Candidate Generation

Size 1

C1 Initially all possible attributes and their possible values are candidates.

Min Song

| Candidate Attribute |
|-----------------------|
| cap-surface = fibrous |
| cap-surface = grooves |
| cap-surface = scaly |
| cap-surface = smooth |
| bruises? = bruises |
| bruises? = no |
| gill-size = broad |
| gill-size = narrow |
| Habitat = grasses |
| Habitat = leaves |
| Habitat = meadows |
| Habitat = paths |
| Habitat = urban |
| Habitat = waste |
| Habitat = woods |
| Poisonous = edible |
| Poisonous = poisonous |

F1 Now the actual supports are calculated from counting the matched instances in the dataset. Note that boldface denotes satisfactory supports.

| Candidate | SUPPORTS |
|-----------------------|----------|
| cap-surface = fibrous | 6/20 |
| cap-surface = grooves | 0/20 |
| cap-surface = scaly | 9/20 |
| cap-surface = smooth | 5/20 |
| bruises? = bruises | 7/20 |
| bruises? = no | 13/20 |
| gill-size = broad | 13/20 |

| gill-size = narrow | 7/20 |
|-----------------------|-------|
| Habitat = grasses | 5/20 |
| Habitat = leaves | 4/20 |
| Habitat = meadows | 0/20 |
| Habitat = paths | 3/20 |
| Habitat = urban | 0/20 |
| Habitat = waste | 1/20 |
| Habitat = woods | 7/20 |
| Poisonous = edible | 10/20 |
| Poisonous = poisonous | 10/20 |

11 attribute stays as they meet least 25% supports.

Size 2

(C2) Now each combination of two attributes is a possible candidate. Also (F2) In order to prune a lot of these, their support is calculated.

| Candidate | SUPPORTS |
|--|----------|
| cap-surface = fibrous, cap-surface = scaly | 0/20 |
| cap-surface = fibrous, cap-surface = smooth | 0/20 |
| cap-surface = fibrous, bruises? = bruises | 1/20 |
| cap-surface = fibrous, bruises? = no | 5/20 |
| cap-surface = fibrous, gill-size = broad | 6/20 |
| cap-surface = fibrous, gill-size = narrow | 0/20 |
| cap-surface = fibrous, Habitat = grasses | 3/20 |
| cap-surface = fibrous, Habitat = woods | 1/20 |
| cap-surface = fibrous, Poisonous = edible | 4/20 |
| cap-surface = fibrous, Poisonous = poisonous | 2/20 |
| cap-surface = scaly, cap-surface = smooth | 0/20 |
| cap-surface = scaly, bruises? = bruises | 4/20 |
| cap-surface = scaly, bruises? = no | 5/20 |
| cap-surface = scaly, gill-size = broad | 5/20 |
| cap-surface = scaly, gill-size = narrow | 4/20 |
| cap-surface = scaly, Habitat = grasses | 0/20 |
| cap-surface = scaly, Habitat = woods | 5/20 |

| cap-surface = scaly, Poisonous = edible | 4/20 |
|---|-------|
| cap-surface = scaly, Poisonous = poisonous | 5/20 |
| cap-surface = smooth, bruises? = bruises | 2/20 |
| cap-surface = smooth, bruises? = no | 3/20 |
| cap-surface = smooth, gill-size = broad | 2/20 |
| cap-surface = smooth, gill-size = narrow | 3/20 |
| cap-surface = smooth, Habitat = grasses | 2/20 |
| cap-surface = smooth, Habitat = woods | 2/20 |
| cap-surface = smooth, Poisonous = edible | 2/20 |
| cap-surface = smooth, Poisonous = poisonous | 3/20 |
| bruises? = bruises, bruises? = no | 0/20 |
| bruises? = bruises, gill-size = broad | 5/20 |
| bruises? = bruises, gill-size = narrow | 2/20 |
| bruises? = bruises, Habitat = grasses | 2/20 |
| bruises? = bruises, Habitat = woods | 3/20 |
| bruises? = bruises, Poisonous = edible | 5/20 |
| bruises? = bruises, Poisonous = poisonous | 2/20 |
| bruises? = no, gill-size = broad | 8/20 |
| bruises? = no, gill-size = narrow | 5/20 |
| bruises? = no, Habitat = grasses | 3/20 |
| bruises? = no, Habitat = woods | 4/20 |
| bruises? = no, Poisonous = edible | 5/20 |
| bruises? = no, Poisonous = poisonous | 8/20 |
| gill-size = broad, gill-size = narrow | 0/20 |
| gill-size = broad, Habitat = grasses | 3/20 |
| gill-size = broad, Habitat = woods | 4/20 |
| gill-size = broad, Poisonous = edible | 10/20 |
| gill-size = broad, Poisonous = poisonous | 3/20 |
| gill-size = narrow, Habitat = grasses | 2/20 |
| gill-size = narrow, Habitat = woods | 3/20 |
| gill-size = narrow, Poisonous = edible | 0/20 |
| gill-size = narrow, Poisonous = poisonous | 7/20 |
| Habitat = grasses, Habitat = woods | 0/20 |
| Habitat = grasses, Poisonous = edible | 3/20 |
| Habitat = grasses, Poisonous = poisonous | 2/20 |

| Habitat = woods, Poisonous = edible | 3/20 |
|---|------|
| Habitat = woods, Poisonous = poisonous | 4/20 |
| Poisonous = edible, Poisonous = poisonous | 0/20 |

After removing sets that don't have enough support, only things left are,

| Candidate | SUPPORTS |
|--|----------|
| cap-surface = fibrous, bruises? = no | 5/20 |
| cap-surface = fibrous, gill-size = broad | 6/20 |
| cap-surface = scaly, bruises? = no | 5/20 |
| cap-surface = scaly, gill-size = broad | 5/20 |
| cap-surface = scaly, Habitat = woods | 5/20 |
| cap-surface = scaly, Poisonous = poisonous | 5/20 |
| bruises? = bruises, gill-size = broad | 5/20 |
| bruises? = bruises, Poisonous = edible | 5/20 |
| bruises? = no, gill-size = broad | 8/20 |
| bruises? = no, gill-size = narrow | 5/20 |
| bruises? = no, Poisonous = edible | 5/20 |
| bruises? = no, Poisonous = poisonous | 8/20 |
| gill-size = broad, Poisonous = edible | 10/20 |
| gill-size = narrow, Poisonous = poisonous | 7/20 |

Size 3

C3 Now to produce candidates of 3 elements, one considers all possible pairs sets from F2 that differ only in their last elements. Also, support is calculated once more. The result is :

| Candidate | SUPPORTS |
|---|----------|
| cap-surface = fibrous, bruises? = no, gill-size = broad | 5/20 |
| cap-surface = scaly, bruises? = no, gill-size = broad | 1/20 |
| cap-surface = scaly, bruises? = no, Habitat = woods | 3/20 |
| cap-surface = scaly, bruises? = no, Poisonous = poisonous | 5/20 |
| cap-surface = scaly, gill-size = broad, Habitat = woods | 3/20 |
| cap-surface = scaly, gill-size = broad, Poisonous = poisonous | 1/20 |
| cap-surface = scaly, Habitat = woods, Poisonous = poisonous | 3/20 |
| bruises? = bruises, gill-size = broad, Poisonous = edible | 5/20 |

| bruises? = no, gill-size = broad, Poisonous = edible | 5/20 |
|--|------|
| bruises? = no, gill-size = broad, Poisonous = poisonous | 3/20 |
| bruises? = no, gill-size = narrow, Poisonous = edible | 0/20 |
| bruises? = no, gill-size = narrow, Poisonous = poisonous | 5/20 |

Removing the candidates that did not meet the minimum support give following.

| Candidate | SUPPORTS |
|---|----------|
| cap-surface = fibrous, bruises? = no, gill-size = broad | 5/20 |
| cap-surface = scaly, bruises? = no, Poisonous = poisonous | 5/20 |
| bruises? = bruises, gill-size = broad, Poisonous = edible | 5/20 |
| bruises? = no, gill-size = broad, Poisonous = edible | 5/20 |
| bruises? = no, gill-size = narrow, Poisonous = poisonous | 5/20 |

Also, there are no more candidates possible, So I stop here.

Associate Rule Generation 2 Element Frequent Set

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• {cap-surface = fibrous, bruises? = no}
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- {bruises? = no} -> {cap-surface = fibrous}
{cap-surface = fibrous, bruises? = no} / {bruises? = no}
= (5/20) / (13/20) = 0.3846
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- {cap-surface = fibrous} -> {bruises? = no}
{cap-surface = fibrous, bruises? = no} / {cap-surface = fibrous}
= (5/20) / (6/20) = 0.83333

• {cap-surface = fibrous, gill-size = broad}

- {gill-size = broad} -> {cap-surface = fibrous}
{cap-surface = fibrous, gill-size = broad} / {gill-size = broad}
= (6/20) / (13/20) = 0.4615

- {cap-surface = fibrous}- > {gill-size = broad

{cap-surface = fibrous, gill-size = broad} / {cap-surface = fibrous} = (6/20) / (6/20) = 1

• {cap-surface = scaly, bruises? = no}

- { bruises? = no} -> {cap-surface = scaly}
{cap-surface = scaly, bruises? = no} / { bruises? = no}
= (5/20) / (13/20) = 0.3846

- {cap-surface = scaly} -> { bruises? = no}
{cap-surface = scaly, bruises? = no} / {cap-surface = scaly}
= (5/20) / (9/20) = 0.5555

• {cap-surface = scaly, gill-size = broad}

- {gill-size = broad} -> {cap-surface = scaly}
{cap-surface = scaly, gill-size = broad} / {gill-size = broad}
= (5/20) / (13/20) = 0.3846

- {cap-surface = scaly} -> {gill-size = broad}
{cap-surface = scaly, gill-size = broad} / {cap-surface = scaly}
= (5/20) / (9/20) = 0.5555

• {cap-surface = scaly, Habitat = woods}

- {Habitat = woods} -> {cap-surface = scaly}
{cap-surface = scaly, Habitat = woods} / {Habitat = woods}
= (5/20) / (7/20) = 0.7142

- {cap-surface = scaly}-> {Habitat = woods}
{cap-surface = scaly, Habitat = woods} / {cap-surface = scaly}
= (5/20) / (9/20) = 0.5555

• {cap-surface = scaly, Poisonous = poisonous}

- {Poisonous = poisonous} -> {cap-surface = scaly}
{cap-surface = scaly, Poisonous = poisonous} / {Poisonous = poisonous}
= (5/20) / (10/20) = 0.5

- {cap-surface = scaly} -> {Poisonous = poisonous}
{cap-surface = scaly, Poisonous = poisonous} / {cap-surface = scaly}
= (5/20) / (9/20) = 0.5555

• {bruises? = bruises, gill-size = broad}

- {gill-size = broad} -> {bruises? = bruises}
{bruises? = bruises, gill-size = broad} / {gill-size = broad}
= (5/20) / (13/20) = 0.3846

- {bruises? = bruises} -> {gill-size = broad}
{bruises? = bruises, gill-size = broad} / {bruises? = bruises}
= (5/20) / (7/20) = 0.7142

• {bruises? = bruises, Poisonous = edible}

- {Poisonous = edible} -> {bruises? = bruises}
{bruises? = bruises, Poisonous = edible} / {Poisonous = edible}
= (5/20) / (10/20) = 0.5

- {bruises? = bruises} -> {Poisonous = edible}
{bruises? = bruises, Poisonous = edible} / {bruises? = bruises}
= (5/20) / (7/20) = 0.7142

• {bruises? = no, gill-size = broad}

- {gill-size = broad} -> {bruises? = no}
{bruises? = no, gill-size = broad} / {gill-size = broad}
= (8/20) / (13/20) = 0.6153

- {bruises? = no} -> {gill-size = broad}

{bruises? = no, gill-size = broad} / {bruises? = no} = (8/20) / (13/20) = 0.6153

• {bruises? = no, gill-size = narrow}

- {gill-size = narrow} -> {bruises? = no}
{bruises? = no, gill-size = narrow} / {gill-size = narrow}
= (5/20) / (7/20) = 0.7142

- {bruises? = no} -> {gill-size = narrow}
{bruises? = no, gill-size = narrow} / {bruises? = no}
= (5/20) / (13/20) = 0.3846

• {bruises? = no, Poisonous = edible}

- {Poisonous = edible} -> {bruises? = no}
{bruises? = no, Poisonous = edible} / {Poisonous = edible}
= (5/20) / (10/20) = 0.5

- {bruises? = no} -> {Poisonous = edible}
{bruises? = no, Poisonous = edible} / {bruises? = no}
= (5/20) / (13/20) = 0.3846

• {bruises? = no, Poisonous = poisonous}

- {Poisonous = poisonous} - > {bruises? = no}
{bruises? = no, Poisonous = poisonous} / {Poisonous = poisonous}
= (8/20) / (10/20) = 0.8

- {bruises? = no} - > {Poisonous = poisonous}
{bruises? = no, Poisonous = poisonous} / {bruises? = no}
= (8/20) / (13/20) = 0.6153

• {gill-size = broad, Poisonous = edible}

- {Poisonous = edible} -> {gill-size = broad}
{gill-size = broad, Poisonous = edible} / {Poisonous = edible}
=(10/20) / (10/20) = 1

- {gill-size = broad} -> {Poisonous = edible}
{gill-size = broad, Poisonous = edible} / {gill-size = broad}
= (10/20) / (13/20) = 0.7692

• {gill-size = narrow, Poisonous = poisonous}

- {Poisonous = poisonous} - > {gill-size = narrow}
{gill-size = narrow, Poisonous = poisonous} / {Poisonous = poisonous}
= (7/20) / (10/20) = 0.7

- {gill-size = narrow} -> {Poisonous = poisonous}
{gill-size = narrow, Poisonous = poisonous} / {gill-size = narrow}
= (7/20) / (7/20) = 1

Rules so far

The frequent set of 2 elements have so far generated 3 rules.

- {cap-surface = fibrous} -> {gill-size = broad}
- {Poisonous = edible} > {gill-size = broad}
- {gill-size = narrow} > {Poisonous = poisonous}

3 Elements Frequent Set

| Candidate | SUPPORTS |
|---|----------|
| cap-surface = fibrous, bruises? = no, gill-size = broad | 5/20 |
| cap-surface = scaly, bruises? = no, Poisonous = poisonous | 5/20 |
| bruises? = bruises, gill-size = broad, Poisonous = edible | 5/20 |
| bruises? = no, gill-size = broad, Poisonous = edible | 5/20 |
| bruises? = no, gill-size = narrow, Poisonous = poisonous | 5/20 |

• {cap-surface = fibrous, bruises? = no, gill-size = broad}

1 consequents

- {bruises? = no, gill-size = broad} - > {cap-surface = fibrous}
{cap-surface = fibrous, bruises? = no, gill-size = broad} / {bruises? = no, gill-size =
broad} = (5/20) / (8/20) = 0.625

- {cap-surface = fibrous, gill-size = broad} - > {bruises? = no}
{cap-surface = fibrous, bruises? = no, gill-size = broad} / {cap-surface = fibrous, gillsize = broad} = (5/20) / (6/20) = 0.8333

- {cap-surface = fibrous, bruises? = no} -> {gill-size = broad}
{cap-surface = fibrous, bruises? = no, gill-size = broad} / {cap-surface = fibrous,
bruises? = no} = (5/20) / (5/20) = 1

2 consequents

- {gill-size = broad} -> {cap-surface = fibrous, bruises? = no}
{cap-surface = fibrous, bruises? = no, gill-size = broad} / {gill-size = broad}
= (5/20) / (13/20) = 0.3846

- {bruises? = no} -> {cap-surface = fibrous, gill-size = broad}
{cap-surface = fibrous, bruises? = no, gill-size = broad} / {bruises? = no}
= (5/20) / (13/20) = 0.3846

- {cap-surface = fibrous} -> {bruises? = no, gill-size = broad}
{cap-surface = fibrous, bruises? = no, gill-size = broad} / {cap-surface = fibrous}
= (5/20) / (6/20) = 0.8333

• {cap-surface = scaly, bruises? = no, Poisonous = poisonous}

1 consequents

- {bruises? = no, Poisonous = poisonous} -> {cap-surface = scaly}
{cap-surface = scaly, bruises? = no, Poisonous = poisonous} / {bruises? = no,
Poisonous = poisonous} = (5./20) / (8/20) = 0.625

- {cap-surface = scaly, Poisonous = poisonous} -> {bruises? = no}
{cap-surface = scaly, bruises? = no, Poisonous = poisonous} / {cap-surface = scaly,
Poisonous = poisonous} = (5/20) / (5/20) = 1

- {cap-surface = scaly, bruises? = no} -> {Poisonous = poisonous}
{cap-surface = scaly, bruises? = no, Poisonous = poisonous} / {cap-surface = scaly,
bruises? = no} = (5/20) / (5/20) = 1

2 consequents

- {Poisonous = poisonous}-> {cap-surface = scaly, bruises? = no}
{cap-surface = scaly, bruises? = no, Poisonous = poisonous} / {Poisonous = poisonous}
= (5/20) / (10/20) = 0.5

- {bruises? = no} -> {cap-surface = scaly, Poisonous = poisonous}
{cap-surface = scaly, bruises? = no, Poisonous = poisonous} / {bruises? = no}
= (5/20) / (13/20) = 0.3846

- {cap-surface = scaly} -> {bruises? = no, Poisonous = poisonous
{cap-surface = scaly, bruises? = no, Poisonous = poisonous} / {cap-surface = scaly}
= (5/20) / (9/20) = 0.5555

• {bruises? = bruises, gill-size = broad, Poisonous = edible}

1 consequents

- {gill-size = broad, Poisonous = edible} -> {bruises? = bruises,}
{bruises? = bruises, gill-size = broad, Poisonous = edible} / {gill-size = broad,
Poisonous = edible} = (5/20) / (10/20) = 0.5

- {bruises? = bruises, Poisonous = edible} -> {gill-size = broad}
{bruises? = bruises, gill-size = broad, Poisonous = edible} / {bruises? = bruises,
Poisonous = edible} = (5/20) / (5/20) = 1

- {bruises? = bruises, gill-size = broad} -> {Poisonous = edible}
{bruises? = bruises, gill-size = broad, Poisonous = edible} / {bruises? = bruises, gill-

size = broad} = (5/20) /(5/20) = 1

2 consequents

- {Poisonous = edible} -> {bruises? = bruises, gill-size = broad}
{bruises? = bruises, gill-size = broad, Poisonous = edible} / {Poisonous = edible}
= (5/20) / (10/20) = 0.5

- {gill-size = broad} -> {bruises? = bruises, Poisonous = edible}
{bruises? = bruises, gill-size = broad, Poisonous = edible} / {gill-size = broad}
= (5/20) / (13/20) = 0.3846

- {bruises? = bruises} -> {gill-size = broad, Poisonous = edible}
{bruises? = bruises, gill-size = broad, Poisonous = edible} / {bruises? = bruises}
= (5/20) / (7/20) = 0.7142

• {bruises? = no, gill-size = broad, Poisonous = edible}

1 consequents

- {gill-size = broad, Poisonous = edible} -> {bruises? = no}
{bruises? = no, gill-size = broad, Poisonous = edible} / {gill-size = broad, Poisonous =
edible} = (5/20) / (10/20) = 0.5

- {bruises? = no, Poisonous = edible} -> {gill-size = broad}
{bruises? = no, gill-size = broad, Poisonous = edible} / {bruises? = no, Poisonous =
edible} = (5/20) / (5/20) = 1

- {bruises? = no, gill-size = broad} -> {Poisonous = edible}
{bruises? = no, gill-size = broad, Poisonous = edible} / {bruises? = no, gill-size =
broad}
= (5/20) / (8/20) = 0.625

2 consequents

- {Poisonous = edible} -> {bruises? = no, gill-size = broad}

{bruises? = no, gill-size = broad, Poisonous = edible} / {Poisonous = edible} = (5/20) / (10/20) = 0.5

- {gill-size = broad} -> {bruises? = no, Poisonous = edible}
{bruises? = no, gill-size = broad, Poisonous = edible} / {gill-size = broad}
= (5/20) / (13/20) = 0.3846

- {bruises? = no} -> {gill-size = broad, Poisonous = edible}
{bruises? = no, gill-size = broad, Poisonous = edible} / {bruises? = no}
= (5/20) / (13/20) = 0.3846

• {bruises? = no, gill-size = narrow, Poisonous = poisonous}

1 consequents

- { gill-size = narrow, Poisonous = poisonous} -> {bruises? = no}
{bruises? = no, gill-size = narrow, Poisonous = poisonous} / { gill-size = narrow,
Poisonous = poisonous} = (5/20) / (7/20) = 0.7142

- {bruises? = no, Poisonous = poisonous} -> {gill-size = narrow}
{bruises? = no, gill-size = narrow, Poisonous = poisonous} / {bruises? = no, Poisonous
= poisonous} = (5/20) / (8/20) = 0.625

- {bruises? = no, gill-size = narrow} -> {Poisonous = poisonous}
{bruises? = no, gill-size = narrow, Poisonous = poisonous} / {bruises? = no, gill-size =
narrow} = (5/20) / (5/20) = 1

2 consequents

- {Poisonous = poisonous} -> {bruises? = no, gill-size = narrow}
{bruises? = no, gill-size = narrow, Poisonous = poisonous} / {Poisonous = poisonous}
= (5/20) / (10/20) = 0.5

- {gill-size = narrow} -> {bruises? = no, Poisonous = poisonous}
{bruises? = no, gill-size = narrow, Poisonous = poisonous} / {gill-size = narrow}
= (5/20) / (7/20) = 0.7142

- {bruises? = no} -> { gill-size = narrow, Poisonous = poisonous}
{bruises? = no, gill-size = narrow, Poisonous = poisonous} / {bruises? = no}
= (5/20) / (13/20) = 0.3846

Total

- {cap-surface = fibrous} -> {gill-size = broad}
- {Poisonous = edible} > {gill-size = broad}
- {gill-size = narrow} > {Poisonous = poisonous}
- {cap-surface = fibrous, bruises? = no} > {gill-size = broad}
- {cap-surface = scaly, Poisonous = poisonous} -> {bruises? = no}
- {cap-surface = scaly, bruises? = no} -> {Poisonous = poisonous}
- {bruises? = bruises, Poisonous = edible} -> {gill-size = broad}
- {bruises? = bruises, gill-size = broad} -> {Poisonous = edible}
- {bruises? = no, Poisonous = edible} -> {gill-size = broad}
- {bruises? = no, gill-size = narrow} -> {Poisonous = poisonous}

There are 10 rules generated just like Weka. However, the order was different from Weka.