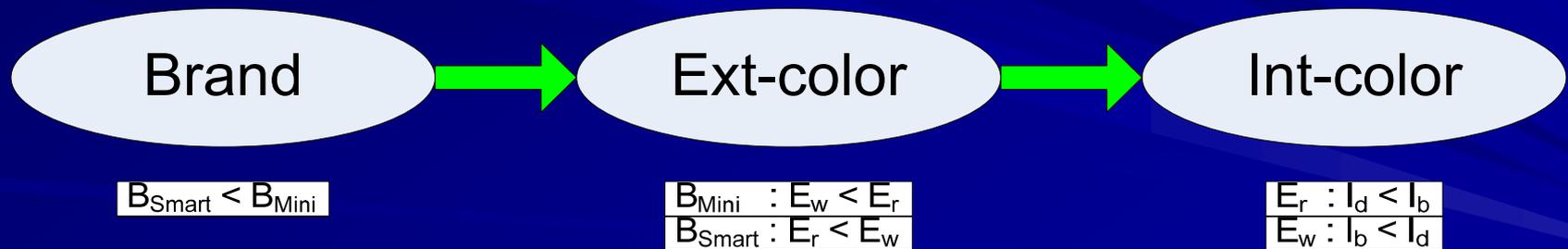
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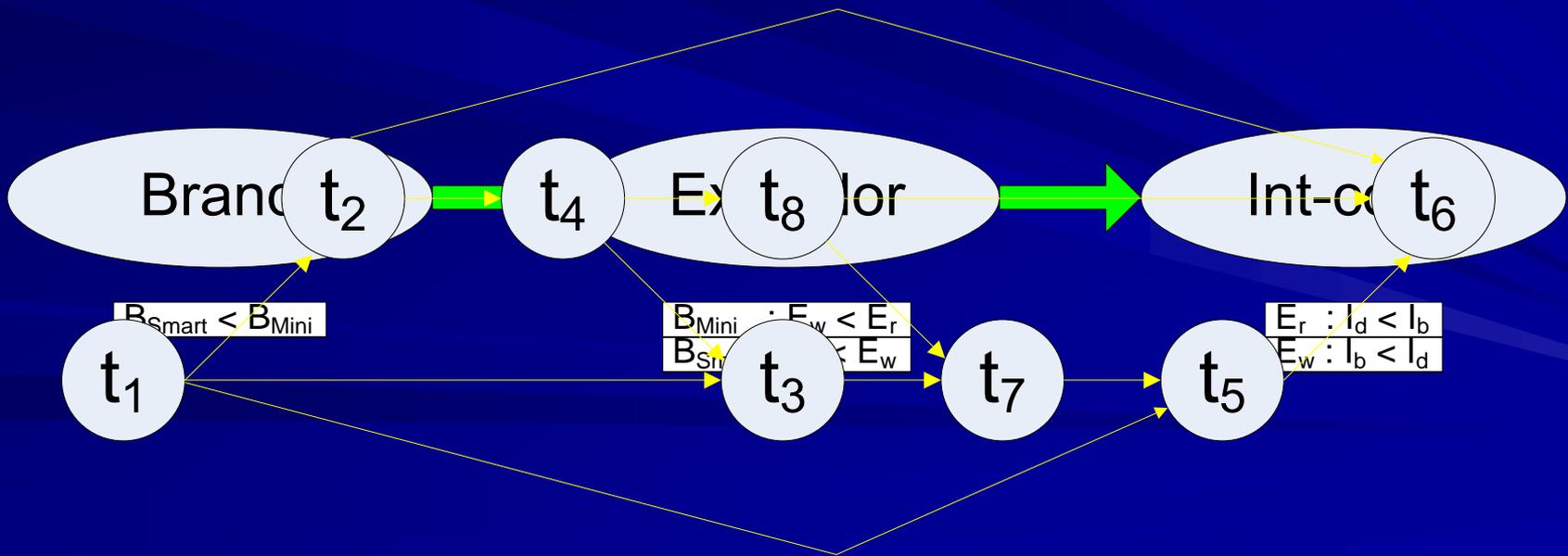
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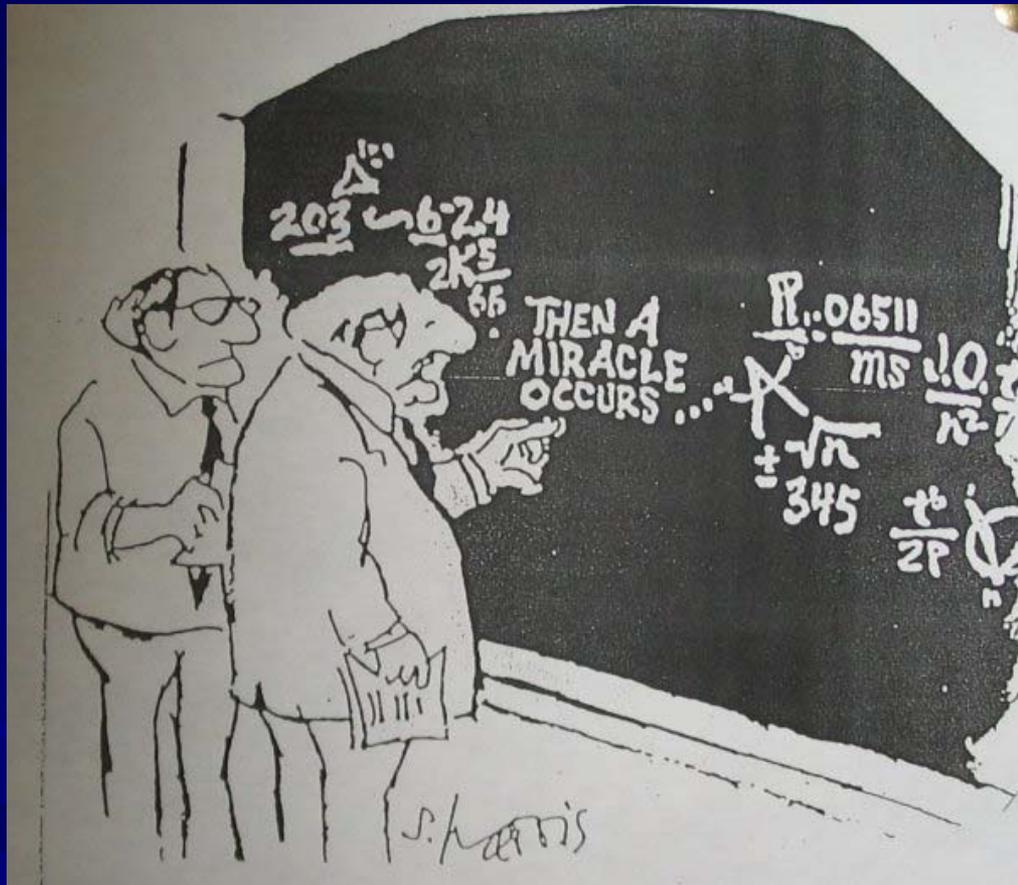


# So far so good...

## Two vexed problems on machine learning

1. Black box property
2. Data collecting vs. user's privacy.

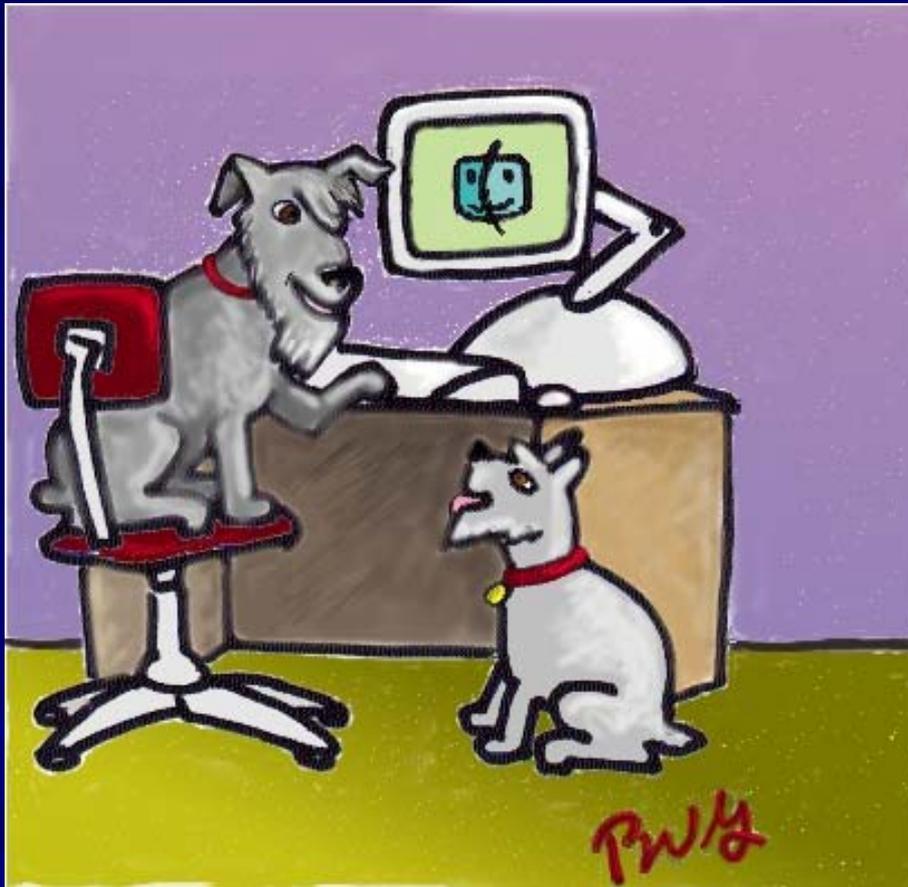
# Then A Miracle Occurs (Black box)



- Little interrelation between input and output.
- Serious problem in certain area.

**"I think you should be more explicit in step two."**

# Data collecting vs. User's privacy



- User sometimes is against the data collecting.
- Tradeoff between performance and privacy must be made.

**“Nobody knows you’re a dog on Internet.”**

Almost the END

# Nine Million Bicycles (origin version)



*We are 12 billion  
light-years from the  
edge.*

*That's a **guess** —  
no-one can ever say  
it's true.*

*But I know that I will  
always be with you.*

# Nine Million Bicycles (scientific version!!)

KATIE MELUA



*We are 13.7 billion light-years from the edge of the observable universe.*

*That's a good estimate with well-defined error bars and with the available information,*

*I predict that I will always be with you.*

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