

# Computing Appropriate Representations for Multidimensional Data

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# Before Restructuring

World Consumption (US\$bil)


Sales: 2000	Beer	Water	Soda	Wine	Milk
Europe	4	4	7	6	5
America	4	5	7	7	6
Asia	3	3	6	5	5
Africa	2	2	6	5	4

# After Restructuring


World Consumption (US\$bil)

Sales: 2000	Beer	Water	Milk	Wine	Soda
America	4	5	6	7	7
Europe	4	4	5	6	7
Asia	3	3	5	5	6
Africa	2	2	4	5	6

# “Switch”



	Beer	Water	Soda	Wine	Milk
Europe	4	4	7	6	5
America	4	5	7	7	6
Asia	3	3	6	5	5
Africa	2	2	6	5	4



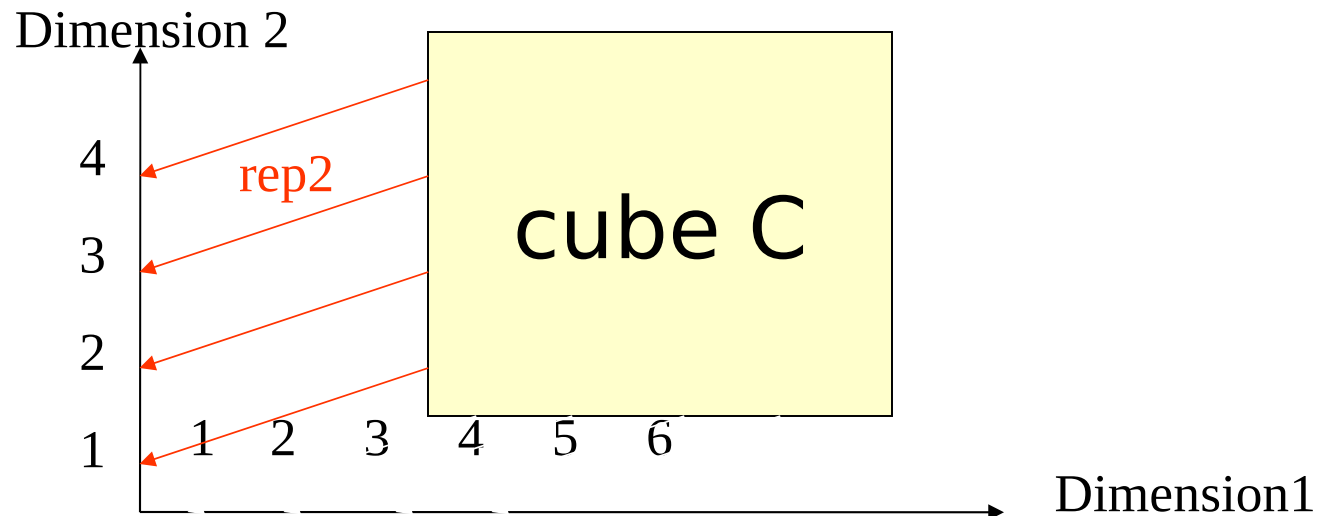
	Beer	Water	Milk	Wine	Soda
America	4	5	6	7	7
Europe	4	4	5	6	7
Asia	3	3	5	5	6
Africa	2	2	4	5	6

# Motivation

- ◆ Many representations of a given cube
  - ◆ Constructed by the User
- ◆ What are the most appropriate representations
  - ◆ Quality of a Representation
- ◆ How to compute these Representations
  - ◆ "switch" operator

# Representation

- ◆ Given a n-dimensional cube C, a representation of C is a set of n mappings:
  - ◆ one mapping per dimension
  - ◆ associates each member to an integer



# Example: 2-dimensional cube

$\langle C, \{x, y\}, \{a, b\}, \{1, 2, 3, 4\}, m_c \rangle$  where  
 $m_c(x, a) = 1, m_c(y, a) = 2, m_c(x, b) = 3, m_c(y, b) = 4$

**Four possible representations:**

$R_1$

2 a	1	2
1 b	3	4
	x	y

$R_2$

2 b	3	4
1 a	1	2
	x	y

$R_3$

2 b	4	3
1 a	2	1
	y	x

$R_4$

2 a	2	1
1 b	4	3
	y	x

**Note:**

a	1	3
b	2	4
	y	x

**Not a representation of C**

# Position of a Cell

		$R_1$	
2 a	1	2	
1 b	3	4	
	x	y	

**The position of cell  $c_1 = \langle x, a, 1 \rangle$  is  $\langle 1, 2 \rangle$**

**The position of cell  $c_2 = \langle y, b, 4 \rangle$  is  $\langle 2, 1 \rangle$**



# Cell Ordering

- A cube  $C = \langle C, dom_1, \dots, dom_n, dom_m, m_c \rangle$
- A representation  $R_c = \{rep_1, \dots, rep_n\}$
- Cells  $c = \langle m_1, \dots, m_n, m \rangle$   
 $c' = \langle m_1', \dots, m_n', m' \rangle$

$$c <_{RC} c' \text{ iff } \forall i \in [1, \dots, n], rep_i(m_i) \leq rep_i(m_i')$$

- $<_{RC}$  is a partial ordering

# Cell Ordering – an example

$$c_1 = \langle x, a, 1 \rangle$$

$$c_3 = \langle x, b, 3 \rangle$$

$$c_2 = \langle y, a, 2 \rangle$$

$$c_4 = \langle y, b, 4 \rangle$$

	<b>R</b>	
a	<b>1</b>	<b>2</b>
b	<b>3</b>	<b>4</b>
	x	y

We have:

$$c_3 <_R c_1 \quad c_3 <_R c_2 \quad c_3 <_R c_4$$

$$c_1 <_R c_2 \quad c_4 <_R c_2$$

Note that  $c_1$  cannot be compared to  $c_4$

# Misplaced Cell

- Given a representation  $R_c$  of a cube  $C$
- $c = \langle m_1, \dots, m_n, m \rangle$  is **misplaced w.r.t.  $R_c$**  if
  1.  $m \neq \perp$

**and**

  2.  $\exists c_1 = \langle m_1', \dots, m_n', m' \rangle \in C$  such that
$$c <_{R_c} c_1 \text{ and } m > m'$$

**or**

  - $\exists c_2 = \langle m_1'', \dots, m_n'', m'' \rangle \in C$  such that
$$c_2 <_{R_c} c \text{ and } m'' > m$$

# Characterizing the Representation

Given a representation  $R_C$  of a cube  $C$

$M_{R_C}(C)$  : number of misplaced cells in  $C$  w.r.t.  $R_C$

- $R_C$  is a **Perfect Representation (PR)** if
$$M_{R_C}(C) = 0$$
(i.e. there are no misplaced cells w.r.t.  $R_C$ )
- $R_C$  is an **Optimal Representation (OR)** if
$$\forall R'_C, M_{R'_C}(C) \geq M_{R_C}(C)$$
(i.e. there is no other 'better' representation)

# Switching

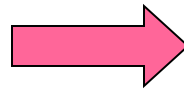
$$\text{switch}(j, p, q)(R_c) = R'_c$$

$R'_c$  is obtained from  $R_c$  by permutation of rows  $p$  and  $q$  of dimension  $j$

## Example

$R_1$

a	1	2
b	3	4
	x	y



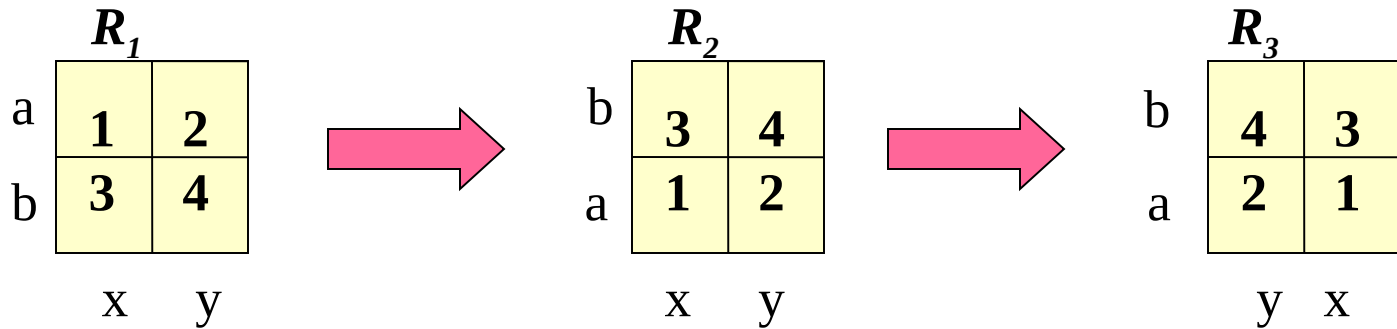
$$\text{switch}(1, a, b)(R_1)$$

$R_2$

b	3	4
a	1	2
	x	y

# Arrangement

An **arrangement** is a finite composition of switches



$$\text{switch}(1, a, b)(R_1) = R_2 \quad \text{switch}(2, x, y)(R_2) = R_3$$

$$\text{switch}(2, x, y)(\text{switch}(1, a, b)(R_1)) = R_3$$

Notation:  $R_3 = \text{arr}(R_1)$

# PR Problem

**For a given cube and a given representation of this cube,**

- **Test whether there exists at least one PR**
  - **If so, compute one PR**
- **If there are more than one PR**
  - **Compute the number of PRs**
  - **List all the arrangements leading to these PRs**

# Basic Theorem

**A representation of a cube is a PR  
*if and only if*  
every row in every dimension is sorted**

Sketch of the proof:

- *If:* Trivial since if a representation is a PR then every row in every dimension must be sorted

- *Only if:* Consider the following example which can *not* be a PR. If every row is sorted then

we must have:  $X \geq 1, Y \geq 1, X \leq 0, Y \leq 0$

		<b>R</b>	
a	<b>X</b>	<b>0</b>	
b	<b>1</b>	<b>Y</b>	
	x	y	

**impossible**



# Case 1

No duplicates and no null values in each row

- There exists *at most* one *PR* of a given cube  $C$
- If there exists a representation such that for one dimension, a row  $r$  is sorted and another row  $r'$  is *not* sorted, then there exists no *PR*
- If a *PR* exists, then it can be obtained by sorting *only* one row in each dimension

# Case 1

No duplicates and no null values in each row

input: The representation of a cube  $C$

output: The PR of  $C$  or the indication “no PR”

For each dimension  $k$  of  $C$  do:

    choose a row  $r$  in  $k$

    sort  $r$

    for every row  $r'$  in  $k$  do

        check if  $r'$  is sorted

        if  $r'$  is unsorted then

            exit with output “non PR”

# Case 2

## Dealing with duplicates & no null values

$R_1$

b	4	3
a	1	1
	x	y

$R_2$

b	3	4
a	1	1
	y	x

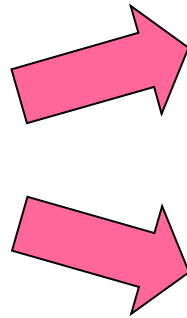
Sorting row  $\langle a \rangle$  may lead to representation  $R_1$  which is **not** perfect since row  $\langle b \rangle$  is not sorted

Sorting row  $\langle b \rangle$  leaves row  $\langle a \rangle$  **unchanged** and gives a PR

# Case 3

## Dealing with null values

b	1	⊥	4	2	⊥
a	1	2	3	⊥	⊥
	v	y	w	x	z



b	1	2	⊥	4	⊥
a	1	⊥	2	3	⊥
	v	x	y	w	z

b	1	⊥	2	4	⊥
a	1	2	⊥	3	⊥
	v	y	x	w	z

# Null values

	$R_1$		
b	$\perp$	0	sorted
a	1	$\perp$	sorted
	x	y	
sorted		sorted	

	$R_2$		
b	0	$\perp$	
a	$\perp$	1	
	y	x	

**But  $R_1$  is not a PR !**

**$R_2$  is a PR**

**$R_1$  is a Weak PR (WPR)**

# Open issues

- ◆ PR Problem with Null Values
- ◆ Introducing an Efficient Implementation
- ◆ Identifying all ORs and their Arrangements
- ◆ Use other OLAP operations (e.g. roll-up)
- ◆  $t$ -OR Problem: given a threshold  $t$ , find  $R_c$  of  $C$  such that

$$M_R(C) \leq t$$

# What we did next

- ◆ Investigate AI search techniques to compute representations of good quality
  - ◆ Genetic algorithm
  - ◆ Hill climbing