

Data Mining and Knowledge Discovery

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Abstract: - Data mining is a process that uses a variety of data analysis tools to discover patterns and relationships in data that may be used to make valid predictions. The first and simplest analytical step in data mining is to describe the data - summarize its statistical attributes (such as means and standard deviations), visually review it using charts and graphs, and look for potentially meaningful links among variables. In the Data Mining Process, collecting, exploring and selecting the right data are critically important. Knowledge Discovery demonstrates intelligent computing at its best, and is the most desirable and interesting end-product of Information Technology. To be able to discover and to extract knowledge from data is a task that many researchers and practitioners are endeavoring to accomplish. There is a lot of hidden knowledge waiting to be discovered – this is the challenge created by today's abundance of data. Knowledge Discovery in Databases (KDD) is the process of identifying valid, novel, useful, and understandable patterns from large datasets.

Keywords: Data mining, knowledge discovery, machine learning, datasets

I. INTRODUCTION:

Data Mining (DM) is the mathematical core of the KDD process, involving the inferring algorithms that explore the data, develop mathematical models and discover significant patterns

(implicit or explicit) which are the essence of useful knowledge. Advances in data gathering, storage and distribution have created a need for computational tools and techniques to aid in data analysis. Data Mining and Knowledge Discovery in Databases is a rapidly growing area of research and application that builds on techniques and theories from many fields including statistics, databases, pattern recognition and learning, data visualization, uncertainty modeling, data warehousing and OLAP, optimization and high performance computing. KDD is concerned with issues of scalability, the multi-step

knowledge discovery process for extracting useful patterns and models from raw data stores (including data cleaning and noise modeling) and issues of making discovered patterns understandable.

Knowledge Discovery includes: Theory and Foundational Issues: Data and knowledge representation; modeling of structured textual and multimedia data; uncertainty management; metrics of interestingness and utility of discovered knowledge; algorithmic complexity, efficiency and scalability issues in data mining; statistics over massive data sets. Data Mining Methods: including classification, clustering, probabilistic modeling, prediction and estimation, dependency analysis, search and optimization. Algorithms for data mining including spatial, textual and multimedia data (e.g. the Web); scalability to large databases, parallel and distributed data mining techniques and automated discovery agents.

2. THE KDD PROCESS:

The knowledge discovery process is iterative and interactive, consisting of several steps. The process starts with determining the KDD goals, and “ends” with the implementation of the discovered knowledge. As a result, changes would have to be made in the application domain (such as offering different features to mobile phone users in order to reduce churning). This closes the loop, and the effects are then measured on the new data repositories, and the KDD process is launched again. The following are the steps that are used:

2.1. Developing an understanding of the application domain This is the initial preparatory step. It prepares the scene for understanding what should be done with the many decisions (about transformation, algorithms, representation, etc.). The people who are in charge of a KDD project need to understand and define the goals of the end-user and the environment in which the knowledge discovery process will take place (including relevant prior knowledge). As the KDD process proceeds, there may be even a revision and tuning of this step. Having understood the KDD goals, the preprocessing of the data starts, as

defined in the next three steps (note that some of the methods here are similar to Data Mining algorithms, but are used in the preprocessing context):

2.2. Selecting and creating a data set on which discovery will be performed. Having defined the goals, the data that will be used for the knowledge discovery should be determined. This includes finding out what data is available, obtaining additional necessary data, and then integrating all the data for the knowledge discovery into one data set, including the attributes that will be considered for the process. This process is very important because the Data Mining learns and discovers from the available data. This is the evidence base for constructing the models. If some important attributes are missing, then the entire study may fail.

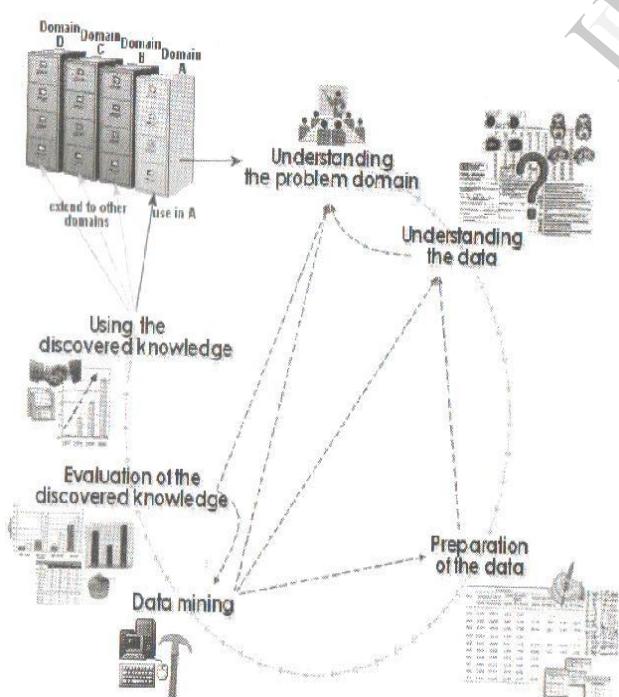
From success of the process it is good to consider as many as possible attribute at this stage. On the other hand, to collect, organize and operate complex data repositories is expensive, and there is a tradeoff with the opportunity for best understanding the phenomena. This tradeoff represents an aspect where the interactive and iterative aspect of the KDD is taking place. It starts with the best available data set and later expands and observes the effect in terms of knowledge discovery and modeling.

2.3. Preprocessing and cleansing. In this stage, data reliability is enhanced. It includes data clearing, such as handling missing values and removal of noise or outliers. Several methods are explained in the handbook, from doing nothing to becoming the major part (in terms of time consumed) of a KDD process in certain projects. It may involve complex statistical methods, or using specific Data Mining algorithm

in this context. For example, if one suspects that a certain attribute is not reliable enough or has too many missing data, then this attribute could become the goal of a data mining supervised algorithm. A prediction model for this attribute will be developed, and then missing data can be predicted. The extension to which one pays attention to this level depends on many factors. In any case, studying these aspects is important and often revealing insight by itself, regarding enterprise information systems.

2.4. Data transformation. In this stage, the generation of better data for the data mining is prepared and developed. Methods here include dimension reduction (such as feature selection and extraction, and record sampling), and attribute transformation (such as Discretization of numerical attributes and functional transformation). This step is often crucial for the success of the entire KDD project, but it is usually very project-specific. For example, in medical examinations, the quotient of attributes may often be the most important factor, and not each one by itself. In marketing, we may need to consider effects beyond our control as well as efforts and temporal issues (such as studying the effect of advertising accumulation). However, even if we do not use the right transformation at the beginning, we may obtain a surprising effect that hints to us about the transformation needed (in the next iteration). Thus the KDD process reflects upon itself and leads to an understanding of the transformation needed (like a concise knowledge of an expert in a certain field regarding key leading indicators). Having completed the above four steps, the following four steps are related to the Data Mining part, where the focus is on the algorithmic aspects employed for each project.

2.5. Choosing the appropriate Data Mining task. We are now ready to decide on which type of Data Mining to use, for example, classification, regression, or clustering. This mostly depends on the KDD goals, and also on the previous steps. There are two major goals in Data Mining: prediction and description. Prediction is often referred to as supervised Data Mining, while descriptive Data Mining includes the unsupervised and visualization aspects of Data Mining. Most datamining techniques are based on inductive learning, where a model is constructed explicitly



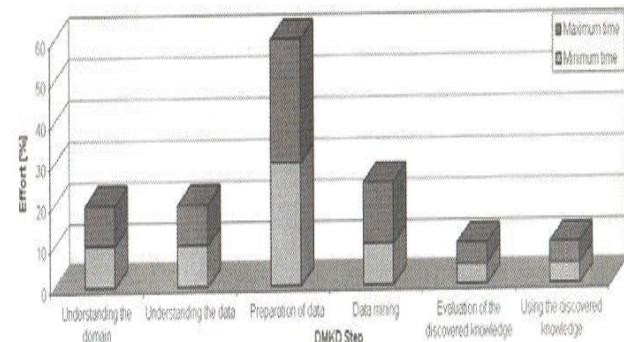
or implicitly by generalizing from a sufficient number of training examples. The underlying assumption of the inductive approach is that the trained model is applicable to future cases. The strategy also takes into account the level of meta-learning for the particular set of available data.

2.6. Choosing the Data Mining algorithm. Having the strategy, we now decide on the tactics. This stage includes selecting the specific method to be used for searching patterns (including multiple inducers). For example, in considering precision versus understandability, the former is better with neural networks, while the latter is better with decision trees. For each strategy of meta-learning there are several possibilities of how it can be accomplished. Meta-learning focuses on explaining what causes a Data Mining algorithm to be successful or not in a particular problem. Thus, this approach attempts to understand the conditions under which a Data Mining algorithm is most appropriate. Each algorithm has parameters and tactics of learning (such as ten-fold cross-validation or another division for training and testing).

2.7. Employing the Data Mining algorithm. Finally the implementation of the Data Mining algorithm is reached. In this step we might need to employ the algorithm several times until a satisfied result is obtained, for instance by tuning the algorithm's control parameters, such as the minimum number of instances in a single leaf of a decision tree.

2.8. Evaluation. In this stage we evaluate and interpret the mined patterns (rules, reliability etc.), with respect to the goals defined in the first step. Here we consider 1 Introduction to Knowledge Discovery and Data Mining 5 the preprocessing steps with respect to their effect on the Data Mining algorithm results (for example, adding features in Step 4, and repeating from there). This step focuses on the comprehensibility and usefulness of the induced model. In this step the discovered knowledge is also documented for further usage. The last step is the usage and overall feedback on the patterns and discovery results obtained by the Data Mining.

The following figure presents a summary corresponding to the relative effort spent on each of the DMKD steps.



3. DATA MINING METHODOLOGY:

It should be clear from the above that data mining is not a single technique; any method that will help to get more information out of data is useful. Different methods serve different purposes, each method offering its own advantages and disadvantages. However, most methods commonly used for data mining can be classified into the following groups.

Statistical Methods: Historically, statistical work has focused mainly on testing of preconceived hypotheses and on fitting models to data. Statistical approaches usually rely on an explicit underlying probability model. In addition, it is generally assumed that these methods will be used by statisticians, and hence human intervention is required for the generation of candidate hypotheses and models.

Case-Based Reasoning: Case-based reasoning (CBR) is a technology that tries to solve a given problem by making direct use of past experiences and solutions. A case is usually a specific problem that has been previously encountered and solved. Given a particular new problem, case-based reasoning examines the set of stored cases and finds similar ones. If similar cases exist, their solution is applied to the new problem, and the problem is added to the case base for future reference.

Neural Networks: Neural networks (NN) are a class of systems modeled after the human brain. As the human brain consists of millions of neurons that are interconnected by synapses, neural networks are formed from large numbers of simulated neurons, connected to each other in a manner similar to brain neurons. Like in the human brain, the strength of neuron interconnections may change (or be changed by the learning algorithm) in response to a presented stimulus or an obtained output, which enables the network to "learn".

Decision Trees: A decision tree is a tree where each non-terminal node represents a test or decision on the considered data item. Depending on the outcome of the test, one chooses a certain branch. To classify a particular data item, we start at the root node and follow the assertions down until we reach a terminal node (or leaf). When a terminal node is reached, a decision is made. Decision trees can also be interpreted as a special form of a ruleset, characterized by their hierarchical organization of rules.

Rule Induction: Rules state a statistical correlation between the occurrence of certain attributes in a data item, or between certain data items in a data set. The general form of an association rule is $X_1 \wedge \dots \wedge X_n \Rightarrow Y [C, S]$, meaning that the attributes X_1, \dots, X_n predict Y with a confidence C and a significance S .

Bayesian Belief Networks: Bayesian belief networks (BBN) are graphical representations of probability distributions, derived from co-occurrence counts in the set of data items. Specifically, a BBN is a directed, acyclic graph, where the nodes represent attribute variables and the edges represent probabilistic dependencies between the attribute variables. Associated with each node are conditional probability distributions that describe the relationships between the node and its parents.

Genetic algorithms / Evolutionary Programming: Genetic algorithms and evolutionary programming are algorithmic optimization strategies that are inspired by the principles observed in natural evolution. Of a collection of potential problem solutionsthat compete with each other, the best solutions are selected and combined with each other. In doing so, one expects that the overall goodness of the solution set will become better and better, similar to the process of evolution of a population of organisms. Genetic algorithms and evolutionary programming are used in data mining to formulate hypotheses about dependencies between variables, in the form of association rules or some other internal formalism.

Fuzzy Sets: Fuzzy sets form a key methodology for representing and processing uncertainty. Uncertainty arises in many forms in today's databases: imprecision, non-specificity, inconsistency, vagueness, etc. Fuzzy sets exploit uncertainty in an attempt to make system complexity manageable. As such, fuzzy sets constitute a powerful approach to deal not only with incomplete, noisy or imprecise data, but may also be helpful in developing uncertain models of the data that provide smarter and smoother performance than traditional systems.

Since fuzzy systems can tolerate uncertainty and can even utilize language-like vagueness to smooth data lags, they may offer robust, noise tolerant models or predictions in situations where precise input is unavailable or too expensive.

Rough Sets: A rough set is defined by a lower and upper bound of a set. Every member of the lower bound is a certain member of the set. Every non-member of the upper bound is a certain non-member of the set. The upper bound of a rough set is the union between the lower bound and the so-called boundary region. A member of the boundary region is possibly (but not certainly) a member of the set. Therefore, rough sets may be viewed as fuzzy sets with a three-valued membership function (yes, no, perhaps). Like fuzzy sets, rough sets are a mathematical concept dealing with uncertainty in data ([42]). Also like fuzzy sets, rough sets are seldom used as a stand-alone solution; they are usually combined with other methods such as rule induction, classification, or clustering methods.

4. INVESTIGATION OF KNOWLEDGE DISCOVERY AND DATA MINING TOOLS USING A FEATURE CLASSIFICATION SCHEME:

In this section we first provide a feature classification scheme to study knowledge discovery and data mining tools. We then apply this scheme to review existing tools that are currently available, either as a research prototype or as a commercial product. Although not exhaustive, we believe that the reviewed products are representative for the current status of technology. As discussed in Section 2, knowledge discovery and data mining tools require a tight integration with database systems or data warehouses for data selection, preprocessing, integrating, transformation, etc. Not all tools have the same database characteristics in terms of data model, database size, query supported, etc. Different tools may perform different data mining tasks and employ different methods to achieve their goals. Some may require or support more interaction with the user than the others. Some may work on a stand-alone architecture while the others may work on a client/server architecture. To capture all these differences, we propose a feature classification scheme that can be used to study knowledge discovery and data mining tools.

In this scheme, the tools' features are classified into three groups called general characteristics, database connectivity, and data mining characteristics which are described below.

5. CONCLUSIONS AND FUTURE RESEARCH

Knowledge discovery can be broadly defined as the automated discovery of novel and useful information from commercial databases. Data mining is one step at the core of the knowledge

discovery process, dealing with the extraction of patterns and relationships from large amounts of data. Today, most enterprises are actively collecting and storing large databases. Many of them have recognized the potential value of these data as an information source for making business decisions.

The dramatically increasing demand for better decision support is answered by an extending availability of knowledge discovery and data mining products, in the form of research prototypes

developed at various universities as well as software products from commercial vendors. In this paper, we provide an overview of common knowledge discovery tasks, approaches to solve these

tasks, and available software tools employing these approaches.

However, despite its rapid growth, KDD is still an emerging field. The development of successful data mining applications still remains a tedious process ([21]). The following is a (naturally incomplete) list of issues that are unexplored or at least not satisfactorily solved yet:

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