CSE 5243 INTRO. TO DATA MINING

Mining Frequent Patterns and Associations: Basic Concepts

(Chapter 6)

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Slides adapted from Prof. Jiawei Han @UIUC, Prof. Srinivasan Parthasarathy @OSU

Mining Frequent Patterns, Association and Correlations: Basic Concepts and Methods

- Basic Concepts ← Review
- Efficient Pattern Mining Methods
- Pattern Evaluation ← This class
- Summary

Basic Concepts: Frequent Itemsets (Patterns)

- An itemset (or a pattern) X is *frequent* if the support of X is no less than a *minsup* threshold σ

- Let *σ = 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

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

We may also use minsup = 3 to represent the threshold.

Mining Frequent Itemsets and Association Rules

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

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

- Let *minsup* = *50%*
  - Freq. 1-itemsets: Beer: 3, Nuts: 3, Diaper: 4, Eggs: 3
  - Freq. 2-itemsets: {Beer, Diaper}: 3

- Let *minconf* = *50%*
  - *Beer* → *Diaper* (60%, 100%)
  - *Diaper* → *Beer* (60%, 75%)

Mining Frequent Patterns, Association and Correlations: Basic Concepts and Methods

- Basic Concepts
- Efficient Pattern Mining Methods
  - The Apriori Algorithm
  - Application in Classification
- Pattern Evaluation
- Summary

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

Apriori: Any subset of a frequent itemset must be frequent

The Apriori Algorithm—An Example

Database TDB

minsup = 2

Tid	Items
10	A, C, D
20	B, C, E
30	A, B, C, E
40	B, E

1st scan

C_1

Itemset	sup
{A}	2
{B}	3
{C}	3
{D}	1
{E}	3

F_1

Itemset	sup
{A}	2
{B}	3
{C}	3
{E}	3

C_2

Itemset
{A, B}
{A, C}
{A, E}
{B, C}
{B, E}
{C, E}

2nd scan

C_2

Itemset	sup
{A, B}	1
{A, C}	2
{A, E}	1
{B, C}	2
{B, E}	3
{C, E}	2

F_2

Itemset	sup
{A, C}	2
{B, C}	2
{B, E}	3
{C, E}	2

C_3

Itemset
{B, C, E}

3rd scan

F_3

Itemset	sup
{B, C, E}	2

Another example 6.3 in Chapter 6

Apriori: Improvements and Alternatives

<1> Reduce passes of transaction database scans

- Partitioning (e.g., Savasere, et al., 1995)

<2> Shrink the number of candidates

- Hashing (e.g., DHP: Park, et al., 1995)

<3> Exploring Vertical Data Format: ECLAT (Zaki et al. @KDD'97)

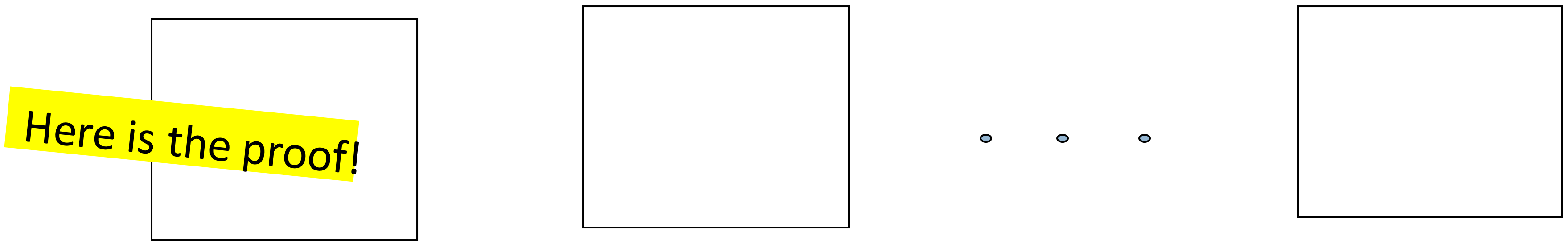
<1> Partitioning: Scan Database Only Twice

- Theorem: *Any itemset that is potentially frequent in TDB must be frequent in at least one of the partitions of TDB*

Why?

<1> Partitioning: Scan Database Only Twice

- Theorem: *Any itemset that is potentially frequent in TDB must be frequent in at least one of the partitions of TDB*

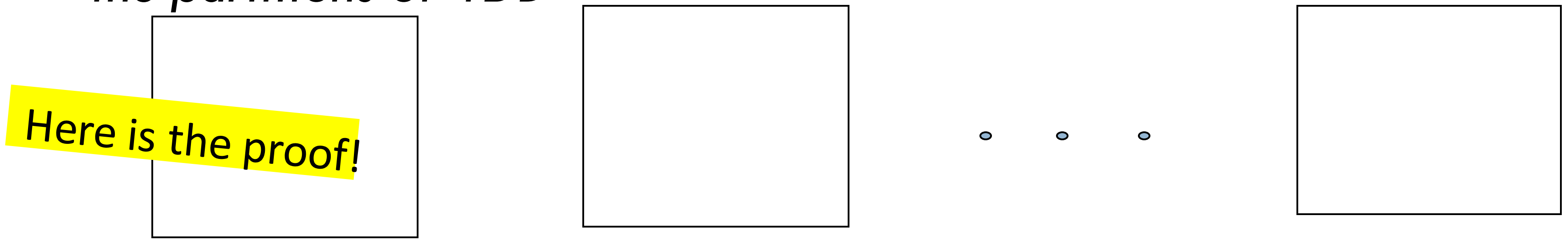


$$\begin{array}{ccccccccc} TDB_1 & + & TDB_2 & + & \cdots & + & TDB_k & = & TDB \\ sup_1(X) < \sigma|TDB_1| & & sup_2(X) < \sigma|TDB_2| & & \cdots & & sup_k(X) < \sigma|TDB_k| & & sup(X) < \sigma|TDB| \end{array}$$

Proof by contradiction

<1> Partitioning: Scan Database Only Twice

- Theorem: *Any itemset that is potentially frequent in TDB must be frequent in at least one of the partitions of TDB*



$TDB_1 \quad + \quad TDB_2 \quad + \quad \cdots \quad + \quad TDB_k \quad = \quad TDB$

$sup_1(X) < \sigma|TDB_1| \quad sup_2(X) < \sigma|TDB_2| \quad \cdots \quad sup_k(X) < \sigma|TDB_k| \quad sup(X) < \sigma|TDB|$

- Method: Scan DB twice (A. Savasere, E. Omiecinski and S. Navathe, *VLDB'95*)
  - Scan 1: Partition database so that each partition can fit in main memory
    - Mine local frequent patterns in this partition
  - Scan 2: Consolidate global frequent patterns
    - Find global frequent itemset candidates (those frequent in at least one partition)
    - Find the true frequency of those candidates, by scanning TDB_i one more time

<2> Direct Hashing and Pruning (DHP):

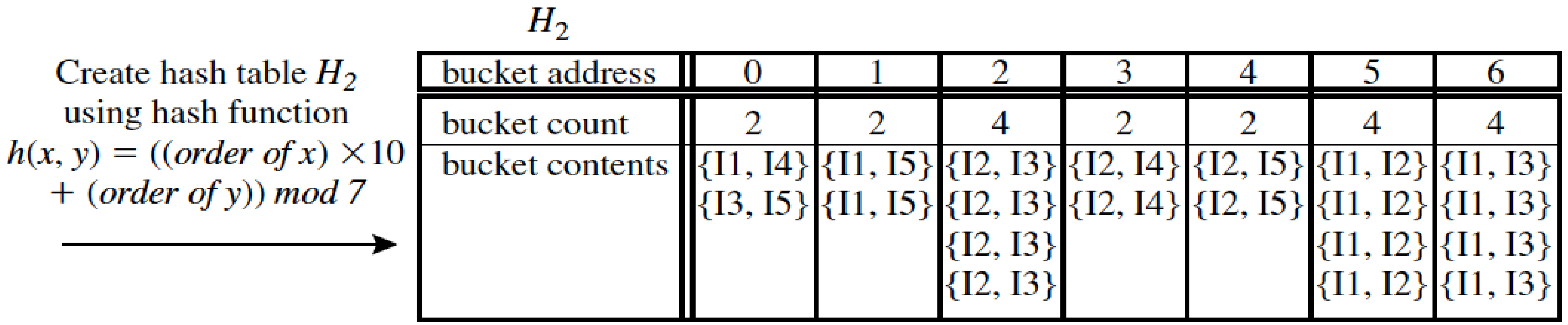
- Reduce candidate number: (J. Park, M. Chen, and P. Yu, SIGMOD'95)
- Hashing: Different itemsets may have the same hash value: v = *hash*(itemset)
- 1st scan: When counting the 1-itemset, hash 2-itemset to calculate the bucket count
- Observation: A *k*-itemset cannot be frequent if its corresponding hashing bucket count is below the *minsup* threshold
- Example: At the 1st scan of TDB, count 1-itemset, and
  - Hash 2-itemsets in each transaction to its bucket
    - {ab, ad, ce}
    - {bd, be, de}
    - …
  - At the end of the first scan,
    - *if minsup = 80, remove ab, ad, ce, since count{ab, ad, ce}* < 80

Itemsets	Count
{ab, ad, ce}	35
{bd, be, de}	298
……	…
{yz, qs, wt}	58

Hash Table

<2> Direct Hashing and Pruning (DHP)

- DHP (Direct Hashing and Pruning): (J. Park, M. Chen, and P. Yu, SIGMOD'95)
- Hashing: Different itemsets may have the same hash value: v = *hash*(itemset)
- 1st scan: When counting the 1-itemset, hash 2-itemset to calculate the bucket count
- Observation: A *k*-itemset cannot be frequent if its corresponding hashing bucket count is below the *minsup* threshold
- Example:



Create hash table H_2 using hash function $h(x, y) = ((order\ of\ x) \times 10 + (order\ of\ y))\ mod\ 7$ $\longrightarrow$

H_2

bucket address	0	1	2	3	4	5	6
bucket count	2	2	4	2	2	4	4
bucket contents	{I1, I4} {I3, I5}	{I1, I5} {I1, I5}	{I2, I3} {I2, I3} {I2, I3} {I2, I3}	{I2, I4} {I2, I4}	{I2, I5} {I2, I5}	{I1, I2} {I1, I2} {I1, I2} {I1, I2}	{I1, I3} {I1, I3} {I1, I3} {I1, I3}

Figure 6.5: Hash table, H_2, for candidate 2-itemsets: This hash table was generated by scanning the transactions of Table 6.1 while determining L_1. If the minimum support count is, say, 3, then the itemsets in buckets 0, 1, 3, and 4 cannot be frequent and so they should not be included in C_2.

<3> Exploring Vertical Data Format: ECLAT

- ECLAT (Equivalence Class Transformation): A depth-first search algorithm using set intersection [Zaki et al. @KDD'97]
- Tid-List: List of transaction-ids containing an itemset
- Vertical format: $t(e) = \{T_{10}, T_{20}, T_{30}\}$; $t(a) = \{T_{10}, T_{20}\}$; $t(ae) = \{T_{10}, T_{20}\}$
- Properties of Tid-Lists
  - $t(X) = t(Y)$: X and Y always happen together (e.g., $t(ac\} = t(d\})$
  - $t(X) \subset t(Y)$: transaction having X always has Y (e.g., $t(ac) \subset t(ce)$)
- Deriving frequent patterns based on vertical intersections
- Using diffset to accelerate mining
  - Only keep track of differences of tids
  - $t(e) = \{T_{10}, T_{20}, T_{30}\}$, $t(ce) = \{T_{10}, T_{30}\} \rightarrow$ Diffset (ce, e) $= \{T_{20}\}$

A transaction DB in Horizontal Data Format

Tid	Itemset
10	a, c, d, e
20	a, b, e
30	b, c, e

The transaction DB in Vertical Data Format

Item	TidList
a	10, 20
b	20, 30
c	10, 30
d	10
e	10, 20, 30

<4> Mining Frequent Patterns by Pattern Growth

- Apriori: A *breadth-first search* mining algorithm
  - First find the complete set of frequent k-itemsets
  - Then derive frequent (k+1)-itemset candidates
  - Scan DB again to find true frequent (k+1)-itemsets

Two nontrivial costs:

- *It may still need to generate a huge number of candidate sets.* For example, if there are 10^4 frequent 1-itemsets, the Apriori algorithm will need to generate more than 10^7 candidate 2-itemsets.
- *It may need to repeatedly scan the whole database and check a large set of candidates by pattern matching.* It is costly to go over each transaction in the database to determine the support of the candidate itemsets.

<4> Mining Frequent Patterns by Pattern Growth

- Apriori: A *breadth-first search* mining algorithm
    - First find the complete set of frequent k-itemsets
    - Then derive frequent (k+1)-itemset candidates
    - Scan DB again to find true frequent (k+1)-itemsets
- Motivation for a different mining methodology
    - Can we mine the complete set of frequent patterns without such a costly generation process?
    - For a frequent itemset ρ, can subsequent search be confined to only those transactions that contain ρ?
        - A *depth-first search* mining algorithm?
- Such thinking leads to a frequent pattern (FP) growth approach:
    - FPGrowth (J. Han, J. Pei, Y. Yin, "Mining Frequent Patterns without Candidate Generation," SIGMOD 2000)

<4> High-level Idea of FP-growth Method

- Essence of frequent pattern growth (FPGrowth) methodology
  - Find frequent single items and partition the database based on each such single item pattern
  - Recursively grow frequent patterns by doing the above for each *partitioned database* (also called the pattern's *conditional database*)
  - To facilitate efficient processing, an efficient data structure, FP-tree, can be constructed
- Mining becomes
  - Recursively construct and mine (conditional) FP-trees
  - Until the resulting FP-tree is empty, or until it contains only one path—single path will generate all the combinations of its sub-paths, each of which is a frequent pattern

Example: Construct FP-tree from a Transaction DB

TID	Items in the Transaction	Ordered, frequent itemlist
100	*{f, a, c, d, g, i, m, p}*	
200	*{a, b, c, f, l, m, o}*	
300	*{b, f, h, j, o, w}*	
400	*{b, c, k, s, p}*	
500	*{a, f, c, e, l, p, m, n}*	

1. Scan DB once, find single item frequent pattern:

Let min_support = 3

f:4, a:3, c:4, b:3, m:3, p:3

Example: Construct FP-tree from a Transaction DB

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1. Scan DB once, find single item frequent pattern:

   Let min_support = 3

   f:4, a:3, c:4, b:3, m:3, p:3

2. Sort frequent items in frequency descending order, F-list

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

Example: Construct FP-tree from a Transaction DB

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100	*{f, a, c, d, g, i, m, p}*	*f, c, a, m, p*
200	*{a, b, c, f, l, m, o}*	*f, c, a, b, m*
300	*{b, f, h, j, o, w}*	*f, b*
400	*{b, c, k, s, p}*	*c, b, p*
500	*{a, f, c, e, l, p, m, n}*	*f, c, a, m, p*

1. Scan DB once, find single item frequent pattern:

   Let min_support = 3

   f:4, a:3, c:4, b:3, m:3, p:3

2. Sort frequent items in frequency descending order, f-list

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

Example: Construct FP-tree from a Transaction DB

TID	Items in the Transaction	Ordered, frequent itemlist
100	{*f, a, c, d, g, i, m, p*}	*f, c, a, m, p*
200	{*a, b, c, f, l, m, o*}	*f, c, a, b, m*
300	{*b, f, h, j, o, w*}	*f, b*
400	{*b, c, k, s, p*}	*c, b, p*
500	{*a, f, c, e, l, p, m, n*}	*f, c, a, m, p*

After inserting the 1st frequent Itemlist: "*f, c, a, m, p*"

1. Scan DB once, find single item frequent pattern:

   Let min_support = 3

   f:4, a:3, c:4, b:3, m:3, p:3

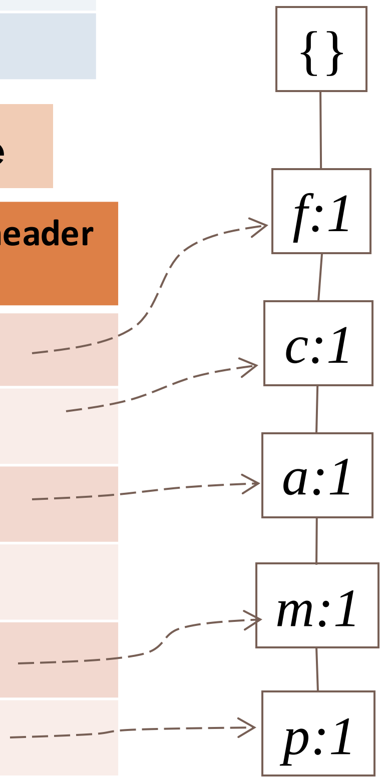
2. Sort frequent items in frequency descending order, f-list

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

3. Scan DB again, construct FP-tree
   - The frequent itemlist of each transaction is inserted as a branch, with shared sub-branches merged, counts accumulated

Header Table

Item	Frequency	header
f	4	
c	4	
a	3	
b	3	
m	3	
p	3	



Example: Construct FP-tree from a Transaction DB

TID	Items in the Transaction	Ordered, frequent itemlist
100	*{f, a, c, d, g, i, m, p}*	*f, c, a, m, p*
200	*{a, b, c, f, l, m, o}*	*f, c, a, b, m*
300	*{b, f, h, j, o, w}*	*f, b*
400	*{b, c, k, s, p}*	*c, b, p*
500	*{a, f, c, e, l, p, m, n}*	*f, c, a, m, p*

After inserting the 2nd frequent itemlist "*f, c, a, b, m*"

1. Scan DB once, find single item frequent pattern:

   Let min_support = 3

   f:4, a:3, c:4, b:3, m:3, p:3

2. Sort frequent items in frequency descending order, f-list

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

3. Scan DB again, construct FP-tree
   - The frequent itemlist of each transaction is inserted as a branch, with shared sub-branches merged, counts accumulated

Header Table

Item	Frequency	header
f	4	
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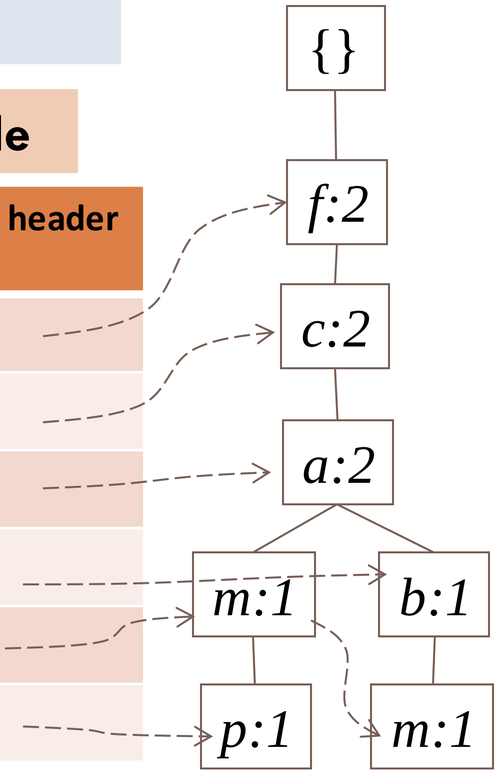


Example: Construct FP-tree from a Transaction DB

TID	Items in the Transaction	Ordered, frequent itemlist
100	{*f, a, c, d, g, i, m, p*}	*f, c, a, m, p*
200	{*a, b, c, f, l, m, o*}	*f, c, a, b, m*
300	{*b, f, h, j, o, w*}	*f, b*
400	{*b, c, k, s, p*}	*c, b, p*
500	{*a, f, c, e, l, p, m, n*}	*f, c, a, m, p*

1. Scan DB once, find single item frequent pattern:

   Let min_support = 3

   f:4, a:3, c:4, b:3, m:3, p:3

2. Sort frequent items in frequency descending order, f-list

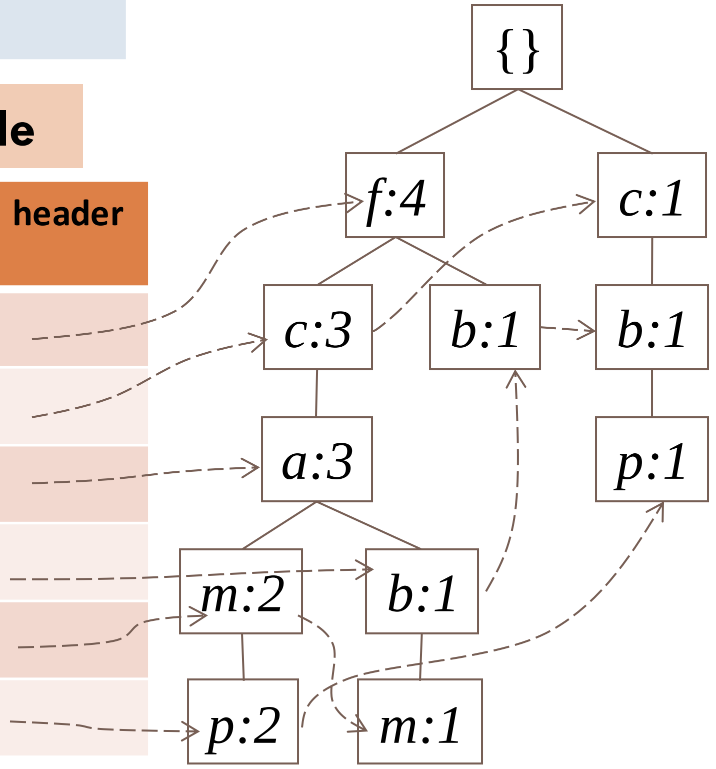
   F-list = f-c-a-b-m-p

3. Scan DB again, construct FP-tree
   - The frequent itemlist of each transaction is inserted as a branch, with shared sub-branches merged, counts accumulated

Header Table

Item	Frequency	header
f	4	
c	4	
a	3	
b	3	
m	3	
p	3	

After inserting all the frequent itemlists



Mining FP-Tree: Divide and Conquer Based on Patterns and Data

- Pattern mining can be partitioned according to current patterns
  - Patterns containing *p*: *p*'s conditional database: *fcam:2, cb:1*
    - *p*'s conditional database (i.e., the database under the condition that *p* exists):
      - *transformed prefix paths* of item *p*
  - Patterns having m but no p: m's conditional database: *fca:2, fcab:1*
  - …… ……

min_support = 3

Item	Frequency	Header
f	4	
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a	3	
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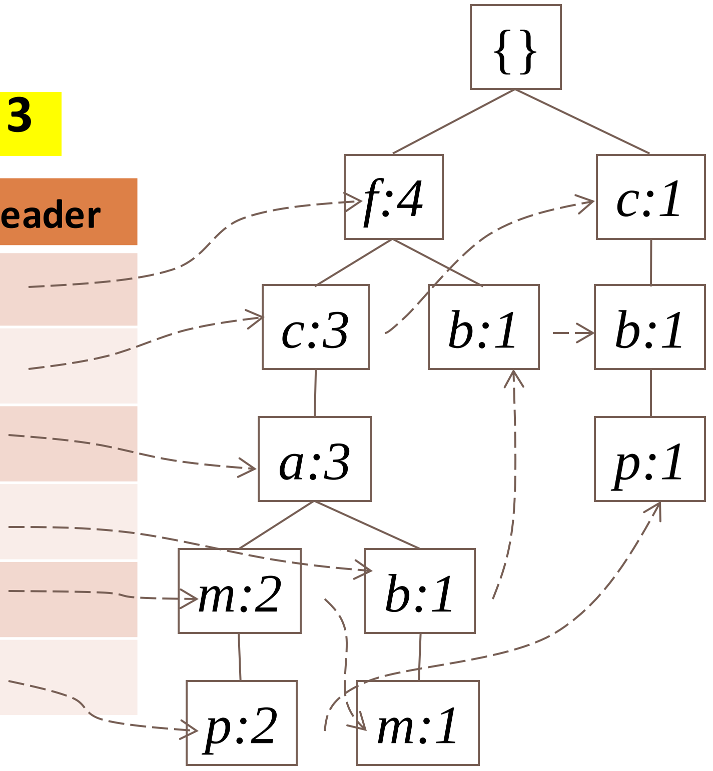
m	3	
p	3	



Conditional database of each pattern

Item	*Conditional database*
c	***f:3***
a	***fc:3***
b	***fca:1, f:1, c:1***
m	***fca:2, fcab:1***
p	***fcam:2, cb:1***

Mine Each Conditional Database Recursively

min_support = 3

Conditional Data Bases

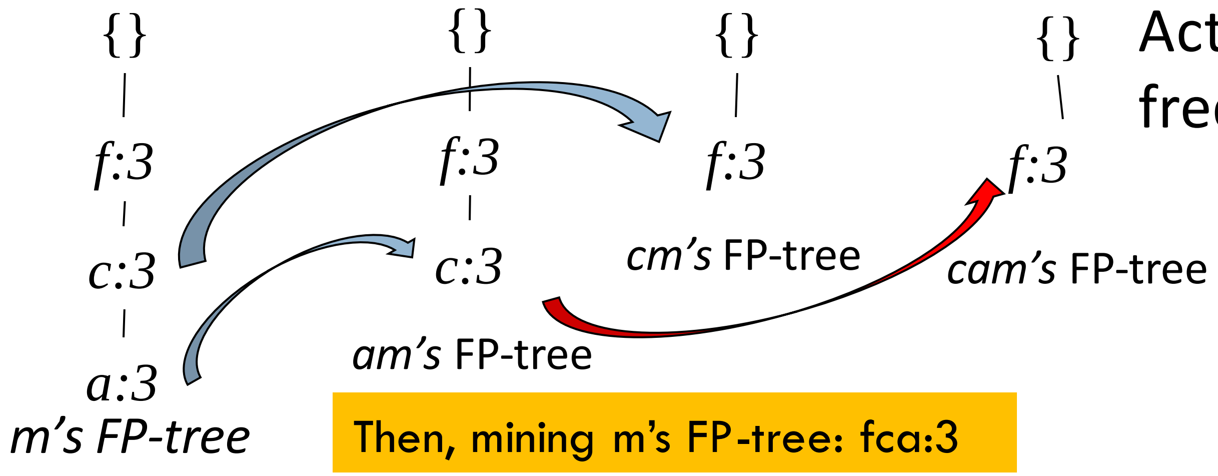
item	***cond. data base***
c	***f:3***
a	***fc:3***
b	***fca:1, f:1, c:1***
m	***fca:2, fcab:1***
p	***fcam:2, cb:1***

- For each conditional database
  - Mine single-item patterns
  - Construct its FP-tree & mine it

p's conditional DB: ***fcam:2, cb:1 → c: 3***

m's conditional DB: ***fca:2, fcab:1 → fca: 3***

b's conditional DB: ***fca:1, f:1, c:1 → ϕ***



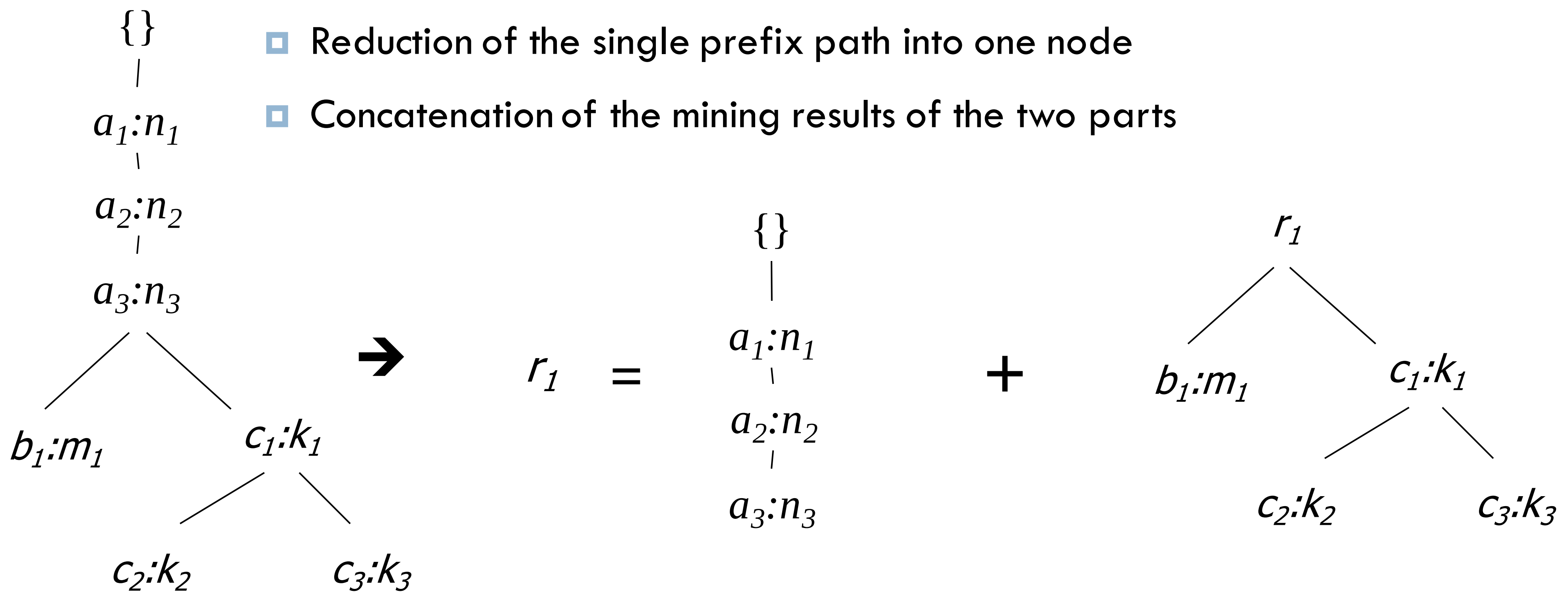
Then, mining m's FP-tree: fca:3

Actually, for single branch FP-tree, all the frequent patterns can be generated in one shot

m: 3
fm: 3, cm: 3, am: 3
fcm: 3, fam:3, cam: 3
fcam: 3

A Special Case: Single Prefix Path in FP-tree

- Suppose a (conditional) FP-tree T has a shared single prefix-path P
- Mining can be decomposed into two parts
  - Reduction of the single prefix path into one node
  - Concatenation of the mining results of the two parts



FPGrowth: Mining Frequent Patterns by Pattern Growth

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

- Basic Concepts
- Efficient Pattern Mining Methods
- Pattern Evaluation
- Summary

Pattern Evaluation

- Limitation of the Support-Confidence Framework
- Interestingness Measures: Lift and χ^2
- Null-Invariant Measures
- Comparison of Interestingness Measures

- Pattern mining will generate a large set of patterns/rules
  - Not all the generated patterns/rules are interesting

How to Judge if a Rule/Pattern Is Interesting?

- Pattern-mining will generate a large set of patterns/rules
  - Not all the generated patterns/rules are interesting
- Interestingness measures: Objective vs. subjective

How to Judge if a Rule/Pattern Is Interesting?

- Pattern-mining will generate a large set of patterns/rules
  - Not all the generated patterns/rules are interesting
- Interestingness measures: Objective vs. subjective
  - Objective interestingness measures
    - Support, confidence, correlation, …
  - Subjective interestingness measures:
    - Different users may judge interestingness differently
    - Let a user specify
      - Query-based: Relevant to a user's particular request
    - Judge against one's knowledge base
      - unexpected, freshness, timeliness

Limitation of the Support-Confidence Framework

- Are *s* and *c* interesting in association rules: "A $\Rightarrow$ B" [*s*, *c*]?

Limitation of the Support-Confidence Framework

- Are *s* and *c* interesting in association rules: "A $\Rightarrow$ B" [*s*, *c*]?
- Example: Suppose one school may have the following statistics on # of students who may play basketball and/or eat cereal:

	play-basketball	not play-basketball	sum (row)
eat-cereal	400	350	750
not eat-cereal	200	50	250
sum(col.)	600	400	1000

2-way contingency table

Limitation of the Support-Confidence Framework

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2-way contingency table

- Association rule mining may generate the following:
  - *play-basketball* $\Rightarrow$ *eat-cereal* [40%, 66.7%] (higher s & c)
- But this strong association rule is misleading: The overall % of students eating cereal is 75% > 66.7%, a more telling rule:
  - ¬ *play-basketball* $\Rightarrow$ *eat-cereal* [35%, 87.5%] (high s & c)

Interestingness Measure: Lift

- Measure of dependent/correlated events: **lift**

$$lift(B,C) = \frac{c(B \rightarrow C)}{s(C)} = \frac{s(B \cup C)}{s(B) \times s(C)}$$

Lift is more telling than s & c

	B	¬B	Σ_{row}
C	400	350	750
¬C	200	50	250
$\Sigma_{col.}$	600	400	1000

Interestingness Measure: Lift

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Lift is more telling than s & c

	B	¬B	Σ_{row}
C	400	350	750
¬C	200	50	250
$\Sigma_{col.}$	600	400	1000

- Lift(B, C) may tell how B and C are correlated
  - Lift(B, C) = 1: B and C are independent
  - > 1: positively correlated
  - < 1: negatively correlated

Interestingness Measure: Lift

Lift is more telling than s & c

	B	¬B	Σ_{row}
C	400	350	750
¬C	200	50	250
$\Sigma_{col.}$	600	400	1000

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$$lift(B,C) = \frac{c(B \rightarrow C)}{s(C)} = \frac{s(B \cup C)}{s(B) \times s(C)}$$

- Lift(B, C) may tell how B and C are correlated
  - Lift(B, C) = 1: B and C are independent
  - > 1: positively correlated
  - < 1: negatively correlated
- In our example,

$$lift(B,C) = \frac{400/1000}{600/1000 \times 750/1000} = 0.89$$

$$lift(B,\neg C) = \frac{200/1000}{600/1000 \times 250/1000} = 1.33$$

- Thus, B and C are negatively correlated since lift(B, C) < 1;
  - B and ¬C are positively correlated since lift(B, ¬C) > 1

Interestingness Measure: χ^2

- Another measure to test correlated events: **χ^2**

$$\chi^2 = \sum \frac{(Observed - Expected)^2}{Expected}$$

	B	¬B	Σ_{row}
C	400 (450)	350 (300)	750
¬C	200 (150)	50 (100)	250
Σ_{col}	600	400	1000

Expected value

Observed value

Interestingness Measure: χ^2

- Another measure to test correlated events: **χ^2**

$$\chi^2 = \sum \frac{(Observed - Expected)^2}{Expected}$$

	B	¬B	Σ_{row}
C	400 (450)	350 (300)	750
¬C	200 (150)	50 (100)	250
Σ_{col}	600	400	1000

Expected value

Observed value

- For the table on the right,

$$c^2 = \frac{(400 - 450)^2}{450} + \frac{(350 - 300)^2}{300} + \frac{(200 - 150)^2}{150} + \frac{(50 - 100)^2}{100} = 55.56$$

- By consulting a table of critical values of the **χ^2** distribution, one can conclude that the chance for B and C to be independent is very low (< 0.01)
- **χ^2**-test shows B and C are negatively correlated since the expected value is 450 but the observed is only 400
- Thus, **χ^2** is also more telling than the support-confidence framework

Lift and χ^2 : Are They Always Good Measures?

- Null transactions: Transactions that contain neither B nor C
- Let's examine the new dataset D
  - BC (100) is much rarer than B¬C (1000) and ¬BC (1000), but there are many ¬B¬C (100000)
  - Unlikely B & C will happen together!

	B	¬B	Σ_{row}
C	100	1000	1100
¬C	1000	100000	101000
$\Sigma_{col.}$	1100	101000	102100

null transactions

Contingency table with expected values added

	B	¬B	Σ_{row}
C	100 (11.85)	1000	1100
¬C	1000 (988.15)	100000	101000
$\Sigma_{col.}$	1100	101000	102100

- But, Lift(B, C) = 8.44 >> 1 (Lift shows B and C are strongly positively correlated!)
- χ^2 = 670: Observed(BC) >> expected value (11.85)
- *Too many null transactions may "spoil the soup"!*

Interestingness Measures & Null-Invariance

- *Null invariance:* Value does not change with the # of null-transactions
- A few interestingness measures: Some are null invariant

Measure	Definition	Range	Null-Invariant?
$\chi^2(A,B)$	$\sum_{i,j} \frac{(e(a_i,b_j)-o(a_i,b_j))^2}{e(a_i,b_j)}$	$[0, \infty]$	No
$Lift(A,B)$	$\frac{s(A\cup B)}{s(A)\times s(B)}$	$[0, \infty]$	No
$Allconf(A,B)$	$\frac{s(A\cup B)}{max\{s(A),s(B)\}}$	$[0, 1]$	Yes
$Jaccard(A,B)$	$\frac{s(A\cup B)}{s(A)+s(B)-s(A\cup B)}$	$[0, 1]$	Yes
$Cosine(A,B)$	$\frac{s(A\cup B)}{\sqrt{s(A)\times s(B)}}$	$[0, 1]$	Yes
$Kulczynski(A,B)$	$\frac{1}{2}(\frac{s(A\cup B)}{s(A)} + \frac{s(A\cup B)}{s(B)})$	$[0, 1]$	Yes
$MaxConf(A,B)$	$max\{\frac{s(A\cup B)}{s(A)}, \frac{s(A\cup B)}{s(B)}\}$	$[0, 1]$	Yes

X^2 *and lift are not null-invariant*

Jaccard, consine, AllConf, MaxConf, and *Kulczynski* are *null-invariant measures*

Null Invariance: An Important Property

- Why is null invariance crucial for the analysis of massive transaction data?
  - Many transactions may contain neither milk nor coffee!

milk vs. coffee contingency table

	$milk$	$\neg milk$	Σ_{row}
$coffee$	mc	$\neg mc$	c
$\neg coffee$	$m\neg c$	$\neg m\neg c$	$\neg c$
Σ_{col}	m	$\neg m$	Σ

- Lift and χ^2 are not null-invariant: not good to evaluate data that contain too many or too few null transactions!
- Many measures are not null-invariant!

Null-transactions w.r.t. m and c

Data set	mc	$\neg mc$	$m\neg c$	$\neg m\neg c$	χ^2	$Lift$
D_1	10,000	1,000	1,000	100,000	90557	9.26
D_2	10,000	1,000	1,000	100	0	1
D_3	100	1,000	1,000	100,000	670	8.44
D_4	1,000	1,000	1,000	100,000	24740	25.75
D_5	1,000	100	10,000	100,000	8173	9.18
D_6	1,000	10	100,000	100,000	965	1.97

Comparison of Null-Invariant Measures

- Not all null-invariant measures are created equal
- Which one is better?
  - D_4—D_6 differentiate the null-invariant measures
  - Kulc (Kulczynski 1927) holds firm and is in balance of both directional implications

2-variable contingency table

	$milk$	$\neg milk$	Σ_{row}
$coffee$	mc	$\neg mc$	c
$\neg coffee$	$m\neg c$	$\neg m \neg c$	$\neg c$
Σ_{col}	m	$\neg m$	Σ

All 5 are null-invariant

Data set	mc	$\neg mc$	$m\neg c$	$\neg m \neg c$	$AllConf$	Jaccard	$Cosine$	$Kulc$	$MaxConf$
D_1	10,000	1,000	1,000	100,000	0.91	0.83	0.91	0.91	0.91
D_2	10,000	1,000	1,000	100	0.91	0.83	0.91	0.91	0.91
D_3	100	1,000	1,000	100,000	0.09	0.05	0.09	0.09	0.09
D_4	1,000	1,000	1,000	100,000	0.5	0.33	0.5	0.5	0.5
D_5	1,000	100	10,000	100,000	0.09	0.09	0.29	0.5	0.91
D_6	1,000	10	100,000	100,000	0.01	0.01	0.10	0.5	0.99

Subtle: They disagree on those cases

Imbalance Ratio with Kulczynski Measure

- IR (Imbalance Ratio): measure the imbalance of two itemsets A and B in rule implications:

$$IR(A,B) = \frac{|s(A)-s(B)|}{s(A)+s(B)-s(A\cup B)}$$

- Kulczynski and Imbalance Ratio (IR) together present a clear picture for all the three datasets D_4 through D_6
  - D_4 is neutral & balanced; D_5 is neutral but imbalanced
  - D_6 is neutral but very imbalanced

Data set	mc	$\neg mc$	$m\neg c$	$\neg m\neg c$	Jaccard	$Cosine$	$Kulc$	IR
D_1	10,000	1,000	1,000	100,000	0.83	0.91	0.91	0
D_2	10,000	1,000	1,000	100	0.83	0.91	0.91	0
D_3	100	1,000	1,000	100,000	0.05	0.09	0.09	0
D_4	1,000	1,000	1,000	100,000	0.33	0.5	0.5	0
D_5	1,000	100	10,000	100,000	0.09	0.29	0.5	0.89
D_6	1,000	10	100,000	100,000	0.01	0.10	0.5	0.99

What Measures to Choose for Effective Pattern Evaluation?

- Null value cases are predominant in many large datasets
  - Neither milk nor coffee is in most of the baskets; neither Mike nor Jim is an author in most of the papers; ……

- *Null-invariance* is an important property

- Lift, χ^2 and cosine are good measures if null transactions are not predominant
  - Otherwise, *Kulczynski* + *Imbalance Ratio* should be used to judge the interestingness of a pattern

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

Summary

- Basic Concepts
  - What Is Pattern Discovery?   Why Is It Important?
  - Basic Concepts: Frequent Patterns and Association Rules
  - Compressed Representation: Closed Patterns and Max-Patterns
- Efficient Pattern Mining Methods
  - The Downward Closure Property of Frequent Patterns
  - The Apriori Algorithm
  - Extensions or Improvements of Apriori
  - FPGrowth: A Frequent Pattern-Growth Approach
- Pattern Evaluation
  - Interestingness Measures in Pattern Mining
  - Interestingness Measures: Lift and χ^2
  - Null-Invariant Measures
  - Comparison of Interestingness Measures

Recommended Readings (Basic Concepts)

- R. Agrawal, T. Imielinski, and A. Swami, “Mining association rules between sets of items in large databases”, in Proc. of SIGMOD'93
- R. J. Bayardo, “Efficiently mining long patterns from databases”, in Proc. of SIGMOD'98
- N. Pasquier, Y. Bastide, R. Taouil, and L. Lakhal, “Discovering frequent closed itemsets for association rules”, in Proc. of ICDT'99
- J. Han, H. Cheng, D. Xin, and X. Yan, “Frequent Pattern Mining: Current Status and Future Directions”, Data Mining and Knowledge Discovery, 15(1): 55-86, 2007

Recommended Readings (Efficient Pattern Mining Methods)

- R. Agrawal and R. Srikant, “Fast algorithms for mining association rules”, VLDB'94
- A. Savasere, E. Omiecinski, and S. Navathe, “An efficient algorithm for mining association rules in large databases”, VLDB'95
- J. S. Park, M. S. Chen, and P. S. Yu, “An effective hash-based algorithm for mining association rules”, SIGMOD'95
- S. Sarawagi, S. Thomas, and R. Agrawal, “Integrating association rule mining with relational database systems: Alternatives and implications”, SIGMOD'98
- M. J. Zaki, S. Parthasarathy, M. Ogihara, and W. Li, “Parallel algorithm for discovery of association rules”, Data Mining and Knowledge Discovery, 1997
- J. Han, J. Pei, and Y. Yin, “Mining frequent patterns without candidate generation”, SIGMOD’00
- M. J. Zaki and Hsiao, “CHARM: An Efficient Algorithm for Closed Itemset Mining”, SDM'02
- J. Wang, J. Han, and J. Pei, “CLOSET+: Searching for the Best Strategies for Mining Frequent Closed Itemsets”, KDD'03
- C. C. Aggarwal, M.A., Bhuiyan, M. A. Hasan, “Frequent Pattern Mining Algorithms: A Survey”, in Aggarwal and Han (eds.): Frequent Pattern Mining, Springer, 2014

Recommended Readings (Pattern Evaluation)

- C. C. Aggarwal and P. S. Yu. A New Framework for Itemset Generation. PODS'98
- S. Brin, R. Motwani, and C. Silverstein. Beyond market basket: Generalizing association rules to correlations. SIGMOD'97
- M. Klemettinen, H. Mannila, P. Ronkainen, H. Toivonen, and A. I. Verkamo. Finding interesting rules from large sets of discovered association rules. CIKM'94
- E. Omiecinski. Alternative Interest Measures for Mining Associations. TKDE'03
- P.-N. Tan, V. Kumar, and J. Srivastava. Selecting the Right Interestingness Measure for Association Patterns. KDD'02
- T. Wu, Y. Chen and J. Han, Re-Examination of Interestingness Measures in Pattern Mining: A Unified Framework, Data Mining and Knowledge Discovery, 21(3):371-397, 2010

Backup slides

Expressing Patterns in Compressed Form: Closed Patterns

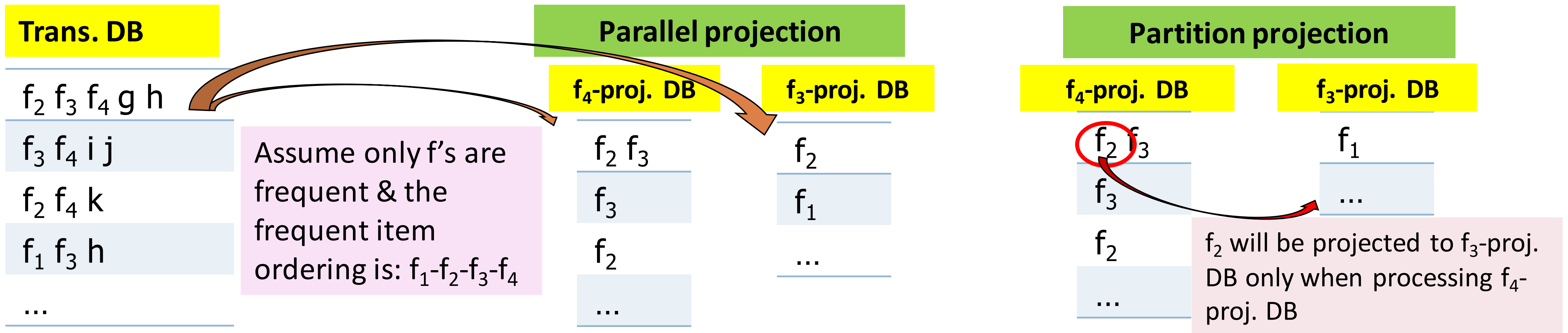
- How to handle such a challenge?
- Solution 1: **Closed patterns:** A pattern (itemset) X is closed if X is *frequent*, and there exists *no super-pattern* Y ⊃ X, *with the same support* as X
  - Let Transaction DB TDB$_1$: T$_1$: {a_1, …, a_{50}}; T$_2$: {a_1, …, a_{100}}
  - Suppose *minsup* = 1. How many closed patterns does TDB$_1$ contain?
    - Two: P$_1$: "{a_1, …, a_{50}}: 2"; P$_2$: "{a_1, …, a_{100}}: 1"
- Closed pattern is a lossless compression of frequent patterns
  - Reduces the # of patterns but does not lose the support information!
  - You will still be able to say: "{a_2, …, a_{40}}: 2", "{a_5, a_{51}}: 1"

Expressing Patterns in Compressed Form: Max-Patterns

- Solution 2: **Max-patterns:** A pattern X is a maximal frequent pattern or max-pattern if X is frequent and there exists no frequent super-pattern Y ⊃ X
- Difference from close-patterns?
  - Do not care the real support of the sub-patterns of a max-pattern
  - Let Transaction DB TDB$_1$: T$_1$: {a_1, …, a_{50}}; T$_2$: {a_1, …, a_{100}}
  - Suppose *minsup* = 1. How many max-patterns does TDB$_1$ contain?
    - One: P: "{a_1, ..., a_{100}}: 1"
- Max-pattern is a lossy compression!
  - We only know {a_1, …, a_{40}} is frequent
  - But we do not know the real support of {a_1, …, a_{40}}, …, any more!
  - Thus in many applications, close-patterns are more desirable than max-patterns

Scaling FP-growth by Item-Based Data Projection

- What if FP-tree cannot fit in memory?—Do not construct FP-tree
  - "Project" the database based on frequent single items
  - Construct & mine FP-tree for each projected DB
- Parallel projection vs. partition projection
  - Parallel projection: Project the DB on each frequent item
    - Space costly, all partitions can be processed in parallel
  - Partition projection: Partition the DB in order
    - Passing the unprocessed parts to subsequent partitions



Trans. DB

f_2 f_3 f_4 g h
f_3 f_4 i j
f_2 f_4 k
f_1 f_3 h
…

Assume only f's are frequent & the frequent item ordering is: f_1-f_2-f_3-f_4

Parallel projection

f_4-proj. DB	f_3-proj. DB
f_2 f_3	f_2
f_3	f_1
f_2	…
…	

Partition projection

f_4-proj. DB	f_3-proj. DB
f_2 f_3	f_1
f_3	…
f_2	
…	

f_2 will be projected to f_3-proj. DB only when processing f_4-proj. DB

Analysis of DBLP Coauthor Relationships

- DBLP: Computer science research publication bibliographic database
  - > 3.8 million entries on authors, paper, venue, year, and other information

ID	Author A	Author B	$s(A \cup B)$	$s(A)$	$s(B)$	Jaccard	*Cosine*	*Kulc*
1	Hans-Peter Kriegel	Martin Ester	28	146	54	0.163 (2)	0.315 (7)	0.355 (9)
2	Michael Carey	Miron Livny	26	104	58	0.191 (1)	0.335 (4)	0.349 (10)
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Advisor-advisee relation: Kulc: high, Jaccard: low, cosine: middle

- Which pairs of authors are strongly related?
  - Use Kulc to find Advisor-advisee, close collaborators

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  - Neither milk nor coffee is in most of the baskets; neither Mike nor Jim is an author in most of the papers; ……
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- Lift, χ^2 and cosine are good measures if null transactions are not predominant
  - Otherwise, *Kulczynski* + *Imbalance Ratio* should be used to judge the interestingness of a pattern
- Exercise: Mining research collaborations from research bibliographic data
  - Find a group of frequent collaborators from research bibliographic data (e.g., DBLP)
  - Can you find the likely advisor-advisee relationship and during which years such a relationship happened?
  - Ref.: C. Wang, J. Han, Y. Jia, J. Tang, D. Zhang, Y. Yu, and J. Guo, "Mining Advisor-Advisee Relationships from Research Publication Networks", KDD'10