



An Improved Approach for Mining of High Utility Item sets using UP Growth Algorithm

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Abstract

Proficient disclosure of frequent item sets in expansive datasets is a pivotal undertaking of information mining. As of late, a few methodologies have been proposed for creating high utility examples, they emerge the issues of delivering an expansive number of applicant item sets for high utility item sets and most likely degrade mining performance as far as speed and space. As of late proposed minimized tree structure, viz., UP-Tree, keeps up the data of exchanges and item sets, encourage the mining

performance and abstain from examining unique database more than once. In this paper, UP-Tree (Utility Pattern Tree) is received, which filters database just twice to acquire applicant things and oversee them in effective information organized way. Applying UP-Tree to the UP-Growth sets aside more performance time for Phase II. Consequently this paper presents adjusted algorithm expecting to decrease the performance time by viably recognizing high utility itemsets. General Terms Algorithms, Performance, Evaluation.

Keywords: Transaction Weight Utilization, High utility itemsets, Utility Mining, Discarding.

1. Introduction

Association rules mining (ARM) is a standout amongst the most broadly utilized strategies in information mining and learning disclosure and has colossal

applications like business, science and different areas. Settle on the choices about showcasing exercises, for example, e.g., special estimating or item positions. A high utility itemset is characterized as: A



gathering of things in an exchange database is called itemset. This itemset in an exchange database comprises of two angles: First one is itemset in a solitary exchange is called inner utility and second one is itemset in various exchange database is called outer utility. The exchange utility of an itemset is characterized as the duplication of outer utility by the inner utility. By exchange utility, transaction weight utilizations (TWU) can be found. To call an itemset as high utility itemset just if its utility isn't not as much as a client indicated least help edge utility esteem; generally itemset is dealt with as low utility itemset. To produce these high utility itemsets mining as of late in 2010, UP-Growth (Utility Pattern Growth) algorithm was proposed by Vincent S. Tseng et al. for finding high utility itemsets and a tree based information structure called UP-Tree (Utility Pattern tree) which proficiently keeps up the data of exchange database identified with the utility examples. Four techniques (DGU, DGN, DLU, and DLN) utilized for effective development of UP-Tree and the handling in UP-Growth. By applying these systems, cannot just

proficiently diminish the assessed utilities of the potential high utility itemsets (PHUI) yet additionally adequately decrease the quantity of hopefuls. Be that as it may, this algorithm sets aside more performance time for stage II (distinguish neighborhood utility itemsets) and I/O cost. In this paper, the current UP-Growth algorithm is enhanced to create high utility itemsets effectively for huge datasets and decrease performance time in stage II contrasted and existing UP-Growth algorithm.

2. Related Work

Association control mining is thought to be a fascinating exploration region and concentrated broadly by numerous scientists. In the current years, some pertinent techniques have been proposed for mining high utility itemsets from exchange databases. In 1994, Agrawal .R et al. proposed Apriori algorithm by abuse "descending conclusion property", which is the pioneer for productively mining affiliation rules from huge databases. This algorithm produced and tried hopeful itemsets iteratively. This may examine database various circumstances, so the



computational cost is high. So as to beat the impediments of Apriori algorithm and effectively finds visit itemsets without creating hopeful itemsets, a continuous example Growth (FP-Growth) is proposed by Han .J et al. The FP-Growth was utilized to pack a database into a tree structure which demonstrates a superior performance than Apriori. Despite the fact that it has two confinements:

- (i). It treats all things with a similar cost.
- (ii). in one exchange everything shows up in a double (0/1) frame, i.e. either present or truant.

In reality, everything in the market has an alternate costs and single client may take same thing different circumstances. In this way, finding just customary frequent examples in a database can't satisfy the necessity of finding the most significant clients/itemsets that contribute the most to the aggregate benefit in a retail business. Later unique algorithms proposed like Two-Phase, IIDS and IHUP. In 2006, H. Yao et al. proposed UMining algorithm to discover all the high utility itemsets from a unique database.

3. Proposed Method

The objective of utility mining is to find all the high utility itemsets whose utility esteems are past a client determined edge in an exchange database.

UP-Growth Algorithm The UP-Growth is one of the proficient algorithms to produce high utility itemsets relying upon development of a worldwide UP-Tree. In stage I, the system of UP-Tree takes after three stages:

- (i). Development of UP-Tree.
- (ii). Produce PHUIs from UP-Tree.
- (iii). Distinguish high utility itemsets utilizing PHUI.

The development of worldwide UP-Tree is takes after,

- (i). Disposing of worldwide unpromising things (i.e., DGU methodology) is to dispense with the low utility things and their utilities from the exchange utilities.
- (ii). Disposing of worldwide node utilities (i.e., DGN methodology) amid worldwide UP-Tree development. By DGN methodology, node utilities which are closer to UP-Tree root node are viably decreased. The PHUI is like TWU, which register all



itemsets utility with the assistance of assessed utility. At long last, recognize high utility itemsets (at least \min_sup) from PHUIs esteems. The worldwide UP-Tree contains numerous sub ways. Every way is considered from base node of header table. This way is named as restrictive example base (CPB).

Improved UP-Growth Although DGU and DGN systems are effectively lessen the quantity of hopefuls in Phase 1 (i.e., worldwide UP-Tree). In any case, they can't be connected amid the development of the neighborhood UP-Tree (Phase-2). Rather utilize, DLU system (Discarding nearby unpromising things) to disposing of utilities of low utility things from way utilities of the ways and DLN methodology (Discarding neighborhood node utilities) to disposing of thing utilities of relative nodes amid the nearby UP-Tree development. Despite the fact that, still the algorithm confronting some performance issues in stage 2. To conquer this, maximum transaction weight utilizations (MTWU) are figured from every one of the things and considering several of \min_sup as a client indicated edge an

incentive as appeared in algorithm. By this adjustment, performance will expand contrast and existing UP-Tree development likewise enhances the performance of UP-development algorithm. An enhanced utility example development is shortened as IUPG. IUPG-Algorithm: Input: Transaction database D, client determined limit. Yield: high utility itemsets.

Start

1. Output database of exchanges $T_d \in D$
2. Decide exchange utility of T_d in D and TWU of itemset (X)
3. Process \min_sup (MTWU * client indicated edge)
4. On the off chance that $(TWU(X) \leq \min_sup)$ at that point remove Items from exchange database
5. Else embed into header table H and to keep the things in the plummeting request.
6. Rehash stage 4 and 5 until end of the D.
7. Embed T_d into worldwide UP-Tree
8. Apply DGU and DGN techniques on worldwide UP-tree
9. Re-build the UP-Tree
10. For everything a_i in H do
11. Produce a PHUI $Y = X \cup a_i$



12. Gauge utility of Y is set as ai 's utility incentive in H
13. Put neighborhood promising things in Y-CPB into H
14. Apply methodology DLU to decrease way utilities of the ways
15. Apply methodology DLN and embed ways into Td
16. On the off chance that Td ≠ invalid at that point call for circle End for End

4. Experimental Evaluation

In this area, trial comes about on manufactured datasets and true databases are compressed on both UP-Growth and Improved UP-Growth algorithm. These examinations were directed on 2.53 Intel(R) Core(TM) i3 Processor with 2 GB of RAM, and running on Windows 7 working framework. All algorithms were actualized in java dialect (JDK1.5) and connected both manufactured and genuine datasets to assess the performance of the two algorithms.

Synthetic Dataset First, the performance deviation of UP-Growth (UPG) is appeared and Improved UP-Growth (IUPG) algorithms on the manufactured datasets T10I6D10K. Where T is the normal size of

exchanges; I is the normal size of maximal potential frequent itemsets; D is the aggregate number of exchanges and N is the quantity of unmistakable things. Table-1 demonstrates the performance times on different min_sup esteems from 60% to 90%. Fig-1 and Fig-2 demonstrates the performance assessment of UPG and IUPG for stage I and Phase II performance times on different min_sup esteems from 60% to 90%.

Table-1: Performance times on T10I6D10K

Dataset	UPG	EUPG	UPG	EUPG
Min_Sup (%)	phase I (sec)		phase II (ms)	
90	268	248	8	0
85	485	269	14	2
80	480	267	15	2
75	480	269	15	2
70	502	280	22	2
65	1003	280	35	8
60	1040	282	79	59

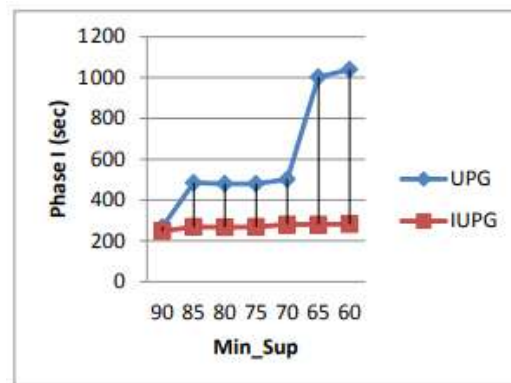


Fig-1: T10I6D10K Phase-I Time

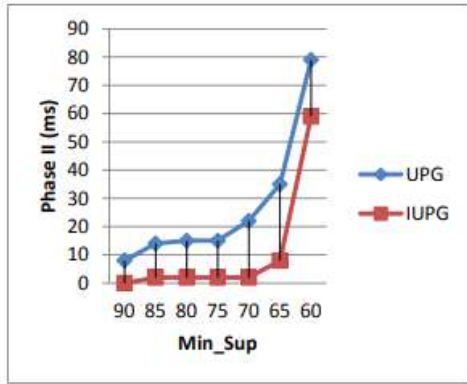


Fig- 2: T10I6D10K Phase-II Time

Real time Dataset Here analyze the performance of UPG and IUPG on continuous chess dataset. Table-2 demonstrates the performance times on different min_sup esteems from 65% to 90%. Fig-3 and Fig-4 demonstrates the performance assessment of UPG and IUPG for stage I and Phase II performance times.

Table-2: Performance times on Chess

Dataset	UPG	IUPG	UPG	IUPG
Min_Sup (%)	phase I (sec)		phase II (ms)	
90	17	14	19	19
85	28	15	28	18
80	31	16	37	24
75	34	19	43	28
70	33	21	48	30
65	36	28	57	33

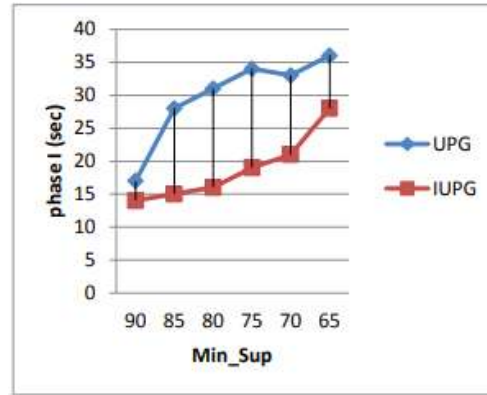


Fig-3: Performance time for phase I on Chess

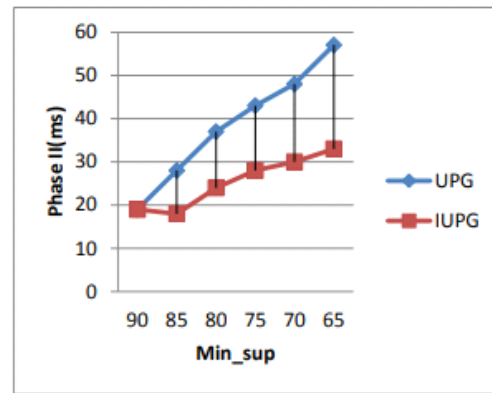


Fig-4: Performance time for phase II on Chess

Scalability In this segment, the measure of T10I6 dataset is shifted to assess the adaptability for UPG and IUPG algorithms. In Table-3 demonstrates the performance times on different dataset sizes and min_sup is 85%. Notwithstanding, the performance time of IUPG is not as much as UPG. At the point when the database measure builds, the



performance time for distinguishing high utility itemsets additionally increments. Consequently, UP-Growth algorithm requires more preparing time than IUPG.

Table-3: Performance times on Scalability

Dataset	UPG	IUPG	UPG	IUPG
Size	Phase- I(sec)		Phase - II(ms)	
1000	26	25	8	2
5000	135	127	14	9
10000	328	269	26	16
25000	994	768	32	24
50000	2468	1958	67	36

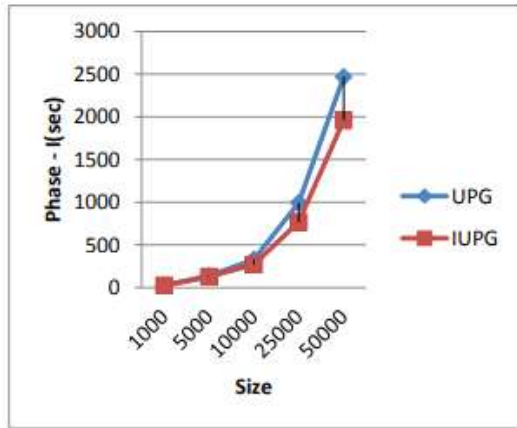


Fig-5: Performance time for phase I on Scalability

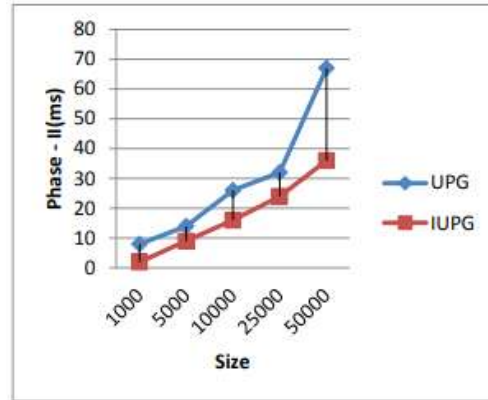


Fig-6: Performance time for phase II on Scalability

By the test comes about, the Improved UP-Growth is proficiently lessening the performance time of stage II and furthermore successfully recognizes the high utility itemsets on both manufactured and genuine datasets. Along these lines, IUPG algorithm accomplishes preferable performance over UPG.

5. Conclusion

Mining high utility itemsets turns out to be more noteworthy. In this paper, the Improved UP-Growth (IUPG) algorithm assessed with Existing UP-Growth (UPG) algorithm. These algorithms are probed engineered datasets and constant datasets for various help limit. From the test perception, the conclusion is that, IUPG algorithm



performs well than UPG algorithm for various help esteems. Likewise the IUPG algorithm scales well as the span of the exchange database increments. The future work would center on the distinctive issues to enhance stage I as far as performance and memory space cost.

6. References

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