Abstract

This paper addresses the issue of generating the frequent closed itemset in distributed environment. Some algorithms have been proposed earlier there but they are suffering from the drawbacks like: Increasing communication load or frequent communication between the nodes for transferring information. So some algorithm need to be proposed which could solve these two drawbacks simultaneously and this paper have propose one such algorithm so that the mining of the datasets present in the distributed environment could be done effectively and with less theoretical complexity.

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Index Terms

Computer Science

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Keywords

Frequent closed item-sets; global and local frequent closed itemsets; hierarchical system; distributed environment; subset examination techniques