



ABERDEEN 2040

# Association Rule Learning (2)

Data Mining & Visualisation  
Lecture 20

2025

# Road Map

- Basic concepts
- Apriori algorithm
- Different data formats for mining
- Mining with multiple minimum supports
- Mining class association rules
- Summary

# Different data formats for mining

- The data can be in transaction form or table form

**Transaction form:**

- a, b
- a, c, d, e
- a, d, f

**Table form:**

Attr1	Attr2	Attr3
a,	b,	d
b,	c,	e

- Table data need to be converted to transaction form for association mining

# From a table to a set of transactions

Table form:

Attr1	Attr2	Attr3
a,	b,	d
b,	c,	e

⇒ Transaction form:

(Attr1, a), (Attr2, b), (Attr3, d)

(Attr1, b), (Attr2, c), (Attr3, e)

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# Problems with the association mining

- **Single minsup:** It assumes that all items in the data are of the **same nature** and/or have **similar frequencies**.
- **Not true:** In many applications, some items appear very frequently in the data, while others rarely appear.

E.g., in a supermarket, people buy *food processor* and *cooking pan* much less frequently than they buy *bread* and *milk*.

# Rare Item Problem

If the frequencies of items vary a great deal, we will encounter **two problems**

- If **minsup** is set too high, those rules that involve rare items will never be found.
- To find rules that involve both frequent and rare items, **minsup has to be set very low**. This may cause **combinatorial explosion** because those frequent items will be associated with one another in all possible ways.

# Multiple minsups model

The minimum support of a rule is expressed in terms of *minimum item supports (MIS)* of the items that appear in the rule.

Each item can have a *minimum item support*.

By providing different MIS values for different items, the user effectively expresses different support requirements for different rules.



# Minsup of a rule

Let  $MIS(i)$  be the MIS value of item  $i$ . The *minsup* of a rule  $R$  is the lowest MIS value of the items in the rule.

I.e., a rule  $R: a_1, a_2, \dots, a_k \rightarrow a_{k+1}, \dots, a_r$  satisfies its minimum support if its actual support is  $\geq$

$$\min(MIS(a_1), MIS(a_2), \dots, MIS(a_r)).$$

# An Example

Consider the following items:

*bread, shoes, clothes*

The user-specified MIS values are as follows:

$\text{MIS}(\textit{bread}) = 2\%$   $\text{MIS}(\textit{shoes}) = 0.1\%$

$\text{MIS}(\textit{clothes}) = 0.2\%$

The following rule **doesn't satisfy its minsup**:

$\textit{clothes} \rightarrow \textit{bread}$  [sup=0.15%,conf =70%]

The following rule **satisfies its minsup**:

$\textit{clothes} \rightarrow \textit{shoes}$  [sup=0.15%,conf =70%]

# Downward closure property

In the new model, **the property no longer holds (?)**

**E.g.**, Consider four items 1, 2, 3 and 4 in a database.  
Their minimum item supports are

$$\text{MIS}(1) = 10\% \quad \text{MIS}(2) = 20\%$$

$$\text{MIS}(3) = 5\% \quad \text{MIS}(4) = 6\%$$

$\{1, 2\}$  with support 9% is infrequent, but  $\{1, 2, 3\}$  and  $\{1, 2, 4\}$  could be frequent.

# To deal with the problem

- We sort all items in  $I$  according to their MIS values (make it a total order).
- The order is used throughout the algorithm in each itemset.
- Each itemset  $w$  is of the following form:  
     $\{w[1], w[2], \dots, w[k]\}$ , consisting of items,  
     $w[1], w[2], \dots, w[k]$ ,  
    where  $\text{MIS}(w[1]) \leq \text{MIS}(w[2]) \leq \dots \leq \text{MIS}(w[k])$ .

# The MSapriori algorithm

**Algorithm MSapriori( $T, MS$ )**

$M \leftarrow \text{sort}(I, MS);$

$L \leftarrow \text{init-pass}(M, T);$

$F_1 \leftarrow \{\{i\} \mid i \in L, i.\text{count}/n \geq \text{MIS}(i)\};$

**for** ( $k = 2; F_{k-1} \neq \emptyset; k++$ ) **do**

**if**  $k=2$  **then**

$C_k \leftarrow \text{level2-candidate-gen}(L)$

**else**  $C_k \leftarrow \text{MSCandidate-gen}(F_{k-1});$

**end;**

**for** each transaction  $t \in T$  **do**

**for** each candidate  $c \in C_k$  **do**

**if**  $c$  is contained in  $t$  **then**

$c.\text{count}++;$

**if**  $c - \{c[1]\}$  is contained in  $t$  **then**

$c.\text{tailCount}++$

**end**

**end**

$F_k \leftarrow \{c \in C_k \mid c.\text{count}/n \geq \text{MIS}(c[1])\}$

**end**

**return**  $F \leftarrow \bigcup_k F_k; 14$

# First pass over data

- It makes a pass over the data to record the support count of each item.
- It then follows the sorted order to find the first item  $i$  in  $M$  that meets  $\text{MIS}(i)$ .
  - $i$  is inserted into  $L$ .
  - For each subsequent item  $j$  in  $M$  after  $i$ , if  $j.\text{count}/n \geq \text{MIS}(i)$  then  $j$  is also inserted into  $L$ , where  $j.\text{count}$  is the support count of  $j$  and  $n$  is the total number of transactions in  $T$ . Why?
- $L$  is used by function level2-candidate-gen

# First pass over data: example

- Consider the four items 1, 2, 3 and 4 in a data set. Their minimum item supports are:

$$\text{MIS}(1) = 10\% \quad \text{MIS}(2) = 20\%$$

$$\text{MIS}(3) = 5\% \quad \text{MIS}(4) = 6\%$$

- Assume our data set has 100 transactions. The first pass gives us the following support counts:

$$\{3\}.count = 6, \{4\}.count = 3,$$

$$\{1\}.count = 9, \{2\}.count = 25.$$

- Then**  $L = \{3, 1, 2\}$ , and  $F_1 = \{\{3\}, \{2\}\}$
- Item 4 is not in  $L$  because  $4.count/n < \text{MIS}(3)$  ( $= 5\%$ ),
- $\{1\}$  is not in  $F_1$  because  $1.count/n < \text{MIS}(1)$  ( $= 10\%$ ).

# Rule Generation

- The following two lines in MSapriori algorithm are important for rule generation, which are not needed for the Apriori algorithm

**if**  $c - \{c[1]\}$  is contained in  $t$  **then**

*c.tailCount*++

- Many rules cannot be generated without them.
- Why?



# On multiple minsup rule mining

Multiple minsup model **subsumes** the single support model.

It is a **more realistic** model for practical applications.

The model enables us to found **rare item rules** yet without producing a huge number of meaningless rules with frequent items.

By setting MIS values of some items to 100% (or more), we effectively instruct the algorithms not to generate rules only involving these items.

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# Mining class association rules (CAR)

- Normal association rule mining does not have any target.
- It finds all possible rules that exist in data, i.e., any item can appear as a consequent or a condition of a rule.
- However, in some applications, the user is interested in some targets.
  - E.g, the user has a set of text documents from some known topics. He/she wants to find out what words are associated or correlated with each topic.

# Problem definition

- Let  $T$  be a transaction dataset consisting of  $n$  transactions.
- Each transaction is also labeled with a class  $y$ .
- Let  $I$  be the set of all items in  $T$ ,  $Y$  be the set of all class labels and  $I \cap Y = \emptyset$ .
- A **class association rule (CAR)** is an implication of the form

$$X \rightarrow y, \text{ where } X \subseteq I, \text{ and } y \in Y.$$

- The definitions of **support** and **confidence** are the same as those for normal association rules.

# Example

- **A text document data set**

doc 1: Student, Teach, School : Education

doc 2: Student, School : Education

doc 3: Teach, School, City, Game : Education

doc 4: Baseball, Basketball : Sport

doc 5: Basketball, Player, Spectator : Sport

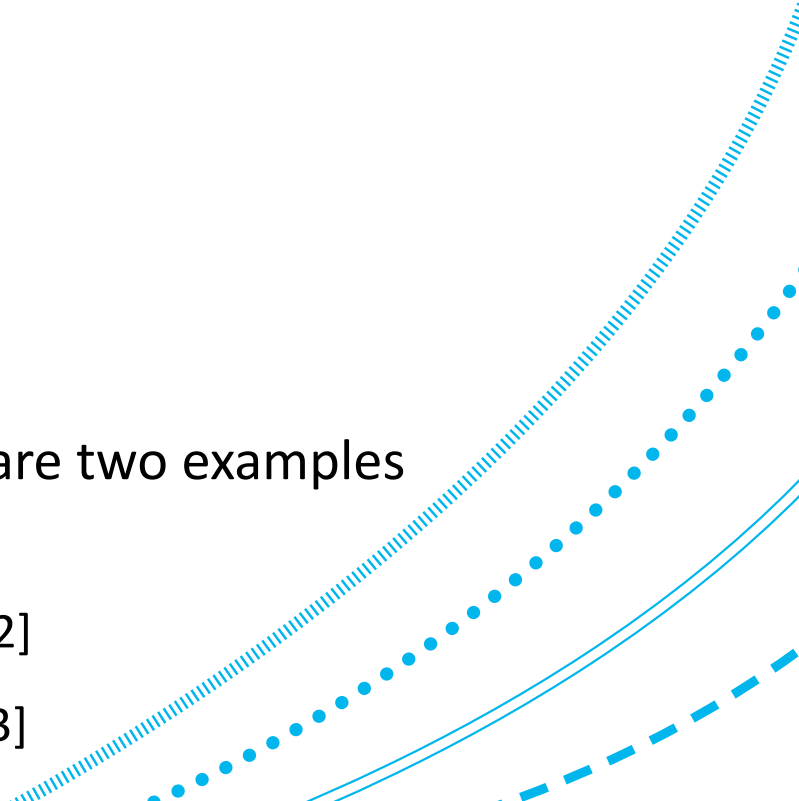
doc 6: Baseball, Coach, Game, Team : Sport

doc 7: Basketball, Team, City, Game : Sport

- Let  $minsup = 20\%$  and  $minconf = 60\%$ . The following are two examples of class association rules:

Student, School  $\rightarrow$  Education : [sup= 2/7, conf = 2/2]

game  $\rightarrow$  Sport : [sup= 2/7, conf = 2/3]



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Association rule mining has been extensively studied in the data mining community.

There are many efficient algorithms and model variations.

Other related work includes

- Multi-level or generalized rule mining
- Constrained rule mining
- Incremental rule mining
- Maximal frequent itemset mining
- Numeric association rule mining
- Rule interestingness and visualization
- Parallel algorithms
- ...