



### 3.1 Handling Input and Output Objects

The input objects of an operator may be consumed or passed on to following or enclosing operators. Especially if the input objects are not required by this operator, they are simply passed on. They do not even need to be interpretable by this operator. However, these input objects may be needed or used by later or outer operators. This increases the flexibility of YALE by easing the match of the interfaces of consecutive operators and allowing to pass objects from one operator through several other operators to their goal operator. Objects typically passed between operators are example sets, prediction models, evaluation vectors, etc. Operators may add information to input objects, e.g. labels to previously unlabeled examples, or new features in a feature generation operator, and deliver these extended objects. The specification of meta data is possible and allows for example the automatic selection of data pre-processing operators fitting to the data types at hand.

### 3.2 Efficient Data Management

No matter whether a data set is stored in memory, in a file, or in a database, YALE internally uses a special type of data table to represent it. In order not to unnecessarily copy the data set or subsets of it, YALE manages views on this table, so that only references to the relevant parts of the table need to be copied or passed between operators. By maintaining a stack of views, these views are nestable as is for example required for nested cross-validations. For an example set, views on the rows of the table correspond to subsets of the example set, and views on the columns correspond to the selected features used to represent these examples.

## 4 Extending YALE

YALE supports the implementation of user-defined operators. The user simply needs to define the expected inputs, the delivered outputs, the mandatory and optional parameters, and the core functionality of the operator [Fischer *et al.*, 2003]. Everything else is done by YALE. The operator description in XML allows YALE to automatically create corresponding GUI elements. External programs can be integrated by implementing wrapper operators and can then be transparently used in any YALE experiment.

## 5 Example Applications and Download

YALE is used by researchers and practitioners in more than 20 countries and has already been applied in a number of domains like feature generation and selection [Klinkenberg *et al.*, 2002; Ritthoff and Klinkenberg, 2003; Ritthoff *et al.*, 2001; 2002], concept drift handling [Klinkenberg and Joachims, 2000; Klinkenberg and Rüping, 2003; Klinkenberg, 2003], and transduction [Daniel *et al.*, 2002; Klinkenberg, 2001]. Current application domains of YALE also include the pre-processing of and learning from time series [Mierswa, 2003] and processing and classification.

YALE is available as open-source software under the GNU Public License (GPL)<sup>1</sup>. The YALE tutorial [Fischer *et al.*, 2003], the GUI manual, and a long version of this paper [Mierswa *et al.*, 2003] provide further information about YALE, the underlying concepts, its usage, an operator reference, and how to define additional operators.

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<sup>1</sup><http://yale.cs.uni-dortmund.de/>

<sup>2</sup><http://sfbc1.uni-dortmund.de/>