Improvements to A-Priori

Park-Chen-Yu Algorithm

Multistage Algorithm

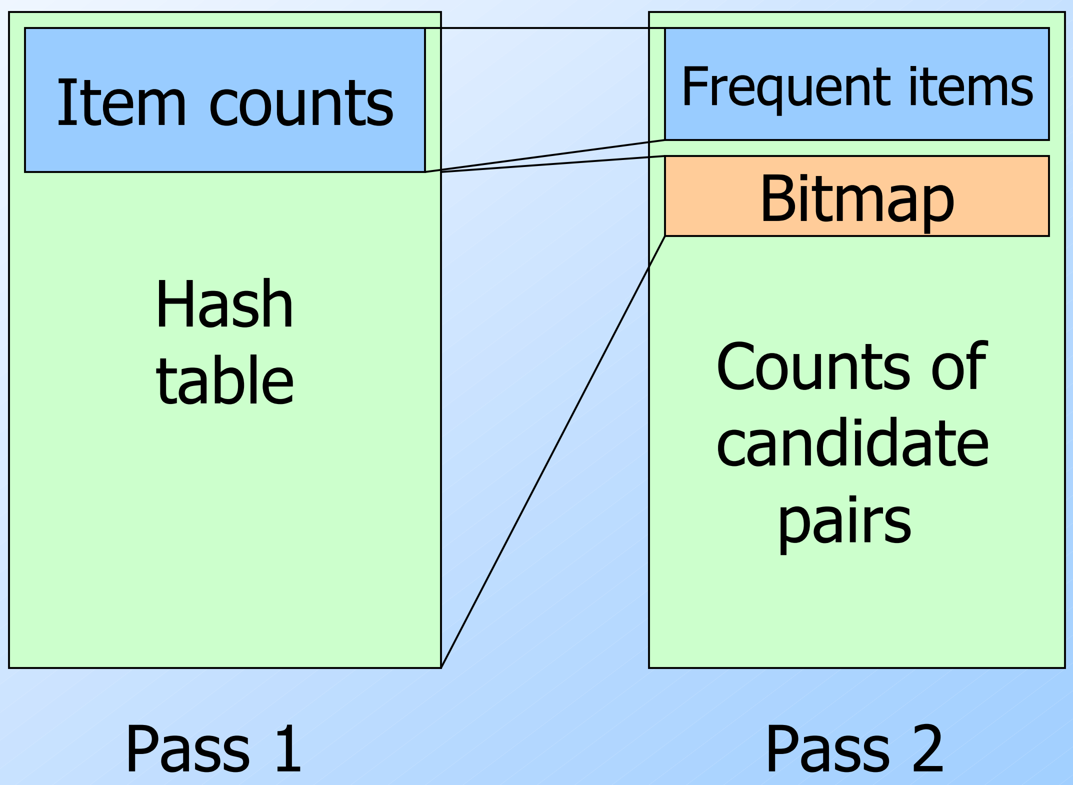
Approximate Algorithms

Compacting Results

PCY Algorithm

- Hash-based improvement to A-Priori.
- During Pass 1 of A-priori, most memory is idle.
- Use that memory to keep counts of buckets into which pairs of items are hashed.
  - Just the count, not the pairs themselves.
- Gives extra condition that candidate pairs must satisfy on Pass 2.

Picture of PCY



PCY Algorithm – Before Pass 1 Organize Main Memory

- Space to count each item.
  - One (typically) 4-byte integer per item.
- Use the rest of the space for as many integers, representing buckets, as we can.

PCY Algorithm – Pass 1

```
FOR (each basket) {
    FOR (each item)
      add 1 to item's count;
    FOR (each pair of items) {
      hash the pair to a bucket;
      add 1 to the count for that
         bucket
    }
}
```

Observations About Buckets

1. If a bucket contains a frequent pair, then the bucket is surely frequent.
   - We cannot use the hash table to eliminate any member of this bucket.
2. Even without any frequent pair, a bucket can be frequent.
   - Again, nothing in the bucket can be eliminated.

Observations – (2)

3. But in the best case, the count for a bucket is less than the support *s*.
   - Now, all pairs that hash to this bucket can be eliminated as candidates, even if the pair consists of two frequent items.

PCY Algorithm – Between Passes

- Replace the buckets by a bit-vector:
  - 1 means the bucket count exceeds the support *s* (a *frequent bucket*); 0 means it did not.
- 4-byte integers are replaced by bits, so the bit-vector requires 1/32 of memory.
- Also, decide which items are frequent and list them for the second pass.

PCY Algorithm – Pass 2

- Count all pairs $\{i, j\}$ that meet the conditions:
  1. Both i and j are frequent items.
  2. The pair $\{i, j\}$, hashes to a bucket number whose bit in the bit vector is 1.
- Notice all these conditions are necessary for the pair to have a chance of being frequent.

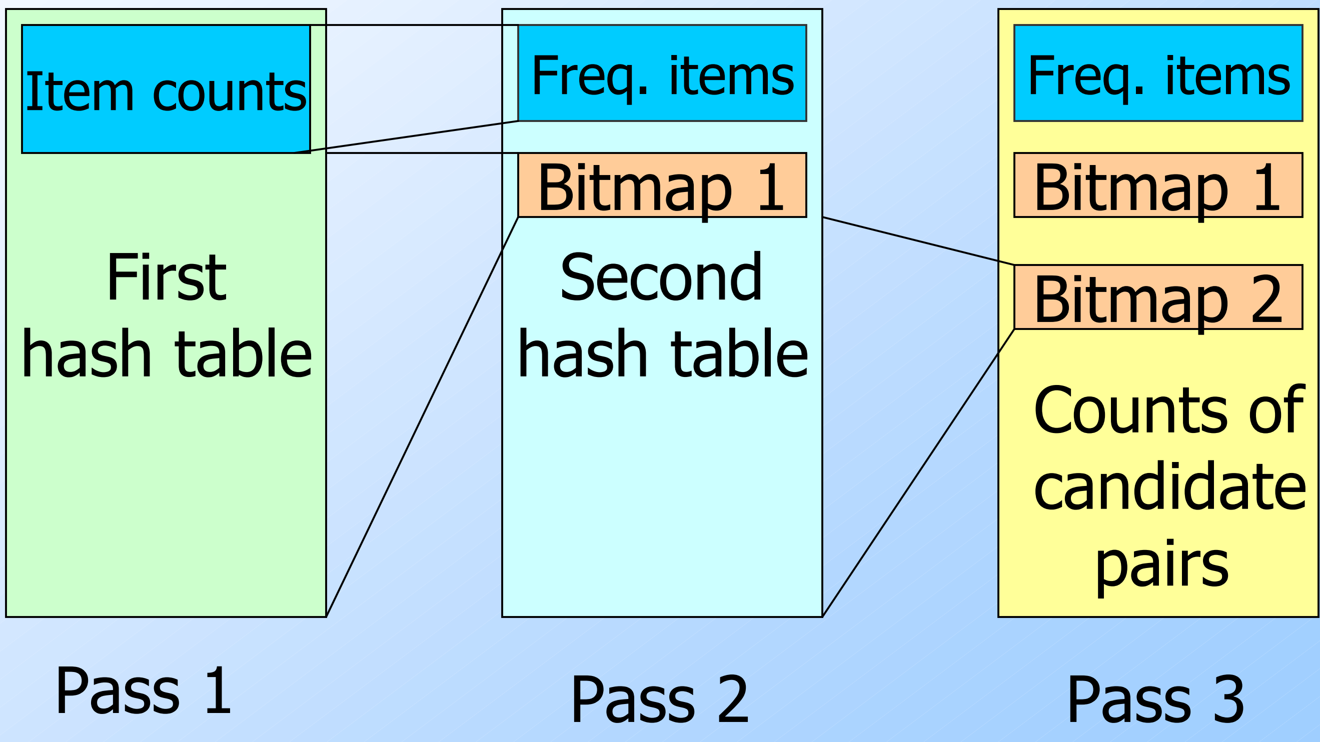
Memory Details

- Hash table requires buckets of 2-4 bytes.
  - Number of buckets thus almost 1/4-1/2 of the number of bytes of main memory.
- On second pass, a table of (item, item, count) triples is essential.
  - Thus, hash table must eliminate 2/3 of the candidate pairs to beat a-priori.

Multistage Algorithm

- Key idea: After Pass 1 of PCY, rehash only those pairs that qualify for Pass 2 of PCY.
- On middle pass, fewer pairs contribute to buckets, so fewer *false positives* – frequent buckets with no frequent pair.

Multistage Picture



Multistage – Pass 3

- Count only those pairs $\{i, j\}$ that satisfy:
  1. Both i and j are frequent items.
  2. Using the first hash function, the pair hashes to a bucket whose bit in the first bit-vector is 1.
  3. Using the second hash function, the pair hashes to a bucket whose bit in the second bit-vector is 1.

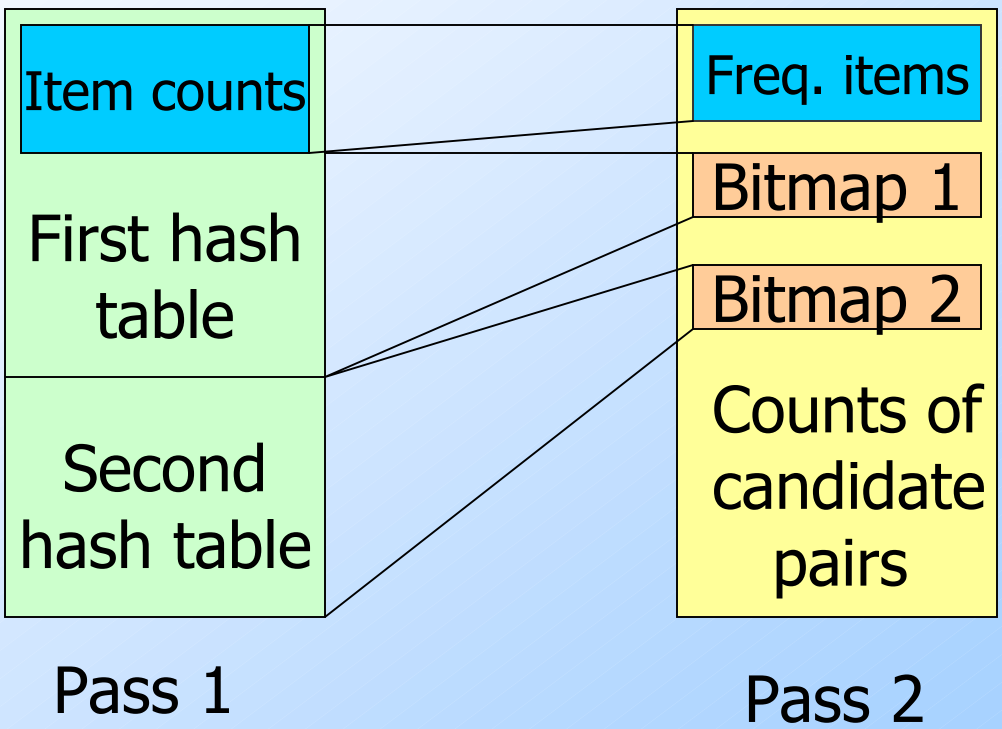
Important Points

1. The two hash functions have to be independent.
2. We need to check both hashes on the third pass.
   - If not, we would wind up counting pairs of frequent items that hashed first to an infrequent bucket but happened to hash second to a frequent bucket.

Multihash

- Key idea: use several independent hash tables on the first pass.
- Risk: halving the number of buckets doubles the average count. We have to be sure most buckets will still not reach count *s*.
- If so, we can get a benefit like multistage, but in only 2 passes.

Multihash Picture



Extensions

- Either multistage or multihash can use more than two hash functions.
- In multistage, there is a point of diminishing returns, since the bit-vectors eventually consume all of main memory.
- For multihash, the bit-vectors occupy exactly what one PCY bitmap does, but too many hash functions makes all counts $\geq s$.

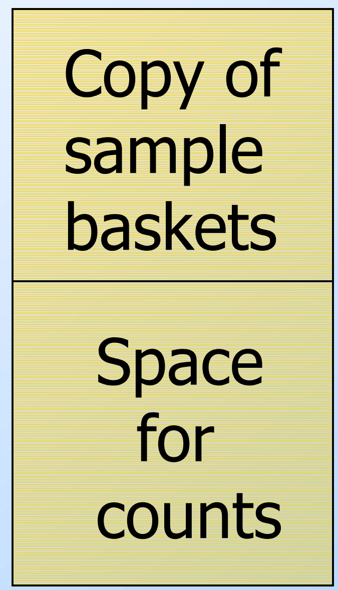
All (Or Most) Frequent Itemsets In $\leq$ 2 Passes

- Simple algorithm.
- SON (Savasere, Omiecinski, and Navathe).
- Toivonen.

Simple Algorithm – (1)

- Take a random sample of the market baskets.
- Run a-priori or one of its improvements (for sets of all sizes, not just pairs) in main memory, so you don't pay for disk I/O each time you increase the size of itemsets.
  - Be sure you leave enough space for counts.

Main-Memory Picture



Simple Algorithm – (2)

- Use as your support threshold a suitable, scaled-back number.
  - E.g., if your sample is 1/100 of the baskets, use s/100 as your support threshold instead of s.

Simple Algorithm – Option

- Optionally, verify that your guesses are truly frequent in the entire data set by a second pass.
- But you don't catch sets frequent in the whole but not in the sample.
  - Smaller threshold, e.g., $s/125$, helps catch more truly frequent itemsets.
    - But requires more space.

SON Algorithm – (1)

- Repeatedly read small subsets of the baskets into main memory and perform the first pass of the simple algorithm on each subset.
- An itemset becomes a candidate if it is found to be frequent in *any* one or more subsets of the baskets.

SON Algorithm – (2)

- On a second pass, count all the candidate itemsets and determine which are frequent in the entire set.
- Key "monotonicity" idea: an itemset cannot be frequent in the entire set of baskets unless it is frequent in at least one subset.

SON Algorithm – Distributed Version

- This idea lends itself to distributed data mining.
- If baskets are distributed among many nodes, compute frequent itemsets at each node, then distribute the candidates from each node.
- Finally, accumulate the counts of all candidates.

Toivonen's Algorithm – (1)

- Start as in the simple algorithm, but lower the threshold slightly for the sample.
  - Example: if the sample is 1% of the baskets, use $s/125$ as the support threshold rather than $s/100$.
  - Goal is to avoid missing any itemset that is frequent in the full set of baskets.

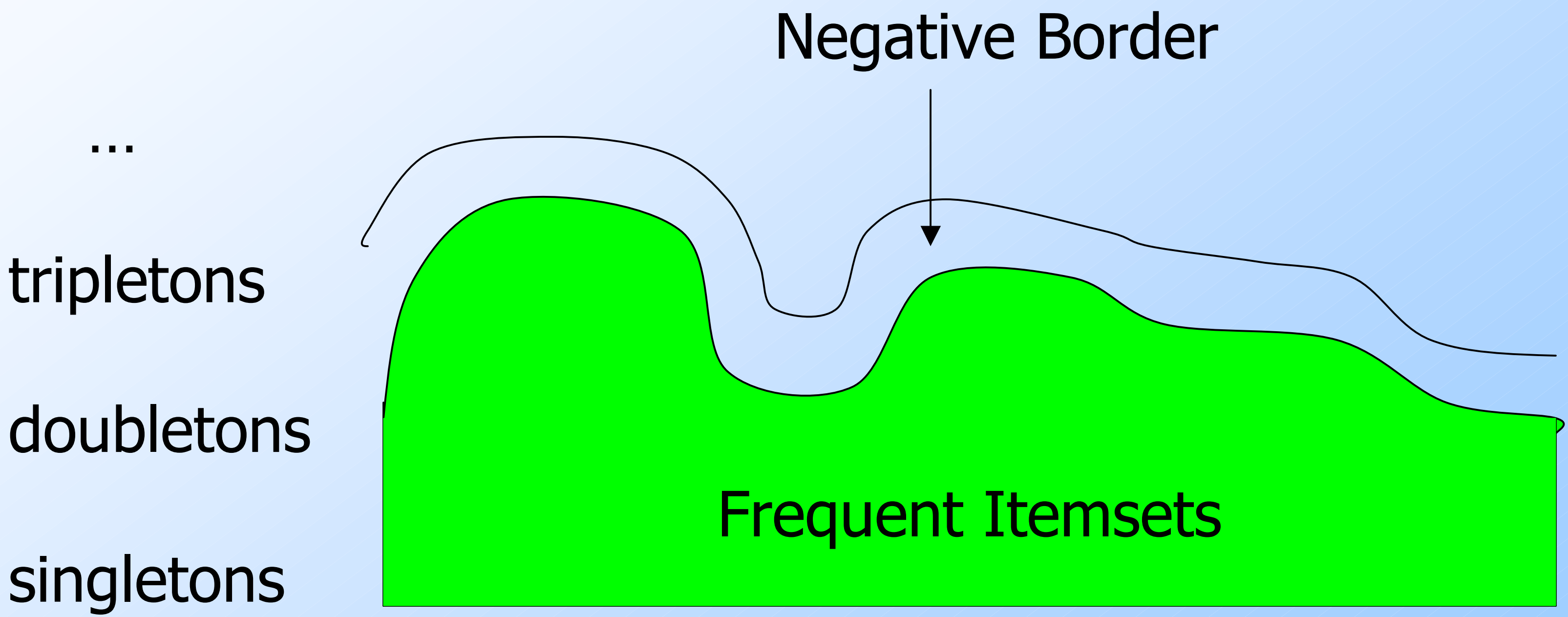
Toivonen's Algorithm – (2)

- Add to the itemsets that are frequent in the sample the *negative border* of these itemsets.
- An itemset is in the negative border if it is not deemed frequent in the sample, but *all* its immediate subsets are.

Example: Negative Border

- *ABCD* is in the negative border if and only if it is not frequent, but all of *ABC*, *BCD*, *ACD*, and *ABD* are.

Picture of Negative Border



Toivonen's Algorithm – (3)

- In a second pass, count all candidate frequent itemsets from the first pass, and also count their negative border.
- If no itemset from the negative border turns out to be frequent, then the candidates found to be frequent in the whole data are *exactly* the frequent itemsets.

Toivonen's Algorithm – (4)

- What if we find that something in the negative border is actually frequent?
- We must start over again!
- Try to choose the support threshold so the probability of failure is low, while the number of itemsets checked on the second pass fits in main-memory.

Theorem:

- If there is an itemset that is frequent in the whole, but not frequent in the sample, then there is a member of the negative border for the sample that is frequent in the whole.

Proof:

- Suppose not; i.e., there is an itemset *S* frequent in the whole but
  - Not frequent in the sample, and
  - Not present in the sample's negative border.
- Let *T* be a smallest subset of *S* that is not frequent in the sample.
- *T* is frequent in the whole (*S* is frequent, monotonicity).
- *T* is in the negative border (else not "smallest").

Compacting the Output

1. *Maximal Frequent itemsets* : no immediate superset is frequent.
2. *Closed itemsets* : no immediate superset has the same count (> 0).
   - Stores not only frequent information, but exact counts.

Example: Maximal/Closed

	Count	Maximal (s=3)	Closed
A	4	No	No
B	5	No	Yes
C	3	No	No
AB	4	Yes	Yes
AC	2	No	No
BC	3	Yes	Yes
ABC	2	No	Yes