

## • Data Mining

- : KDD (Knowledge Discovery from Data)
- : Data Intelligence
- : Data Management

## • Association Rules

① Support(s) ← Transaction

$$s = \frac{\sigma(I_{\text{itemset}})}{|T|}$$

② Confidence(c) ← Transaction

$$c = \frac{\sigma(X \text{ and } Y)}{\sigma(X)}$$

Support Count  
↓

finding frequent itemset 이 제일

Support  $\geq$  minsup (threshold)

## Association Rule

① Frequent Itemset generation

② Rule generation

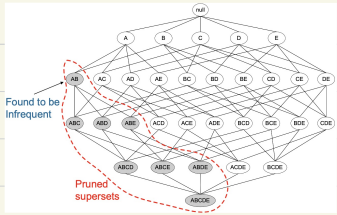
( $X \rightarrow Y$  같은 것!)

- \* Same frequent itemset의 가능한 rule (binary partition)  
예 support 같은 confidence 다지

# Association Rule Mining - ① Frequent Itemset Mining

## b) Apriori approach

- **anti-monotone** property of support
- $\forall X, Y : (X \subseteq Y) \implies S(X) \geq S(Y)$
- ③ **subset의 support < minsupport**  
 superset의 support > minsup



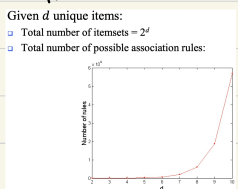
### Algorithm

```

1)  $L_1 = \{\text{large 1-itemsets}\}$ ;
2) for (  $k = 2; L_{k-1} \neq \emptyset; k++$  ) do begin
3)    $C_k = \text{apriori-gen}(L_{k-1})$ ; // New candidates
4)   forall transactions  $t \in \mathcal{D}$  do begin
5)      $C_t = \text{subset}(C_k, t)$ ; // Candidates contained in  $t$ 
6)     forall candidates  $c \in C_t$  do
7)        $c.\text{count}++$ ;
8)   end
9)    $L_k = \{c \in C_k \mid c.\text{count} \geq \text{minsup}\}$ 
10) end
11) Answer =  $\bigcup_k L_k$ ;
    
```

## a) Brute-force approach

각 Itemset의 Candidate Itemset의 support 다 비교하는 거



k-1 size의 frequent Itemset을  
k size의 candidate Itemset 생성

### Apriori-gen function

■ Self-join

```

insert into  $C_k$ 
select  $p.\text{item}_1, p.\text{item}_2, \dots, p.\text{item}_{k-1}, q.\text{item}_{k-1}$ 
from  $L_{k-1} p, L_{k-1} q$ 
where  $p.\text{item}_1 = q.\text{item}_1, \dots, p.\text{item}_{k-2} = q.\text{item}_{k-2}, p.\text{item}_{k-1} < q.\text{item}_{k-1}$ ;
                    
```

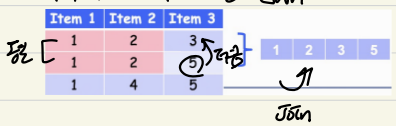
■ Pruning

```

forall itemsets  $c \in C_k$  do
  forall (k-1)-subsets  $s$  of  $c$  do
    if ( $s \notin L_{k-1}$ ) then
      delete  $c$  from  $C_k$ ;
                    
```

### Generate $C_k$ from $L_{k-1}$ (self-join)

- (k-1) Item들을 결합한 두 item의 연산
- 각 item은 increasing order
- later가 더 큰 Join



### only frequent candidate Itemsets! (pruning)

- anti-monotone - 1%
- subset이 infrequent한 거 superset 다 pruned

Apriori needs multiple DB scan + generate candidate / test support

## C) FP Growth

Frequent - Pattern mining

Without Candidate generation

### • Heuristics Property

PC (Frequent Itemset)

S (Set of transaction with P)

X (Item)

Ⓢ X = frequent itemset in S

Ⓢ EXJUP must be frequent itemset

### • FP-tree의 Frequent pattern set?

#### ① Conditional pattern bases

Pattern-base | α

: Item del prefix sets



Pattern-base | m3

⇒ <f, c, a> : support = 2

⇒ <f, c, a, b> : support = 1

#### ② Conditional FP-trees

FP-tree | α

: Pattern-base | α 의 minsup 만족하는 아들만!

#### ③ Find Frequent Patterns

: 양 좌항의 minsup (기준들!)

| Item | Conditional Pattern Base | Conditional FP-tree | Frequent Patterns Generated       |
|------|--------------------------|---------------------|-----------------------------------|
| I4   | {(2,1,3,1), (2,3,1)}     | {(2,2), (3,2)}      | {(2,4,2), (3,4,2), (2,3,4,2)}     |
| I3   | {(2,1,3), (2,1)}         | {(2,4), (1,3)}      | {(2,4,3), (1,1,3,3), (2,1,1,3,3)} |
| I1   | {(2,4)}                  | {(2,4)}             | {(2,1,4)}                         |

## \* FP-tree

: frequent pattern data 정보다양성

### - How to make FP-tree

#### ① Make F-list

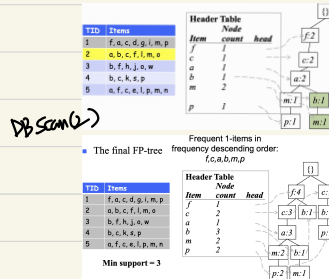
DB scan하기 1stize item을 frequent한 것 이용  
(lex order)

**F-list** = f-c-a-b-m-p

#### ② order items in itemset (F-list을 이용)

| TID | Items                  | Ordered items |
|-----|------------------------|---------------|
| 1   | f, a, c, d, g, i, m, p | f, c, a, m, p |
| 2   | a, b, c, f, l, m, o    | f, c, a, b, m |
| 3   | b, f, h, j, o, w       | f, b          |
| 4   | b, c, k, s, p          | c, b, p       |
| 5   | a, f, c, e, l, p, m, n | f, c, a, m, p |

#### ③ now-wise 하면서 F-list에서 Tree 만들기



#### Implication in Property.

- Process of mining frequent patterns can be viewed as first mining frequent 1-itemsets and then progressively growing each such itemset by mining its conditional pattern base, which can in turn be done similarly
- We successfully transform a frequent k-itemset mining problem into a sequence of k frequent 1-itemset mining problems via a set of conditional pattern bases

### Why Is FP-Growth the Winner?

- Divide-and-conquer
  - Decomposing both the mining task and database according to the frequent patterns obtained so far
  - Leading to focused search of smaller databases
- Other factors
  - No candidate generation, no candidate test
  - Compressed database: FP-tree structure
  - No repeated scan of the entire database
  - Cheap operations: counting local frequent items and building sub FP-trees, but no pattern search and matching

key

\* reduce # of Comparison

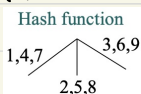
Support Count = Transaction Scan

← 줄이기

Store candidates in HashTable

- key : Candidate Itemset
- value : Support Count

① generate hash tree

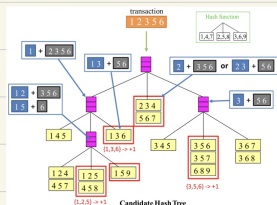
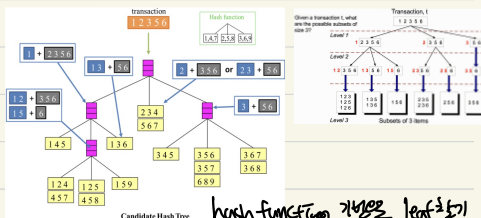


- hash function

: hash-tree의 leaf key의 location

- Max leaf size

② update hash table



leaf에 1이  
update

\* reduce complexity

- MinSup 변경

: 줄이면 frequent itemset 개수 줄어듦

- Dimensionality (# of items)

: 이걸 줄이면 computation / I/O 들어감

- size of DB

: Apriori에 multiple pass가

run time of algorithm may increase

with # of transactions

# Association Rule Mining ② - Rule Generation

Given frequent itemset q/q

**Candidate rule** 만들기

(조합, 전부 조합하고! 2<sup>n</sup>-1개)

If  $\{A, B, C, D\}$  is a frequent itemset, candidate rules:

|                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|
| $ABC \rightarrow D,$ | $ABD \rightarrow C,$ | $ACD \rightarrow B,$ | $BCD \rightarrow A,$ |
| $A \rightarrow BCD,$ | $B \rightarrow ACD,$ | $C \rightarrow ABD,$ | $D \rightarrow ABC$  |
| $AB \rightarrow CD,$ | $AC \rightarrow BD,$ | $AD \rightarrow BC,$ | $BC \rightarrow AD,$ |
| $BD \rightarrow AC,$ | $CD \rightarrow AB,$ |                      |                      |

Who to remove?

Confidence가 min confidence를 갖지 못하는 것

\* Confidence는 anti-monotone 성질을 가짐,

e.g.,  $L = \{A, B, C, D\}$ :  $c(ABC \rightarrow D) \geq c(AB \rightarrow CD) \geq c(A \rightarrow BCD)$

$$\frac{\sigma(ABCD)}{\sigma(ABC)} \geq \frac{\sigma(ABCD)}{\sigma(AB)} \geq \frac{\sigma(ABCD)}{\sigma(A)}$$

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

이렇게 성립함

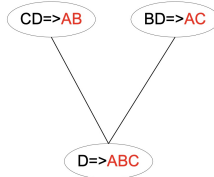
Superset이 infrequent = Subset이 frequent

Subset이 frequent = Superset이 frequent

- A candidate rule is generated by merging two rules that share the same prefix in the rule consequent

Example:

- join( $CD \rightarrow AB$ ,  $BD \rightarrow AC$ ) would produce the candidate rule  $D \rightarrow ABC$
- $D \rightarrow ABC$  is pruned if its subset  $BD \rightarrow AC$  does not have high confidence**



Superset이 infrequent이면

anti-monotone

