NFL Play by Play 2009-2017 (v4) 关联规则挖掘

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一、挖掘过程

1. 处理数据集

本次作业对 NFL Play by Play 2009-2017 (v4)进行处理,通过以下代码 将其转换成适合关联规则挖掘的形式:

2. 找出频繁项集

Apriori 算法的两个输入参数分别是最小支持度和数据集。该算法首先会生成所有单个数据字段值的项集列表。接着扫描每行数据来查看哪些项集满足最小支持度要求,那些不满足最小支持度的集合会被去掉。然后,对剩下来的集合进行组合以生成包含两个元素的项集。接下来,再重新扫描每行记录,去掉不满足最小支持度的项集。该过程重复进行直到所有项集都被去掉。

2.1 生成候选项集

```
# 生成初始候选频繁项集C1
def createC1(dataSet):
   C1 = []
    for transaction in dataSet:
        for item in transaction:
            if [item] not in C1:
               C1.append([item])
   C1.sort()
    return list(map(frozenset, C1))
def scanD(D, Ck, minSupport):
    ssCnt = {}
    for tid in D:
        for can in Ck:
            if can.issubset(tid):
                ssCnt[can] = ssCnt.get(can, 0) + 1
    numItems = len(D)
    retList = []
    supportData = {}
    for key in ssCnt:
        support = ssCnt[key] / numItems
        if support >= minSupport:
            retList.append(key)
            supportData[key] = support
    return retList, supportData
```

2.2 生成频繁项集

```
def aprioriGen(Lk, k):
    retList = []
    lenLk = len(Lk)
    for i in range(lenLk):
        for j in range(i+1, lenLk):
            L1 = list(Lk[i]); L2 = list(Lk[j])
            L1.sort(); L2.sort()
            if L1[:k-2] == L2[:k-2]:
                c = Lk[i] \mid Lk[j]
                if has_infrequent_subset(set(c), Lk): continue
                else: retList.append(c)
    return retList
def apriori(dataSet, minSupport=0.5):
    C1 = createC1(dataSet)
    D = list(map(set, dataSet))
    L1, supportData = scanD(D, C1, minSupport)
    <u>L</u> = [L1]
    while len(L[k-2]) > 0:
        Ck = aprioriGen(L[k-2], k)
        Lk, supK = scanD(D, Ck, minSupport)
        supportData.update(supK)
        L.append(Lk)
        k += 1
    return L, supportData
```

3. 导出关联规则并计算其支持度和置信度

根据频繁集学习关联规则,针对规则右部的元素个数进行分级,导出关联规则:

```
def generateRules(L, supportData, minConf=0.7):
    bigRuleList = []
    for i in range(1, len(L)):
        for freqSet in L[i]:
            H1 = [frozenset([item]) for item in freqSet]
            if i > 1:
                rulesFromConseq(freqSet, H1, supportData, bigRuleList, minConf)
            else:
                calcConf(freqSet, H1, supportData, bigRuleList, minConf)
    return bigRuleList
def calcConf(freqSet, H, supportData, br1, minConf=0.7):
    prunedH = []
    for conseq in H:
        conf = supportData[freqSet] / supportData[freqSet-conseq]
        lift = conf / suppData[conseq]
        if conf >= minConf:
            print(freqSet-conseq, '-->', conseq, 'conf:', conf)
            print(freqSet-conseq, '-->', conseq, 'lift:', lift)
            br1.append((freqSet-conseq, conseq, conf))
            prunedH.append(conseq)
    return prunedH
```

二、挖掘结果及分析

下图为部分规则挖掘结果及使用 Lift 评价的结果:

```
frozenset({'AwayTimeouts_Remaining_Pre_3')} --> frozenset({'AwayTimeouts_Remaining_Post_3')} | conf: 0.9853377663032373 |
frozensett({'AwayTimeouts_Remaining_Pre_3')} --> frozenset({'AwayTimeouts_Remaining_Pre_3')} | lift: 1.5144709225654265 |
frozensett({'AwayTimeouts_Remaining_Post_3')} --> frozensett({'AwayTimeouts_Remaining_Pre_3')} | conf: 0.887858933556361 |
frozensett({'AwayTimeouts_Remaining_Post_3')} --> frozensett({'Dosteam_timeouts_Pre_3'')} | lift: 1.5347092343622 |
frozensett({'AwayTimeouts_Remaining_Post_3'')} --> frozensett({'Dosteam_timeouts_Pre_3'')} | lift: 1.3357104023343022 |
frozensett({'Dosteam_timeouts_Pre_3''}) --> frozensett({'AwayTimeouts_Remaining_Post_3''}) | lift: 1.3357104023343022 |
frozensett({'Dosteam_timeouts_Pre_3'}) --> frozensett({'AwayTimeouts_Remaining_Post_3''}) | lift: 1.3357104023343022 |
frozensett({'AwayTimeouts_Remaining_Pre_3'}) --> frozensett({'Dosteam_timeouts_Pre_3''}) | lift: 1.3357104023343022 |
frozensett({'AwayTimeouts_Remaining_Pre_3'}) --> frozensett({'Posteam_timeouts_Pre_3''}) | lift: 1.3357104023343022 |
frozensett({'AwayTimeouts_Remaining_Pre_3'}) --> frozensett({'AwayTimeouts_Remaining_Pre_3''}) | loonf: 0.889333011385793 |
frozensett({'Dosteam_timeouts_Pre_3''}) --> frozensett({'AwayTimeouts_Remaining_Pre_3''}) | lift: 1.33972700120016 |
frozensett({'Dosteam_timeouts_Pre_3''}) --> frozensett({'MomeTimeouts_Remaining_Pre_3''}) | lift: 1.33972700120016 |
frozensett({'AwayTimeouts_Remaining_Pre_3''}) --> frozensett({'HomeTimeouts_Remaining_Pre_3''}) | lift: 1.339562349238429 |
frozensett({'MoweTimeouts_Remaining_Pre_3''}) --> frozensett({'MoweTimeouts_Remaining_Pre_3''}) | lift: 1.339562349238429 |
frozensett({'HomeTimeouts_Remaining_Pre_3''}) --> frozensett({'NoseTimeouts_Remaining_Pre_3''}) | lift: 1.3397021931382035 |
frozensett({'HomeTimeouts_Remaining_Pre_3''}) --> frozensett({'NoseTimeouts_Remaining_Pre_3''}) | lift: 1.3307021931382035 |
frozensett({'HomeTimeouts_Remaining_Pre_3''}) --> frozensett({'HomeTimeouts_Remaining_Pre_3''}) | lift: 1.339702
```

根据这些挖掘到的规则的置信度结果和提升度(Lift)结果,可知置信度较高,且提升度均大于1,则可认为这些规则有用。