2015 repeat Data Mining

QUESTION 1 [Total marks: 40]

Association Rule Mining

1(a) [8 Marks]

A survey asked university students to list their hobbies from the following set: Cinema (cin), Music listening (mus), Piano (pia), Guitar (gui), photography (pho), theatre (the), books (boo), football (foo), athletics (ath), and chess (che).

For data mining purposes, assume the itemset I to be {ath, boo, che, cin, foo, gui, mus, pho, pia, the}; the number of items m = 10; and the number of students in our sample (transactions) n = 9..

Txn	Itemsets
1	{ath, boo, cin}
2	{cin, mus, gui, the}
3	{cin, mus, pho, the}
4	{che, cin, pho, pia}
5	{ath, cin, foo, mus, the}
6	{foo, gui, mus}
7	{che, cin, foo, mus}
8	{cin, foo, mus}
9	{cin, foo, mus, pia, the}

i. What is the support for {cin, mus}?

Explain your answer through the equation you use to calculate support.

- ii. What is meant by the rule $\{cin, mus\} \rightarrow \{foo\}$?
- iii. What is the support for the same rule?

Again, explain the equation used to calculate this support.

iv. What is the difference between support and confidence? What is the confidence for this rule?

a) l)

support for an itemset is the proportion of transactions that contain all the items in S defined as:

Support(S) = Count(S)/n

Where Count(S) = number of transactions matching S

Support
$$(\{cin, mus\}) = Count(\{cin, mus\})/n = 6/9 = 0.66$$

the rule $\{cin,mus\} \rightarrow \{foo\}$ means that when cin and mus are chosen we can predict foo will also be chosen.

lii)

Support for a rule $L \to R$ is the proportion of transactions in which the items in both L and R occur together defined as:

Support
$$(L \rightarrow R) = Count(L \cup R)/n$$

Support $(\{cin, mus\} \rightarrow \{foo\}) = Count(\{cin, mus\} \cup \{foo\})/n = 4/9 = 0.44$

Support applies to all transactions in the database, whereas confidence is the proportion of transactions for which the rule is satisfied and is defined as:

$$Confidence(S \rightarrow R) = Count(L \cup R)/Count(L)$$

$$Confidence(\{cin, mus\} \rightarrow \{foo\}) = Count(\{cin, mus, foo\}) / Count(\{cin, mus\}) = 4/6 = 0.66$$

1(b) [12 Marks]

Assume we have a database with 5000 transactions and a rule L \rightarrow R with the following support counts:

count(L) = 3400 count(R) = 4000 $count(L \cup R) = 3000$

- i. What does the lift function tell us about a rule?
- ii. Calculate support for L → R
- iii. Calculate confidence for $L \rightarrow R$
- iv. Calculate lift for $L \rightarrow R$
- v. Calculate leverage for $L \rightarrow R$

The lift function tells us how interesting a rule may be:

$$lift(L \rightarrow R) = Count \frac{(L \cup R)}{Count(L) \times Support(R)}$$

ii)
$$Support(L \rightarrow R) = 3000/5000 = 0.6$$

iii) $Confidence(L \rightarrow R) = 3000/3400 = 0.88$

iv)
$$Lift(L \rightarrow R) = \frac{3000}{3400 \times (4000/5000)} = 1.10$$
 v)

$$Leverage(L \rightarrow R) = Support(L \cup R) - support(L) \times support(R)$$
$$= 0.6 - (3400/5000) \times (4000/5000) = 0.056$$

1(c) [20 Marks]

Suppose that L_3 is the list $\{\{a,b,c\},\{a,b,d\},\{a,c,d\},\{b,c,d\},\{b,c,w\},\{b,c,x\},\{p,q,r\},\{p,q,s\},\{p,q,t\},\{p,r,s\},\{q,r,s\}\}$ Which itemsets are placed in C_4 by the *join* step of the Apriori-gen algorithm? Which are then removed by the *prune* step?

c) Join Step k = 4, k-2 = 2

First itemset	Second itemset	Contribution to C	
{a,b,c}	{a,b,d}	{a,b,c,d}	
{b,c,d}	{b,c,w}	{b,c,d,w}	
{b,c,d}	{b,c,x}	{b,c,d,x}	
{p,q,r}	{p,q,s}	{p,q,r,s}	
{p,q,r}	{p,q,t}	{p,q,r,t}	

 $C_4 = \{\{a,b,c,d\},\{b,c,d,w\},\{b,c,d,x\},\{p,q,r,s\},\{p,q,r,t\}\}$

Prune Step

ItemsSet in C ₄	subsets	Subsets all in L3
{a,b,c,d}	{a,b,c},{a,c,d},{a,b,d}{b,c,d}	YES
{b,c,d,w}	{b,c,d},{b,d,w},{b,d,w},{c,d,w}	NO
{b,c,d,x}	{b,c,d},{b,c,x},{b,d,x},{c,d,x}	NO
{p,q,r,s}	{p,q,r},{p,r,s},{p,q,s},{q,r,s}	YES
{p,q,r,t}	{p,q,r},{p,r,t}	NO

 $C_4 = \{\{a,b,c,d\},\{p,q,r,s\}\}$

Classification

The table provided below shows the degrees dataset where classifications are made using different grades achieved for 5 different subjects: Software Engineering (Soft-Eng), Programming (Prog), Human-Computer Interaction (HCI), Data Mining (D.M.) and the Project.

SoftEng	Prog	HCI	D.M.	Project	Class
A	В	A	В	В	SECOND
A	В	В	В	A	FIRST
A	A	A	В	В	SECOND
В	A	A	В	В	SECOND
A	A	В	В	A	FIRST
В	A	A	В	В	SECOND
A	В	В	В	В	SECOND
Λ	В	В	В	В	SECOND
A	A	A	A	A	FIRST
В	A	A	В	В	SECOND
В	A	A	В	В	SECOND
A	В	В	A	В	SECOND
В	В	В	В	A	SECOND
A	A	В	A	В	FIRST
В	В	В	В	A	SECOND
A	A	В	В	В	SECOND
В	В	В	В	В	SECOND
A	A	В	A	A	FIRST
В	В	В	A	A	SECOND
В	В	A	A	В	SECOND
В	В	В	В	A	SECOND
В	A	В	A	В	SECOND
A	В	В	В	A	FIRST
A	В	A	В	В	SECOND
В	A	В	В	В	SECOND
A	В	В	В	В	SECOND

2(a)

[8 Marks]

Create a decision tree for the degrees dataset using the TDIDT algorithm.

Same as 2014 Q4 a