BINARY RELATIONS

CSC 240

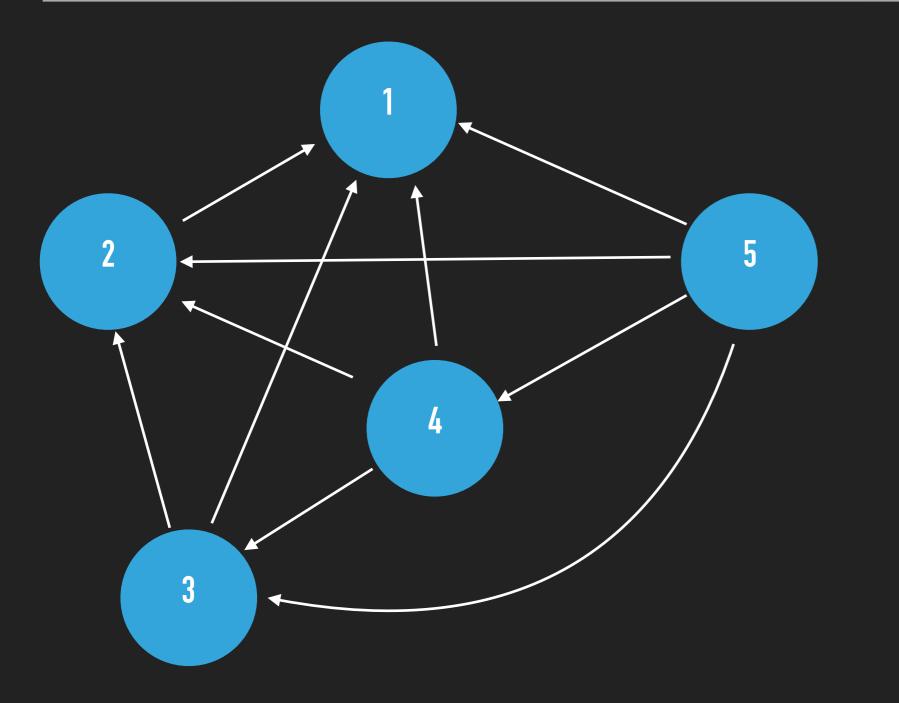
Predicates:Produce a proposition based on the properties of an object.Avenger(TonyStark)Relatives(Mario, Luigi)3 < 12(3 + 2) = 5

Binary Relation: A predicate that can be applied to pairs of elements.

xRy A binary relation between x and y.

3 = 3	
5 > 3	xRy
2 < 4	
3 = 7	
5 < 3	x℟y
4 < 2	

VISUALIZING RELATIONS

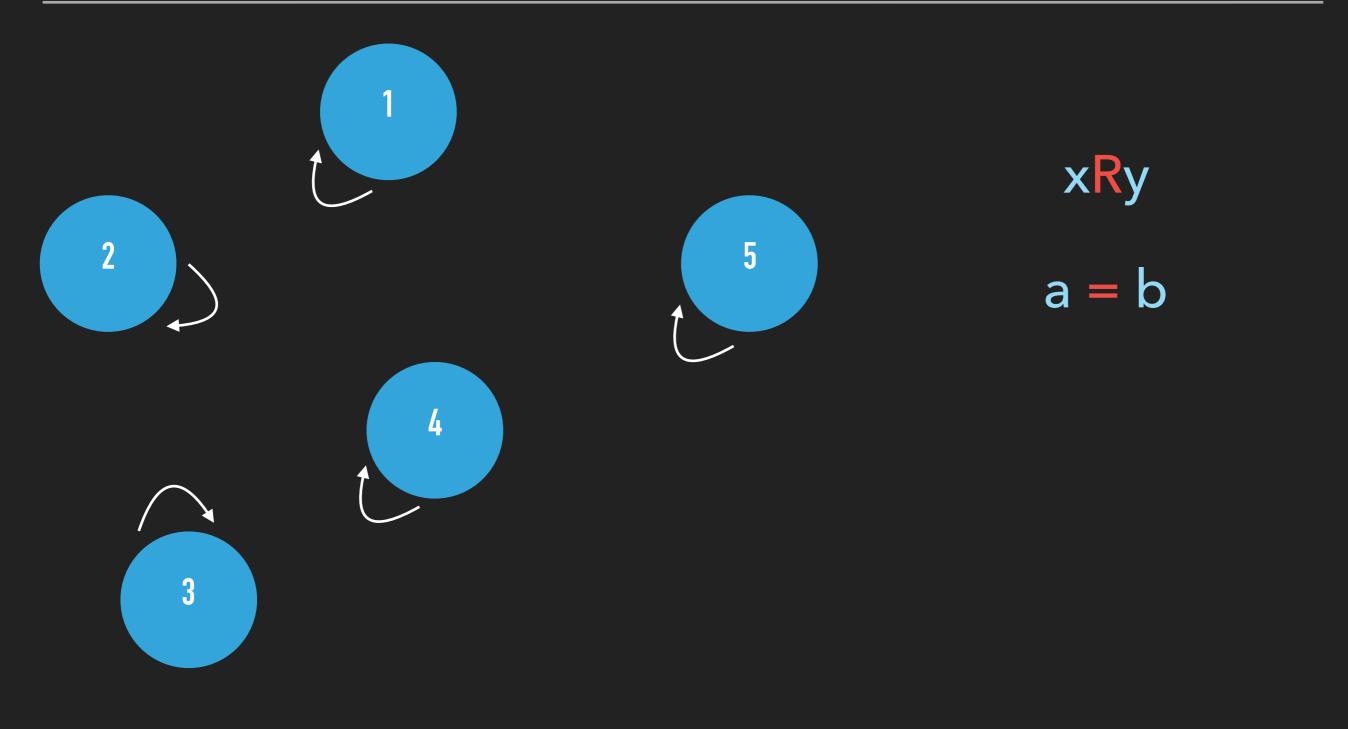


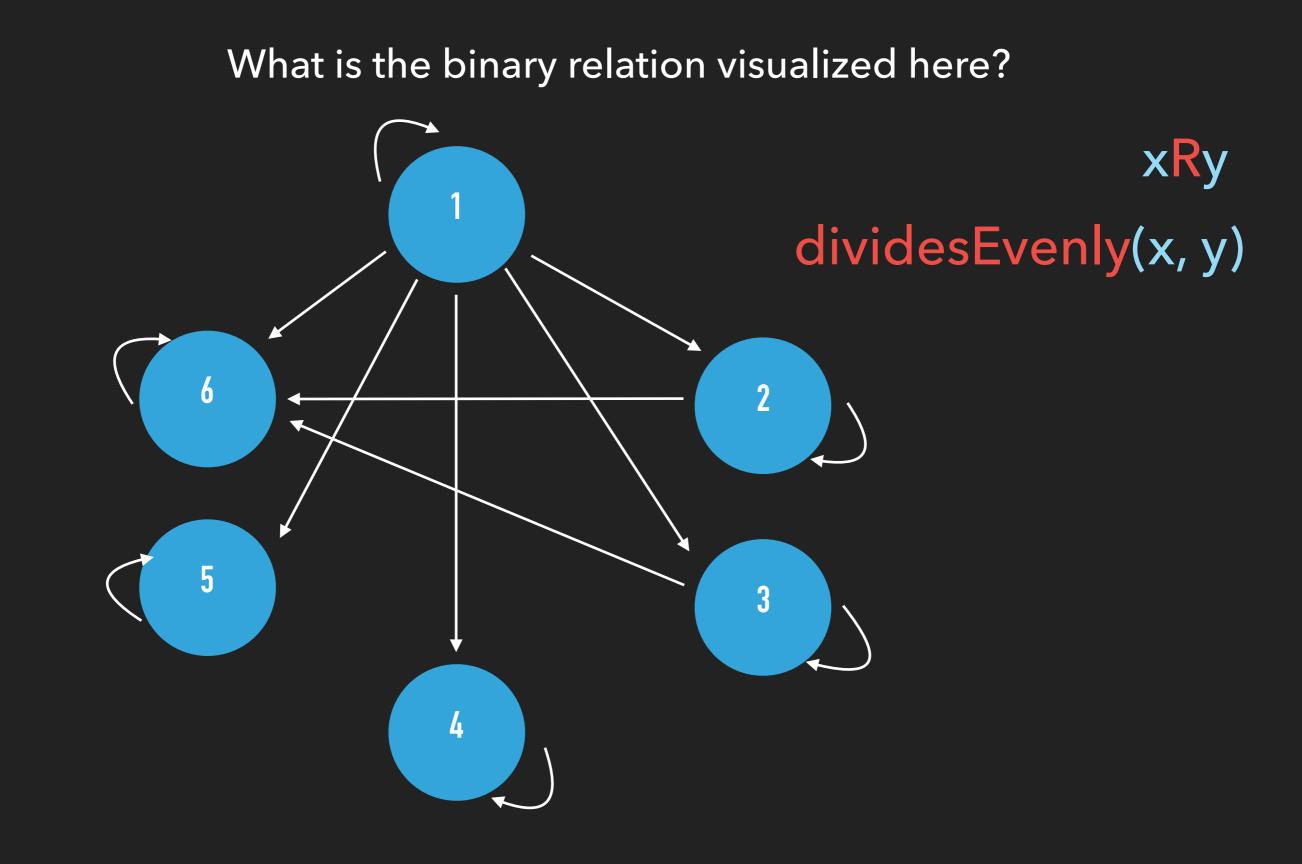


a > b

binary relations can be visualized as directed graphs

VISUALIZING RELATIONS

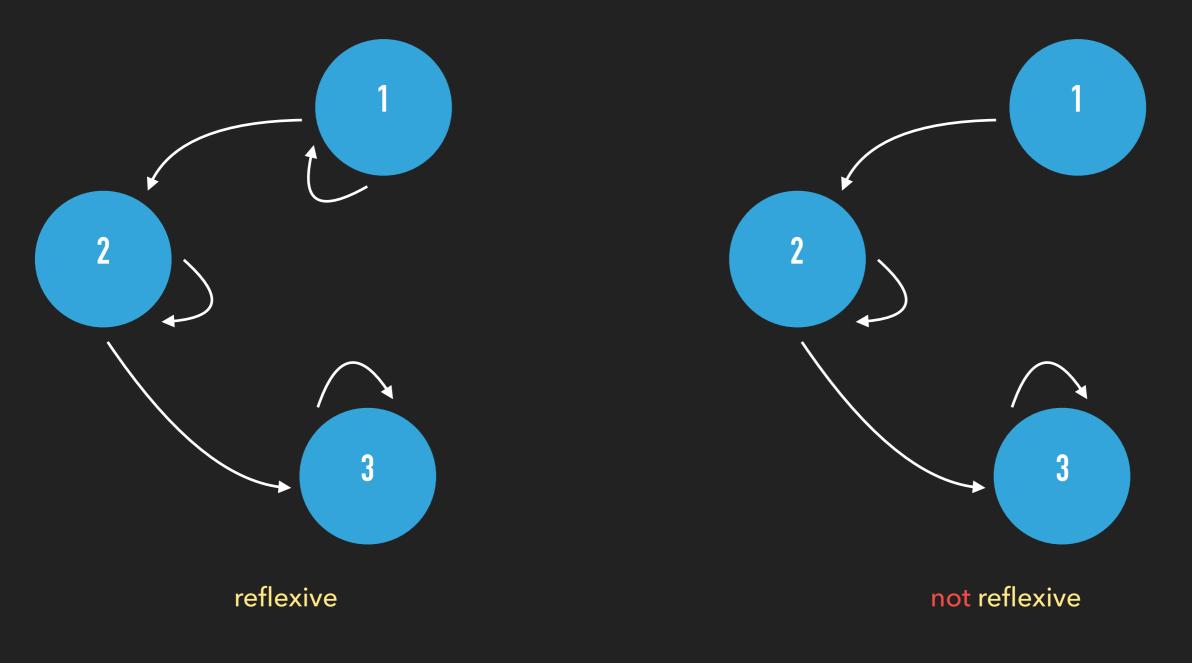




Predicates: Produce a proposition based on the properties of an object. Binary Relation: A predicate that can be applied to pairs of elements. Equivalence Relation: A special type of binary relation that is... You won't believe what happened to this binary relation....

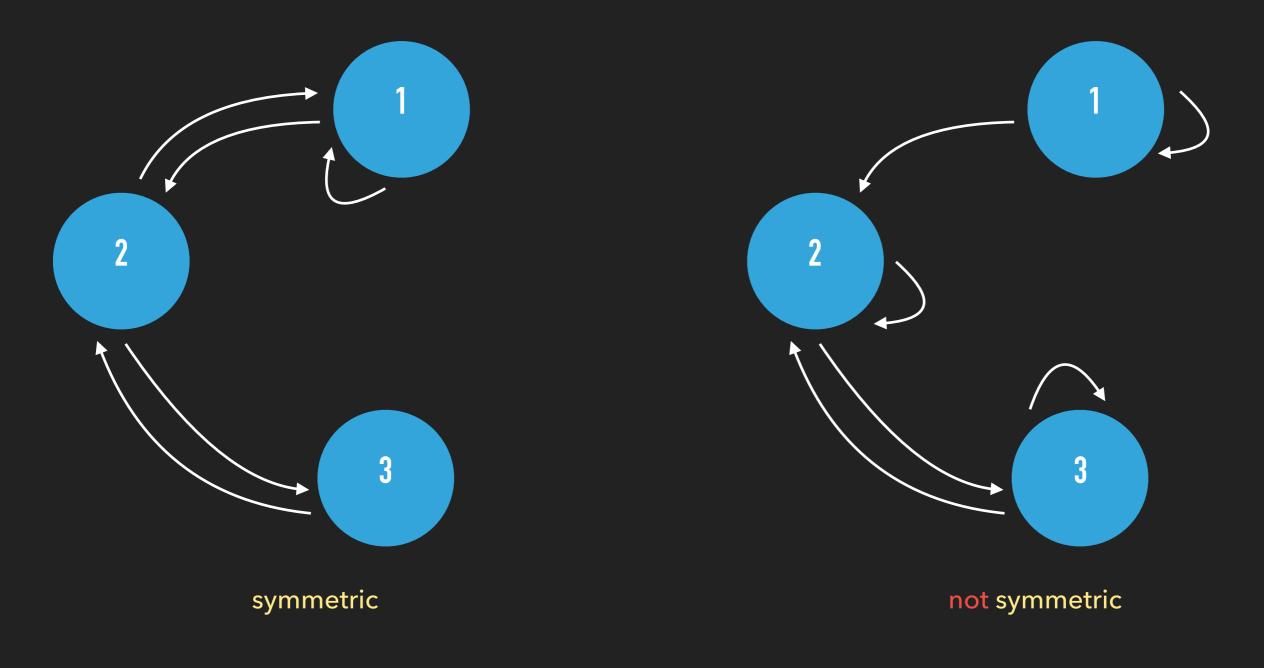
Equivalence Relation: A special type of binary relation that is...

Reflexive: $\forall x \in S.(xRx)$



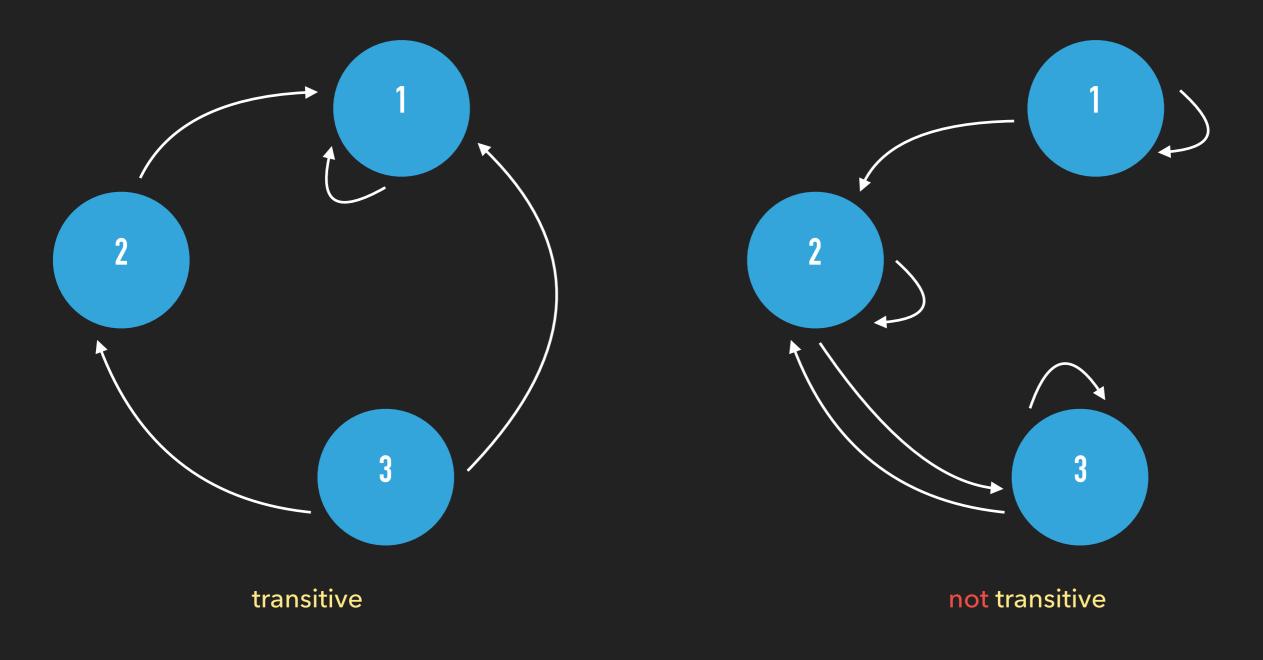
Equivalence Relation: A special type of binary relation that is...

Symmetric: $\forall x \in S. \ \forall y \in S. (xRy \rightarrow yRx)$



Equivalence Relation: A special type of binary relation that is...

Transitive: $\forall x \in S$. $\forall y \in S$. $\forall z \in S$. ($xRy \land yRz \rightarrow xRz$)



Predicates: Produce a proposition based on the properties of an object. Binary Relation: A predicate that can be applied to pairs of elements. Equivalence Relation: A special type of binary relation that is... Reflexive: $\forall x \in S. (xRx)$ Reflexive: every item is related to itself.

> Symmetric: $\forall x \in S$. $\forall y \in S$. $(xRy \rightarrow yRx)$ Symmetric: if x is related to y, then y is related to x.

Transitive: $\forall x \in S$. $\forall y \in S$. $\forall z \in S$. ($xRy \land yRz \rightarrow xRz$) Transitive: if x is related to y, and y is related to z, then x is related to z.

Equivalence Relations in Programming: dictionaries, maps, hash tables, sorting, etc...

User-defined classes that customize their comparison behavior should follow some consistency rules, if possible:

- Equality comparison should be reflexive. In other words, identical objects should compare equal:
 - x is y implies x == y
- Comparison should be symmetric. In other words, the following expressions should have the same result:

x == y and y == x

x != y and y != x

x < y and y > x

 $x \le y$ and $y \ge x$

• Comparison should be transitive. The following (non-exhaustive) examples illustrate that:

x > y and y > z implies x > z

x < y and y <= z implies x < z

python

Equivalence Relations in Programming: dictionaries, maps, hash tables, sorting, etc...

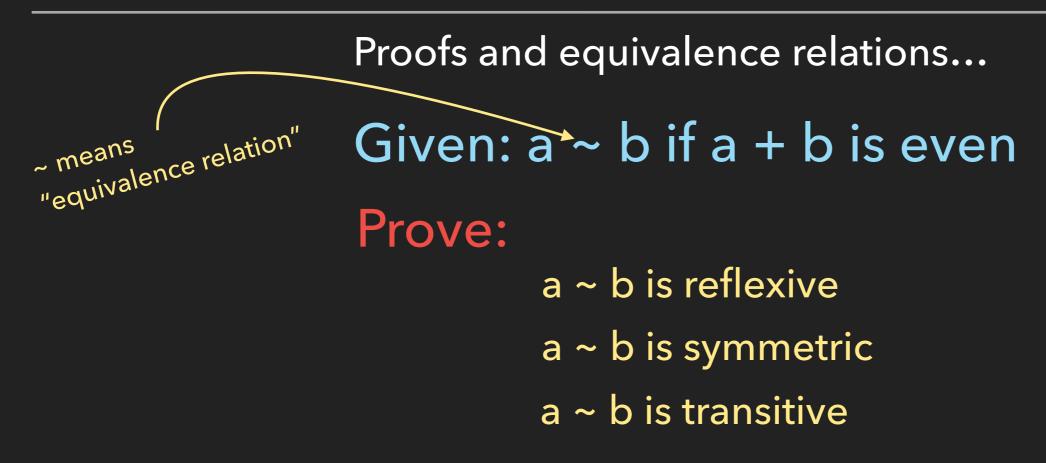
public boolean equals(Object obj)

Indicates whether some other object is "equal to" this one.

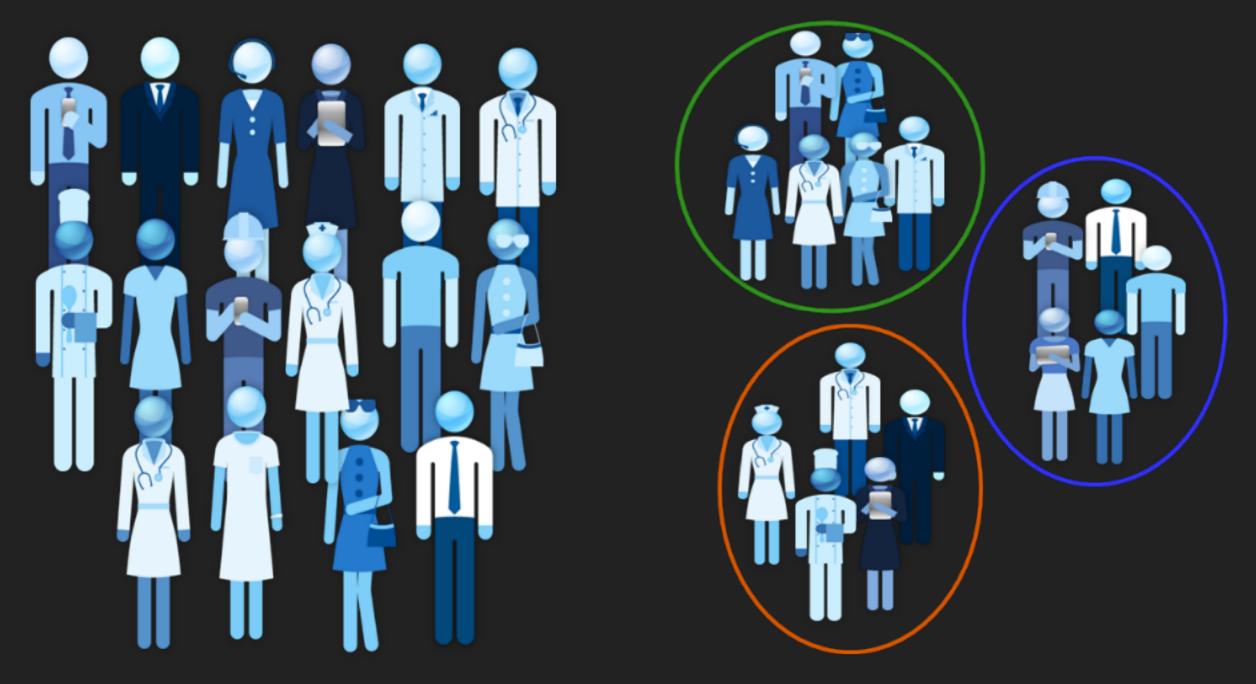
The equals method implements an equivalence relation on non-null object references:

- It is *reflexive*: for any non-null reference value x, x.equals(x) should return true.
- It is *symmetric*: for any non-null reference values x and y, x.equals(y) should return true if and only if y.equals(x) returns true.
- It is *transitive*: for any non-null reference values x, y, and z, if x.equals(y) returns true and y.equals(z) returns true, then x.equals(z) should return true.

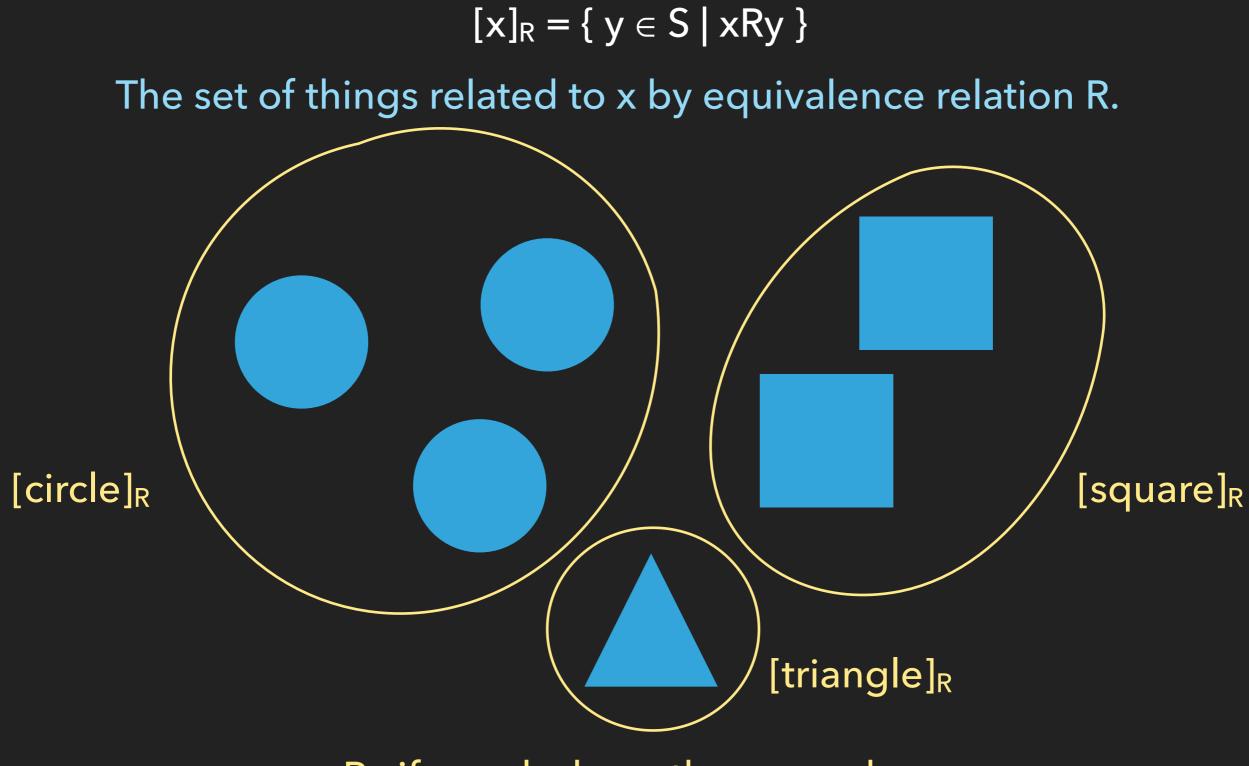
java



EQUIVALENCE RELATIONS AND CLUSTERING

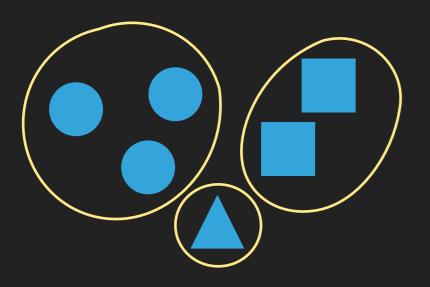


https://blogs.sas.com/content/subconsciousmusings/2016/05/26/data-mining-clustering/



xRy if x and y have the same shape

THE FUNDAMENTAL THEOREM OF EQUIVALENCE RELATIONS



Partition: a grouping of a set's elements into non-empty subsets, in such a way that every element is included in one and only one of the subsets.

An equivalence relation R on a set S forms a partition of S.

xRy if x and y have the same shape

Every partition of a set S has an equivalence relation R.