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 |
| 4 | Bread, Milk, Diaper, Beer |
| 5 | Bread, Milk, Diaper, Coke |

Example of Association Rules

```
{Diaper} → {Beer},

{Milk, Bread} → {Eggs,Coke},

{Beer, Bread} → {Milk},
```

Implication means co-occurrence, not causality!

Definition: Frequent Itemset

Itemset

- A collection of one or more items
 - Example: {Milk, Bread, Diaper}
- k-itemset
 - · An itemset that contains k items
- Support count (σ)
 - Frequency of occurrence of an itemset
 - E.g. σ({Milk, Bread, Diaper}) = 2

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

- An implication expression of the form X → Y, where X and Y are itemsets
- Example: {Milk, Diaper} → {Beer}
- 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

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Example:

{Milk , Diaper } ⇒ Beer

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

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

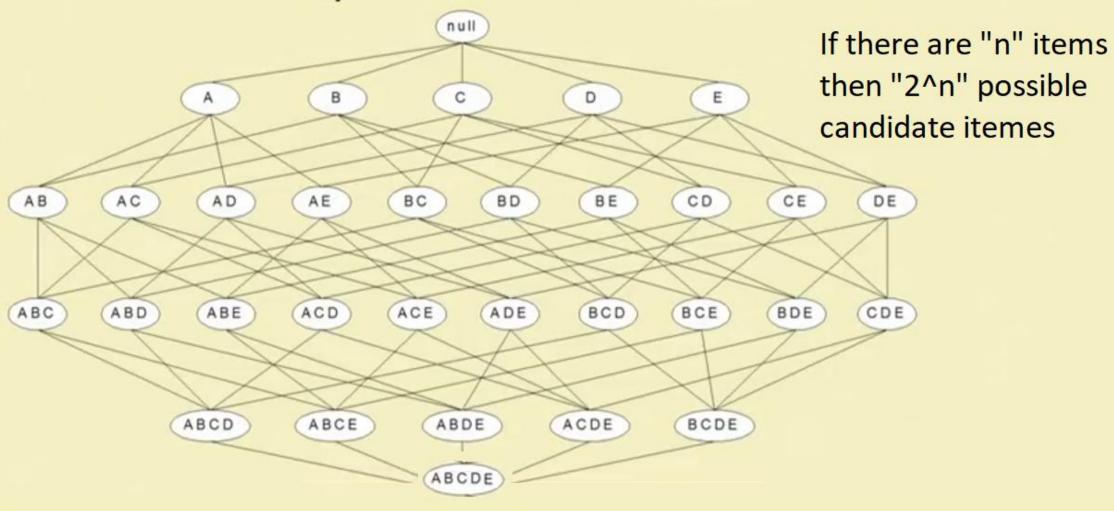
Association Rule Mining Task

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

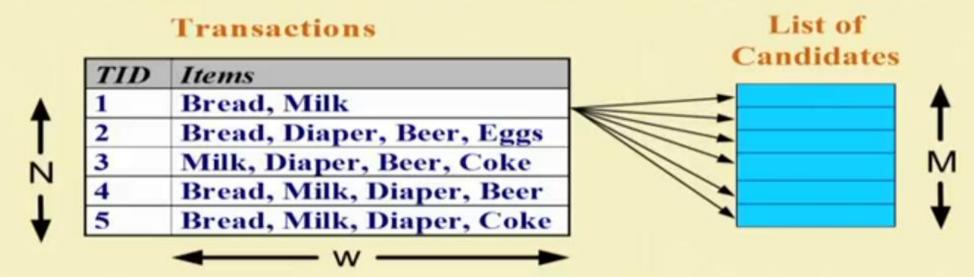
- Two-step approach:
 - Frequent Itemset Generation
 - Generate all itemsets whose support ≥ minsup
 - Rule Generation
 - Generate high confidence rules from each frequent itemset, where each rule is a binary partitioning of a frequent itemset
- Frequent itemset generation is still computationally expensive

Frequent Itemset Generation



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 !!!

Frequent Itemset Generation Strategies

- Reduce the number of candidates (M)
 - Complete search: M=2^d
 - Use pruning techniques to reduce M
- Reduce the number of transactions (N)
 - Reduce size of N as the size of itemset increases
 - Used by DHP and vertical-based mining algorithms
- Reduce the number of comparisons (NM)
 - Use efficient data structures to store the candidates or transactions
 - No need to match every candidate against every transaction

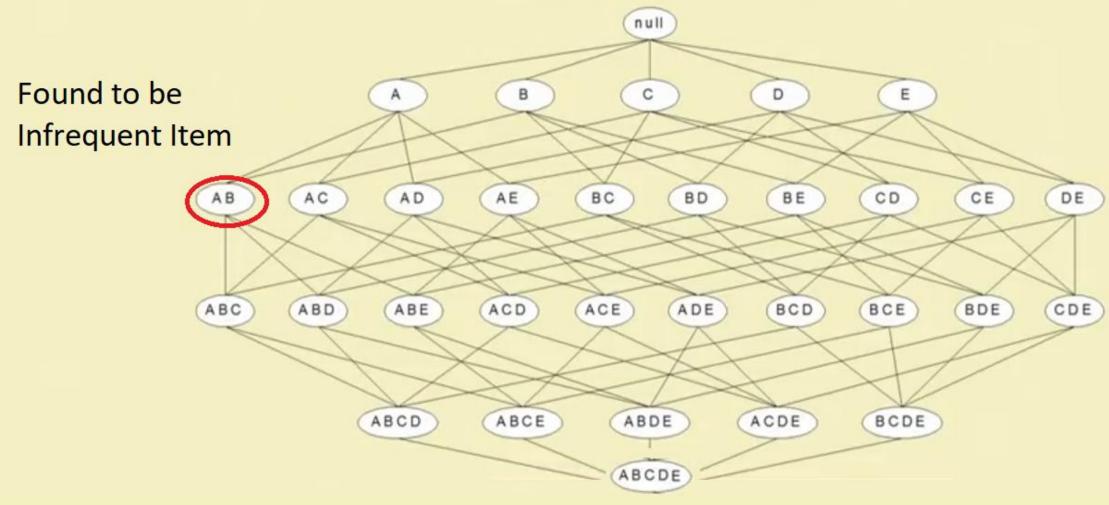
Reducing Number of Candidates

- 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

| Ite m | 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)



Triplets (3-itemsets)

| Ite m s e t | Count |
|-----------------------|-------|
| {Bread, Milk, Diaper} | 3 |



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

Minimum Support = 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

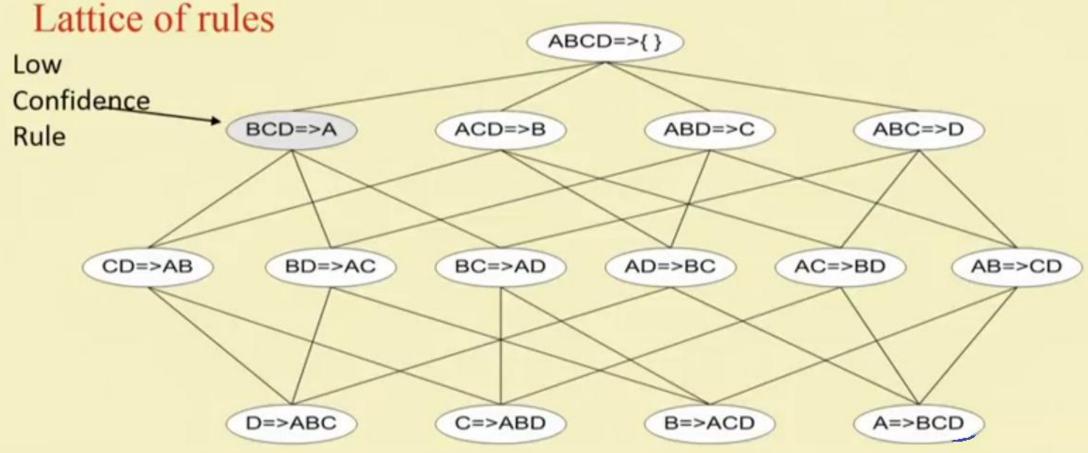
Rule Generation

- How to efficiently generate rules from frequent itemsets?
 - In general, confidence does not have an anti-monotone property c(ABC →D) can be larger or smaller than c(AB →D)
 - But confidence of rules generated from the same itemset has an antimonotone property
 - e.g., L = {A,B,C,D}:

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

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

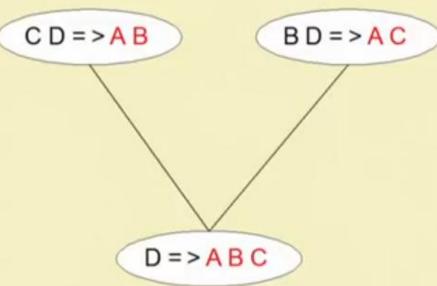
Rule Generation for Apriori Algorithm



Rule Generation for Apriori Algorithm

 Candidate rule is generated by merging two rules that share the same prefix in the rule consequent

- join(CD=>AB,BD=>AC)
 would produce the candidate
 rule D => ABC
- Prune rule D=>ABC if its subset AD=>BC does not have high confidence



Pattern Evaluation

- 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

