



CS 412 Intro. to Data Mining

Chapter 6. Mining Frequent Patterns, Association and Correlations: Basic Concepts and Methods

Jiawei Han, Computer Science, Univ. Illinois at Urbana-Champaign, 2017



What Is Pattern Discovery?

- ❑ **What are patterns?** เป็นการค้นหา Patterns ที่ซ่อนอยู่
 - ❑ **Patterns:** A set of items, subsequences, or substructures that occur frequently together (or strongly correlated) in a data set
 - ❑ Patterns represent **intrinsic** and **important properties** of datasets
- ❑ **Pattern discovery:** Uncovering patterns from massive data sets
- ❑ **Motivation examples:**
 - ❑ What products were often purchased together?
 - ❑ What are the subsequent purchases after buying an iPad?
 - ❑ What code segments likely contain copy-and-paste bugs?
 - ❑ What word sequences likely form phrases in this corpus?

สินค้าใดที่ลูกค้ามักจะซื้อคู่กันเสมอ ทำให้ร้าน
สามารถเตรียมของที่คู่กันไว้อย่างพอดี

Pattern Discovery: Why Is It Important?

- Finding **inherent regularities** in a data set
- **Foundation** for many essential data mining tasks
 - Association, correlation, and causality analysis
 - Mining sequential, structural (e.g., sub-graph) patterns
 - Pattern analysis in spatiotemporal, multimedia, time-series, and stream data
 - Classification: Discriminative pattern-based analysis
 - Cluster analysis: Pattern-based subspace clustering
- Broad applications
 - Market basket analysis, cross-marketing, catalog design, sale campaign analysis, Web log analysis, biological sequence analysis

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Basic Concepts: k-Itemsets and Their Supports

- **Itemset**: A set of one or more items
- **k-itemset**: $X = \{x_1, \dots, x_k\}$
 - Ex. {Beer, Nuts, Diaper} is a 3-itemset
- **(absolute) support (count)** of X , $\text{sup}\{X\}$: Frequency or the number of occurrences of an itemset X
 - Ex. $\text{sup}\{\text{Beer}\} = 3$
 - Ex. $\text{sup}\{\text{Diaper}\} = 4$
 - Ex. $\text{sup}\{\text{Beer, Diaper}\} = 3$
 - Ex. $\text{sup}\{\text{Beer, Eggs}\} = 1$

K-itemset ตัว k สามารถเปลี่ยนเป็นตัวเลขได้

Absolute support เป็นการนับจำนวน transaction ที่มาสนับสนุน แต่วิธีนี้ไม่รู้จำนวนทั้งหมดของข้อมูล

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Tid	Items bought
10	Beer, Nuts, Diaper
20	Beer, Coffee, Diaper
30	Beer, Diaper, Eggs
40	Nuts, Eggs, Milk
50	Nuts, Coffee, Diaper, Eggs, Milk

- **(relative) support**, $s\{X\}$: The fraction of transactions that contains X (i.e., the **probability** that a transaction contains X)
 - Ex. $s\{\text{Beer}\} = 3/5 = 60\%$
 - Ex. $s\{\text{Diaper}\} = 4/5 = 80\%$
 - Ex. $s\{\text{Beer, Eggs}\} = 1/5 = 20\%$

Relative support วิธีนี้เราจะสามารถรู้ถึงสัดส่วน และจำนวนทั้งหมดของข้อมูลทั้งหมดด้วย

Basic Concepts: Frequent Itemsets (Patterns)

ค่าความถี่ ดูว่าเหตุการณ์นี้เกิดขึ้นบ่อยแค่ไหน

- An itemset (or a pattern) X is **frequent** if the support of X is no less than a *minsup* threshold σ
- Let $\sigma = 50\%$ (σ : *minsup* threshold) For the given 5-transaction dataset
 - All the frequent 1-itemsets:
 - Beer: 3/5 (60%); Nuts: 3/5 (60%)
 - Diaper: 4/5 (80%); Eggs: 3/5 (60%)
 - All the frequent 2-itemsets:
 - {Beer, Diaper}: 3/5 (60%)
 - All the frequent 3-itemsets?
 - None

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- Why do these itemsets (shown on the left) form the complete set of frequent k -itemsets (patterns) for any k ?
- **Observation:** We may need an efficient method to mine a complete set of frequent patterns

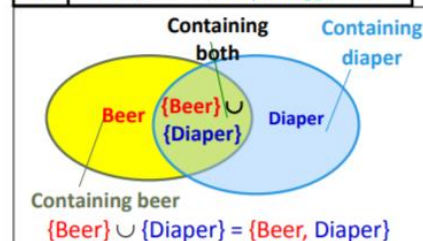
Min_{sup} threshold = ค่าขีดแบ่ง

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From Frequent Itemsets to Association Rules

- Comparing with itemsets, rules can be more telling
 - Ex. *Diaper* \rightarrow *Beer* คนซื้อ Diaper จะนำไปสู่การซื้อ Beer
 - *Buying diapers may likely lead to buying beers*
- How strong is this rule? (support, confidence)
 - Measuring association rules: $X \rightarrow Y$ (s, c)
 - Both X and Y are itemsets
 - **Support, s :** The probability that a transaction contains $X \cup Y$
 - Ex. $s\{\text{Diaper, Beer}\} = 3/5 = 0.6$ (i.e., 60%)
 - **Confidence, c :** The **conditional probability** that a transaction containing X also contains Y
 - Calculation: $c = \text{sup}(X \cup Y) / \text{sup}(X)$
 - Ex. $c = \text{sup}\{\text{Diaper, Beer}\} / \text{sup}\{\text{Diaper}\} = 3/4 = 0.75$

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Note: $X \cup Y$: the union of two itemsets
 ■ The set contains both X and Y

$$(D, B) / (D)$$

$$(3/5) / (4/5)$$

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Mining Frequent Itemsets and Association Rules

ต้องมีค่ากำหนด

Association rule mining

$minsup, minconf$

- Given two thresholds: $minsup, minconf$
- Find all of the rules, $X \rightarrow Y (s, c)$
 - such that, $s \geq minsup$ and $c \geq minconf$

Let $minsup = 50\%$

- Freq. 1-itemsets: Beer: 3, Nuts: 3, Diaper: 4, Eggs: 3
- Freq. 2-itemsets: {Beer, Diaper}: 3

Let $minconf = 50\%$

- $Beer \rightarrow Diaper$ (60%, 100%)
- $Diaper \rightarrow Beer$ (60%, 75%)

(Q: Are these all rules?)

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Observations:

- Mining association rules and mining frequent patterns are very close problems
- Scalable methods are needed for mining large datasets

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Efficient Pattern Mining Methods

- The Downward Closure Property of Frequent Patterns
- The Apriori Algorithm
- Extensions or Improvements of Apriori
- Mining Frequent Patterns by Exploring Vertical Data Format
- FPGrowth: A Frequent Pattern-Growth Approach
- Mining Closed Patterns

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Apriori Pruning and Scalable Mining Methods

- Apriori pruning principle If there is any itemset which is infrequent, its superset should not even be generated! (Agrawal & Srikant @VLDB'94, Mannila, et al. @ KDD' 94)
- Scalable mining Methods: Three major approaches
 - Level-wise, join-based approach: Apriori (Agrawal & Srikant@VLDB'94)
 - Vertical data format approach: Eclat (Zaki, Parthasarathy, Ogihara, Li @KDD'97)
 - Frequent pattern projection and growth: FPgrowth (Han, Pei, Yin @SIGMOD'00)

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Apriori: A Candidate Generation & Test Approach

- Outline of Apriori (level-wise, candidate generation and test)
 - Initially, scan DB once to get frequent 1-itemset
 - **Repeat**
 - Generate length-(k+1) candidate itemsets from length-k frequent itemsets
 - Test the candidates against DB to find frequent (k+1)-itemsets
 - Set $k := k + 1$
 - **Until** no frequent or candidate set can be generated
 - Return all the frequent itemsets derived

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The Apriori Algorithm (Pseudo-Code)

C_k : Candidate itemset of size k

F_k : Frequent itemset of size k

ชุดไอเท็ม เป็นโค้ดโปรแกรม แต่ไม่ได้ภาษาใดภาษาหนึ่ง
เขียนขึ้นเพื่อให้เรานำไปแปลงไปเป็นภาษาที่เราใช้ได้

$K := 1$;

$F_k := \{\text{frequent items}\}$; // frequent 1-itemset

While ($F_k \neq \emptyset$) **do** { // when F_k is non-empty

$C_{k+1} := \text{candidates generated from } F_k$; // candidate generation

 Derive F_{k+1} by counting candidates in C_{k+1} with respect to TDB at minsup;

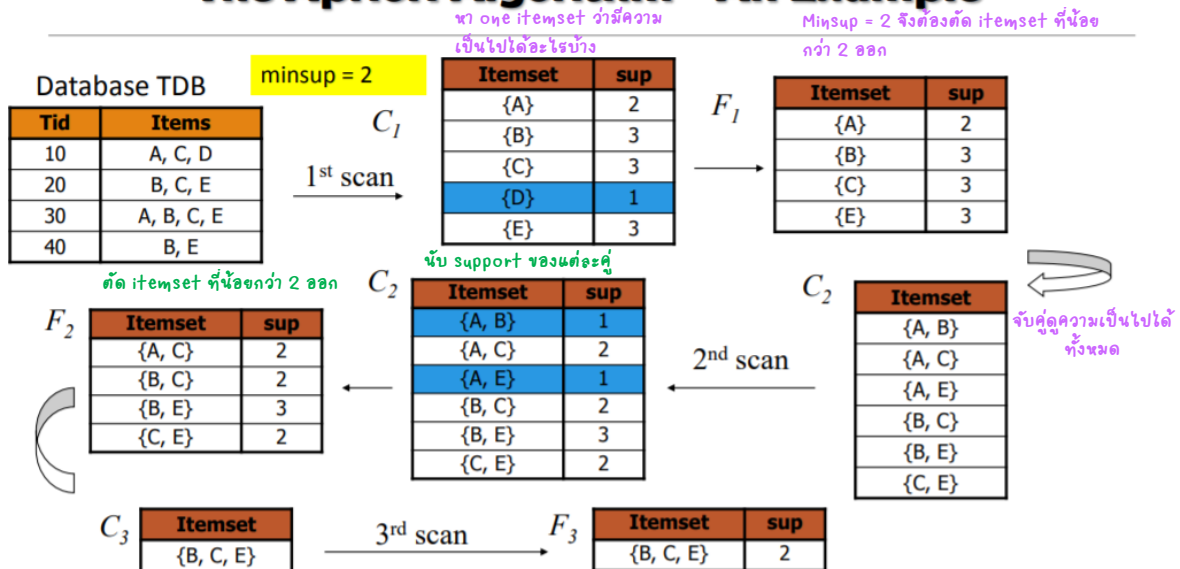
$k := k + 1$

}

return $\cup_k F_k$ // return F_k generated at each level

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The Apriori Algorithm—An Example



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