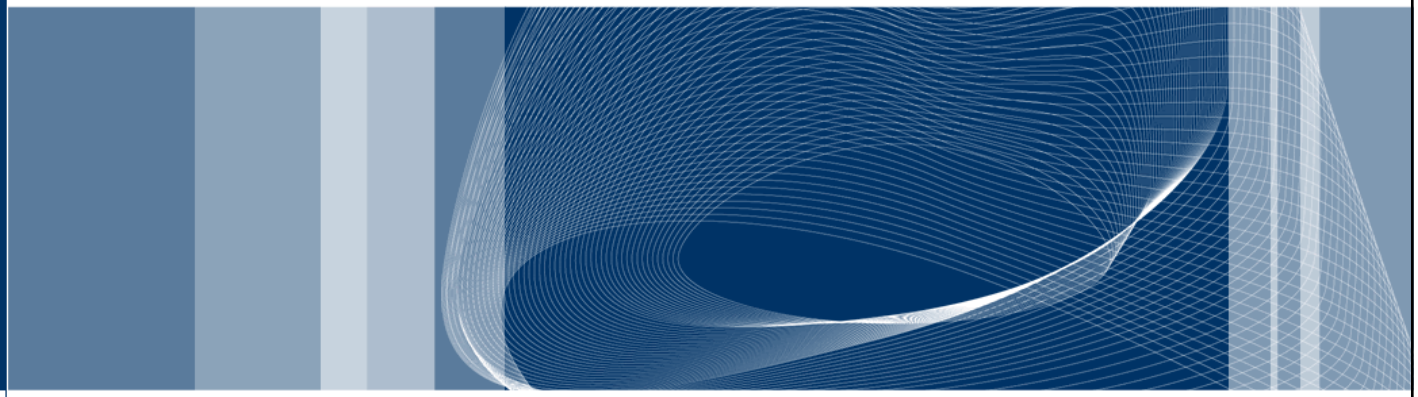
POLITECNICO DI MILANO



Association Rules

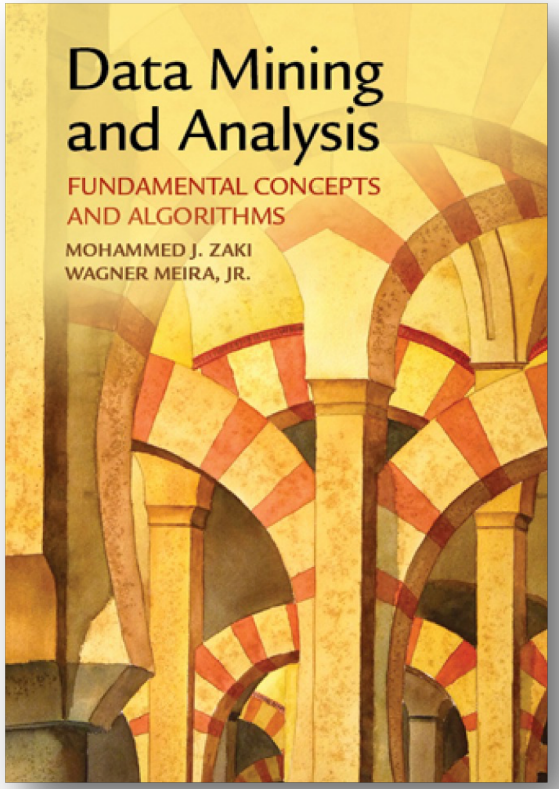
Data Science for Mobility

Prof. Pier Luca Lanzi

Readings

- "Data Mining and Analysis" by Zaki & Meira
  - Chapter 8
  - Section 9.1
  - Chapter 10 up to Section 10.2.1 included
  - Section 12.1

- http://www.dataminingbook.info




GranDessert
Panna
Crème
Faz Doñana


RICARD
PASTIS
MARSEILLE
ANGOSTURA
aromatic bitters
ANGOSTURA
aromatic bitters
BREEZER
7,99
5,98
4,11

Market-Basket Transactions

Bread Peanuts Milk Fruit Jam	Bread Jam Soda Chips Milk Fruit	Steak Jam Soda Chips Bread	Jam Soda Peanuts Milk Fruit
Jam Soda Chips Milk Bread	Fruit Soda Chips Milk	Fruit Soda Peanuts Milk	Fruit Peanuts Cheese Yogurt

What is Association Rule Mining?

- Finding frequent patterns, associations, correlations, or causal structures among sets of items or objects in transaction databases, relational databases, and other information repositories

- Applications
  - Basket data analysis
  - Cross-marketing
  - Catalog design
  - …

What is Association Rule Mining?

- Given a set of transactions, find rules that will predict the occurrence of an item based on the occurrences of other items in the transaction

- Examples
  - {bread} ⇒ {milk}
  - {soda} ⇒ {chips}
  - {bread} ⇒ {jam}

TID	Items
1	Bread, Peanuts, Milk, Fruit, Jam
2	Bread, Jam, Soda, Chips, Milk, Fruit
3	Steak, Jam, Soda, Chips, Bread
4	Jam, Soda, Peanuts, Milk, Fruit
5	Jam, Soda, Chips, Milk, Bread
6	Fruit, Soda, Chips, Milk
7	Fruit, Soda, Peanuts, Milk
8	Fruit, Peanuts, Cheese, Yogurt

Frequent Itemset

- Support
  - Fraction of transactions that contain an itemset
  - s({Milk, Bread}) = 3/8
    s({Soda, Chips}) = 4/8
- Frequent Itemset
  - An itemset whose support is greater than or equal to a minsup threshold
- Itemset
  - A collection of one or more items, e.g., {milk, bread, jam}
  - k-itemset, an itemset that contains k items

- Support count (σ)
  - Frequency of occurrence of an itemset
  - σ({Milk, Bread}) = 3
    σ({Soda, Chips}) = 4

TID	Items
1	Bread, Peanuts, Milk, Fruit, Jam
2	Bread, Jam, Soda, Chips, Milk, Fruit
3	Steak, Jam, Soda, Chips, Bread
4	Jam, Soda, Peanuts, Milk, Fruit
5	Jam, Soda, Chips, Milk, Bread
6	Fruit, Soda, Chips, Milk
7	Fruit, Soda, Peanuts, Milk
8	Fruit, Peanuts, Cheese, Yogurt

What is An Association Rule?

- Implication of the form X ⇒ Y, where X and Y are itemsets
- Example, {bread} ⇒ {milk}
- Rule Evaluation Metrics: Support & Confidence
- Support (s)
  - Fraction of transactions that contain both X and Y

$$s = \frac{\sigma(\{\text{Bread, Milk}\})}{\#\text{ of transactions}} = 0.38$$

- Confidence (c)
  - Measures how often items in Y appear in transactions that contain X

$$c = \frac{\sigma(\{\text{Bread, Milk}\})}{\sigma(\{\text{Bread}\})} = 0.75$$

What is the Goal?

- Given a set of transactions T, the goal of association rule mining is to find all rules having
  - support minsup threshold
  - confidence minconf threshold
- Brute-force approach
  - List all possible association rules
  - Compute the support and confidence for each rule
  - Prune rules that fail the minsup and minconf thresholds
- Brute-force approach is computationally prohibitive!

Mining Association Rules

- {Bread, Jam} ⇒ {Milk} s=0.4 c=0.75
- {Milk, Jam} ⇒ {Bread} s=0.4 c=0.75
- {Bread} ⇒ {Milk, Jam} s=0.4 c=0.75
- {Jam} ⇒ {Bread, Milk} s=0.4 c=0.6
- {Milk} ⇒ {Bread, Jam} s=0.4 c=0.5

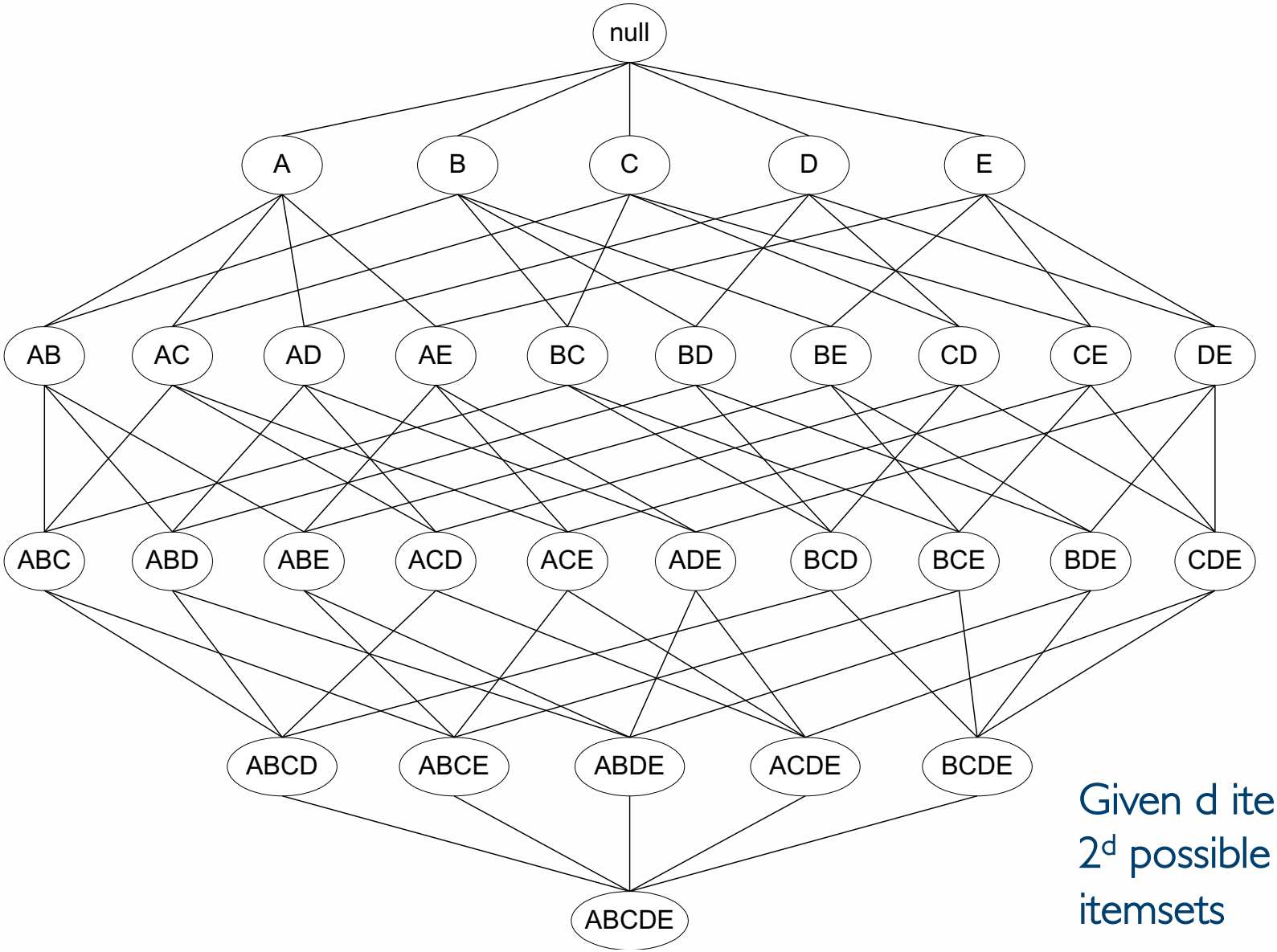
- All the above rules are binary partitions of the same itemset {Milk, Bread, Jam}

- Rules originating from the same itemset have identical support but can have different confidence
- We can decouple the support and confidence requirements!

Mining Association Rules: Two Step Approach

- Frequent Itemset Generation
  - Generate all itemsets whose support ≥ minsup
- Rule Generation
  - Generate high confidence rules from frequent itemset
  - Each rule is a binary partitioning of a frequent itemset
- Frequent itemset generation is computationally expensive

Frequent Itemset Generation



Given d items, there are 2^d possible candidate itemsets

Brute Force

BRUTEFORCE (D, $\mathcal{I}$, *minsup*):

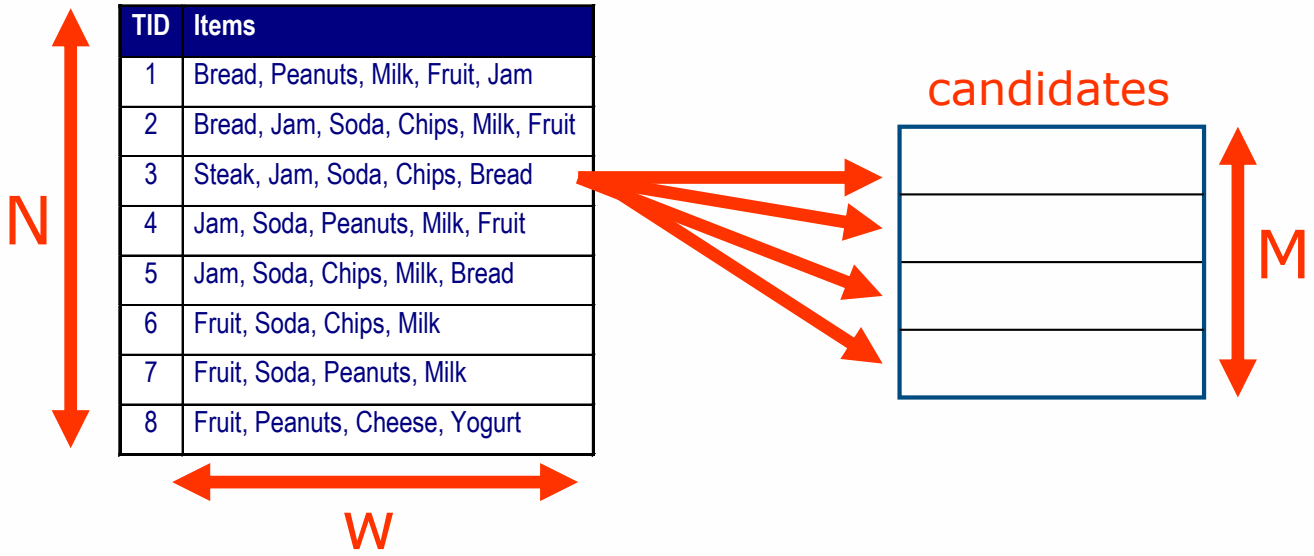
```
1 F ← ∅ // set of frequent itemsets
2 foreach X ⊆ I do
3     sup(X) ← COMPUTESUPPORT (X, D)
4     if sup(X) ≥ minsup then
5         F ← F ∪ {(X, sup(X))}
6 return F
```

COMPUTESUPPORT (X, D):

```
1 sup(X) ← 0
2 foreach ⟨t, i(t)⟩ ∈ D do
3     if X ⊆ i(t) then
4         sup(X) ← sup(X) + 1
5 return sup(X)
```

Brute-Force Generation of Frequent Itemsets

- Each itemset in the lattice is a candidate frequent itemset
- Count the support of each candidate by scanning the database



- Match each transaction against every candidate
- Complexity ~ O(NMw) => Expensive since M = 2^d

Frequent Itemset Generation Strategies

- Reduce the number of candidates (M)
  - Complete search has $M=2^d$
  - Use pruning techniques to reduce M
- Reduce the number of transactions (N)
  - Reduce size of N as the size of itemset increases
- Reduce the number of comparisons (NM)
  - Use efficient data structures to store the candidates or transactions
  - No need to match every candidate against every transaction

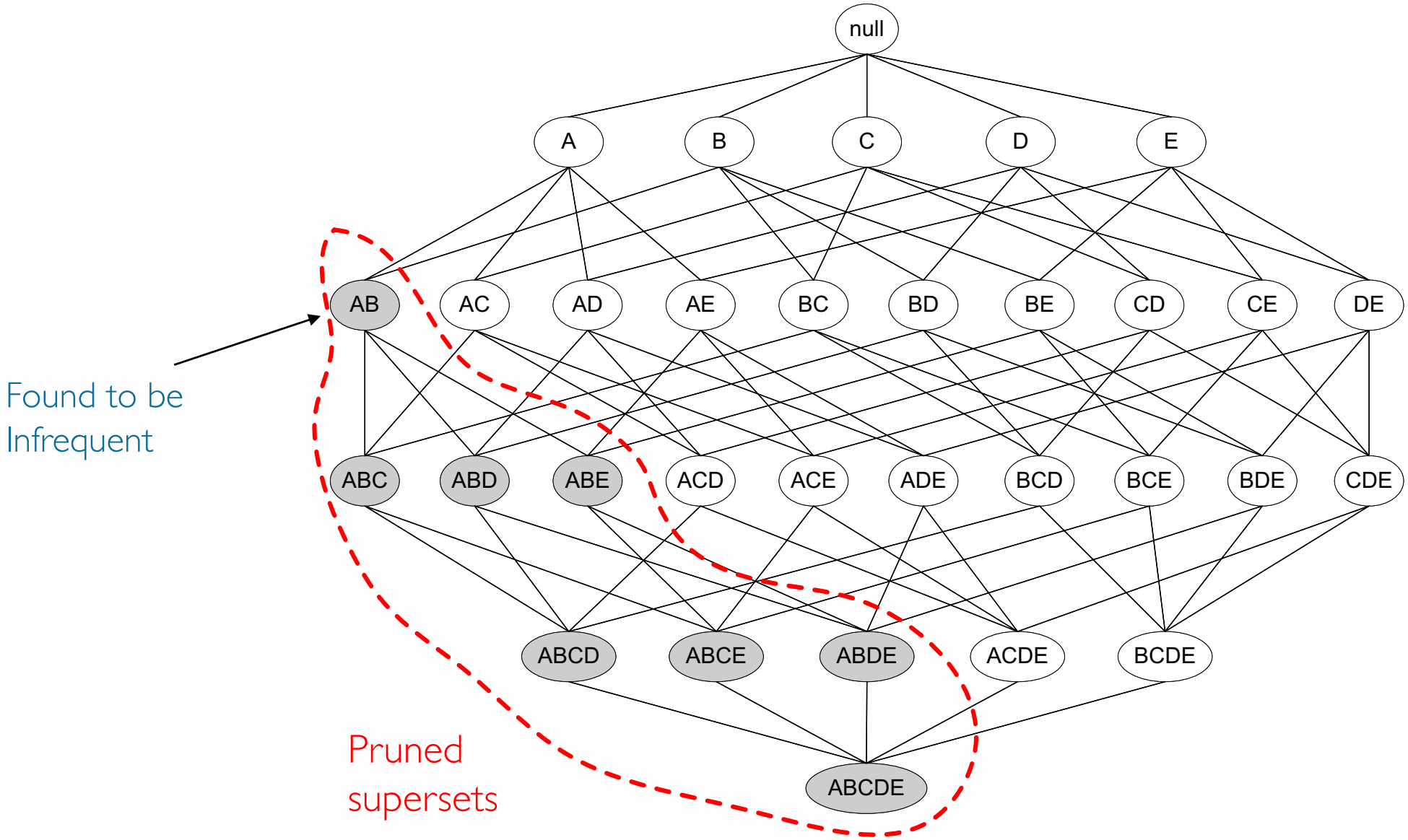
Reducing the Number of Candidates

- Apriori principle
  - If an itemset is frequent, then all of its subsets must also be frequent
- Apriori principle holds due to the following property of the support measure:

$$\forall X, Y : (X \subseteq Y) \Rightarrow s(X) \geq s(Y)$$

- Support of an itemset never exceeds the support of its subsets
- This is known as the anti-monotone property of support

Illustrating Apriori Principle



How does the Apriori principle work?

Item	Count
Bread	4
Peanuts	4
Milk	6
Fruit	6
Jam	5
Soda	6
Chips	4
Steak	1
Cheese	1
Yogurt	1

1-itemsets

2-Itemset	Count
Bread, Jam	4
Peanuts, Fruit	4
Milk, Fruit	5
Milk, Jam	4
Milk, Soda	5
Fruit, Soda	4
Jam, Soda	4
Soda, Chips	4

2-itemsets

3-Itemset	Count
Milk, Fruit, Soda	4

3-itemsets

Minimum Support = 4

Example

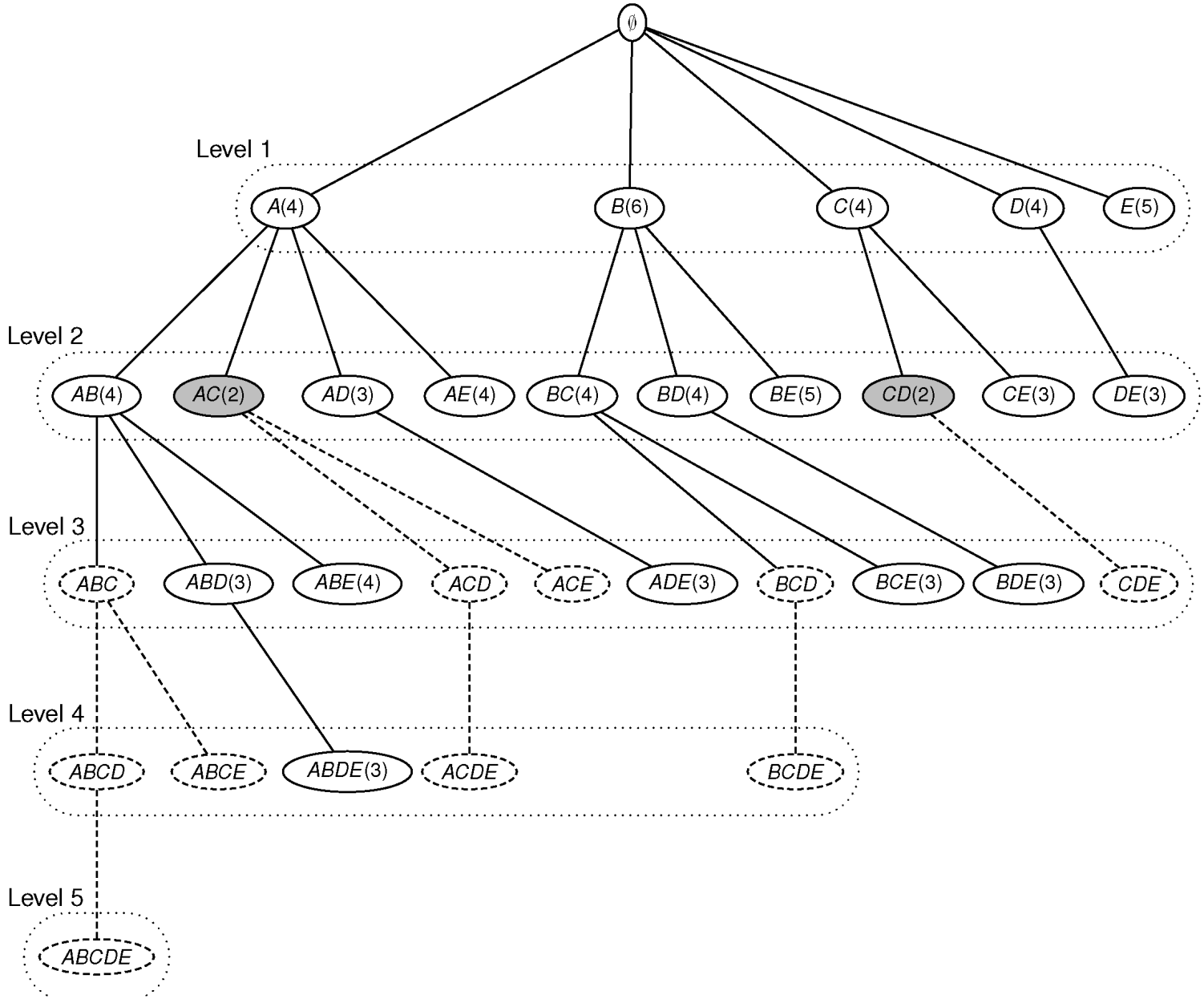
- Given the following database and a min support of 3, generate all the frequent itemsets

D	*A*	*B*	*C*	*D*	*E*
1	1	1	0	1	1
2	0	1	1	0	1
3	1	1	0	1	1
4	1	1	1	0	1
5	1	1	1	1	1
6	0	1	1	1	0

Binary Database

t	**i**(*t*)
1	*ABDE*
2	*BCE*
3	*ABDE*
4	*ABCE*
5	*ABCDE*
6	*BCD*

Transaction Database


∅
Level 1
A(4)
B(6)
C(4)
D(4)
E(5)
Level 2
AB(4)
AC(2)
AD(3)
AE(4)
BC(4)
BD(4)
BE(5)
CD(2)
CE(3)
DE(3)
Level 3
ABC
ABD(3)
ABE(4)
ACD
ACE
ADE(3)
BCD
BCE(3)
BDE(3)
CDE
Level 4
ABCD
ABCE
ABDE(3)
ACDE
BCDE
Level 5
ABCDE

The Apriori Algorithm

- Let k=1
- Generate frequent itemsets of length 1
- Repeat until no new frequent itemsets are identified
  - Generate length (k+1) candidate itemsets from length k frequent itemsets
  - Prune candidate itemsets containing subsets of length k that are infrequent
  - Count the support of each candidate by scanning the database
  - Eliminate candidates that are infrequent, leaving only those that are frequent

Apriori Algorithm

APRIORI (D, $\mathcal{I}$, *minsup*):

1 $\mathcal{F} \leftarrow \emptyset$
2 $\mathcal{C}^{(1)} \leftarrow \{\emptyset\}$ // Initial prefix tree with single items
3 **foreach** $i \in \mathcal{I}$ **do** Add i as child of $\emptyset$ in $\mathcal{C}^{(1)}$ with $sup(i) \leftarrow 0$
4 $k \leftarrow 1$ // k denotes the level
5 **while** $\mathcal{C}^{(k)} \neq \emptyset$ **do**
6 COMPUTESUPPORT ($\mathcal{C}^{(k)}$, **D**)
7 **foreach** *leaf* $X \in \mathcal{C}^{(k)}$ **do**
8 **if** $sup(X) \geq minsup$ **then** $\mathcal{F} \leftarrow \mathcal{F} \cup \{(X, sup(X))\}$
9 **else** remove X from $\mathcal{C}^{(k)}$
10 $\mathcal{C}^{(k+1)} \leftarrow$ EXTENDPREFIXTREE ($\mathcal{C}^{(k)}$)
11 $k \leftarrow k + 1$
12 **return** $\mathcal{F}^{(k)}$

Apriori Algorithm

COMPUTESUPPORT ($\mathcal{C}^{(k)}$, **D**):

foreach $\langle t, \mathbf{i}(t) \rangle \in \mathbf{D}$ **do**
  foreach *k-subset* $X \subseteq \mathbf{i}(t)$ **do**
    if $X \in \mathcal{C}^{(k)}$ **then** $sup(X) \leftarrow sup(X) + 1$

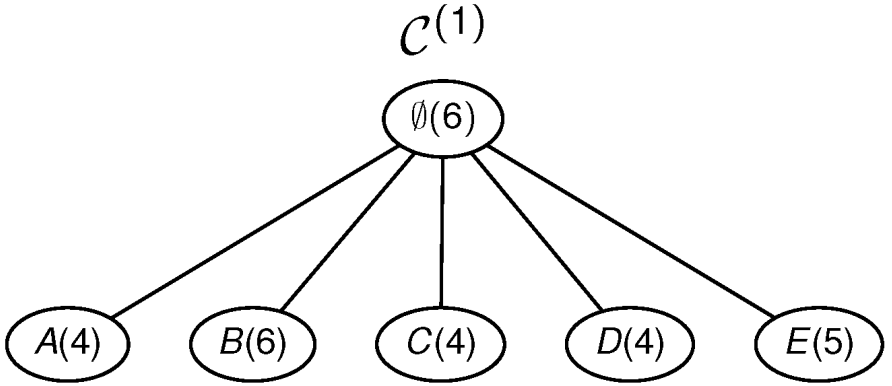
EXTENDPREFIXTREE ($\mathcal{C}^{(k)}$):

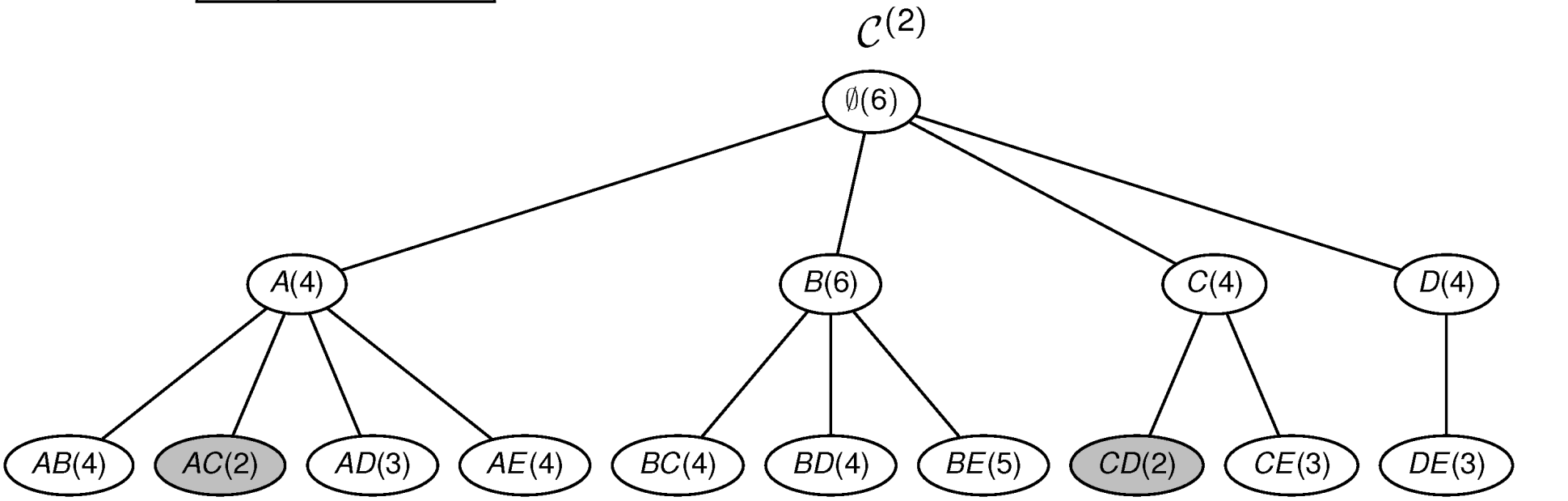
foreach *leaf* $X_a \in \mathcal{C}^{(k)}$ **do**
  foreach *leaf* $X_b \in \text{SIBLING}(X_a)$, *such that* $b > a$ **do**
    $X_{ab} \leftarrow X_a \cup X_b$
    `// prune candidate if there are any infrequent subsets`
    if $X_j \in \mathcal{C}^{(k)}$, ***for all*** $X_j \subset X_{ab}$, *such that* $|X_j| = |X_{ab}| - 1$ **then**
      Add X_{ab} as child of X_a with $sup(X_{ab}) \leftarrow 0$
  if *no extensions from* X_a **then**
    remove X_a, and all ancestors of X_a with no extensions, from $\mathcal{C}^{(k)}$
return $\mathcal{C}^{(k)}$

Apriori Algorithm Example (min sup=3): First two levels of the search

D

t	**i**(t)
1	*ABDE*
2	*BCE*
3	*ABDE*
4	*ABCE*
5	*ABCDE*
6	*BCD*





Eclat

The Eclat Algorithm

- Leverages the tidsets directly for support computation.
- The support of a candidate itemset can be computed by intersecting the tidsets of suitably chosen subsets.
- Given t(X) and t(Y) for any two frequent itemsets X and Y, then $t(XY)=t(X) \wedge t(Y)$
- And $sup(XY) = |t(XY)|$

D	*A*	*B*	*C*	*D*	*E*
1	1	1	0	1	1
2	0	1	1	0	1
3	1	1	0	1	1
4	1	1	1	0	1
5	1	1	1	1	1
6	0	1	1	1	0

Binary Database

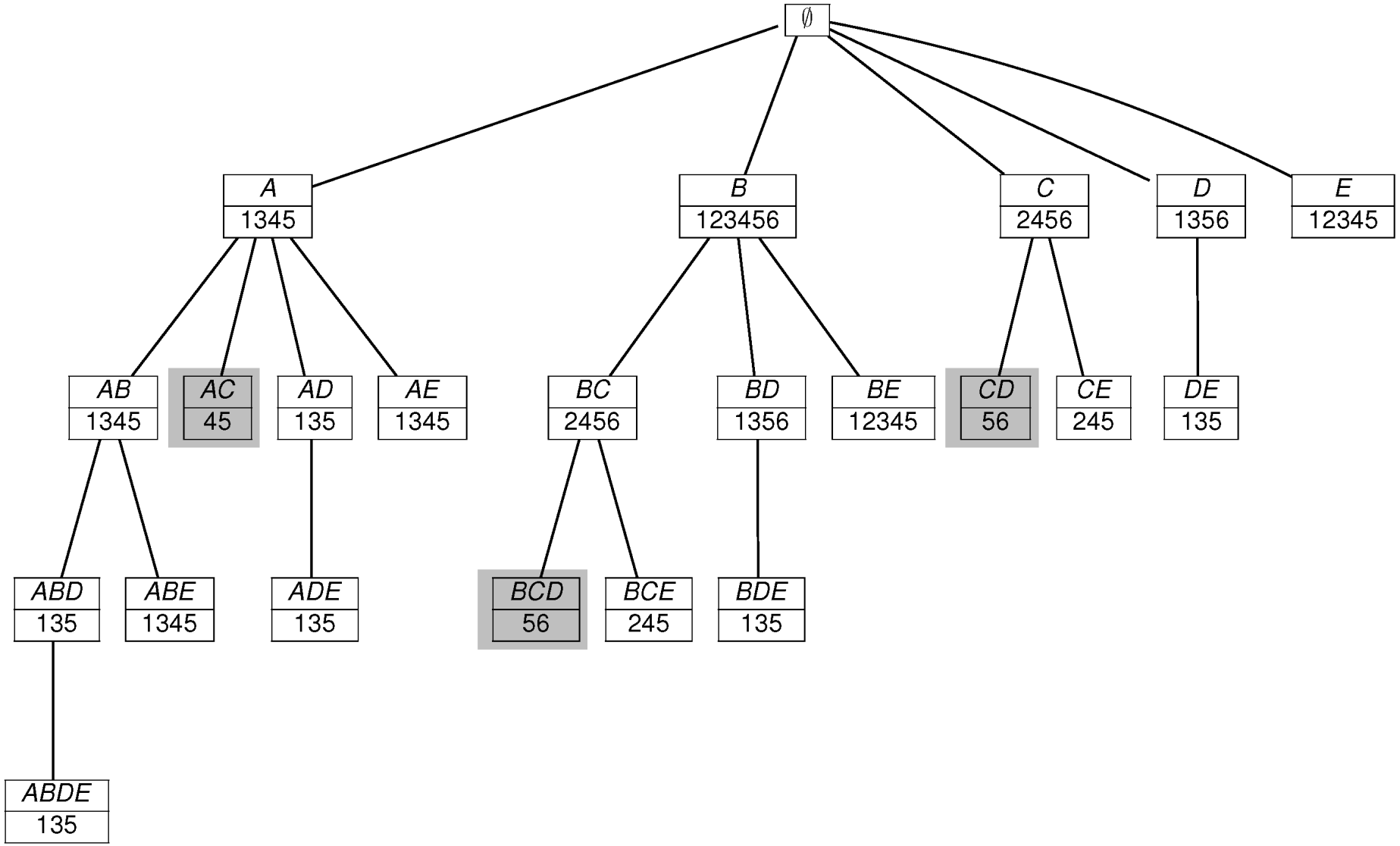
t	**i**(*t*)
1	*ABDE*
2	*BCE*
3	*ABDE*
4	*ABCE*
5	*ABCDE*
6	*BCD*

Transaction Database

t(*x*)				
A	*B*	*C*	*D*	*E*
1	1	2	1	1
3	2	4	3	2
4	3	5	5	3
5	4	6	6	4
	5			5
	6			

Vertial Database

Example


∅
A
1345
B
123456
C
2456
D
1356
E
12345
AB
1345
AC
45
AD
135
AE
1345
BC
2456
BD
1356
BE
12345
CD
56
CE
245
DE
135
ABD
135
ABE
1345
ADE
135
BCD
56
BCE
245
BDE
135
ABDE
135

// Initial Call: $\mathcal{F} \leftarrow \emptyset, P \leftarrow \{\langle i, \mathbf{t}(i)\rangle \mid i \in \mathcal{I}, |\mathbf{t}(i)| \geq minsup\}$

ECLAT (P, *minsup*, $\mathcal{F}$):

1 **foreach** $\langle X_a, \mathbf{t}(X_a)\rangle \in P$ **do**
2 $\quad \mathcal{F} \leftarrow \mathcal{F} \cup \{(X_a, sup(X_a))\}$
3 $\quad P_a \leftarrow \emptyset$
4 $\quad$ **foreach** $\langle X_b, \mathbf{t}(X_b)\rangle \in P$, *with* $X_b > X_a$ **do**
5 $\quad\quad X_{ab} = X_a \cup X_b$
6 $\quad\quad \mathbf{t}(X_{ab}) = \mathbf{t}(X_a) \cap \mathbf{t}(X_b)$
7 $\quad\quad$ **if** $sup(X_{ab}) \geq minsup$ **then**
8 $\quad\quad\quad P_a \leftarrow P_a \cup \{\langle X_{ab}, \mathbf{t}(X_{ab})\rangle\}$
9 $\quad$ **if** $P_a \neq \emptyset$ **then** ECLAT (P_a, *minsup*, $\mathcal{F}$)

Frequent Patterns Mining Without Candidate Generation

Apriori's Performance Bottlenecks

- The core of the Apriori algorithm
  - Use frequent (k–1)-itemsets to generate candidate frequent k-itemsets
  - Use database scan and pattern matching to collect counts for the candidate itemsets
- Huge candidate sets:
  - 10^4 frequent 1-itemset will generate 10^7 candidate 2-itemsets
  - To discover a frequent pattern of size 100, e.g., $\{a_1, a_2, \ldots, a_{100}\}$, needs to generate $2^{100} \sim 10^{30}$ candidates.
  - Multiple scans of database, it needs (n+1) scans, n is the length of the longest pattern

Mining Frequent Patterns Without Candidate Generation

- Compress a large database into a compact, Frequent-Pattern tree (FP-tree) structure
  - Highly condensed, but complete for frequent pattern mining
  - Avoid costly database scans
- Use an efficient, FP-tree-based frequent pattern mining method
- A divide-and-conquer methodology: decompose mining tasks into smaller ones
- Avoid candidate generation: sub-database test only

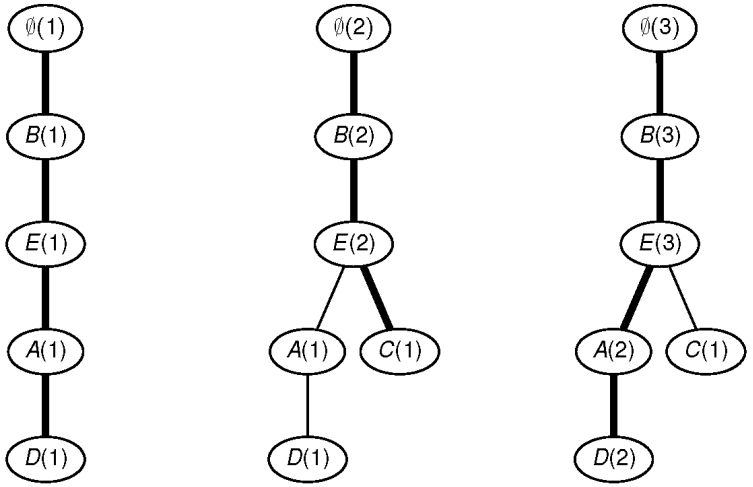
The FP-Growth Algorithm

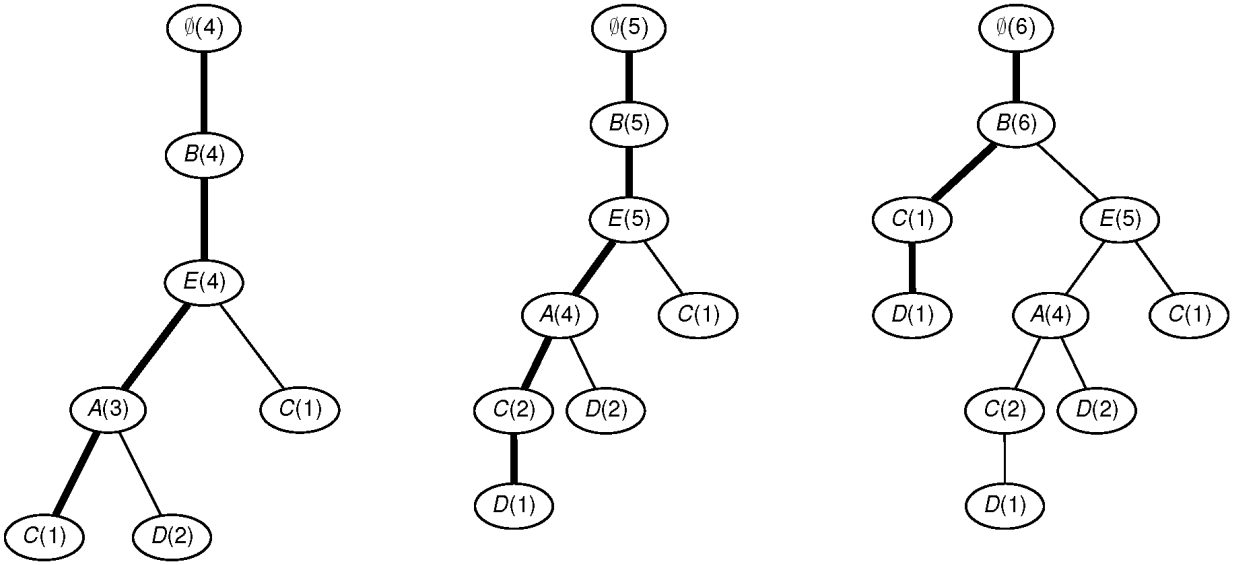
- Leave the generate-and-test paradigm of Apriori
- Data sets are encoded using a compact structure, the FP-tree
- Frequent itemsets are extracted directly from the FP-tree

- Major Steps to mine FP-tree
  - Construct the frequent pattern tree
  - For each frequent item i compute the projected FP-tree
  - Recursively mine conditional FP-trees and grow frequent patterns obtained so far
  - If the conditional FP-tree contains a single path, simply enumerate all the patterns

Frequent Pattern Tree

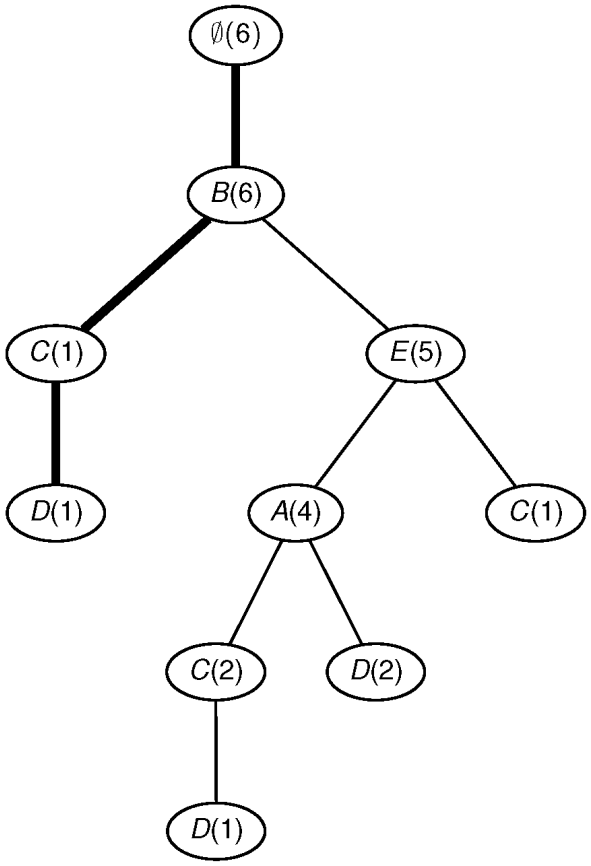
Transactions
BEAD
BEC
BEAD
BEAC
BEACD
BCD



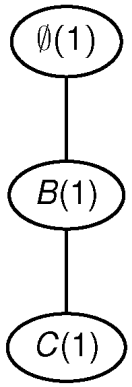


Conditional FP-tree for D

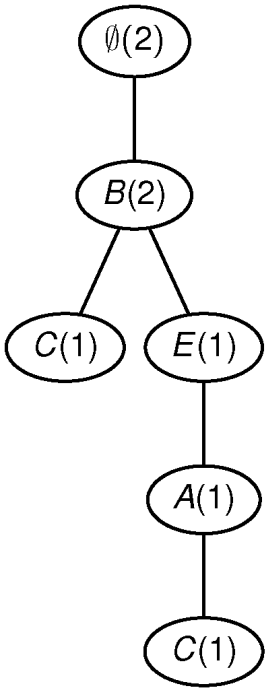
FP-Tree



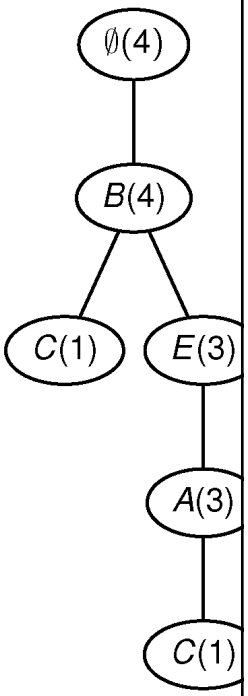
Add BC, $cnt = 1$



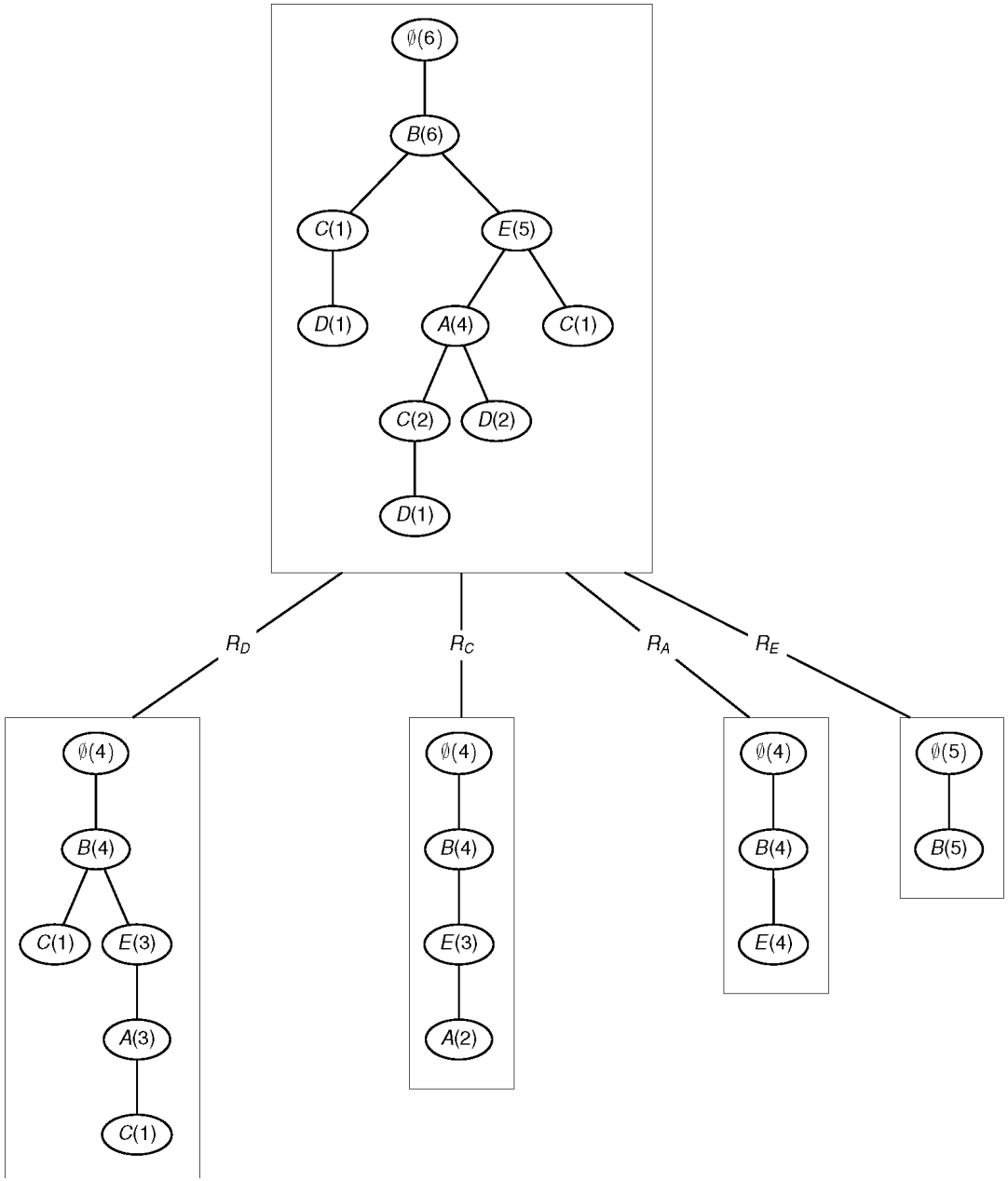
Add $BEAC$, $cnt = 1$



Add BEA, $cnt = 2$



All Conditional FP-Trees



Benefits of the FP-Tree Structure

- Completeness
  - Preserve complete information for frequent pattern mining
  - Never break a long pattern of any transaction
- Compactness
  - Reduce irrelevant info—infrequent items are gone
  - Items in frequency descending order: the more frequently occurring, the more likely to be shared
  - Never be larger than the original database (not count node-links and the count field)

Why is FP-Growth the Winner?

- Divide-and-conquer:
  - decompose both the mining task and DB according to the frequent patterns obtained so far
  - leads to focused search of smaller databases
- Other factors
  - No candidate generation, no candidate test
  - Compressed database: FP-tree structure
  - No repeated scan of entire database
  - Basic ops—counting local freq items and building sub FP-tree, no pattern search and matching

Rule Generation

Rule Generation

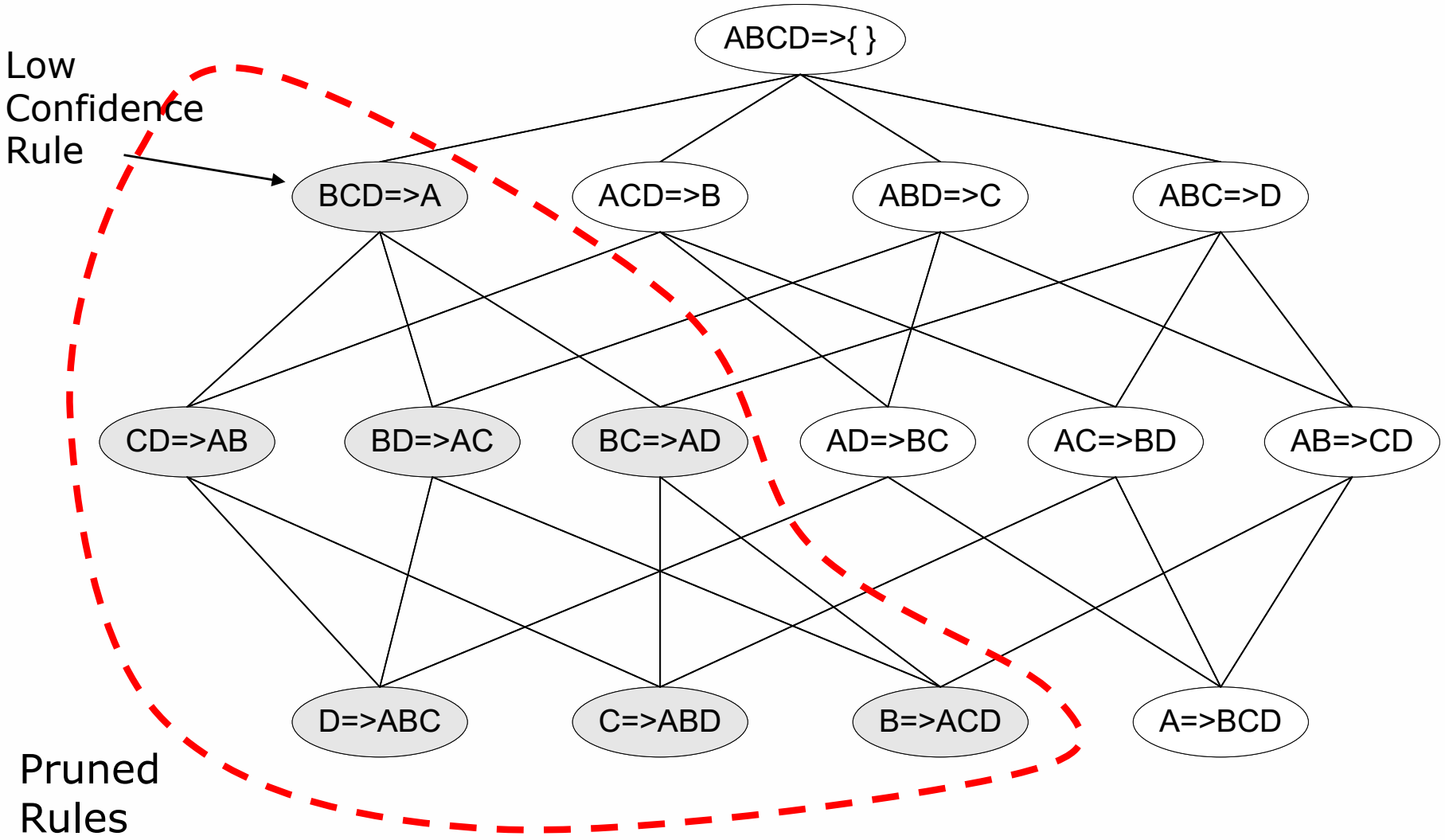
- Given a frequent itemset L, find all non-empty subsets $f \subset L$ such that $f \Rightarrow L - f$ satisfies the minimum confidence requirement
- If {A,B,C,D} is a frequent itemset, candidate rules:
  $ABC \Rightarrow D$, $ABD \Rightarrow C$, $ACD \Rightarrow B$, $BCD \Rightarrow A$, $A \Rightarrow BCD$,
  $B \Rightarrow ACD$, $C \Rightarrow ABD$, $D \Rightarrow ABC$, $AB \Rightarrow CD$, $AC \Rightarrow BD$,
  $AD \Rightarrow BC$, $BC \Rightarrow AD$, $BD \Rightarrow AC$, $CD \Rightarrow AB$

- If $|L| = k$, then there are $2^k - 2$ candidate association rules (ignoring $L \rightarrow \emptyset$ and $\emptyset \rightarrow L$)

How to efficiently generate rules from frequent itemsets?

- Confidence does not have an anti-monotone property
- c(ABC →D) can be larger or smaller than c(AB ⇒ D)
- But confidence of rules generated from the same itemset has an anti-monotone property
- L = {A,B,C,D}: c(ABC ⇒ D) >= c(AB ⇒ CD) >= c(A ⇒ BCD)
- Confidence is anti-monotone with respect to the number of items on the right hand side of the rule

Rule Generation for Apriori Algorithm



Association Rules Generation

AssociationRules ($\mathcal{F}$, *minconf*):

1 **foreach** $Z \in \mathcal{F}$, *such that* $|Z| \geq 2$ **do**
2 $\mathcal{A} \leftarrow \{X \mid X \subset Z, X \neq \emptyset\}$
3 **while** $\mathcal{A} \neq \emptyset$ **do**
4 $X \leftarrow$ maximal element in $\mathcal{A}$
5 $\mathcal{A} \leftarrow \mathcal{A} \setminus X$ // remove X from $\mathcal{A}$
6 $c \leftarrow sup(Z)/sup(X)$
7 **if** $c \geq minconf$ **then**
8 print $X \longrightarrow Y$, $sup(Z)$, c
9 **else**
10 $\mathcal{A} \leftarrow \mathcal{A} \setminus \{W \mid W \subset X\}$
  // remove all subsets of X from $\mathcal{A}$

Example of Rule Generation (1)

- Suppose that we computed the following frequent itemsets and we have a minconf of 0.9

sup	itemsets
6	B
5	E, BE
4	$A, C, D, AB, AE, BC, BD, ABE$
3	$AD, CE, DE, ABD, ADE, BCE, BDE, ABDE$

- We start from the largeset itemset (ABDE) and consider all the possible subsets $\mathcal{A}$ = {ABDE(3), ABD(3), ABE(4), ADE(3), BDE(3), AB(4), AD(3), AE(4), BD(4), BE(5), DE(3), A(4), B(6), D(4), E(5)}

Example of Rule Generation (2)

- The first subset is X = ABD, and the confidence of ABD ⇒ E is 3/3 = 1.0, so we output the rule.
- The next subset is X = ABE, but the corresponding rule ABE ⇒ D is not strong since c(ABE ⇒ D) = 3/4 = 0.75
- We can thus remove from $\mathcal{A}$ all subsets of ABE
- The updated set of antecedents is therefore $\mathcal{A}$ = {ADE(3), BDE(3), AD(3), BD(4), DE(3), D(4)}
- When the algorithm ends, it will output the rules, ABD ⇒ E conf=1.0; ADE ⇒ B conf=1.0; BDE ⇒ A, conf=1.0; AD ⇒ BE conf=1.0; DE ⇒ AB conf=1.0

Rule Assessment Measures

How to Set an Appropriate Minsup?

- If minsup is set too high, we could miss itemsets involving interesting rare items (e.g., expensive products)
- If minsup is set too low, it is computationally expensive and the number of itemsets is very large
- A single minimum support threshold may not be effective

Lift

- Lift is the ratio of the observed joint probability of X and Y to the expected joint probability if they were statistically independent,

  $lift(X \Rightarrow Y) = sup(XUY)/sup(X)sup(Y) = conf(X \Rightarrow Y)/sup(Y)$

- Lift is a measure of the deviation from stochastic independence (if it is 1 then X and Y are independent)

- Lift also measure the surprise of the rule. A lift close to 1 means that the support of a rule is expected considering the supports of its components.

- We typically look for values of lift that are much larger (i.e., above expectation) or much smaller (i.e., below expectation) than one.

Leverage

- Leverage is computed as the difference between the observed and expected joint probability of XY assuming that X and Y are independent

  leverage($X \Rightarrow Y$) = sup(XUY) - sup(X)sup(Y)

- Leverage gives an "absolute" measure of how surprising a rule is and it should be used together with lift. Like lift it is symmetric.

Summarizing Itemsets

Maximal Frequent Itemsets

- A frequent itemset X is called maximal if it has no frequent supersets
- The set of all maximal frequent itemsets, given as

$$M = \{X \mid X \in F \text{ and } !\exists Y \supset X, \text{ such that } Y \in F\}$$

- M is a condensed representation of the set of all frequent itemset F, because we can determine whether any itemset is frequent or not using M
- If there is a maximal itemset Z such that $X \subseteq Z$, then X must be frequent, otherwise X cannot be frequent
- However, M alone cannot be used to determine sup(X), we can only use to have a lower-bound, that is, $sup(X) >= sup(Z)$ if $X \subseteq Z \in M$.

Closed Frequent Itemsets

- An itemset X is closed if all supersets of X have strictly less support, that is,

$$\sup(X) > \sup(Y), \text{ for all } Y \supset X$$

- The set of all closed frequent itemsets C is a condensed representation, as we can determine whether an itemset X is frequent, as well as the exact support of X using C alone

Minimal Generators

- A frequent itemset X is a minimal generator if it has no subsets with the same support

  $G = \{ X \mid X \in F \text{ and } !\exists Y \subset X, \text{ such that } sup(X) = sup(Y) \}$

- Thus, all subsets of X have strictly higher support, that is,

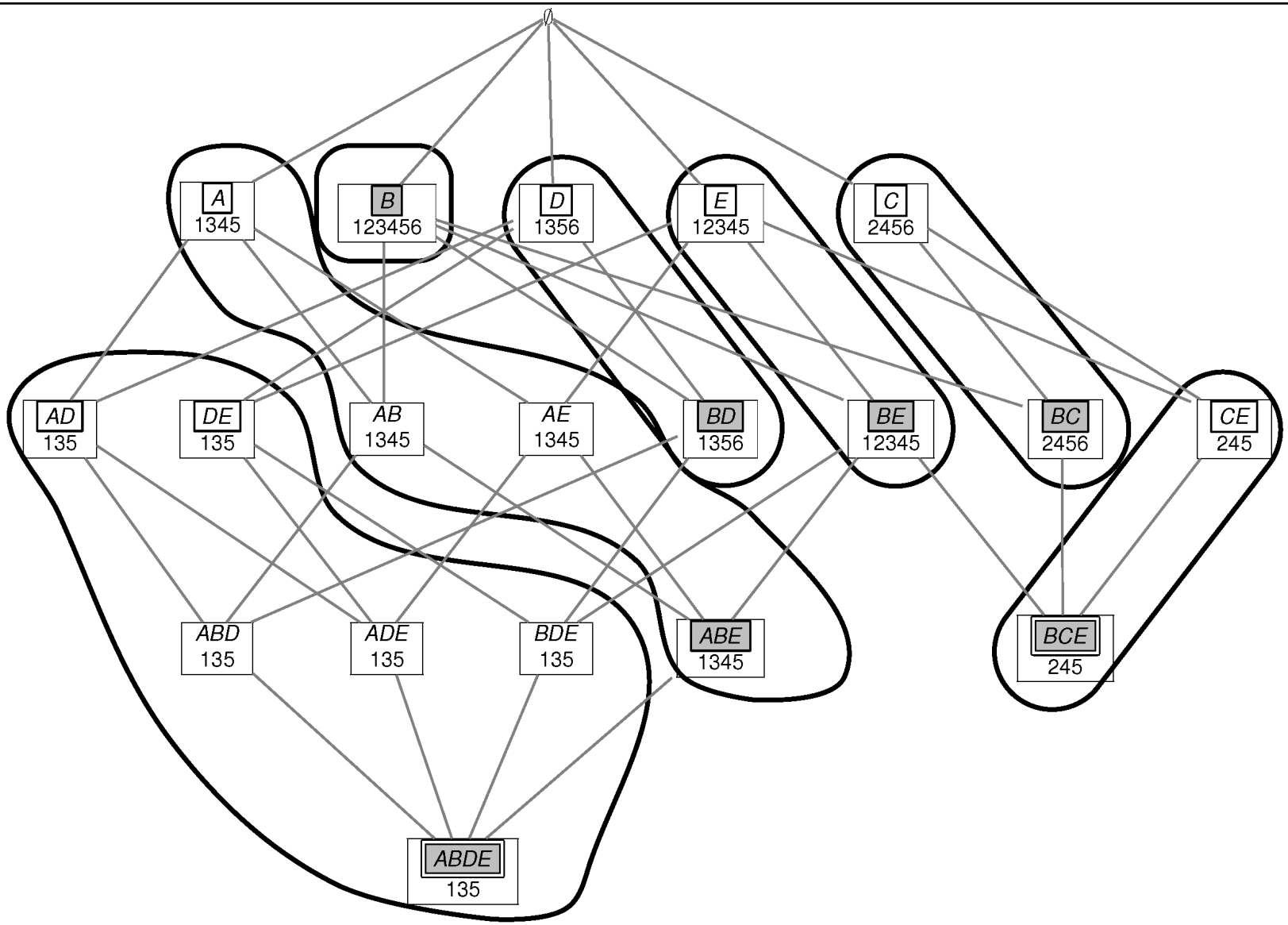
  $sup(X) < sup(Y)$

Transaction database

Tid	Itemset
1	*ABDE*
2	*BCE*
3	*ABDE*
4	*ABCE*
5	*ABCDE*
6	*BCD*

Frequent itemsets ($minsup = 3$)

sup	Itemsets
6	*B*
5	*E*, *BE*
4	*A*, *C*, *D*, *AB*, *AE*, *BC*, *BD*, *ABE*
3	*AD*, *CE*, *DE*, *ABD*, *ADE*, *BCE*, *BDE*, *ABDE*



Shaded boxes are closed itemsets

Simple boxes are generators

Shaded boxes with double lines are maximal itemsets

Mining Frequent Sequences

Sequential Pattern Mining

- Association rules do not consider the order of transactions
- In many applications such orderings are significant
- In market basket analysis, it is interesting to know whether people buy some items in sequence
- Example
  - Buying bed first and then bed sheets later
  - Navigational patterns of users in a Web site from sequences of page visits of users

Sequence Mining: Terminology

- A sequence is an ordered list of symbols $\mathbf{s} = s_1, s_2, \ldots s_k$ where s_i or $\mathbf{s}[i]$ denote the symbol at position i
- Notation $\mathbf{s}[i:j]$ denotes $s_{i+1}, s_{i+2}, \ldots s_j$
- Let $\mathbf{s} = s_1, s_2, \ldots, s_n$ and $\mathbf{r} = r_1, r_2, \ldots, r_m$ we say that $\mathbf{r}$ is a subsequence of s denoted $s \sqsubseteq r$ if there is a function ϕ from [1,m] to [1,n] such that $r[i] = s[\phi(i)]$ and for any position i, j in r,

$$i<j \Rightarrow \phi(i)<\phi(j)$$

- $\mathbf{r}$ is a consecutive subsequence when

$$r_1, r_2, \ldots, r_m = s_j, s_{j+1}, \ldots, s_{j+m-1}$$

Example

- Given **s** = ACTGAACG
- r_1 = CGAAG is a subsequence of **s**
- r_2 = CTGA is a consecutive subsequence of **s**
- r_3 = ACT is a prefix of **s**
- r_4 = GAACG is a suffix of **s**

- Given a database D containing N sequences, the support of a sequence **r** in D is defined as the total number of sequences in D that contains **r**

$$sup(\mathbf{r}) = |\{\mathbf{s}_i \in \mathbf{D} | \mathbf{r} \subseteq s_i\}|$$

- The relative support of r is the percentage of sequences that contain r,

$$rsup(\mathbf{r}) = sup(\mathbf{r})/N$$

- Given a minsup threshold we that r is frequent if sup(**r**)>=minsup

- Note that, in sequence mining, we need to consider all possible permutations of the items not just the combinations

Example

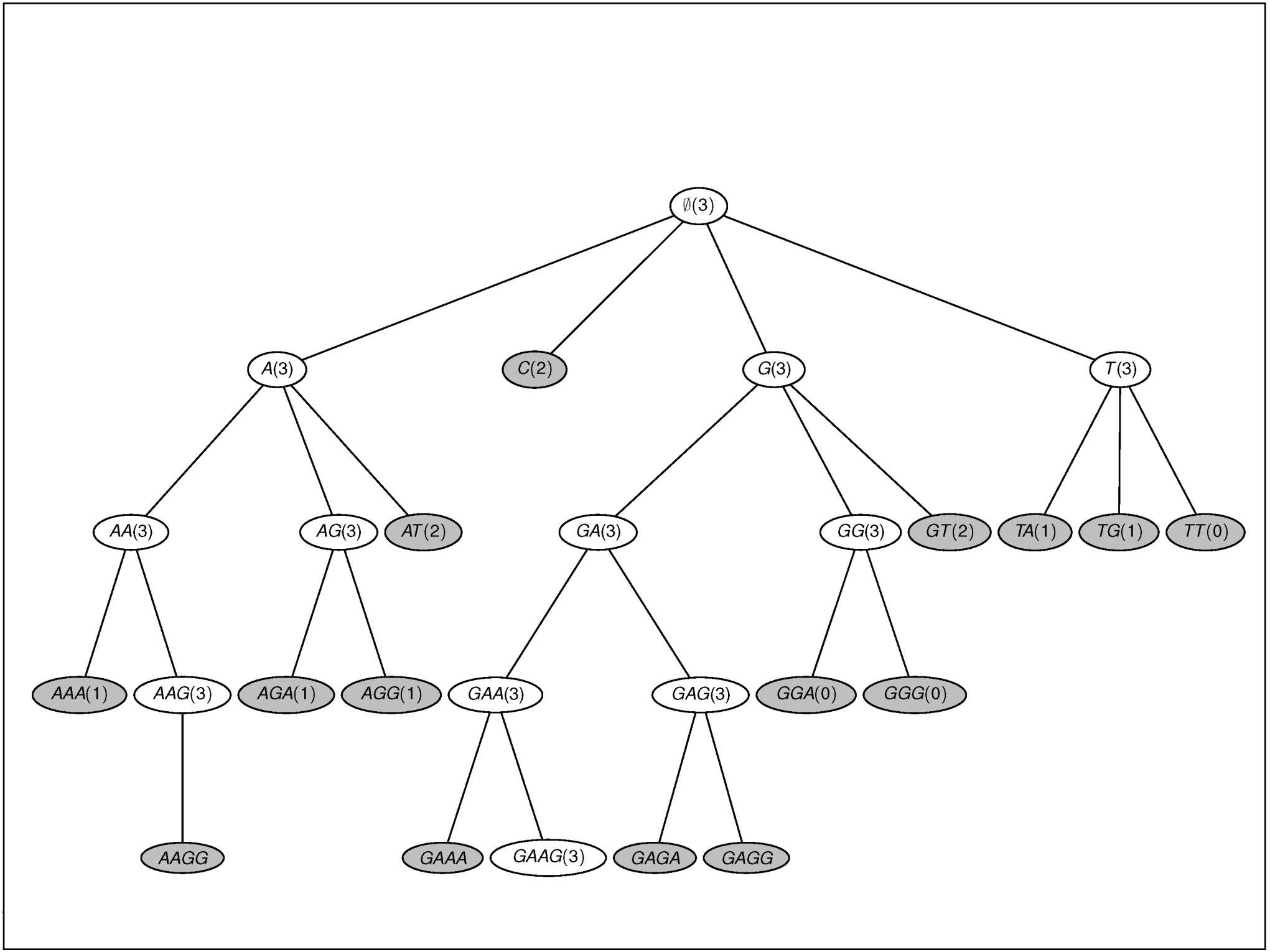
- Given the following sequence database

Id	Sequence
s_1	*CAGAAGT*
s_2	*TGACAG*
s_3	*GAAGT*

- With a minsup of 3, the set of frequent subsequences is
  - A(3), G(3), T(3)
  - AA(3), AG(3), GA(3), GG(3)
  - AAG(3), GAA(3), GAG(3)
  - GAAG(3)

Level-Wise Sequence Mining: GSP Algorithm

- Searches the sequence prefix tree using a level-wise (breath-first search).
- Given the set of frequent sequences at level k, the algorithm generates the candidate for level k+1 and compute the support of each candidate and prune the not frequent ones.
- For each sequence s_i in D, we check if a candidate **r** is a subsequence of **s**, if it is the support of r is incremented. Once the frequent sequences at level k are computed the k+1 candidates are generated.
- For each leaf r_a, the sequence is extended with the last symbol of any other leaf r_b that shares the same prefix (it has the same parent) so $r_{ab} = r_a + r_b[k]$. If r_{ab} is infrequent, we prune it.


∅(3)
A(3)
C(2)
G(3)
T(3)
AA(3)
AG(3)
AT(2)
GA(3)
GG(3)
GT(2)
TA(1)
TG(1)
TT(0)
AAA(1)
AAG(3)
AGA(1)
AGG(1)
GAA(3)
GAG(3)
GGA(0)
GGG(0)
AAGG
GAAA
GAAG(3)
GAGA
GAGG

The GSP Algorithm

GSP (D, Σ, *minsup*):

1 $\mathcal{F} \leftarrow \emptyset$
2 $\mathcal{C}^{(1)} \leftarrow \{\emptyset\}$ `// Initial prefix tree with single symbols`
3 **foreach** $s \in \Sigma$ **do** Add s as child of $\emptyset$ in $\mathcal{C}^{(1)}$ with $sup(s) \leftarrow 0$
4 $k \leftarrow 1$ `//` k `denotes the level`
5 **while** $\mathcal{C}^{(k)} \neq \emptyset$ **do**
6 COMPUTESUPPORT ($\mathcal{C}^{(k)}$, **D**)
7 **foreach** *leaf* **s** $\in \mathcal{C}^{(k)}$ **do**
8 **if** $sup(\mathbf{r}) \geq minsup$ **then** $\mathcal{F} \leftarrow \mathcal{F} \cup \{(\mathbf{r}, sup(\mathbf{r}))\}$
9 **else** remove **s** from $\mathcal{C}^{(k)}$
10 $\mathcal{C}^{(k+1)} \leftarrow$ EXTENDPREFIXTREE ($\mathcal{C}^{(k)}$)
11 $k \leftarrow k + 1$
12 **return** $\mathcal{F}^{(k)}$

The GSP Algorithm

COMPUTESUPPORT ($\mathcal{C}^{(k)}$, **D**):

foreach $\mathbf{s}_i \in \mathbf{D}$ **do**
  foreach $\mathbf{r} \in \mathcal{C}^{(k)}$ **do**
    if $\mathbf{r} \subseteq \mathbf{s}_i$ **then** $sup(\mathbf{r}) \leftarrow sup(\mathbf{r}) + 1$

EXTENDPREFIXTREE ($\mathcal{C}^{(k)}$):

foreach *leaf* $\mathbf{r}_a \in \mathcal{C}^{(k)}$ **do**
  foreach *leaf* $\mathbf{r}_b \in$ CHILDREN(PARENT($\mathbf{r}_a$)) **do**
    $\mathbf{r}_{ab} \leftarrow \mathbf{r}_a + \mathbf{r}_b[k]$ `// extend` $\mathbf{r}_a$ `with last item of` $\mathbf{r}_b$
    `// prune if there are any infrequent subsequences`
    if $\mathbf{r}_c \in \mathcal{C}^{(k)}$, ***for all*** $\mathbf{r}_c \subset \mathbf{r}_{ab}$, *such that* $|\mathbf{r}_c| = |\mathbf{r}_{ab}| - 1$ **then**
      Add $\mathbf{r}_{ab}$ as child of $\mathbf{r}_a$ with $sup(\mathbf{r}_{ab}) \leftarrow 0$
  if *no extensions from* $\mathbf{r}_a$ **then**
    remove $\mathbf{r}_a$, and all ancestors of $\mathbf{r}_a$ with no extensions, from $\mathcal{C}^{(k)}$
return $\mathcal{C}^{(k)}$

Association Rules for Classification

Mining Association Rules for Classification (the CBA algorithm)

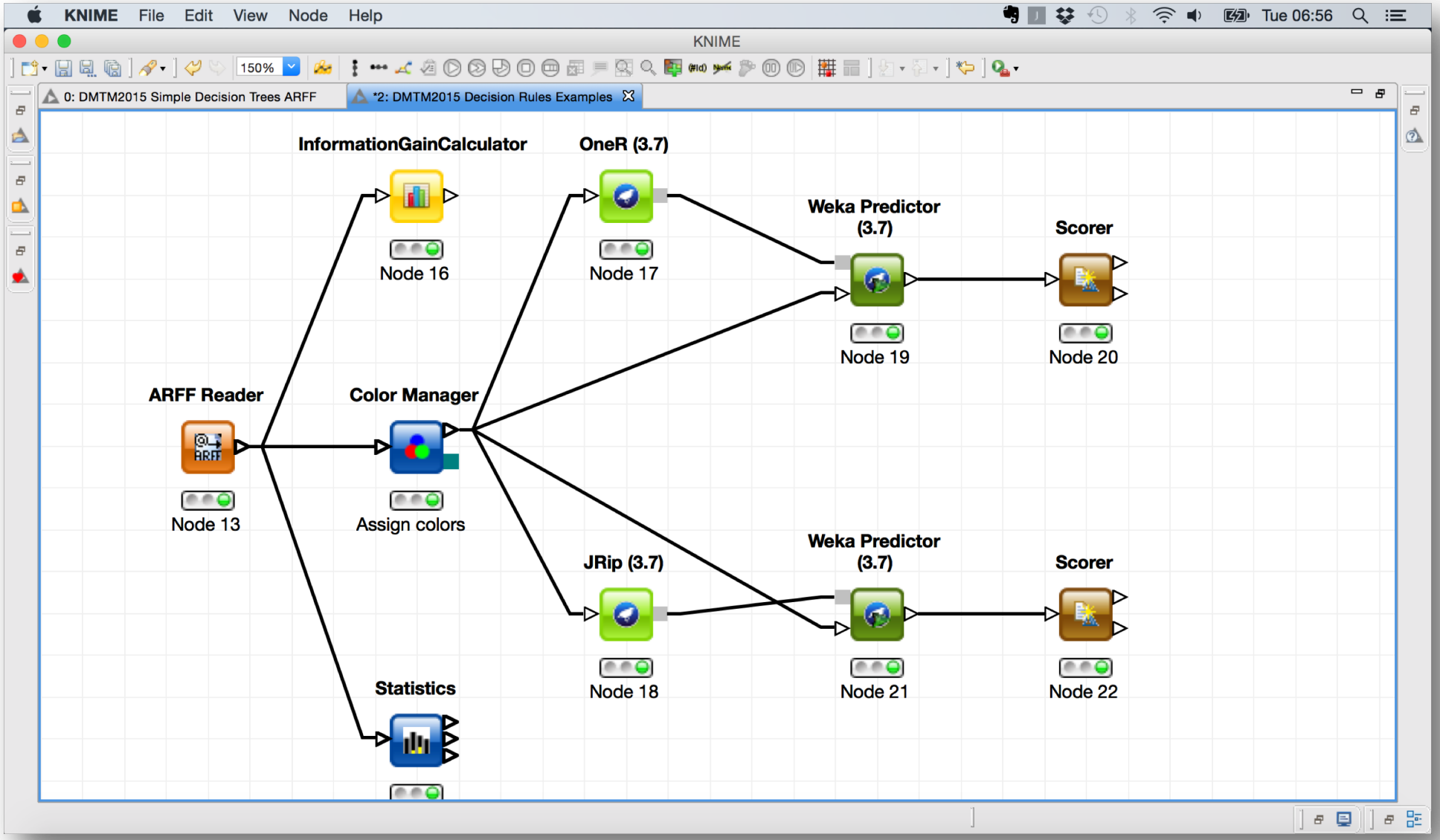
- Association rule mining assumes that the data consist of a set of transactions. Thus, the typical tabular representation of data used in classification must be mapped into such a format.
- Association rule mining is then applied to the new dataset and the search is focused on association rules in which the tail identifies a class label

$$X \rightarrow c_i \text{ (where } c_i \text{ is a class label)}$$

- The association rules are pruned using the pessimistic error-based method used in C4.5
- Finally, rules are sorted to build the final classifier.

The Weather Dataset

Outlook	Temp	Humidity	Windy	Play
Sunny	Hot	High	False	No
Sunny	Hot	High	True	No
Overcast	Hot	High	False	Yes
Rainy	Mild	High	False	Yes
Rainy	Cool	Normal	False	Yes
Rainy	Cool	Normal	True	No
Overcast	Cool	Normal	True	Yes
Sunny	Mild	High	False	No
Sunny	Cool	Normal	False	Yes
Rainy	Mild	Normal	False	Yes
Sunny	Mild	Normal	True	Yes
Overcast	Mild	High	True	Yes
Overcast	Hot	Normal	False	Yes
Rainy	Mild	High	True	No


KNIME File Edit View Node Help
Tue 06:56
KNIME
150%
0: DMTM2015 Simple Decision Trees ARFF
*2: DMTM2015 Decision Rules Examples
InformationGainCalculator
OneR (3.7)
Weka Predictor (3.7)
Scorer
Node 16
Node 17
Node 19
Node 20
ARFF Reader
Color Manager
Node 13
Assign colors
JRip (3.7)
Weka Predictor (3.7)
Scorer
Statistics
Node 18
Node 21
Node 22

JRip Model


```
(humidity = high) and (outlook = sunny) =>
play=no (3.0/0.0)

(outlook = rainy) and (windy = TRUE) =>
play=no (2.0/0.0)

 => play=yes (9.0/0.0)
```

One Rule Model

```
outlook:
        overcast  -> yes
        rainy-> yes
        sunny-> no
        (10/14 instances correct)
```

```
outlook=overcast ==> play=yes
humidity=normal windy=FALSE ==> play=yes
outlook=rainy windy=FALSE ==> play=yes
outlook=sunny humidity=high ==> play=no
outlook=rainy windy=TRUE ==> play=no

(default class is the majority class)
```

Run the notebooks for this lecture

Download and run SPMF library

http://www.philippe-fournier-viger.com/spmf/index.php?link=download.php