Vague Set BasedHesitated Frequent Pattern Generation for Enhanced Decision Making

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Abstract- *Association rule mining practices the itemsets that are frequently generated in particular databases for statistical analysis in order to make important decision making tasks for business prospective. Traditional association rule mining only deals with the items that are actually present in the transaction and disregards the items that customers hesitated to purchase such items can considered as almost sold items that contains valuable information which can be used in enhancing the decision making capabilities. Since realistic scenario data are imprecise in nature that indicates the presence of vagueness as well as uncertainty which causes the problem during important decision-making tasks. Vague set theory is much capable in handling vague data due to its natural tendency of capturing vague value because of two membership functions. The frequently generated vague set based hesitated patterns create more useful rules that can help strategic planners for enhancing sale by making crucial decision in case of supermarket. The paper focuses on finding such patterns that cannot be included in traditional data mining so that profitability of store can be enhanced.*

Keywords - *Vague Set Theory, Hesitated patterns, AH-pair Database, profit Patterns.*

I. INTRODUCTION

The problem of decision making, especially in financial issues is a crucial task in every business. In past years, data mining technology follows the conventional approach that offers only statistical analysis (data that actually present in the transaction) and discovers rules. The main technique uses support and confidence measures for generating rules. But since the data have become complex today it is crucial to find the solution to deal with such problems. Profit pattern mining hits the target, but this job is found very difficult when it depends on the imprecise and vague environment, which is frequent in recent years.

Association rules can efficiently practice to uncover unknown relationship producing the result on basis of frequent pattern generation that can provide a basis for forecasting and decision making [1]. conventional association rule mining model considers that items have the same significance without taking consideration of item importance within the transaction and also ignores vague status of item which is not always case. Considering an example [TV→vcd,1%,80%] may be more important than [bread→milk,3%,80%] although former holds a lower support because those items in the first rule usually come with more profit per unit auction, but conventional association rule is disregarded this variance [21]. The conventional approach of mining also not consider the item that are almost sold hence probability of pattern generation for such item and important rule will be obligated from traditional mining process.

Handling uncertain data is biggest challenge in front of computer scientist to deal with such issue some soft computing techniques must be incorporated which helps to reason with such databases. Many mathematical models are proposed as extension of classical set theory like fuzzy set, rough set, soft set, vague set, gray set which are able to deal uncertainty in data mining but same time they have certain superiority over other in dealing particular type of uncertainty. The vague set theory is used to capture the hesitation information of items which used interval-based membership that is able to captures three types of evidence with respect to an object in the universe of discourse: support, against, hesitation. Thus, it can naturally model the hesitation information of an item which is beneficial in hesitation pattern generation.

To study the relationship between the support evidence and the hesitation evidence with respect to an item the concept of attractiveness and hesitation which are based on the median membership and the imprecision membership that are resulting from the vague membership function of vague sets. An item with high attractiveness means that the item is well sold and has high possibility to be sold next time. An item with high hesitation means that customers are constantly hesitating to buy the item due to some reason (e.g., the customer is waiting for price (or weight) reduction) but has a high possibility to buy it subsequent time, if the cause of giving up the item is acknowledged and resolved (e.g., some promotion on the item is provided)[6].

II. BACKGROUND AND RELATED WORK

The traditional association rule mining [1] given by Agrawal, Imielinski and Swami (1993)ignores the uncertain situations. Number of studies were done that extends the traditional association rule mining for handling uncertain situations and data in the different application such as mining fuzzy association rules.

Gau and Buehrer proposed vague set theory [2] for handling uncertain situations which provide two membership functions instead of single membership function in the fuzzy set thus it provide a natural way of handling hesitation information. An important study made by An Lu and Wilfred Ng which give the comparison between vague set and intuitionistic fuzzy set for handling vague data which one is better[7].

Yanhong Li and Zheng Qin made a comparative analysis of similarity measure between intuitionistic fuzzy and vague set. This research provides benefit of selection and application of similarity measures for intuitionistic fuzzy sets and vague sets in practice[22].

Vague information is common in many database applications due to intensive data dissemination arising from different pervasive computing sources such as high volume data obtained from different resources. Lu and Wilfred Ng give how to maintaining consistency of vague database using data dependencies. They extend the concept of functional dependency (FD) in relational databases by applying vague set theory in order to handle the widely existent vague information and proposed vague functional dependency (VFD)[5].

After this An Lu , James Cheng and Wilfred Ng proposed the notion of vague association Rules (VARs) [6] and devise an algorithm to mine the vague association rules they show that their algorithm for vague association rule capture more specific and richer information than traditional association rules.

K.R. Pardasaniand Anjanain 2012 Pandey gives a model for mining course information using Vague Association rule [12] in which they studies that different university offering different courses of different types over several years and find out biggest issue with that how to get information to make course more effective and solve this issue through vague association rule (VARs). They extend this concept further by giving a model for vague association rule mining in the temporal database [11]

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Weighted association rule (WAR) doesn't hinder with the procedure of generating frequent itemset. Relatively, it focuses on how weighted association rules can be generated by examining the weighting factors of the items included in generated frequent itemsets. Therefore, we could classify this type of weighted association rule mining methods as a technique of post-processing or maintaining association rules [15].

III. PRELIMINARIES

The basics of handling uncertainty and vagueness for hesitation information can be explained through vague set theory and intuitionistic fuzzy set theory [7]. The graphical representation of vague set theory is more intuitive in perceiving vague values. The following concept is used in developing the model and algorithm for a weighted vague association rule for hesitation mining.

Let Ube a classical set of objects, called the universe of discourse, where an element ofUis denoted by u.

A. Vague Set

A vague setV in a universe of discourse U is characterized by a true membership function, α_V, and a false membership function,β_V, as follows: $\alpha_V : U \rightarrow [0,1], \beta_V : U \rightarrow [0,1]$, and $\alpha_V(u) + \beta_V(u) \leq 1$, where $\alpha_V(u)$ is a lower bound on the grade of membership of u derived from the evidence for u, and $\beta_V(u)$ is a lower bound on the grade of membership of the negation of u derived from the evidence against u. Suppose a universe of discourse $U=\{u_1,u_2,u_3 \ldots u_n\}$. A vague set V of the universe of discourse U can be represented by expression

$$V = \sum_{i=1}^{n} [\alpha_V(u_i), 1 - \beta_V(u_i)] / u_i \quad (1)$$

Where$0 \leq \alpha(u_i) \leq \beta(u_i) \leq 1$ and $1 \leq i \leq n$. In other words, the grade of membership of $u_i$is bounded to a subinterval $[\alpha_V(u_i), 1-\beta_V(u_i)]$ of [0,1].

$$[\alpha_V(u_i), 1 - \beta_V(u_i)] \text{ of } [0,1]$$

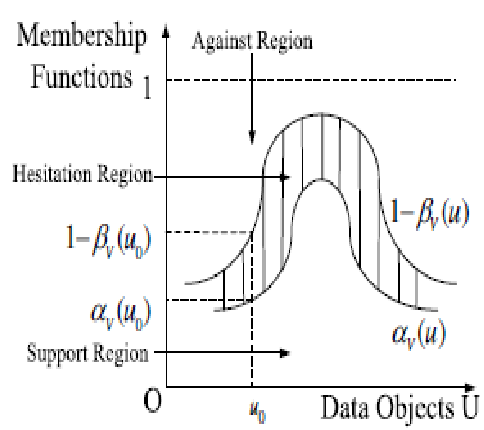

Figure1. Membership Function of vague set

B. Median and Imprecision Membership

In order to compare vague values we used two memberships: median membership and imprecision membership. Both are derived membership from vague membership. It is noteworthy that for a given vague value [α(x),1- β(x)] we have unique median membership M_m and imprecision membership M_i and vice versa.

Median membership is defined as

$$M_m = \frac{1}{2} (\alpha + (1 - \beta)) \qquad (2)$$

which represents the overall evidence contained in a vague value. It can be checked that0 ≤ M_m ≤1. Obviously, the vague value [1, 1] has the highest M_m, which means the corresponding object definitely belongs to the vague set (i.e., a crisp value). While the vague value [0, 0] has the lowest M_m, this means that the corresponding object definitely does not belong to the vague set.

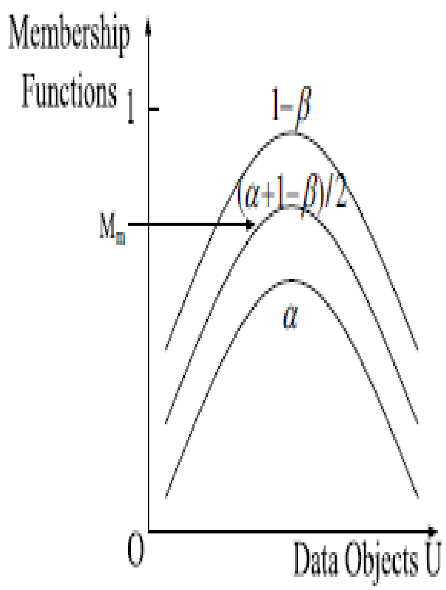

Figure 2. Median Membership of a Vague set

Imprecision membership is defined as

$$M_i = ((1 - \beta) - \alpha) \qquad (3)$$

which signifies the overall imprecision of a vague value. It can be veteran that 0 ≤〖 M〗_i≤1. The vague value [p, p] (p∈ [0, 1]) has the lowest M_iwhich means that the membership of the corresponding object is exact (i.e., a fuzzy value). While the vague value [0, 1] has the highest M_ithis means that we do not have any information about the membership of the corresponding object.

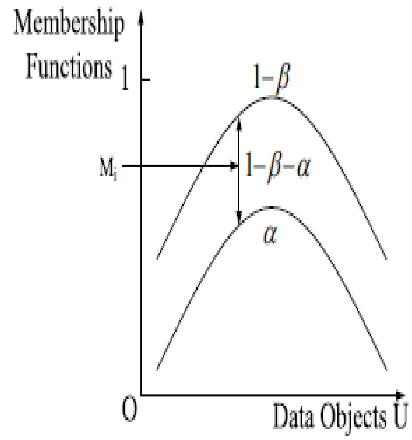

Figure 3: Imprecision Membership of a vague set

The median membership and imprecision membership are employed to measure the attractiveness and hesitation of an item respect to a costumer.

C. Hesitation and overall Hesitation

Given an item x $\in$ I and a set of HSs $S = \{s_1, s_2, \dots, s_n\}$with a partial order ≤. The hesitation of x with respect to a hesitation status HS $s_i \in S$ is a function $h_i(x): I \to [0,1]$ such that

$$\alpha(x) + \beta\,(x) + \sum_{i=1}^{n} h_i(x) = 1 \qquad (4)$$

where$h_i(x)$ represents the evidence for the HS s_i ofx. The overall hesitation of x with respect to S is given by

$$H(x) = \sum_{i=1}^{n} h_i\,(x) \qquad (5)$$

This can be easily find from the above definition that

$$H(x) = 1 - \alpha(x) - \beta(x) \qquad (6)$$

D. Intent and overall intent

Given a set of HSs (S, ≤), the intent of an item x with respect to an HS $s_i \in$ S, denoted as $int(x, s_i)$ is a vague value $[\alpha_i(x), 1 - \beta_i(x)]$ which is sub interval of $[\alpha(x), 1 - \beta(x)]$.The overall intent of x denoted as INT(x) is the interval$[\alpha(x), 1 - \beta(x)]$.

E. Attractiveness and overall Attractiveness

The attractiveness of x with respect to an HSs_i, denoted as $att(x, s_i)$ is defined as the median membership of x with respect to S_i that is$\frac{1}{2}\left(\alpha_i(x) + \left(1 - \beta_i(x)\right)\right)$. The overall attractiveness of x is a function $ATT(x): I \to [0,1]$ such that

$$ATT(x) = \frac{1}{2}\left(\alpha(x) + \left(1 - \beta(x)\right)\right). \qquad (7)$$

F. AH-pair transaction and database

An AH-pair database is sequence of AH-pair transactions. An AH-pair transaction T is a tuple$<v_1, v_2, \ldots, v_m>$ on an itemset $I_T = \{x_1, x_2, \ldots, x_m\}$ where $I_T \subseteq I$ and $v_j =< M_A(x_j), M_H(x_j) >$ is an AH-pair of the item x_j with respect to a given HS or the overall hesitation for $1 \leq j \leq m$.

IV. VAGUE ASSOCIATION RULE

Association rule mining can be used to discover unknown or hidden correlation between items originate in the database of the transactions. A vague association rule (VAR) r=(X⇒Y) is an association rule obtained from the hesitated patterns that is generated from AH-pair database. The vague association rules (VARs) has four types of support and confidence which evaluates their quality. Based on the attractiveness and hesitation of an item with respect to HS, the different type of support and confidence of vague association rule is defined [6, 9].

For example if someone have special interest in the association between well-sold items (high attractiveness) and all most sold items (high hesitation) then some analysis between the former and later may make some improvements to boost the sales of the latter. For this purpose Attractiveness-Hesitation (AH) support and confidence of a VAR to evaluate the vague association rule. Here A (or H) can refer to either the overall attractiveness (or Hesitation) of a given Hesitation Status.

A. Support

For a given AH-pair database, D, four types of support for an itemset Z or a VAR$X \Rightarrow Y$ where $X \cup Y = Z$ as follows:

1. The attractiveness support (A-support) of Z is defined as$\frac{\sum_{T \in D} \prod_{z \in Z} M_A(z)}{|D|}$.
2. The hesitation support (H-support) of Z is defined as$\frac{\sum_{T \in D} \prod_{z \in Z} M_H(Z)}{|D|}$.
3. The attractiveness-hesitation (AH-support) of Z is defined as$\frac{\sum_{T \in D} \prod_{x \in X, y \in Y} M_A(x) M_H(y)}{|D|}$.
4. The hesitation-attractiveness (HA-support)of Z is defined as$\frac{\sum_{T \in D} \prod_{x \in X, y \in Y} M_H(x) M_A(y)}{|D|}$

Z is an A (or H or AH or HA) frequent item FI if the A-support (or H-support or AH-support or HA-support) support of Z is no less than the (respective A or H or AH or HA) minimum support threshold σ.

B. Confidence

For a given AH-pair database four types of confidence for an itemset Z or a VAR, $r = (X \Rightarrow Y)$ where $X \cup Y = Z$ as follows:

1. If both X and Y is A FIs, then the confidence of rule called the A-confidence of ruleis defined as $\frac{\text{Asupp (Z)}}{\text{Asupp (x)}}$.
2. If both X and Y isH FIs, then the confidence of rule, called the H-confidence of rule is defined as $\frac{\text{Hsupp (Z)}}{\text{Hsupp (x)}}$.
3. If X is an A FI and Y is an H FI, then the confidence of rule , called the AH-confidence is defined as $\frac{\text{AHsupp (Z)}}{\text{Asupp (x)}}$
4. If X is an H FI and Y is an A FI, then the confidence of rule , called the HA-confidence is defined as $\frac{\text{HAsupp (Z)}}{\text{Hsupp (x)}}$.

V. PROPOSED METHODOLOGY

On critical analyzed it is examine that hesitation for an item decrease the attractiveness of an item and hence reduce the probability of selling the item that results decrease in profitability of store in many folds. There are many factors that increases the hesitation or attractiveness toward an item such as utility and opinion of any person or advertisement of any product that change the customers intention toward an item and hence it is an important that instigating factoranalyzed to retrieve the hesitation information. The proposed an algorithm discovers the frequently generated hesitated patterns that can be used as profit patterns generation which if used for to increase the profitability of store.

Proposed Algorithm:

1. Obtain the database as traditional method and capture the level of exploration and mark it as hesitation status.
2. Initialize array to store intent, AH-pair and frequent itemset;
3. Initialize favor(α) and against (β) variable with value zero;
4. Increment favor (α) by one when value in database indicates that item is purchased;
5. Increment against (β) by one when value in database indicates that item is not purchased;
6. Generate intent $[\alpha, 1 - \beta]$ using favor and against and store in intent array;
7. Generate Attractiveness as a median membership i.e. $\frac{1}{2}(\alpha + (1 - \beta))$ and Hesitation as a difference of α and $1 - \beta$ using intent;

8. Store the value as attractiveness and hesitation in AH-pair array;
9. Mine all items whose attractiveness and hesitation is greater than user defined minimum support consider such item as frequent item of size one;
10. Generate the candidate set of size two as C_{A_2} from A_1, $C_{A_1H_1}$ from A_1 and H_1 and C_{H_2} from H_1;
11. Generate all frequent itemset of size two whose support and support is greater than minimum threshold;
12. Similarly generate frequent itemset for all size and store in array of frequent itemset;
13. Generate subsets of frequent items such that subset is contained in superset of frequent items;
14. If subset is vague frequent itemset, then find rule otherwise obliterate the subset the from the itemset list;
15. Return all valid rules.

The above proposed method is effectively mine all the frequently generated hesitated patterns and find all valid association among itemset that customer hesitate to purchase.

VI. EXPERIMENT AND RESULT

For experiment purpose database is synthetically created by doing survey on a store by analyzing the buying behavior of customer. In this regard 10 ten is used for experimental purpose and behavior of 10 customers is analyzed for their 50 transactions in store. Furthermore five different level of exploration is recorded which indicate the level of hesitation toward item by customer.To evaluate the result experiment is performed on MATLAB 2014b installed on machine having configuration as 2.53 GHz intel®core i3 CPU with 4 GB RAM. The set of hesitation status (HS) is given by S={ HS_1,HS_2,HS_3,HS_4,HS_5 } and Y represent the item is purchased and N represent the item is not explore at any level.

Table 1: Sample of dataset

TID	A	B	C	D
1	Y	N	Y	N
2	Y	Y	HS_4	HS_1
3	Y	HS_4	HS_1	HS_2
4	N	Y	HS_3	HS_2
5	HS_1	HS_5	HS_2	HS_3
6	Y	N	HS_5	HS_5
7	Y	HS_5	HS_3	N
8	HS_1	N	HS_4	N
9	HS_2	HS_4	N	HS_3
10	Y	HS_5	N	HS_5

Table 2: Experimental result on Fixed Threshold

Customer ID	Total pattern generated	Total Frequent hesitated patterns	Execution Time(sec)
1	611	18	1.1035
2	553	11	1.0623
3	558	11	0.9156
4	593	12	1.1731
5	548	12	0.9886
6	554	15	1.0439
7	535	13	1.0891
8	611	11	0.9362
9	550	13	1.0913
10	617	18	1.0445

The above result in Table 2 is evaluated on considering minimum support = 0.01, minimum confidence = 0.01. Total frequent hesitated patterns are very less in comparison to total hesitated patterns. Thus decision maker only required focuses on item that are frequently occurs in hesitated patterns and make effective sellingstrategies to increase the profit of the store.

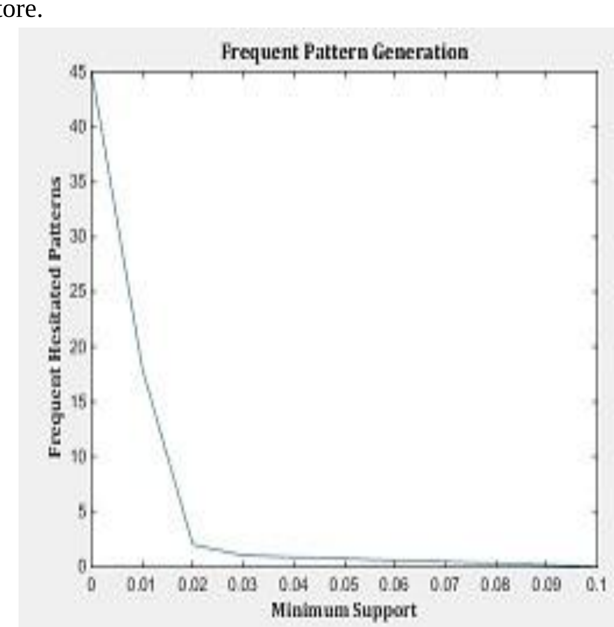

Figure 4: Number of frequent item sets

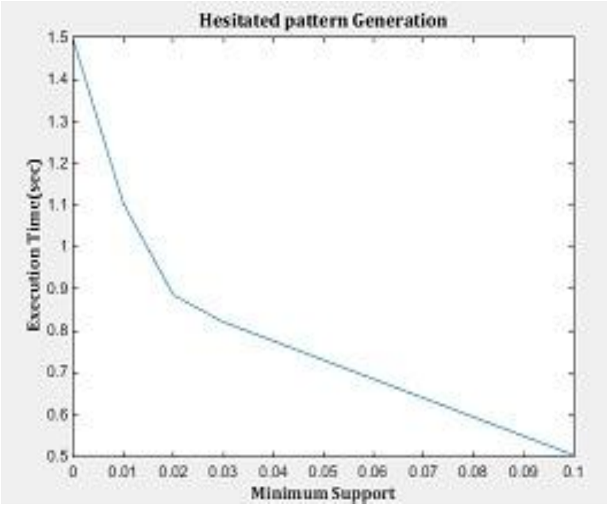

Figure 5: Running time of frequent itemset

VII. CONCLUSION

The traditional association rule mining techniques does not consider uncertain data for mining considerations but as mining become advance and closer to real world therefore situations and data both become more uncertain, vague in nature Such data contains valuable knowledge that pay effective role in crucial decision making tasks such information called hesitation information of an item contains valuable knowledge which can use for making the selling strategies of an item.Mining such data is always a challenging task, to overcome such challenges various mathematical tool vague set. The effectiveness of this algorithm is also revealed by experiments. This algorithm has wide application in real the scenario like temporal occasional mining, weighted ranked based scores together click through data of search result can be modeled as an object having different hesitation status. In this case, vague association rule can be used to reflect different user's preferences. Such models can further be developed and extended to problems involving mining useful information in different situations where hesitation is present.

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