

# Data preprocessing



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# Data set types

- Record
  - Tables
  - Document Data
  - Transaction Data
- Graph
  - World Wide Web
  - Molecular Structures
- Ordered
  - Spatial Data
  - Temporal Data
  - Sequential Data
  - Genetic Sequence Data



# Tabular Data

- A collection of records
  - Each record is characterized by a fixed set of attributes

<i>Tid</i>	Refund	Marital Status	Taxable Income	Cheat
1	Yes	Single	125K	No
2	No	Married	100K	No
3	No	Single	70K	No
4	Yes	Married	120K	No
5	No	Divorced	95K	Yes
6	No	Married	60K	No
7	Yes	Divorced	220K	No
8	No	Single	85K	Yes
9	No	Married	75K	No
10	No	Single	90K	Yes



# Document Data

- Each document becomes a 'term' vector,
  - each term is a component (attribute) of the vector,
  - the value of each component is the number of times the corresponding term occurs in the document.

	team	coach	play	ball	score	game	win	lost	timeout	season
Document 1	3	0	5	0	2	6	0	2	0	2
Document 2	0	7	0	2	1	0	0	3	0	0
Document 3	0	1	0	0	1	2	2	0	3	0



# Transaction Data

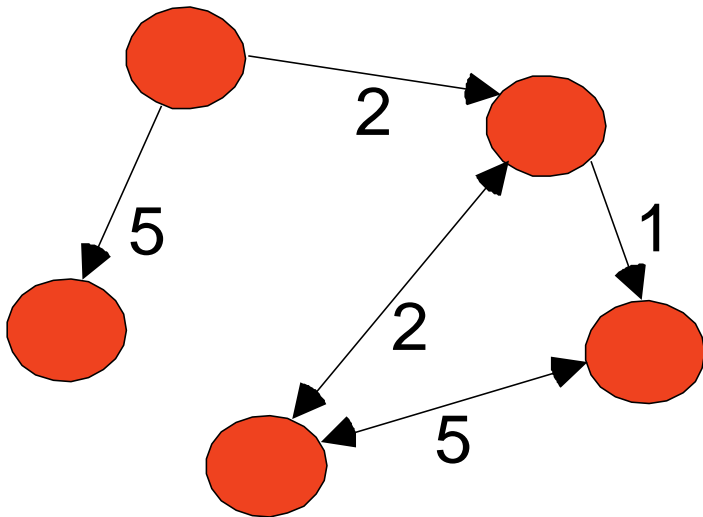
- A special type of record data, where
  - each record (transaction) involves a set of items.
  - For example, consider a grocery store. The set of products purchased by a customer during one shopping trip constitute a transaction, while the individual products that were purchased are the items.

<i>TID</i>	<i>Items</i>
1	Bread, Coke, Milk
2	Beer, Bread
3	Beer, Coke, Diaper, Milk
4	Beer, Bread, Diaper, Milk
5	Coke, Diaper, Milk



# Graph Data

- Examples: Generic graph and HTML Links

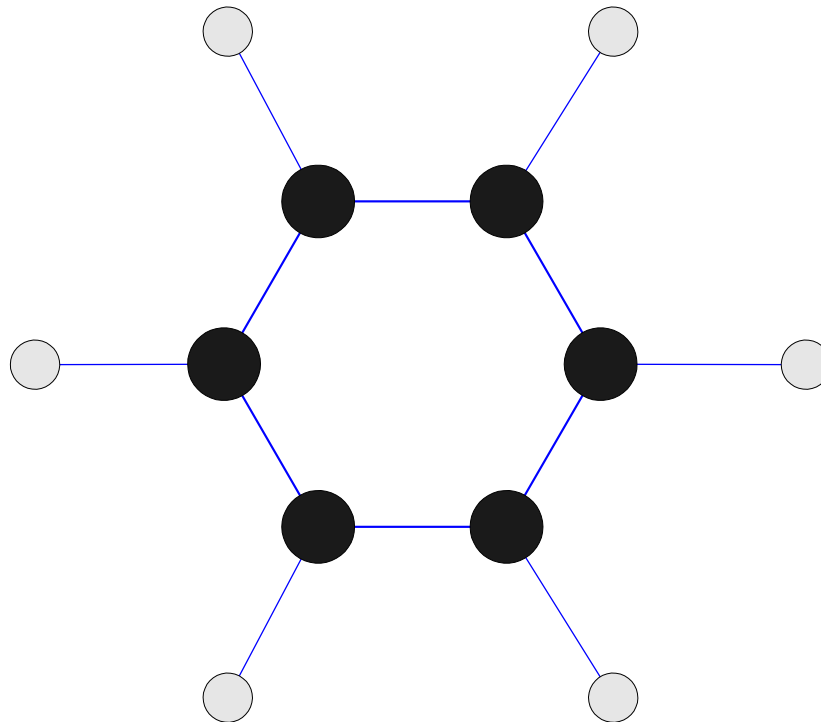


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<a href="papers/papers.html#bbbb">  
Data Mining </a>  
<li>  
<a href="papers/papers.html#aaaa">  
Graph Partitioning </a>  
<li>  
<a href="papers/papers.html#aaaa">  
Parallel Solution of Sparse Linear System of Equations </a>  
<li>  
<a href="papers/papers.html#ffff">  
N-Body Computation and Dense Linear System Solvers
```



# Graph Data (2)

- Benzene Molecule:  $C_6H_6$

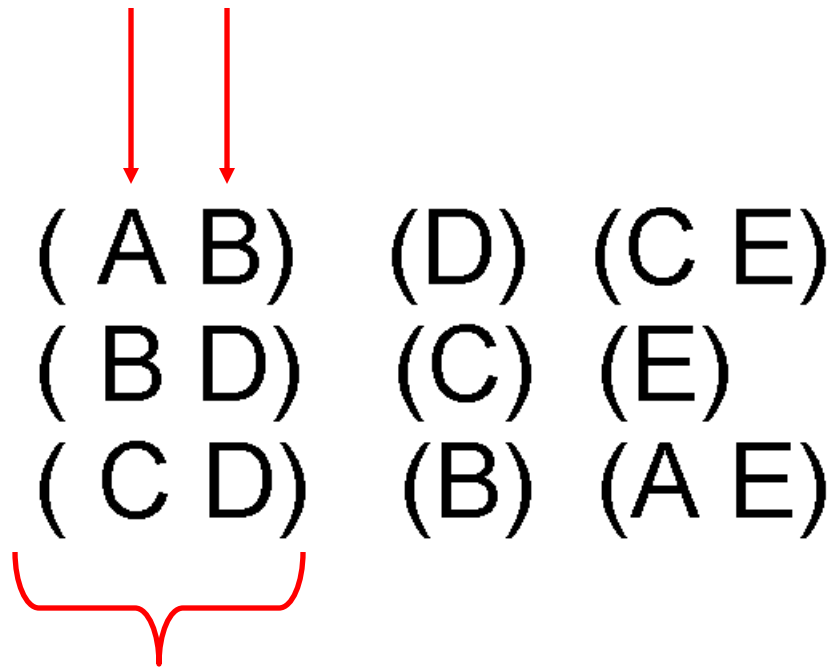




# Ordered Data

- Sequences of transactions

Items/Events



An element of  
the sequence





# Ordered Data

- Genomic sequence data

**GGTTC CGCCTTCAGCCCCGCGCC  
CGCAGGGCCCGCCCCGCGCCGTC  
GAGAAGGGCCCGCCTGGCGGGCG  
GGGGGAGGCGGGGCCGCCCGAGC  
CCAACCGAGTCCGACCAGGTGCC  
CCCTCTGCTCGGCCTAGACCTGA  
GCTCATTAGGCGGCAGCGGACAG  
GCCAAGTAGAACACGCGAAGCGC  
TGGGCTGCCTGCTGCGACCAGGG**

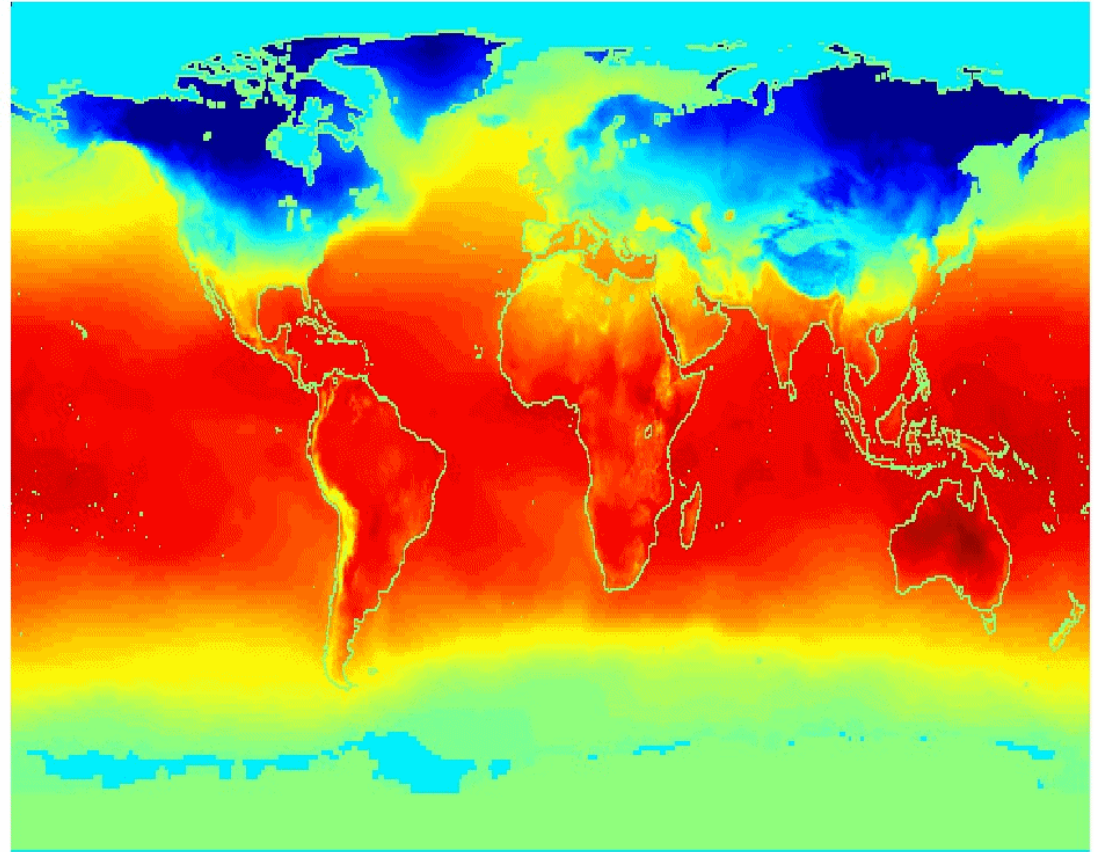


# Ordered Data

- Spatio-Temporal Data

Average Monthly  
Temperature of  
land and ocean

Jan





# Attribute types

- There are different types of attributes
  - **Nominal**
    - Examples: ID numbers, eye color, zip codes
  - **Ordinal**
    - Examples: rankings (e.g., taste of potato chips on a scale from 1-10), grades, height in {tall, medium, short}
  - **Interval**
    - Examples: calendar dates, temperatures in Celsius or Fahrenheit.
  - **Ratio**
    - Examples: temperature in Kelvin, length, time, counts



# Properties of Attribute Values

- The type of an attribute depends on which of the following properties it possesses:
  - Distinctness:  $= \neq$
  - Order:  $< >$
  - Addition:  $+ -$
  - Multiplication:  $* /$
- Nominal attribute: distinctness
- Ordinal attribute: distinctness & order
- Interval attribute: distinctness, order & addition
- Ratio attribute: all 4 properties



# Discrete and Continuous Attributes

## ■ Discrete Attribute

- Has only a finite or countably infinite set of values
- Examples: zip codes, counts, or the set of words in a collection of documents
- Often represented as integer variables.
- Note: binary attributes are a special case of discrete attributes

## ■ Continuous Attribute

- Has real numbers as attribute values
- Examples: temperature, height, or weight.
- Practically, real values can only be measured and represented using a finite number of digits.
- Continuous attributes are typically represented as floating-point variables.



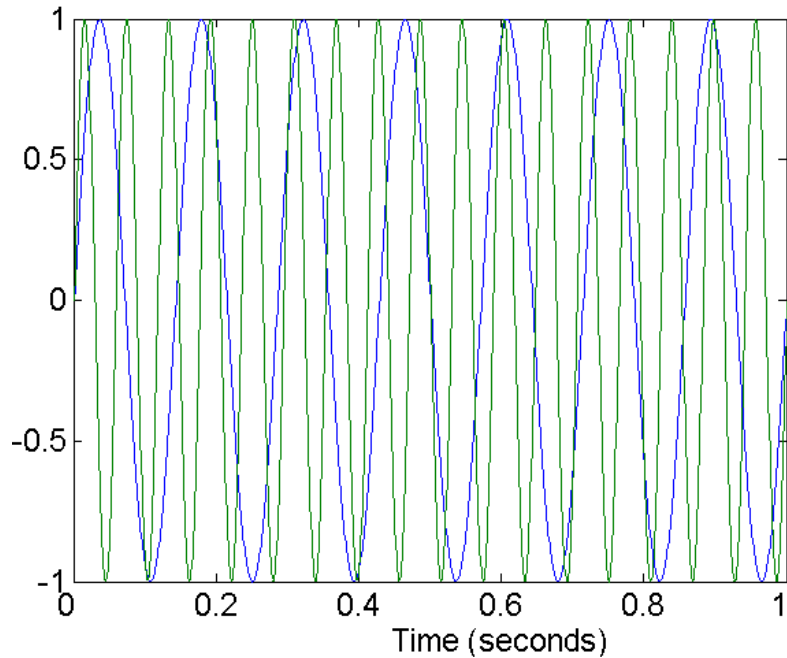
# Data Quality

- What kinds of data quality problems?
  - How can we detect problems with the data?
  - What can we do about these problems?
- 
- Examples of data quality problems:
    - Noise and outliers
    - missing values
    - duplicate data

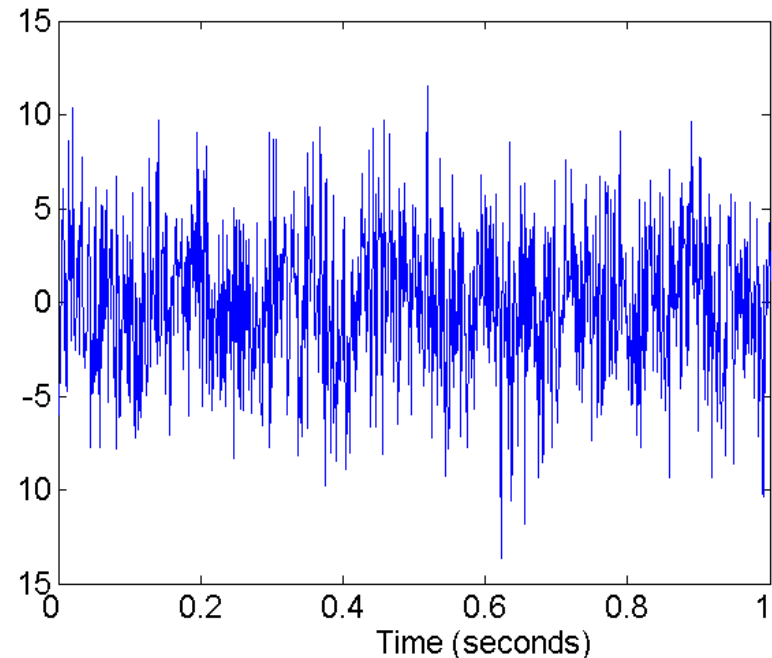


# Noise

- Noise refers to modification of original values
  - Examples: distortion of a person's voice when talking on a poor phone and "snow" on television screen



Two Sine Waves

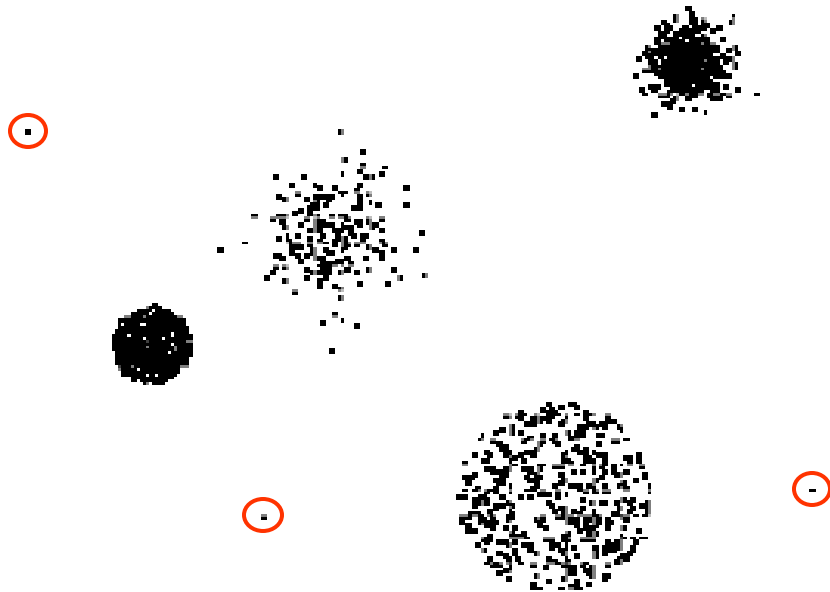


Two Sine Waves + Noise



# Outliers

- Outliers are data objects with characteristics that are considerably different than most of the other data objects in the data set







# Missing Values

- Reasons for missing values
  - Information is not collected (e.g., people decline to give their age and weight)
  - Attributes may not be applicable to all cases (e.g., annual income is not applicable to children)
- Handling missing values
  - Eliminate Data Objects
  - Estimate Missing Values
  - Ignore the Missing Value During Analysis
  - Replace with all possible values (weighted by their probabilities)



# Data Preprocessing

- Aggregation
- Sampling
- Dimensionality Reduction
- Feature subset selection
- Feature creation
- Discretization and Binarization
- Attribute Transformation



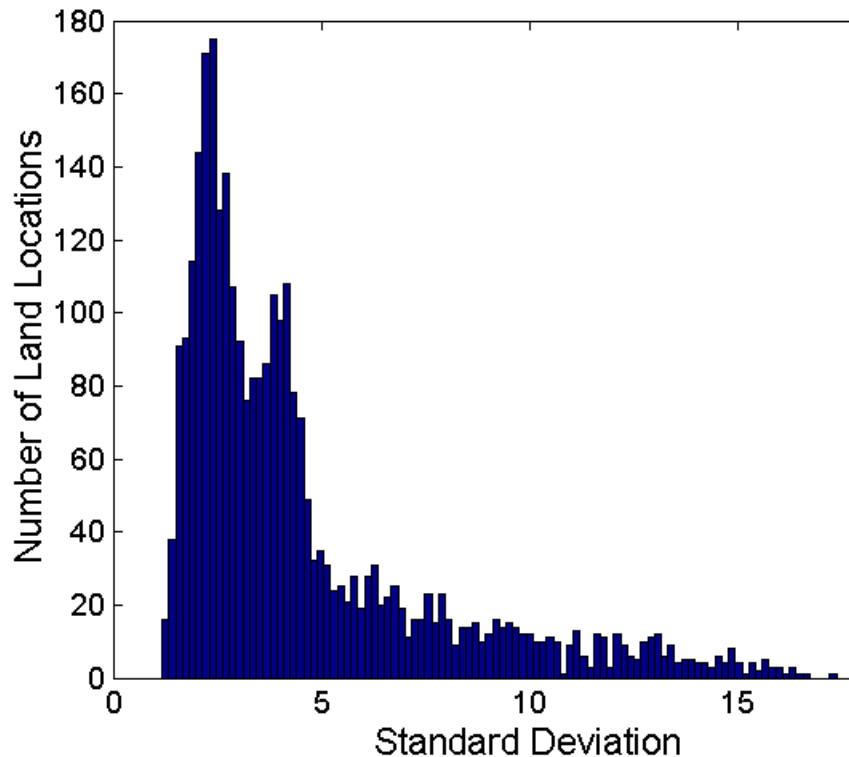
# Aggregation

- Combining two or more attributes (or objects) into a single attribute (or object)
- Purpose
  - Data reduction
    - Reduce the number of attributes or objects
  - Change of scale
    - Cities aggregated into regions, states, countries, etc
  - More “stable” data
    - Aggregated data tends to have less variability

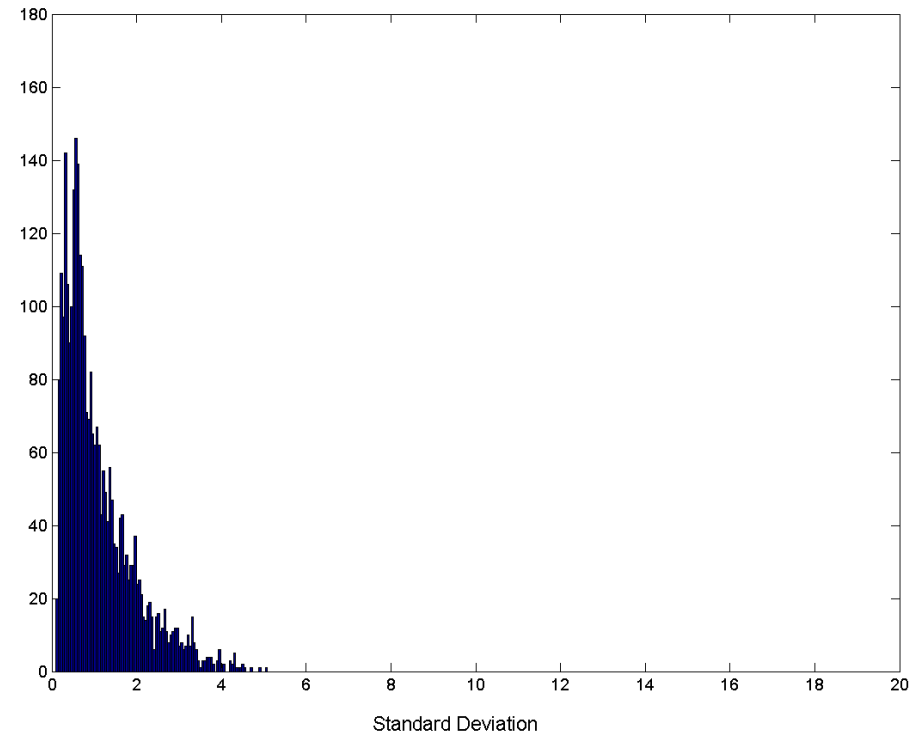


# Aggregation

## Variation of Precipitation in Australia



Standard Deviation of Average Monthly Precipitation



Standard Deviation of Average Yearly Precipitation



# Data reduction

- It generates a reduced representation of the dataset. This representation is smaller in volume, but it can provide similar analytical results
  - sampling
    - It reduces the cardinality of the set
  - feature selection
    - It reduces the number of attributes
  - discretization
    - It reduces the cardinality of the attribute domain



# Sampling

- Sampling is the main technique employed for data selection.
  - It is often used for both the preliminary investigation of the data and the final data analysis.
- Statisticians sample because **obtaining** the entire set of data of interest is too expensive or time consuming.
- Sampling is used in data mining because **processing** the entire set of data of interest is too expensive or time consuming.



# Sampling ...

- The key principle for effective sampling is the following:
  - using a sample will work almost as well as using the entire data set, if the sample is representative
  - A sample is representative if it has approximately the same property (of interest) as the original set of data



# Types of Sampling

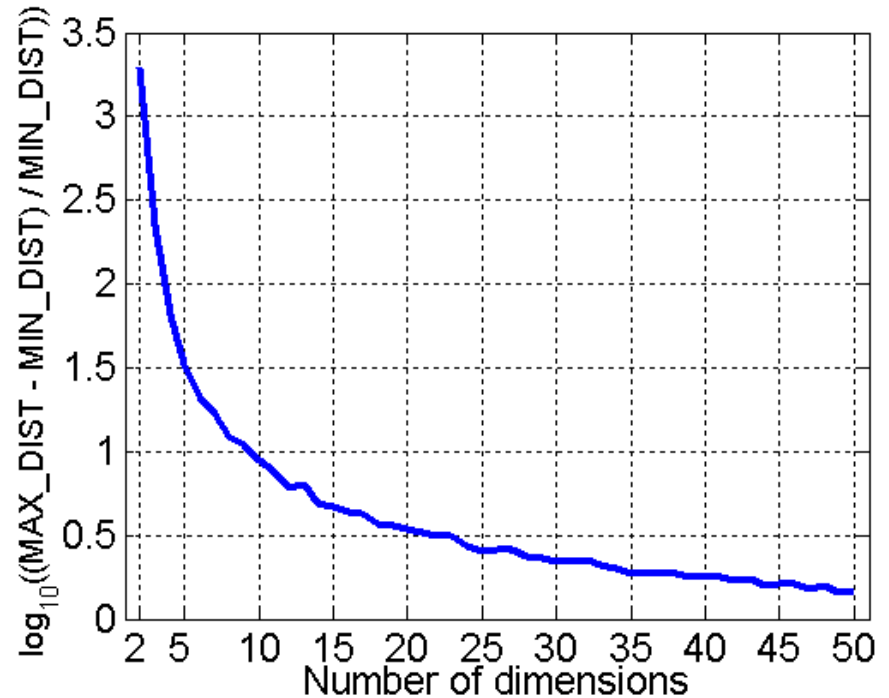
- Simple Random Sampling
  - There is an equal probability of selecting any particular item
- Sampling without replacement
  - As each item is selected, it is removed from the population
- Sampling with replacement
  - Objects are not removed from the population as they are selected for the sample.
    - In sampling with replacement, the same object can be picked up more than once
- Stratified sampling
  - Split the data into several partitions; then draw random samples from each partition





# Curse of Dimensionality

- When dimensionality increases, data becomes increasingly sparse in the space that it occupies
- Definitions of density and distance between points, which is critical for clustering and outlier detection, become less meaningful



- Randomly generate 500 points
- Compute difference between max and min distance between any pair of points



# Dimensionality Reduction

## ■ Purpose

- Avoid curse of dimensionality
- Reduce amount of time and memory required by data mining algorithms
- Allow data to be more easily visualized
- May help to eliminate irrelevant features or reduce noise

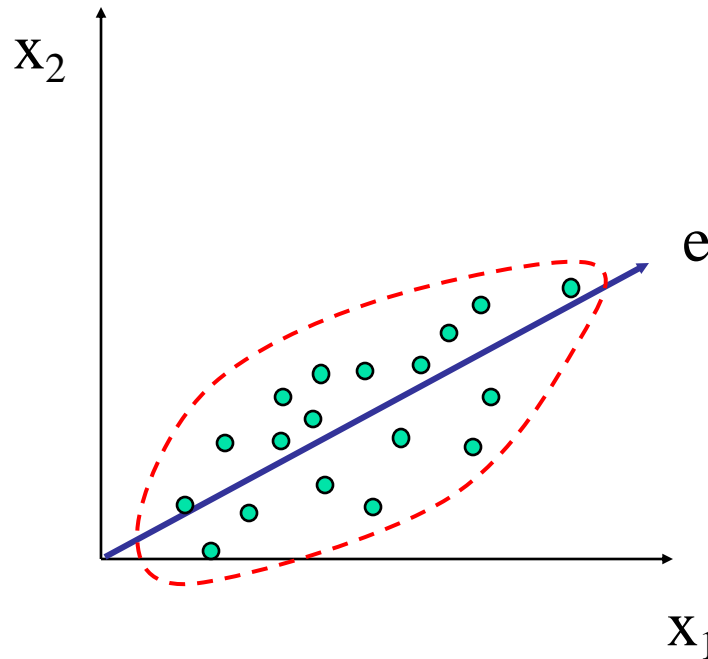
## ■ Techniques

- Principal Component Analysis
- Singular Value Decomposition
- Others: supervised and non-linear techniques



# Dimensionality Reduction: PCA

- Goal is to find a projection that captures the largest amount of variation in data





# Feature Subset Selection

- Another way to reduce dimensionality of data
- Redundant features
  - duplicate much or all of the information contained in one or more other attributes
  - Example: purchase price of a product and the amount of sales tax paid
- Irrelevant features
  - contain no information that is useful for the data mining task at hand
  - Example: students' ID is often irrelevant to the task of predicting students' GPA



# Feature Subset Selection

- Techniques
  - Brute-force approach
    - Try all possible feature subsets as input to data mining algorithm
  - Embedded approaches
    - Feature selection occurs naturally as part of the data mining algorithm
  - Filter approaches
    - Features are selected before data mining algorithm is run
  - Wrapper approaches
    - Use the data mining algorithm as a black box to find best subset of attributes



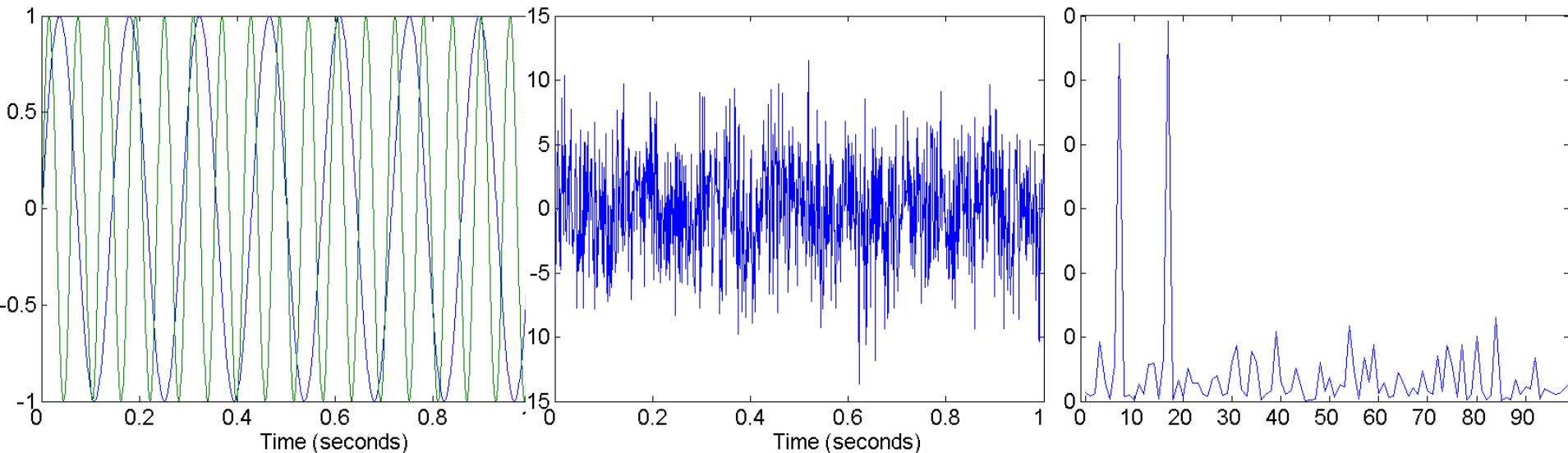
# Feature Creation

- Create new attributes that can capture the important information in a data set much more efficiently than the original attributes
- Three general methodologies
  - Feature Extraction
    - domain-specific
  - Mapping Data to New Space
  - Feature Construction
    - combining features



# Mapping Data to a New Space

- Fourier transform
- Wavelet transform



Two Sine Waves

Two Sine Waves + Noise

Frequency



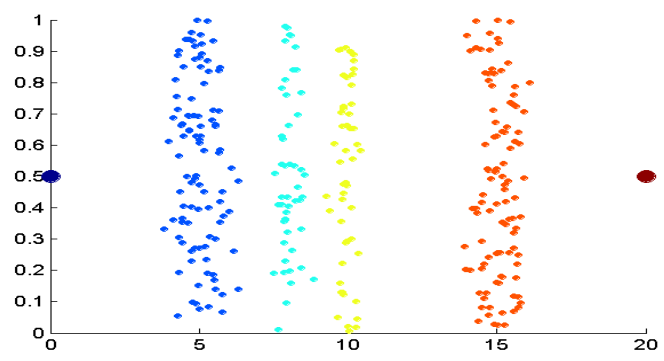
# Discretization

- It splits the domain of a continuous attribute in a set of intervals
  - It reduces the cardinality of the attribute domain
- Techniques
  - N intervals with the same width  $W = (v_{\max} - v_{\min}) / N$ 
    - Easy to implement
    - It can be badly affected by outliers and sparse data
    - Incremental approach
  - N intervals with (approximately) the same cardinality
    - It better fits sparse data and outliers
    - Non incremental approach
  - clustering
    - It fits well sparse data and outliers

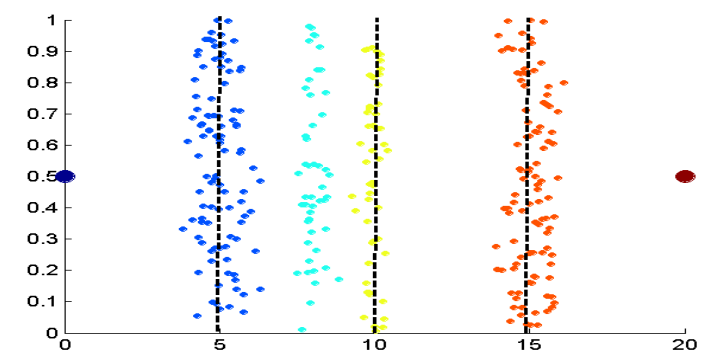




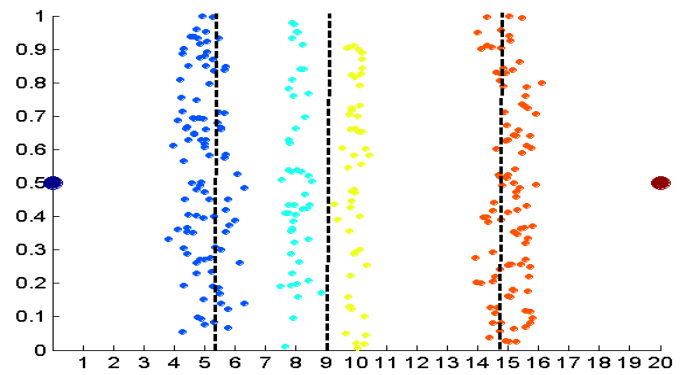
# Discretization



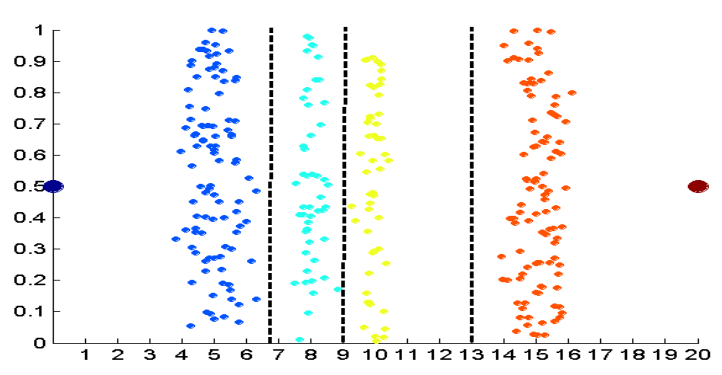
Data



Equal interval width




Equal frequency



K-means



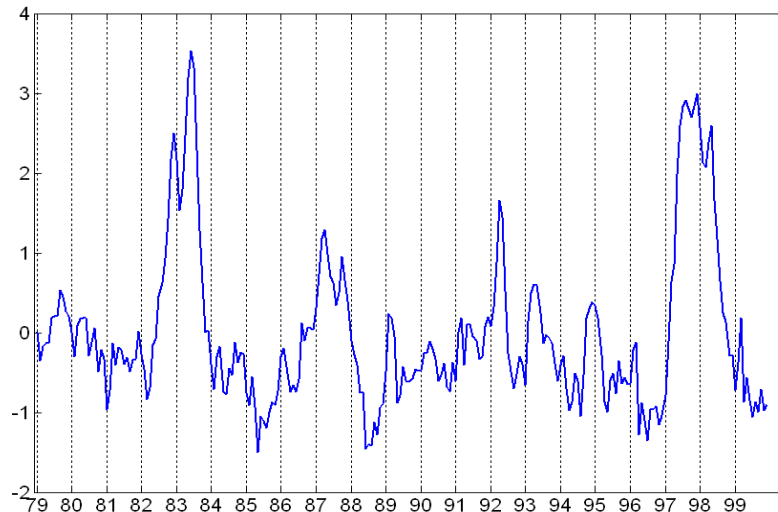
# One-hot encoding

- We may wish to encode categorical data as numbers
  - Why? Algorithms typically work with numerical representations, not symbols!
- For instance, colors: red, green, blue
- It may be tempting to map categories to natural numbers
  - red = 0, green = 1, blue = 2
  -  This introduces a fictitious order among items
    - Semantically, it makes no sense to say "red < blue",
    - But with this encoding, we are saying just that!
- Solution: One-hot encoding
  - For N values, use N-dimensional binary vectors
    - Position of the corresponding value set to 1, everything else 0)
  - red = [1, 0, 0], green = [0, 1, 0], blue = [0, 0, 1]
  - All vectors are orthogonal – no unintended order introduced!



# Attribute Transformation

- A function that maps the entire set of values of a given attribute to a new set of replacement values such that each old value can be identified with one of the new values
  - Simple functions:  $x^k$ ,  $\log(x)$ ,  $e^x$ ,  $|x|$
  - Standardization and Normalization





# Normalization

- It is a type of data transformation
  - The values of an attribute are scaled so as to fall within a small specified range, typically  $[-1,+1]$  or  $[0,+1]$
- Techniques
  - min-max normalization

$$v' = \frac{v - \min_A}{\max_A - \min_A} (\text{new\_max}_A - \text{new\_min}_A) + \text{new\_min}_A$$

- z-score normalization

$$v' = \frac{v - \text{mean}_A}{\text{stand\_dev}_A}$$

- decimal scaling

$$v' = \frac{v}{10^j} \quad j \text{ is the smallest integer such that } \max(|v'|) < 1$$



# Similarity and Dissimilarity

## ■ Similarity

- Numerical measure of how alike two data objects are
- Is higher when objects are more alike
- Often falls in the range  $[0,1]$

## ■ Dissimilarity

- Numerical measure of how different are two data objects
- Lower when objects are more alike
- Minimum dissimilarity is often 0
- Upper limit varies

## ■ Proximity refers to a similarity or dissimilarity



# Similarity/Dissimilarity for Simple Attributes

$p$  and  $q$  are the attribute values for two data objects.

Attribute Type	Dissimilarity	Similarity
Nominal	$d = \begin{cases} 0 & \text{if } p = q \\ 1 & \text{if } p \neq q \end{cases}$	$s = \begin{cases} 1 & \text{if } p = q \\ 0 & \text{if } p \neq q \end{cases}$
Ordinal	$d = \frac{ p-q }{n-1}$ (values mapped to integers 0 to $n-1$ , where $n$ is the number of values)	$s = 1 - \frac{ p-q }{n-1}$
Interval or Ratio	$d =  p - q $	$s = -d, s = \frac{1}{1+d} \text{ or } s = 1 - \frac{d - \min\_d}{\max\_d - \min\_d}$

**Table 5.1.** Similarity and dissimilarity for simple attributes



# Euclidean Distance

- Euclidean Distance

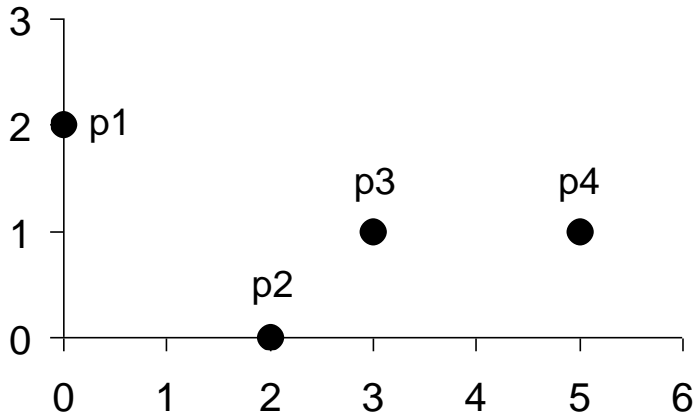
$$\mathit{dist} = \sqrt{\sum_{k=1}^n (p_k - q_k)^2}$$

Where  $n$  is the number of dimensions (attributes) and  $p_k$  and  $q_k$  are, respectively, the  $k^{\text{th}}$  attributes (components) or data objects  $p$  and  $q$ .

- Normalization is necessary, if scales differ.



# Euclidean Distance



point	x	y
p1	0	2
p2	2	0
p3	3	1
p4	5	1

	p1	p2	p3	p4
p1	0	2.828	3.162	5.099
p2	2.828	0	1.414	3.162
p3	3.162	1.414	0	2
p4	5.099	3.162	2	0

Distance Matrix





# Minkowski Distance

- Minkowski Distance is a generalization of Euclidean Distance

$$\mathit{dist} = \left( \sum_{k=1}^n |p_k - q_k|^r \right)^{\frac{1}{r}}$$

Where  $r$  is a parameter,  $n$  is the number of dimensions (attributes) and  $p_k$  and  $q_k$  are, respectively, the  $k$ th attributes (components) of data objects  $p$  and  $q$ .



# Minkowski Distance: Examples

- $r = 1$ . City block (Manhattan, taxicab,  $L_1$  norm) distance.
  - A common example of this is the Hamming distance, which is just the number of bits that are different between two binary vectors
- $r = 2$ . Euclidean distance
- $r \rightarrow \infty$ . “supremum” ( $L_{\max}$  norm,  $L_{\infty}$  norm) distance.
  - This is the maximum difference between any component of the vectors
- Do not confuse  $r$  with  $n$ , i.e., all these distances are defined for any number of dimensions.



# Minkowski Distance

point	x	y
p1	0	2
p2	2	0
p3	3	1
p4	5	1

L1	p1	p2	p3	p4
p1	0	4	4	6
p2	4	0	2	4
p3	4	2	0	2
p4	6	4	2	0

L2	p1	p2	p3	p4
p1	0	2.828	3.162	5.099
p2	2.828	0	1.414	3.162
p3	3.162	1.414	0	2
p4	5.099	3.162	2	0

$L_\infty$	p1	p2	p3	p4
p1	0	2	3	5
p2	2	0	1	3
p3	3	1	0	2
p4	5	3	2	0

## Distance Matrix

From: Tan, Steinbach, Kumar, Introduction to Data Mining, McGraw Hill 2006



# Common Properties of a Distance

- Distances, such as the Euclidean distance, have some well known properties.

1.  $d(p, q) \geq 0$  for all  $p$  and  $q$  and  $d(p, q) = 0$  only if  $p = q$ . (Positive definiteness)
2.  $d(p, q) = d(q, p)$  for all  $p$  and  $q$ . (Symmetry)
3.  $d(p, r) \leq d(p, q) + d(q, r)$  for all points  $p, q,$  and  $r$ . (Triangle Inequality)

where  $d(p, q)$  is the distance (dissimilarity) between points (data objects),  $p$  and  $q$ .

- A distance that satisfies these properties is a **metric**



# Common Properties of a Similarity

- Similarities also have some well known properties.

1.  $s(p, q) = 1$  (or maximum similarity) only if  $p = q$ .
2.  $s(p, q) = s(q, p)$  for all  $p$  and  $q$ . (Symmetry)

where  $s(p, q)$  is the similarity between points (data objects),  $p$  and  $q$ .



# Similarity Between Binary Vectors

- Common situation is that objects,  $p$  and  $q$ , have only binary attributes

- Compute similarities using the following quantities

$M_{01}$  = the number of attributes where  $p$  was 0 and  $q$  was 1

$M_{10}$  = the number of attributes where  $p$  was 1 and  $q$  was 0

$M_{00}$  = the number of attributes where  $p$  was 0 and  $q$  was 0

$M_{11}$  = the number of attributes where  $p$  was 1 and  $q$  was 1

- Simple Matching and Jaccard Coefficients

SMC = number of matches / number of attributes

$$= (M_{11} + M_{00}) / (M_{01} + M_{10} + M_{11} + M_{00})$$

J = number of 11 matches / number of not-both-zero attributes values

$$= (M_{11}) / (M_{01} + M_{10} + M_{11})$$



# SMC versus Jaccard: Example

$$p = 1\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0$$

$$q = 0\ 0\ 0\ 0\ 0\ 0\ 1\ 0\ 0\ 1$$

$M_{01} = 2$  (the number of attributes where p was 0 and q was 1)

$M_{10} = 1$  (the number of attributes where p was 1 and q was 0)

$M_{00} = 7$  (the number of attributes where p was 0 and q was 0)

$M_{11} = 0$  (the number of attributes where p was 1 and q was 1)

$$\text{SMC} = (M_{11} + M_{00}) / (M_{01} + M_{10} + M_{11} + M_{00}) = (0 + 7) / (2 + 1 + 0 + 7) = 0.7$$

$$J = (M_{11}) / (M_{01} + M_{10} + M_{11}) = 0 / (2 + 1 + 0) = 0$$



# Cosine Similarity

- If  $d_1$  and  $d_2$  are two document vectors, then

$$\cos(d_1, d_2) = (d_1 \bullet d_2) / \|d_1\| \|d_2\| ,$$

where  $\bullet$  indicates vector dot product and  $\|d\|$  is the norm of vector  $d$ .

- Example:

$$d_1 = \mathbf{3\ 2\ 0\ 5\ 0\ 0\ 0\ 2\ 0\ 0}$$

$$d_2 = \mathbf{1\ 0\ 0\ 0\ 0\ 0\ 0\ 1\ 0\ 2}$$

$$d_1 \bullet d_2 = 3*1 + 2*0 + 0*0 + 5*0 + 0*0 + 0*0 + 0*0 + 2*1 + 0*0 + 0*2 = 5$$

$$\|d_1\| = (3*3 + 2*2 + 0*0 + 5*5 + 0*0 + 0*0 + 0*0 + 2*2 + 0*0 + 0*0)^{0.5} = (42)^{0.5} = 6.481$$

$$\|d_2\| = (1*1 + 0*0 + 0*0 + 0*0 + 0*0 + 0*0 + 0*0 + 1*1 + 0*0 + 2*2)^{0.5} = (6)^{0.5} = 2.245$$

$$\cos(d_1, d_2) = .3150$$