

Enhancements for FP-Growth Implementation

Minor Enhancements

- When generating projected trees, this implementation immediately constructs the minimal tree (sans any infrequent items), circumventing the need to remove and rearrange nodes. It does so by generating the header table prior to adding any nodes: this way, we can simply skip adding nodes that the header table deems infrequent.
- The same principle applies during the global FP-tree generation.
- The header table has a hashmap as its underlying data structure: this allows us to obtain information about items (support, nodes in tree) in constant time.
- Each node's list of children is stored as a hashmap, allowing us to obtain information about a node's child (whether it exists, etc) in constant time.