Business Data Analytics
Lecture: Association Rules

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Adapted From: Pang-Ning Tan, Steinbach, Kumar

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

Market-Basket transactions

TID	*Items*
1	Bread, Milk
2	Bread, Diaper, Beer, Eggs
3	Milk, Diaper, Beer, Coke
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Example of Association Rules

{Diaper} → {Beer},
{Milk, Bread} → {Eggs,Coke},
{Beer, Bread} → {Milk},

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Example of Association Rules

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{Milk, Bread} → {Eggs,Coke},
{Beer, Bread} → {Milk},

Implication means co-occurrence, not causality!

Frequent Itemset

- **Itemset**
  - A collection of one or more items
    - Example: {Milk, Bread, Diaper}
  - k-itemset
    - An itemset that contains k items

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  - E.g. σ({Milk, Bread,Diaper}) = 2

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- **Support**
  - Fraction of transactions that contain an itemset
  - E.g. s({Milk, Bread, Diaper}) = 2/5
- **Frequent Itemset**
  - An itemset whose support is greater than or equal to a *minsup* threshold

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Association Rule

- **Association Rule**
  - An implication expression of the form $X \rightarrow Y$, where X and Y are itemsets
  - Example:
    {Milk, Diaper} $\rightarrow$ {Beer}

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- **Rule Evaluation Metrics**
  - Support (s)
    - Fraction of transactions that contain both X and Y
  - Confidence (c)
    - Measures how often items in Y appear in transactions that contain X

Example:

$$\{\text{Milk}, \text{Diaper}\} \Rightarrow \text{Beer}$$

$$s = \frac{\sigma(\text{Milk}, \text{Diaper}, \text{Beer})}{|\text{T}|} = \frac{2}{5} = 0.4$$

$$c = \frac{\sigma(\text{Milk}, \text{Diaper}, \text{Beer})}{\sigma(\text{Milk}, \text{Diaper})} = \frac{2}{3} = 0.67$$

Association Rule Mining

- Given a set of transactions T, the goal of association rule mining is to find all rules having
  - support ≥ *minsup* threshold
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- 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

  ⇒ Computationally prohibitive!

Mining Association Rules

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Example of Rules:

{Milk,Diaper} → {Beer} (s=0.4, c=0.67)
{Milk,Beer} → {Diaper} (s=0.4, c=1.0)
{Diaper,Beer} → {Milk} (s=0.4, c=0.67)
{Beer} → {Milk,Diaper} (s=0.4, c=0.67)
{Diaper} → {Milk,Beer} (s=0.4, c=0.5)
{Milk} → {Diaper,Beer} (s=0.4, c=0.5)

Mining Association Rules

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{Beer} → {Milk,Diaper} (s=0.4, c=0.67)
{Diaper} → {Milk,Beer} (s=0.4, c=0.5)
{Milk} → {Diaper,Beer} (s=0.4, c=0.5)

Observations:

- All the above rules are binary partitions of the same itemset:
  {Milk, Diaper, Beer}

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{Milk} → {Diaper,Beer} (s=0.4, c=0.5)

Observations:

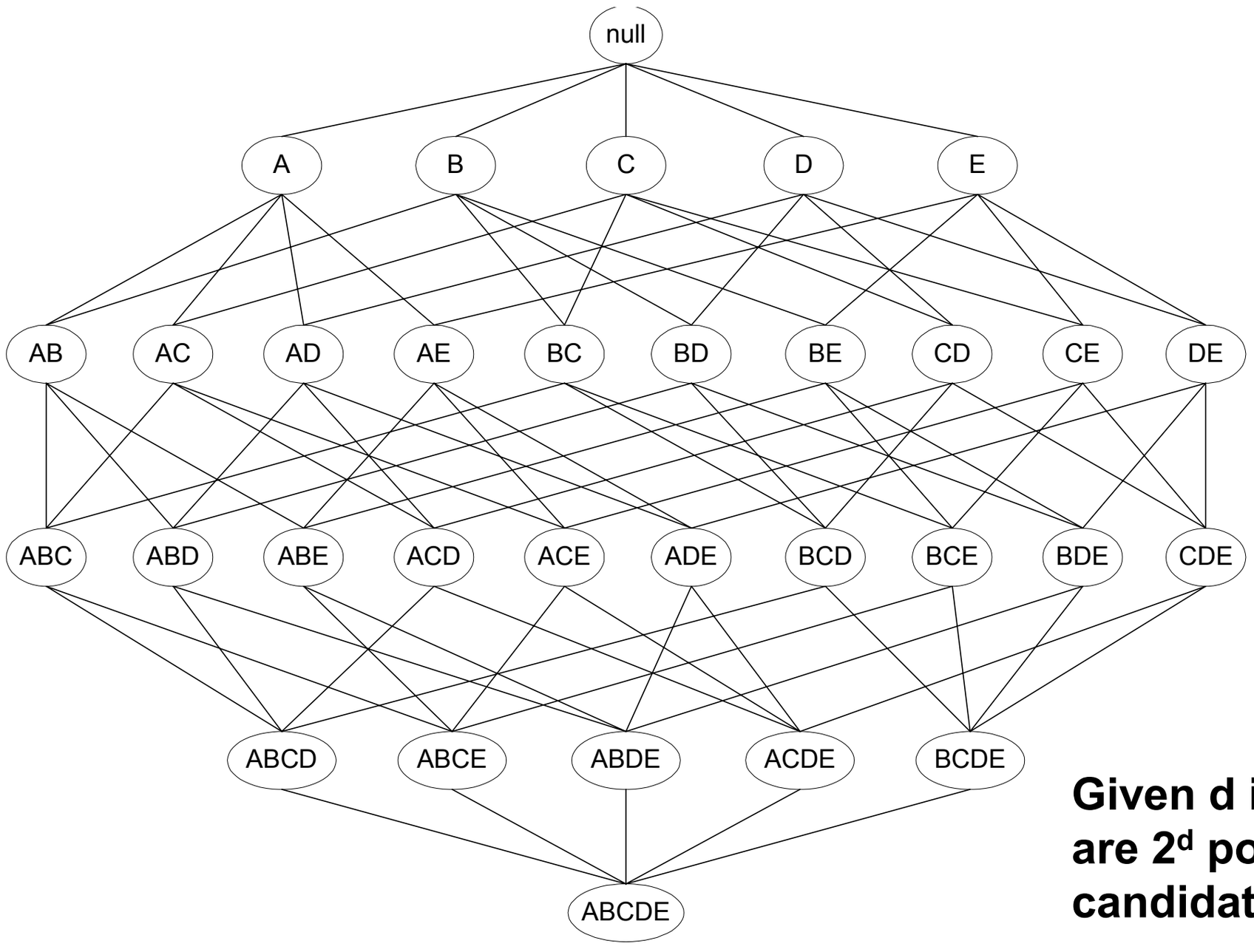
- All the above rules are binary partitions of the same itemset:
  {Milk, Diaper, Beer}
- Rules originating from the same itemset have identical support but can have different confidence
- Thus, we may decouple the support and confidence requirements

Mining Association Rules

- Two-step approach:
  1. Frequent Itemset Generation
     - Generate all itemsets whose support ≥ minsup
  2. Rule Generation
     - Generate high confidence rules from each frequent itemset, where each rule is a binary partitioning of a frequent itemset

- Frequent itemset generation is still computationally expensive

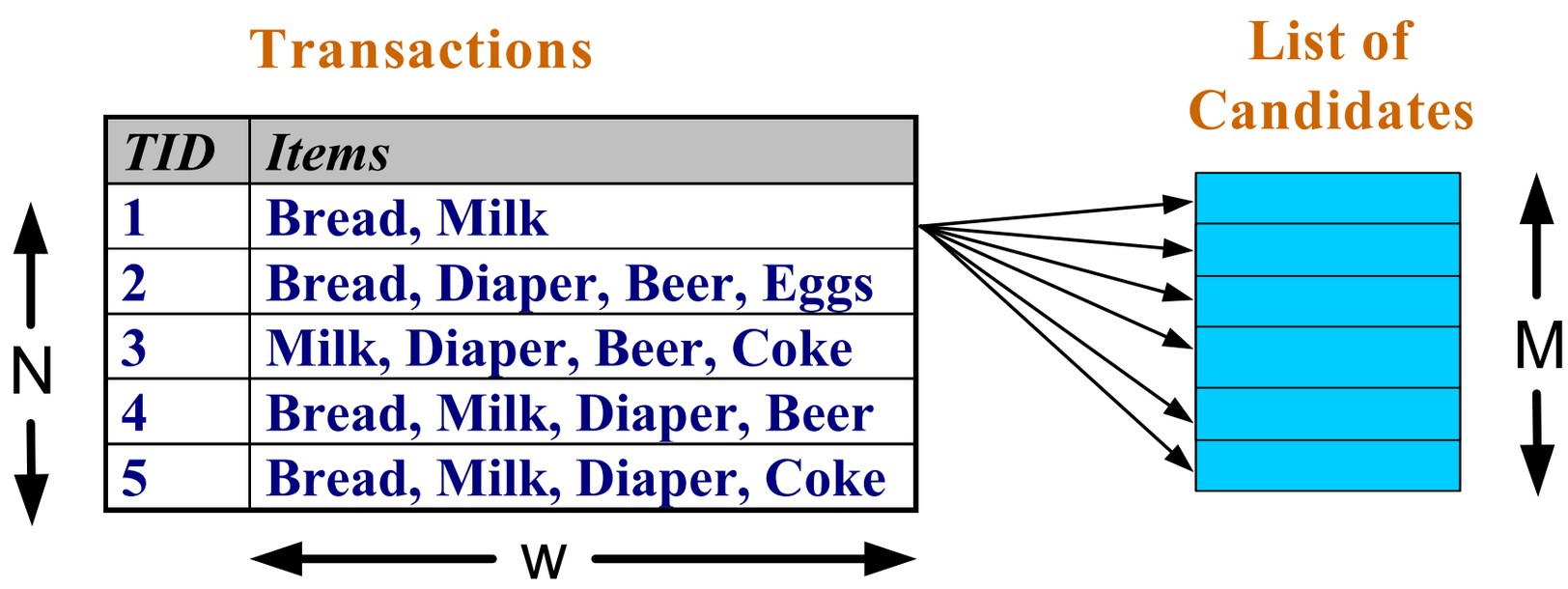
Frequent Itemset Generation



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

Frequent Itemset Generation

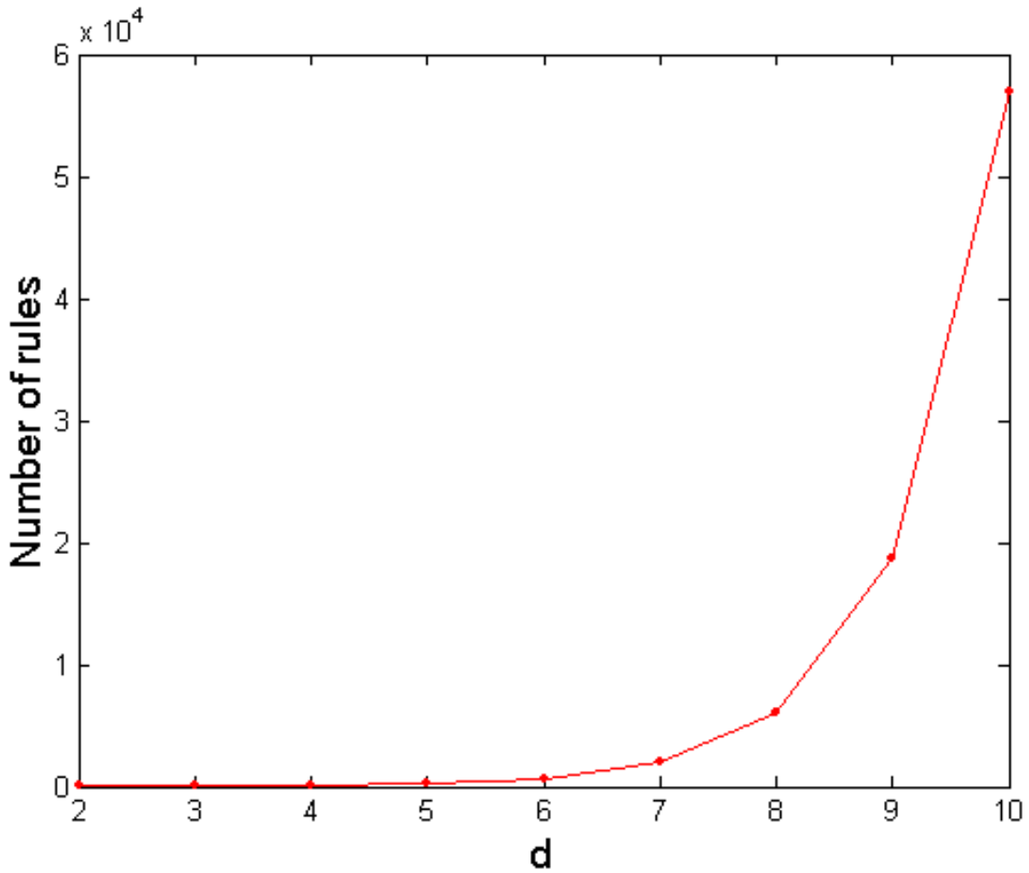
- Brute-force approach:
  - Each itemset in the lattice is a candidate frequent itemset
  - Count the support of each candidate by scanning the database



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

Computational Complexity

- Given d unique items:
  - Total number of itemsets = 2^d
  - Total number of possible association rules:



$$R = \sum_{k=1}^{d-1}\left[\binom{d}{k} \times \sum_{j=1}^{d-k}\binom{d-k}{j}\right]$$

$$= 3^d - 2^{d+1} + 1$$

If d=6, R = 602 rules

Frequent Itemset Generation Strategy: Reducing Number of Candidates

- Apriori principle:
  - If an itemset is frequent, then all of its subsets must also be frequent

Reducing Number of Candidates

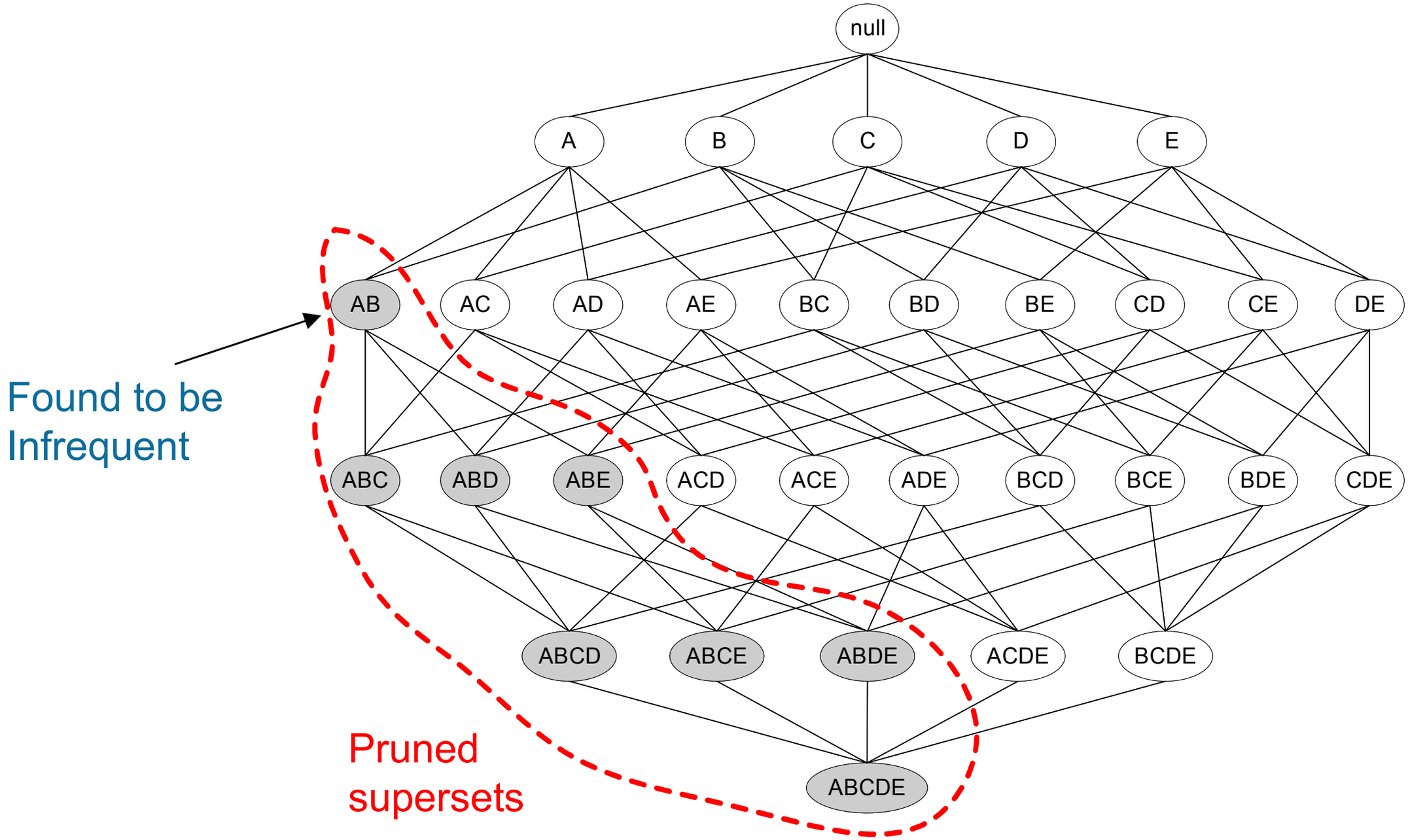
- Apriori principle:
  - If an itemset is frequent, then all of its subsets must also be frequent

- 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



Illustrating Apriori Principle

Item	Count
Bread	**4**
Coke	**2**
Milk	**4**
Beer	**3**
Diaper	**4**
Eggs	**1**

Items (1-itemsets)

Minimum Support = 3

Illustrating Apriori Principle

Item	Count
Bread	**4**
Coke	**2**
Milk	**4**
Beer	**3**
Diaper	**4**
Eggs	**1**

Items (1-itemsets)

Itemset	Count
{Bread,Milk}	**3**
{Bread,Beer}	**2**
{Bread,Diaper}	**3**
{Milk,Beer}	**2**
{Milk,Diaper}	**3**
{Beer,Diaper}	**3**

Pairs (2-itemsets)

(No need to generate candidates involving Coke or Eggs)

Minimum Support = 3

Illustrating Apriori Principle

Item	Count
Bread	**4**
Coke	**2**
Milk	**4**
Beer	**3**
Diaper	**4**
Eggs	**1**

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Itemset	Count
{Bread,Milk}	**3**
{Bread,Beer}	**2**
{Bread,Diaper}	**3**
{Milk,Beer}	**2**
{Milk,Diaper}	**3**
{Beer,Diaper}	**3**

Pairs (2-itemsets)

(No need to generate candidates involving Coke or Eggs)

Triplets (3-itemsets)

Itemset	Count
{Bread,Milk,Diaper}	**3**

Illustrating Apriori Principle

Item	Count
Bread	**4**
Coke	**2**
Milk	**4**
Beer	**3**
Diaper	**4**
Eggs	**1**

Items (1-itemsets)

Itemset	Count
{Bread,Milk}	**3**
{Bread,Beer}	**2**
{Bread,Diaper}	**3**
{Milk,Beer}	**2**
{Milk,Diaper}	**3**
{Beer,Diaper}	**3**

Pairs (2-itemsets)

(No need to generate candidates involving Coke or Eggs)

Minimum Support = 3

If every subset is considered,
$^{6}C_{1} + {}^{6}C_{2} + {}^{6}C_{3} = 41$
With support-based pruning,
6 + 6 + 1 = 13

Triplets (3-itemsets)

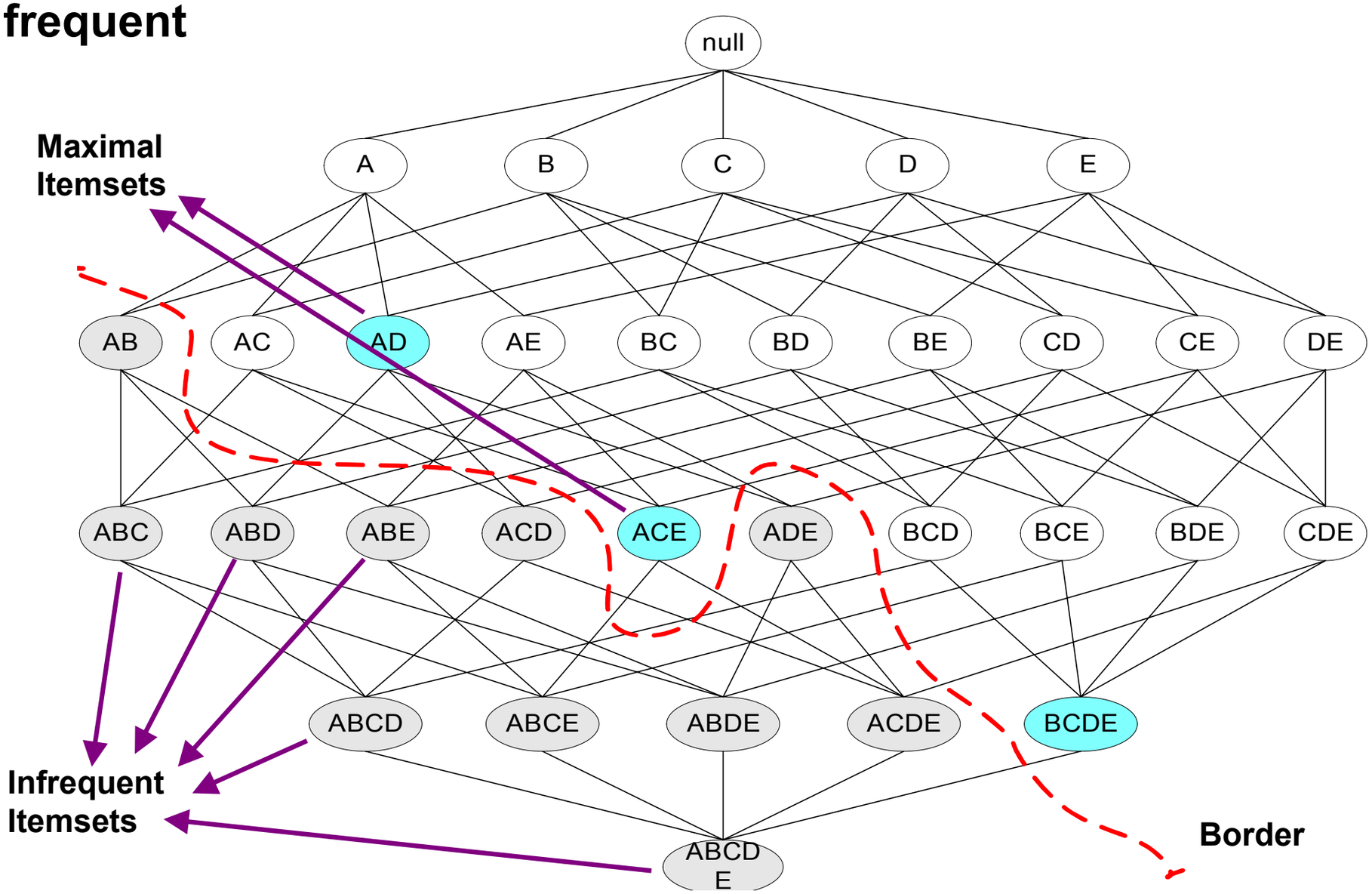
Itemset	Count
{Bread,Milk,Diaper}	**3**

Apriori Algorithm

- Method:
  - 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 DB
    - Eliminate candidates that are infrequent, leaving only those that are frequent

Maximal Frequent Itemset

An itemset is maximal frequent if none of its immediate supersets is frequent



Closed Itemset

- An itemset is closed if none of its immediate supersets has the same support as the itemset

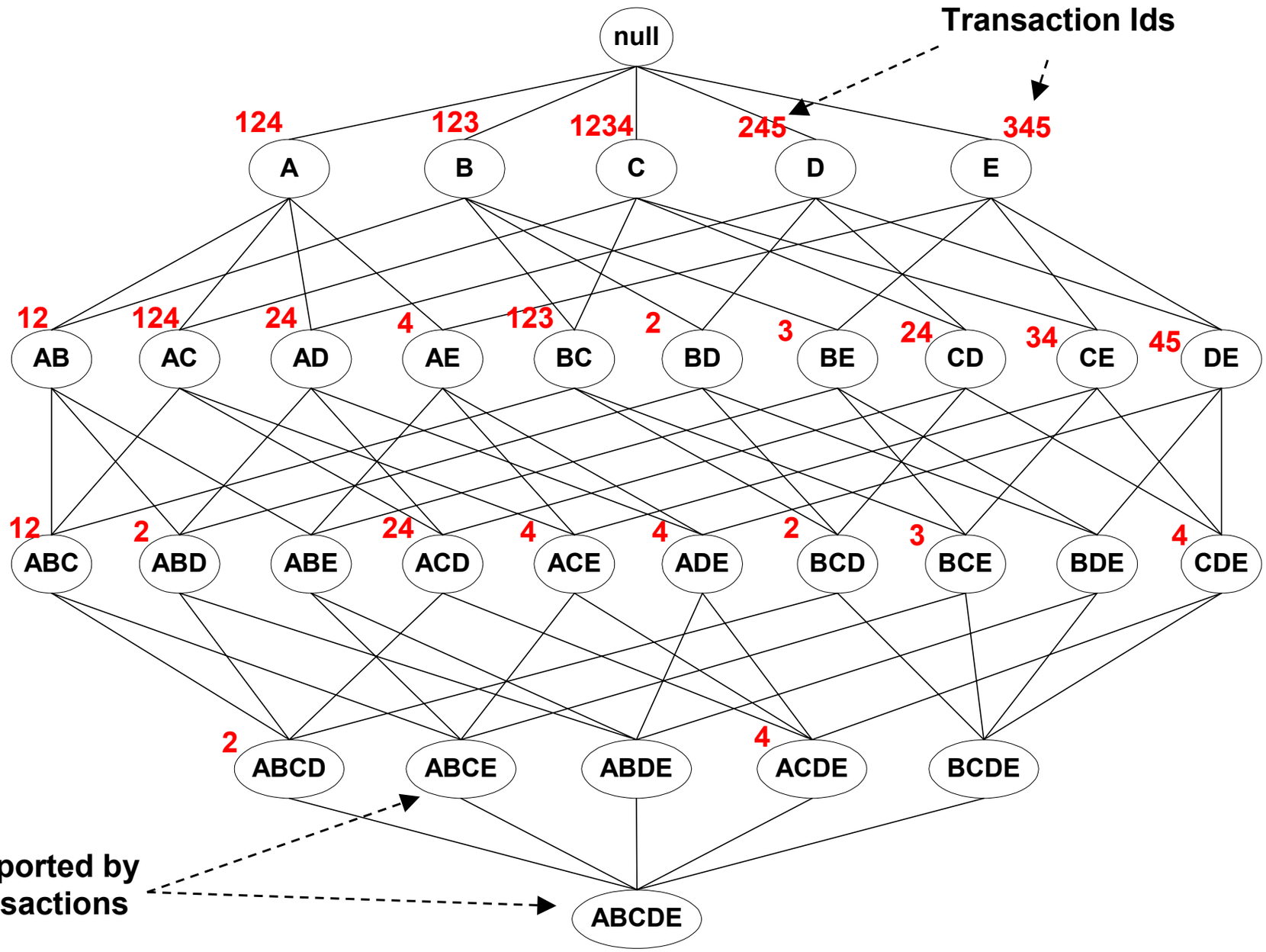
TID	Items
1	{A,B}
2	{B,C,D}
3	{A,B,C,D}
4	{A,B,D}
5	{A,B,C,D}

Itemset	Support
{A}	4
{B}	5
{C}	3
{D}	4
{A,B}	4
{A,C}	2
{A,D}	3
{B,C}	3
{B,D}	4
{C,D}	3

Itemset	Support
{A,B,C}	2
{A,B,D}	3
{A,C,D}	2
{B,C,D}	3
{A,B,C,D}	2

Example: Closed Itemsets

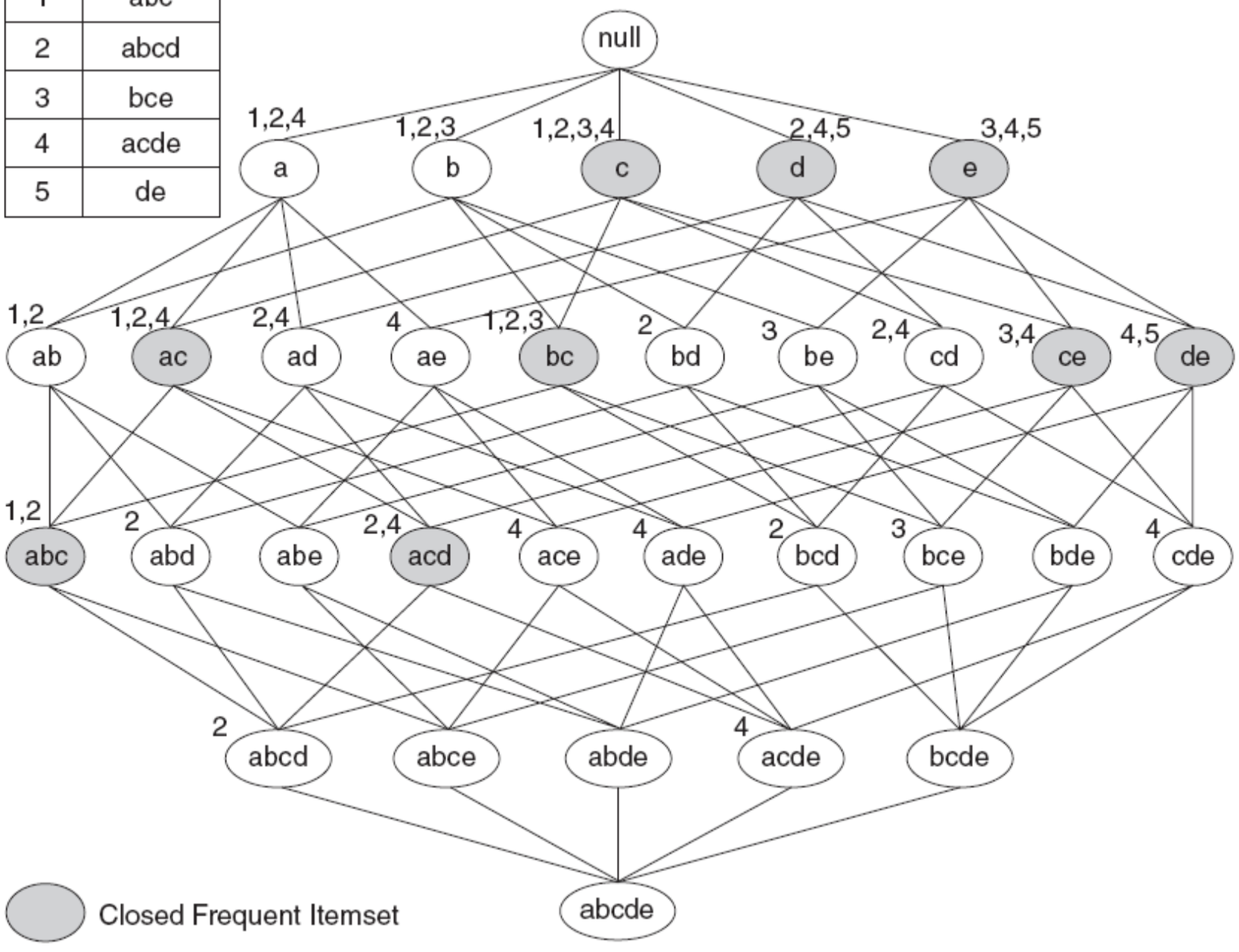
TID	Items
1	ABC
2	ABCD
3	BCE
4	ACDE
5	DE



Example: Closed Frequent Itemsets

TID	Items
1	abc
2	abcd
3	bce
4	acde
5	de

minsup = 40%



Maximal vs Closed Itemsets

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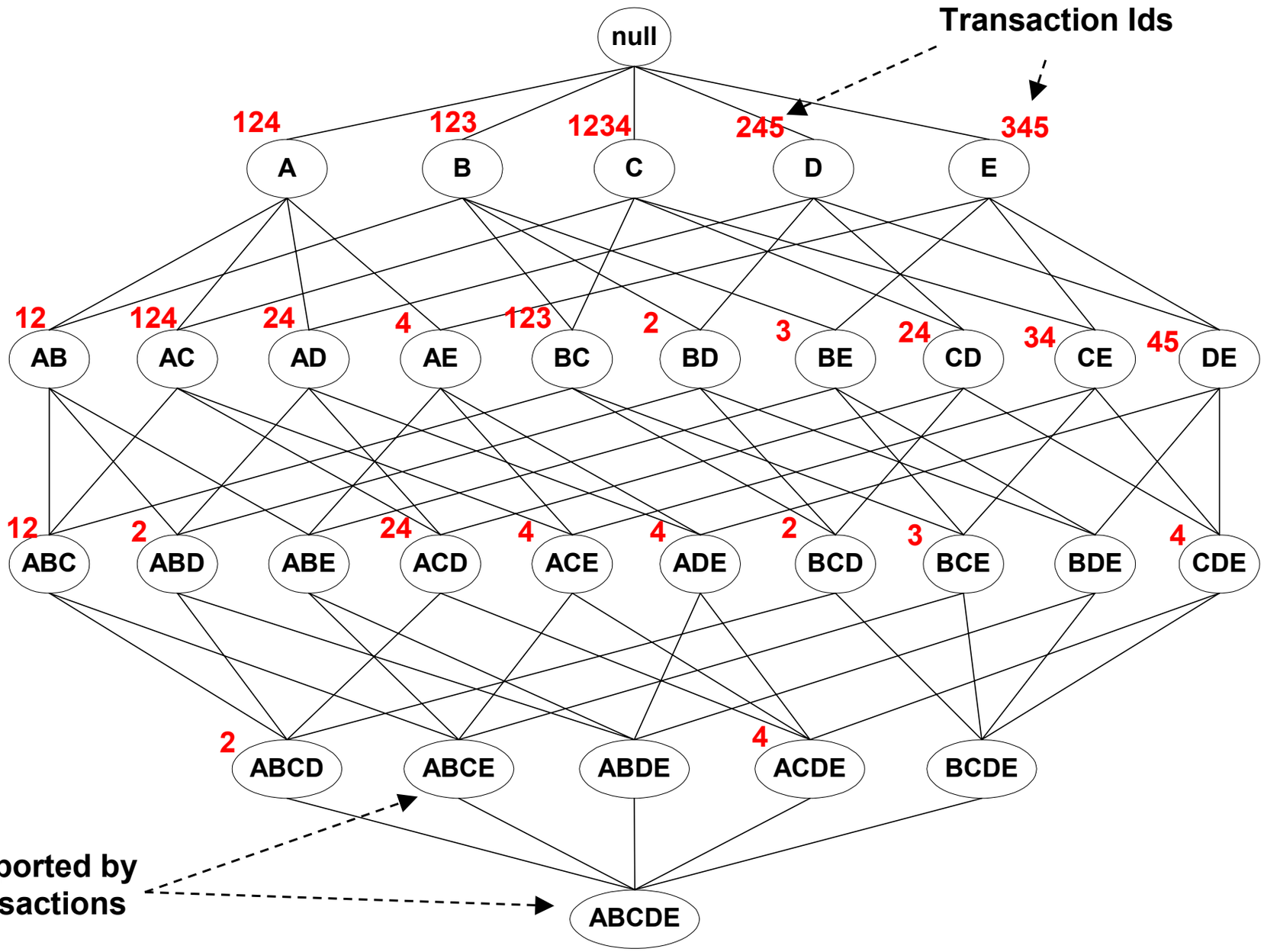

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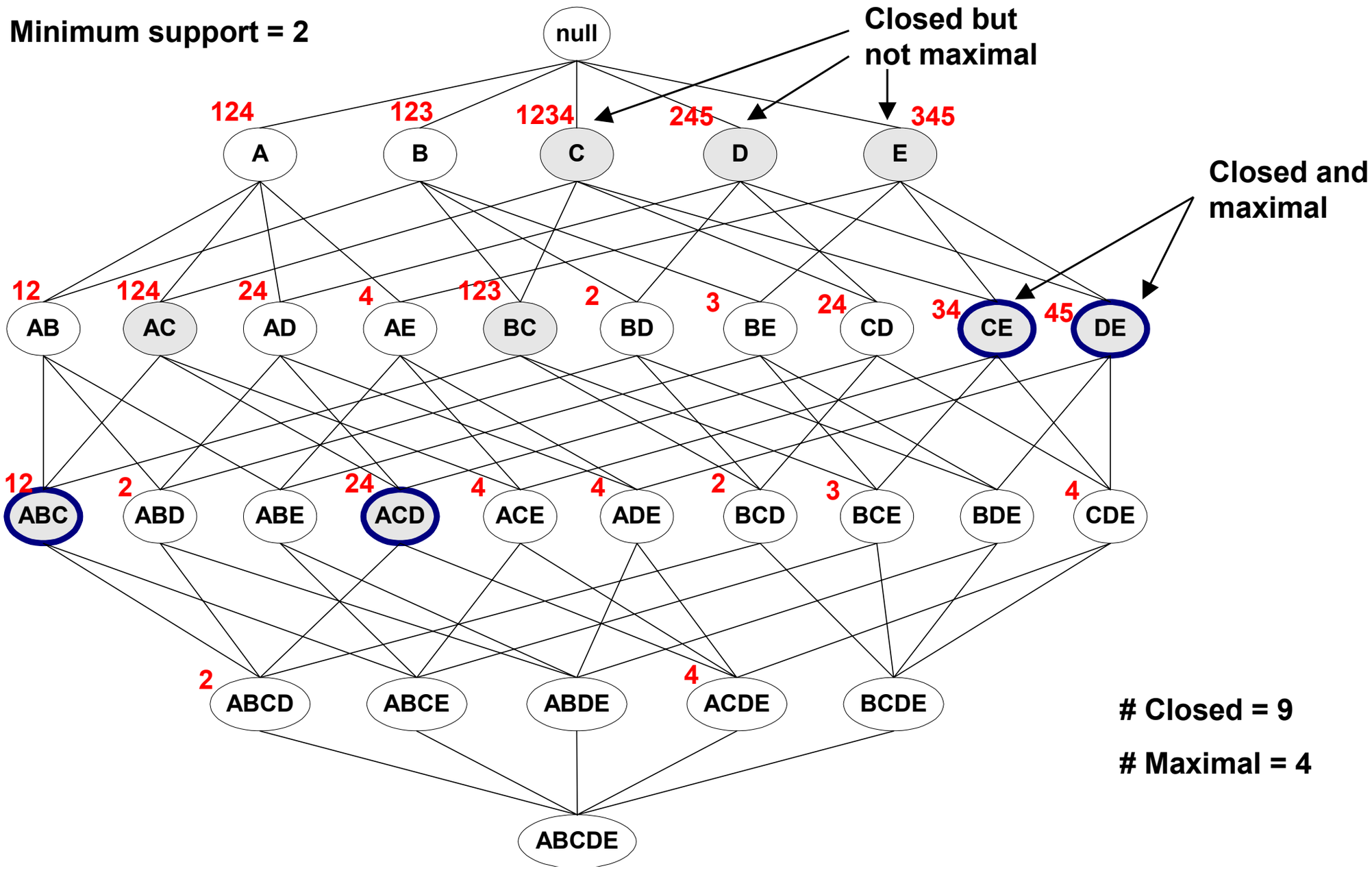
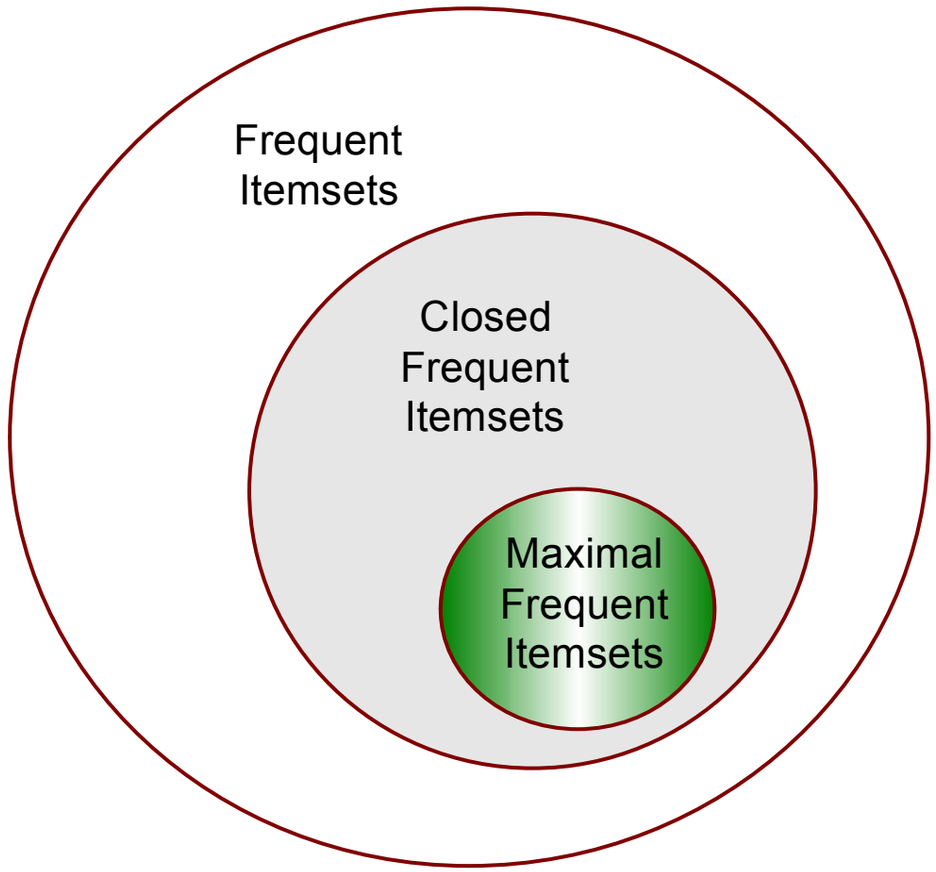


 # Closed = 9

 # Maximal = 4

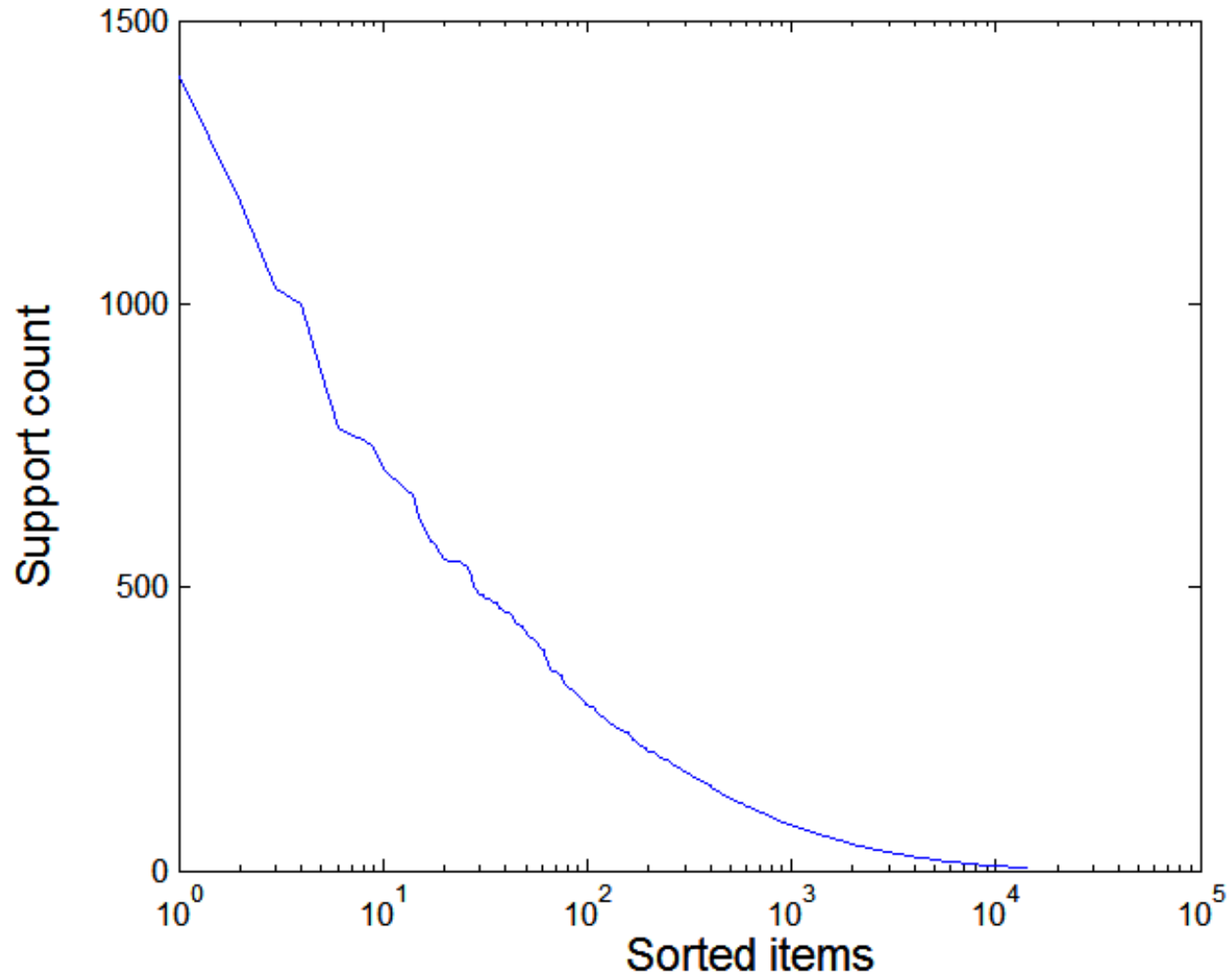
Maximal vs Closed Frequent Itemsets



Effect of Support Distribution

- Many real data sets have skewed support distribution

Support distribution of a retail data set



Effect of Support Distribution

- How to set the appropriate *minsup* threshold?
  - If *minsup* is set too high, we could miss itemsets involving interesting rare items (e.g., expensive products)

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Effect of Support Distribution

- How to set the appropriate *minsup* threshold?
  - 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
- Using a single minimum support threshold may not be effective

Multiple Minimum Support

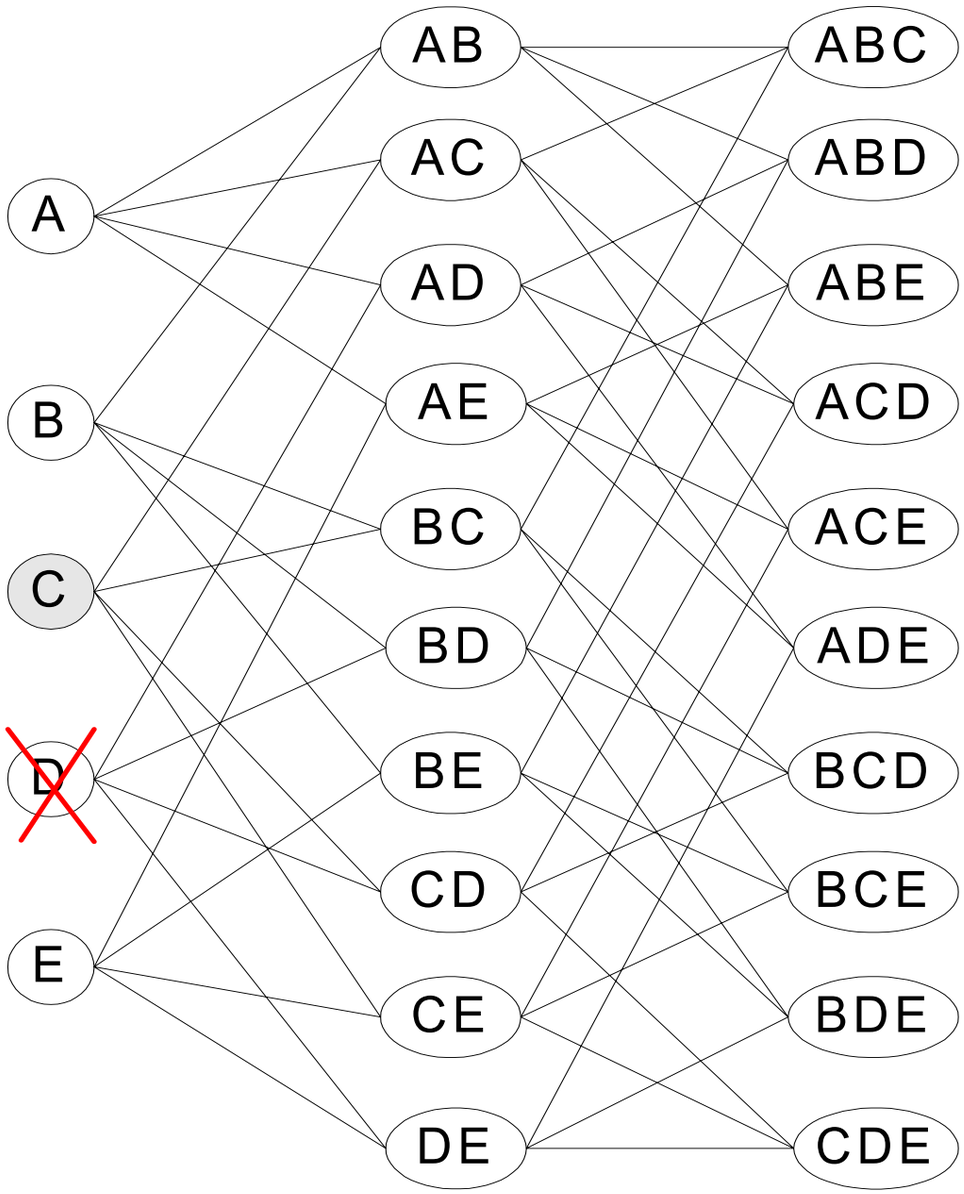
- How to apply multiple minimum supports?

Multiple Minimum Support

- How to apply multiple minimum supports?
  - MS(i): minimum support for item i
  - e.g.: MS(Milk)=5%, MS(Coke) = 3%,
    MS(Broccoli)=0.1%, MS(Salmon)=0.5%
  - MS({Milk, Broccoli}) = min (MS(Milk), MS(Broccoli))
    = 0.1%

Multiple Minimum Support

Item	MS(I)	Sup(I)
A	0.10%	0.25%
B	0.20%	0.26%
C	0.30%	0.29%
D	0.50%	0.05%
E	3%	4.20%



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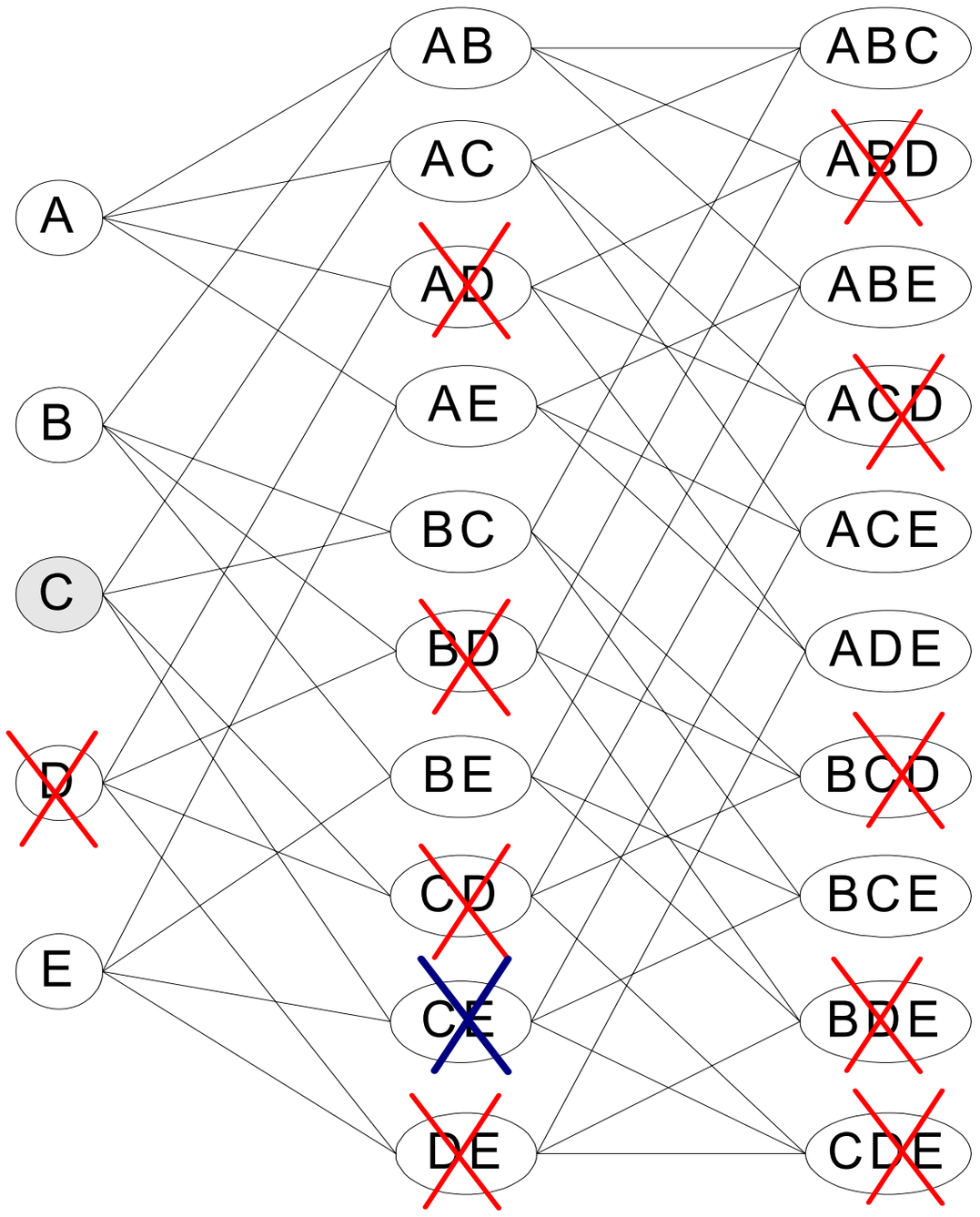


Support-based Pruning

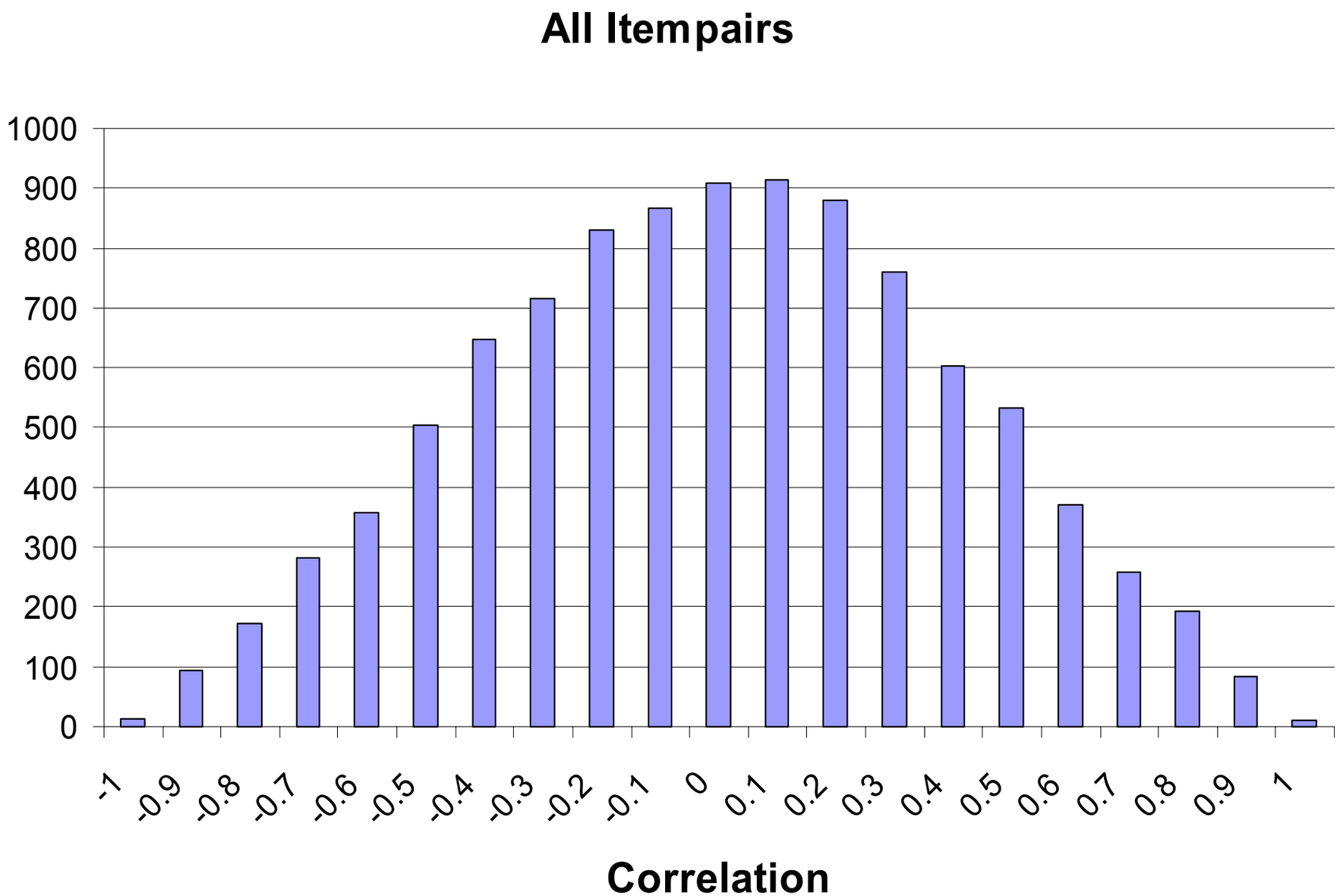
- Most of the association rule mining algorithms use support measure to prune rules and itemsets

Support-based Pruning

- Most of the association rule mining algorithms use support measure to prune rules and itemsets

- Study effect of support pruning on correlation of itemsets
  - Generate 10000 random contingency tables
  - Compute support and pairwise correlation for each table
  - Apply support-based pruning and examine the tables that are removed

Effect of Support Based Pruning



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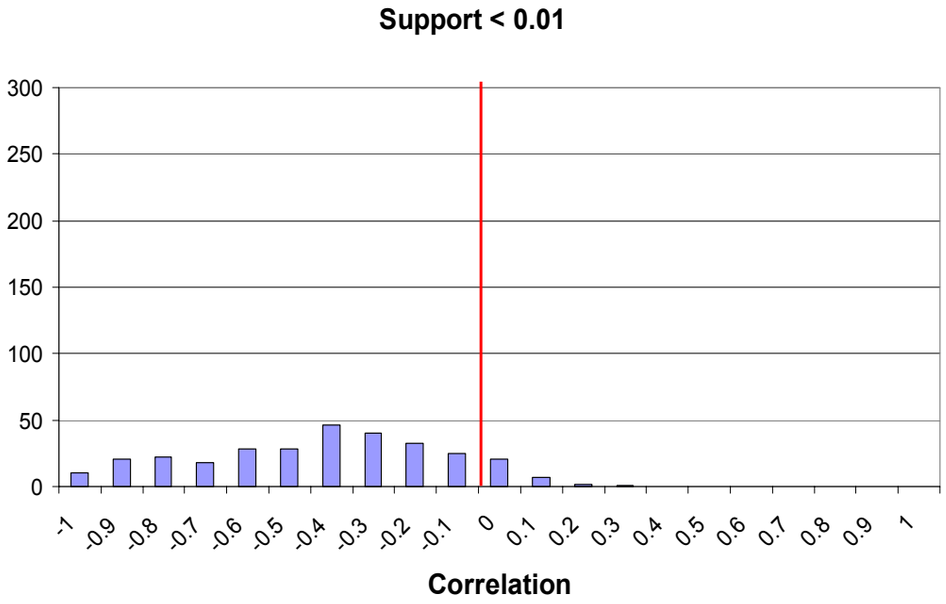
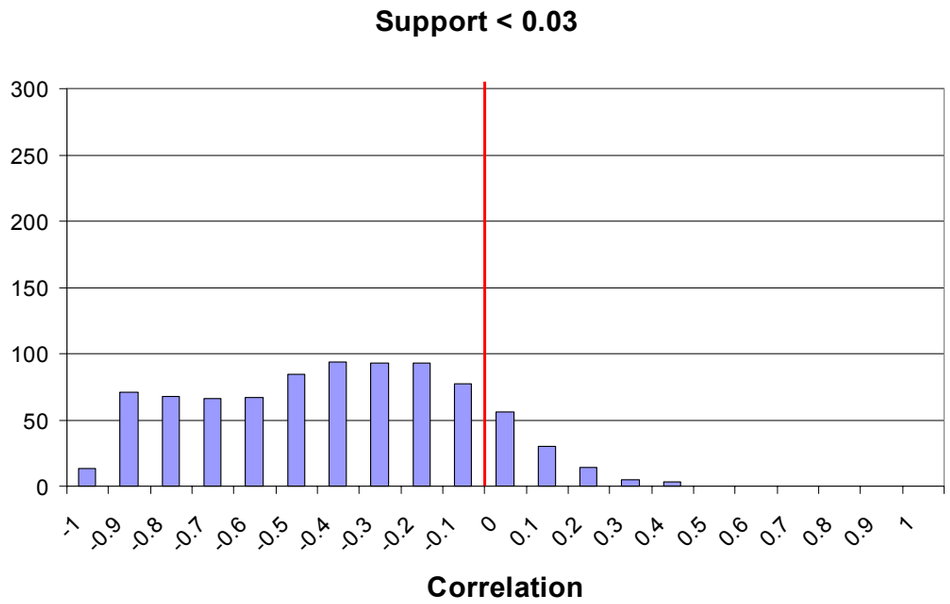
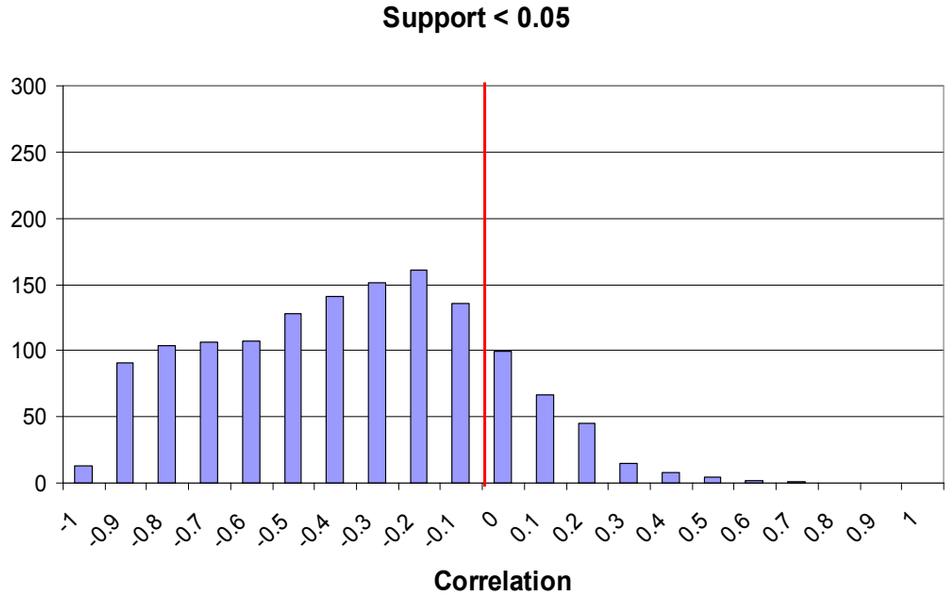




Support-based pruning eliminates mostly negatively correlated itemsets



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  1. Frequent Itemset Generation
     - Generate all itemsets whose support ≥ minsup
  2. Rule Generation
     - Generate high confidence rules from each frequent itemset, where each rule is a binary partitioning of a frequent itemset

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,		

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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 $\rightarrow \varnothing$ and $\varnothing \rightarrow$ L)

Rule Generation

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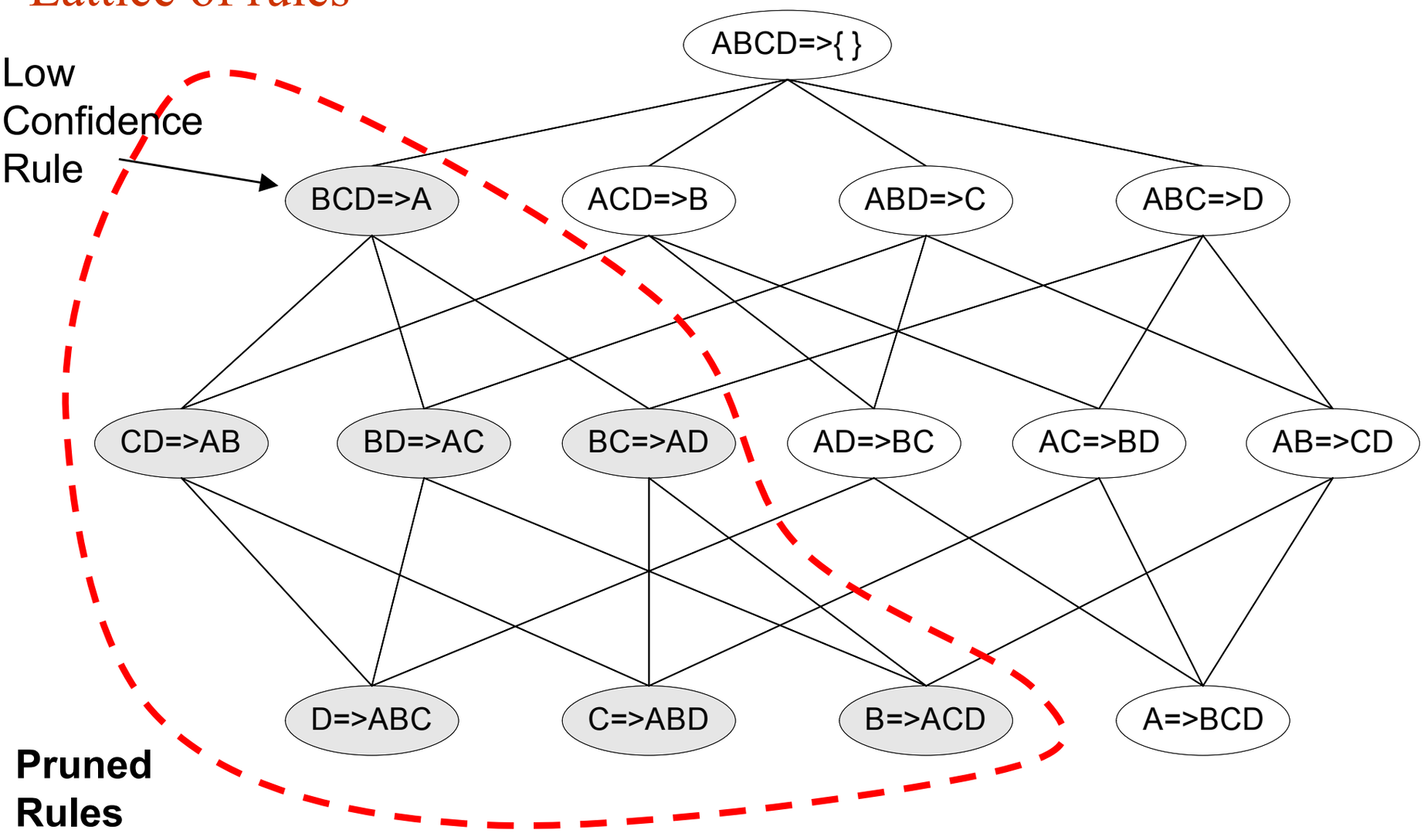
  - But confidence of rules generated from the same itemset has an anti-monotone property
  - e.g., L = {A,B,C,D}:

$$c(ABC \rightarrow D) \geq c(AB \rightarrow CD) \geq c(A \rightarrow BCD)$$

    - Confidence is anti-monotone w.r.t. number of items on the RHS of the rule

Rule Generation for Apriori Algorithm



Evaluating Generated Rules

- Association rule algorithms tend to produce too many rules
  - many of them are uninteresting or redundant
  - Redundant if {A,B,C} → {D} and {A,B} → {D} have same support & confidence
- Interestingness measures can be used to prune/rank the derived patterns
- In the original formulation of association rules, support & confidence are the only measures used

Computing Interestingness Measure

- Given a rule $X \rightarrow Y$, information needed to compute rule interestingness can be obtained from a contingency table

Contingency table for $X \rightarrow Y$

	Y	$\overline{Y}$	
X	f_{11}	f_{10}	f_{1+}
$\overline{X}$	f_{01}	f_{00}	f_{o+}
	f_{+1}	f_{+0}	|T|

f_{11}: support of X and Y
f_{10}: support of X and $\overline{Y}$
f_{01}: support of $\overline{X}$ and Y
f_{00}: support of $\overline{X}$ and $\overline{Y}$

Used to define various measures

- support, confidence, lift, Gini, J-measure, etc.

Drawback of Confidence

	Coffee	$\overline{\text{Coffee}}$	
Tea	15	5	20
$\overline{\text{Tea}}$	75	5	80
	90	10	100

Association Rule: Tea $\rightarrow$ Coffee

Confidence= P(Coffee|Tea) =

Drawback of Confidence

	Coffee	$\overline{\text{Coffee}}$	
Tea	15	5	20
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	90	10	100

Association Rule: Tea $\rightarrow$ Coffee

Confidence= P(Coffee|Tea) = 0.75

Drawback of Confidence

	Coffee	$\overline{\text{Coffee}}$	
Tea	15	5	20
$\overline{\text{Tea}}$	75	5	80
	90	10	100

Association Rule: Tea $\rightarrow$ Coffee

Confidence= P(Coffee|Tea) = 0.75

but P(Coffee) = 0.9

$\Rightarrow$ Although confidence is high, rule is misleading

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$\Rightarrow$ P(Coffee|$\overline{\text{Tea}}$) = 0.9375

Statistical Measures

- Measures that take into account statistical dependence

$$Lift = \frac{P(Y \mid X)}{P(Y)} = \frac{\text{conf.}(X \rightarrow Y)}{\text{supp.}(Y)}$$

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(Same as “Lift” for the binary vars. that occur in transaction database)

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$$PS = P(X,Y) - P(X)P(Y)$$

$$\phi - coefficient = \frac{P(X,Y) - P(X)P(Y)}{\sqrt{P(X)[1-P(X)]P(Y)[1-P(Y)]}}$$

Example: Lift/Interest

	Coffee	$\overline{\text{Coffee}}$	
Tea	15	5	20
$\overline{\text{Tea}}$	75	5	80
	90	10	100

Association Rule: Tea $\rightarrow$ Coffee

Confidence= P(Coffee|Tea) = 0.75

but P(Coffee) = 0.9

$\Rightarrow$ Lift = 0.75/0.9= 0.8333

Drawback of Lift/Interest

	Y	$\bar{Y}$	
X	10	0	10
$\bar{X}$	0	90	90
	10	90	100

$$Lift = \frac{0.1}{(0.1)(0.1)} = 10$$

	Y	$\bar{Y}$	
X	90	0	90
$\bar{X}$	0	10	10
	90	10	100

$$Lift = \frac{0.9}{(0.9)(0.9)} = 1.11$$

Statistical independence:

If P(X,Y)=P(X)P(Y) => Lift = 1

Comparing Different Measures

10 examples of contingency tables:

Example	f_{11}	f_{10}	f_{01}	f_{00}
E1	8123	83	424	1370
E2	8330	2	622	1046
E3	9481	94	127	298
E4	3954	3080	5	2961
E5	2886	1363	1320	4431
E6	1500	2000	500	6000
E7	4000	2000	1000	3000
E8	4000	2000	2000	2000
E9	1720	7121	5	1154
E10	61	2483	4	7452

Rankings of contingency tables using various measures:

#	ϕ	λ	α	Q	Y	κ	M	J	G	s	c	L	V	I	IS	PS	F	AV	S	ζ	K
E1	1	1	3	3	3	1	2	2	1	3	5	5	4	6	2	2	4	6	1	2	5
E2	2	2	1	1	1	2	1	3	2	2	1	1	1	8	3	5	1	8	2	3	6
E3	3	3	4	4	4	3	3	8	7	1	4	4	6	10	1	8	6	10	3	1	10
E4	4	7	2	2	2	5	4	1	3	6	2	2	2	4	4	1	2	3	4	5	1
E5	5	4	8	8	8	4	7	5	4	7	9	9	9	3	6	3	9	4	5	6	3
E6	6	6	7	7	7	7	6	4	6	9	8	8	7	2	8	6	7	2	7	8	2
E7	7	5	9	9	9	6	8	6	5	4	7	7	8	5	5	4	8	5	6	4	4
E8	8	9	10	10	10	8	10	10	8	4	10	10	10	9	7	7	10	9	8	7	9
E9	9	9	5	5	5	9	9	7	9	8	3	3	3	7	9	9	3	7	9	9	8
E10	10	8	6	6	6	10	5	9	10	10	6	6	5	1	10	10	5	1	10	10	7

Mo measures Mo problems

There are lots of measures proposed in the literature

Some measures are good for certain applications, but not for others

What criteria should we use to determine whether a measure is good or bad?

#	Measure	Formula
1	ϕ-coefficient	$\frac{P(A,B)-P(A)P(B)}{\sqrt{P(A)P(B)(1-P(A))(1-P(B))}}$
2	Goodman-Kruskal's (λ)	$\frac{\sum_j \max_k P(A_j,B_k)+\sum_k \max_j P(A_j,B_k)-\max_j P(A_j)-max_k P(B_k)}{2-\max_j P(A_j)-\max_k P(B_k)}$
3	Odds ratio (α)	$\frac{P(A,B)P(\overline{A},\overline{B})}{P(A,\overline{B})P(\overline{A},B)}$
4	Yule's Q	$\frac{P(A,B)P(\overline{A}\overline{B})-P(A,\overline{B})P(\overline{A},B)}{P(A,B)P(\overline{A}\overline{B})+P(A,\overline{B})P(\overline{A},B)} = \frac{\alpha-1}{\alpha+1}$
5	Yule's Y	$\frac{\sqrt{P(A,B)P(\overline{A}\overline{B})}-\sqrt{P(A,\overline{B})P(\overline{A},B)}}{\sqrt{P(A,B)P(\overline{A}\overline{B})}+\sqrt{P(A,\overline{B})P(\overline{A},B)}} = \frac{\sqrt{\alpha}-1}{\sqrt{\alpha}+1}$
6	Kappa (κ)	$\frac{P(A,B)+P(\overline{A},\overline{B})-P(A)P(B)-P(\overline{A})P(\overline{B})}{1-P(A)P(B)-P(\overline{A})P(\overline{B})}$
7	Mutual Information (M)	$\frac{\sum_i \sum_j P(A_i,B_j)\log \frac{P(A_i,B_j)}{P(A_i)P(B_j)}}{\min(-\sum_i P(A_i)\log P(A_i), -\sum_j P(B_j)\log P(B_j))}$
8	J-Measure (J)	$\max\left(P(A,B)\log(\frac{P(B\|A)}{P(B)}) + P(A\overline{B})\log(\frac{P(\overline{B}\|A)}{P(\overline{B})}),\right.$ $\left. P(A,B)\log(\frac{P(A\|B)}{P(A)}) + P(\overline{A}B)\log(\frac{P(\overline{A}\|B)}{P(\overline{A})})\right)$
9	Gini index (G)	$\max\Big(P(A)[P(B\|A)^2+P(\overline{B}\|A)^2]+P(\overline{A})[P(B\|\overline{A})^2+P(\overline{B}\|\overline{A})^2]$ $-P(B)^2-P(\overline{B})^2,$ $P(B)[P(A\|B)^2+P(\overline{A}\|B)^2]+P(\overline{B})[P(A\|\overline{B})^2+P(\overline{A}\|\overline{B})^2]$ $-P(A)^2-P(\overline{A})^2\Big)$
10	Support (s)	$P(A,B)$
11	Confidence (c)	$\max(P(B\|A), P(A\|B))$
12	Laplace (L)	$\max\left(\frac{NP(A,B)+1}{NP(A)+2}, \frac{NP(A,B)+1}{NP(B)+2}\right)$
13	Conviction (V)	$\max\left(\frac{P(A)P(\overline{B})}{P(A\overline{B})}, \frac{P(B)P(\overline{A})}{P(B\overline{A})}\right)$
14	Interest (I)	$\frac{P(A,B)}{P(A)P(B)}$
15	cosine (IS)	$\frac{P(A,B)}{\sqrt{P(A)P(B)}}$
16	Piatetsky-Shapiro's (PS)	$P(A,B)-P(A)P(B)$
17	Certainty factor (F)	$\max\left(\frac{P(B\|A)-P(B)}{1-P(B)}, \frac{P(A\|B)-P(A)}{1-P(A)}\right)$
18	Added Value (AV)	$\max(P(B\|A)-P(B), P(A\|B)-P(A))$
19	Collective strength (S)	$\frac{P(A,B)+P(\overline{A}\overline{B})}{P(A)P(B)+P(\overline{A})P(\overline{B})} \times \frac{1-P(A)P(B)-P(\overline{A})P(\overline{B})}{1-P(A,B)-P(\overline{A}\overline{B})}$
20	Jaccard (ζ)	$\frac{P(A,B)}{P(A)+P(B)-P(A,B)}$
21	Klosgen (K)	$\sqrt{P(A,B)}\max(P(B\|A)-P(B), P(A\|B)-P(A))$

Subjective Interestingness Measure

- Objective measure:
  - Rank patterns based on statistics computed from data
  - e.g., 21 measures of association (support, confidence, Laplace, Gini, mutual information, Jaccard, etc).

- Subjective measure:
  - Rank patterns according to user's interpretation
    - A pattern is subjectively interesting if it contradicts the expectation of a user (Silberschatz & Tuzhilin)
    - A pattern is subjectively interesting if it is actionable (Silberschatz & Tuzhilin)