

# 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>	<i>Refund</i>	<i>Marital Status</i>	<i>Taxable Income</i>	<i>Cheat</i>
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.

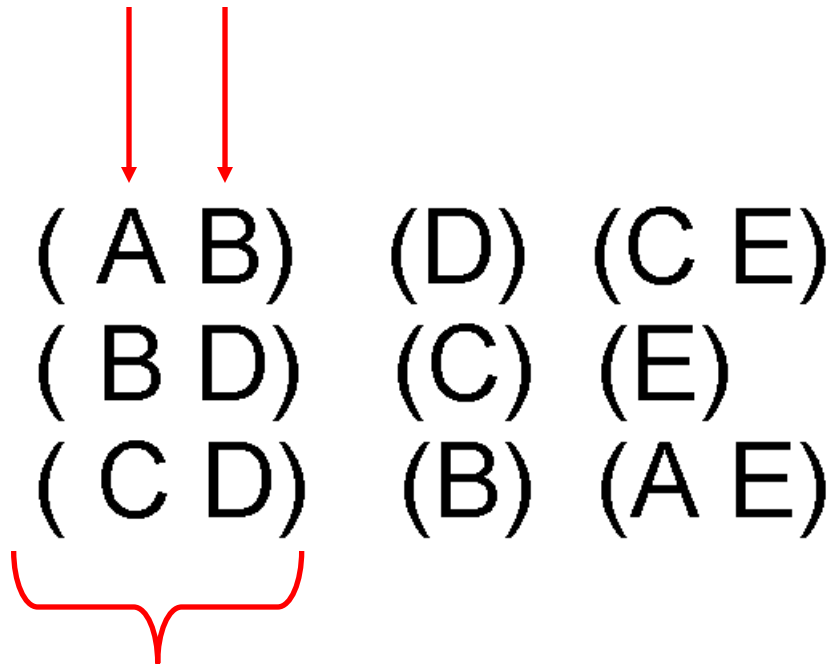
<i>TID</i>	<i>Items</i>
1	Bread, Coke, Milk
2	Beer, Bread
3	Beer, Coke, Diaper, Milk
4	Beer, Bread, Diaper, Milk
5	Coke, Diaper, Milk



# Ordered Data

- Sequences of transactions

Items/Events



An element of  
the sequence



# 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



# 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



# 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)



# Important Characteristics of Structured Data

- Dimensionality
  - Curse of Dimensionality
- Sparsity
  - Only presence counts
- Resolution
  - Patterns depend on the scale



# 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



# 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 ...

- The key principle for effective sampling is the following:
  - using a sample will work almost as well as using the entire data sets, 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





# Dimensionality Reduction

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

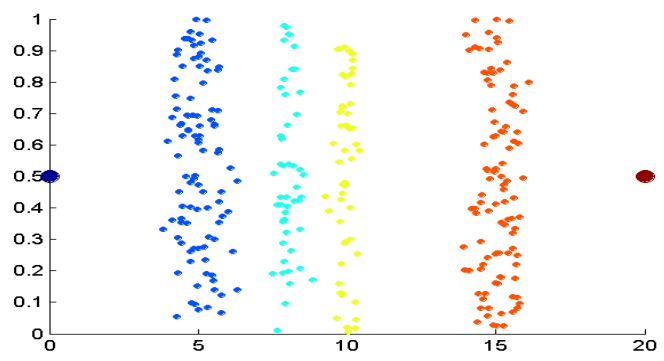


# Discretization

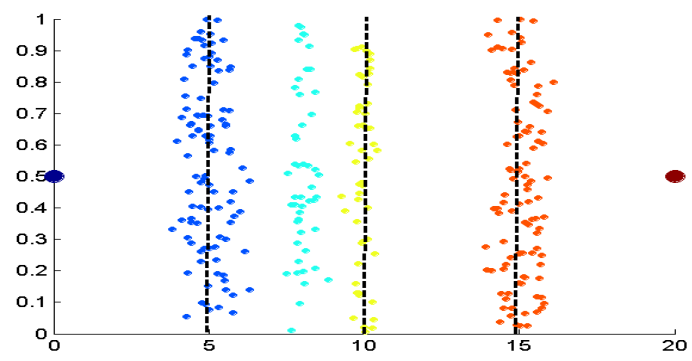
- It splits the domain of a continuous attribute in a set of intervals
  - It reduces the cardinality of the attribute domain
- Techniques
  - N intervals with the same width  $W = (v_{\max} - v_{\min}) / N$ 
    - Easy to implement
    - It can be badly affected by outliers and sparse data
    - Incremental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



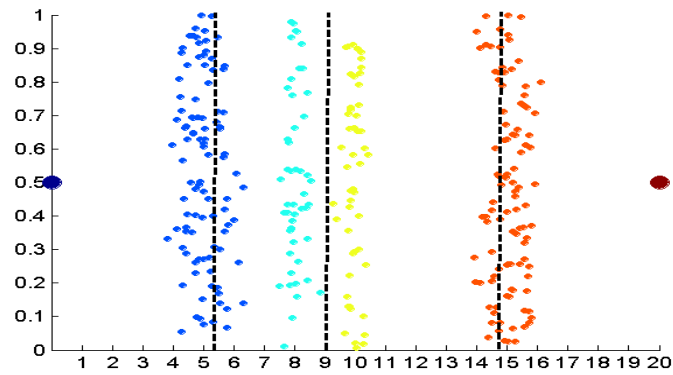
# Discretization



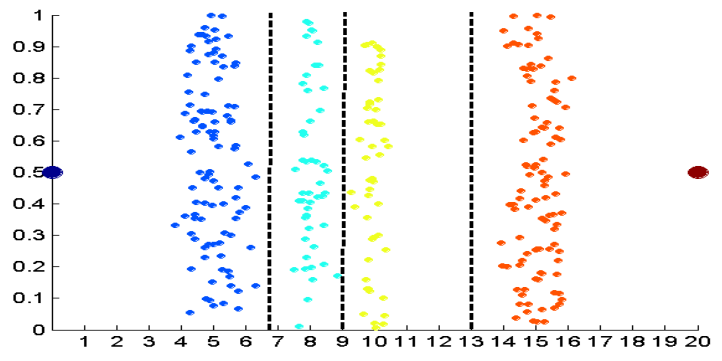
Data



Equal interval width



Equal frequency



K-means



# 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
- decimal scaling

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

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



# 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



# Euclidean Distance

- Euclidean Distance

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

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  $q$ .

- Standardization is necessary, if scales differ.



# 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

$$p = 1000000000$$

$$q = 0000001001$$

$M_{01} = 2$  (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 length of vector  $d$ .

- Example:

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

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

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

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

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

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



# Combining Similarities

- Sometimes attributes are of many different types, but an overall similarity is needed.

1. For the  $k^{th}$  attribute, compute a similarity,  $s_k$ , in the range  $[0, 1]$ .
2. Define an indicator variable,  $\delta_k$ , for the  $k^{th}$  attribute as follows:

$$\delta_k = \begin{cases} 0 & \text{if the } k^{th} \text{ attribute is a binary asymmetric attribute and both objects have} \\ & \text{a value of 0, or if one of the objects has a missing values for the } k^{th} \text{ attribute} \\ 1 & \text{otherwise} \end{cases}$$

3. Compute the overall similarity between the two objects using the following formula:

$$\text{similarity}(p, q) = \frac{\sum_{k=1}^n \delta_k s_k}{\sum_{k=1}^n \delta_k}$$



# Combining Weighted Similarities

- May not want to treat all attributes the same.
  - Use weights  $w_k$  which are between 0 and 1 and sum to 1.

$$\text{similarity}(p, q) = \frac{\sum_{k=1}^n w_k \delta_k s_k}{\sum_{k=1}^n \delta_k}$$

$$\text{distance}(p, q) = \left( \sum_{k=1}^n w_k |p_k - q_k|^r \right)^{1/r}$$