

# Fast Construction of Concept Lattice

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**Abstract.** The proposed algorithm computes concepts and lattice structure together in one step avoiding repeated computation of same concepts. The time complexity is  $O((|G| + |M|)|M|)$  per lattice element where  $G$  is set of objects and  $M$  is set of attributes.

## 1 Introduction

Concept Lattice is a core structure in Formal Concept Analysis. In this paper, we propose an algorithm that generates the lattice structure along with the concepts in a single step. The worst case complexity of proposed algorithm is  $O(|G| + |M|)|M|$  per lattice element which is better than worst case complexity of algorithms proposed by Bordat, Ganter-Alaoui and Chein-Alaoui as mentioned in [1] as well as the algorithm proposed by Nourine [3].

## 2 Approach for Computing the Concept Lattice

**Observation 1** For a pair of concepts  $(X_1, Y_1)$  and  $(X_2, Y_2)$  computed at level  $k$  in the algorithm,  $X_1 \cap X_2$  will exist at level  $k+1$  if and only if  $(X_1, Y_1)$  and  $(X_2, Y_2)$  are the sibling concepts. Level  $k$  concepts have  $k$  attributes in the intent.

**Observation 2** Let  $(X, Y)$  be a concept where  $|Y| = m$ ,  $|M|$  is total number of attributes,  $(X, Y)$  can have at most  $(|M| - m)$  children, each parent of  $(X, Y)$  can have at most  $(|M| - (m - 1))$  child concepts. This implies that  $(X, Y)$  can have at most  $(|M| - m)$  sibling concepts per parent. In the worst case, all possible concepts are present,  $(X, Y)$  can have at most  $m$  parents.

**Proposition 1.** Let  $(X, Y)$  be a concept with parent set  $P(X, Y) = \{P_1, P_2, \dots, P_n\}$ ,  $|P| = n$ . Let  $S_i$  be the set of child concepts of  $P_i$  for all  $i = 1, \dots, n$ . To compute  $C(X, Y)$ , the set of child concepts of  $(X, Y)$ , it is sufficient to compute the intersection of  $X$  with extent of each concept  $\in S_i$  for exactly one  $i$ ,  $i \in 1..n$ .

The algorithm computes the concepts based on above proposition, thus avoids repeated computation of the same concepts.

## 2.1 Algorithm

Input: Context:  $G \times M$  where  $G, M$  are objects and attributes respectively

Output: Concept Lattice  $L$

01. Generate the root concept  $(G, \phi)$  in  $L$
02. for each attribute  $A_i$ , find  $A'_i$
03.   if for some  $j < i$ ,  $A'_i = A'_j$
04.     add the edge  $(A'_i, (A_i \cup A_j)) \rightarrow \text{root}$  to  $L$
05.     remove the edge  $(A'_i, A_i) \rightarrow \text{root}$  from  $L$
06.   else add the edge  $(A'_i, A_i) \rightarrow \text{root}$  to  $L$
07. for each pair  $(X_1, Y_1)$  in the lattice  $L$
08.   for each sibling pair  $(X_2, Y_2)$  of a parent  $(P_1X_1, P_1Y_1)$  of  $(X_1, Y_1)$
09.     find intersection of  $X_1$  with extent of its sibling pair  $(X_2, Y_2)$
10.      $X = X_1 \cap X_2, Y = Y_1 \cup Y_2$
11.     if  $X \neq X_1$  and  $X \neq X_2$
12.       if  $X$  does not belong to extent list  $l$  // stored as trie
13.         add  $(X, Y)$  to concept lattice  $L$ , add  $X$  to extent List  $l$
14.         add edge  $(X, Y) \rightarrow (X_1, Y_1), (X, Y) \rightarrow (X_2, Y_2)$  to  $L$
15.         for all other parents  $(P_2X_1, P_2Y_1)$  of  $(X_1, Y_1)$
16.         add edge  $(X, Y) \rightarrow (X_3, Y_3)$  to  $L$  such that
17.          $Y_3 = (P_2Y_1 \cup m)$  where  $(P_1Y_1 \cup m) = Y_2, m \in M$
18.         else for some  $(X_3, Y_3)$  in the extent list  $l$  where  $X = X_3$
19.         add edge  $(X_3, Y_3) \rightarrow (X_1, Y_1) (X_3, Y_3) \rightarrow (X_2, Y_2)$  to  $L$
20.         if  $P_1X_3 = P_1X_1$  or  $P_1X_3 = P_1X_2$
21.         remove the edge  $(X_3, Y_3) \rightarrow P_1X_3, P_1Y_3$  from  $L$
22.         else if  $X = X_1$  // i.e.  $(X_1, Y_1)$  is child of  $(X_2, Y_2)$
23.         add an edge  $(X_1, Y_1) \rightarrow (X_2, Y_2)$  to  $L$
24.         remove the edge  $(X_1, Y_1) \rightarrow (P_1X_1, P_1Y_1)$  from  $L$
25.         else if  $X = X_2$  // i.e.  $(X_2, Y_2)$  is child of  $(X_1, Y_1)$
26.         add an edge  $(X_2, Y_2) \rightarrow (X_1, Y_1)$  to  $L$
27.         remove the edge  $(X_2, Y_2) \rightarrow (P_1X_1, P_1Y_1)$  from  $L$

## 3 Experimentation and Results

Experiments on both sparse and dense data sets reveal improvements over Nourine's[3] and Bordat's algorithm[1]. Results of Nourine's[3] and Bordat's algorithm[1] are obtained using "lattice Generator" developed by Kuznetsov and Obiedkov[2].

## References

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