

# Data Mining



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# Road map

- Association rule mining
- Market-Basket Data
- Frequent Itemsets
- Association rule Applications
- Association Rules Definition
- Measure 1: Support
- Measure 2: Confidence
- Transaction data: supermarket data
- Rule strength measures

# Association rule mining

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- Proposed by **Agrawal et al in 1993**.
- It is an important data mining model studied extensively by the database and data mining community.
- Initially used for **Market Basket Analysis** to find how items purchased by customers are related.

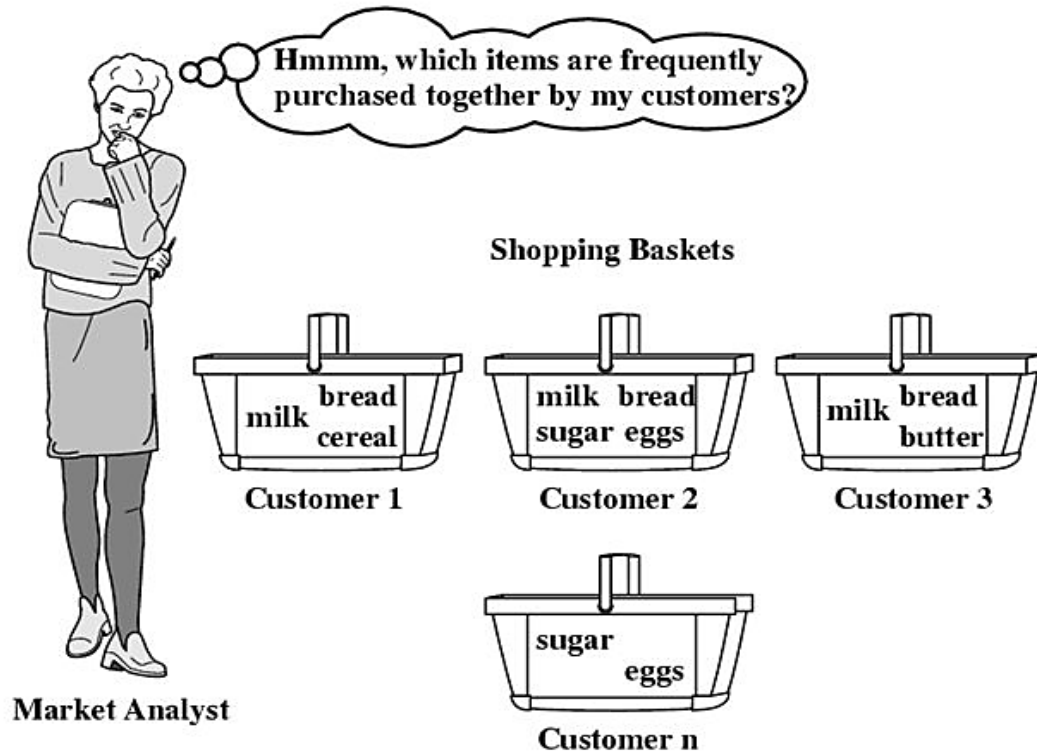
# Market-Basket Data

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- A large set of **items**, e.g., things sold in a supermarket.
- A large set of **baskets**, each of which is a small set of the items, e.g., the things one customer buys on one day.



# Market Basket Analysis



**Typically, association rules are considered interesting if they satisfy both a minimum support threshold and a minimum confidence threshold.**

# Frequent Itemsets

- Given a set of transactions, find **combinations of items (itemsets)** that occur **frequently**

**Support  $s(I)$ :** number of transactions that contain itemset  $I$

## Market-Basket transactions

**Items:** {Bread, Milk, Diaper, Beer, Eggs, Coke}

<i>TID</i>	<i>Items</i>
1	Bread, Milk
2	Bread, Diaper, Beer, Eggs
3	Milk, Diaper, Beer, Coke
4	Bread, Milk, Diaper, Beer
5	Bread, Milk, Diaper, Coke

**Examples of frequent itemsets  $s(I) \geq 3$**

{Bread}: 4

{Milk} : 4

{Diaper} : 4

{Beer}: 3

{Diaper, Beer} : 3

{Milk, Bread} : 3

# Association rule Applications

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- **Items** = products; **baskets** = sets of products someone bought in one trip to the store.
- **Example application**: given that many people buy **tea** and **sugar** together:
  - Run a sale on sugar ; raise price of tea.
  - Only useful if many buy sugar & tea.

# Association Rules Definition

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**Association rules** are if/then statements that help uncover relationships between seemingly unrelated **data** in a relational database or other information repository. An example of an **association rule** would be "If a customer buys a dozen eggs, he is 80% likely to also purchase milk."

*There are two common ways to measure association.*



# Measure 1: Support.

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**Measure 1: Support.** This says how popular an itemset is, as measured by the proportion of transactions in which an itemset appears. In Table 1 below, the support of {apple} is 4 out of 8, or 50%. Itemsets can also contain multiple items.

For instance, the support of {apple, beer, rice} is 2 out of 8, or 25%.

$$\text{Support} \{\text{🍎}\} = \frac{4}{8}$$

# Measure 1: Support.























Transaction 1	   
Transaction 2	  
Transaction 3	 
Transaction 4	 
Transaction 5	   
Transaction 6	  
Transaction 7	 
Transaction 8	 

Table 1. Example Transactions

If you discover that sales of items beyond a certain proportion tend to have a significant impact on your profits, you might consider using that proportion as your support **threshold**.

You may then identify itemsets with **support values above this threshold** as **significant itemsets**.

# Measure 2: Confidence.

**Measure 2: Confidence.** This says how likely item Y is purchased when item X is purchased, expressed as  $\{X \longrightarrow Y\}$ .

This is measured by the proportion of transactions with item X, in which item Y also appears. In Table 1, the confidence of  $\{\text{apple} \longrightarrow \text{beer}\}$  is 3 out of 4, or 75%.

$$\text{Confidence } \{\text{🍎} \rightarrow \text{🍺}\} = \frac{\text{Support } \{\text{🍎, 🍺}\}}{\text{Support } \{\text{🍎}\}}$$

$$3 / 8 = 0.375$$

$$4 / 8 = 0.5$$

$$\text{Confidence} = 0.375 / 0.5 = \mathbf{0.75}$$

# Support and Confidence Example

Transaction ID	Items Bought
1	Shoes, Shirt, Jacket
2	Shoes, Jacket
3	Shoes, Jeans
4	Shirt, Sweatshirt

If the **support** is 50%, then {Shoes, Jacket} is the only 2- itemset that satisfies the support.

Frequent Itemset	Support
{Shoes}	75%
{Shirt}	50%
{Jacket}	50%
{Shoes, Jacket}	50%

If the **confidence** is 50%, then the only two rules generated from this 2-itemset, that have confidence are:

Shoes  $\Rightarrow$  Jacket    Support=50%, Confidence=66%  
 Jacket  $\Rightarrow$  Shoes    Support=50%, Confidence=100%

# Support and Confidence Example

- Given a database of transactions:

Transaction	Items
$t_1$	Bread,Jelly,PeanutButter
$t_2$	Bread,PeanutButter
$t_3$	Bread,Milk,PeanutButter
$t_4$	Beer,Bread
$t_5$	Beer,Milk

- Find all the association rules:

$X \Rightarrow Y$	$s$	$\alpha$
Bread $\Rightarrow$ PeanutButter	60%	75%
PeanutButter $\Rightarrow$ Bread	60%	100%
Beer $\Rightarrow$ Bread	20%	50%
PeanutButter $\Rightarrow$ Jelly	20%	33.3%
Jelly $\Rightarrow$ PeanutButter	20%	100%
Jelly $\Rightarrow$ Milk	0%	0%

# The model: data

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- $I = \{i_1, i_2, \dots, i_m\}$ : a set of *items*.
- **Transaction  $t$** :
  - $t$  a set of items, and  $t \subseteq I$ .
- **Transaction Database  $T$** : a set of transactions  $T = \{t_1, t_2, \dots, t_n\}$ .

# Transaction data: supermarket data

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- Market basket transactions:

t1: {bread, cheese, milk}

t2: {apple, eggs, salt, yogurt}

... ..

tn: {biscuit, eggs, milk}

- Concepts:

- *An item*: an item/article in a basket
- *I*: the set of all items sold in the store
- *A transaction*: items purchased in a basket; it may have TID (transaction ID)
- *A transactional dataset*: A set of transactions

# Transaction data: a set of documents

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- **A text document data set. Each document is treated as a “**bag**” of keywords**

doc1: Student, Teach, School

doc2: Student, School

doc3: Teach, School, City, Game

doc4: Baseball, Basketball

doc5: Basketball, Player, Spectator

doc6: Baseball, Coach, Game, Team

doc7: Basketball, Team, City, Game



# Transaction data representation

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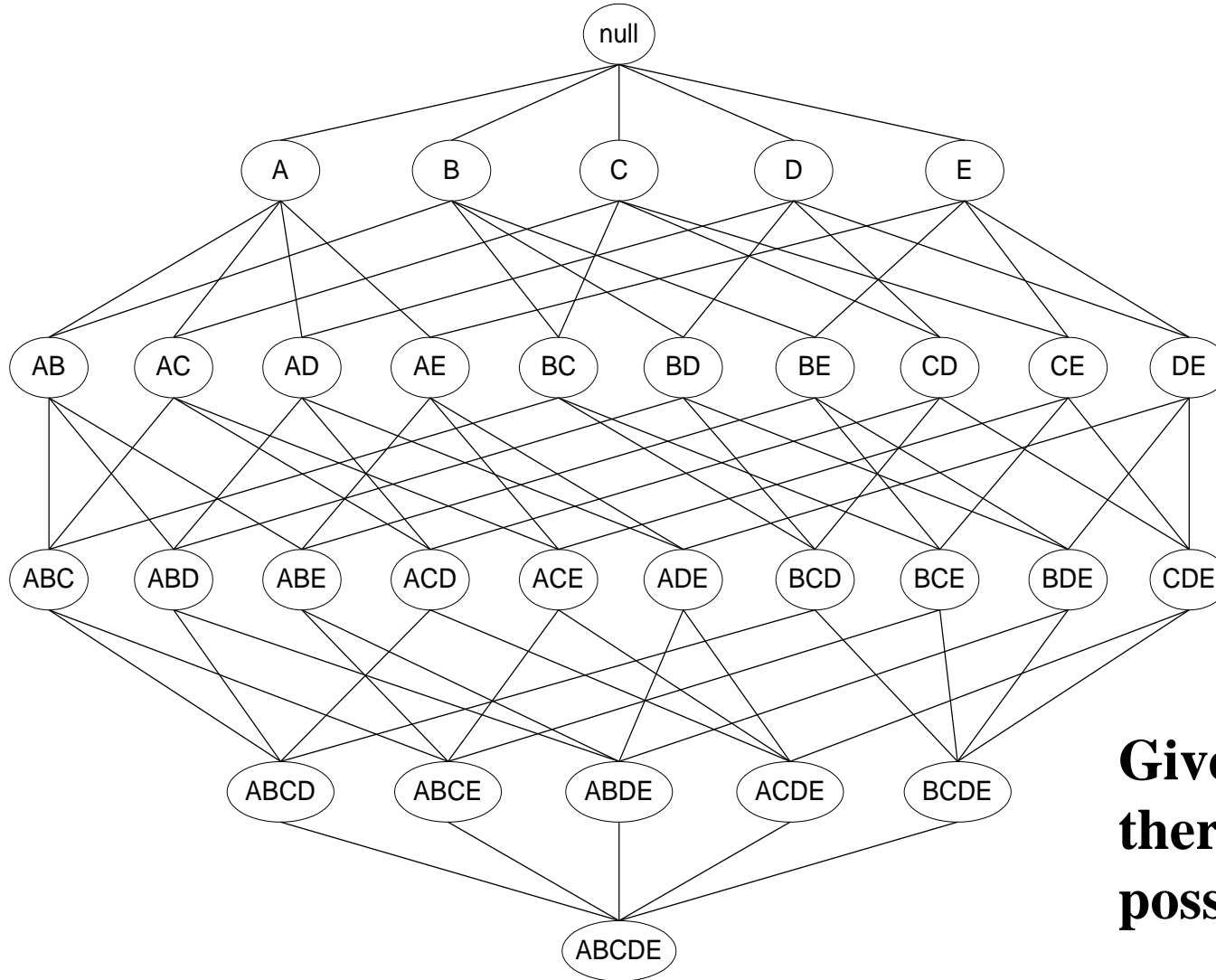
- A simplistic view of **shopping baskets**,
- Some important information not considered. E.g,
  - ❑ the **quantity** of each item purchased and
  - ❑ the **price** paid.

# Mining Frequent Itemsets task

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- **Input:** A set of transactions  $T$ , over a set of items  $I$
- **Output:** All possible itemsets
  
- Problem parameters:
  - $N = |T|$ : number of transactions
  - $d = |I|$ : number of (distinct) items
  - $w$ : max width of a transaction
  - $M$ : Number of possible itemsets  $M = 2^d$ ?

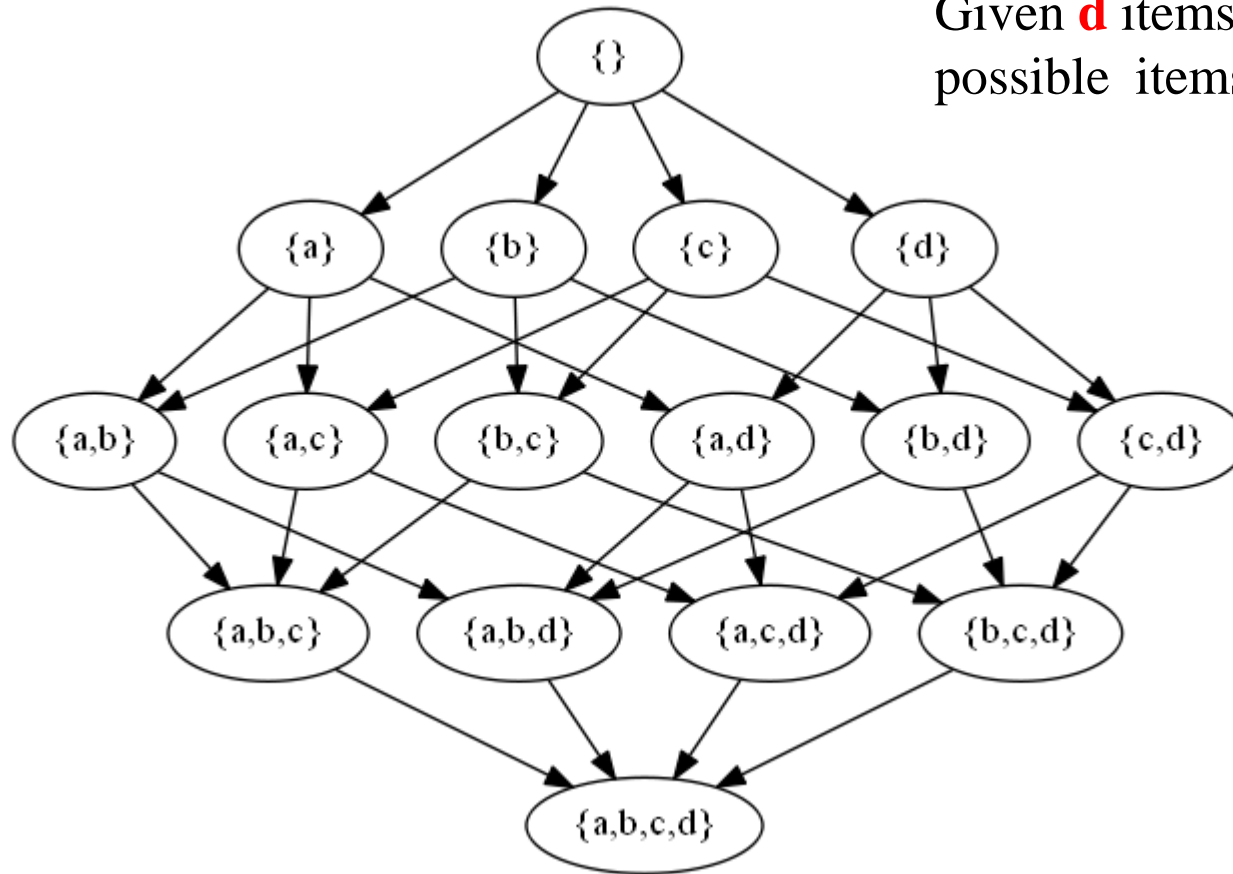
# Frequent Itemset Generation Network



Given  $d$  items,  
there are  $2^d$   
possible itemsets

# Frequent Itemset Generation Network

Given **d** items, there are **2<sup>d</sup>** possible itemsets



# A Binary Data Matrix of a Transactions Database

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



	Beer	Bread	Milk	Diaper	Eggs	Coke
$T_1$	0	1	1	0	0	0
$T_2$	1	1	0	1	1	0
$T_3$	1	0	1	1	0	1
$T_4$	1	1	1	1	0	0
$T_5$	0	1	1	1	0	1

Thank  
you

