

SERVICES RECOMMENDATION ACCURACY AND INTERACTIVE VISUALIZATION FROM PERSONALIZED QOS

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Abstract: Increase of internet usage make the web service as essential one in day-to-day life, but providing accurate services to requested service is not possible. In this paper, we present accurate web services location in an interactive visualization map. Services recommendation includes user preferred information to obtain the accurate services .Hybrid collaborative filtering techniques is used to provide better services recommendation and web services selection is done by combining memory –based collaborative filtering and method based collaborative filtering and interaction is provide through SOM-based interaction visualization techniques.

Keywords: Service recommendation, QoS, Hybrid Collaborative filtering, self-organizing map, Visualization, interaction

I. INTRODUCTION

Web services are the software components design to support interoperable machine interaction over the networks. Services selections and recommending best services are crucial parts of the web services. Increasing usage of the internet made more services available in the web. From the several different services the best one must be chosen to attain the high services efficiency. In last few years many methods have been introduced to get the better services. Thus collaborating filtering has been used in providing best services

A. Web services

A web service is a collection of open protocols and standards used for switching over data between applications or systems. Software applications can be written in different programming languages and running on different platforms can use web services to switch over the data over computer networks like the Internet in a manner alike to inter process communication on a single computer. Thus Web services permit different applications from various sources to talk with each other without time-consuming conventional coding, because all interactions are in XML. Web services are not attached to any of the OS or programming language. For example, Perl can talk with Java; UNIX applications can talk with Windows applications. In the recent years, web services have attracted number of public web services steadily increasing. When implementing service-oriented applications, service users get a list of web services from service brokers and they need to find the optimal one from the functionally equivalent ones. It is difficult to select the best performing one, since service users have limited users. Thus Personalized QoS allows users to choose the best services. A Web service is a process of interaction between two electronic devices over the World. The World Wide Web defines a "Web service" as "a software machine designed to sustain interoperable

device-to-device interface over a network". It has an interface explained in a machine-processable format (called as Web Services Description Language, shortly known as WSDL). SOAP messages description will provide the prescription of how web services interact with other systems. Web services architecture depends on the three parts, they are services registry, services requester and services provider. It involves publish, find and bind operations

1. Service provider is the owner of the service, from the business perspective, it is the platform where the hosts access to the service, is an architectural perspective.

2. Service requester is the business that needs certain tasks to be satisfied, is a business perspective. Service requestor is the application that is seeking and begins an interaction with a service. The service requester role can be played by a person or a program on the browser without a user interface, is an architectural perspective.

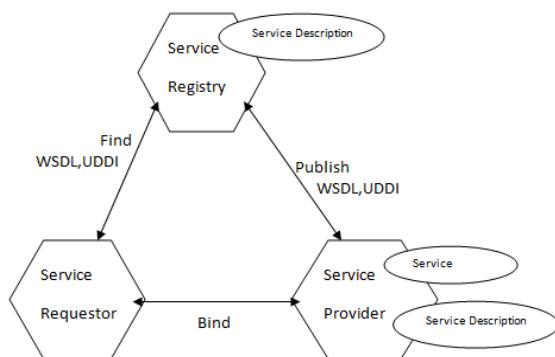


Fig 2.1 Service Oriented Architecture

3. Service registry is a registry where the available services are registered into it, containing the service descriptions, thus the service registry is the place where the service providers publish their services with service descriptions. Service requestors find services and information for services during development for static binding or dynamic binding

II. EXISTING SYSTEM

The basic idea of the existing system is that locate the user with each other who are closely will experience similar services .It undergoes two stage .First stage is to form the region to the user based on the historical QoS experience and physical location of the user. First stage is to divide the user into the different regions undergoes three steps (i) region extraction features (ii) Region similarity computation and (iii) region aggression. Region features extraction means extracting the user by using region center which contain the average RTT (response time).thus it undergoes regions sensitive services, region sensitivity and sensitive region. Then similarity between the region will be defined by PCC (Pearson correlation coefficient).after similarity has been found, similarity regions are aggregated. In the aggregation algorithm, sensitivity regions are collected in the vectors and this region can be combined to form the larger region. Second stage is predication Qos values of the requested services to get the best services .After region are formed, thousands of users can be into larger region. The regions centre will provide services experience of those regions.

A. Hybrid Collaborative Filtering.

Recommender systems will use the collaborative filtering techniques. Collaborative filtering has two senses, a direct meaning and more general meaning. In general meaning, collaborative filtering is the process of filtering of information or patterns using techniques involving collaboration between multiple agents, viewpoints, data sources, etc. Large data sets were involved in application collaborative filtering. Data including: intellectual and examining data; financial data, such as financial or in electronic commerce and web applications where the focus is on user data, etc, will use collaborative filtering method to filter the information. Thus the collaborative filtering is the filtering of user data, although various methods and approaches are applied to the other applications for filtering. In the direct meaning, collaborative filtering is a technique of making automatic forecast (filtering) about the attention of a user by collecting preferences or favourite information from users (collaborating). collaborative filtering approach is that if a user *A* has the similar interest as a user *B* on a services, user *A* is expected to have *B*'s view on a various issue *x* than to have the view on *x* chosen randomly by user. For example, a CF recommendation system for television tastes might create predictions regarding which television show a user should akin to specified partial list of that user's interest or preferences. Remind that these predictions or guess are exact to the services user, but collect information from many other users. Many applications mingle the memory-based CF algorithm and the model-based CF algorithms. Thus the

limitations of native CF approaches will be overcome by hybrid CF algorithm. It increase over all predict performance. Importantly, thus the hybrid collaborating filtering will overcome the drawbacks such as sparsity and loss of information in collaborative filtering. However, hybrid CF have increase in complexity and more expensive to implement the hybrid CF

B. Som (Self-Organising Maps)

A self-organizing map (SOM) or self-organizing feature map (SOFM) is one of the artificial neural network (ANN) that is instructed using unsupervised learning to generate a low-dimensional from high-dimensional(typically two-dimensional), discretized representation of the input space of the training samples, called a **map**. Self-organizing maps use a neighborhood function to safeguard the topological properties of the input space which makes artificial neural networks to be difference from other network.

Algorithm of SOM

1. Randomize the map's nodes' weight vectors
 2. Take an input vector $D(t)$.
 3. Pass through each node in the map
 4. Apply the Euclidean distance formula to find the similarity between the input vector and the map's node's weight vector
 5. Pursue with the node that generate the smallest distance (this node is the best matching unit, BMU)
 6. Update the nodes in the neighbourhood of the BMU (including the BMU itself) by pulling them closer to the input vector
- $$\mathbf{Wv}(s + 1) = \mathbf{Wv}(s) + \Theta(u, v, s) \alpha(s)(\mathbf{D}(t) - \mathbf{Wv}(s))$$
7. Increases and repeat from step 2 while $s < \lambda$

B. Drawbacks in Existing System

In the existing system, the best predicted a service to the requested services is show in the visualization map. So that it has no interaction with user when visualizing, less information about service and cannot found the exact location of services

III. PROPOSED SYSTEM

Though the existing system will provide better accuracy to requested services in the visualization map, but it is unable to give more information about location and service provide by the company. In order to overcome drawback of existing system we provide the interactive visualization map, so user can interact with it. Visualization map allow the user to zoom in ,zoom out so that one can know which company will provide the better services .Interactive visualization maps will also provide longitude and latitude so that it make the user know the exact location where the services are provide. Through the interactive

visualization map more information about the services also give, interactive visualization map is done by the techniques called subsurface geology techniques

A.Som-Based Visualization Techniques

SOM-based visualization techniques works on cluster identification. This techniques use U-Matrix proposed by Ultsch will use color coding to known the distance between neighbouring map units. The colour coding representation resulting in the cluster identification. This technique will also use the P-Matrix which used to visualizing the data density and map units' distances. Thus SOM-based visualization techniques will use the U-matrix * which will mingle the U-matrix and P-Matrix techniques to provide the better cluster identification. Cluster connection visualization is method used in this techniques where it provide the connection between neighbour units are get into the only one cluster and highlighted. It uses the smooth data graph to display the area of equal data density. It uses the orthogonal representation to display the cluster boundaries by creating the borderline representation Summarization of the visualization techniques and interaction possibilities provided by all data exploration tools. The interaction criteria are judged as -(not available), _(basic functionality), and +(advanced functionality). Visualizations are not judged by their quality. The basic sign (_) indicates the availability of visualization.

| | Java SOMToolbox | Viscovery SOMine | Synapse | Matlab SOMToolbox | SOMvis | VisiSOM | Heidemann et al. | Moehrmann et al. | Schreck et al. | Torkkola et al. | Kanaya et al. |
|--------------------------------|-----------------|------------------|---------|-------------------|--------|---------|------------------|------------------|----------------|-----------------|---------------|
| Data preprocessing | o | + | o | o | o | o | - | - | - | - | - |
| Interaction with map | + | + | + | - | - | - | o | o | o | o | o |
| Interaction with data | - | o | o | - | o | o | - | - | - | o | - |
| Interaction with visualization | + | o | o | - | o | o | o | o | o | o | - |
| Label assignment | - | o | o | - | - | - | + | + | - | - | - |
| Data visualization | | | | | | | o | o | o | | |
| Data histograms | o | o | o | o | o | o | | | | | o |
| Class histogram | o | o | o | o | o | o | o | o | | | |
| Cluster connections | o | | | | | | | | | | o |
| Clustering | o | o | o | o | o | o | | | | | o |
| Component planes | o | o | o | o | o | o | | | | o | o |
| Metro map | o | | | o | | | | | | | |
| Neighborhood graph | o | | | o | | | | | | | |
| U-Matrix | o | o | o | o | o | o | o | o | o | o | o |
| U*-matrix | o | | | o | | | | | | | |
| P-Matrix | o | | | o | | | | | | | |
| Response surfaces | o | | | o | | | o | | | | |
| Sky-metaphor visualization | o | | | | | | | | | | |
| Smoothed data histograms | o | | | o | | | | | | | |
| Vector fields | o | | | o | | | | | | | |

B. Advantage

- More informative
- More interactive with user
- Provide the exact location services provider
- Easy identifiable

CONCLUSION

Our project is about accuracy, which allows user to choose the optimal one service from best predicated services. Thus performances of the web services are improved. Thus the project present the visualization map about predicted services based on the personalized QoS. This system overcome drawback of existing system by using the collaborative filtering that same services from similar location have different QoS performance will be solved. It also provide more informative and user friendly by allowing user to visual the best service and can do zoom in ,zoom out ,search the services ,rotate the map etc.

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