Association Rule Mining Project

Apriori Algorithm

Association rule mining finds interesting associations and relationships among large sets of data items. This rule shows how frequently a itemset occurs in a transaction. Given a set of transactions, the goal is to find rules that will predict the occurrence of an item based on the occurrences of other items in the transaction.

Transaction Reduction

A transaction that does not contain any frequent k-itemsets cannot contain any frequent (k+1)-itemsets. Therefore, such a transaction can be marked or removed from further consideration. Implemented the below algorithm from scratch per the paper. Refer transaction reduction.py for implementation.

Algorithm 1 - TR-RC for FIM

```
Min sup.: Minimum support count
Step 1: Begin
Step 2: Read BAM
Step 3:
         Generate the set of frequent 1 itemset
         Add RC column //
k:=2:
while (L_{k-1} \neq \emptyset) do
begin
         for each k itemset
                   compute sup_count
                  if sup_count >= min_sup then
                   L_k := All \text{ candidates in } C_k \text{ with minimum support };
                  end if
         end for
k := k + 1;
end Answer := U_k L_k
Step 4: End.
```

Rules are generated for toy data as below with minimum support of 2 and confidence of 30%.

```
printRules(valid_rules)
12 66.666666666666
13 66.666666666666
14 66.666666666666
12,13 100.0
12,14 100.0
i3,i4 100.0
12,13,14 100.0
Rules generated with min_sup = 5 and min_conf = 30.0
i2 ==>
          i4 & i3
13
    ==>
            i4 & i2
i4
            i2 & i3
    ==>
12,13 ==>
               14
i2,i4 ==>
i3,i4 ==>
               13
             12
12,13,14 ==>
                 i2 & i3 & i4
```

Hash based Technique

When scanning each transaction in the database to generate the frequent 1-itemsets, L1, we can generate all the 2-itemsets for each transaction, hash (i.e., map) them into the different buckets of a hash table structure, and increase the corresponding bucket counts. A 2-itemset with a corresponding bucket count in the hash table that is below the support threshold cannot be frequent and thus should be removed from the candidate set.

We used itemset of size 2 for frequent set generation using the below hash function.

$$H(x,y)=((Order\ of\ first)*10+(Order\ of\ second))\ mod\ 7$$

Refer hashing.py for implementation details.

Rule generation using WEKA

Data Source:

We used transactions data available at **SPFM** website http://www.philippe-fournier-viger.com/spmf/index.php. SPMF is an open-source software and data mining library written in Java, specialized in pattern mining (the discovery of patterns in data)

Library Used: WEKA library is used for rule generation using SPFM data.

Script: SPFM2WEKA parser is written to convert data in SPFM format to WEKA format. Refer the script convertspfm2weka.py

Example#1: - SIGN data

A dataset of sign language utterance containing approximately 800 sequences and 267 items. The original dataset file in another format can be obtained here with more details on this dataset.

This raw data is converted to WEKA format, where Binary matrix of transactions and items is created.

```
10 100 101 102 103 104 105 106 107 108 109 11 110 111 112 113 114 115 116 117 118 119 12 120 121 122
                       ? ?
   ?
      ?
          ?
            ?
              ?
                ?
                   ?
                     ?
                           ?
                             ?
                               ?
                                  t
                                    ?
                                      ?
```

Here each cell[i,j] represents if the transaction 'i' has item 'j' . Presence is represented as 't' and absence as '?'.

Rules:

Below Rules generated in the WEKA tool with given support and confidence.

```
Associator output
 === Associator model (full training set) ===
 Apriori
 ____
 Minimum support: 0.7 (511 instances)
 Minimum metric <confidence>: 0.9
 Number of cycles performed: 6
 Generated sets of large itemsets:
 Size of set of large itemsets L(1): 10
 Size of set of large itemsets L(2): 13
 Best rules found:
 2. 117=t 575 ==> 143=t 529 <conf:(0.92)> lift:(1.07) lev:(0.05) [35] conv:(1.74)
 4. 35=t 595 ==> 253=t 541 <conf:(0.91)> lift:(1) lev:(-0) [0] conv:(0.98)
 5. 143=t 626 ==> 253=t 569 <conf:(0.91)> lift:(1) lev:(-0) [0] conv:(0.98)
  7. 117=t 575 ==> 253=t 519 <conf:(0.9)> lift:(0.99) lev:(-0.01) [-4] conv:(0.91)
 10. 26=t 601 ==> 17=t 541 <conf:(0.9)> lift:(1.01) lev:(0.01) [4] conv:(1.05)
```

FP-Growth Algorithm

Apriori Algorithm has slow performance and has below drawbacks

- At each step, candidate sets must be built.
- To build the candidate sets, the algorithm must repeatedly scan the database.

These two properties inevitably make the algorithm slower. To overcome these redundant steps, a new association-rule mining algorithm was developed named Frequent Pattern Growth Algorithm. It overcomes the disadvantages of the Apriori algorithm by storing all the transactions in a Tree Data Structure.

Rule generation using WEKA

Rules:

Below Rules generated in the WEKA tool with given support and confidence.

```
FPGrowth -P 2-I-1-N 10-T 0-C 0.9-D 0.05-U 1.0-M 0.1
      Associator output
 Stop
       === Run information ===
it-click f...
               weka.associations.FPGrowth -P 2 -I -1 -N 10 -T 0 -C 0.9 -D 0.05 -U 1.0 -M 0.1
oriori
       Scheme:
       Relation:
oriori
       Instances: 730
□Growth
       Attributes: 258
               [list of attributes omitted]
       === Associator model (full training set) ===
       FPGrowth found 10 rules (displaying top 10)
       1. [18=t]: 552 ==> [17=t]: 516 <conf:(0.93)> lift:(1.05) lev:(0.03) conv:(1.59)
       3. [26=t]: 601 ==> [253=t]: 548 <conf:(0.91)> lift:(1) lev:(0) conv:(1.01)
        4. [35=t]: 595 ==> [253=t]: 541 <conf:(0.91)> lift:(1) lev:(-0) conv:(0.98)
        10. [26=t]: 601 ==> [17=t]: 541 <conf:(0.9)> lift:(1.01) lev:(0.01) conv:(1.05)
```

Rule generation using implementation from scratch

FP growth Algorithm:

FP algorithm is implemented from scratch in python. Generated Condition FP trees using Bottom UP and Top Down approach:

Example 1:

Bottom up Approach:

```
Condtional FPTree Root on I1: ['Null 1', ['I2 2']]
Condtional FPTree Root on I4: ['Null 1', ['I3 3', ['I2 2']]]
Condtional FPTree Root on I3: ['Null 1', ['I2 2']]
```

Top Down Approach:

```
Condtional FPTree Root on I1: None
Condtional FPTree Root on I4: ['I1:1']
Condtional FPTree Root on I3: [['I1:1'], 'I4:2']
Condtional FPTree Root on I2: [[['I1:1'], 'I4:2'], 'I3:2', 'I1:1']
```

Example 2:

Bottom up Approach:

```
Condtional FPTree Root on I1:['Null 1', ['I2 2']]
Condtional FPTree Root on I4:['Null 1', ['I3 3', ['I2 2']]]
Condtional FPTree Root on I3:['Null 1', ['I2 2']]
```

Top Down Approach:

```
Condtional FPTree Root on I1: None Condtional FPTree Root on I4: ['I1:1']
```

```
Condtional FPTree Root on I3: [['I1:1'], 'I4:2']
Condtional FPTree Root on I2: [[['I1:1'], 'I4:2'], 'I3:2', 'I1:1']
```

Example 3:

Bottom up Approach:

```
Condtional FPTree Root on E: ['Null 1', ['A 2', ['D 2']]]
Condtional FPTree Root on D: ['Null 1', ['C 1'], ['A 2', ['C 1']]]
Condtional FPTree Root on C: ['Null 1', ['B 1'], ['A 2', ['B 1']]]
Condtional FPTree Root on B: ['Null 1', ['A 2']]
```

Top Down Approach:

```
Condtional FPTree Root on E: None
Condtional FPTree Root on D: ['E:1']
Condtional FPTree Root on C: [['E:1'], 'D:1']
Condtional FPTree Root on B: ['C:1']
Condtional FPTree Root on A: [['E:1'], 'D:1', [['E:1'], 'D:1'], 'C:1', ['C:1'], 'B:2']
```

Optimization and Comparison of performance:

Below is the approach followed in implementation of Fp-growth algorithm Traditional one (Bottom up approach):

- 1: Find the ordered frequent items. For items with the same frequency, order is given based on the alphabetical order.
- 2: Develop the FP-tree from the above data
- 3: From FP-tree, deduce the FP-conditional tree for each item
- 4: Identify the frequent patterns

In top bottom approach: Traversed the item from top to bottom (until leaf node). For finding the Conditional FP patterns, we need to traverse the tree for all its children from top to bottom for each branch. Also, while developing FP tree, each node is linked to its another instance if they are placed in another branch. So, for traversing the children, multiple branches are traversed and selected only required items, whereas from Bottom to Top approach, where we do traverse from leaf to root, only one time traversal is fine.

Bonus

This part is implemented using library. For detailed steps refer bonus_using_library.py

```
In [12]: runfile('F:/DA/bonus.py', wdir='F:/DA')
     12
            13
                  14
                         11
                                12
                                      13
                       True False False
   True
          True
                 True
   True False True
                       True False False
   True False False True False False
          True True False
  False
                              True False
          True False False
  False
                              True False
                True False False
  False False
  False False
                 True False
                              True False
Time to find frequent itemset
--- 0.00400233268737793 seconds ---
[0.71428571 0.42857143 0.14285714 0.28571429]
Time to find Close frequent itemset
--- 0.003999233245849609 seconds ---
Time to find Max frequent itemset
-- 0.004000186920166016 seconds
```

Comparative case study

We used SIGN.txt from SPFM library to compare the timing using Apriori and FP_Growth algorithms.

Below table indicates the result at various support and confidence levels. Results of the experiments are attached in SIGN_Timings.txt

Data	Algorithm	support	confidenence	
SIGN.TXT	Apriori	25	60	543 ms
	FP_Growth	25	60	1156 ms
	Apriori	50	50	55 ms
	FP_Growth	50		29 ms
	Apriori	60	60	16 ms
	FP_Growth	60		41 ms
	Apriori	75	75	8 ms
	FP_Growth	75	75	10 ms

Results of the experiments are attached in Mushroom_Timings.txt . In this case FP _Growth is faster than Apriori.

Mushroom.TXT	Apriori	60	60	60 ms
	FP_Growth	60	60	48 ms
	Apriori	40	70	129 ms
	FP_Growth	40	70	58 ms
	Apriori	20	40	13634 ms
	FP_Growth	20	40	86 ms

Results of the experiments are attached in chess_Timings.txt . In this case FP_Growth is faster than Apriori by 1000x times.

Chess.TXT	Apriori	80	40 2024 ms
	FP_Growth	80	40 41 ms
	Apriori	75	50 4934 ms
	FP_Growth	75	50 47 ms
	Apriori	75	50 4934 ms
	FP_Growth	75	50 47 ms