Top-k Queries over Uncertain Scores

Qing Liu, Debabrota Basu, Talel Abdessalem, Stéphane Bressan



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 - easily announce their needs to the crowd / get access to the information they need
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- Examples: TripAdvisor
 - collaborative user or crowdsourced collection of information, e.g., user generated ratings and reviews, to recommend travel plans and hotels, vacation rentals and restaurants.



- Crowdsourcing and Collaborative Economy:
 - communities or crowds rent, share, sell products or services



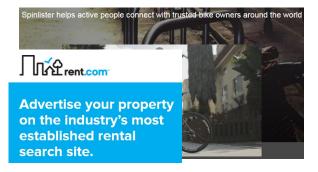
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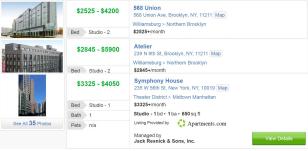


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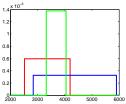




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- A top-k query returns the sequence of the k objects with the highest scores, given a database of objects ranked by their scores for the feature of interest.

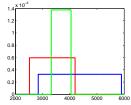


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 With uncertain scores, a top-k query can only return an uncertain result.

Related Work

 Soliman, Hyas and Ben-David [Soliman and Ilyas, 2009] study top-k queries over objects with uncertain scores given as probability distributions.



Related Work

- Soliman, Hyas and Ben-David [Soliman and Ilyas, 2009] study top-k queries over objects with uncertain scores given as probability distributions.
- In this paper, we consider probabilistic top-k queries under the top-k semantics as in [Soliman and Ilyas, 2009].



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- $Pr(\pi^{(k)}): \text{ probability of } \pi^{(k)} \text{ be the top-}k \text{ sequence;}$ $Pr(\pi^{(k)}) = \int_{-\infty}^{\infty} \int_{-\infty}^{x_1} \cdots \int_{-\infty}^{x_k} f_1(x_1) \cdots f_n(x_n) \ dx_n \cdots dx_1$ (1)



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- (Objective:) **Probabilistic top**-k sequence: the $\pi^{(k)}$ that maximizes $Pr(\pi^{(k)})$.

▶ Naive: calculate $Pr(\pi^{(k)})$ for every possible sequence $\pi^{(k)}$ and returning the $\pi^{(k)}$ with the highest $Pr(\pi^{(k)})$.

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- Soliman's Algorithm [Soliman et al., 2010]: searches the space of candidate probabilistic top-k sequences using a Markov chain Monte Carlo algorithm.



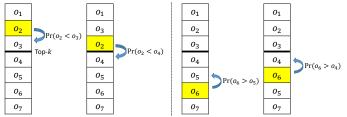
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- Soliman's Algorithm [Soliman et al., 2010]: searches the space of candidate probabilistic top-k sequences using a Markov chain Monte Carlo algorithm.
- In this paper, we explore the variants of Markov chain Monte Carlo algorithms.



- Soliman's Algorithm
 - Initial state: a rank over the n objects

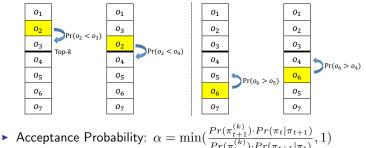


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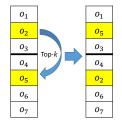




- Swap and SwapEXP Algorithm
 - Initial state: a rank over the n objects

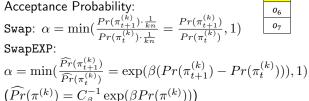


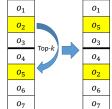
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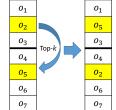
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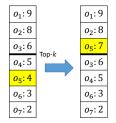
- $\begin{array}{l} \begin{array}{l} \begin{array}{c} \text{Acceptance Probability:} & & & & \\ \text{Swap: } \alpha = \min(\frac{Pr(\pi_{t+1}^{(k)}) \cdot \frac{1}{kn}}{Pr(\pi_{t}^{(k)}) \cdot \frac{1}{kn}} = \frac{Pr(\pi_{t+1}^{(k)})}{Pr(\pi_{t}^{(k)})}, 1) & & \\ \end{array} \\ \begin{array}{c} \begin{array}{c} \sigma_{6} \\ \sigma_{7} \end{array} \\ \text{SwapEXP:} \\ \alpha = \min(\frac{\widehat{Pr}(\pi_{t+1}^{(k)})}{\widehat{Pr}(\pi_{t}^{(k)})} = \exp(\beta(Pr(\pi_{t+1}^{(k)}) Pr(\pi_{t}^{(k)}))), 1) \\ (\widehat{Pr}(\pi^{(k)}) = C_{\beta}^{-1} \exp(\beta Pr(\pi^{(k)}))) \end{array} \end{array}$
- SwapEXP is more likely to reject the "worse" candidate state.



- ReSample and ReSampleEXP Algorithm
 - Initial state: a rank over the n objects

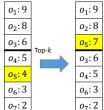


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 - ► Acceptance Probability: ReSample: $\alpha = \min(\frac{Pr(\pi_{t+1}^{(k)}) \cdot Pr(\pi_t | \pi_{t+1})}{Pr(\pi_t^{(k)}) \cdot Pr(\pi_{t+1} | \pi_t)}, 1)$ ReSampleEXP: $\alpha = \min(\frac{Pr(\pi_t | \pi_{t+1})}{Pr(\pi_{t+1} | \pi_t)} \cdot \exp(\beta(Pr(\pi_{t+1}^{(k)}) - Pr(\pi_t^{(k)}))), 1).$

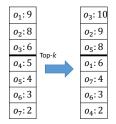




- ReSampleAll Algorithm
 - Initial state: a rank over the n objects

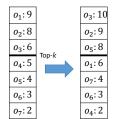


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 - Acceptance Probability: ReSample: $\alpha = 1$





Datasets: synthetic datasets

		Λ				
	Setting 1		Setting 2		Setting 3	
median score	G(0.5, 0.05)		G(0.5, 0.2)		U[0, 1]	
width	G(0.5, 0.05)		G(0.5, 0.2)	\sim	U[0, 1]	



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Table: Distributions

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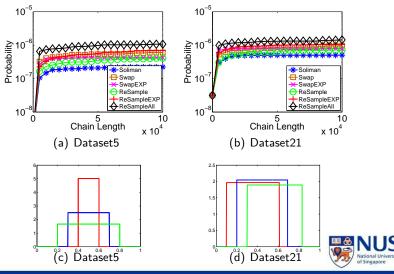
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- Metrics
 - Probability of the Probabilistic top-k sequence (higher \rightarrow better)
 - Convergence of the Markov chains (Gelman-Rubin Convergence Diagnostic)
 - Efficiency (Complexity and runtime)

Top-k Queries over Uncertain Scores

- Performance Evaluation
 - Effectiveness of Six Algorithms

Effectiveness of Six Algorithms (Probability)

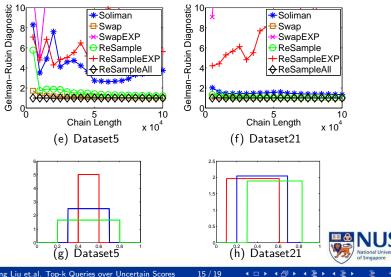


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Top-k Queries over Uncertain Scores

Convergence of the Markov Chains



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Top-k Queries over Uncertain Scores Performance Evaluation Efficiency



Table: Worst Case Time Complexity of Generating Next State

	Soliman	Swap(EXP)	ReSample(EXP)	ReSampleAll
Time Complexity	O(nk)	O(1)	O(n)	O(nlogk)

Table: Runtime Per Step of the Algorithms (seconds)

	Soliman	Swap	SwapEXP	ReSample	ReSampleEXP	ReSampleAll
Runtime Per Step	0.0058	1.9128	0.1163	0.0523	0.0071	0.9056



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We explore the design space for Metropolis-Hastings Markov chain Monte Carlo algorithms.



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- We verify through extensive experiments that the proposed algorithms are more effective than the state of the art approach.
- ReSampleAll is the best, since it samples directly from the target distribution instead of depending on "local" information.



Thank you! Questions? Top-k Queries Uncertain Scores MCMC liuqing@u.nus.edu



References I

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