## UNIVERSITY OF MALAYA

## EXAMINATION FOR THE DEGREE OF MASTER OF DATA SCIENCE

ACADEMIC SESSION 2019/2020: SEMESTER II

WQD7005 : Data Mining

June 2020

## **INSTRUCTIONS TO CANDIDATES:**

Answer ALL questions (50 marks).

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Link to codes and data:

https://github.com/Nurullainy/Data-Mining-Final-Exam

Link to video:

https://drive.google.com/drive/folders/1hMqLYw5ubSpMRsPvyJwjDG8MuV3GO\_Qt?usp=sharing

(This question paper consists of 5 questions on 3 printed pages)

Mini-assignment (50 marks)

Instructions: Work individually, submission via Spectrum.

- 1. You are required to make a user-agent that will crawl the WWW (your familiar domain) to produce dataset of a particular website.
  - the web site can be as simple as a list of webpages and what other pages they link to
  - the output does not need to be in XHTML (or HTML) form a multi-stage approach (e.g. produce the xhtml or html in csv format)

(10 marks)

2. Draw snowflake schema diagram for the above dataset. Justify your attributes to be selected in the respective dimensions.

(10 marks)

- 3. You are required to write code to create a decision tree (DT) model using the above dataset (Question 1). In order to achieve the task, you are going to cover the following steps:
  - Importing required libraries

```
import pandas as pd
import numpy as np
import seaborn as sns
import matplotlib.pyplot as plt
import plotly.express as px

from sklearn.tree import DecisionTreeClassifier
from sklearn.metrics import classification_report, accuracy_score
from sklearn.model_selection import train_test_split
from sklearn.tree import DecisionTreeRegressor

from sklearn.tree import export_graphviz
from sklearn.model_selection import GridSearchCV
import pydot
from io import StringIO
from sklearn.tree import export_graphviz
```

Loading Data

```
In [3]: # Load dataset
           df = pd.read_csv('movies_imdb_preprocessed.csv')
           df.head()
Out[3]:
                    movie_name year_released runtime_in_min
                                                                                       revenues imdb_rating user_votes
                                                                                                                                director
                                                                              genre
                                                                   Action, Adventure, Drama 187705427.0
                                                                                                                                            Russell Crowe, Joaquin Phoenix,
Connie Nielsen...
            0
                       Gladiator
                                          2000
                                                           155
                                                                                                                  1295546 Ridley Scott
                                                                                                                                          Guy Pearce, Carrie-Anne Moss, Joe
                                                                                                                            Christopher
                                                                     Mystery, Thriller 25544867.0
                                                                                                                  1088700
            1
                       Memento
                                          2000
                                                           113
                                                                                                           8.4
                                                                                                                                  Nolan
                                                                                                                                           Jason Statham, Brad Pitt, Benicio
Del Toro, De...
                         Snatch
                                          2000
                                                           104
                                                                     Comedy, Crime
                                                                                     30328156.0
                                                                                                                   760646
                                                                                                                            Guy Ritchie
                                                                                                                                           Ellen Burstyn, Jared Leto, Jennifer
                   Requiem for a
                                                                                                                                 Darren
                                          2000
                                                                                                                   742193
            3
                                                           102
                                                                             Drama
                                                                                       3635482.0
                                                                                                           8.3
                                                                                                                              Aronofsky
                                                                                                                                         Patrick Stewart, Hugh Jackman, Ian McKellen, F...
                                                                  Action, Adventure,
Sci-Fi 157299717.0
                                                                                                                   558716 Bryan Singer
In [4]: # Remove NAs and unused attribute
           df.dropna(how='any', inplace=True)
df = df.drop(['movie_name'], axis=1)
In [7]: # Preprocessing revenues column
           df_revenue = df['revenues'].div(1000000).to_frame('col') # Change to Million notation
           df_revenue.shape
           df['revenues'] = df_revenue['col']
           df['revenues'] = df['revenues'].round(0).astype(int)
#df.columns = ['revenues in mil'] # Rename the columns name
In [8]: # Change data to categorical variables
           df['year_released'] = df['year_released'].astype('str')
df['genre'] = df['genre'].astype('str')
df['director'] = df['director'].astype('str')
           df['actor'] = df['actor'].astype('str')
In [9]: # one hot encoding all categorical variables
           # all numerical variables are automatically excluded
# number of columns after the conversion should explode
           print("Before:", len(df.columns))
           # one hot encoding
           df = pd.get_dummies(df)
           print("After:", len(df.columns))
           Before: 8
           After: 1351
```

#### Feature Selection

Based on average revenue, I set USD 100 million as threshold to binarize the target variable

```
In [12]: # Change revenues column to binary variables
          threshold, upper, lower = 100, 1, 0
          df['revenues'] = np.where(df['revenues']>threshold, upper, lower)
In [13]: df['revenues'].unique()
Out[13]: array([1, 0])
In [31]: df.head()
Out[31]:
             runtime_in_min revenues imdb_rating user_votes year_released_2000 year_released_2001 year_released_2002 year_released_2003 year_released_2004 year_released_2004
                                                                                     0
                      113
                                0
                                         8.4
                                               1088700
                                                                                                      0
                                                                                                                      0
                                                                                                                                      0
                                                                                                                                      0
                                                                                                                                      0
                      102
                                         8.3
                                                742193
                      104
                                                558716
                                                                                                                                      0
          5 rows × 1351 columns
In [14]: # Assigning X and y variables. y variable is revenues in mil while the rest of the variables are X variables
          X = df.drop(['revenues'], axis=1)
          y = df['revenues']
```

## Splitting Data

```
In [15]: # Setting random state = 0
rs = 0

# Training set = 70%
# Test Set = 30%
# Stratify = Yes
X_mat = np.asmatrix(X)
X_train, X_test, y_train, y_test = train_test_split(X_mat, y, test_size=0.3, stratify=y, random_state=rs)
```

As train\_test\_split shuffles the dataset before splitting it, it is important to set a consistent random state, which is the seed number used to generate the shuffle. I am using 0 for random state number

Convert X (DataFrame object) into a numpy matrix that can be consumed by sklearn. Next, use the train\_test\_split function to split dataset into 70% training and 30% test data. This is to ensure there is enough representation of the minority class in the training set. In this case, I need larger training set, which is 70/30.

Stratification method ensures the same ratio of positive and negative targets in both train and test data set.

## Building Decision Tree Model

Initialise a model and training it using .fit function.

## Evaluating Model

```
In [17]: print("Train accuracy:", model.score(X_train, y_train))
Train accuracy: 1.0
```

It seems that the model has managed to learn all of the patterns in training data and is able to predict with 100% accuracy. However, need to check whether it can replicate the performance on similar data that it is not trained on (test data).

```
In [18]: print("Test accuracy:", model.score(X_test, y_test))
Test accuracy: 0.7224489795918367
```

This is a clear indication of overfitting of the model. This model will fail to make accurate predictions with new data because it learned the training data too well. Need to make the model generalize better on training dataset.

I'm using classification\_report() function to assess the model's prediction on test data. classification\_report() outputs a number of statistics for each target class:

- 1. Precision: Proportion of all positive predictions that are correct. Precision is a measure of how many positive predictions were actual positive observations.
- Recall: Proportion of all real positive observations that are correct. Precision is a measure of how many actual positive observations were predicted correctly.
- 3. F1: The harmonic mean of precision and recall. F1 score is an 'average' of both precision and recall.
- 4. Support: Number of instances in each class.

To understand the Decision Tree model built, lets view the feature importance and visualize the tree using sklearn module.

## Visualizing Decision Trees

```
In [20]: # grab feature importances from the model and feature name from the original X
           importances = model.feature_importances_
           feature_names = X.columns
           # sort them out in descending order
           indices = np.argsort(importances)
           indices = np.flip(indices, axis=0)
           # Print 10 most important features
           indices = indices[:10]
           for i in indices:
                print(feature_names[i], ':', importances[i])
           user_votes : 0.33192163958645887
           imdb_rating : 0.14176438634151728
           runtime_in_min : 0.08031531119929572
           genre_Animation, Adventure, Comedy: 0.03344948847789565
           year_released_2013 : 0.017474449105946074
           genre_Animation, Action, Adventure: 0.01494659694261953
genre_Action, Adventure, Sci-Fi: 0.013854789878016046
genre_Animation, Comedy, Family: 0.01016894017695399
genre_Biography, Drama, Sport: 0.009785232690288675
           year_released_2001 : 0.008648437889323644
```

We can't really gain insights of the decision tree with feature importance only. Need to perform feature importance and visualization to understand the decision tree model. Use export\_graphviz function and pydot module and save .png file to view the decision tree.

```
In [21]: # Visualize the 1st Decision Tree

dotfile = StringIO()
    export_graphviz(model, out_file=dotfile, feature_names=X.columns)

graph = pydot.graph_from_dot_data(dotfile.getvalue())
    graph[0].write_png("dtl.png")
```

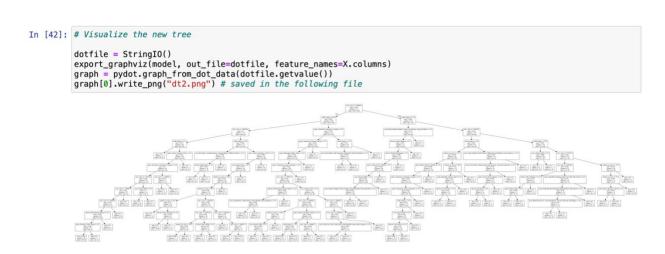
The above tree shows that the model is very complex, incomprehensible, and deep, which is a typical characteristic of an overfitting model. I want to limit the complexity of the model by setting the max\_depth that the model can go. max\_depth in a decision tree is a hyperparameter for structuring the depth of the tree (model).

```
In [22]: # Retrain model with a smaller max_depth limit = 9
         model = DecisionTreeClassifier(max_depth=9, random_state=rs)
         model.fit(X_train, y_train)
         print("Train accuracy:", model.score(X_train, y_train),"\nTest accuracy:", model.score(X_test, y_test))
         print()
         y_pred = model.predict(X_test)
         print(classification_report(y_test, y_pred))
         Train accuracy: 0.9124343257443083
         Test accuracy: 0.7020408163265306
                       precision
                                     recall f1-score
                                                        support
                                                 0.74
                                                 0.65
                                                            113
                                                 0.70
                                                            245
             accuracy
            macro avq
```

The simpler model (smaller max\_depth) resulting the accuracy of the model on training data reduce to 91.2%. This means that model notes there is a trend in the data but not learning the training data too well.

View new feature importance and visualize this new decision tree.

```
In [41]: importances = model.feature_importances_
          feature_names = X.columns
          # sort them out in descending order
          indices = np.argsort(importances)
          indices = np.flip(indices, axis=0)
          # Print 10 variable X
          indices = indices[:10]
          for i in indices:
              print(feature_names[i], ':', importances[i])
          user_votes : 0.3768873337944813
          imdb_rating : 0.16509594141580766
          runtime_in_min : 0.07063236145916083
          genre_Animation, Adventure, Comedy : 0.04790613932512415
          genre_Animation, Action, Adventure: 0.020414692785475655
          genre_Biography, Drama, Sport : 0.018912354024285566
genre_Action, Adventure, Sci-Fi : 0.016971881080745224
          year_released_2000 : 0.01642744187308721
          year_released_2013 : 0.014008536765059568
          genre_Animation, Comedy, Family: 0.01198674299857236
```



This looks better from the first model. However, the tree has more 20 leaf nodes here. Furthermore, there are a number of samples and value splits in each node.

Next is to find the optimal combination of parameters for the model.

## Finding optimal Hyperparameters with GridSearchCV

A common method to find the optimal set of parameters for a model is to run an exhaustive search over all possible values of each parameter. Cross validation typically used to prevent overfitting.

Grid-search builds a model for every combination of hyperparameters specified and evaluates each model.

In sklearn, the grid-search and k-fold validation is implemented in *GridSearchCV*.

Begin with plotting max\_depth values vs training and test accuracy score to a give an idea of the optimal max\_depth.

```
In [43]: test_score = []
          train_score = []
          # check the model performance for max depth from 2-12
          for max_depth in range(2, 12):
               model = DecisionTreeClassifier(max_depth=max_depth, random_state=rs)
               model.fit(X_train, y_train)
               test_score.append(model.score(X_test, y_test))
               train_score.append(model.score(X_train, y_train))
In [44]: # plot max depth hyperparameter values vs training and test accuracy score
          plt.plot(range(2, 12), train_score, 'b', range(2,12), test_score, 'r')
plt.xlabel('max_depth\nBlue = training acc. Red = test acc.')
          plt.ylabel('accuracy')
          plt.show()
             0.95
             0.90
             0.85
             0.80
             0.75
             0.70
```

To perform a GridSearchCV, we first have to determine the hyperparameters and possible values of parameters that we want to use. A model hyperparameter is a characteristic of a model that is external to the model and whose value cannot be estimated from data.

For decision tree model, I will search on 3 hyperparameters:

- Criterion: The function to measure the quality of a split. There are two criterias we will use, "gini" for the Gini impurity and "entropy" for the information gain.
- Max depth: The maximum depth of the tree. Let's start with range of 2-11.
- Min samples leaf: The minimum number of samples required to be at a leaf node, allowing us to limit the minimum size of a leaf node. Let's start with range of 20-60 with step of 10.

```
In [27]: # GridsearchCV #1
         'min_samples_leaf': range(20, 60, 10)}
         \verb|cv| = GridSearchCV(param\_grid=params, estimator=DecisionTreeClassifier(random\_state=rs), cv=10)|
         cv.fit(X_train, y_train)
         print("Train accuracy:", cv.score(X_train, y_train))
print("Test accuracy:", cv.score(X_test, y_test))
         # test the best model
         y_pred = cv.predict(X_test)
         print(classification_report(y_test, y_pred))
         # print parameters of the best model
         print(cv.best_params_)
         Train accuracy: 0.7495621716287215
         Test accuracy: 0.7183673469387755
                       precision recall f1-score support
                           0.71 0.81 0.76
0.73 0.61 0.67
                                                            132
                                                            113
                    1
                                                 0.72
                                                            245
             accuracy
         macro avg 0.72 0.71
weighted avg 0.72 0.72
                                                            245
                                              0.71
                                                            245
         {'criterion': 'gini', 'max_depth': 4, 'min_samples_leaf': 40}
```

The accuracy score for the 3rd model is 72% which improved from the 2nd model, 70%. At the same time, the Precision is increased by 2% from the previous model. I want to fine tune and further optimise on the parameters if possible.

At this moment, the metric Recall (sensitivity) is acceptable at 81% and 61%.

Let's do another grid search, now being more specific based on the 1st grid search result.

```
In [28]: # GridsearchCV #2
          params = {'criterion': ['gini'],
                     'max_depth': range(1, 6),
'min_samples_leaf': range(40, 60, 5)}
          cv = GridSearchCV(param_grid=params, estimator=DecisionTreeClassifier(random_state=rs), cv=10)
          cv.fit(X_train, y_train)
          print("Train accuracy:", cv.score(X_train, y_train))
print("Test accuracy:", cv.score(X_test, y_test))
          # test the best model
          y_pred = cv.predict(X_test)
          print(classification_report(y_test, y_pred))
          # print parameters of the best model
          print(cv.best_params_)
          Train accuracy: 0.7495621716287215
Test accuracy: 0.7183673469387755
                          precision recall f1-score support
                                0.71 0.81
0.73 0.61
                       0
                                                       0.76
                                                                    132
                      1
                                                    0.67
                                                                   113
                                                       0.72
                                                                    245
              accuracy
                                                   0./.
0.71
                             0.72
0.72
              macro avg
                                                                    245
                                           0.72
                                                                    245
          {'criterion': 'gini', 'max_depth': 4, 'min_samples_leaf': 45}
```

The classification report of 4th model return not much different from the 3rd model. Both models have same weighted average score for Accuracy, Precision and Recall. In this case, I will retrain a new model based simpler hyperparameter, *being only 4 levels deep*.

#### Note for Leaf node:

- 1. True: The movie will generate USD 100 million and above
- 2. False: The movie will generate less than USD 100 million

(10 marks)

- 4. You are required to write code to find frequent itemsets using the above dataset (Question 1). In order to achieve the task, you are going to cover the following steps:
  - Importing required libraries

```
In [182]: import pandas as pd
              import numpy as np
              from mlxtend.preprocessing import TransactionEncoder
              from mlxtend.frequent_patterns import apriori
              from mlxtend.frequent_patterns import fpgrowth
from mlxtend.frequent_patterns import association_rules
              import csv
In [183]: # Load dataset
             df = pd.read_csv('movies_imdb_preprocessed.csv')
Out[183]:
                      movie_name year_released runtime_in_min
                                                                               genre revenues imdb_rating user_votes
                                                                                                                               director
                                                                    Action, Adventure,
Drama 187705427
                                                                                                                                             Russell Crowe, Joaquin Phoenix,
              0
                                            2000
                                                             155
                                                                                                                 1295546 Ridley Scott
                         Gladiator
                                                                                                          8.5
                                                                                                                            Christopher
                                                                                                                                          Guy Pearce, Carrie-Anne Moss, Joe
Pantoliano, ...
                         Memento
                                            2000
                                                            113
                                                                      Mystery, Thriller 25544867
                                                                                                          8.4
                                                                                                                 1088700
                                                                                                                                        Jason Statham, Brad Pitt, Benicio Del
                                            2000
                                                                       Comedy, Crime 30328156
                                                                                                                            Guy Ritchie
              2
                           Snatch
                                                            104
                                                                                                                  760646
                                                                                                          8.3
                     Requiem for a 
Dream
                                                                                                                                Darren
                                                                                                                                           Ellen Burstyn, Jared Leto, Jennifer
Connelly, ...
              3
                                            2000
                                                             102
                                                                                      3635482
                                                                                                          8.3
                                                                                                                  742193
                                                                    Action, Adventure,
Sci-Fi 157299717
                                                                                                                                         Patrick Stewart, Hugh Jackman, Ian
McKellen, F...
                            X-Men
                                                             104
                                                                                                                  558716 Bryan Singer
                                            2000
                                                                                                          7.4
```

Creating a list from dataset (Question 1)



Consolidate the items into each revenue number, in this case revenues in million

#### Convert list to dataframe with Boolean values

```
In [52]: # Convert list to dataframe with Boolean values
            te = TransactionEncoder()
            te_ary = te.fit(basket_list).transform(basket_list)
           df2 = pd.DataFrame(te_ary, columns=te.columns_)
           df2.head(10)
Out[52]:
                                                                                        Action,
                                          Action,
                                                      Action,
                                                                                                               Action,
                   Action,
                                                                                                                                              Horror,
                           Adventure.
                                      Adventure, Adventure, Adventure, Adventure,
                                                                                    Adventure.
                                                                                               Adventure,
                                                                                                           Adventure.
                                                                                                                       Adventure.
                                                                                                                                  ... Horror
                                                                                                                                                      Mystery.
                Adventure
                                                                                                                                             Mystery
                                                                                                                                                                Sc
                                         Comedy
                                                                                       Fantasy
                                                                                                   History
                                                      Crime
                                                                 Drama
                                                                            Family
                                                                                                               Horro
                                                                                                                         Mystery
                                                                                                                                                         False
                     False
             0
                     False
                                False
                                                                   False
                                                                              False
                                                                                                     False
                                                                                                                 False
                                                                                                                                                         False
                                                                                                                                                         False
                     False
                                False
                                            False
                                                       False
                                                                   False
                                                                                                                                       False
                                                                                                                                                False
                     False
                                False
                                            False
                                                       False
                                                                   False
                                                                              False
                                                                                                     False
                                                                                                                False
                                                                                                                                       False
                                                                                                                                                False
                                                                                                                                                         False
                                False
                                            False
                                                                   False
                                                                                                                                       False
                                                                                                                                                False
                                                                                                                                                         False
                                                                                                                                       False
                                                                                                                                                         False
                     False
                                False
                                            False
                                                       False
                                                                   False
                                                                              False
                                                                                          False
                                                                                                     False
                                                                                                                False
                                                                                                                                       False
                                                                                                                                                False
                                                                                                                                                         False
             10 rows × 157 columns
```

The above table shows the distribution of each movie genre(s) in one revenue number. *False* indicates no genre(s) by the specific revenue number whereas *True* indicates that the movie genre(s) falls under that specific revenue number.

Find frequently occurring itemsets using Apriori Algorithm

- 1) Pros: Easy to code up
- Cons: May be slow on large datasets
- 3) Works with: Numeric values, nominal values

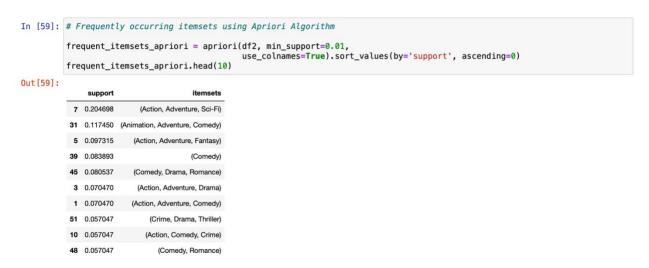
## General approach to the Apriori algorithm:

- Preparation: Any data type will work because we storing sets.
- 2) Train: Use the Apriori algorithm to find frequent itemsets.
- 3) Test: Doesn't apply.
- 4) Application: This will be used to find frequent itemsets and association rules between items.

`Apriori` is an algorithm for frequent itemset mining and Association Rule learning over relational databases. The algorithm identify the frequent individual items in the database and extending them to larger and larger itemsets as long as those itemsets appear sufficiently often in the database.

The frequent itemsets determined by `Apriori` can be used to generate `Association Rules` which highlight general trends in the database. This application is widely used in market basket analysis.

The Support and Confidence are measures to measure how interesting a rule is. These parameters are used to exclude rules in the result that have a Support or a Confidence lower than the minimum support and minimum confidence respectively. I have experimented a number trial of minimum support number and 0.01 is the best for this dataset.



The 1st row shows that (Action, Adventure, Sci-Fi) has support value of 0.204698 which means it occurred 167 times in the dataset. Let's view all itemset frequency in dataframe

```
In [60]: # Frequently occurring itemsets using Apriori Algorithm
              # Adding new column frequency (number of occurence) of each itemset
             frequent_itemsets_apriori['frequency'] = frequent_itemsets_apriori['support'].mul(816) # 816 is total of transactio
frequent_itemsets_apriori['frequency'] = frequent_itemsets_apriori['frequency'].round(0).astype(int)
             frequent_itemsets_apriori = frequent_itemsets_apriori[frequent_itemsets_apriori.columns[[1,2,0]]]
             frequent itemsets apriori
Out[60]:
                                                                    frequency
                                                                                support
                                           (Action, Adventure, Sci-Fi)
                                                                           167 0.204698
                                      (Animation, Adventure, Comedy)
                                                                            96 0.117450
                                          (Action, Adventure, Fantasy)
                5
                                                                           79 0.097315
               39
                                                                            68 0.083893
               45
                                          (Comedy, Drama, Romance)
                                                                           66 0.080537
                3
                                           (Action, Adventure, Drama)
                                                                            58 0.070470
                                         (Action, Adventure, Comedy)
                                                                           58 0.070470
               51
                                              (Crime, Drama, Thriller)
                                                                            47 0.057047
               10
                                             (Action, Comedy, Crime)
                                                                           47 0.057047
               48
                                                 (Comedy, Romance)
                                                                            47 0.057047
                13
                                              (Action, Crime, Thriller)
                                                                           47 0.057047
               42
                                                   (Comedy, Drama)
                                                                            44 0.053691
                                                                            44 0.053691
               61
                                           (Action, Adventure, Thriller)
                                                                            44 0.053691
               12
                                               (Action, Crime, Sci-Fi)
                                                                             8 0.010067
               18
                                             (Action, Fantasy, Horror)
               19
                                             (Action, Fantasy, Thriller)
                                                                             8 0.010067
               25
                                         (Adventure, Comedy, Drama)
                                                                             8 0.010067
               27
                                          (Adventure, Comedy, Sci-Fi)
                                                                             8 0.010067
               34
                                         (Biography, Comedy, Drama)
                                                                             8 0.010067
               44
                                            (Comedy, Drama, Music)
                                                                             8 0.010067
               46
                                           (Comedy, Family, Fantasy)
                                                                             8 0.010067
               58
                                          (Drama, Mystery, Romance)
                                                                             8 0.010067
               86
                         (Action, Adventure, Sci-Fi, Comedy, Romance)
                                                                             8 0.010067
                                           (Drama, Romance, Sci-Fi)
               72
                       (Action, Adventure, Comedy, Action, Crime, Thr...
                                                                             8 0.010067
                        (Action, Adventure, Sci-Fi, Action, Adventure,...
                                                                             8 0.010067
                      (Action, Adventure, Drama, Action, Crime, Drama)
                                                                             8 0.010067
               76
                    (Comedy, Drama, Romance, Action, Adventure, Fa...
                                                                             8 0.010067
                         (Action, Adventure, Sci-Fi, Action, Crime, Thr...
                                                                             8 0.010067
               79
               83
                          (Action, Adventure, Sci-Fi, Biography, Drama)
                                                                             8 0.010067
               84
                                                                             8 0.010067
                                  (Comedy, Action, Adventure, Sci-Fi)
                            (Comedy, Drama, Action, Adventure, Sci-Fi)
                                                                             8 0.010067
              112 (Action, Adventure, Comedy, Comedy, Comedy, Dr...
                                                                             8 0.010067
             113 rows x 3 columns
```

Find frequently occurring itemsets using F-P Growth

The FP-Growth Algorithm is an alternative way to find frequent itemsets. It uses a divide-and-conquer strategy where the core of this method is the usage of pattern fragment growth named frequent-pattern tree (FP-tree). This method

retains the itemset association information using an extended prefix-tree structure for storing information about frequent patterns.

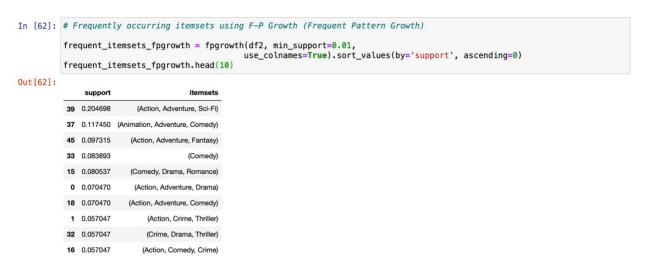
This method is proven to be more efficient and scalable for mining the complete set of frequent patterns over other algorithm such as Apriori Algorithm.

- 1) Pros: Usually faster than Apriori.
- 2) Cons: Not possible to hold the FP-tree in the main memory. Partition the database into a set of smaller databases and then construct an FP-tree from each of these smaller databases.
- 3) Works with Nominal values.

General approach to FP-growth algorithm:

- Preparation: Discrete data is needed because we're storing sets. For continuous data, it will need to be quantized into discrete values.
- 2) Train: Build an FP-tree and mine the tree.
- 3) Test: Doesn't apply.
- 4) Application: This can be used to identify commonly occurring items that can be used to make decisions, suggest items, make forecasts, and so on.

I have experimented a number trial of minimum support number and 0.01 is the best for this dataset.



There are 113 number of itemsets found by F-P Growth algorithm in this dataset.

The 1st row shows that (Action, Adventure, Sci-Fi) has support value of 0.204698 which means it occurred 167 times in the dataset. Let's view all itemsets frequency in dataframe

```
In [65]: # Frequently occurring itemsets using F-P Growth (Frequent Pattern Growth)
             # Adding new column number of occurence (frequency) of each itemset
             frequent_itemsets_fpgrowth['frequency'] = frequent_itemsets_fpgrowth['support'].mul(816) # 816 is total of transact
frequent_itemsets_fpgrowth['frequency'] = frequent_itemsets_fpgrowth['frequency'].round(0).astype(int)
             frequent_itemsets_fpgrowth = frequent_itemsets_fpgrowth[frequent_itemsets_fpgrowth.columns[[1,2,0]]]
             frequent_itemsets_fpgrowth
Out[65]:
                                                         itemsets frequency
                                                                                support
               39
                                           (Action, Adventure, Sci-Fi)
                                                                          167 0.204698
               37
                                      (Animation, Adventure, Comedy)
                                                                           96 0.117450
               45
                                         (Action, Adventure, Fantasy)
                                                                           79 0.097315
               33
                                                                           68 0.083893
                                                         (Comedy)
               15
                                         (Comedy, Drama, Romance)
                                                                           66 0.080537
                                          (Action, Adventure, Drama)
                                                                           58 0.070470
               18
                                         (Action, Adventure, Comedy)
                                                                           58 0.070470
                                                                           47 0.057047
                                              (Action, Crime, Thriller)
               32
                                              (Crime, Drama, Thriller)
                                                                           47 0.057047
               16
                                            (Action, Comedy, Crime)
                                                                           47 0.057047
               44
                                                (Comedy, Romance)
                                                                           47 0.057047
               14
                                                  (Drama, Romance)
                                                                           44 0.053691
               63
                                          (Action, Adventure, Thriller)
                                                                           44 0.053691
               19
                                                   (Comedy, Drama)
                                                                           44 0.053691
                                         (Adventure, Comedy, Sci-Fi)
                                                                            8 0.010067
               21
                                         (Drama, Mystery, Romance)
                                                                            8 0.010067
               24
                                                                            8 0.010067
                                         (Adventure, Comedy, Drama)
               25
                                                     (Drama, Music)
                                                                            8 0.010067
               26
                                               (Action, Crime, Sci-Fi)
                                                                            8 0.010067
               27
                                         (Biography, Comedy, Drama)
                                                                            8 0.010067
               35
                                            (Drama, Horror, Mystery)
                                                                            8 0.010067
               41
                                           (Drama, Romance, Sci-Fi)
                                                                            8 0.010067
                                            (Comedy, Drama, Music)
                                                                            8 0.010067
               59
                                          (Action, Biography, Drama)
                                                                            8 0.010067
               82
                                                                            8 0.010067
               64
                                           (Comedy, Family, Fantasy)
                                                                            8 0.010067
               70
                                                 (Action, Adventure)
                                                                            8 0.010067
               71
                         (Action, Adventure, Sci-Fi, Action, Adventure,...
                                                                            8 0.010067
               72
                       (Action, Adventure, Comedy, Action, Crime, Thr...
                                                                            8 0.010067
               73
                            (Comedy, Romance, Action, Crime, Thriller)
                                                                            8 0.010067
               74
                         (Action, Adventure, Sci-Fi, Action, Crime, Thr...
                                                                            8 0.010067
               75
                      (Action, Adventure, Drama, Action, Crime, Drama)
                                                                            8 0.010067
               78
                           (Comedy, Romance, Crime, Drama, Mystery)
                                                                            8 0.010067
                             (Comedy, Drama, Drama, Mystery, Sci-Fi)
                                                                            8 0.010067
              112 (Comedy, Drama, Romance, Action, Adventure, Fa...
                                                                            8 0.010067
             113 rows x 3 columns
```

### Mine the Association Rules

Association rules analysis is a technique to uncover how items are associated to each other. There are 3 common ways to measure association:

 Measure 1: Support - This says how popular an itemset is, as measured by the proportion of transactions in which an itemset appears. If we

- discover that genre of certain movie beyond a certain proportion, we might consider using that proportion as our support threshold. Thus, we identify itemsets with support values above this threshold as significant itemsets.
- 2) Measure 2: **Confidence** This says how likely genre B is chosen when genre A is chosen, expressed as {A -> B}. This is measured by the proportion of transactions with genre A, in which genre B also appears. One drawback of the confidence measure is that it might misrepresent the importance of an association. This is because it only accounts for how popular A are, but not B. If B are also very popular in general, there will be a higher chance that a transaction containing A will also contain B, thus inflating the confidence measure. To account for the base popularity of both items, we use a third measure called Lift.
- 3) Measure 3: `Lift`. This says how likely item B is purchased when item A is purchased, while controlling for how popular item B is. This measurement take the account of probability of having B in the basket with knowledge of A being present over the probability of having B in the basket without any knowledge about present of A.
  - i. Lift of  $\{A \rightarrow B\} = 1$ , means no association between items.
  - ii. Lift of {A -> B} > 1, means that item B is likely to be bought if item A is bought,
  - iii. Lift of {A -> B} < 1, means that item B is unlikely to be bought if item A is bought

a) Mine the Association Rules using Apriori Algorithm

```
In [41]: # Generate the Association Rules using Apriori Algorithm with their corresponding support, confidence and lift.
           rules_apriori = association_rules(frequent_itemsets_apriori, metric="lift", min_threshold=1) # min_threshold = mini
rules_apriori = rules_apriori.sort_values(by='lift', ascending=0)
In [42]: # View top 5 rules
           rules apriori.head()
Out [42]:
                                                                                antecedent
                                                                                                consequent
                                 antecedents
                                                                                                             support confidence
                                                                                                                                       lift leverage conviction
                                                 (Comedy, Action, Adventure,
            71
                             (Comedy, Drama)
                                                                                 0.053691
                                                                                                   0.016779 0.010067
                                                                                                                       0.187500 11.175000 0.009166
                                                                                                                                                     1.210119
                                                          (Comedy, Drama)
                                                                                 0.016779
                                                                                                   0.053691 0.010067
                                                                                                                       0.600000 11.175000 0.009166
             70
                     (Comedy, Drama, Comedy)
                                                 (Action, Adventure, Comedy)
                                                                                 0.013423
                                                                                                   0.070470 0.010067
                                                                                                                       0.750000 10.642857 0.009121
                                                  (Comedy, Drama, Comedy)
                                                                                  0.070470
                                                                                                   0.013423 0.010067
                                                                                                                       0.142857 10.642857 0.009121
                    (Action, Adventure, Comedy)
                                                                                 0.020134
                       (Comedy, Crime, Drama)
                                                 (Comedy, Drama, Romance)
                                                                                                   0.080537 0.010067 0.500000 6.208333 0.008446 1.838926
```

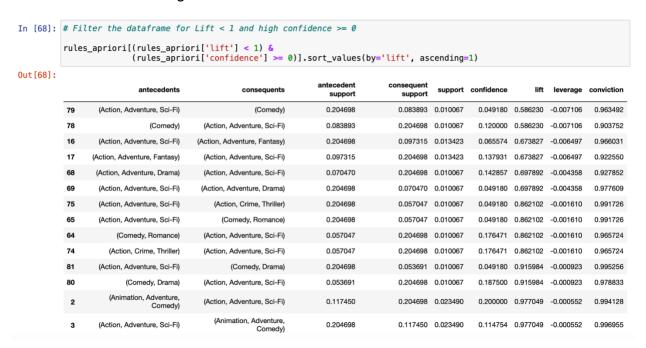
Antecedent and a Consequent, both of which are a list of genres. Note that implication here is co-occurrence and not causality.

### **WQD7005**

The maximum value of Lift is 11.1 and maximum value for Confidence is 0.75 found in Association Rules using Apriori Algorithm. I want to view for a large value of Lift and Confidence with range value of more than 1 and more than 0.4 respectively. This means that genre B is likely to be chosen if genre A is chosen

```
In [64]: # Filter the dataframe for Lift > 1 and high confidence >= 0.5
           rules_apriori[(rules_apriori['lift'] > 1) &
                             (rules_apriori['confidence'] >= 0.5)].sort_values(by='lift', ascending=0)
Out[64]:
                                                           consequents
                                                                                                           support confidence
                                                                                                                                     lift leverage conviction
                                                                                 support
                                                                                                  support
                  (Comedy, Action, Adventure, Comedy)
                                                         (Comedy, Drama)
                                                                                0.016779
                                                                                                 0.053691 0.010067
                                                                                                                         0.60 11.175000 0.009166
            69
                                                        (Action, Adventure
                           (Comedy, Comedy, Drama)
                                                                                                                                                   3.718121
            68
                                                                                0.013423
                                                                                                 0.070470 0.010067
                                                                                                                         0.75 10.642857 0.009121
                             (Comedy, Crime, Drama)
                                                                                                 0.080537 0.010067
                                                                                                                               6.208333 0.008446
                   (Comedy, Drama, Action, Adventure,
            70
                                                               (Comedy)
                                                                                0.020134
                                                                                                 0.083893 0.010067
                                                                                                                         0.50 5.960000 0.008378
                                                                                                                                                   1.832215
                                   (Comedy, Crime)
                                                               (Comedy)
                                                                                0.020134
                                                                                                 0.083893 0.010067
                                                                                                                               5.960000 0.008378
                                                   (Action, Adventure, Sci-
                                    (Drama, Sport)
                                                                                0.013423
                                                                                                 0.204698 0.010067
                                                                                                                         0.75 3.663934 0.007319
                                                                                                                                                   3.181208
            59
```

Now I want to view small value of Lift and Confidence with range value of less than 1, equal and more than 0 respectively. This means that genre B is unlikely to be chosen if genre A is chosen



### Rules with Lift value equal to 1

## Findings 1:

- About 74 rules have a high Lift value (more than 1), which means that it increase the chances of occurence of movie genre in Consequents in spite high Confidence value.
- A value of Lift which greater than 1 indicate for high association between Antecedents and Consequents. The greater the value of Lift, the greater are the chances of preference to choose genre in Consequents. Here, if the viewer has already watched movie with genre of (Comedy, Action, Adventure, Comedy), viewer will likely watch (Comedy, Drama) movie genre.
- · Comedy genre has high Lift value
- Lift is the measure that will help movie producer to decide what kind of movie genre to produce next based on revenue generated from an individual movie.
- These 74 rules also have wide range of Confidence number, range between 0.04 to 0.75.
- 14 rules showed that genre fall in antecedent does not increase the chances of viewer to watch genre in consequent. Eg: Viewer who likes to watch (Action, Adventure, Sci-Fi) movie most likely does not watch (Comedy) movie genre.
- There is no Association Rule for Lift value equal to 1

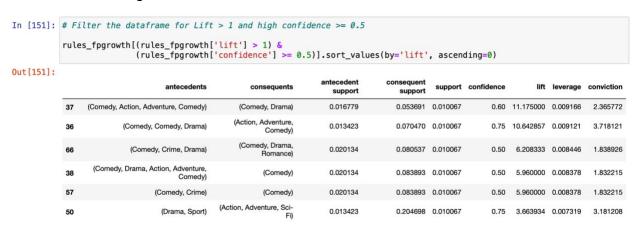
## b) Mine the Association Rules using F-P Growth

	6b) Mine the Association Rules using F-P Growth  [74]: rules_fpgrowth = association_rules(frequent_itemsets_fpgrowth, metric="lift", min_threshold=1) rules_fpgrowth = rules_fpgrowth.sort_values(by='lift', ascending=0)									
In [74]:										
In [75]:	rules_fpgrowth									
Out[75]:										
		antecedents	consequents	antecedent support	consequent support	support	confidence	lift	leverage	conviction
	31	(Comedy, Action, Adventure, Comedy)	(Comedy, Drama)	0.016779	0.053691	0.010067	0.600000	11.175000	0.009166	2.365772
	34	(Comedy, Drama)	(Comedy, Action, Adventure, Comedy)	0.053691	0.016779	0.010067	0.187500	11.175000	0.009166	1.210119
	30	(Comedy, Comedy, Drama)	(Action, Adventure, Comedy)	0.013423	0.070470	0.010067	0.750000	10.642857	0.009121	3.718121
	35	(Action, Adventure, Comedy)	(Comedy, Comedy, Drama)	0.070470	0.013423	0.010067	0.142857	10.642857	0.009121	1.151007
	57	(Comedy, Crime, Drama)	(Comedy, Drama, Romance)	0.020134	0.080537	0.010067	0.500000	6.208333	0.008446	1.838926
	56	(Comedy, Drama, Romance)	(Comedy, Crime, Drama)	0.080537	0.020134	0.010067	0.125000	6.208333	0.008446	1.119847
	71	(Drama, Mystery, Sci-Fi)	(Comedy, Drama)	0.030201	0.053691	0.010067	0.333333	6.208333	0.008446	1.419463
	70	(Comedy, Drama)	(Drama, Mystery, Sci-Fi)	0.053691	0.030201	0.010067	0.187500	6.208333	0.008446	1.193598
	48	(Comedy, Crime)	(Comedy)	0.020134	0.083893	0.010067	0.500000	5.960000	0.008378	1.832215
	32	(Comedy, Drama, Action,	(Comedy)	0.020134	0.083893	0.010067	0.500000	5.960000	0.008378	1.832215

### **WQD7005**

The maximum value of Lift is 11.1 and maximum value for Confidence is 1.0 found in Association Rules using F-P Growth Algorithm same like the Apriori Algorithm.

I want to view for a large value of Lift and Confidence with range value of more than 1 and more than 0.8 respectively. This means that genre B is likely to be chosen if genre A is chosen



# For rules with Lift value less than 1 and Confidence is equal and more than 0

```
In [36]: # Filter the dataframe for Lift < 1 and high confidence \geq 0
             rules_fpgrowth[(rules_fpgrowth['lift'] < 1) &</pre>
                                (rules_fpgrowth['confidence'] >= 0)].sort_values(by='lift', ascending=1)
Out[36]:
                                 antecedents
                                                              consequents
                                                                                                                    support confidence
                                                                                                                                                     leverage conviction
                                                                                      support
                                                                                                           support
             63
                                     (Comedy)
                                                    (Action, Adventure, Sci-Fi)
                                                                                      0.083893
                                                                                                          0.204698 0.010067
                                                                                                                                0.120000 0.586230 -0.007106
                                                                                                                                                                0.903752
             62
                      (Action, Adventure, Sci-Fi)
                                                                                      0.204698
                                                                                                          0.083893 0.010067
                                                                                                                                0.049180 0.586230 -0.007106
                                                                                                                                                                0.963492
                                                                  (Comedy)
             16
                      (Action, Adventure, Sci-Fi)
                                                  (Action, Adventure, Fantasy)
                                                                                      0.204698
                                                                                                          0.097315 0.013423
                                                                                                                                0.065574 0.673827 -0.006497
                                                                                                                                                                0.966031
             17
                                                                                      0.097315
                     (Action, Adventure, Fantasy)
                                                   (Action, Adventure, Sci-Fi)
                                                                                                          0.204698 0.013423
                                                                                                                                0.137931 0.673827
                                                                                                                                                   -0.006497
             72
                      (Action, Adventure, Sci-Fi)
                                                   (Action, Adventure, Drama)
                                                                                      0.204698
                                                                                                          0.070470 0.010067
                                                                                                                                0.049180 0.697892 -0.004358
                                                                                                                                                                0.977609
             73
                      (Action, Adventure, Drama)
                                                   (Action, Adventure, Sci-Fi)
                                                                                      0.070470
                                                                                                          0.204698 0.010067
                                                                                                                                0.142857 0.697892
                                                                                                                                                    -0.004358
             46
                      (Action, Adventure, Sci-Fi)
                                                        (Comedy, Romance)
                                                                                      0.204698
                                                                                                         0.057047 0.010067
                                                                                                                                0.049180  0.862102  -0.001610
                                                                                                                                                                0.991726
             78
                      (Action, Adventure, Sci-Fi)
                                                      (Action, Crime, Thriller)
                                                                                                                                0.049180  0.862102  -0.001610
             47
                           (Comedy, Romance)
                                                   (Action, Adventure, Sci-Fi)
                                                                                      0.057047
                                                                                                         0.204698 0.010067
                                                                                                                                0.176471 0.862102 -0.001610
                                                                                                                                                                0.965724
             79
                         (Action, Crime, Thriller)
                                                    (Action, Adventure, Sci-Fi)
                                                                                      0.057047
                                                                                                          0.204698 0.010067
                                                                                                                                0.176471 0.862102
                                                                                                                                                    -0.001610
             32
                                                                                                         0.053691 0.010067
                                                                                                                                0.049180 0.915984 -0.000923
                      (Action, Adventure, Sci-Fi)
                                                           (Comedy, Drama)
                                                                                      0.204698
                                                                                                                                                                0.995256
             33
                              (Comedy, Drama)
                                                    (Action, Adventure, Sci-Fi)
                                                                                      0.053691
                                                                                                          0.204698 0.010067
                                                                                                                                0.187500 0.915984 -0.000923
                                                                                                                                                                0.978833
                         (Animation, Adventure
                                                    (Action, Adventure, Sci-Fi)
                                                                                      0.117450
                                                                                                          0.204698 0.023490
                                                                                                                                0.200000 0.977049 -0.000552
                                                                                                                                                                0.994128
                                     Comedy)
                                                      (Animation, Adventure,
Comedy)
                      (Action, Adventure, Sci-Fi)
                                                                                      0.204698
                                                                                                          0.117450 0.023490
                                                                                                                                0.114754 0.977049 -0.000552
                                                                                                                                                                0.996955
```

## For rules with Lift value equal to 1

# Findings 2:

- The output from F-P Growth algorithm is same like Apriori algorithm for this case study. About 74 rule have a high Lift value (more than 1), which means that it increase the chances of occurrence of movie genre in `Consequents` in spite high `Confidence` value.
- These 74 rules of high Lift value also have wide range of Confidence number, range between 0.04 to 0.75.
- F-P Growth algorithm showed faster in processing the data than Apriori
  algorithm because it scan the database twice to generate the itemsets
  unlike Apriori scans multiple times over database to generate itemsets.
- There are about 4 rules with Lift value less than 1
- There is no Association Rule for Lift value equal to 1

(10 marks)

5. It will be appeared in week 14.

( 10 marks)

### Submissions:

The student is expected to submit answers to each question individually, and submit the document in PDF format. The student can include online materials, screenshots, videos and/or codes (ipynb format) to support your answer