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A New Approach for Improving Computer Inspections by using Fuzzy Methods for Forensic Data Analysis

By P. Jyothi & S. Murali Krishna

University MITS College Madanapalli, India

Abstract- Now a day's digital world data in computers has great significance and this data is extremely critical in perspective for upcoming position and learn irrespective of different fields. Therefore we the assessment of such data is vital and imperative task. Computer forensic analysis a lot of data there in the digital campaign is study to extract data and computers consist of hundreds of thousands of files which surround shapeless text or data here clustering algorithms is of plays a great interest. Clustering helps to develop analysis of documents under deliberation. This document clustering analysis is extremely useful to analyze the data from seized devices like computers, laptops, hard disks and tablets etc. There are total six algorithms used for clustering of documents like K-means, K-medoids, single link, complete link, Average Link and CSPA. These six algorithms are used to cluster the digital documents. Existing document clustering algorithms are operated in single document at a time. In the proposed approach of these working algorithm applied on multiple documents at a time. Now we using clustering technique named as agglomerative hierarchical clustering which gives better finer clusters compared to existing techniques.

Keywords: *clustering, forensic analysis, clustering algorithms, hierarchical agglomerative clustering algorithm.*

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P. Jyothi ^α & S. Murali Krishna ^σ

Abstract- Now a day's digital world data in computers has great significance and this data is extremely critical in perspective for upcoming position and learn irrespective of different fields. Therefore we the assessment of such data is vital and imperative task. Computer forensic analysis a lot of data there in the digital campaign is study to extract data and computers consist of hundreds of thousands of files which surround shapeless text or data here clustering algorithms is of plays a great interest. Clustering helps to develop analysis of documents under deliberation. This document clustering analysis is extremely useful to analyze the data from seized devices like computers, laptops, hard disks and tablets etc. There are total six algorithms used for clustering of documents like K-means, K-medoids, single link, complete link, Average Link and CSPA. These six algorithms are used to cluster the digital documents. Existing document clustering algorithms are operated in single document at a time. In the proposed approach of these working algorithm applied on multiple documents at a time. Now we using clustering technique named as agglomerative hierarchical clustering which gives better finer clusters compared to existing techniques. Finally estimated clusters and it takes less time for analyze the clusters in forensic analysis; they also find similarity between all documents in clusters.

Keywords: clustering, forensic analysis, clustering algorithms, hierarchical agglomerative clustering algorithm.

I. INTRODUCTION

In computer forensic process is impacted by large amount of data. This has roughly distinct as restraints that mergelement of law and computer sciences to gather and examine information from computer systems. In our study there are hundreds of files are there in instructed format. For this analysis they have some methods like machine learning and data mining are of great importance. Clustering algorithms are usually needed to grouping data in files, where there is practically no prior knowledge about the information[1][13]. From a more specialized perspective, our datasets comprise of unlabeled objects. In addition, actually expecting that named

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datasets could be accessible from previous analysis, there is very nearly no hope that the same classes would be still legitimate for the upcoming information, got from different computers also related to different examinations. More definitely, it is likely that the new information would come from different locations. In this way, the utilization of clustering algorithms, which are fit for discovering latent patterns from content documents found in seized computers, can improve the analysis performed by the expert examiner. The methods of rational clustering algorithm objects within a substantial group are more like one another than they are two objects belongs to alternative group[1]. Along those data partition has been actuated from data. The expert examiner may concentrate on interesting on delegated documents from the obtained set of groups by performing this task of examination of all documents. In a more functional and sensible situations, domain experts are rare and have limited time accessible for performing examinations. Therefore it is sensible to expect that finding a significant document. The examiner could prioritized the investigation of different documents belongs to the cluster interest.

Clustering algorithm has been mulled over for a considerable length of time and the literature on the subject is huge. Therefore, we decided to demonstrate the capability of the proposed methodology, namely: the partition algorithms K-Means, K-Medoids, the hierarchical single link, complete link, average link and the cluster ensemble algorithm known as CSPA[3]. It is well known that the number of clusters demonstrating parameter of many algorithms and it is generally having an earlier knowledge. However the number of clusters has not been examined in the computer forensics. Really we could not even spot one work that is sensibly close in its application area and that reports the utilization of number of algorithms capable finding the number of clusters [3].

II. REVIEW OF RELATED RESEARCH

In our software development process research is the most important one. In this is based on the time factors, economy and company strength we can determine the developing process. Once the programmer start the work based on experts

suggestions and gather related information to different websites based on their work. Before building the system each and developer can maintain the above requirements report.

C. M. Fung et al. [7] have present an agglomerative and divisive hierarchical clustering to group the documents into clusters, cluster in a documents have high similarity to each other, the dissimilar documents into other group. Likewise no labeled documents are provided in clustering. Hence these are known as unsupervised learning. Hence the clusters are analyzed into a tree that facilitates browsing. The parent- child relationship among the nodes in the tree can be viewed as a topic-subtopic relationship.

B. Fei *et al.* [3] have discusses the application of a self-organizing map (SOM) is to support decision making by computer forensic investigators and assist them in conducting data analysis in a more efficient manner and also SOM produces patterns similarity in data sets. Author explores great ability to interpret, explore data generated by computer forensic tools.

Alexander Strehlet al. [2] hasintroduces three effective and efficient techniques to obtaining high quality combiners. In first combiner induce Partitioning and re-clustering of objects is based on similar measure, second is based on hyper-graph and third is based on collapse group of clusters into meta-clusters which participate to find individual object to the combined clustering. By using the three approaches to provide the low computational costs and feasible to use a supra-consensus function against the objective function and provide the best results.

L. F. Nassif et al. [5] have present an approach that applies document clustering algorithms to forensic analysis of computers seized in police examinations. Author represents experimentation with six well-known clustering calculations (K-Means, K-medoids, Single Link, Complete Link, Average Link, and CSPA) applied to five certifiable datasets acquired from computers seized in true examinations. Investigations have been performed with different combination of parameters, resulting in 16 different instantiations of algorithms. Moreover, two relative legitimacy records were utilized to consequently appraise the quantity of clusters. In the event that suitably introduced, partition algorithms (K-means and K-medoids) can likewise respect great results.

Ying Zhao et al. [8] have use high quality clustering algorithms play an essential part in giving intuitive navigation and browsing mechanism by sorting large amount of data into a little number of meaningful clusters. Specifically clustering algorithm, hierarchical clustering that assemble meaningful hierarchies out of large amount of accumulations. This all concentrates on document clustering algorithm that manufactures such various leveled solutions.

a) *Hierarchical Agglomerative Algorithm*

Hierarchical clustering algorithms are either top-down or bottom up. Bottom-up algorithms treat each one record as a single cluster at the beginning and after that progressively merge (or agglomerate) sets of clusters until all groups have been merged into a single group that contains all documents. Bottom-up hierarchical clustering is in this way called hierarchical agglomerative grouping or HAC. Top-down clustering requires a technique for splitting a group. It continues by splitting clusters recursively until individual documents are arrived. In the Hierarchical Agglomerative Algorithm assumes each one document as a solitary of cluster at beginning and after that progressively agglomerative pair of clusters into single group of clusters have been agglomerate into single group that contain similar type of documents.

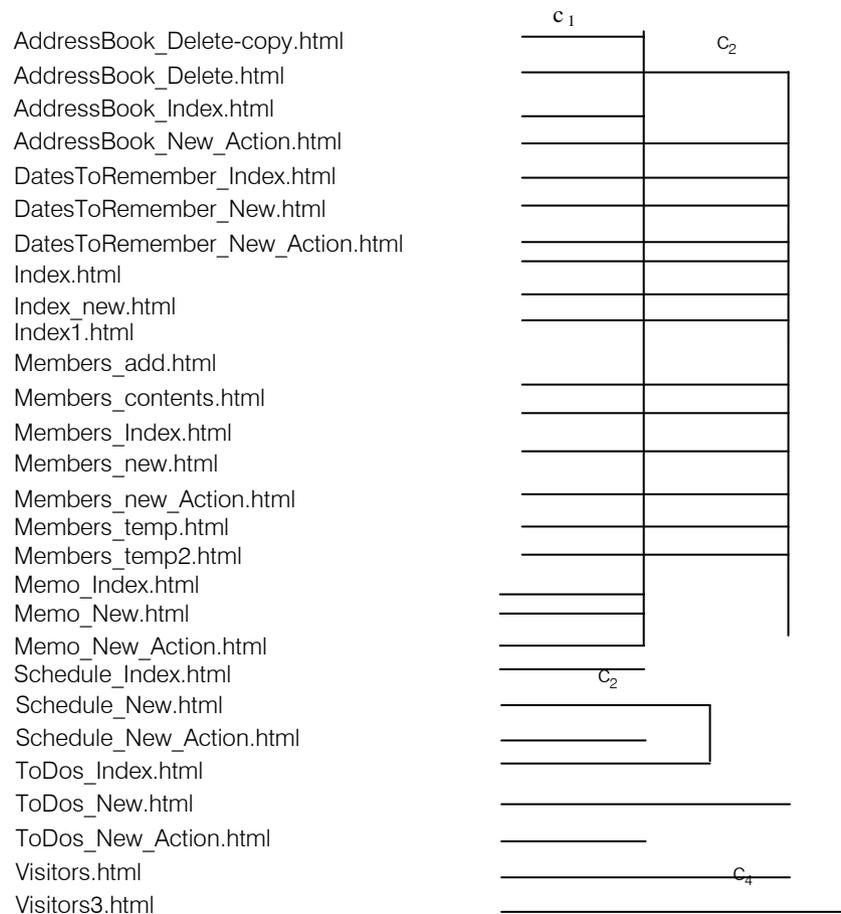


Figure 1 : A diagram shows the clustering of 28 documents

i. Cluster Formation

By passing up from the bottom to top process of clusters the dendrograms used to reproduce the historical environment of consolidations that brought about the represented clustering. For example, we see that the two documents permittedAddressBook_Delete-copy.html and AddressBook_New_Action.html were combining in Figure(1) and that the last combine added Visitors.html to a cluster comprising of the other 27 documents.

ii. Finding Similarity

The Hierarchical Agglomerative clustering is usually defined as a dendrograms as illustrate in Fig (1). Each combination is signified by a horizontal line. That line represents similarity between two documents, where documents are viewed as single clusters. We call this similarity the combination similarity of the combined documents. For example, the combination similarity of the documents Schedule_New.html and ToDos_Index.html consisting of Figure (1) is ≈ 0.19 . This defines the cosine similarity of clusters as 1.0.

III. FRAMEWORK REQUIREMENTS

For finding the meaningful data from the dataset, researchers have used data mining techniques,

in which clustering is one of the popular techniques. Let DS will taking as our dataset represented as $DS = \{d_1, d_2, \dots, d_n\}; 1 \leq l \leq n$, where n is the number documents in a dataset DS. In our propose system basically there are three important steps which are as follows

- 1) Preprocessing
- 2) Cluster Formulation
- 3) Forensic analysis

1. Preprocessing

In preprocessing step there are three steps such as a) fetch a file contents, b) Stemming, c) Stop word Removal. These 3 steps are used to remove the noise and inconsistent data. In first step fetch the dataset and perform the second operation with the help of porter stemming. In this stemming is based on the idea that the suffixes in the English language are mostly made up of a combination of smaller and simpler suffixes. If the words end with ed, ing, ly etc that words are removed. This step is a linear step stemmer [16]. In this last step is remove the stop words with the help of Stop token filter.[17] Stop words in a document like to, I, has, the, be, or etc. stop words are the foremost frequent words with in the English language. Stop words blot your index while not providing any additional worth.



frequent words with in the English language. Stop words blot your index while not providing any additional worth. At that point, we received a customary statistical methodology for text mining, in which documents are meant in a vector space model. In this each one model, each one document is denoted by vector containing the frequencies of events of words. To process the distance between reports, two measures have been utilized specifically: cosine-based separation and hierarchical agglomerative clustering. After these steps our data will be relevant.

2. Cluster Formulation

This session exhibits the mining of datasets from the preprocessed dataset. For each document the similarity of the concentrated words from the preprocessed step is processed and the top comparability documents are clustered first this. This session depicts the mining of successive item sets from the preprocessed content documents. For each document the recurrence of the concentrated words from the preprocessing step is registered and the top continuous words from each are taking out. From the set of top frequent words, the binary database is framed by getting the unique words.

a) Hierarchical Agglomerative Clustering Algorithm

Hierarchical agglomerative algorithms treat every one document as a singleton cluster toward the starting and thereafter dynamically consolidation set of clusters until all clusters have been melded into a single cluster that contains all documents.

Input: List of Documents $D=d_1, d_2, \dots, d_n$

Output: Clusters result $C= \{c_1, c_2, \dots, c_n\}$

1. For $i=1$ to n do
2. For the given list of documents each document is treated as a specified
3. Finding parsers //those are the unique words in documents
4. Suppress non-dictionary words
5. Get unique edges in this documents
6. Initialize clusters
 - a. For $n \leftarrow 1$ to N
 - b. Applying clustering to the items

Constructing histogram //for analyzing clusters

h_{min} should be 1.0; h_{max} should be 0.0

For T to $1 \leftarrow n-2$

For J to $1 \leftarrow n-1$

$t_{sim} = \text{sim}(\text{doc}[t], \text{doc}[j])$ {If $(h_{min} > t_{sim})$ $h_{min} = t_{sim}$;

If $(h_{max} < t_{sim})$ $h_{max} = t_{sim}$; }

7. Finding analogosity

3. Forensic Analysis

This will be the last step in proposed method. Here the algorithm process initially provides a topological arrangement between neurons at convergence of documents. Here we can analyze the number of clusters from our selected dataset. At final step this process will calculate the similarity between formed documents with less time compared to other algorithms.

III. IMPLEMENTATION

The implementation process of clusters can done through number of steps that process will needed for the purpose of good cluster similarity between clusters. The follower can do these steps very care full. In this process first collect the documents from local systems then perform preprocessing- In preprocessing step there are three steps such as a) fetch a file contents, b) Stemming, c) Stop word Removal. These 3 steps are used to remove the noise and inconsistent data. In first step remove the stop word prepositions, pronouns, irrelevant documents data(a, an ,the etc)[17] and later on to do stemming on that file which will be removing Portuguese words(ing and edetc)[16] from the upcoming data. At that point, we received a customary statistical methodology for text mining, in which documents are meant in a vector space model.[19] In this model, each one document is denoted by vector containing the frequencies of events of words. To process the distance between reports, two measures have been utilized specifically: cosine-based separation and hierarchical agglomerative clustering. After these steps our data will be relevant.

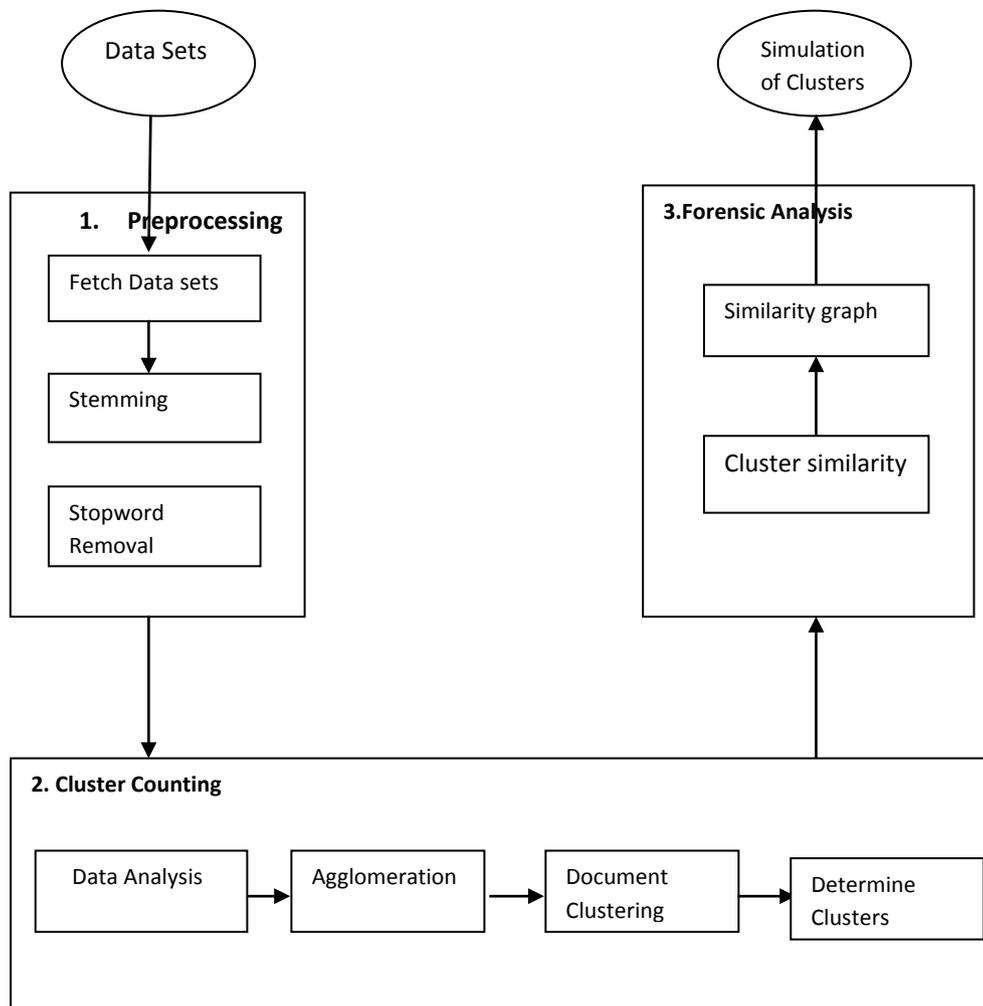


Figure 1 : Architecture implementation of clustering process

The next step of this process will take clusters counting. Here, data will collect from the previous step. Then analyze data for estimating relevant clusters, by using agglomerative algorithm. In this algorithm data is analyzes from multiple documents, and then divide similar documents and dissimilar documents. Based on the priority of data high priority documents are saved under one cluster and comparison of first cluster less similarity documents are stored under next cluster based on the algorithmic perspective. Then, the last step algorithm finds the similarity of all cluster consisting documents. In this comparison include clusters containing each and every document is compared and finds similarity between them. This algorithm plays a important role in this process compared to other algorithms.

IV. EXPERIMENTAL RESULTS

In this proposed approach experimentation developed by java (JDK 2.0). In the process of running and executing the main file. After executing main file

dataset containing documents are loaded that are shown in figure (1). Here we are taking 26 documents[0-25] these all documents are under 8 different areas. Like Address Book [0-2], Members[8-14] etc those are shown in figure (2). These 8 different partitions are clustered into 4 groups named as C1,C2,C3, C4. In C1 under documents are [0, 1, 7, 8, 9, 11, 15], C2 under documents are [2, 3, 4, 5, 6, 13, 14, 16, 17, 18, 19, 20, 21, 22, 23, 24], C3 under documents are [10, 12] and C4 under documents are [25] shown in figure (3) and finding similarity between all documents shown in figure (4).



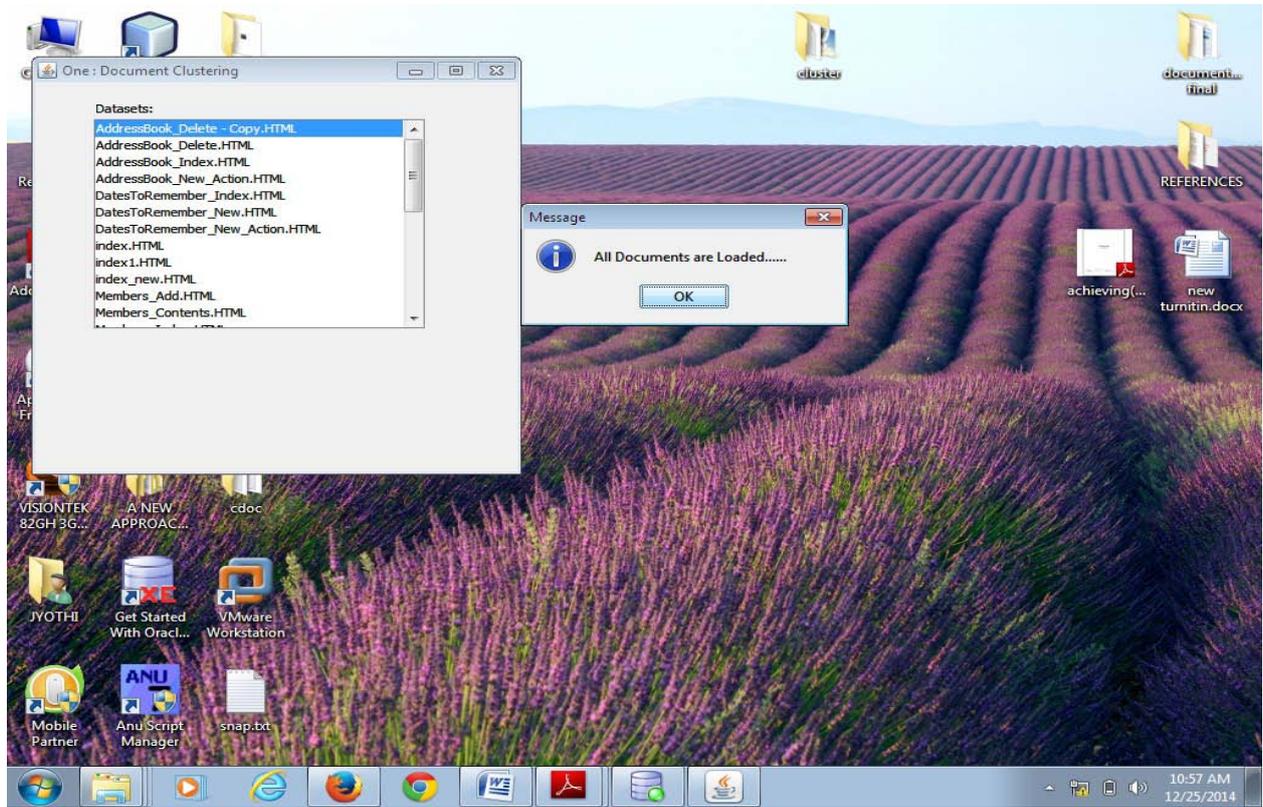


Figure (1) : Loading documents

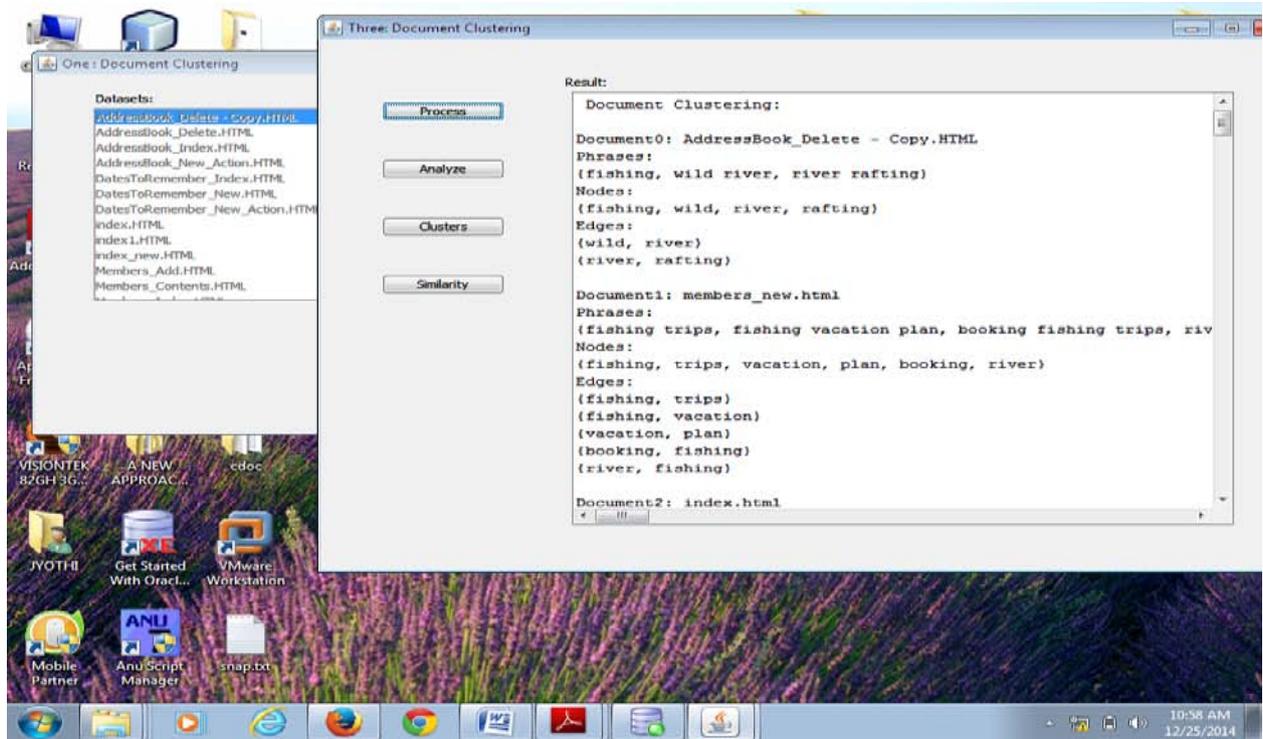


Figure (2) : Processing input documents

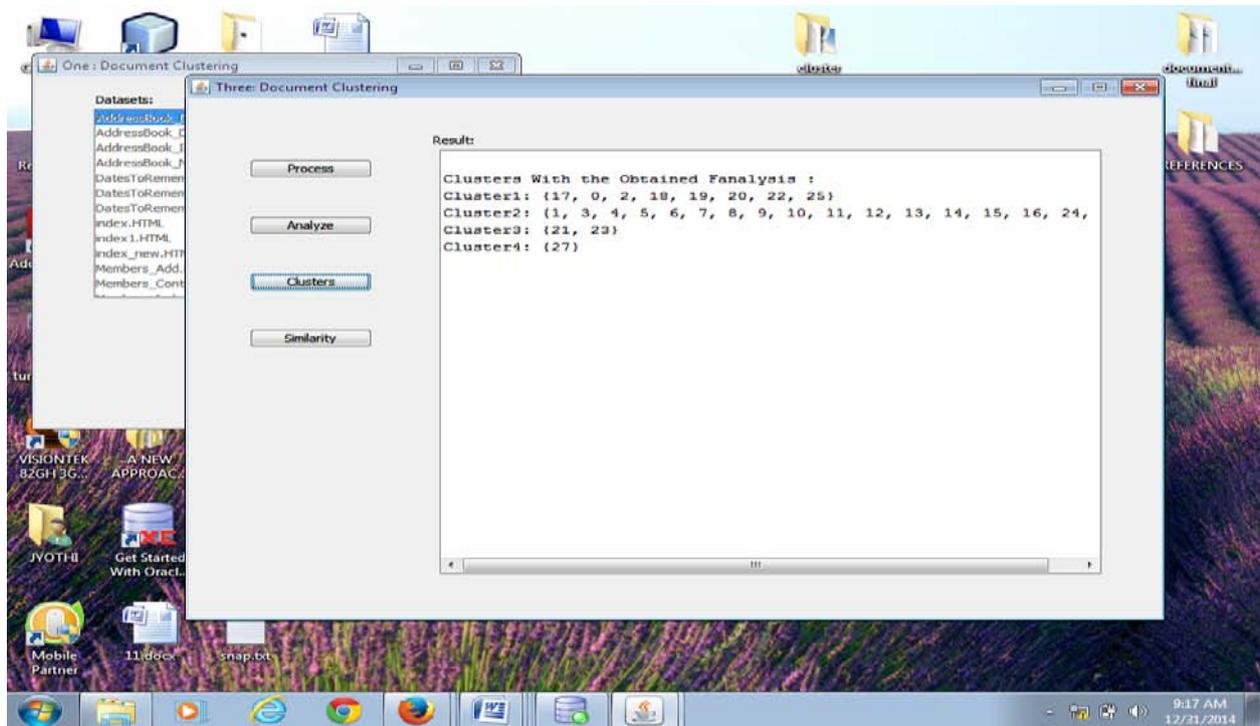
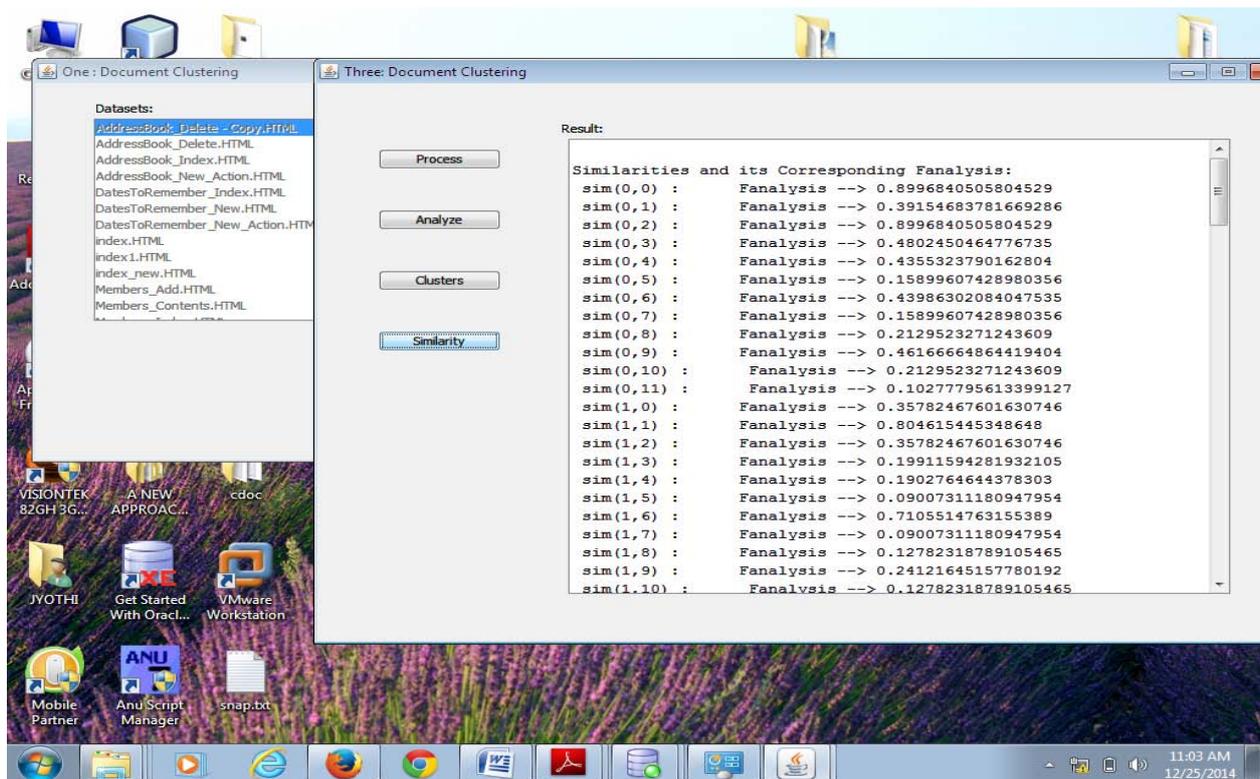


Figure (3) : Cluster Analysis



Finding (4) : Finding similarity between documents

V. CONCLUSION

We use an approach for clustering documents which can become an ideal application forensic analysis of computers. There are several practical results based on our work which are extremely useful. In our work, the algorithm known as hierarchical clustering algorithm that yields the best results. In spite of this algorithm we find the number of similar and dissimilar documents in our input documents and also finding the similarity between the documents.

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Testability Assessment Model for Object Oriented Software based on Internal and External Quality Factors

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Abstract- Software testability is coming out to be most frequent talked about subject then the underrated and unpopular quality factor it used to be in past few years. The correct and timely assessment of testability can lead to improvisation of software testing process. Though many researchers and quality controllers have proved its importance, but still the research has not gained much momentum in emphasizing the need of making testability analysis necessary during all software development phases. In this paper we review and analyse the factors affecting testability estimation of object oriented software systems during design and analysis phase of development life cycle. These factors are then linked together in the form of new assessment model for object oriented software testability. The proposed model will be evaluated using analytical hierarchical process (AHP).

Keywords: *software testability, testability factors, object oriented software testability assessment model.*

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Testability Assessment Model for Object Oriented Software based on Internal and External Quality Factors

Harsha Singhani ^α & Dr. Pushpa R. Suri ^σ

Abstract- Software testability is coming out to be most frequent talked about subject then the underrated and unpopular quality factor it used to be in past few years. The correct and timely assessment of testability can lead to improvisation of software testing process. Though many researchers and quality controllers have proved its importance, but still the research has not gained much momentum in emphasizing the need of making testability analysis necessary during all software development phases. In this paper we review and analyse the factors affecting testability estimation of object oriented software systems during design and analysis phase of development life cycle. These factors are then linked together in the form of new assessment model for object oriented software testability. The proposed model will be evaluated using analytical hierarchical process (AHP).

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I. INTRODUCTION

Testability is one of the qualitative factors of software engineering which has been accepted in McCall and Boehm software quality model, which build the foundation of ISO 9126 software quality model. Formally, Software testability has been defined and described in literature from different point of views IEEE [1] defines it as “The degree to which a system or component facilitates the establishment of test criteria and performance of tests to determine whether those criteria have been met” and ISO [2] has defined software testability as functionality or “attributes of software that bear on the effort needed to validate the software product”.

The testability research actually is done from the prospect of reducing testing effort and testing cost which is more than 40% of total development cost of any software [3]. Still, the research in the field of testability has not been done in much detail. It mainly affects the efficiency of overall software development team from project managers, software designers to software testers. As they all need testability assessment in

decision making, software designing, coding and testing[4]. So keeping that in mind, we will take this study further. As discussed in our previous work about testability and testability metrics[5], [6], it has been found that testability research has taken a speed up in past few years only and much of the work has been done using various object oriented software metrics.

In this paper we have proposed a testability evaluation model for assessment during design and analysis phase based on external quality factors and their relation with internal object oriented programming features which affect testability as shown earlier in our work [7]. This paper is organized as follows: Section 2 gives brief overview of software testability related work. Section 3 gives the details of internal object oriented features needed for testability assessment followed by section 4 which gives the details of external quality factors linked and affected due to these features. Section 5 describes the proposed assessment model. It is followed by conclusion and future scope in section 6.

II. SOFTWARE TESTABILITY RELATED WORK

Software Testability actually acts as a software support characteristic for making it easier to test. As stated by Binder [8] and Freedman [9] a Testable Software is one that can be tested easily, systematically and externally at the user interface level without any ad-hoc measure. Whereas Voas [10] describe it as complimentary support to software testing by easing down the method of finding faults within the system by focussing more on areas that most likely to deliver these faults. Hence, over the years Testability has been diagnosed as one of the core quality indicators, which leads to improvisation of test process. The insight provided by testability at designing, coding and testing phase is very useful as this additional information helps in product quality and reliability improvisation [11][12]. All this has lead to a notion amongst practitioners that testability should be planned early in the design phase though not necessarily so. As seen by experts like Binder it involves factors like controllability and observability i.e. ability to control software input and state along with possibility to observe the output and state changes that occur in software. So, overall testable software has to be controllable and observable [8]. But

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over the years more such quality factors like understandability, traceability, complexity and test-support capability have contributed to testability of a system [4].

Software testability measurement refers to the activities and methods that study, analyze, and measure software testability during a software product life cycle. Unlike software testing, the major objective of software testability measurement is to find out which software components are poor in quality, and where faults can hide from software testing. In the past, there were a number of research efforts addressing software testability measurement. Now these measurements can be applied at various phases during software development life cycle of a system. The studies mostly revolve around the measurement methods or factors affecting testability along with how to measure software testability at various phases like Design Phase[8], [12]–[18] and Coding Phase[19]–[22]. Lot of stress has been given upon usage of object oriented metrics for object oriented software testability evaluation during these researches. The metrics investigated related to object oriented software testability assessment mostly belong to static software metrics category. These metrics were mostly adapted from CK [23], MOOD [24], Brian [25], Henderson-Sellers [26] metric suite along with others [27]. Lot of empirical study has been done by researchers like Badri [28], Bruntink [29] and Singh [30] in showing the correlation of these metrics with unit testing effort. Few studies done by Baudry and Genero [31]–[34] have been focussed on UML diagram features from software testability improvisation prospect as found during review of these design diagrams. All this work has been explained in depth in our previous research work [4],[5].

We would take this study further keeping focus mainly on object oriented system as object oriented technology has become most widely accepted concept by software industry nowadays. But testability still is a taboo concept not used much amongst industry mainly due to lack of standardization, which may not be imposed for mandatory usage but just been looked upon for test support[35]. We would actually like to propose a model for testability evaluation based on key programming features and quality factors which in turn make testing easier or difficult within this software. We have followed the steps as mentioned below to formalize the model:

- Identification of internal design features for object oriented software testability assessment
- Identification of static metrics out of many popular metrics for each of these.
- Identification of external factors affecting software testability.

- Establishing link between these external quality factors and internal features which are evaluated through selected object oriented metrics.
- Establishing link between testability and these identified external factors which indirectly link it to identified internal features.
- The Model is followed with evaluation using AHP technique.

III. TESTABILITY FACTORS IDENTIFICATION

Before proposing the testability assessment model we have to first identify the key object oriented programming features which affect the testability at internal level. As already known the object oriented programming is based on three core concepts-Inheritance, Encapsulation and Polymorphism. Where, Inheritance is a mechanism for code reuse and to allow independent extensions of the original software via public classes and interfaces. Whereas, Polymorphism mainly provides the ability to have several forms, and Encapsulation an after effect of information hiding is actually play significant role in data abstraction by hiding all important internal specification of an object and showing only external interface. Now, a programming without these characteristics is distinctly not object-oriented that would merely be programming with some abstract data types and structured coding [36]. But these are not the only factors directing the course of testing in object oriented software, along with them three more identified features namely coupling, cohesion and size complexity. All these features and their influence on testability has already been highlighted in our previous work[4], [5]. Hence these six identified object oriented programming core features would be necessarily required to assess testability for object oriented software at design level. All these internal quality characteristics – Encapsulation, Inheritance, Coupling, Cohesion, Polymorphism and Size & Complexity are as defined below in Table 1 along with details of their specific relation on testability. The relation between these features and testability has been build based on thorough study of many publications [2], [20], [35], [38], [39]etc.

Table 1 : Object Oriented Design Feature Affecting Testability

OO Feature Affecting Testability	Definition	Testability Relation
Encapsulation	It is defined as a kind of abstraction that enforces a clean separation between the external interface of an object and its internal implementation	Encapsulation provides explicit barriers among different abstractions and thus leads to a clear separation of concerns. Thus if not used appropriately it makes system more complex and difficult to trace and test. But yes separation of concerns is good for testability.
Inheritance	It is a measure of the 'is-a' relationship between classes.	Inheritance has a significant influence on complexity, understandability, reusability and testability. Inheritance is one of the major test generation factors[29].
Coupling	It is defined as the interdependency of an object on other objects in a design.	Strong coupling complicates a system since a module is harder to understand, change, or correct by itself if it is highly interrelated with other modules. Thus low coupling is considered good for understandability, complexity, reusability and testability or maintainability
Cohesion	It defines as the internal consistency within the parts of design.	Cohesion is one of the measures of goodness or good quality in the software as a cohesive module is more understandable and less complex. Low cohesion is associated with traits in programming such as difficult to maintain, test, reuse, and even understand.
Size & Complexity	It's the measure of size of the system in terms attributes or methods included in the class and capture the complexity of the class.	Size & Complexity has a significant impact on understandability, and thus testability or maintainability of the system.
Polymorphism	Polymorphism allows the implementation of a given operation to be dependent on the object that "contains" the operation such that an operation can be implemented in different ways in different classes.	Polymorphism reduces complexity and improves reusability. More use of polymorphism leads more test case generation [29].

Now all the above mentioned key features can be measured by many object oriented metrics options available as discussed earlier in our previous article [6]. Most of these metrics are accepted by practitioners on 'heavy usages and popularity' and by academic experts on empirical (post development) validation. But to keep study simple from further evaluation perspective we have suggested the few basic but popular metrics amongst testability researchers. Out of all the popular metrics suites discussed in our previous work [41] few of these static metrics are as explained below in Table2 have been suggested for the evaluation of each of these feature and their effects on any object oriented software testability at design time.

As described in Table2 below for Encapsulation evaluation number of methods metrics (NOM) is being suggested by many researchers for the effect of information hiding on testability[16], [42]. So we kept it for encapsulation evaluation for our model too. Inheritance is evaluated either using Number of Children metrics (NOC) or Depth of Inheritance Tree (DIT) two of

the most popular and efficient inheritance metrics [22], [36], [41], [42]. For Coupling we suggested coupling between objects (CBO) and for cohesion Li & Henry Cohesion between Methods metrics version (LCOM). These two were the most sought after and unparalleled metrics available for assessing coupling and cohesion effect on testability as per literature study and popularity amongst industry practitioners [10], [20], [22], [24], [37], [43]. Though Size & Complexity can be easily measured by many metrics in this category such as number of classes (NOC) ,number of attributes (NOA), weighted method complexity (WMC) metrics but due to its significant role, popularity and association in number of test case indication pointed WMC is most appropriate [8], [28], [44]. Polymorphism is one of the underlying factors affecting testability but as quite stressed by early researchers like Binder and others [8], [25] as it results in testability reduction ,we suggest chose polymorphism factor metrics (POF/PF) one of the quick and reliable polymorphism evaluation method for testability assessment.

Table 2 : Selected Metrics Details for Testability Evaluation

Testability Factor	Metrics Name	Description
Encapsulation	No of Method (NOM)	This metric is the count of all the methods
Inheritance	No of Children (NOC)/ Depth of Inheritance Tree (DIT)	Where NOC metric is the count of children of super-class in the design and DIT metric is the distance of a class from the root.
Coupling	Coupling Between Object (CBO)	This metric count of the different number of other classes that a class is directly coupled to. (Two classes are coupled when methods declared in one class use methods or instance variables defined by the other class)
Cohesion	Cohesion Metric (LCOM)	This metric computes the relatedness among methods of a class based upon the parameter list of the methods.
Size & Complexity	Weighted Method Complexity (WMC)	It s the count of sum of all methods complexities in a class
Polymorphism	No of methods overridden (NMO)	It is count of overridden method in a subclass

IV. QUALITY FACTORS & PROPOSED TESTABILITY ASSESSMENT MODEL

Our proposed testability model is based on Dromey’s software quality model [39] which has been a benchmark in use for various quality features as well as many testability models so far. So, as discussed above we have already highlighted all the internal design features from testability perspective as pointed by many researchers. These features directly or indirectly affect the quality factors which further make software may or may not more testable. The studies indicate encapsulation promotes efficiency and complexity. Inheritance has a significant influence on the efficiency, complexity, reusability and testability or maintainability. While low coupling is considered good for understandability, complexity, reusability and testability or maintainability, whereas higher measures of coupling are viewed to adversely influence these quality attributes. Cohesion is viewed to have a significant effect on a design’s understandability and reusability. Size & Complexity has a significant impact on understandability, and testability or maintainability. Polymorphism reduces complexity and improves

reusability. Out of six identified features four features have been proposed in MTMOOD testability model [16], which does not cover the polymorphism and size & complexity feature, which have also been found as essential internal features by many researchers in testability study [15], [22], [36], [37]. These six object oriented features play a very significant role in testability improvisation directly or indirectly through other quality factors.

All the above mentioned studies lead to mainly six identified external quality factors to assess testability for object oriented software. These factors are –Controllability, Observability, Complexity, Understandability, Traceability and Built-in-Test. Most of these factors were pointed in Binder’s [8] research work on testability. Many other researchers established these factors relation too with testability as mentioned below in table 3. We have identified these factors keeping in mind significant role in testability as found out in our previous research work and surveys e have identified These factors get directly or indirectly affected by all of the above mentioned internal features and further complicate or reduce the task of testing hence reducing or increasing overall testability of the software.

Table 3 : External Software Quality Factors Affecting Testability

External Factors Affecting Testability	Definition	Significant Testability Relation in Literature
Controllability	It is the ability to control software input and state. During software testing, some conditions like disk full, network link failure etc. are difficult to test. Controllable software makes it possible to initialize the software to desired states, prior to the execution of various tests.	Controllability is an important index of testability as it makes testing easier [9], [47]–[49].
Observability	Software observability indicates how easy to observe a program in terms of its operational behaviours, input parameters, and outputs. In the process of testing, there is a need to observe the internal details of software execution, to ascertain correctness of	Observable software makes it feasible for the tester to observe the internal behaviour of the software, to the required degree of details, Hence observability increases testability in the system [9], [47], [49].

	processing and to diagnose errors discovered during this process possibility to observe the output and state changes that occur in software.	
Complexity	It is basically described as the difficulty to maintain, change, understand and test software.	High Complexity of the system is actually an indicator of decreased system testability [43], [42], [50], [51].
Understandability	It is the degree to which the component under test is documented or self-explaining.	An understandable system is easily testable and [14], [52]–[54].
Traceability	It is the degree to which the component under test is traceable in other words the requirements and design of a given software component match.	A non-traceable software system cannot be effectively tested, since relations between required, intended and current behaviours of the system cannot easily be identified[8], [44].
Built In Test(BIT)	Built in testing involves adding extra functionality within system components that allow extra control or observation of the state of these components.	BIT actually provides extra test capability within the code for separation of test and application functionality which makes software more testable by better controllability and improved observability [8], [19], [55], [56].

Now after listing all the internal object oriented programming features which directly affect testability and all external quality factors which are also indicators of testable software, we have to identify the link between

the two. As found on the basis of above literature survey the influence of all internal features over external quality features is briefly explained below in Table 4 below:

Table 4 : Influence of Internal Object Oriented Programming Features over External Software Quality Factors Affecting Testability

	Encapsulation (E)	Inheritance (I)	Coupling (Cp)	Cohesion (Ch)	Size (S)	Polymorphism (P)
Controllability (Ct)	↓ High E-Low Ct	-	↓ High Cp - Low Ct	↑ High Ch-High Ct	-	↓ High P-Low Ct
Observability (O)	↓ High E - Low O	↑ High I -High O	-	-	-	↓ High P-Low O
Complexity (Cx)	-	↓ Low I - High Cx	↑ High Cp-More Cx	↓ High Ch - Reduce Cx	↑ Big S- More Cx	↓ High P - Reduce Cx
Understandability (U)	-	↓ Low I - High U	↓ Low Cp-High U	↑ High Ch-High U	↓ Big size - Low U	-
Traceability (T)	↓ High E - Low T	-	↓ High Cp-Less T	-	↓ Low Size - More T	-
Built In test (BIT)	↑ High E - More BIT	-	↑ High Cp-More BIT	↓ High Ch-Less BIT	-	-

(Where ↓ indicates inverse relation and ↑ indicates parallel relation)

The table actually elaborates the contribution of each of these internal programming features towards the six major quality factors which are directly linked to testability. Hence we may say that Testability requires Low Coupling, Adequate Complexity, Good Understandability, High Traceability, Good observability, Adequate control and more Built in test. In spite of having lot of measurement techniques for testability evaluation using some or the factor or few of the above mentioned metrics, testability has not yet been found to be evaluated from these factor perspectives. The study

still does not show an elaborative impact of all of them together for testability improvisation or test effort reduction which is what motivated us for proposing this new model.

So, the proposed testability assessment model with respect to internal design features using static metrics is based on six above mentioned object oriented features from testability perspective as pointed in Binders research too [8]. The proposed model is as follows:

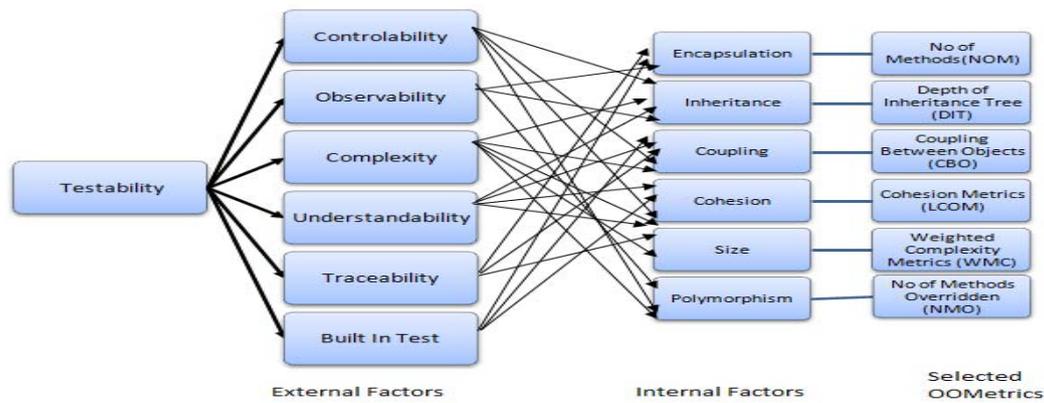


Figure 1 : Object Oriented Software Testability Assessment Model

V. CONCLUSION & FUTURE SCOPE

In this paper an evaluation model for testability assessment during design and analysis phase based on external factors and their relation with internal object oriented programming features has been proposed. These factors directly or indirectly affect testability and can be used for software testability measurement. On the basis of detailed study we may say that Testability requires Low Coupling, Adequate Complexity, Good Understandability, High Traceability, Good observability, Adequate control and more Built in test.

The above proposed model requires to be evaluated using some technique which helps in validating these criteria's, sub-criteria's and their significant quantifiable role in testability assessment. We may use one of the formal Multi criteria decision making (MCDM) technique proposed by Satty [57] known as Analytic Hierarchy Process (AHP). The selected technique would be applied on the proposed model in our future research work. This would help the stake holders decision making more faster along with easing reducing testing effort.

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System of Linear Equations, Guassian Elimination

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Abstract- In this paper linear equations are discussed in detail along with elimination method. Gaussian elimination and Guass Jordan schemes are carried out to solve the linear system of equation. This paper comprises of matrix introduction, and the direct methods for linear equations. The goal of this research was to analyze different elimination techniques of linear equations and measure the performance of Guassian elimination and Guass Jordan method, in order to find their relative importance and advantage in the field of symbolic and numeric computation. The purpose of this research is to revise an introductory concept of linear equations, matrix theory and forms of Guassian elimination through which the performance of Guass Jordan and Guassian elimination can be measured.

Keywords : *direct, indirect, backward stage, forward stage.*

GJCST-C Classification : G.1.6



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System of Linear Equations, Guassian Elimination

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Abstract- In this paper linear equations are discussed in detail along with elimination method. Guassian elimination and Guass Jordan schemes are carried out to solve the linear system of equation. This paper comprises of matrix introduction, and the direct methods for linear equations. The goal of this research was to analyze different elimination techniques of linear equations and measure the performance of Guassian elimination and Guass Jordan method, in order to find their relative importance and advantage in the field of symbolic and numeric computation. The purpose of this research is to revise an introductory concept of linear equations, matrix theory and forms of Guassian elimination through which the performance of Guass Jordan and Guassian elimination can be measured.

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I. INTRODUCTION

A system of equation is a set or collection of equations solved together. Collection of linear equations is termed as system of linear equations. They are often based on same set of variables. Various methods have been evolved to solve the linear equations but there is no best method yet proposed for solving system of linear equations[1]. Various methods are proposed by different mathematicians based on the speed and accuracy. However speed is an important factor for solving linear equations where volume of computation is so large. Linear equation methods are divided into two categories. Direct and Indirect. Each category comprises of several elimination methods used for solving equations. this paper deals with Guassian elimination method, a direct method for solving system of linear equations. An introductory portion of Guass Jordan elimination is also carried out in order to analyze the performance of both methods. Indirect methods are basically iterative methods and these methods have an advantage in a sense that they require fewer multiplication steps for large computations. Iterative methods can be implemented in smaller programs and are fast enough. With study of system of linear equation one must be familiar with matrix theory that how different operations are performed on a desired matrix to calculate the result.

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II. HISTORY OF GUASSIAN ELIMINATION[2]

Classic books on the History of Mathematics, as well as recent studies on this subject, place the origins of Guassian Elimination in a variety of ancient texts from different places and times: China, Greece, Rome, India, medieval Arabic countries, and European Renaissance. However, it is not exact to say that these ancient texts describe what we understand today as the method of Guassian Elimination, since these texts mainly present some specific problems that are solved in a way that is accepted as Guassian Elimination, but they do not include any explicit statement of the set of rules that constitute the method of GE. The schoolbook elimination period corresponds to the development of GE essentially as it is presented in current high school textbooks. This period started with Isaac Newton who lectured on Algebra as it appeared in Renaissance texts.

Isaac Newton established first the rules of Gaussian elimination as they are still presented in current high school textbooks. Carl Friedrich Gauss developed efficient methods for solving normal equations, i.e., the special type of linear equations that may arise in solutions of least square problems, via Gaussian elimination of linear equations via hand computations.

III. GUASSIAN ELIMINATION

Gaussian elimination is the standard method for solving linear equations. As it is a ubiquitous algorithm and plays a fundamental role in scientific computation. Gaussian elimination is a tool for obtaining the solution of equations, to compute the determinant, for deducing rank of coefficient matrix. However Gaussian Elimination depends more on matrix analysis and computation. It emphasizes on block pivoting, methods of iteration and a means to improve the computed solution quality. It involves two stages forward and backward stage.

Forward stage: Unknowns are eliminated in this stage by manipulation of equations and constitute an echelon form.

Backward stage: it is related with back substitution process on the reduced upper triangular method resulting in a solution of equation.

a) Steps to Solve Gaussian Elimination

Gaussian Elimination is systematic application of elementary row operations in system of equations [2]. It converts the linear system of equations to upper triangular form, from which solution of equation is determined. Gaussian elimination is summarized in the above mentioned steps[3]:

- i. Augmented matrix must be written for the system of linear equations..
- ii. Transform A to upper triangular form using row operations on {A/b}. diagonal elements may not be zero.
- iii. Use back substitution for finding the solution of problem.

-Consider the system of linear equations with involving n variables[3].

$$\begin{aligned} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n &= a_{1,n+1} \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n &= a_{2,n+1} \\ a_{31}x_1 + a_{32}x_2 + \dots + a_{3n}x_n &= a_{3,n+1} \\ &\dots \dots \dots \dots \dots \dots \\ a_{n1}x_1 + a_{n2}x_2 + \dots + a_{nn}x_n &= a_{n,n+1} \end{aligned}$$

Where a_{ij} and $a_{i,j+1}$ are constants, x_i 's are variables. The system becomes equal to:
AX=B

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} \\ a_{21} & a_{22} & a_{23} & \dots & a_{2n} \\ a_{31} & a_{32} & a_{33} & \dots & a_{3n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & a_{n3} & \dots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} a_{1,n+1} \\ a_{2,n+1} \\ a_{3,n+1} \\ \vdots \\ a_{n,n+1} \end{bmatrix}$$

Step 1: Store the coefficients in an augmented matrix. The superscript on a_{ij} means that this is the first time that a number is stored in location (i, j).

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} & a_{1,n+1} \\ a_{21} & a_{22} & a_{23} & \dots & a_{2n} & a_{2,n+1} \\ a_{31} & a_{32} & a_{33} & \dots & a_{3n} & a_{3,n+1} \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ a_{n1} & a_{n2} & a_{n3} & \dots & a_{nn} & a_{n,n+1} \end{bmatrix}$$

Step 2 : If necessary, shift rows so that $a_{11} \neq 0$, then eliminate x_1 in row2 through n. The new elements are written a_{ij} to indicate that this is the second time that a number has been stored in the matrix at location (i, j).

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} & a_{1,n+1} \\ 0 & a_{22} & a_{23} & \dots & a_{2n} & a_{2,n+1} \\ 0 & a_{32} & a_{33} & \dots & a_{3n} & a_{3,n+1} \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & a_{n2} & a_{n3} & \dots & a_{nn} & a_{n,n+1} \end{bmatrix}$$

Step 3 : New elements are written a_{ij} indicate that this is the third time that a number has been stored in the matrix at location (i, j).

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} & a_{1,n+1} \\ 0 & a_{22} & a_{23} & \dots & a_{2n} & a_{2,n+1} \\ 0 & a_{32} & a_{33} & \dots & a_{3n} & a_{3,n+1} \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & a_{n2} & a_{n3} & \dots & a_{nn} & a_{n,n+1} \end{bmatrix}$$

Final result after the row operation may result in above form:

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & \dots & a_{1n} & a_{1,n+1} \\ 0 & a_{22} & a_{23} & \dots & a_{2n} & a_{2,n+1} \\ 0 & a_{32} & a_{33} & \dots & a_{3n} & a_{3,n+1} \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & 0 & \dots & a_{nn} & a_{n,n+1} \end{bmatrix}$$

b) Sequential Algorithm – Gauss Elimination Method[4]

Input : Given Matrix $a[1 : n, 1 : n+1]$

Output : $x[1 : n]$

1. for k = 1 to n-1
2. for i = k+1 to n
3. $u = a_{ik}/a_{kk}$
4. for j = k to n+1
5. $a_{ij} = a_{ij} - u * a_{kj}$
6. next j
7. next i
8. next k
9. $x_n = a_{n,n+1}/a_{nn}$
10. for i = n to 1 step -1
11. sum = 0
12. for j = i+1 to n
13. sum = sum + $a_{ij} * x_j$
14. next j
15. $x_i = (a_{i,n+1} - \text{sum})/a_{ii}$
16. next i
17. end

c) Gaussian Elimination Through Partial Pivoting

In actual computational practice, it is necessary to permute the rows of the matrix A (equivalently, the equations of the system $Ax = b$) for obtaining a reliable algorithm.

The permutations are performed on line as GE proceeds and several permutation (or pivoting). Partial pivoting involves the following steps:

Step 1: Select the equation having the larger 1st coefficient in system of equation and place it at the 1st entity of matrix.

$$\begin{bmatrix} 2 & 3 & -1 & 1 \\ 2 & 5 & 1 & 3 \\ 6 & 4 & 1 & 9 \end{bmatrix} > \begin{bmatrix} 6 & 4 & 1 & 9 \\ 2 & 5 & 1 & 3 \\ 2 & 3 & -1 & 1 \end{bmatrix}$$

Step 2 : Now perform the elementary row operations and convert the matrix into upper triangular form by using the pivot equation. The resultant matrix after operations may result in the form:

$$\begin{bmatrix} 6 & 4 & 1 & 9 \\ 0 & 5 & 1 & 3 \\ 0 & 0 & -1 & 1 \end{bmatrix}$$

Step 3 : Make the equation equal to the number of variables and determine the solution of equation.

d) *LU Factorization Gaussian Elimination*

LU factorization is the most important mathematical concept used in Gaussian Elimination method. It plays a key role in the implementation of GE in modern computers, and, finally, it is essential to facilitate the rounding error analysis of the algorithm. LU factorization method is performed in three steps [5]:

- i. $A=LU$, compute the LU factorization.
- ii. For y solve the lower triangular matrix as $Ly=b$ by using forward substitution method(i.e, start by computing the first unknown as $y_1=b_1$ from the first equation, after that compute the second unknown using the value of previous variable and so on.
- iii. Compute x for the upper triangular matrix using the relation $Ux=y$ by using backward substitution method.

Consider the following matrix of the form $Ax=b$:

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{bmatrix}, x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}, b = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{bmatrix}$$

Transform the matrix A into lower and upper triangular matrix for the further computations. Let lower triangular matrix be L and upper triangular matrix be U.

$$L = \begin{bmatrix} a_{11} & 0 & 0 & 0 \\ a_{21} & a_{22} & 0 & 0 \\ a_{31} & a_{32} & a_{33} & 0 \\ a_{41} & a_{42} & a_{43} & a_{44} \end{bmatrix}$$

$$U = \begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ 0 & a_{22} & a_{23} & a_{24} \\ 0 & 0 & a_{33} & a_{34} \\ 0 & 0 & 0 & a_{44} \end{bmatrix}$$

From these upper and lower triangular matrix perform the computations for both equations listed in step ii. Calculate the values of unknown.

IV. GAUSSIAN ELIMINATION AS COMPUTATIONAL PARDIGM[6]

Sparse Gaussian Elimination was studied in the early 70's. For the vertex elimination on the undirected graphs a graph model was proposed. The structural

properties of the vertices has been a major research in the last decades. Also work on optimal elimination tree was carried out, which proved of no importance in sparsity preserving elimination trees, looking towards optimal elimination trees could result in non linear fill. There has been minimum use of tree related graphs elimination outside the sparse Gaussian Elimination. Cholesky factor is described in terms of different set of vertices: sets of predecessor and successor, chain elimination and elimination sets. The model of Gaussian Elimination gives a precise description of interaction between master, sub problems which are hidden in formulation of dynamic programming. In case of solving blocked linear equations with PDS matrices, proposed model of computation is a straightforward extension of Gaussian Elimination (point wise).

Transformation associated with elimination of vertex is simply block elimination using submatrix of block diagonal as block pivot.

One application regarding computational model is in the context of solution of asymmetric blocked structural system of linear system of equations which demonstrates an indirect use in process of solution, rules of assignments of columns to block for block elimination process. These rules provide a new concept of pivoting. Consider zero subcolumn in original data and non zero in partially reduced matrix. Computed subcolumn remains in the column space of some subcolumn in the original data. Substituting one of these subcolumn to the considered subcolumn is appealing. It is complementary to sparse preserving elimination. Cholesky Factorization method is motivated by solution of so called normal equations that come from linearized KKT system in the context of Newton method.

While considering interior point for solving large scale block problems, from a numerical point of view to solve linear system of equations is of great consideration. Smallest height elimination trees tend to have maximum number of leaves. Block Cholesky includes block LU factorizations, the coefficients of submatrix that correspond to the leaves is the original data. Incomplete factorization consists of factorization from leaves up to the level where data is to be transformed several times by preceding block eliminations.

V. ALGORITHMS

a) *Gaussian Elimination*[7]

1. {begin Reduction to Triangular form}

for i = 1 to N- 1 do

for k = i + 1 to N do

$a_{ki} = fl(a_{ki}/a_{i1})$

for j = i + 1 to N + 1 do

$a_{kj} = fl(a_{kj} - a_{ki} * a_{ij})$

2. {begin back-Substitution}

$$x_N = fl(a_{N,N+1} / a_{NN})$$

for i = N-1 downto 1 do

for j = N downto i + 1 do

$$a_{i,N+1} = fl(a_{i,N+1} - a_{ij} * x_j)$$

$$x_i = fl(a_{i,N+1} / a_{ii})$$

b) Gauss Jordan

1. {begin Reduction to Diagonal Form}

for i = 1 to N do

for k = 1 to N(except i) do

for j = i + 1 to N+1 do

$$a_{ki} = fl(a_{ki} / a_{ii})$$

for j = i+1 to N+1 do

$$a_{kj} = fl(a_{kj} - a_{ki} * a_{ij})$$

2. {begin Solving Diagonal System}

for i = 1 to N do

VI. PERFORMANCE COMPARISON OF GAUSSIAN ELIMINATION WITH GAUSS JORDAN

Gaussian elimination and Gauss Jordan methods are compared and analyzed on the basis of execution time explained in the following table

No of variables	Time of Gaussian Elimination (millisecond)	Time of Gauss Jordan (millisecond)
2	14	25
3	16	31
4	20	36
5	26	39
6	29	56
7	46	76

Comparison through execution time

From the above mentioned results its clear that Gaussian elimination is more faster than Gauss Jordan method. Therefore, an efficient technique for solving linear system of equations, determining the values of unknowns in less time and less complicated procedure.

VII. CONCLUSION

There are different direct and indirect methods which are used to compute the linear system of equations. Gaussian Elimination is a type of direct method used to calculate the unknown variables. Many scientific and engineering domains of computation may take the form of linear equations. The equations in this field may contain large number of variables and hence it is important to solve these equations in an efficient manner. This paper comprises of Gaussian Elimination method an efficient method to solve these equations. Although the comparison on the basis of execution time is carried out along with the Gauss Jordan method and

it has been concluded that Gaussian Elimination is faster than the other elimination methods and it is used in various scientific fields where large number of computations are performed by elimination of variables. Our future directions are to use and develop the simple and efficient method for non linear system of equations.

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Streaming Analytics over Real-Time Big Data

By Ranjitha P

Abstract- A portal is developed using open source tool called Liferay for water management and city management using data acquired from sensors deployed in overhead water tanks and across the city at different locations. The parameters captured from sensors are water level and parameters captured sensors deployed across the city include dust, UV, temperature, light, humidity, sound and air quality. Data generated by these sensors amounts nearly megabytes of data per day and gigabytes on an annual rate. Real time analytics help in monitoring and management of water resources and rate of pollution across the city. Visualizations are provided in the form of a time series graph. The visual representations are plotted using d3.js graphs in real-time, hence allowing the users to take corrective decisions with respect to water usage and managing pollution across the city.

Index Terms : D3.js, stream processing, siddhi CEP, big data analytics, liferay.

GJCST-C Classification : D.4.7



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Ranjitha P

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I. INTRODUCTION

Sensing elements are growing rapidly in all areas of day-to-day life leading to large volumes of data generation. Data generated in this manner is considered as streaming data which is continuous in nature. This leads to the notion of Big Data as it refers to the velocity aspect of Big Data. Though a large amount of data is generated, extracting meaningful and useful contents from such streams is highly motivated in order to make timely decisions. These timely decisions can be achieved only when the data obtained is processed, analyzed and visualized as and when it arrives (i.e., in real-time). Visualizing and analyzing such huge streams is referred to as Big Data Visualization and Analytics.

a) *Big Data Processing*

There are two types of Big Data processing – 1. Batch based stored data processing 2. Real-time data stream processing [6]. Batch based processing handles historical data while the Real-time stream processing handles on-the-fly data. Batch based processing is used when we first store the data and then perform analytics as a later part, while real-time data stream processing performs analytics as and when the data arrives irrespective of whether the data is stored or not.

The key data processing approach for handling real-time streaming data is Complex Event Processing (CEP) [5]. It infers events or patterns from multiple sources of data and identifies meaningful events among them and responds with possible quick decisions. In this paper, we are considering events to be the flow of

water in various overhead water tanks within a campus and data generated from sensors which capture dust, light, sound, humidity, air quality, UV and temperature that are deployed across the city. Events here refer to the change of state in generation of data.

The primary functionality is to match queries with events and generate response immediately. In this methodology, stored queries are run over dynamic data streams. In general, it is just the reverse procedure of traditional databases. Hence such a processing plays a crucial role in Big Data analytics. Siddhi – CEP, an open source complex event processing engine which is under Apache license is used [7].

b) *Big Data Analytics*

Applying Big Data analytics on such large data sets enables to uncover hidden patterns, correlations and preferences. Such an analysis improves the performance and efficiency. It thus brings real value to the data. It deals with what attributes of real-time data has to be captured for analyzing and visualizing. The critical parameters are given utmost importance. It deals with collecting, organizing and analyzing large data sets to discover patterns.

c) *Big Data Visualization*

Visualizations are always more understandable and appealing to the end users than continuous raw data streams. Smarter visualizations result in smarter and quicker decisions. These data visualizations can be in the form of charts, graphs, maps, etc. which can be placed within a portal or a web page. In this paper, we have considered the visualizations for parameters captured from the sensors such as water level, salt/chlorine content, PH, dissolved salts and temperature which are plotted through d3.js graphs in real-time within a Liferay portal based on the location of the buildings.

II. RELATED WORKS

The prevalent use of sensors has led to Big Data which traverses enterprise data processing pipelines in a streaming fashion leading to online analytic capabilities. Statistical analysis and data mining can be used for real-time systems by implementing over the same system [1]. Timely analytics over Big Data made up of huge data sets is the key factor. Sensors that generate Big Data are from various fields such as intelligent transportation with road and vehicle sensors, financial market trading and surveillance, crowd control,

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military decision making, large scale emergency response and early warning of natural disasters [2].

To handle such a huge data, visual analytics is important because humans have the ability to gain quick insight and take quicker decisions. Computation of results obtained from such huge data has to be precise [3]. Dynamic Visual Analytics is the process of integrating knowledge discovery and interactive visual interfaces to facilitate data stream analysis and provide situational awareness in real-time [8].

D3.js is a web visual presentation tool for big data that provides graphical statistics of data flow. D3 achieves visualization through data loading, data binding, analytic transformation elements and excessive element. D3 uses CSS3, HTML and SVG (Scalable Vector Graphics) on the web. Data visualization technology views each data item as a single pixel element and hence large number of data sets constitute image of the data. Data visualization conveys information by using graphical tools and zoom features [9].

III. METHODOLOGY

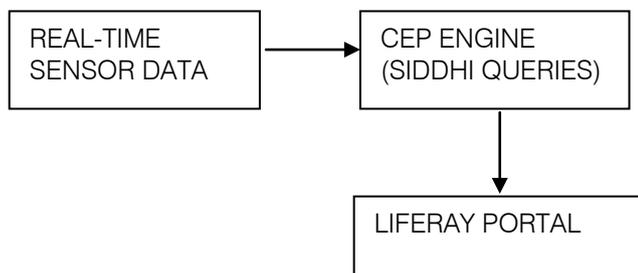


Figure 1 : High Level Design

In order to sense the usage of water and pollution level within a city, water level sensors and sensors that capture dust, light, sound, humidity, air quality, UV and temperature are deployed into water tanks and across the city.

Constant power supply and stable WIFI connection are made available for the duration of the project. These sensors use less bandwidth and electricity.

An API is created for these time-series data streams. At first, a source is created using POST method. POST can be empty or have an application/JSON body. Then the source info is fetched using the GET method. Data is sent after authorization modeled after Heroku's token based authorization. Later data is read in pages either in ascending chronological order or descending chronological order with latest results or entries being visualized. Also an option to visualize historical data is provided through the facility to choose from calendar option.



Figure 2 : Flow Design of Methodology

Figure 2. shows the flow of data along the different portlets.

According to the high level design in Figure 1, sensors generate real-time data which serves as the input to the CEP over which the data is processed and executed. After processing, the outcomes of the various queries are visualized in the form of D3.js graphs within a portal technology called Liferay.

IV. INPUT

The input to obtain the data visualization is a stream of data which can be either in CSV (Comma Separated values) or JSON format. And data can be either offline (Stored or historical data) or online (real-time data). The timestamps chosen are 1/min for a data generated from water level sensors and 1/10secs for data generated from sensors deployed across the city to counter pollution. Based on the location of the sensor selected, the visualizations are made available to the end users. These visualizations should be compatible on desktops, tablets and mobile phones.

V. PROCESSING

Siddhi CEP queries reside in the CEP engine. The incoming data stream is run against appropriate Siddhi queries and the results are generated and the same queries can be visualized in D3.js graphs. These queries process event patterns. Based on the event that arises in the incoming data stream, that particular query gets executed for the visualization.

Sample Siddhi Query –

```

    From DataStream #window. External
    Time (timeStamp,200)
    insert into Window Stream
    
```

In this query, we are detecting the rate drop based on time window where rate drop > 200.

VI. OUTPUT

The output will be a graph plotted against time stamp and water level. These graphs are plotted using D3.js which is a javascript library for manipulating documents [4]. The streaming data is captured in real-time and the graph also moves/changes along with time as the new data arrives. This graph will be a part of the portal technology called as Liferay which is a web based technology that provides personalization, single sign on, responsive and content management. Within a portlet, there will be a group of associated portlets. In this scenario, the various portlets are login portlet, Google

map portlet for location selection, chart portlet for graph visualization.

The user logs in through the login portlet and selects a location in a Google map portlet as well as the chart settings he wants to visualize. Based on the selection made in the Google map portlet, the water usage or the level of dust, sound, light, UV, humidity, air quality or temperature of that particular location will be visualized in the graph portlet.

Sample output –

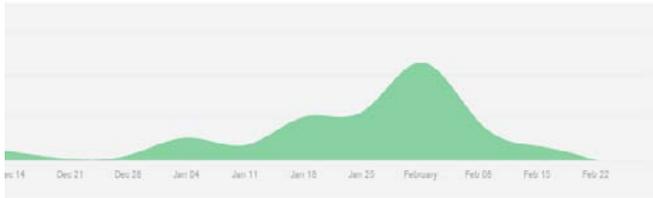


Figure 3 : Sample Graph

Time series graph plays a prominent role in these visualizations. The graph visualization gets highlighted with a spot at a particular point in the graph when aggregate queries are run.

VII. IMPLEMENTATION

The following results in Figure 3 and Figure 4 represent the time series visualizations. Here the graph is plotted against timestamp and data. The data can be water level or data from dust sensor, sound sensor, humidity sensor, light sensor, temperature sensor, air quality sensor or UV sensor.

Different visualizations can be realized based on what parameters of the data are captured by the sensors thus helping the users to smartly manage water and pollution level within the city. The main goal is to perform analytics on data-in-motion.

The challenges include fault-tolerance in the cluster where application is deployed, handling continuous data flow in mission critical applications with very minute disruption and resource wastage when the data input rate is non-uniform.

The most appropriate visualization is made available to the end users as part of the portal. The visualization obtained should be easily understandable so as to take quicker decisions.

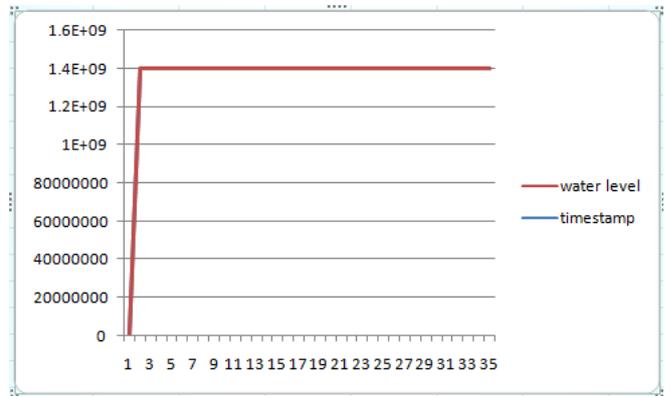


Figure 3 : Results for Smart Water Management

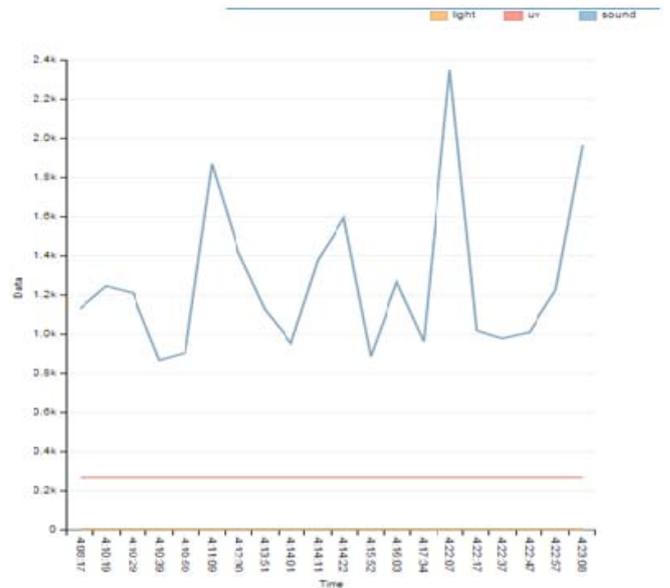


Figure 5 : Results for Sense City

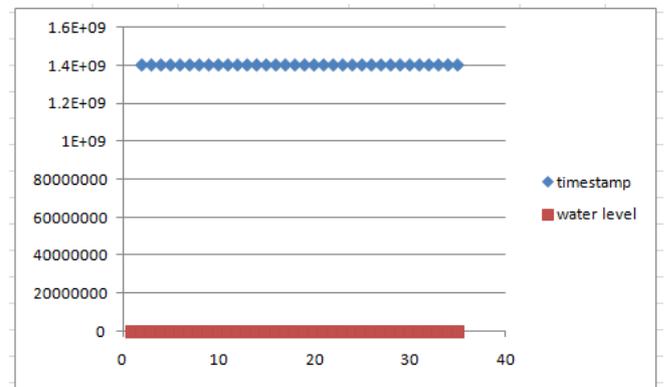


Figure 6 : Scatter Plot Results

VIII. FUTURE WORK

As part of future work, we extend the Big Data visualization techniques to different formats.

a) ARIMA Algorithm

Autoregressive Integrated Moving Average is a model that understands the data and predicts the future

points in series which is known as forecasting. It is referred to as ARIMA (p, d, q) or ARIMA (AR, I, MA).

Where p – auto regression

d - Integration

q – Moving average

This concept is used to predict what the future water levels will be based on the current water levels for a particular time series of data.

b) Scatter plot representation of water usage at different buildings within the campus. These are plots of data points on a horizontal and a vertical axis to show the usage of water at different buildings. At the same time building with isomorphic water usage can be grouped under the same cluster on the scatter plot.

c) To implement a similar Big Data analysis for different sensors that capture dust, airquality, sound, light, temperature and humidity.

IX. CONCLUSION

As the sensors generate huge amount of data, it is considered as Big Data by the velocity aspect of it. It is very important to analyze, process and visualize Big Data as it help in making meaningful and quicker decisions. This is very important in mission critical applications. Processing the data on-the-fly is achieved with the help of Siddhi CEP. Visualizations are more appealing and understandable. D3 graphs serve the purpose of visualization. As per the case of smart water management within a campus, allows us to make better usage of water and thus avoid wastage.

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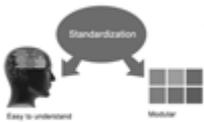




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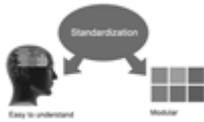
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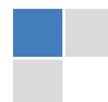
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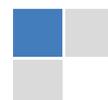
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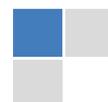


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