

Association Rules Example

Apriori

Preparing the dataset:

set working directory and other setup:

```
#setwd("/Users/jacobmontielbravo/Desktop/portfolio-example")
setwd("C:/Users/Jacob Montiel-Bravo/Box/Work")
#install.packages('arules')
```

Creating data set

```
pokemongames <- read.csv('example-data.csv', header = TRUE)
pokemongames <- pokemongames[-c(1)]
View(pokemongames)

write.csv(pokemongames, "pokemongames-new.csv")
```

We need to convert the dataset into a “Sparse Matrix”

```
library(arules)
```

```
## Warning: package 'arules' was built under R version 4.0.5
```

```
## Loading required package: Matrix
```

```
## Warning: package 'Matrix' was built under R version 4.0.5
```

```
##
```

```
## Attaching package: 'arules'
```

```
## The following objects are masked from 'package:base':
```

```
##
```

```
##      abbreviate, write
```

```
pokemongames = read.transactions('pokemongames-new.csv', sep = ',', rm.duplicates = TRUE)
```

note that you see the message in the console: "distribution of transaction with duplicates" this indicates that there were xxx transactions with 1 duplicate A duplicate would simply indicate that someone used the same term twice in a post... which is probably not very significant

Viewing data

```
summary(pokemongames)
```

```
## transactions as itemMatrix in sparse format with
## 1802 rows (elements/itemsets/transactions) and
## 1819 columns (items) and a density of 0.001105912
##
## most frequent items:
## Scarlet   White   Sword   Violet   Moon (Other)
##      371      324      243      224      173      2290
##
## element (itemset/transaction) length distribution:
## sizes
##   1   2   3   4   5   6   7   8   9  14  15
## 670 715 252 102  44  10   5   1   1   1   1
##
##      Min. 1st Qu.  Median      Mean 3rd Qu.      Max.
##      1.000   1.000   2.000   2.012   2.000   15.000
##
## includes extended item information - examples:
##   labels
## 1       1
## 2      10
## 3     100
```

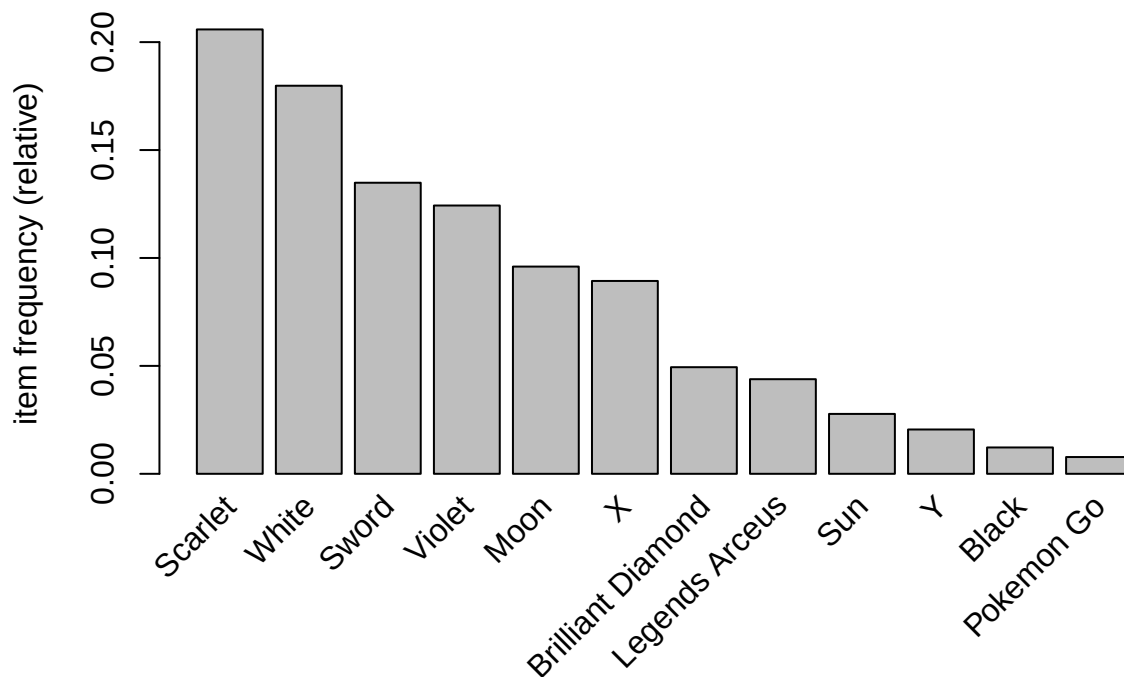
```
head(pokemongames)
```

```
## transactions in sparse format with
## 6 transactions (rows) and
## 1819 items (columns)
```

```
#View(pokemongames)
```

Note that “density” (see console) indicates the percentage of non-zero values

```
itemFrequencyPlot(pokemongames, topN = 12) #topN is how many of the top purchased products you want (we
```



Definitions

support gives us the percent of occurrences that the items appear--we may...

...not want to look at terms that haven't appeared very much as a total of all terms

Confidence gives us the number of times that terms x and y appeared together...

...divided by the number of times y appeared

Coverage (also called cover or LHS-support) is the support of the left-hand-side of the rule $X \Rightarrow Y$, i.e.

Count is simply the total number of records where this rule has been observed

the maxlen= parameter in the algorithm specifies the maximum number of items on the lhs

verbose shows the number of iterations

Training Apriori on the dataset

#non-specific approach:

```
rules = apriori(data = pokemongames, parameter = list(support = 0.003, confidence = 0.4))
```

```
## Apriori
```

```
##
```

```
## Parameter specification:
```

```
## confidence minval smax arem aval originalSupport maxtime support minlen
```

```
## 0.4 0.1 1 none FALSE TRUE 5 0.003 1
```

```
## maxlen target ext
```

```
## 10 rules TRUE
```

```
##
## Algorithmic control:
## filter tree heap memopt load sort verbose
## 0.1 TRUE TRUE FALSE TRUE 2 TRUE
##
## Absolute minimum support count: 5
##
## set item appearances ...[0 item(s)] done [0.00s].
## set transactions ...[1819 item(s), 1802 transaction(s)] done [0.00s].
## sorting and recoding items ... [14 item(s)] done [0.00s].
## creating transaction tree ... done [0.00s].
## checking subsets of size 1 2 3 4 done [0.00s].
## writing ... [46 rule(s)] done [0.00s].
## creating S4 object ... done [0.00s].
```

note that we get a lot more rules, but we only want to look at the 50 highest:

```
?apriori()
```

```
## starting httpd help server ... done
```

```
inspect(sort(rules, by = 'count')[1:20])
```

	lhs	rhs	support	confidence
## [1]	{Brilliant Diamond}	=> {White}	0.031631521	0.6404494
## [2]	{Y}	=> {White}	0.011098779	0.5405405
## [3]	{Y}	=> {Scarlet}	0.008324084	0.4054054
## [4]	{Brilliant Diamond, Scarlet}	=> {White}	0.008324084	0.6250000
## [5]	{Scarlet, X}	=> {White}	0.008324084	0.4545455
## [6]	{Black}	=> {Y}	0.007769145	0.6363636
## [7]	{Brilliant Diamond, Violet}	=> {White}	0.007214206	0.5909091
## [8]	{Black}	=> {White}	0.006104329	0.5000000
## [9]	{Moon, Sword}	=> {Scarlet}	0.006104329	0.4074074
## [10]	{Black}	=> {Legends Arceus}	0.005549390	0.4545455
## [11]	{Black}	=> {X}	0.004994451	0.4090909
## [12]	{Black}	=> {Scarlet}	0.004994451	0.4090909
## [13]	{Black, Y}	=> {Legends Arceus}	0.004994451	0.6428571
## [14]	{Black, Legends Arceus}	=> {Y}	0.004994451	0.9000000
## [15]	{Legends Arceus, Y}	=> {Black}	0.004994451	0.6923077
## [16]	{Black, Y}	=> {Scarlet}	0.004994451	0.6428571
## [17]	{Black, Scarlet}	=> {Y}	0.004994451	1.0000000
## [18]	{Scarlet, Y}	=> {Black}	0.004994451	0.6000000
## [19]	{Scarlet, Y}	=> {White}	0.004994451	0.6000000
## [20]	{White, Y}	=> {Scarlet}	0.004994451	0.4500000

	coverage	lift	count
## [1]	0.049389567	3.562006	57
## [2]	0.020532741	3.006340	20
## [3]	0.020532741	1.969112	15
## [4]	0.013318535	3.476080	15
## [5]	0.018312986	2.528058	15
## [6]	0.012208657	30.992629	14
## [7]	0.012208657	3.286476	13

```
## [8] 0.012208657 2.780864 11
## [9] 0.014983352 1.978836 11
## [10] 0.012208657 10.368239 10
## [11] 0.012208657 4.578769 9
## [12] 0.012208657 1.987013 9
## [13] 0.007769145 14.663653 9
## [14] 0.005549390 43.832432 9
## [15] 0.007214206 56.706294 9
## [16] 0.007769145 3.122449 9
## [17] 0.004994451 48.702703 9
## [18] 0.008324084 49.145455 9
## [19] 0.008324084 3.337037 9
## [20] 0.011098779 2.185714 9
```

What if we consider items that are mentioned with more frequency? We raise “support”

```
rules = apriori(data = pokemongames, parameter = list(support = 0.004, confidence = 0.2))
```

```
## Apriori
##
## Parameter specification:
## confidence minval smax arem aval originalSupport maxtime support minlen
##          0.2   0.1   1 none FALSE             TRUE       5   0.004     1
## maxlen target  ext
##          10  rules TRUE
##
## Algorithmic control:
## filter tree heap memopt load sort verbose
##       0.1 TRUE TRUE  FALSE TRUE     2    TRUE
##
## Absolute minimum support count: 7
##
## set item appearances ...[0 item(s)] done [0.00s].
## set transactions ...[1819 item(s), 1802 transaction(s)] done [0.00s].
## sorting and recoding items ... [14 item(s)] done [0.00s].
## creating transaction tree ... done [0.00s].
## checking subsets of size 1 2 3 4 done [0.00s].
## writing ... [76 rule(s)] done [0.00s].
## creating S4 object ... done [0.00s].
```

```
inspect(sort(rules, by = 'lift')[1:20])
```

##	lhs	rhs	support	confidence
## [1]	{Legends Arceus, Y}	=> {Black}	0.004994451	0.6923077
## [2]	{Scarlet, Y}	=> {Black}	0.004994451	0.6000000
## [3]	{Black, Scarlet}	=> {Y}	0.004994451	1.0000000
## [4]	{Black, Legends Arceus}	=> {Y}	0.004994451	0.9000000
## [5]	{Y}	=> {Black}	0.007769145	0.3783784
## [6]	{Black}	=> {Y}	0.007769145	0.6363636
## [7]	{Black, Y}	=> {Legends Arceus}	0.004994451	0.6428571
## [8]	{Black}	=> {Legends Arceus}	0.005549390	0.4545455
## [9]	{Y}	=> {Legends Arceus}	0.007214206	0.3513514

```
## [10] {Scarlet, White}      => {Brilliant Diamond} 0.008324084 0.3125000
## [11] {Violet, White}       => {Brilliant Diamond} 0.007214206 0.2280702
## [12] {Black}              => {X}                  0.004994451 0.4090909
## [13] {Brilliant Diamond, X} => {White}             0.004439512 0.7272727
## [14] {Brilliant Diamond}   => {White}             0.031631521 0.6404494
## [15] {Violet, White}       => {X}                  0.009988901 0.3157895
## [16] {Scarlet, White}     => {X}                  0.008324084 0.3125000
## [17] {Brilliant Diamond, Scarlet} => {White}           0.008324084 0.6250000
## [18] {Scarlet, Y}          => {White}             0.004994451 0.6000000
## [19] {Y}                  => {X}                  0.006104329 0.2972973
## [20] {Brilliant Diamond, Violet} => {White}           0.007214206 0.5909091
##      coverage    lift      count
## [1] 0.007214206 56.706294    9
## [2] 0.008324084 49.145455    9
## [3] 0.004994451 48.702703    9
## [4] 0.005549390 43.832432    9
## [5] 0.020532741 30.992629   14
## [6] 0.012208657 30.992629   14
## [7] 0.007769145 14.663653    9
## [8] 0.012208657 10.368239   10
## [9] 0.020532741  8.014369   13
## [10] 0.026637070  6.327247   15
## [11] 0.031631521  4.617780   13
## [12] 0.012208657  4.578769    9
## [13] 0.006104329  4.044893    8
## [14] 0.049389567  3.562006   57
## [15] 0.031631521  3.534488   18
## [16] 0.026637070  3.497671   15
## [17] 0.013318535  3.476080   15
## [18] 0.008324084  3.337037    9
## [19] 0.020532741  3.327514   11
## [20] 0.012208657  3.286476   13
```

‘Scarlet’

```
rules <- apriori(data=pokemongames, parameter=list (support=0.0001, confidence=0.01, maxlen=2), appearance=
inspect(sort(rules, by = 'count')[1:20])
```

```
##      lhs      rhs      support      confidence coverage
## [1] {}      => {Scarlet} 0.205882353 0.2058824 1.000000000
## [2] {Violet} => {Scarlet} 0.026637070 0.2142857 0.124306326
## [3] {White}  => {Scarlet} 0.026637070 0.1481481 0.179800222
## [4] {Sword}  => {Scarlet} 0.019422863 0.1440329 0.134850166
## [5] {X}      => {Scarlet} 0.018312986 0.2049689 0.089345172
## [6] {Moon}   => {Scarlet} 0.016093230 0.1676301 0.096004440
## [7] {Brilliant Diamond} => {Scarlet} 0.013318535 0.2696629 0.049389567
## [8] {Y}      => {Scarlet} 0.008324084 0.4054054 0.020532741
## [9] {Legends Arceus}    => {Scarlet} 0.007769145 0.1772152 0.043840178
## [10] {Sun}      => {Scarlet} 0.005549390 0.2000000 0.027746948
## [11] {Black}   => {Scarlet} 0.004994451 0.4090909 0.012208657
## [12] {Pokemon Go}      => {Scarlet} 0.002774695 0.3571429 0.007769145
```

```
## [13] {Shield}          => {Scarlet} 0.001664817 0.3750000 0.004439512
## [14] {1563}            => {Scarlet} 0.000554939 1.0000000 0.000554939
## [15] {1527}            => {Scarlet} 0.000554939 1.0000000 0.000554939
## [16] {1564}            => {Scarlet} 0.000554939 1.0000000 0.000554939
## [17] {1533}            => {Scarlet} 0.000554939 1.0000000 0.000554939
## [18] {1019}            => {Scarlet} 0.000554939 1.0000000 0.000554939
## [19] {1528}            => {Scarlet} 0.000554939 1.0000000 0.000554939
## [20] {1300}            => {Scarlet} 0.000554939 1.0000000 0.000554939
##      lift      count
## [1] 1.0000000 371
## [2] 1.0408163 48
## [3] 0.7195767 48
## [4] 0.6995885 35
## [5] 0.9955634 33
## [6] 0.8142031 29
## [7] 1.3097913 24
## [8] 1.9691120 15
## [9] 0.8607595 14
## [10] 0.9714286 10
## [11] 1.9870130 9
## [12] 1.7346939 5
## [13] 1.8214286 3
## [14] 4.8571429 1
## [15] 4.8571429 1
## [16] 4.8571429 1
## [17] 4.8571429 1
## [18] 4.8571429 1
## [19] 4.8571429 1
## [20] 4.8571429 1
```

‘White’

```
rules <- apriori(data=pokemongames, parameter=list (support=0.0001, confidence=0.01, maxlen=3), appearance=
inspect(sort(rules, by = 'count')[1:20]))
```

```
##      lhs      rhs      support      confidence coverage
## [1] {}          => {White} 0.179800222 0.1798002 1.000000000
## [2] {Brilliant Diamond} => {White} 0.031631521 0.6404494 0.049389567
## [3] {Violet}      => {White} 0.031631521 0.2544643 0.124306326
## [4] {Sword}       => {White} 0.028856826 0.2139918 0.134850166
## [5] {Scarlet}     => {White} 0.026637070 0.1293801 0.205882353
## [6] {X}           => {White} 0.025527192 0.2857143 0.089345172
## [7] {Moon}        => {White} 0.018312986 0.1907514 0.096004440
## [8] {Legends Arceus} => {White} 0.016648169 0.3797468 0.043840178
## [9] {Y}           => {White} 0.011098779 0.5405405 0.020532741
## [10] {Violet, X}   => {White} 0.009988901 0.3829787 0.026082131
## [11] {Scarlet, Violet} => {White} 0.008879023 0.3333333 0.026637070
## [12] {Brilliant Diamond, Scarlet} => {White} 0.008324084 0.6250000 0.013318535
## [13] {Scarlet, X}  => {White} 0.008324084 0.4545455 0.018312986
## [14] {Sun}         => {White} 0.007769145 0.2800000 0.027746948
## [15] {Brilliant Diamond, Violet} => {White} 0.007214206 0.5909091 0.012208657
```

```
## [16] {Black}                => {White} 0.006104329 0.5000000 0.012208657
## [17] {Sword, Violet}        => {White} 0.005549390 0.2777778 0.019977802
## [18] {Scarlet, Sword}       => {White} 0.005549390 0.2857143 0.019422863
## [19] {Scarlet, Y}           => {White} 0.004994451 0.6000000 0.008324084
## [20] {Moon, Scarlet}       => {White} 0.004994451 0.3103448 0.016093230
##      lift      count
## [1] 1.0000000 324
## [2] 3.5620058 57
## [3] 1.4152612 57
## [4] 1.1901641 52
## [5] 0.7195767 48
## [6] 1.5890653 46
## [7] 1.0609077 33
## [8] 2.1120488 30
## [9] 3.0063397 20
## [10] 2.1300236 18
## [11] 1.8539095 16
## [12] 3.4760802 15
## [13] 2.5280584 15
## [14] 1.5572840 14
## [15] 3.2864759 13
## [16] 2.7808642 11
## [17] 1.5449246 10
## [18] 1.5890653 10
## [19] 3.3370370 9
## [20] 1.7260536 9
```

‘Sword’

```
rules <- apriori(data=pokemongames, parameter=list (support=0.0001, confidence=0.1, maxlen=2), appearance=
inspect(sort(rules, by = 'count')[1:20])
```

```
##      lhs      rhs      support      confidence coverage
## [1] {}          => {Sword} 0.134850166 0.1348502 1.000000000
## [2] {White}     => {Sword} 0.028856826 0.1604938 0.179800222
## [3] {Violet}    => {Sword} 0.019977802 0.1607143 0.124306326
## [4] {Moon}      => {Sword} 0.014983352 0.1560694 0.096004440
## [5] {X}         => {Sword} 0.013873474 0.1552795 0.089345172
## [6] {Legends Arceus} => {Sword} 0.008324084 0.1898734 0.043840178
## [7] {Brilliant Diamond} => {Sword} 0.005549390 0.1123596 0.049389567
## [8] {Y}         => {Sword} 0.004439512 0.2162162 0.020532741
## [9] {Black}     => {Sword} 0.003884573 0.3181818 0.012208657
## [10] {Sun}      => {Sword} 0.002774695 0.1000000 0.027746948
## [11] {Pokemon Go} => {Sword} 0.001664817 0.2142857 0.007769145
## [12] {Shiny Pearl} => {Sword} 0.001109878 0.1818182 0.006104329
## [13] {1351}      => {Sword} 0.000554939 1.0000000 0.000554939
## [14] {1031}      => {Sword} 0.000554939 1.0000000 0.000554939
## [15] {1026}      => {Sword} 0.000554939 1.0000000 0.000554939
## [16] {947}       => {Sword} 0.000554939 1.0000000 0.000554939
## [17] {1606}      => {Sword} 0.000554939 1.0000000 0.000554939
## [18] {956}       => {Sword} 0.000554939 1.0000000 0.000554939
```



```

## [19] {988}          => {Sword} 0.000554939 1.0000000 0.000554939
## [20] {976}          => {Sword} 0.000554939 1.0000000 0.000554939
##      lift      count
## [1] 1.0000000 243
## [2] 1.1901641 52
## [3] 1.1917989 36
## [4] 1.1573539 27
## [5] 1.1514966 25
## [6] 1.4080325 15
## [7] 0.8332177 10
## [8] 1.6033812 8
## [9] 2.3595211 7
## [10] 0.7415638 5
## [11] 1.5890653 3
## [12] 1.3482978 2
## [13] 7.4156379 1
## [14] 7.4156379 1
## [15] 7.4156379 1
## [16] 7.4156379 1
## [17] 7.4156379 1
## [18] 7.4156379 1
## [19] 7.4156379 1
## [20] 7.4156379 1

```