

Finding Surprising Patterns in a Time Series Database in Linear Time and Space

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Introduction

- The problem of finding a specified pattern in a time series has received much attention and is now a relatively mature field.
- In contrast, the important problem of enumerating all surprising or interesting patterns has received far less attention.

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Topics of Discussion

- Definition of a surprising pattern
- Feature extraction techniques to discretize time series
- Background on string processing
- Preprocessing method
- "Tarzan" algorithm
- Experimental evaluation

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Definition of a Surprising Pattern

A pattern is surprising if the frequency of its occurrence differs substantially from that expected by chance, given some previously seen data

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Definition of a Surprising Pattern (Continued)

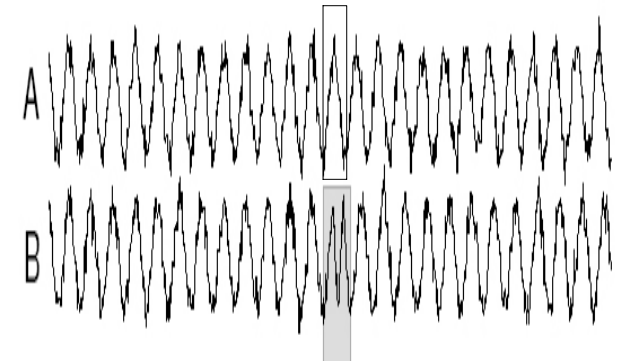
Explanation (concrete definition)

- Given a reference time series database R , X is the time series database to be mined, R and X are created by the same underlying process
- A pattern P is extracted from database X
- P is surprising relative to R if the frequency of its occurrence is greatly different to that expected by chance

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A Surprising Pattern



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Advantages of The Definition

- An explicit definition of surprise is not required
- The user only needs to supply a collection of previously observed data, which is considered normal

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Paradox

The probability of a particular real number being chosen from any distribution is zero

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Time Series Discretization

- Since a time series is an ordered list of real numbers, the paradox clearly applies
- The obvious solution to this problem is to discretize the time series into some finite alphabet Σ

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How to Discretize Time Series

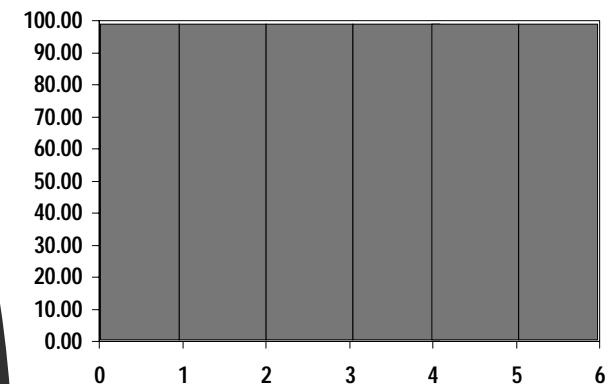
Given a time series database R

- First, we need the input of a feature window length and a size of the desired alphabet
- A feature window length is the length of a sliding window that moves across the time series

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How to Discretize Time Series (Continued)



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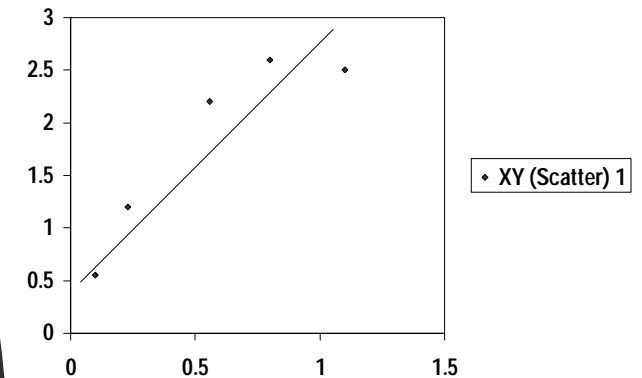
How to Discretize Time Series (Continued)

- At each time step, the portion of data falling within the window is examined, and a featured number is extracted
- In this paper, a featured number is the slope of the best-fitting line in the featured window

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Best-fitting Line



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How to Discretize Time Series (Continued)

- All the features extracted will be sorted
- Recall that the size of the alphabet is a , but the number of the features may not be equal to a
- We must make sure that each letter in the alphabet contains equal number of extracted features

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Discretize_time_series

```
string DISCRETIZE_TIME_SERIES (time_series X,  
    int l1, int a)  
for i = 1, |X| - l1 + 1  
    let features[i] = EXTRACT_FEATURE(X[i, i+l1])  
let sorted_features = SORT(features)  
for j = 1, a  
    let pointer = j |features| / a  
    let boundaries[j] = sorted_features[pointer]  
for i = 1, |features|  
    let x[i] =  
        MAP-REAL-TO-INT(boundaries, features[i])  
return x
```

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Time Complexity

- The dominant step above is sorting
- Since the featured boundaries are very stable, they can be reliably estimated from a subsample of the whole data.

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Time Complexity (Continued)

- For large database we can determine the feature boundaries from a subsample of size $s*s = |R|$
- R is the size of the database
- Since sorting takes $O(s*\log(s))$, this feature extraction algorithm is $O(|R|)$

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Problems

- Given two time series database r and x , we apply the discretization function to both of them, and get two strings $s(r)$ and $s(x)$
- Is there any technique we can use to find the frequencies of all of the substrings of $s(x)$ in $s(r)$ fast?

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Background on String Processing

- Markov models
 - Calculate the expected frequency of previously unobserved patterns
- Suffix trees
 - A suffix tree is a type of digital search tree that represents a set of strings over a finite alphabet Σ

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Suffix Trees

- Given a string mississippi
- How can we construct the suffix trees?

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Suffix Trees (Continued)

1. Retrieve all of its suffixes

$T_1 = \text{mississippi}$	$T_7 = \text{sippi}$
$T_2 = \text{ississippi}$	$T_8 = \text{ippi}$
$T_3 = \text{ssissippi}$	$T_9 = \text{ppi}$
$T_4 = \text{sissippi}$	$T_{10} = \text{pi}$
$T_5 = \text{issippi}$	$T_{11} = \text{i}$
$T_6 = \text{ssippi}$	$T_{12} = \text{(empty)}$

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Suffix Trees (Continued)

2. Sort them in order

$T_{11} = \text{i}$	$T_9 = \text{ppi}$
$T_8 = \text{ippi}$	$T_7 = \text{sippi}$
$T_5 = \text{issippi}$	$T_4 = \text{sissippi}$
$T_2 = \text{ississippi}$	$T_6 = \text{ssippi}$
$T_1 = \text{mississippi}$	$T_3 = \text{ssissippi}$
$T_{10} = \text{pi}$	

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Suffix Trees (Continued)

```

Tree → |---mississippi
      |---i→|---ssi→|---ssippi
          |   |       |---ppi
          |   |---ppi
      |---s→|---si→|---ssippi
          |   |       |---ppi
          |   |---i→|---ssippi
          |       |---ppi
      |---p→|---pi
            |---i
    
```

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Suffix Trees in This Paper

- The leaf node of the suffix tree represents the suffix index of the substring from the root to the leaf
- The edge is labeled with a nonempty substring
- The internal node represents the frequency of occurrence of the edge label (a substring)

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Suffix Trees in This Paper

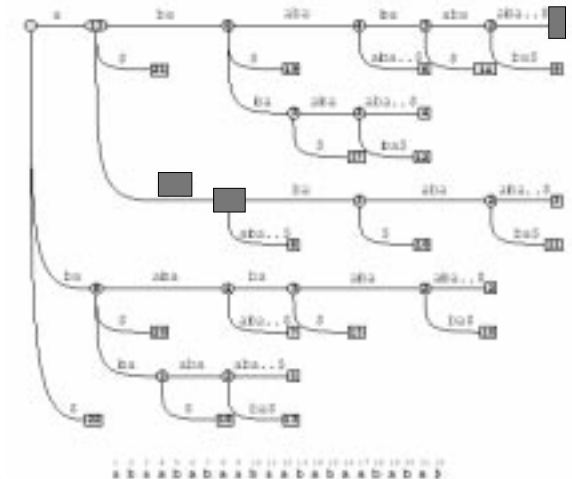
- Consider the string
abaababaabaababaababa\$
- Retrieve all of its suffixes
 1. abaababaabaababaababa\$
 2. baababaabaababaababa\$
 3. aababaabaababaababa\$

...

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Suffix Trees in This Paper



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Pre-process Method

- Basic idea of this method
Build the suffix tree for the reference string and testing string, for each substring in testing string, calculate its frequency of occurrence in both reference string and testing string, and store the difference between them.

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Pre-process Method (Continued)

- What happen if a substring w in testing string does not occur in reference string?
Using the Markov method to look for the longest set of strings from reference string that cover w
- Small run time and small space occupied

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“Tarzan” Algorithm

```
void TARZAN (time_series R, time_series X,  
            int l1, int a, int l2, real c)  
  let x = DISCRETIZE_TIME_SERIES (X, l1, a)  
  let r = DISCRETIZE_TIME_SERIES (R, l1, a)  
  let Tx = PREPROCESS (r, x)  
  for i = 1, |x| - l2 + 1  
    let w = x[i, i+l2-1]  
    retrieve z(w) from Tx  
    if |z(w)| > c then print i, z(w)
```

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“Tarzan” Algorithm (Continued)

- R is the reference database
- X is the testing database
- L₁ is the feature window length
- a is the alphabet size for the discretization
- L₂ is the scanning window length
- c is the threshold

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Efficiency

- Run time: O(R + X)

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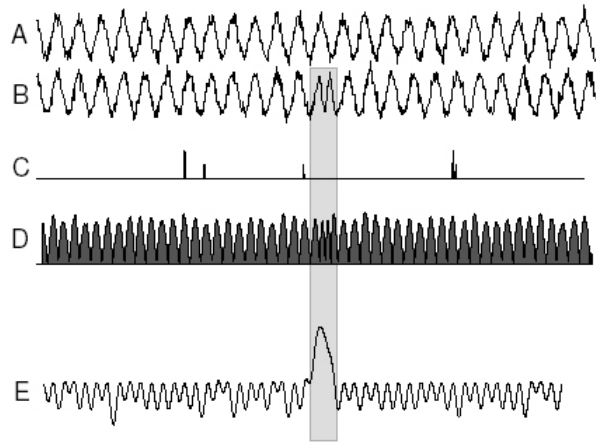
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Experimental Evaluation



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Experimental Evaluation (Continued)

- A) The training data, a slightly noisy sine wave
- B) A noisy sine wave that was created with the same parameters
- C) IMM anomaly detection algorithm
- D) The TSA-Tree approach
- E) Tarzan

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Conclusion

- This paper describes the definition of a surprising pattern and provides an algorithm “Tarzan” to find the surprising patterns
- It proves that “Tarzan” is efficient and has much high true positive rate and lower false positive rates

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Thank you

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