

# FHM: Faster High-Utility Itemset Mining using Estimated Utility Co-occurrence Pruning

Philippe Fournier-Viger<sup>1</sup>

Cheng Wei Wu<sup>2</sup>

Souleymane Zida<sup>1</sup>

Vincent S. Tseng<sup>2</sup>

presented by Ted Gueniche<sup>1</sup>



<sup>1</sup>University of Moncton, Canada <sup>2</sup>National Cheng Kung University



## Introduction

## Frequent Itemset Mining

 consists of discovering groups of items frequently occurring in a set of transactions.

## Example:

#### A transaction database

Transaction	item	
T <sub>1</sub>	{1, 2, 3, 4, 5}	
T <sub>2</sub>	{1, 2, 5}	
T <sub>3</sub>	{3, 4, 5}	
T <sub>4</sub>	{1, 2, 4, 5}	

FIM with minsup = 50 %

#### **Frequent itemsets**

Itemset	Support
{5}	100 %
{4, 5}	75 %
{2, 4, 5}	50 %
•••	•••

**Limitations**: assume an item can only appear once in a transaction!

assume all items have the same importance/weight (e.g. profit)

Thus, may ignore rare itemset having high profit! (e.g. caviar, wine)

# High Utility Itemset Mining

## A generalization of FIM such that:

- items can appear more than once in each transaction
- each item has a weight/profit

## Several applications:

- click-stream analysis,
- cross-marketing in retail stores,
- bio-medical applications...

# High Utility Itemset Mining

## Input: transaction database with quantities

TID	A	В	С	D	Е
<b>T</b> <sub>1</sub>	0	0	18	0	1
T <sub>2</sub>	0	6	0	1	1
T <sub>3</sub>	2	0	1	0	1
T <sub>4</sub>	1	0	0	1	1
T <sub>5</sub>	0	0	4	0	2
T <sub>6</sub>	1	1	0	0	0
T <sub>7</sub>	0	10	0	1	1
Ts	3	0	25	3	1
T <sub>9</sub>	1	1	0	0	0
T <sub>10</sub>	0	6	2	0	2

## unit profit table

ITEM	PROFIT (\$)(per unit)
A	3
В	10
С	1
D	б
Ē	5

a threshold *minutil* 

Output: high-utility itemsets, the itemsets having a utility no less than minutil

## How to calculate an itemset's utility?

TID	A	В	С	D	Е
T <sub>1</sub>	0	0	18	0	1
$T_2$	0	6	0	1	1
T <sub>3</sub>	2	0	1	0	1
T <sub>4</sub>	1	0	0	1	1
T <sub>5</sub>	0	0	4	0	2
T <sub>6</sub>	1	1	0	0	0
T <sub>7</sub>	0	10	0	1	1
Tg	3	0	25	3	1
T <sub>9</sub>	1	1	0	0	0
$T_{10}$	0	6	2	0	2

ITEM	PROFIT (\$)(per unit)	
A	3	
В	10	
С	1	
D	6	
Е	5	

For each transaction, where the itemset appears, we make the sum of the quantity of each item in the itemset multiplied by its unit profit.

$$u({B,D}) = (6 \times 10 + 1 \times 6) + (10 \times 10 + 1 \times 6) = 172$$

## A difficult task!

- In **frequent itemset mining**, the anti-monotonicity of the support is used to prune the search space.
- In high-utility-itemset mining, utility is not antimonotonic.
- Example:

```
u({D}) = 30
u({B}) = 240
u({B, D}) = 172
```

Therefore, algorithms for FIM cannot be directly applied to HUIM.

# How to solve this problem?

- Mine itemsets using two phases:
  - Two-Phase (PAKDD, 2005), IHUP (TKDE 2010),
     UP-Growth (KDD, 2011)
  - The TWU measure is introduced.
    - an upper bound on the utility of itemsets.
    - anti-monotonic
  - Phase 1: Discover candidate itemsets, that is having a TWU ≥ minutil,
  - Phase 2: For each candidate, calculate its exact utility of by scanning the database.

# Recently...

## HUI-Miner (CIKM, 2012) - a single phase algorithm

- Create a vertical structure named Utility-List for each item.
- To find larger itemsets, perform a depth-first search by appending items one at a time.
- The exact utility of an itemset is obtained by joining utilitylists of smaller itemsets (no need to scan database).
- Pruning using remaining utility in utility lists
- HUI-Miner outperforms all previous algorithms.

#### Utility list of {a}

TID	util	rutil
T1	5	3
T2	10	17
T3	5	25

utility = 20

Utility list of {e}

TID	util	rutil
T2	6	5
T3	3	5
T4	3	0

Utility list of {a, e}

TID	util	rutil
T2	16	5
T3	8	5

utility = 12

utility = 24

## Problems of HUI-Miner

- **Observation**: Calculating the utility of an itemset joining utility list is very costly.
- We should try to avoid performing joins if possible for low-utility itemsets.
- How?

#### Utility list of {a}

TID	util	rutil
T1	5	3
T2	10	17
T3	5	25

utility = 20

join

#### Utility list of {e}

TID	util	rutil
T2	6	5
T3	3	5
T4	3	0

**utility** = 12

Utility list of {a, e}

TID	util	rutil
T2	16	5
T3	8	5

utility = 24

# The FHM algorithm

#### Main characteristics:

- Extends HUI-Miner.
- Depth-first search.
- Relies on utility-lists to calculate the exact utility of itemsets.

## Estimated-Utility Co-occurrence pruning:

- we pre-calculate the TWU measures of 2-itemsets.
- If an itemset contains a 2-itemset such that its
   TWU < minutil, then it is low utility as well as all its supersets, and the join is not performed.</li>

# How to calculate TWU? (1)

- The transaction utility of a transaction is the sum of the utility of items in that transaction
- Example:

TID	Transaction Utility	TID	Transaction Utility
$T_1$	23	$T_6$	13
$T_2$	71	$T_7$	111
$T_3$	12	$T_8$	57
$T_4$	14	Т9	13
T <sub>5</sub>	14	$T_{10}$	72

# How to calculate TWU (2)

The transaction weighted utility (TWU) of an itemset is the sum of the transaction utilities of transactions containing it.

• TWU({A}) = tu(T3) + tu(T4) + tu(T6) + tu(T8) + tu(T9) = 12 + 14 + 13 + 57 + 13 = 109

• TWU({A, D}) = tu(T4) + tu(T8) = 14 + 57 = 71.

# Estimated Utility Co-Occurrence Structure (EUCS)

- Stores the TWU of all 2-itemsets.
- Built during the initial database scans.
- Represented as a triangular matrix or hashmap of hashmaps

## • Example:

Item	a	b	С	d	e	f
b	30					
С	65	61				
d	38	50	58			
e	57	61	77	50		
f	30	30	30	30	30	
g	27	38	38	0	38	0

Note: this example is using another input database

# Pseudocode (1)

#### Algorithm 1: The FHM algorithm

```
input: D: a transaction database, minutil: a user-specified threshold output: the set of high-utility itemsets
1 Scan D to calculate the TWU of single items;
2 I* ← each item i such that TWU(i) < minutil;</li>
3 Let > be the total order of TWU ascending values on I*;
4 Scan D to built the utility-list of each item i ∈ I* and build the EUCS structure;
5 Search (∅, I*, minutil, EUCS);
```

#### Algorithm 2: The Search procedure

```
input: P: an itemset, Extensions OfP: a set of extensions of P, the minutil
             threshold, the EUCS structure
   output: the set of high-utility itemsets
1 foreach itemset Px \in ExtensionsOfP do
       if SUM(Px.utilitylist.iutils) \ge minutil then
           output Px;
 3
 4
       end
       if SUM(Px.utilitylist.iutils) + SUM(Px.utilitylist.rutils) \ge minutil then
 5
           ExtensionsOfPx \leftarrow \emptyset;
 6
           foreach itemset Py \in ExtensionsOfP such that y \succ x do
               if \exists (x, y, c) \in EUCS \text{ such that } c \geq minutil) then
                   Pxy \leftarrow Px \cup Py;
                   Pxy.utilitylist \leftarrow Construct (P, Px, Py);
10
                    ExtensionsOfPx \leftarrow ExtensionsOfPx \cup Pxy;
11
               end
12
13
           Search (Px, ExtensionsOfPx, minutil);
14
15
       end
16 end
```

# Pseudocode (2)

```
Algorithm 3: The Construct procedure
   input: P: an itemset, Px: the extension of P with an item x, Py: the
             extension of P with an item y
   output: the utility-list of Pxy
 1 UtilityListOfPxy ← ∅;
   foreach tuple ex \in Px.utilitylist do
       if \exists ey \in Py.utilitylist \ and \ ex.tid = exy.tid \ then
 3
            if P.utilitylist \neq \emptyset then
 4
                Search element e \in P.utilitylist such that e.tid = ex.tid.;
 5
               exy \leftarrow (ex.tid, ex.iutil + ey.iutil - e.iutil, ey.rutil);
 6
            end
 7
            else
 8
              exy \leftarrow (ex.tid, ex.iutil + ey.iutil, ey.rutil);
 9
            end
10
            UtilityListOfPxy \leftarrow UtilityListOfPxy \cup \{exy\};
11
       end
12
13 end
14 return UtilityListPxy;
```

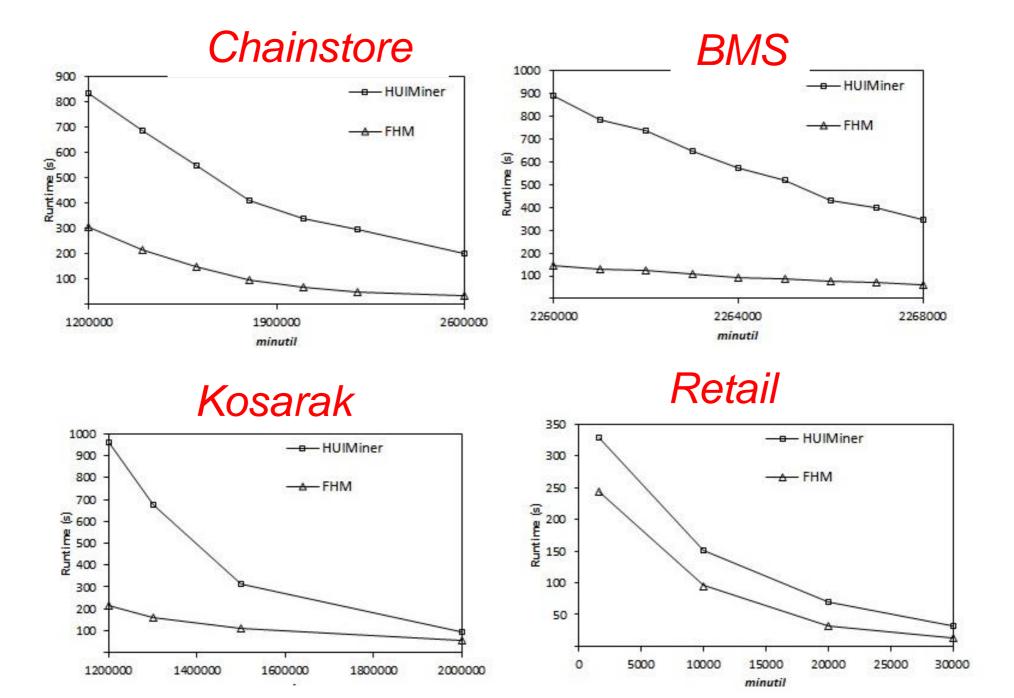
# **Experimental Evaluation**

#### Datasets' characterictics

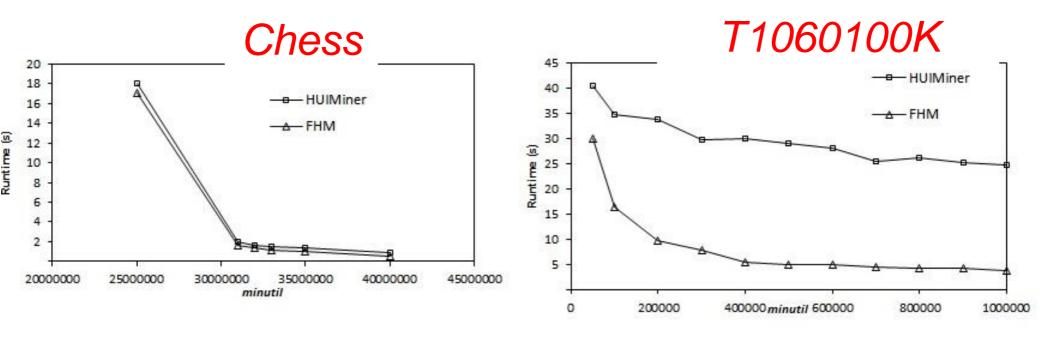
Dataset	transaction count	distinct item count	average transaction length
Chainstore	1,112,949	46,086	7.26
BMS	59,601	497	4.85
Kosarak	990,000	41,270	8.09
Retail	88,162	16,470	10.30
Chess	3,396	75	37

- Chainstore has real unit profit/quantity values
- Other datasets: unit profit between 1 and 1000 and quantities between 1 and 5 (normal distribution)
- FHM vs HUI-Miner
- Java, Windows 7, 5 GB of RAM

## **Execution times**



# Execution times (cont'd)



#### **Observations:**

- FHM has the best performance on all datasets
- FHM is up to 6 times faster than HUI-Miner
- Performance is similar to HUI-Miner for extremely dense datasets (e.g. Chess) because each items co-occurs with each other in almost all transactions.

# Pruning effectiveness

- A large amount of join operations are avoided by FHM.
- For example:

– Chainstore : 18 %

- BMS: 91 %

Kosarak : 87 %

– Retail : 87 %

# Memory overhead

- The memory footprint of the EUCS structure is small.
- For example:

Chainstore: 10.3 MB

- BMS: 4.18 MB

Kosarak: 1.19 MB

- Retail: 410 MB

## Conclusion

- FHM: A novel algorithm for high-utility itemset mining
- Our proposal:
  - ➤ a novel data structure: EUCS (Estimated Utility Co-occurrence Structure)
  - ➤ a novel strategy to avoid some join operations: EUCP (Estimated Utility Coocurrence Pruning).
- Experimental results:
  - > avoid up to 95 % of join operations
  - > outperforms HUI-Miner by up to 6 times
- Source code and datasets available as part of the SPMF data mining library (GPL 3).



**Open source Java data mining software**, 66 algorithms <a href="http://www.phillippe-fournier-viger.com/spmf/">http://www.phillippe-fournier-viger.com/spmf/</a>

## Thank you. Questions?





**Open source Java data mining software**, 55 algorithms <a href="http://www.phillippe-fournier-viger.com/spmf/">http://www.phillippe-fournier-viger.com/spmf/</a>