# The Long and the Short of It 

 summarising event sequences with serial episodesNikolaj Tatti \& Jilles Vreeken



## Question of the day

How can we discover the key patterns from an event sequence?

## Summarising Event Sequences

The ideal outcome of pattern mining

- patterns that show the structure of the data
- preferably a small set, without redundancy or noise

Frequent pattern mining does not achieve this

- pattern explosion $\rightarrow$ overly many, overly redundant results

We pursue the ideal for serial episodes

- we want a group of patterns that summarise the data well
- we take a pattern set mining approach


## Event sequences

Alphabet
Data $D$
one, or multiple
sequences multiple
sequences

$$
\{a, b, c, d, \ldots\}
$$

## Event sequences

Alphabet $\Omega \quad\{a, b, c, d, \ldots\}$

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Patterns
serial
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'subsequences
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## Summarising Event Sequences

We want to find good summaries.

Three important questions

1. how do we score a pattern-based summary?
2. how do we describe a sequence given a pattern set?
3. how do we find good pattern sets?

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## Scoring a Summary

We want models that generalise the data
and hence, we need a score that

- rewards models that identify real structure, and
- punishes redundancy and noise

No off-the-shelf score available for serial episodes

- e.g. no well-founded priors
- we can, however, make these goals concrete by MDL


## MDL

## The Minimum Description Length (MDL) principle

 given a set of models $\mathcal{M}$, the best model $M \in \mathcal{M}$ is that $M$ that minimises$$
L(M)+L(D \mid M)
$$

in which
$L(M)$ is the length, in bits, of the description of $M$
$L(D \mid M)$ is the length, in bits, of the description of the data when encoded using $M$

## MDL for Event Sequences

By MDL we define

> the optimal set of serial episodes as the set that describes the data most succinctly

To use MDL, we need

- a lossless encoding for our models,
- a lossless encoding for the data given a model


## Models

As models we use code tables

- dictionaries of patterns and associated codes



## Encoding Event Sequences



Encoding 1: using only singletons

```
Cp a b dd ca|d b a a b c
```



The length of the code $X$ for pattern $X$

$$
L(\boxed{X})=-\log (p(\triangle))=-\log \left(\frac{u s g(X)}{\sum \operatorname{usg}(Y)}\right)
$$

The length of the code stream

$$
L\left(C_{p}\right)=\sum_{X \in C T} u s g(X) L(\triangle)
$$

## Encoding Event Sequences

Data $D: \quad$| $a$ | $b$ | $d$ | $c$ | $a$ | $d$ | $b$ | $a$ | $a$ | $b$ | $c$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

Encoding 2: using patterns


Alignment: $\quad$| $a$ | $b$ | $d$ | $c$ | $a$ | $d$ | $b$ | $a$ | $a$ | $b$ | $c$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## Encoding Event Sequences



Encoding 2: using patterns



The length of a gap code $?$ for pattern $X$

$$
L(?)=-\log (p(? \mid D))
$$

and analogue for non-gap codes $\square$

## Encoding Event Sequences

By which, the encoded size of $D$ given $C T$ and $C$ is

$$
L(D \mid C T)=L\left(C_{p} \mid C T\right)+L\left(C_{g} \mid C T\right)
$$

...skipping the details of $L(C T \mid C)$...

Then, our goal is to minimise

$$
L(C T, D)=L(C T \mid C)+L(D \mid C T)
$$

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## How to Cover your String

There are many ways $C$ to describe a sequence given a set of patterns. We are after the optimum.

or,

or,

| $a$ | $b$ | $q$ | $c$ | $q$ | $b$ | $p$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $?$ | $!$ | $?$ | $!$ | $!$ | $!$ |  |

etc...

## How to Cover your String

There are many ways $C$ to describe a sequence given a set of patterns. We are after the optimum.

1. if we fix the cover, we can obtain the optimal code lengths
2. if we fix the code lengths, we can obtain the optimal cover by dynamic programming

We alternate these steps until convergence

## How to Cover your String



## How to Cover your String



## Summarising Event Sequences

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## Mining Code Tables

There are very many possible pattern sets. We are after the optimum

However, the search space is huge, complex, and does not exhibit trivial structure

We propose two algorithms for mining code tables

- SQS-CANDS filters ordered lists of pre-mined candidates
- SQS-SEARCH mines good code tables directly from data


## SQS-CANDIDATES



## SQS-SEARCH



## Experiments

- synthetic data
- real data
random HMM
text data
$\checkmark$ no structure found structure recovered for interpretation

|  |  |  | SQS-CANDS |  | Sos-SEARCH$\|P\|$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | \| ${ }^{\text {\| }}$ | \|D| | \|F| | P\| |  | $\Delta L$ |
| Addresses | 5295 | 56 | 15506 | 138 | 155 | 5k |
| JMLR | 3846 | 788 | 40879 | 563 | 580 | 30k |
| Moby Dick | 10277 | 1 | 22559 | 215 | 231 | 10k |

## SQS-CANDIDATES

Compression improves with richer candidate sets i.e. lower support thresholds


## Optimising our Score

Both strategies show good convergence SQS-Search dips due to batch-wise search


## Selected Results

## JMLR

support vector machine machine learning state [of the] art
data set
Bayesian network

## Pres. Addresses

unit[ed] state[s] public econ. expenditur take oath equal right exercis power

## Conclusions

Mining informative sets of patterns

- is an important aspect of exploratory data mining

SQS approximates the ideal for serial episodes

- SQS-CANDS filters a pre-mined candidate list
- SQS-Search mines good code tables directly from data


## Future work includes

- richer data and pattern types
- applying SQS in real-world settings


## Thank you!

## Mining informative sets of patterns

- is an important aspect of exploratory data mining

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