1. BORE (Best OR Rest)

LET Data = {Instances}
LET Attributes = {Column-wise attributes}
LET Best = {Instances ∈ Data of the best class}
LET Rest = {Instances ∈ Data of all other classes}
for A ∈ Attributes **do**
  for bin ∈ A **do**
    Prob_BEST = $|Best|$ / $|Data|$
    Prob_REST = $|Rest|$ / $|Data|$
    FREQ($bin|Best$) = | $\{bin|bin \in Best_A\}$ | / $|Best|$
    FREQ($bin|Rest$) = | $\{bin|bin \in Rest_A\}$ | / $|Rest|$
    LIKE($Best|bin$) = $FREQ(bin|Best) * Prob\_Best$
    LIKE($Rest|bin$) = $FREQ(bin|Rest) * Prob\_Rest$
    LIKE_BEST_REST = LIKE($Best|bin$) + LIKE($Rest|bin$)
    RANK = LIKE($Best|bin$)^2 / LIKE_BEST_REST
  end for
end for

2. Cliff

LET Data = {Instances}
LET Criterias = {Highest ranked value,attribute sets for each class obtained from BORE}
LET Prototypes = {}
for value,attributes ∈ Criterias **do**
  Prototypes = Prototypes ∪ $\{instances|instances \in data, value \in instance_{attributes}\}$
end for

3. Midpoint Sampling

Pick a point P_1 randomly from training set.
Pick the closest point P_2 in the training set belonging to the opposite class.
Find the midpoint M between P_1 and P_2.
Request a classification for the closest unlabeled point to point M.