

Data Mining & Data Warehouse

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Road Map

- Classification: Basic Concepts
- Decision Tree Induction
- Using IF-THEN Rules for Classification
- Rule Extraction from a Decision Tree
- Rule Generation
- Illustrating Classification Task
- Example of a Decision Tree
- Apply Model to Test Data

Classification: Basic Concepts

Classification is a data mining function that assigns items in a collection to target categories or classes. The goal of classification is to accurately predict the target class for each case in the data. For example, a classification model could be used to identify loan applicants as low, medium, or high credit risks.



Classification Examples

- 1. Teachers classify students' grades as A, B, C, D, or F.
- 2. Identify mushrooms as poisonous or edible.
- 3. Predict when a river will flood.
- 4. Credit/loan approval:
- 5. Medical diagnosis: if a tumor is cancerous or benign
- 6. Fraud detection: if a transaction is fraudulent



Using IF-THEN Rules for Classification

- Represent the knowledge in the form of **IF-THEN** rules
 - Rule: IF age = youth AND student = yes THEN buys_computer = yes
 - Rule antecedent vs. rule consequent
- Assessment of a rule: coverage and accuracy

Rule: IF age = youth AND student = yes THEN buys_computer = yes



Rule Extraction from a Decision Tree

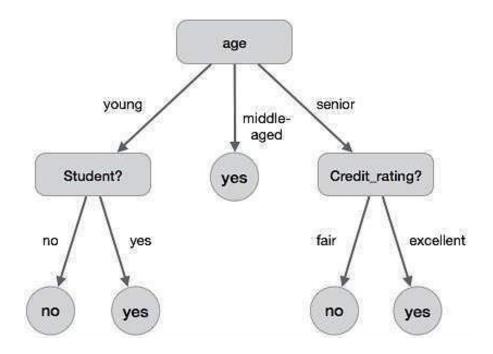
- Rules are easier to understand than large trees
- One rule is created for each path from the root to a leaf
- Each attribute-value pair along a path forms a conjunction: the leaf holds the class prediction
- Rules are mutually exclusive and exhaustive

The benefits of having a decision tree are as follows :-

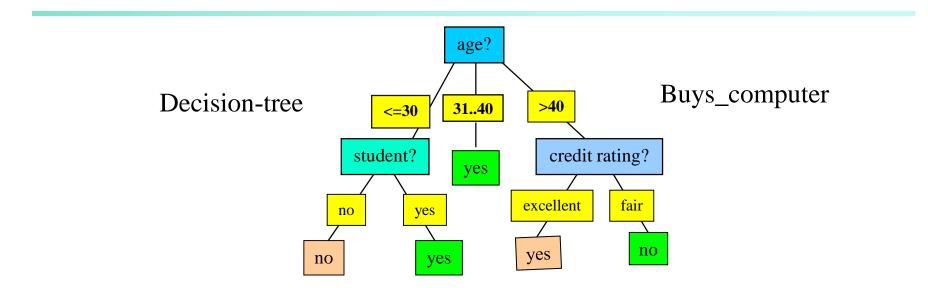
- 1. It does not require any domain knowledge.
- 2. It is easy to comprehend.
- 3. The learning and classification steps of a decision tree are simple and fast.

Data Mining - Decision Tree

The following decision tree is for the concept **buy_computer** that indicates whether a customer at a company is likely to **buy a computer** or **not**. Each internal node represents a test on an attribute. Each leaf node represents a class.



Rule Extraction from a Decision Tree



Example: Rule extraction from our buys_computer decision-tree

IF age = young AND student = noTHEN buys_computer = noIF age = young AND student = yesTHEN buys_computer = yesIF age = mid-ageTHEN buys_computer = yesIF age = old AND credit_rating = excellentTHEN buys_computer = yesIF age = old AND credit_rating = fairTHEN buys_computer = no

Application of Rule-Based Classifier

- A rule **r** covers an instance **x** if the attributes of the instance satisfy the condition of the rule
 - R1: (Give Birth = no) \land (Can Fly = yes) \rightarrow Birds
 - R2: (Give Birth = no) \land (Live in Water = yes) \rightarrow Fishes
 - R3: (Give Birth = yes) \land (Blood Type = warm) \rightarrow Mammals
 - R4: (Give Birth = no) \land (Can Fly = no) \rightarrow Reptiles
 - R5: (Live in Water = sometimes) \rightarrow Amphibians

Name	Blood Type	Give Birth	Can Fly	Live in Water	Class
hawk	warm	no	yes	no	?
grizzly bear	warm	yes	no	no	?

The rule R1 covers a hawk => Bird

The rule R3 covers the grizzly bear => Mammal

Rule Coverage and Accuracy

- Coverage of a rule:
 - Fraction of records that satisfy the antecedent of a rule
- Accuracy of a rule:
 - Fraction of records that satisfy both the antecedent and consequent of a rule

Tid	Refund	Marital Status	Taxable Income	Class
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes

(Status=Single) \rightarrow No

Coverage = 40%, Accuracy = 50%

How does Rule-based Classifier Work?

R1: (Give Birth = no) \land (Can Fly = yes) \rightarrow Birds

R2: (Give Birth = no) \land (Live in Water = yes) \rightarrow Fishes

R3: (Give Birth = yes) \land (Blood Type = warm) \rightarrow Mammals

R4: (Give Birth = no) \land (Can Fly = no) \rightarrow Reptiles

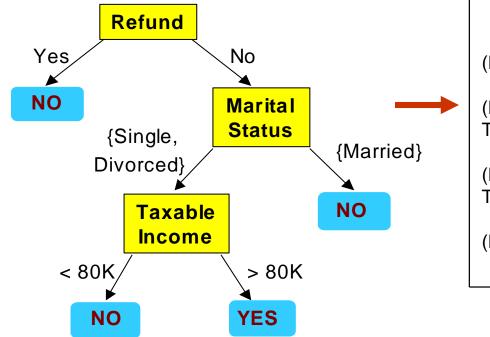
R5: (Live in Water = sometimes) \rightarrow Amphibians

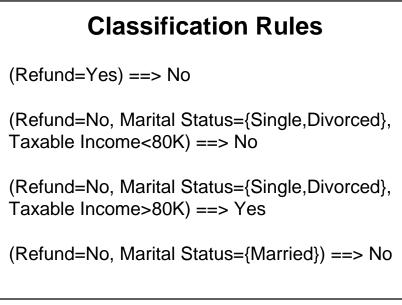
A grizzly bear triggers rule R3, so it is classified as a mammal A Salomon triggers rule R3, so it is classified as a fish A hawk triggers rule R1, so it is classified as a bird

Characteristics of Rule-Based Classifier

- □ Mutually exclusive rules
- □ Every record is covered by at most one rule
- □ Exhaustive rules
- □ Similar expressions to those of decision trees

From Decision Trees To Rules

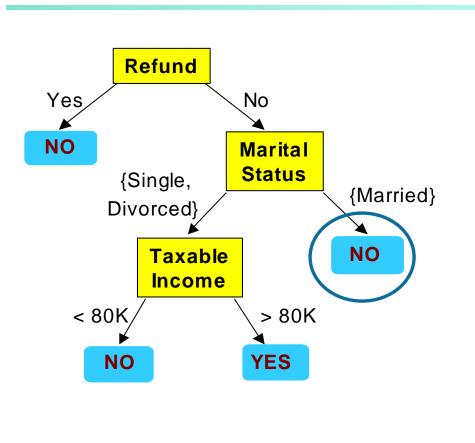




Rules are mutually exclusive and exhaustive

Rule set contains as much information as the tree

Rules Can Be Simplified



Tid	Refund	Marital Status	Taxable Income	Cheat
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes

Initial Rule: (Refund=No) \land (Status=Married) \rightarrow No Simplified Rule: (Status=Married) \rightarrow No

Rule Ordering Schemes

Rule-based ordering

- Individual rules are ranked based on their quality
- Class-based ordering
 - Rules that belong to the same class appear together

Rule-based Ordering

(Refund=Yes) ==> No

(Refund=No, Marital Status={Single,Divorced}, Taxable Income<80K) ==> No

(Refund=No, Marital Status={Single,Divorced}, Taxable Income>80K) ==> Yes

(Refund=No, Marital Status={Married}) ==> No

Class-based Ordering

(Refund=Yes) ==> No

(Refund=No, Marital Status={Single,Divorced}, Taxable Income<80K) ==> No

(Refund=No, Marital Status={Married}) ==> No

(Refund=No, Marital Status={Single,Divorced}, Taxable Income>80K) ==> Yes

Building Classification Rules

Direct Method:

- Extract rules directly from data
- Indirect Method:
 - Extract rules from other classification models (e.g. decision trees, neural networks, etc).

