

# Pattern-Based Classification: A Unifying Perspective

LeGo

Slovenia, Bled 2009

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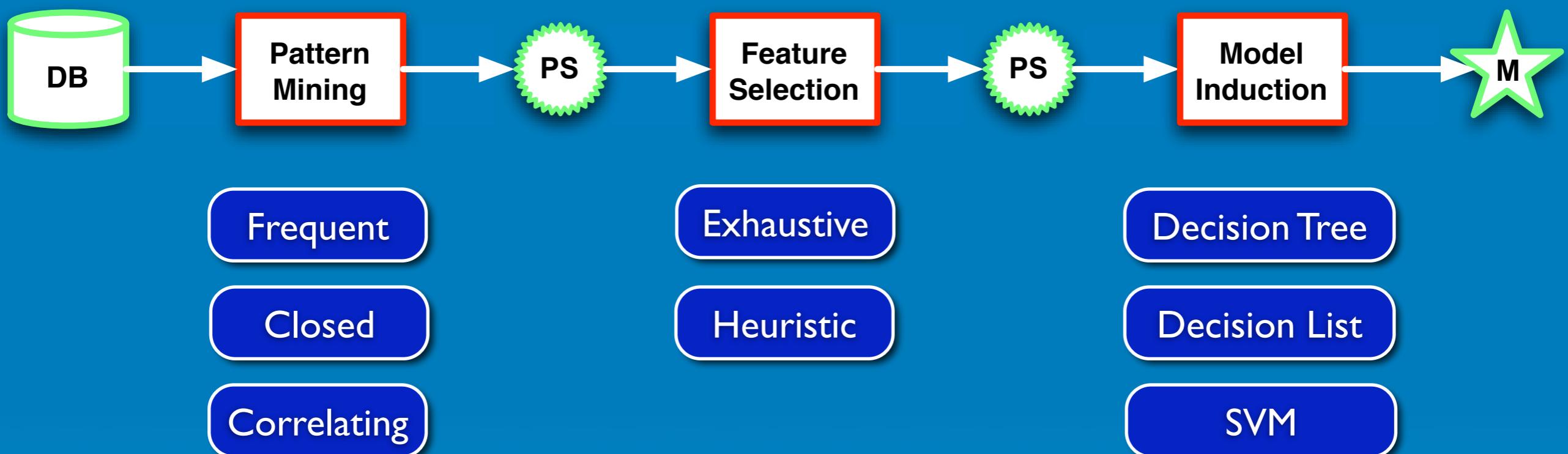
# Observations

## The LeGo schema

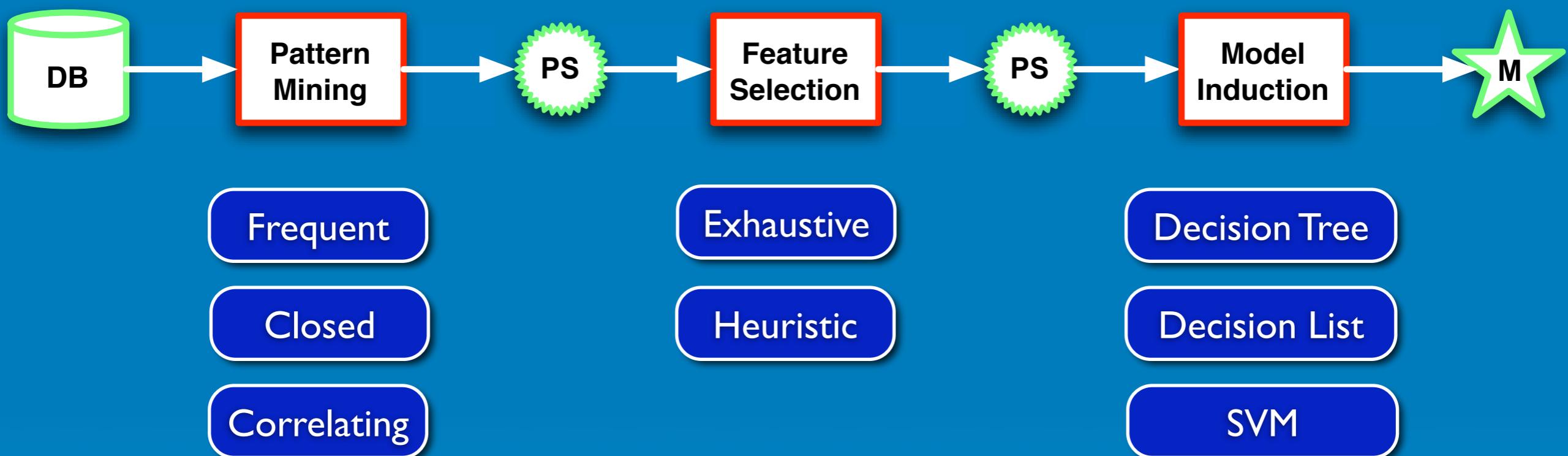


- General schema
- Augment/replaces *data mining* step in KDD
- Topic of this workshop

# Observations (cont.)



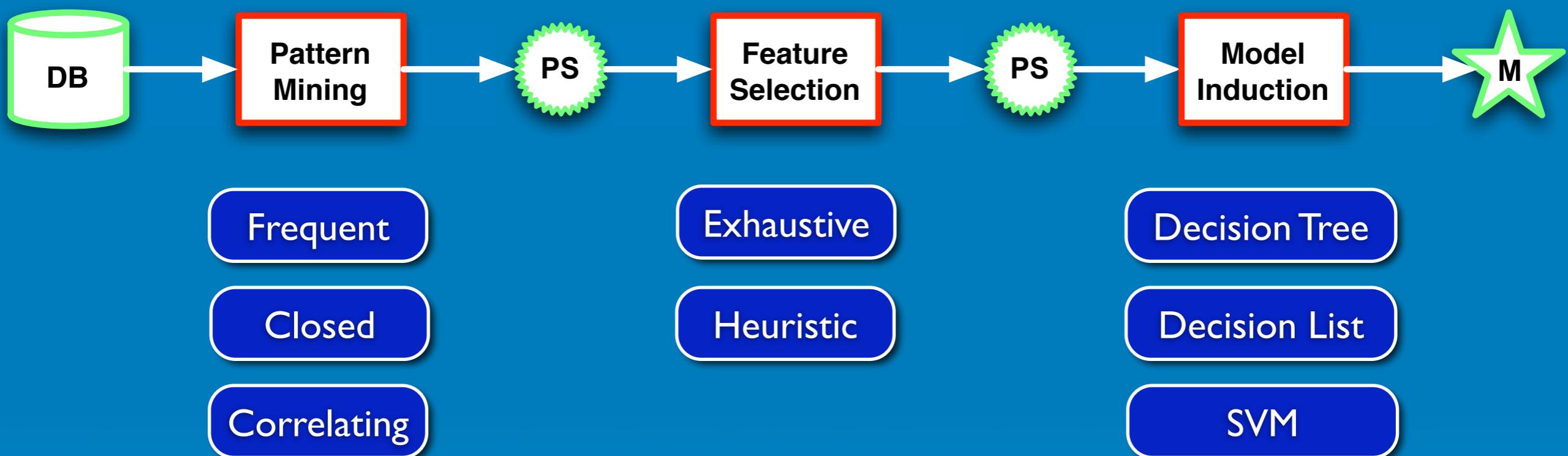
# Observations (cont.)



No overview

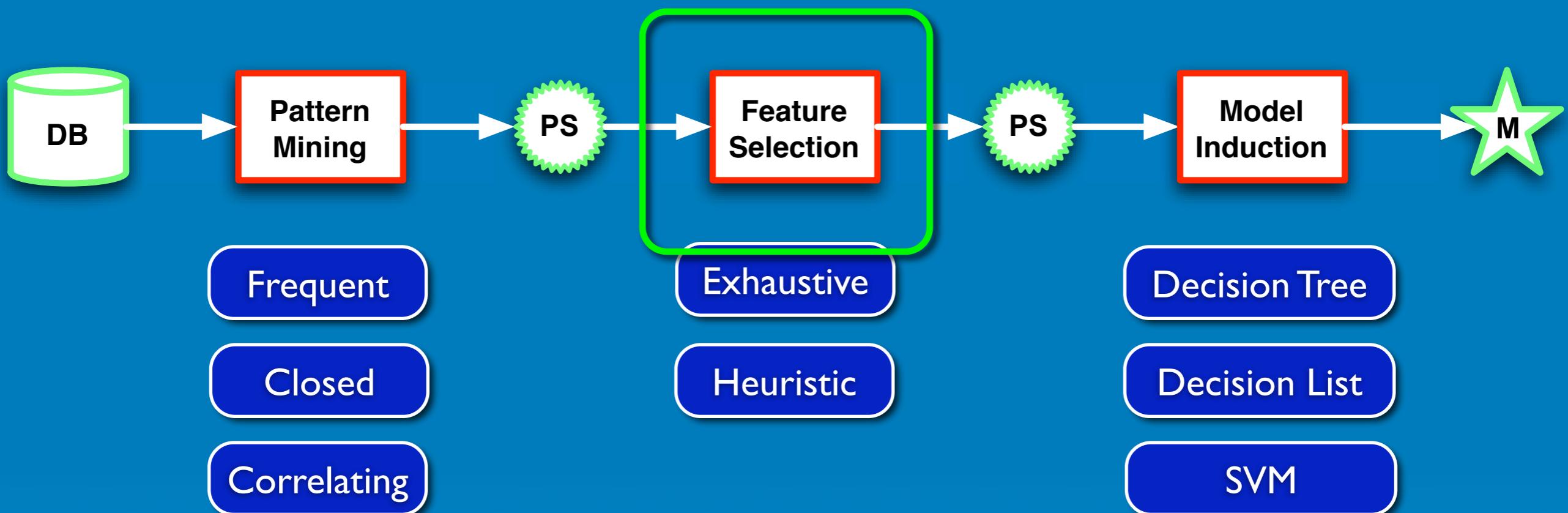
Ramamohanarao et al '07

# Observations (cont.)



No overview → reinventions → revisited dead ends → lost progress

# Observations (cont.)



✗ overview → reinvitations → revisited dead ends → lost progress

# What patterns and how?

- Which pattern type
  - Itemsets
  - Multi-itemsets
  - Sequences
  - Trees
  - Graphs
- Which data-structure
  - FP-Trees
  - ZBDDs
  - TID-Lists
  - Bit-Vectors

# What patterns and how?

- Which pattern type

Results hold for  
**lattices** (itemsets) or even  
**partial orders** (graphs)

**Independent of**  
**Pattern Type**

Sequences  $\subset$  Trees  $\subset$  Graphs

- Which data-structure
  - FP-Trees
  - ZBDDs
  - TID-Lists
  - Bit-Vectors

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**Independent of**  
**Pattern Type**

Sequences  $\subset$  Trees  $\subset$  Graphs

- Which data-structure

**Independent of**  
**Data Structure**

# Why mine explicit patterns?

## EXCURSUS

**Why should we care in  
the first place?**

Rules

$A_1 = v_1$

$A_3 = v_2 \wedge \neg v_2 \wedge v_1 \wedge \neg v_1$

apart from attending the workshop

$A_4 = v_1 \quad A_3 = v_2$

# Why mine explicit patterns?

## Traditional classification

Attributes:  $\{A_1, \dots, A_d\}$

Values:  $V(A) = \{v_1, \dots, v_r\}$

Rules:

$$A_1=v_2 \wedge A_4=v_1 \Rightarrow +$$

$$A_3=v_2 \wedge A_2=v_1 \Rightarrow -$$

Decision Trees:

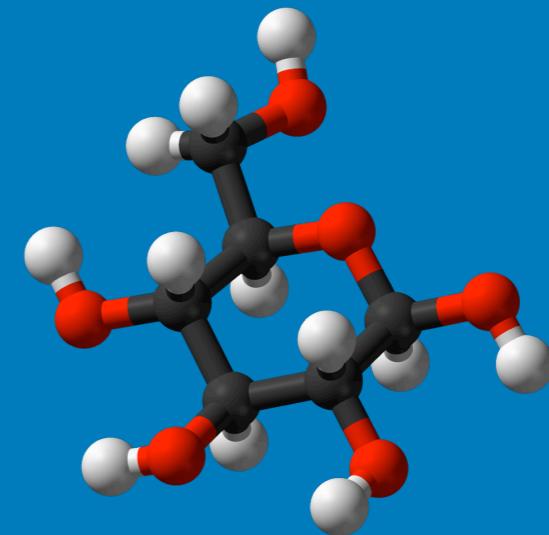


# Why mine explicit patterns?

## Pattern based classification

Transactions                  are                  Structured

$$t \subseteq \{i_1, \dots, i_s\}$$



- Patterns provide **instance description**
- Models can be built **independent** of data type
- Yield **interpretable** classifiers
- Alternatives are **opaque** (Kernels, NN, ...)

# Thus leverage pattern mining techniques

## Advantages:

- 15 years of research
  - fast and scaleable
- Described in structured language
  - persistent, not opaque



## Challenge(s):

- (Re-)Entangle instance description and classification

# Roadmap



## **Class-sensitive patterns & the mining thereof**

- Model-independence
  - Post-processing
  - Iterative Mining
- Model-dependence
  - Post-processing
  - Iterative Mining



# Roadmap



Class

Mod

P

It

Mod

P

It

## DISCLAIMER

**We will probably miss  
some approaches that  
should have been  
included in the  
presentation.**

which just proves our point

# Should we use frequent patterns?



- Well-researched
- Frequent → expected to hold on unseen
- Efficient mining



- Which threshold?
- Frequent → no/anti-correlation w/classes
- (Too) many patterns



New Item!

# Class-sensitive patterns

Taking relationship to class-labels into account

91 92 93 94 95 96 97 98 99 00 01 02 03 04 05 06 07 08 09

Interesting Rules '98 (IR)

Jumping Emerging Patterns '01 (JEP)

Nuggets '94

Subgroup Descriptions '96 (SGD)

Emerging Patterns '99 (EP)

Contrast Sets '99 (CS)

Correlating Patterns '00 (CP)

Version Space Patterns '01

Discriminative Patterns '07 (DP)

Class-Association Rules '98 (CAR)

Taking no sides/not subscribing to particular universe

# Evaluating class-sensitivity

- Confidence, Lift, WRAcc (Novelty),  $\chi^2$ , Correlation Coefficient, Information Gain, Fisher Score
- Some of them mathematically equivalent, some semantically
- Lavrac et al. '09

# How to mine them?

- Mining frequent patterns & post-processing
  - Liu et al. '98 (CAR)
  - Kavask et al. '06 (SGD)
  - Atzmüller et al. '06 (SGD)
  - Cheng et al. '07 (DP)
- Bounding *specific* measure
  - Wrobel '97 (SGD)
  - Bay et al. '99 (CS)
  - Wang et al. '05 (CAR)
  - Arunasalam et al. '06 (CAR)
  - Nowozin et al. '07 (CAR)
  - Cheng et al. '08 (DP)  
(1 bound)

<b>CAR</b>	- Class Association Rules
<b>CS</b>	- Contrast Sets
<b>DP</b>	- Discriminative Patterns
<b>SGD</b>	- SubGroup Descriptions

# How to? (cont.)

- **General Branch-and-bound**
  - Webb '95 (CAR)
  - Klösgen '96 (SGD)
  - Morishita et al. '00 (2-bounds)
  - Grosskreutz et al. '08 (SGD)
  - Nijssen et al. '09 (4-bounds)\*

- **Iterative deepening**
  - Bringmann et al. '06 (CP)
  - Cerf et al. '08 (CAR)
  - Yan et al. '08 (DP)
- **Sequential sampling**
  - Scheffer et al. '02 (SGD)

Earlier than most specifics,  
subsumes them!

\*) itemset-specific, constraint programming

# What traversal strategy

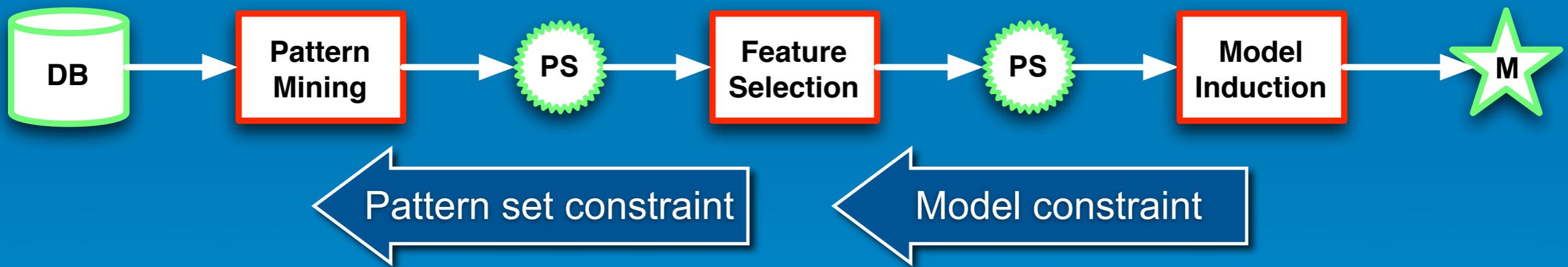
Seriously ?

# Result sets

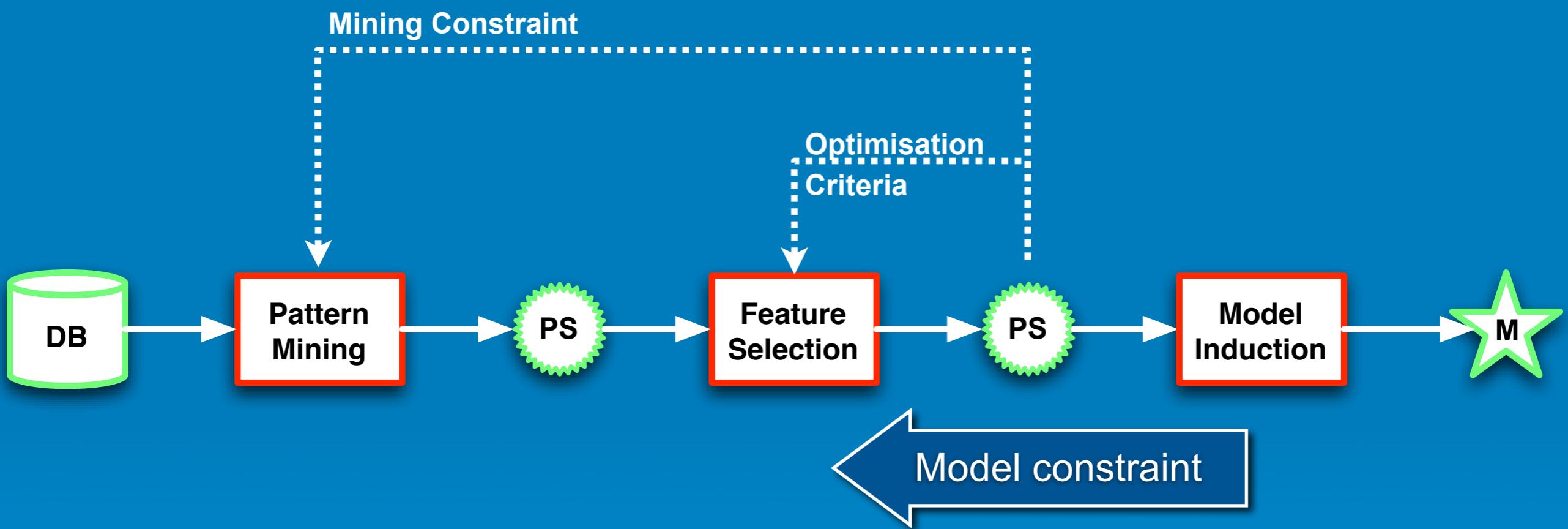
- Are still too big
- May include irrelevant patterns
- May include much redundancy



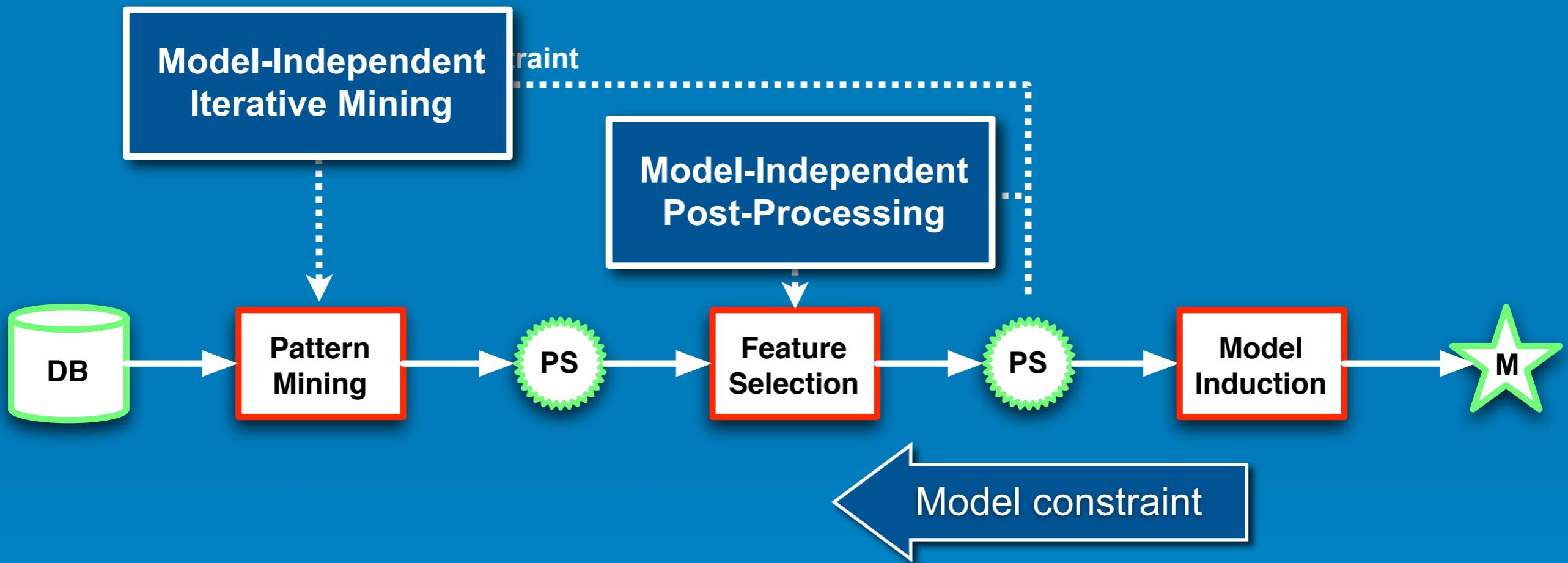
# The (extended) LeGo



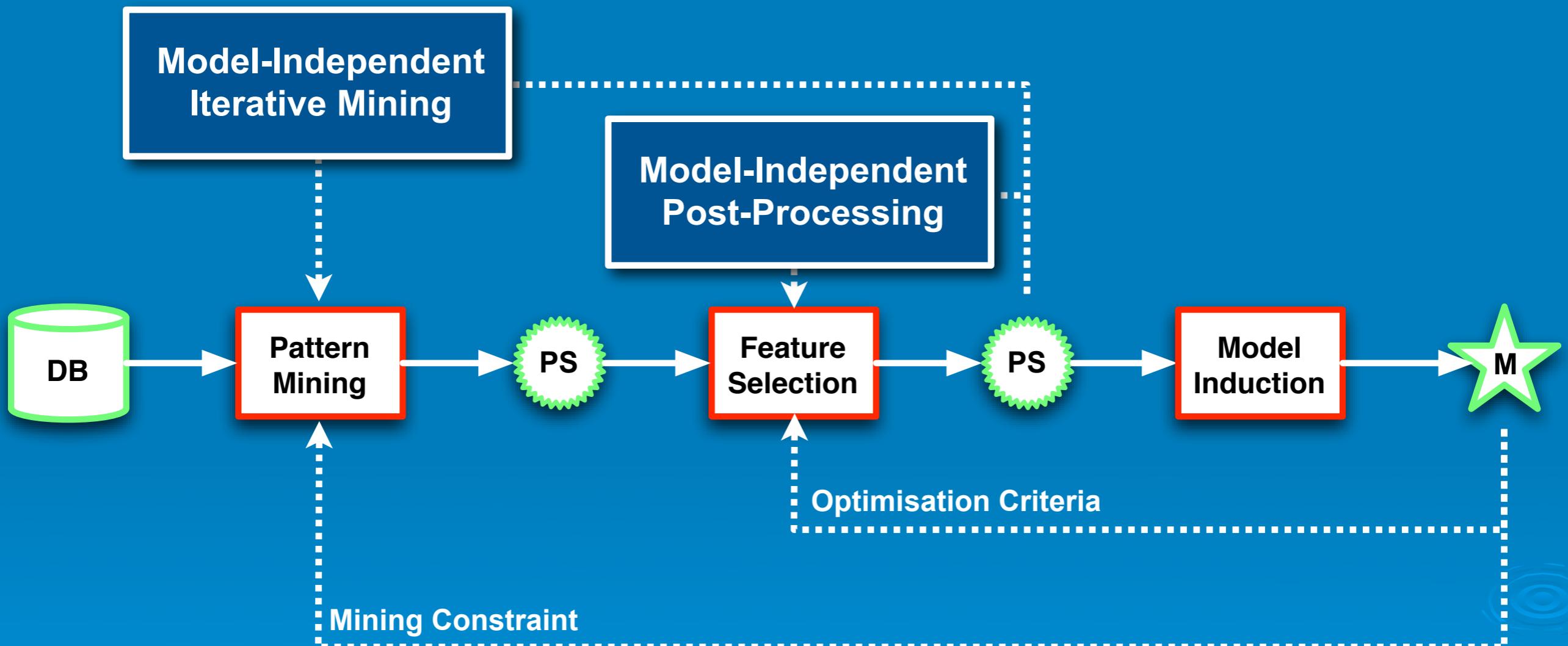
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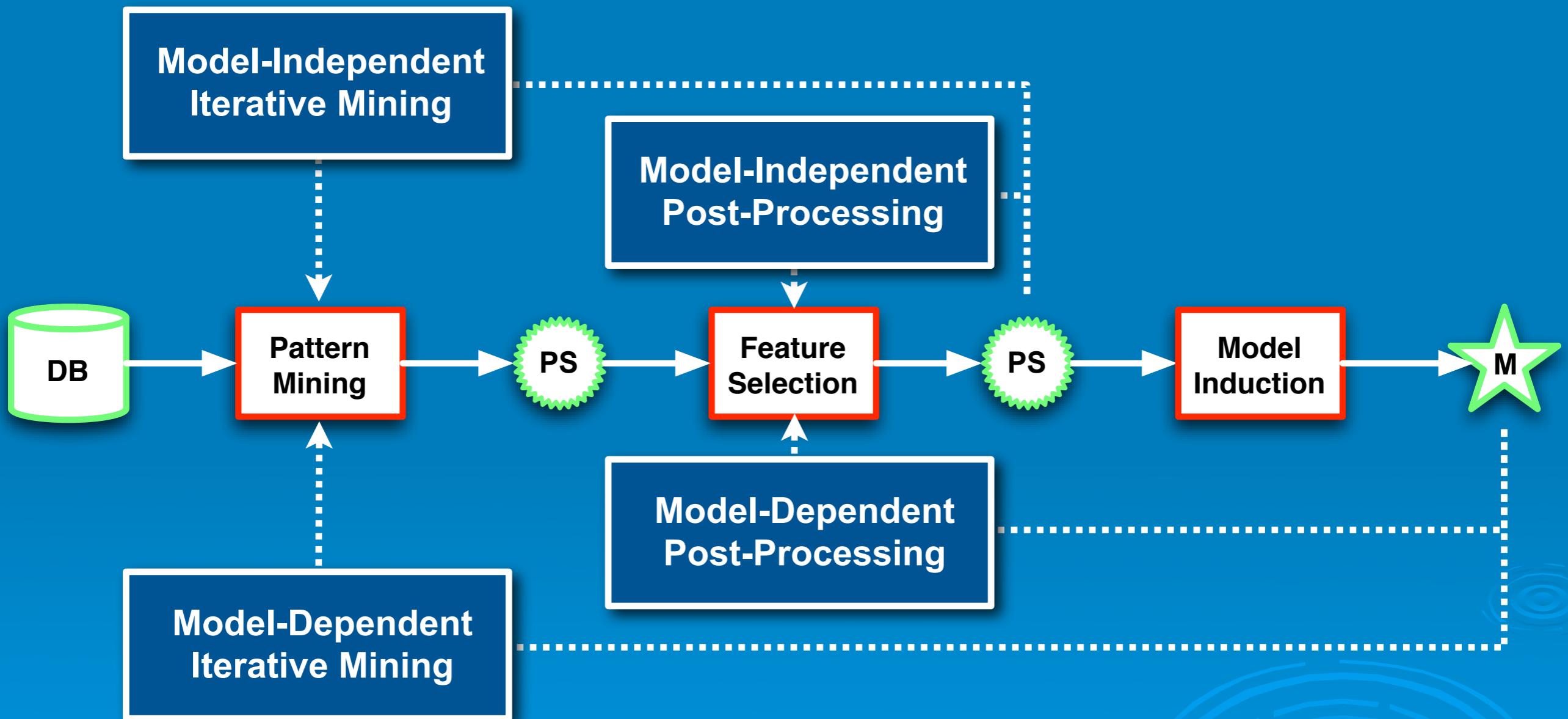
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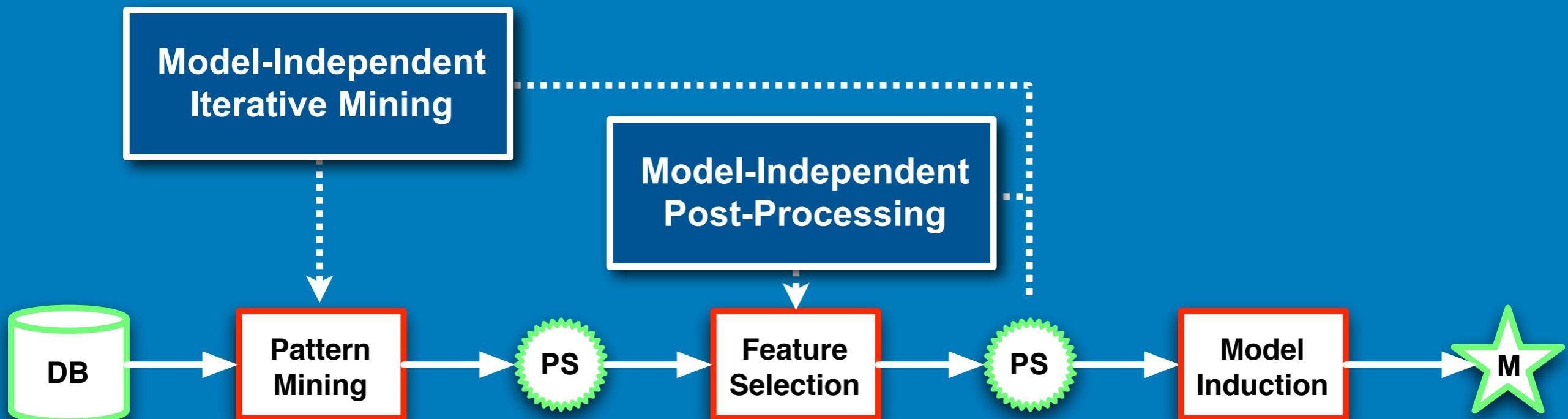
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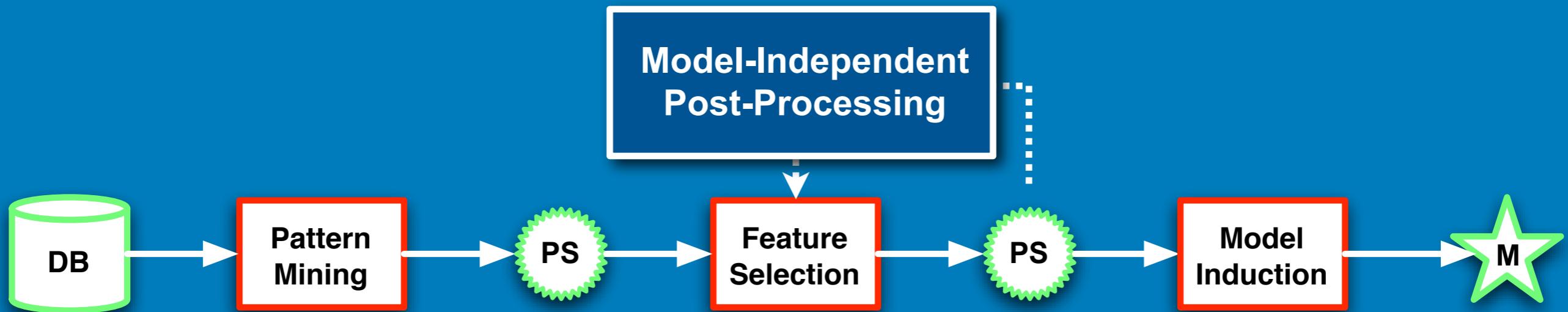


# Model-independence



- Only patterns affect other patterns' selection
- Modular: usable in any classifier (often SVM)

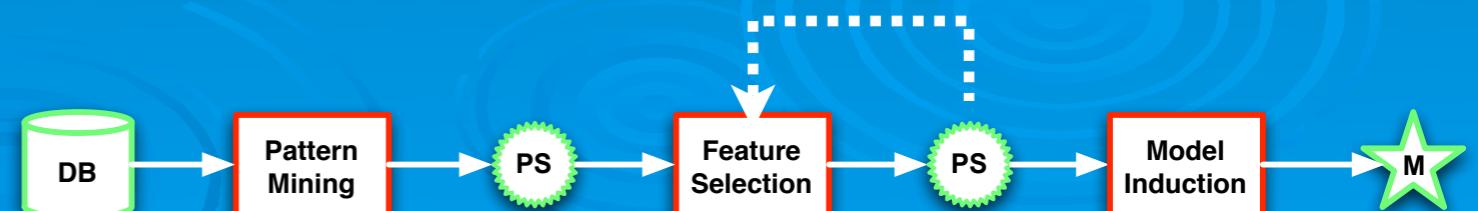
# Model independent Post-processing



- Mine large set of patterns
- Select subset
  - Exhaustively: too expensive
  - Heuristically: usually ordered
- Use measure to quantify combined worth

# Model independent Post-Processing Pattern Set Scores

- Pattern sets can be scored based on
  - **TID lists** of patterns only
    - significance: incorporate support/class-sensitivity
    - redundancy: similarity between TID lists
- **Pattern structure & TID lists**
  - using a **pattern distance measure**
  - by computing how well the patterns **compress** data



# Model independent Post-Processing Exhaustive

- Knobbe
- Exhaustive
- Exploratory
- Boundaries
- Implementation (entry)

## DISCLAIMER

**The following algorithms should be considered illustrating examples, NOT recommendations!**

other approaches vary

- Examples
- Counter-intuitive result: all sets



# Model independent Post-Processing Exhaustive

- Knobbe et al. '06
  - Exhaustive enumeration
  - **Explicit size constraint**
  - Boundable pruning
  - Implicit redundancy control (entropy)
- De Raedt et al. '07
  - Exhaustive enumeration
  - Arbitrary constraints
  - Monotone, boundable pruning
  - Explicit redundancy control
- Extremely large search space -> scalability issues
- Counter-intuitive result: **all** sets

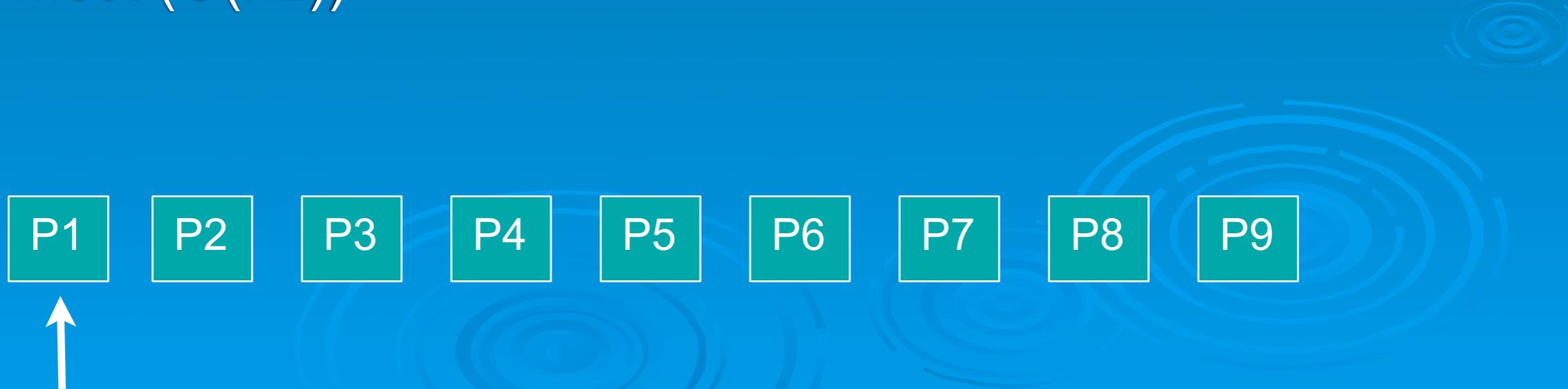


# Model independent Post-Processing Heuristic Search Strategies

- **Fixed Order:** Scan patterns in (possibly random) fixed order, add each pattern that improves running score ( $O(n)$ )



- **Greedy:** Repeatedly reorder patterns to pick pattern that improves score most ( $O(n^2)$ )

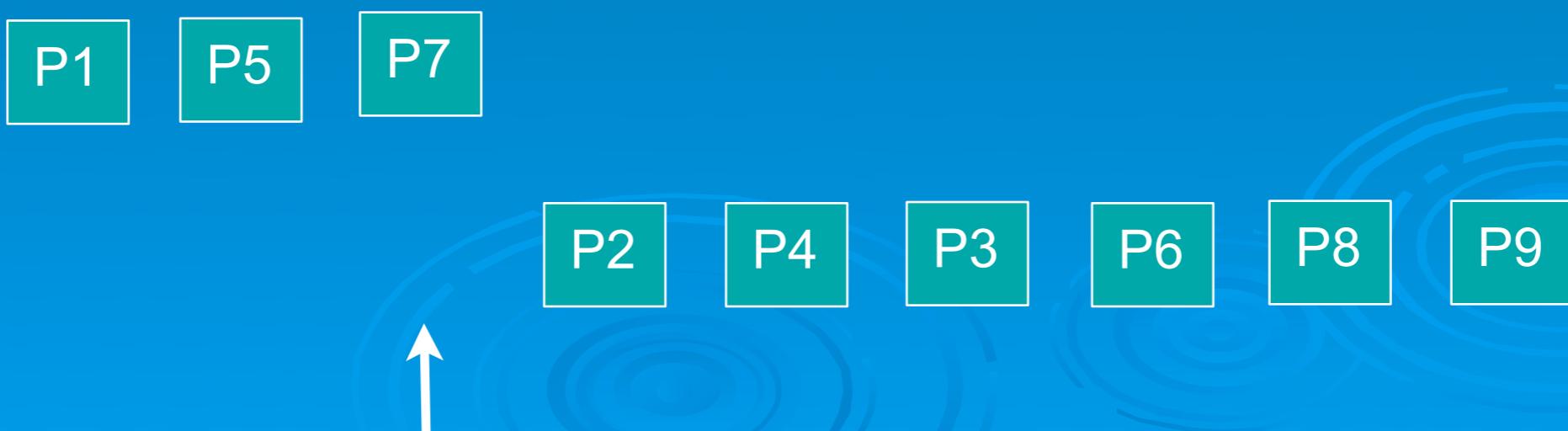


# Model independent Post-Processing Heuristic Search Strategies

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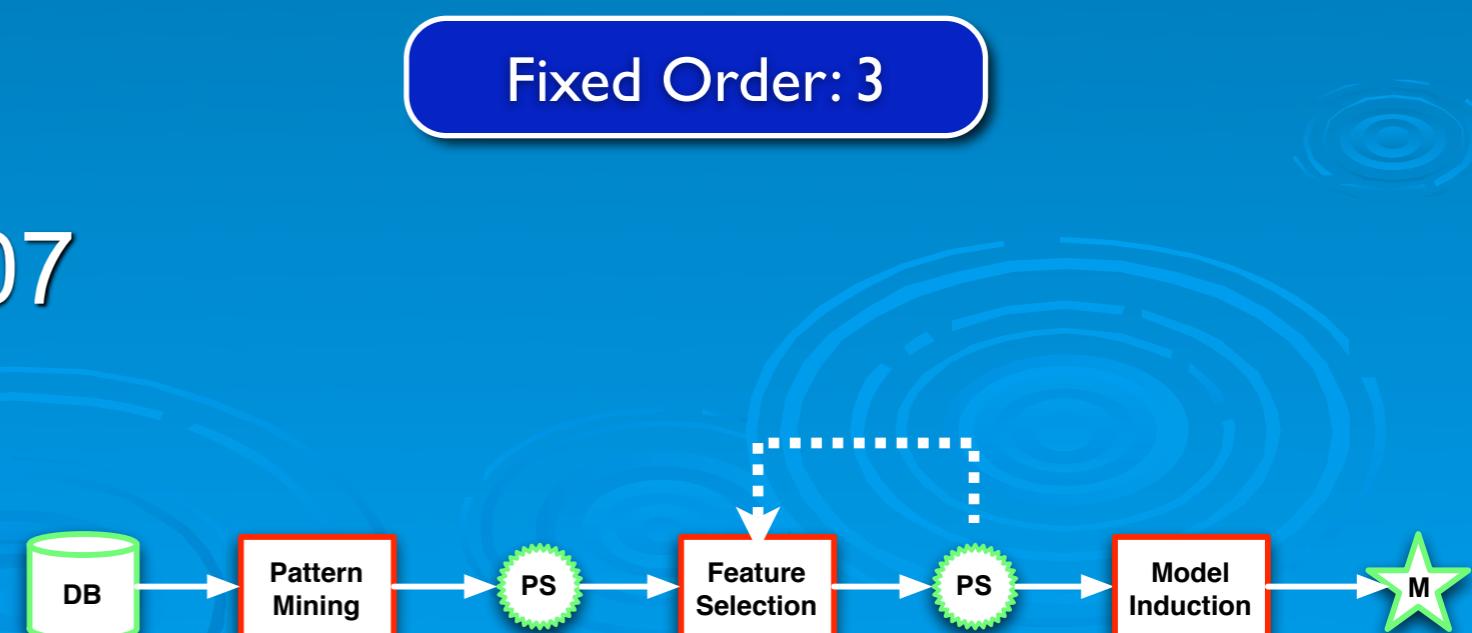


# Model independent Post-Processing

## Example I

(Siebes et al '06)

- Score pattern set by MDL encoding of db:  
$$L_C(db) = L_{(C,S_C)}(db) + L(CT_C)$$
- Order patterns by size and support
- Fixed order scan
  - Pick first improving score
  - Some pruning
- Also:
  - Bringmann et al '07
  - Al Hasan et al '07



# Model independent Post-Processing

## Example II

(Xin et al '06)

- Significance S traded off against redundancy L:

$$G_{gen}(\mathcal{P}^k) = \sum_{i=1}^k S(p_i) - L(P^k)$$

- Use TIDs only

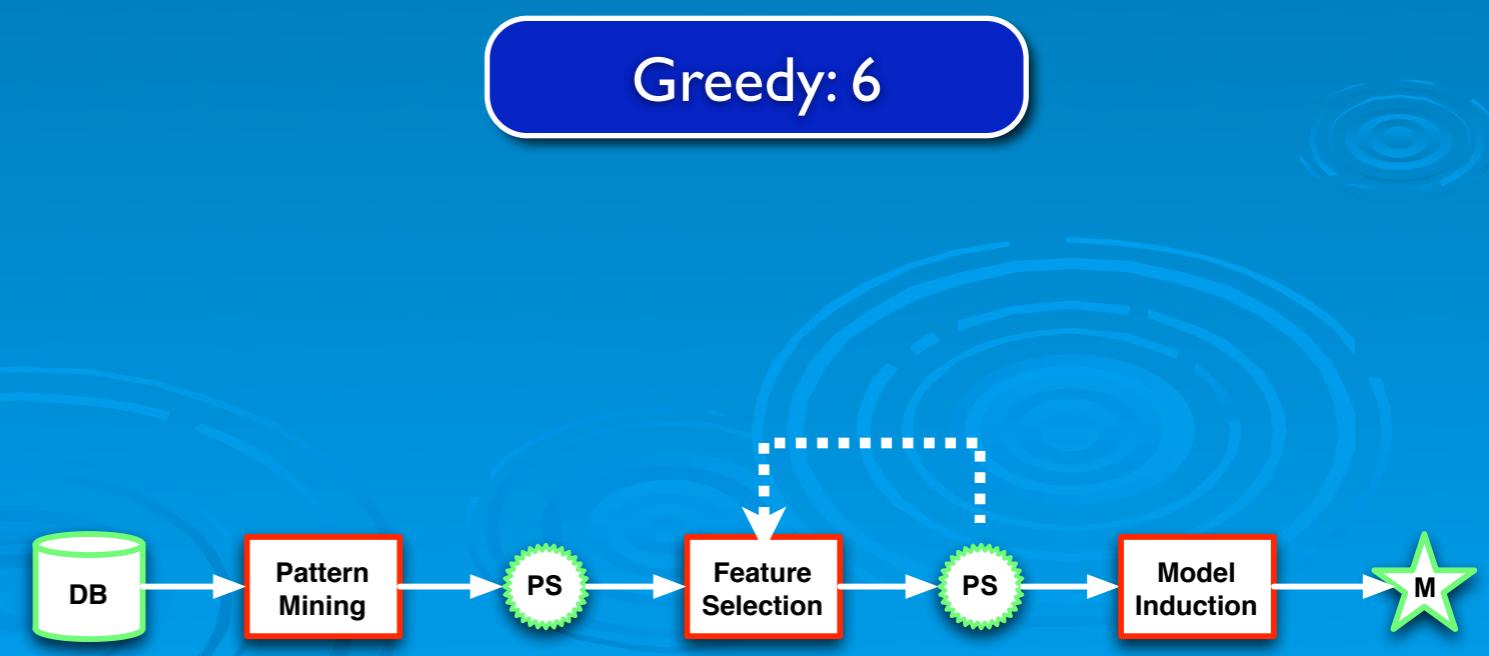
- Greedy:

- Add pattern improving G most
- Until  $|S| = k$

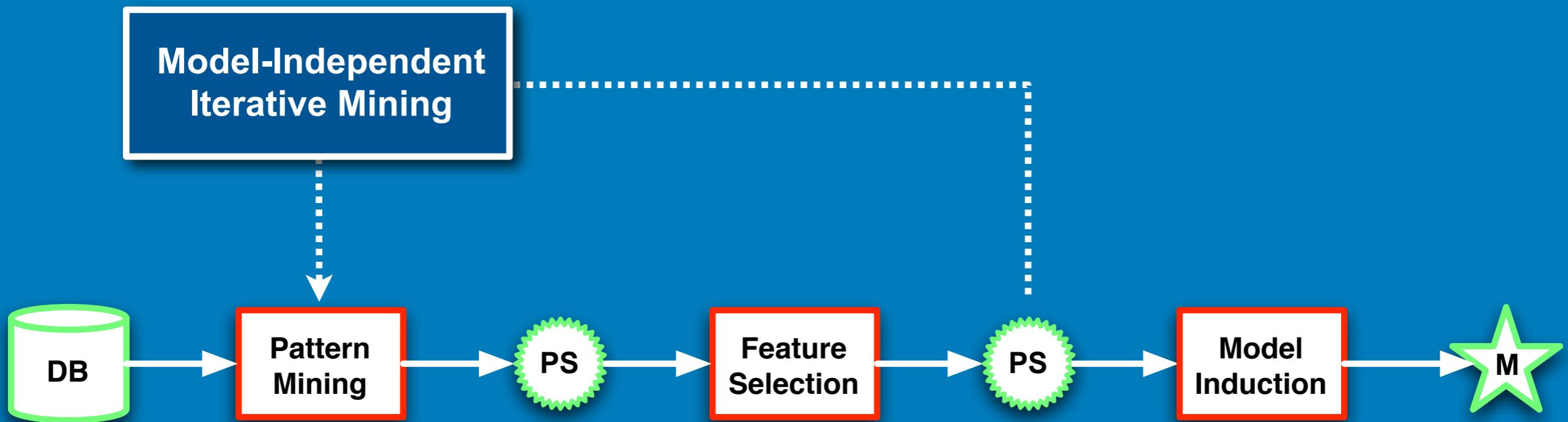
- Also:

- Garriga et al '07
- Cheng et al '07
- Miettinen et al '08
- Bringmann et al '09
- Thoma et al '09

Greedy: 6



# Model independent Iterative Mining



- Mine (set of) pattern(s)
- Adjust scoring function according to pattern
- Re-Mine

# Model independent Iterative Mining

## Sequential Mining

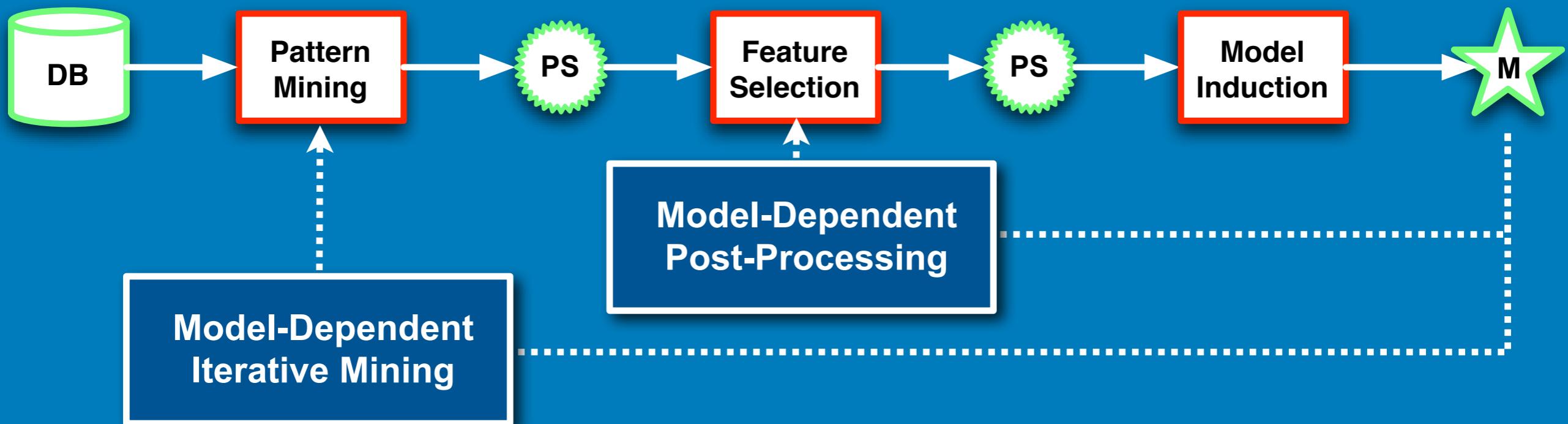
(Cheng et al '08)

- Information Gain
- Sequential covering:
  - Mine most discriminating pattern
  - Add to set
  - Remove covered instances
  - Until  $|S| = k$
- Also:
  - Rückert et al '07
  - Thoma et al '09

Sequential Mining: 3



# Model dependence



- Final model influences patterns' selection
- Can be used in any model, optimized for one
- Less modular, stages need to coordinate

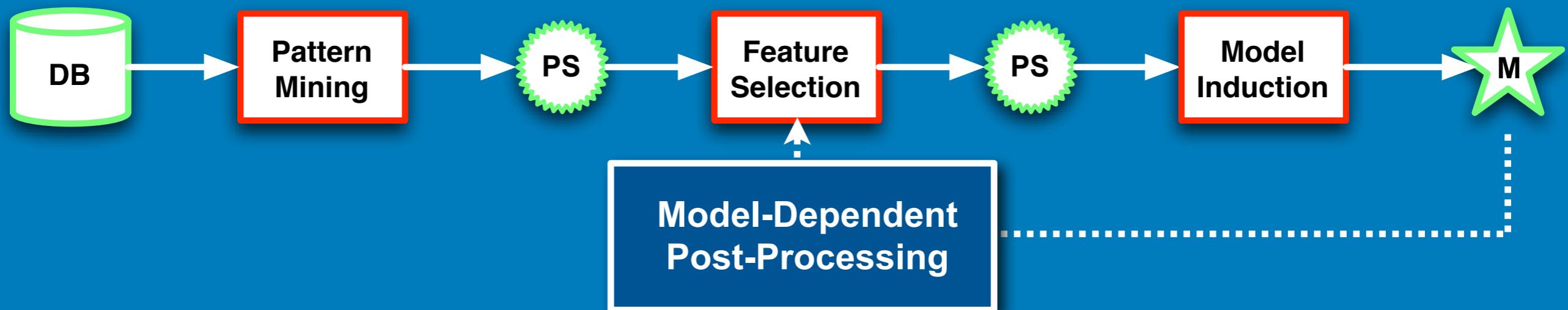
# Model dependent techniques

## Model types

- **Votes of patterns**
  - Weighted votes
  - Compression-based
- **Ordered list of patterns**
  - Some of which can be compressed into trees
- **Tree of patterns**



# Model dependent Post-Processing



- Mine large set of patterns
- Post-process depending on model constraints
- (Check on model effectiveness)

# Model dependent Post-Processing

## Fixed order scan

- Sorting order
  - Confidence/support
  - Growth rate/support
  - Size/support
  - $\chi^2$ /support
  - Unimportant - every pattern above threshold chosen
- Patterns chosen
  - Independent of particular classes
  - Per class



# Model dependent Post-Processing

## Example I

(Zaki et al '03)

- Model: weighted vote
- Fix measure for predictive strength
- Filter patterns on strength threshold
- Also:
  - Wang et al '05
  - Arunasalam et al '06

Threshold Selection: 3

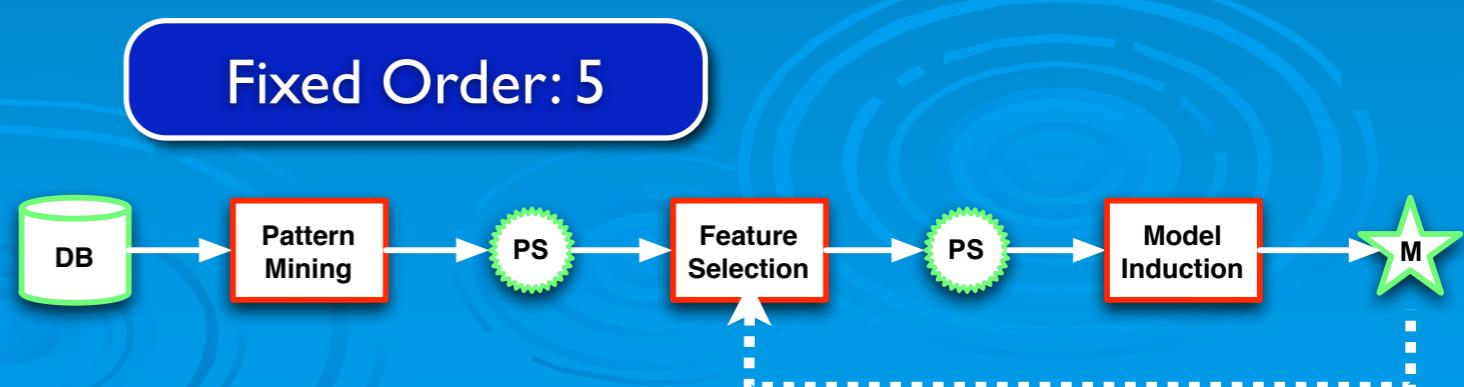


# Model dependent Post-Processing

## Example II

### (Liu et al '98)

- Model: ordered list
- Order: confidence/support
- Hill-climbing:
  - Pick first pattern correctly predicting at least one training instance
  - Remove covered training data
- Also:
  - Dong et al '99
  - Li et al '01
  - Zimmermann et al '05
  - Van Leeuwen et al '06

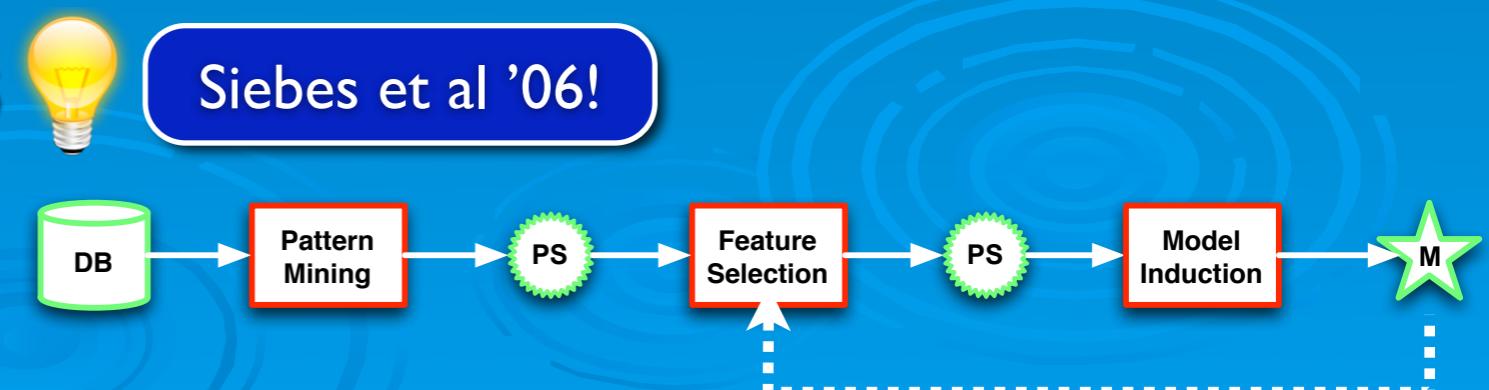


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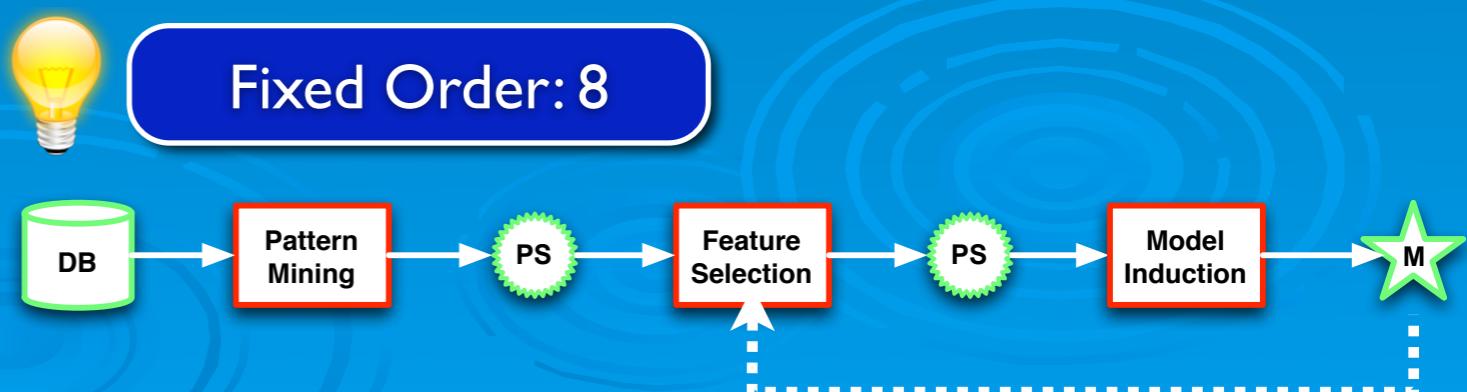


# Model dependent Post-Processing

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# Model dependent Post-Processing

## Example III

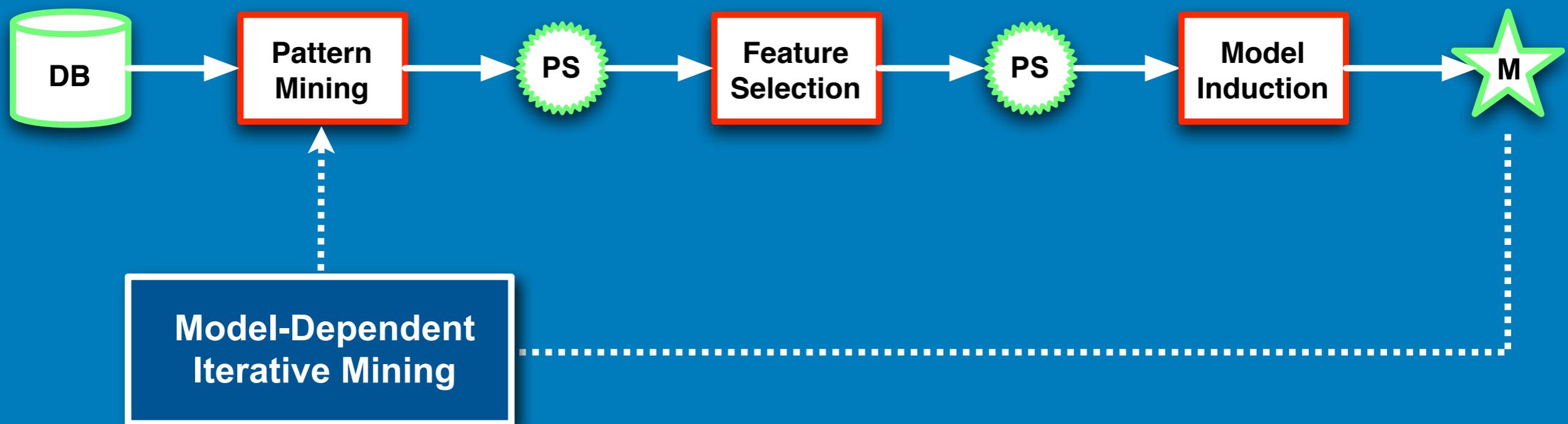
(Nijssen et al '07)

- Model: patterns as tree
- Mine/filter patterns based on model constraints
- Each itemset a DT branch
- Scan lattice bottom up, enforcing model constraints
- Also:
  - Gay et al '07

Decision Tree Construction: 2



# Model dependent Iterative Mining



- Clearest connection to ML
- Features made-to-fit
- Overfitting danger

# Model dependent Iterative Mining

## Sequential Covering

(Galiano et al '04)

- Model: ordered list
- Algorithm:
  - Mine patterns
  - Select set of mutually exclusive patterns
  - Remove covered data
- Also:
  - Yin et al '03

Sequential Mining: 2



# Model dependent Iterative Mining Decision Tree Construction (Bringmann et al '05)

- Model: tree of patterns
- Algorithm:
  - Mine most discriminating pattern (information gain)
  - Split data into covered and uncovered
- Also:
  - Geamsakul et al '03
  - Fan et al '08

DT Construction: 3



# Model dependent Iterative Mining

# Lazy Learning

(Li et al '00)

- Model: weighted vote
- For each testing instance:
  - Project db on syntactic elements
  - Mine highly predictive patterns
- Also:
  - Velooso et al '06

Lazy Learners: 2



# Model dependent Iterative Mining Boosting/Regression

(Nowozin et al '07)

- Model: weighted vote
- Algorithm
  - Mine predictive pattern
  - Re-weight mis-classified training instances as in Linear Programming Boosting
- Weights derived from mining
- Also:
  - Saigo et al '08

Boosting-Like: 2



# Conclusions

# Let's Count

**Model-Independent  
Post-Processing**

Fixed Order: 3

Greedy: 6

**Model-Dependent  
Post-Processing**

Threshold Selection: 3

Fixed Order: 5

Decision Tree Construction: 2

**Model-Independent  
Iterative Mining**

Sequential Mining: 3

**Model-Dependent  
Iterative Mining**

Sequential Mining: 2

Lazy Learners: 2

DT Construction: 3

Boosting-Like: 2

# Conclusions

# Let's Count

**Model-Independent  
Post-Processing**

Fixed Order: 3

Greedy: 6

**Model-Dependent  
Post-Processing**

Fixed Order: 8

Decision Tree Construction: 2

**Model-Independent  
Iterative Mining**

Sequential Mining: 3

**Model-Dependent  
Iterative Mining**

Sequential Mining: 2

Lazy Learners: 2

DT Construction: 3

Boosting-Like: 2

# Conclusions Let's Count

Post-Processing

Fixed Order: 11

Greedy: 6

Decision Tree Construction: 2

Model-Independent  
Iterative Mining

Sequential Mining: 3

Model-Dependent  
Iterative Mining

Sequential Mining: 2

Lazy Learners: 2

DT Construction: 3

Boosting-Like: 2

# Conclusions

# Let's Count

**Post-Processing**

Fixed Order: 11

Greedy: 6

Decision Tree Construction: 2

**Iterative Mining**

Sequential Mining: 5

Lazy Learners: 2

DT Construction: 3

Boosting-Like: 2

# Conclusions

# Let's Count

Post-Processing

Fixed Order: 11

Greedy: 6

Decision Tree Construction: 2

Iterative Mining

Sequential Mining: 5

Lazy Learners: 2

DT Construction: 3

Boosting-Like: 2



# Conclusions

# Let's Count

WE BROUGHT  
YOU

31

LeGo techniques

Post-

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ng

ng: 5

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# Conclusions

- Large number of existing LeGo approaches
- Two main dimensions
  - Model (in)dependence
  - Post-Processing & Iterative Mining
  - Boundaries blur
- Mostly very flexible
- Few studies in *relative* effectiveness
  - Deshpande et al '05
  - Wale et al '08
  - Janssen et al '09

# The exact picture

# Model independent PP

	TID Score		Pattern Structure Score		Search			Score used
	Sig	Red	Distance	Compress	Fixed	Greedy	Approx	
Siebes et al '06		X		X	X			MDL
Xin et al '06	X	X	X			X		mutual distance
Bringmann et al '07		X			X			partition based
Garriga et al '07		X				X	X	marginal gain
Al Hasan et al '07		X	X			X		clique based
Cheng et al '06	X	X				X		Jaccard coeff.
Miettinen et al '08		X		X		X	X	discrete basis
Bringmann et al '09		X				X	X	partition based
Thoma et al '09		X				X	X	pairs of misclass



Some greedy algorithms approximate a well-defined global optimum

# The exact picture

# Model dependent PP

	Model Type				Order				Selection	
	Voting	Compress	List	Conf.	Growth	$\chi^2$	Threshold	Per class	Indep	
Liu et al '98			X	X						X
Dong et al '99	X				X			X		
Li et al '01	X			X						X
Zaki et al '03	X						X			X
Wang et al '05	X			X						X
Zimmermann et al '05			X			X				X
Van Leeuwen et al '06		X		X				X		
Arunasalam et al '06	X			X				X		

