

Evolution and Maintenance of Frequent Pattern Space when Transactions are Removed

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Motive

- Update
 - Fundamental activity of data management
- Transaction removal
 - Most common update [1]
- Previous work
 - Mainly focus on incremental updates
 - Few on transaction removal updates
 - E.g. FUP2, Border, ZIGZAG

[1] S. Zhang, et al. A decremental algorithm for maintaining frequent itemsets in dynamic databases. In *DaWak*, 2005.

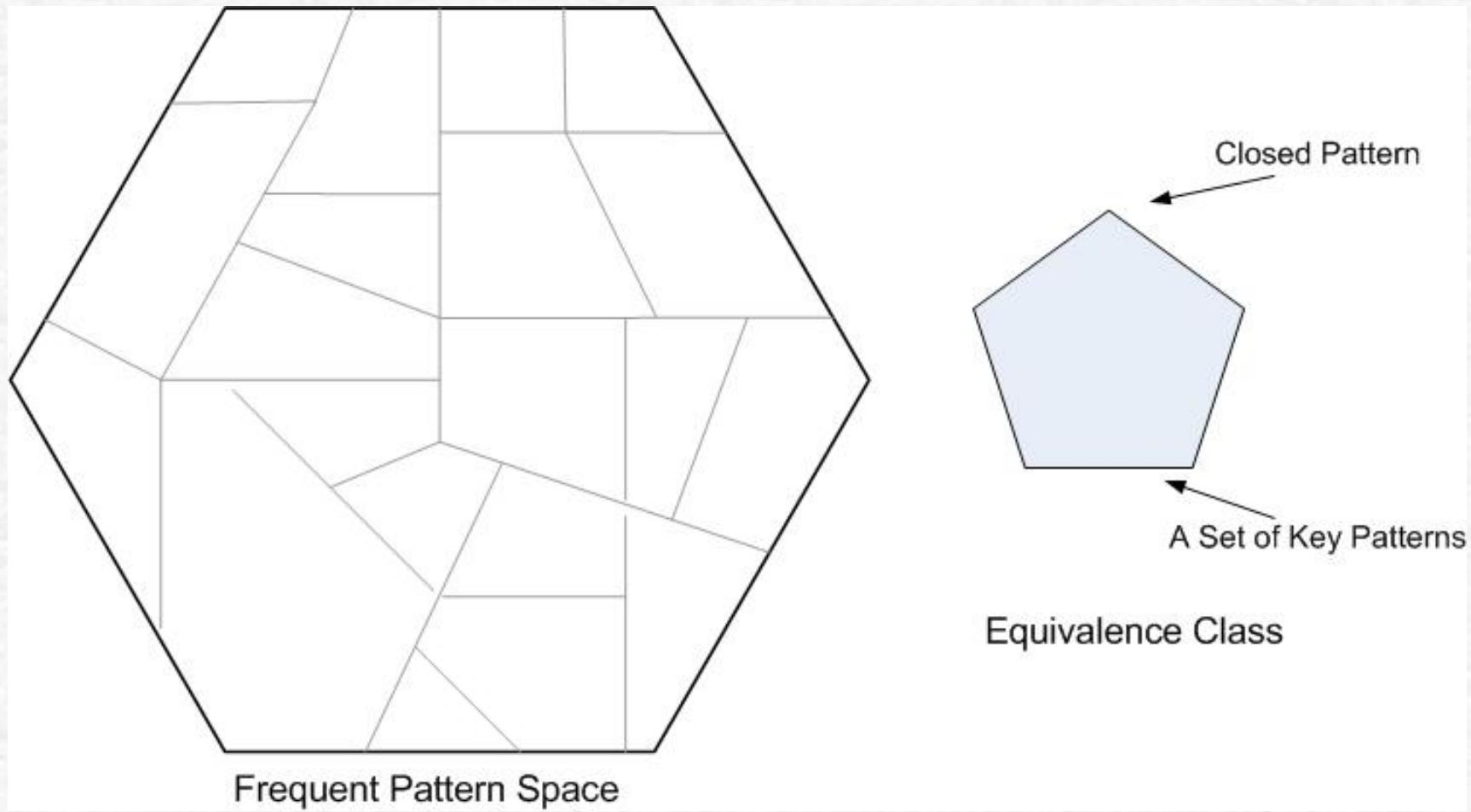
Sample Dataset

a, b, c, d
b, d
a, c, d
a, c
b

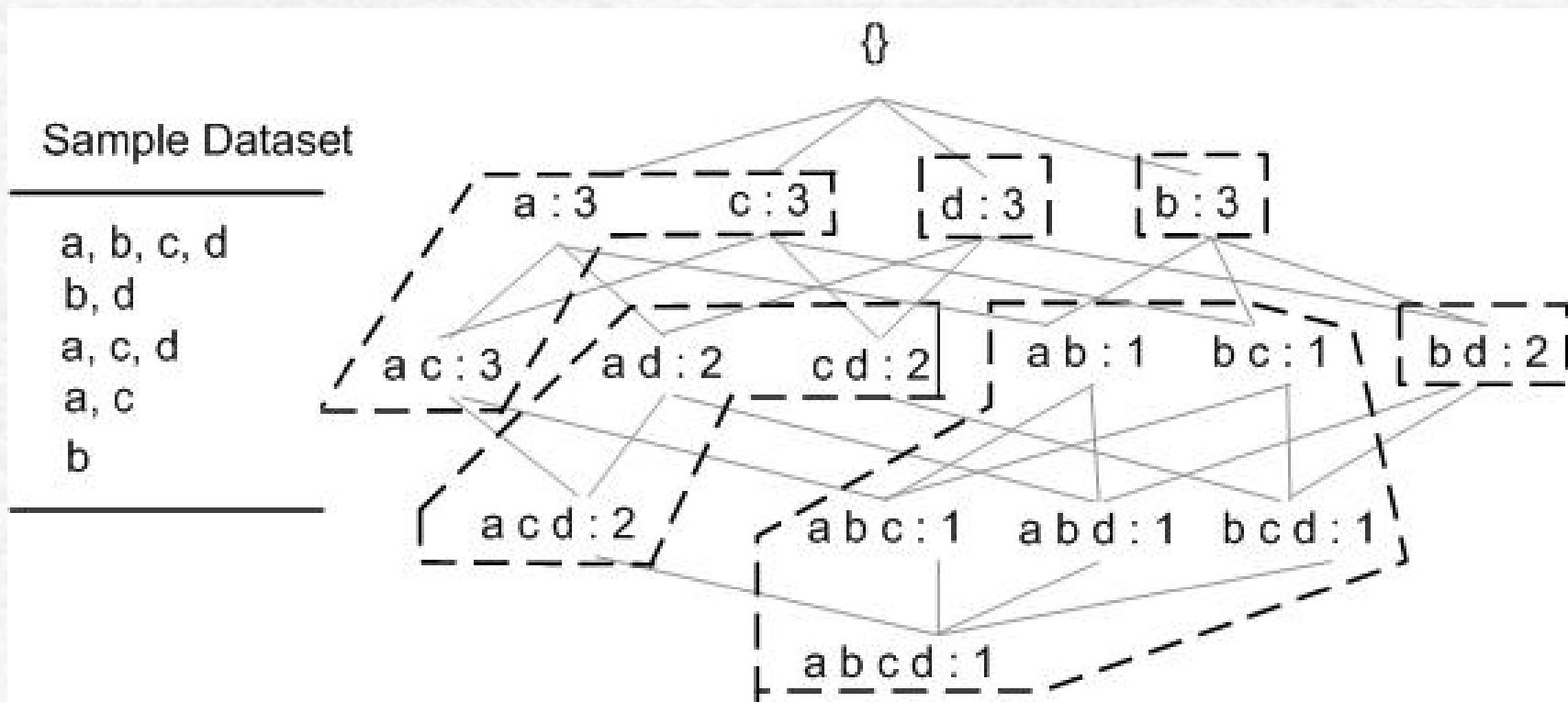
Terminology

- Dataset, transaction & item
- Pattern (itemset) & support
- **Frequent pattern** & Frequent pattern Space
- Support threshold
 - Absolute: $\text{sup}(P) \geq ms$
 - Percentage: $\text{sup}(P)/|D| \geq ms\%$

Frequent Pattern Space



Example



Evolution of Pattern Space

Original Dataset (ms =2)

a, b, c, d
b, d
a, c, d
a, c
b



Updated Dataset (ms =2)

a, b, c, d
b, d
a, c
b

Frequent equivalence classes:

{ {a}, {c}, {a, c} } : 3

Decreased in support

{ {b, d} } : 2



Merged

{ {d} } : 3



Unchanged

{ {b} } : 3

Unchanged

{ {a, d}, {c, d}, {a, c, d} } : 2

Decreased in support

Frequent equivalence classes:

→ { {a}, {c}, {a, c} } : 2

→ { {d}, {b, d} } : 2

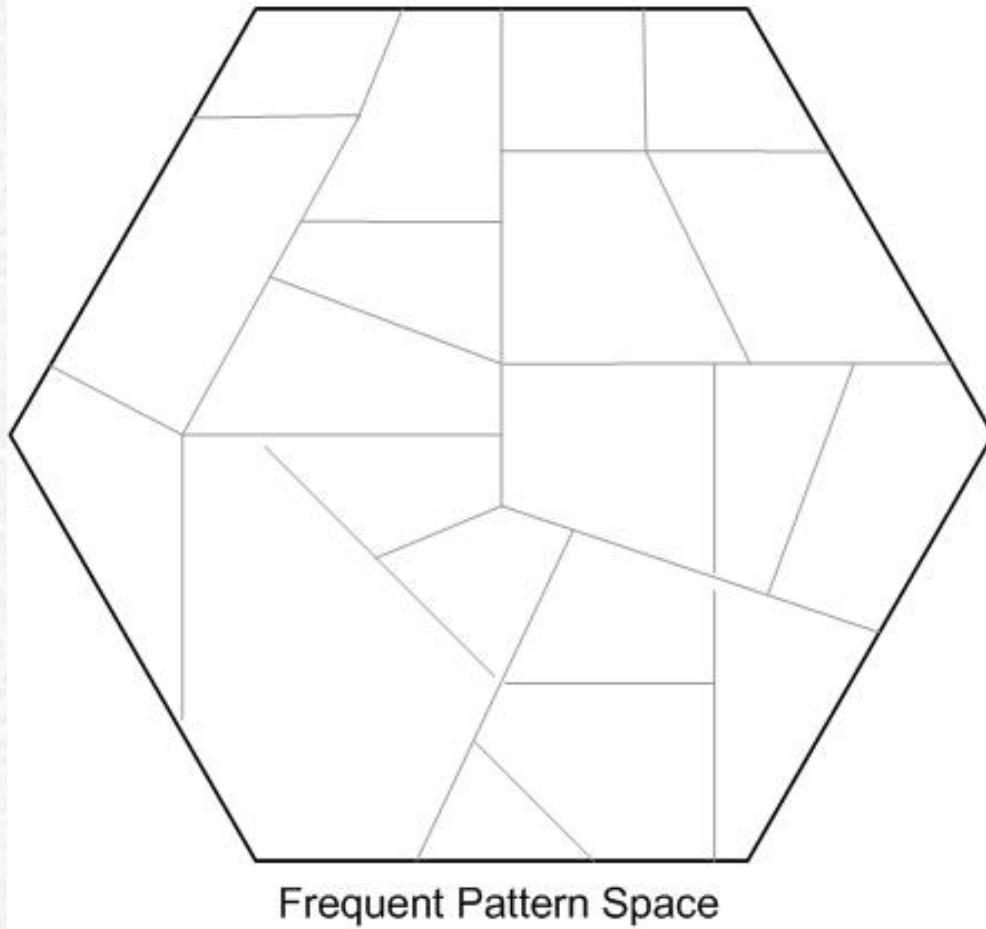
→ { {b} } : 3

→ infrequent

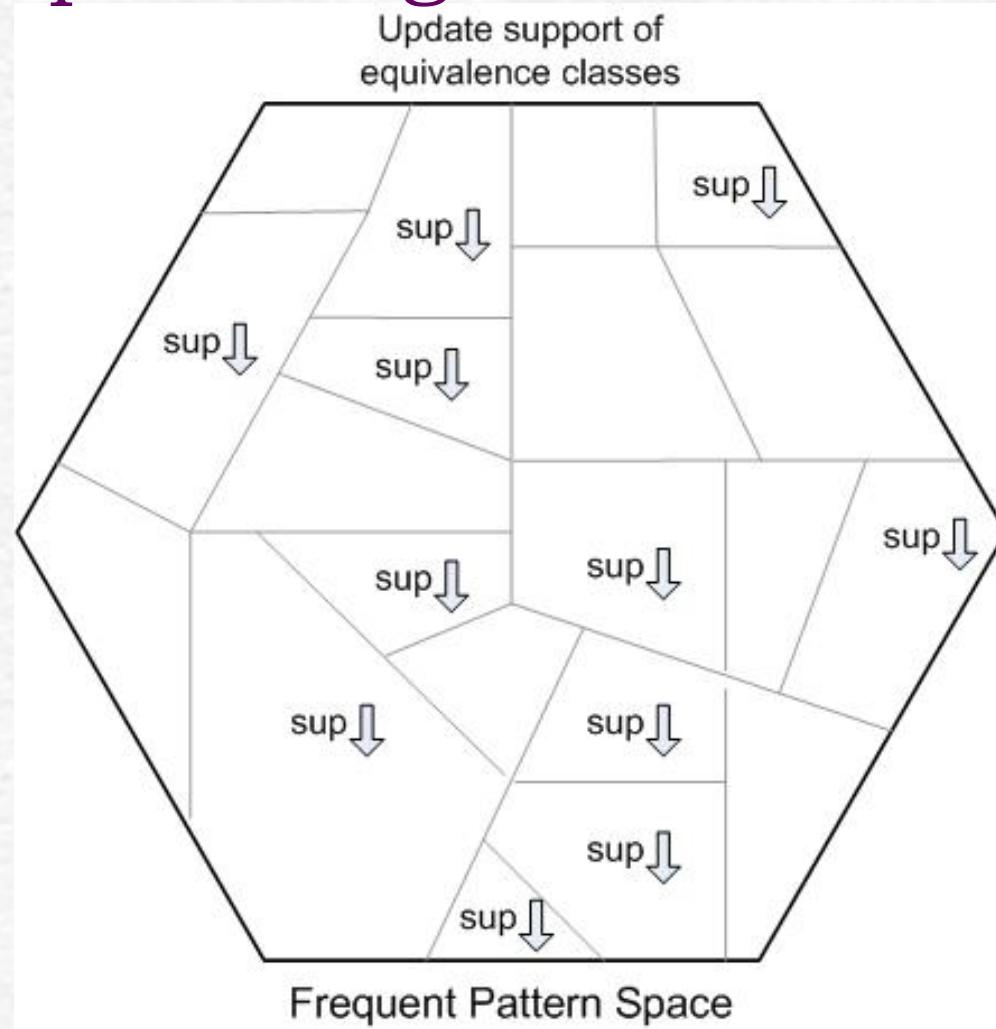
- Merging Criteria: given two equivalence classes P & Q, $P_{\text{upd}} = Q_{\text{upd}} = P \cup Q$ iff $\text{sup}(P_{\text{upd}}) = \text{sup}(Q_{\text{upd}})$ and $P.\text{closed} \supseteq Q.\text{closed}$ or $P.\text{closed} \subseteq Q.\text{closed}$.

Proposed Algorithm: TRUM

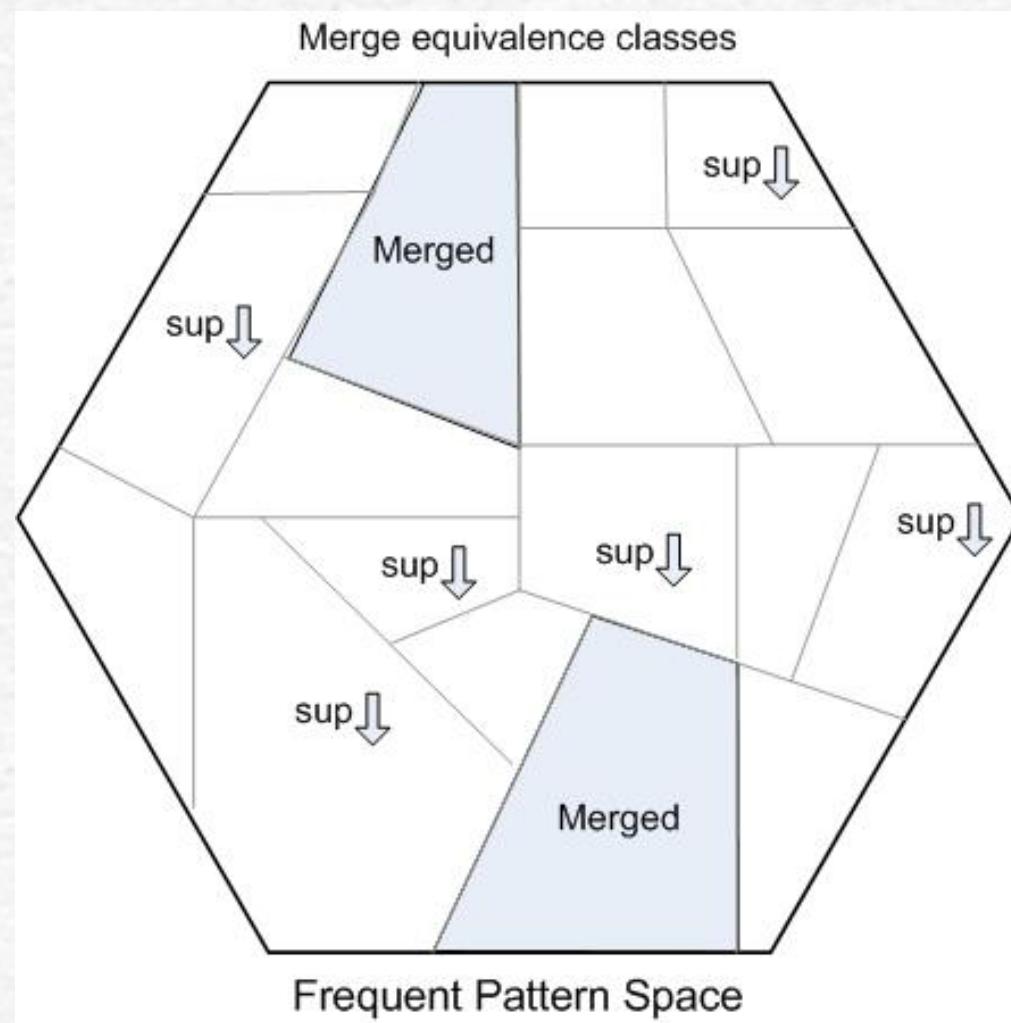
Represent frequent pattern space
with equivalence classes



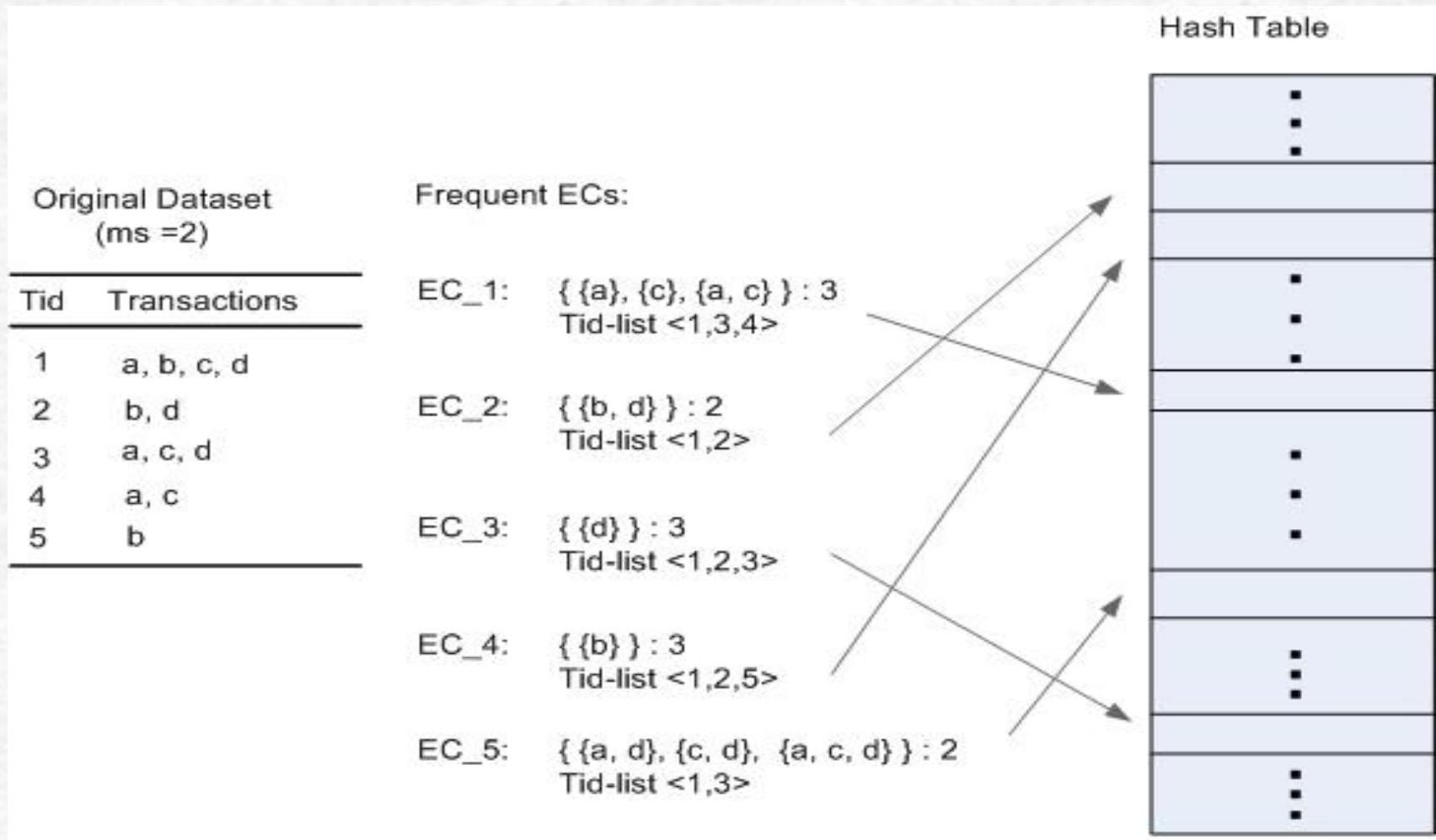
Proposed Algorithm: TRUM



Proposed Algorithm: TRUM



Implementation: Hash



Implementation: Tid-Tree

Frequent ECs (ms = 2):

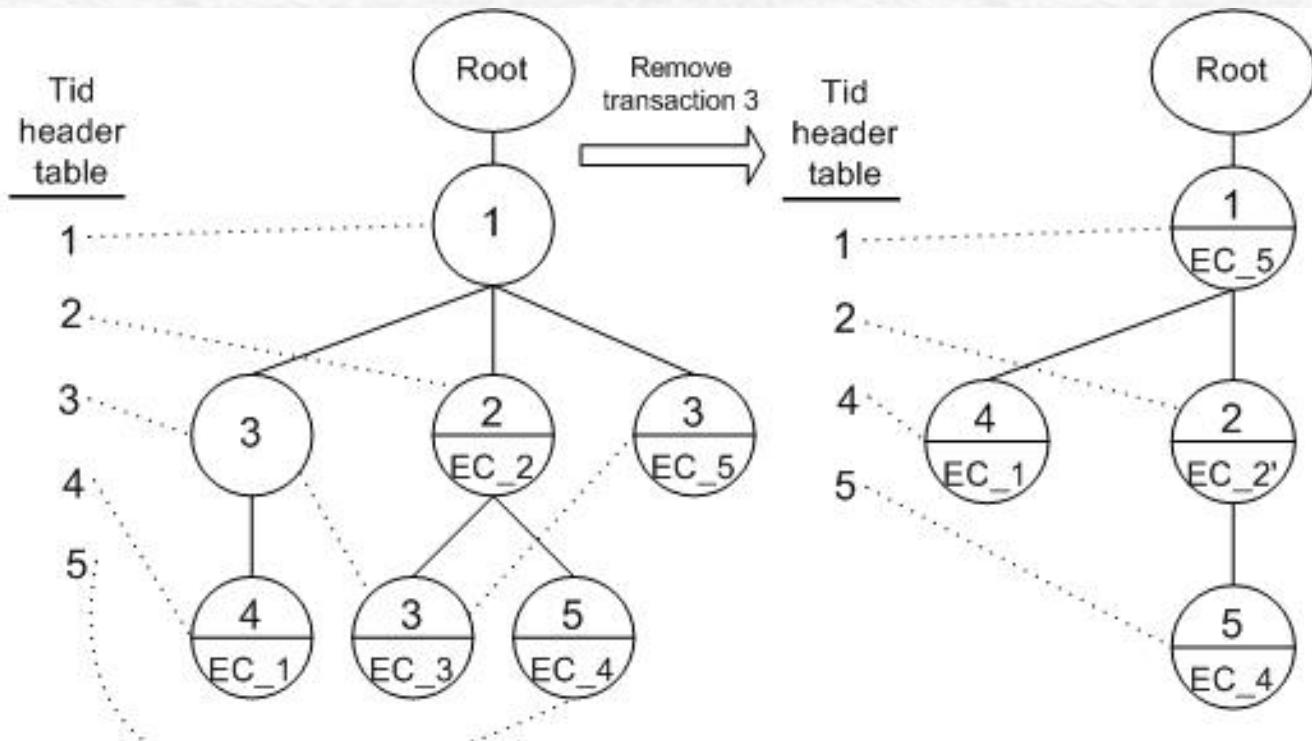
EC_1: $\{\{a\}, \{c\}, \{a, c\}\} : 3$
Tid-list <1,3,4>

EC_2: $\{\{b, d\}\} : 2$
Tid-list <1,2>

EC_3: $\{\{d\}\} : 3$
Tid-list <1,2,3>

EC_4: $\{\{b\}\} : 3$
Tid-list <1,2,5>

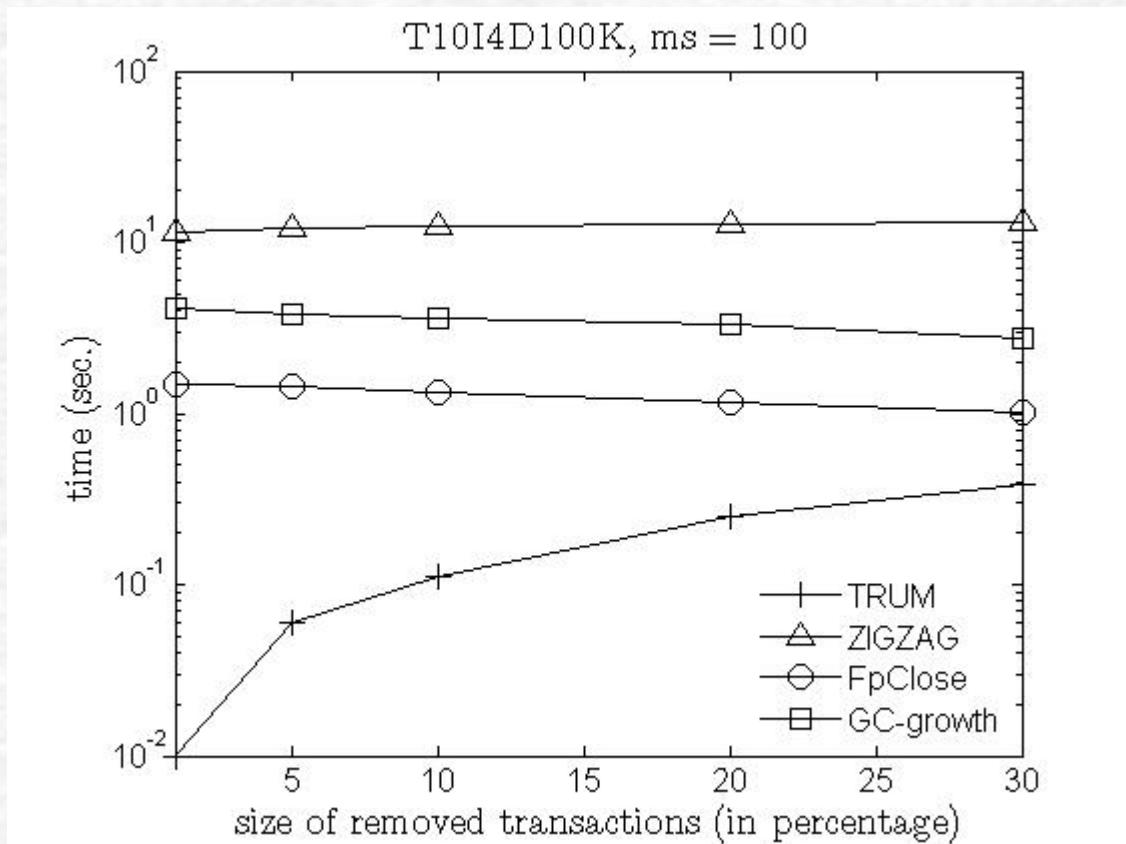
EC_5: $\{\{a, d\}, \{c, d\}, \{a, c, d\}\} : 2$
Tid-list <1,3>



Experimental Studies

Algorithm	Output
FpClose	Closed patterns
ZIGZAG	Max patterns
GC-growth	Equivalence classes, closed patterns and key patterns
TRUM	Equivalence classes, closed patterns and key patterns

Performance



Performance

$T_{\text{compare}}/T_{\text{TRUm}}$	T10D4D100K	Mushroom	Gazelle
ZIGZAG	83	94	400
FpClose	35	13	5
GC-growth	98	29	12

Conclusion

Contribution

- Analyze the evolution of frequent pattern space
- Maintain pattern space in a divide-n-conquer manner
- Maintain also key patterns

Future work

- Different types of data updates
- Different pattern space