

ABSTRACT

Generally, large databases potent to hide a lot of high valuable information. The information can be obtained by paying attention to repeatedly accuring patterns. Frequent Pattern is one of important recuring pattern type in data mining.

Getting frequent pattern from large databases needs big enough cost. Therefore an efficient algorithm is necessity. H-Mine is a mining frequent pattern algorithm which has good performance. H-Mine is an efficient algorithm since not require generation of candidate frequent pattern. H-Mine uses a data structure called H-Struct to generate frequent patterns. In this final project, the writer tries to study complexity of H-Mine algorithm. For performance analyse requirement of H-Mine algorithm, then would be builded a software for implementing H-Mine algorithm. But the software that has been built only could generate pattern with maximum length three. Because, the writer cann't implement recursive function of H-Mine algorithm.

keywords: frequent pattern, minimum support , H-Mine, H-Struct.