Many researchers invented ideas to generate the frequent itemsets. The time required for generating frequent itemsets plays an important role. Some algorithms are designed, considering only the time factor. Our study includes depth analysis of algorithms and discusses some problems of generating frequent itemsets from the algorithm. We have explored the unifying feature among the internal working of various mining algorithms. Some implementations were done with KDD cup Dataset to explore the relative merits of each algorithm. The work yields a detailed analysis of the algorithms to elucidate the performance with standard dataset like Adult, Mushroom etc. The comparative study of algorithms includes aspects like different support values, size of transactions and different datasets.


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**Index Terms**

Computer Science  
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**Key words**

Frequent Itemset  
Mining  
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cup  
Mashroom  
Adult