## Learning From Multiple Users to Improve Accuracy of Data Integration Tasks

Robert McCann, Alexander Kramnik, Warren Shen, Vanitha Varadarajan, Olu Sobulo, AnHai Doan

The Database and Information Systems Laboratory at the University of Lass at Automa Outpace Largy Self Advancement On Database

## University of Illinois @ Urbana

## High Cost of Data Integration Systems



- Builder must execute multiple tasks
- source discovery, wrapper construction, schema matching, monitoring, etc.
  Current tools are inaccurate
- Extremely high cost to build and maintain systems
   at enterprises, often at 35% of IT budget [Knoblock et al. 02]
   hard to build large-scale or long-running systems

## How to Modify Data Integration Tools

- · Ask questions that are hard for automatic tools ...
- to maximize impact on tool accuracy
   ... but are relatively easy for humans.



- · Currently we ask questions that
- gather additional training data
- learn simple domain constraints
   verify intermediate and final predictions
- A Working Example of MOBS



## **Empirical Evaluation**

- Users had low workload, answered questions quickly, and their answers were useful
- Extensive simulation confirms previous experiments
   scaled up to very large populations (tens of thousands)
   accurate over broad range of population qualities
- Built two simple data integration systems on the Web

   almost exclusively with user efforts
  - very little builder workload
     demonstrates potential for building large-scale/long-running systems

Learn from users to improve tool accuracy, thus significantly reducing builder workload Questions Answers

MOBS = Mass Collaboration to Build Systems

Many related works employ mass collaboration

# open-source software, knowledge bases, tech support, software debugging search engines, recommender systems, ... How to Solicit User Answers

"Volunteer" settings

The MOBS Approach

- employees of an organization, online communities
   "Payment" schemes
  - leverage users of existing systems

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## **MOBS** Architecture



### Answer Generator

- solicit user answers for User Manager and Question Manager
   User Manager
- limit user workload and measure user reliabilities
  Question Manager
- combine user answers to answer questions posed by tools

## How to Combine User Answers

- · Inject questions with known answers to evaluate users
- Combine answers using user reliability scores
- General framework based on a Dynamic Bayesian Network





## **Empirical Evaluation**

Task Types	Domains	Description
Source discovery	Book query interfaces I	24 forms, 17 are bookstore forms
	Faculty directories	30 directories, from 30 departments
1-1 schema matching	Book query interfaces II	10 interfaces, total 65 attributes
	Real estate I	2 schemas, with 55-44 attributes
	Company listings	2 taxonomies, with 330-115 attributes
Complex matching	Real estate II	2 schemas, with 19-32 attributes
	Inventory	2 schemas, with 34-49 attributes

- 3-132 users, used volunteer and payment schemes
- Improved tool accuracy by 9-60%
- Reduced builder workload by 29-88%

## **Conclusion & Future Work**

- Tools have limited accuracy 
   → high ownership cost

   a key bottleneck to widespread deployment of DI systems
- We proposed the MOBS solution

   make tools learn from multitude of users to improve accuracy
   ask questions that are easy for humans, hard for machines
- Experiments showed 9-60% accuracy gain, 29-88% workload reduction, and often overall benefits
- Benefits of MOBS
  - speed up integration process build systems where not previously possible free builder to further improve the system
  - See WebDB-03, TechReport-05 at

See WebDB-03, TechReport-05 at http://anhai.cs.uiuc.edu/home/projects/mobs.html

- Frequently the total workload is reduced

   workload(builder) + workload(users) < workload(builder w/o MOBS)</li>
- Even when total workload increases, can still be very beneficial
  - can speed up the integration process
     spread workload over multiple users
  - can build systems where not previously possible
     online communities with members eager to help
  - can enable system expansion
     free builder to focus on additional improvemen

Benefits of MOBS