

# Overview of Dual Miner

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# Problem Statement

“Find all frequent itemsets whose total price is at least \$50.”

- ▶ Constraining mining improves its speed and usefulness.
- ▶ Many practical constraints can be expressed as a conjunction of monotone and antimonotone predicates.
- ▶ Other constraints can be approximated this way.

Dual Miner finds **frequent itemsets** by leveraging **monotone** and **antimonotone** constraints **at the same time**.

## Related Work

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  - ▶ Dual Miner is traversal strategy agnostic.
- ▶ Other ways to solve the problem:
  - ▶ Run existing algorithm twice and **intersect**.
  - ▶ Run existing algorithm and **post-process**.
  - ▶ Melish's Algorithm

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- ▶ Other types of constraints:
  - ▶ Succinct
  - ▶ Convertible

## Dual Miner has to offer...

- ▶ First algorithm to leverage  $P()$  and  $Q()$  simultaneously
- ▶ Extreme flexibility
- ▶ Non-trivial optimizations
- ▶ New issues
- ▶ Nice summary of analytical properties

### Definition

- ▶  $P()$  is a conjunction of antimonotone predicates.
- ▶  $Q()$  is a conjunction of monotone predicates.



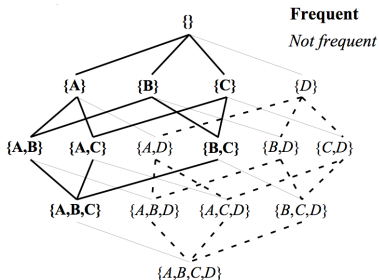
# Key Ideas

- ▶ Items have attributes and values
- ▶ Monotone and antimonotone predicates  
e.g.  $\text{sum}(\text{price}(X)) > 30$  or  $10 < \text{support}(X) < 100$
- ▶ Join predicates of same type
- ▶ Approximate other types of constraints
- ▶ Different predicates have different cost  
e.g. support vs. sum

## More Key Ideas

- ▶ Trimming values near top or bottom removes many nodes
- ▶ Duality

### Find all frequent itemsets

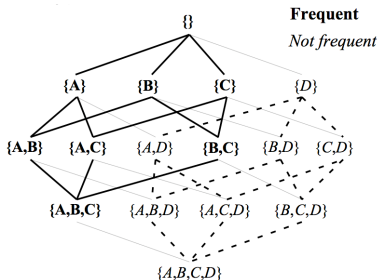


D is OUT because it is not frequent.

## More Key Ideas

- ▶ Trimming values near top or bottom removes many nodes
- ▶ Duality

Find all **infrequent** itemsets



D is **IN** because  $\sim D$  (ABC) is frequent.

# Subalgebras

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- ▶ ... but all subsets of MFI may not satisfy  $Q()$

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How can we represent portions of the result space?

Any set of itemsets closed under  $\cup$  and  $\cap$  can be expressed as a **subalgebra**.

- ▶ A subalgebra consists of a bottom set and a top set.
- ▶ All itemsets in a subalgebra contain all of the items in the bottom set,
- ▶ and only items from the top set.
- ▶ All members of a **good subalgebra** satisfy  $P()$  and  $Q()$ .

## Subalgebras Con't

For example, the subalgebra (  $\{A\}, \{ABC\}$  ) contains the elements:

- ▶ A
- ▶ AB
- ▶ AC
- ▶ ABC

$$\max(X.\text{price}) < 4 \wedge \min(X.\text{price}) < 2$$

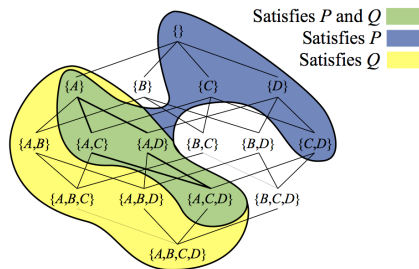
Item	Cost
A	1
B	4
C	3
D	2

- ▶  $P(X) = \max(X.\text{price}) < 4$
- ▶  $Q(X) = \min(X.\text{price}) < 2$
- ▶  $P(B)$  is false, therefore B is OUT
- ▶  $Q(\sim A) = Q(BCD)$  is false, therefore A is IN

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This leads to the subalgebra  $(\{A\}, \{ACD\})$ , which satisfies  $P()$  and  $Q()$ .





## Towards the Basic Algorithm 1/2

As usual, we will traverse nodes in a tree.

- ▶ Each node contains IN, OUT, and CHILD sets, which correspond to the subalgebra  $(IN, \sim OUT)$ .
- ▶ This is a good subalgebra if  $P(\sim OUT) \wedge Q(IN)$ .

## Towards the Basic Algorithm 2/2

### Dual Miner

- ▶ Start with the root node; it is undetermined.
- ▶ Repeatedly pick an undetermined node:
  - ▶ Optionally, move children to OUT, if  $P(\text{IN} \cup \text{child})$  fails or to IN, if  $Q(\sim(\text{OUT} \cup \text{child}))$  fails
  - ▶ Optionally, check if node is a good subalgebra.
  - ▶ Pick one child element to split on, and create two child nodes.
  - ▶ The node is now determined.

$$\text{support}(X) \geq 1 \wedge \text{total\_price}(X) > 50$$

Item	Cost
A	26
B	26
C	1
D	1
E	100

Transactions
ABCD
E

Root Node: (  $\{\}$ ,  $\{ABCDE\}$ ,  $\{\}$  )

- ▶  $P(X)$  true for all elements  $X$
- ▶  $Q(\sim X)$  true for all elements  $X$
- ▶ (  $\{\}$ ,  $\{ABCDE\}$  ) is not a good subalgebra
- ▶ ... therefore pick a child (say E) to split on

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Undetermined Nodes:

- ▶  $\beta: ( \{E\}, \{ABCD\}, \{ \} )$
- ▶  $\gamma: ( \{ \}, \{ABCD\}, \{E\} )$

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Current Node:  $\beta$ : ( {E}, {ABCD}, {} )

- ▶  $P(EA)$  is false, so A is OUT
- ▶  $\beta$  becomes ( {E}, {BCD}, {A} )

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- ▶ ( {E}, {E} ) is a good subalgebra

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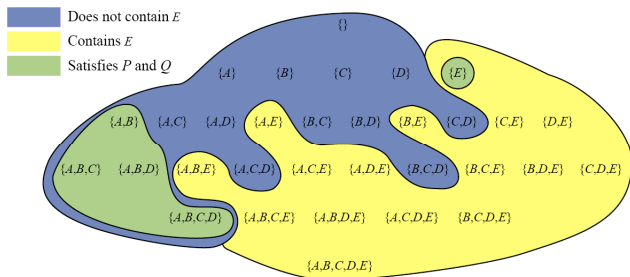
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In Summary, the good subalgebras were:

- ▶ ( {E}, {E} )
- ▶ ( {AB}, {ABCD} )



## Finishing Touches

- ▶ Don't store IN, OUT, and CHILD;  
just store new\_in and new\_out for each node.
- ▶ Interleave pruning with P() and Q();  
each creates opportunities for the other.

# Heuristics

Dual Miner is flexible; it can be tuned for the problem at hand:

- ▶ traversal strategy
- ▶ pruning order heuristics
- ▶ stop heuristics
- ▶ choice order heuristics
- ▶ control heuristics

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- ▶ traversal strategy
- ▶ pruning order heuristics
- ▶ stop heuristics
- ▶ choice order heuristics
- ▶ control heuristics
  - ▶ don't prune with  $P()$  unless IN has changed
  - ▶ don't prune with  $Q()$  unless OUT has changed

## Leveraging the Underlying Algorithm

Goal: Minimize the cost of executing  $P()$  and  $Q()$

- ▶  $Q()$  is often much cheaper
- ▶ existing algorithms minimize calls to  $P()$  in clever ways – **reuse them!**
- ▶ dual situation may occur as well

Extend MAFIA HUTMFI...

- ▶ partial list of maximum itemsets which satisfy  $P()$
- ▶ partial list of minimum itemsets which satisfy  $Q()$

## Dual HUT

Testing  $P(\sim\text{OUT})$  may be expensive.



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### Alternative:

- ▶ Examine a sequence of nodes where new children are speculatively added to IN, until you reach a leaf.
- ▶ The oldest ancestor in the chain that satisfies  $Q()$  is a good subalgebra.
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### Also:

- ▶ We don't need to evaluate  $P()$  for any nodes below the top of the chain, even if that node doesn't satisfy  $Q()$ .
- ▶ This applies in the dual case also.

Seek out *complete left and right chains*.

# Subalgebra Fragmentation

## Problem

If Dual Miner splits on the wrong child nodes, it can split good subalgebras.

## Mitigation

- ▶ Heuristics can help.
- ▶ Keep track of good subalgebras and **merge them on the fly**.

# Approximations

## Problem

Dual Miner only handles monotone and antimonotone constraints.

## Mitigation

A strategy for approximating **mean-like** functions is proposed.

- ▶  $\text{average}(X) < \text{constant}$

# Theoretical Evaluation

## Summary:

- ▶ Same (weak) upper bound on Dual Miner / Apriori and Dual Miner / MAFIA
- ▶  $P()$  more selective than  $Q()$  → CONVERTIBLE wins

## CONVERTIBLE

Run Apriori and post-process, but don't test  $Q()$  on a superset of something that already passed.

## Empirical Evaluation

- ▶ Assume  $P()$  costs  $100\times Q()$
- ▶ Test vs. synthetic data
- ▶ Observation: Other algorithms operate in two phases
- ▶ Competitors
  - ▶ CONVERTIBLE
  - ▶ MAFIA + free second phase
- ▶ Champions
  - ▶ Dual Miner
  - ▶ Dual Miner with good choice order heuristic

Dual Miner wins when  $Q()$  is sufficiently selective.

Thank you!