

DETERMINIZATION OF QUERY AWARE UNCERTAIN OBJECTS

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ABSTRACT:-

This paper considers the problem of determinizing probabilistic data to enable such data to be stored in legacy systems that accept only deterministic input. Probabilistic data may be generated by automated data analysis/enrichment techniques such as entity resolution, information extraction, and speech processing. The legacy system may correspond to pre-existing web applications such as Flickr, Picasa, etc. The goal is to generate a deterministic representation of probabilistic data that optimizes the quality of the end-application built on deterministic data. We explore such a determinization problem in the context of two different data processing tasks triggers and selection queries. We show that approaches such as thresholding or top-1 selection traditionally used for determinization lead to suboptimal performance for such applications. Instead, we develop a query-aware strategy and show its advantages over existing solutions through a comprehensive empirical evaluation over real and synthetic datasets.

Index Terms: Determinization, uncertain data, data quality, query workload, branch and bound algorithm

1 INTRODUCTION

WITH the advent of cloud computing and the proliferation of web-based applications, users often store their data in various existing web applications. Often, user data is generated automatically through a variety of signal processing, data analysis/enrichment techniques before being stored in the web applications. For example, cameras support vision analysis to generate tags such as indoors/outdoors, scenery, landscape/portrait, etc. Modern photo cameras often have microphones for users to speak out a descriptive sentence which is then processed by a speech recognizer to generate a set of tags to be associated with the photo [1]. The photo (along with the set of tags) can be streamed in real-time using wireless connectivity to Web applications such as Flickr. Pushing such data into web applications introduces a challenge since such automatically generated content is often ambiguous and may result in objects with probabilistic attributes. For instance, vision analysis may result in tags with probabilities [2], [3], and, likewise, automatic speech recognizer (ASR) may produce an N-best list or a confusion network of utterances [1], [4]. Such probabilistic data must be "determinized" before being stored in legacy web

applications. We refer to the problem of mapping probabilistic data into the corresponding deterministic representation as the determinization problem. Many systems to the determinization situation can be designed. Two common approaches are the highest-1 and All tactics, wherein we opt for essentially the most possible value / all the viable values of the attribute with non-zero chance, respectively. For illustration, a speech recognition system that generates a single answer/tag for every utterance may also be seen as using a prime-1 process. A different process perhaps to decide upon a threshold and comprise all of the attribute values with a chance larger than. Nevertheless, such methods being agnostic to the tip-utility as a rule result in suboptimal results as we will see later. A better approach is to design personalized determinization systems that opt for a determinized representation which optimizes the great of the end-utility. Now recall yet another application reminiscent of Flickr, to which snap shots are uploaded robotically from cameras together with tags that may be generated situated on speech annotation or picture analysis. Flickr helps powerful retrieval headquartered on picture tags. In such an utility, customers may be

involved in picking determinized illustration that optimizes set-established high-quality metrics reminiscent of F-measure instead of minimizing false positives/negatives. In this paper, we learn the problem of determinizing datasets with probabilistic attributes (most likely generated by using automatic knowledge analyses/enrichment). Our technique exploits a workload of triggers/queries to decide upon the great deterministic representation for 2 varieties of functions one, that helps triggers on generated content and one more that helps strong retrieval.

Overall, the essential contributions of this paper are: We introduce the predicament of determinizing probabilistic information. Given a workload of triggers/queries, the important task is to seek out the deterministic illustration of the info which might optimize certain fine metrics of the answer to these triggers/queries (part 2).

We advise a framework that solves the obstacle of determinization by minimizing the anticipated price of the reply to queries. We strengthen a branched- sure algorithm that finds an approximate .

2. PRELIMINARY

Before we formally define the determinization hindrance, let us first introduce some major notation.

Quality Metrics

Given deterministic illustration for each and every uncertain object we will define fine metric $F(O, Q)$ of the deterministic dataset with reference to a given query workload Q . The choice of the metric depends upon the top utility. Rate-founded metric. For functions that support triggers/ indicators, excellent can also be measured in terms of costs of false negatives and false positives. We can denote through GQ the set of objects that satisfy query Q , when the deterministic representation of every object in O consists of actual/correct tags. We will denote by AQ the set of objects that fulfill question Q , headquartered on the deterministic representations selected via an algorithm for objects in O . Become aware of that for an object O , the case where AQ but O corresponds to a false positive brought about through the algorithm. In this case, the query will retrieve an irrelevant object. Alternatively, the case the place AQ but GQ corresponds to a false negative. In this case, the question will pass over a crucial object.

3 DETERMINIZATION FOR THE COST-BASED METRIC

When the price-centered metric is used, $F(O, Q)$ is evaluated making use of $\text{price}(O, Q)$ measure described in the previous section. Hence, the purpose

of the determinization concern for the fee-situated metric is for each and every object to prefer tags as its deterministic illustration, such that $\text{rate}(O, Q)$ is minimized.

3.1 Expected Cost

The mission of minimizing $\text{rate}(O, Q)$ arises due to the fact that the ground fact G just isn't known and hence $\text{fee}(O, Q)$ cannot be computed immediately. The concept of our resolution is to opt for the reply set headquartered on anticipated cost. Namely, let W be the distance of all viable ground actuality sets for O , given the unsure tags in W . Let $G \in W$ be an instance of a viable floor fact. Desk 2 lists all the eight viable deterministic

representations of the uncertain object in our going for walks instance. A viable ground fact example G can also be anyone of the 8 representations. Let $P(G = GO)$ be the likelihood that the illustration G is the specific floor truth of object O .

4 DETERMINIZATION FOR SET-BASED METRIC

Earlier sections described a solution to the determinization problem for the fee-headquartered metric. On this part we describe how you can clear up the trouble for the set-centered metrics

Iterative Algorithm

On this section, we advise an efficient iterative approach to the determinization crisis for the set-based metric. The normal framework is outlined in Fig. Eight. It first determinize all objects (Step three), making use of a question unaware algorithm, such as threshold-headquartered or random algorithm, adopted by an iterative process. In every generation, the algorithm picks one object O_i (Step 5). It then treats other objects O_{O_i} as already determinized, and determinizes O_i again such that the total anticipated F-measure $E(F_{\pm}(O, Q))$ is maximized (Step 6-9). In this way, $E(F_{\pm}(O, Q))$ will either expand or remain the equal in each new release. For every O checks the worth of $E(F_{\pm}(O, Q))$, and forestalls if the expand of the value on account that last determine-factor is much less than special threshold. The principal question is learn how to, in each and every generation, determinize the chosen object O_i such that the total anticipated F-measure is maximized.

5 EXTENSIONS TO SOLUTIONS

In setting up the answer, we've got made some assumptions each concerning the knowledge and the question, many of which can be at ease by using proper extensions to the proposed scheme. We show easy methods to manage correlation amongst tags and test the affect of leveraging the correlation in Appendix

E, to be had online. We exhibit how to approach non-conjunctive queries precise in the type of DNF/CNF in Appendix F, to be had online. On this section, we center of attention on lengthen the proposed technique to handle mutual exclusion amongst tags. Procedures like entity decision and speech tagging may return probabilistic attributes that have together individual values/tags.

6 EXPERIMENTAL EVALUATION

In this section we empirically overview the proposed systems in terms of both the fine and effectivity.

6.1 Experimental Setup

Datasets.

1) RealSpeech includes 525 speech segments, each containing a sentence from broadcast news corresponding to VOA. This dataset imitates speech annotation of uploaded videos. Ground actuality tags for this dataset are given, for this reason making it possible to test the best of more than a few tactics. The usual quantity of words in a single sentence is 20. We applied an ASR ensemble process to combine two speech recognizers to get a tag model representation for every speech section.

7 RELATED WORK

Determinizing Probabilistic knowledge. Whilst we are not aware of any prior work that straight addresses the hindrance of determinizing probabilistic data as studied on this paper, the works which might be very involving ours are [5], [6]. They discover easy methods to determinize answers to a query over a probabilistic database. In contrast, we're excited about first-class deterministic representation of data (and now not that of a answer to a query) so that you can continue to use existing finish-purposes that take best deterministic input. The diversities in the two challenge settings lead to exclusive challenges. Authors in [13] tackle a difficulty that chooses the set of unsure objects to be cleaned, so as to reap the fine growth within the first-class of question answers. However, their goal is to toughen great of single query, even as ours is to optimize exceptional of overall query workload. Also, they focus on the best way to opt for the exceptional set of objects and each selected object is cleaned by using human clarification, whereas we determinize all objects robotically. These differences almost lead to distinctive optimization challenges. A further related field is MAP inference in graphical model [14], [15],

which pursuits to in finding the undertaking to each variable that jointly maximizes the likelihood defined by using the mannequin. The determinization difficulty for the fee-based metric will also be potentially considered as an illustration of MAP inference situation. If we view the concern that method, the project turns into that of constructing rapid and excessive-great approximate algorithm for fixing the corresponding NP-tough crisis. Part three.3 exactly provides such algorithms, closely optimized and tuned to chiefly our crisis atmosphere.

8 CONCLUSION AND FUTURE WORK

In this paper now we have regarded the trouble of determinizing uncertain objects to allow such data to be saved in pre-current methods, similar to Flickr, that take most effective deterministic input. The intention is to generate a deterministic representation that optimize the quality of solutions to queries/triggers that execute over the deterministic data illustration. We've proposed efficient determinization algorithms which are orders of magnitude turbo than the enumeration centered most suitable answer but achieves just about the same exceptional as the most fulfilling resolution. As future work, we plan to explore determinization systems in the context of applications, where users are also all for retrieving objects in a ranked order.

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