

# Stochastically Known Logs

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# The Machine Take on Things

Probability Matrix

Activity:	Probability:
cut tomato	0.985865890979767
place tomato into bowl	0.001719345338642
cut cheese	0.001066825352609
place cheese into bowl	0.000305395515169
cut lettuce	0.001498936209827
place lettuce into bowl	0.001265937229618
add salt	0.000643466948531
add vinegar	0.000421878445195
add oil	0.000514703569933
add pepper	0.000278713559964
mix dressing	0.000701764482073
peel cucumber	0.001680406741797
cut cucumber	0.001444676774553
place cucumber into bowl	0.000844917609356
add dressing	0.000099478624179
mix ingredients	0.000290632800897
serve salad onto plate	0.000585296249482
action start	0.000403055601054
action end	0.000426040351158





# The Machine Take on Things

Probability Matrix

Activity:	Probability:
cut tomato	0.000746908364817
place tomato into bowl	0.978379130363464
cut cheese	0.013481707312166
place cheese into bowl	0.002500118222087
cut lettuce	0.000429154810262
place lettuce into bowl	0.000841871835291
add salt	0.000176695175468
add vinegar	0.000058818597608
add oil	0.000225453026359
add pepper	0.000063816609326
mix dressing	0.000139173775096
peel cucumber	0.000314782402710
cut cucumber	0.000063691848481
place cucumber into bowl	0.001546724932268
add dressing	0.000094073184300
mix ingredients	0.000636578071862
serve salad onto plate	0.000048261339543
action start	0.000190068763913
action end	0.000062905768572



# The Machine Take on Things

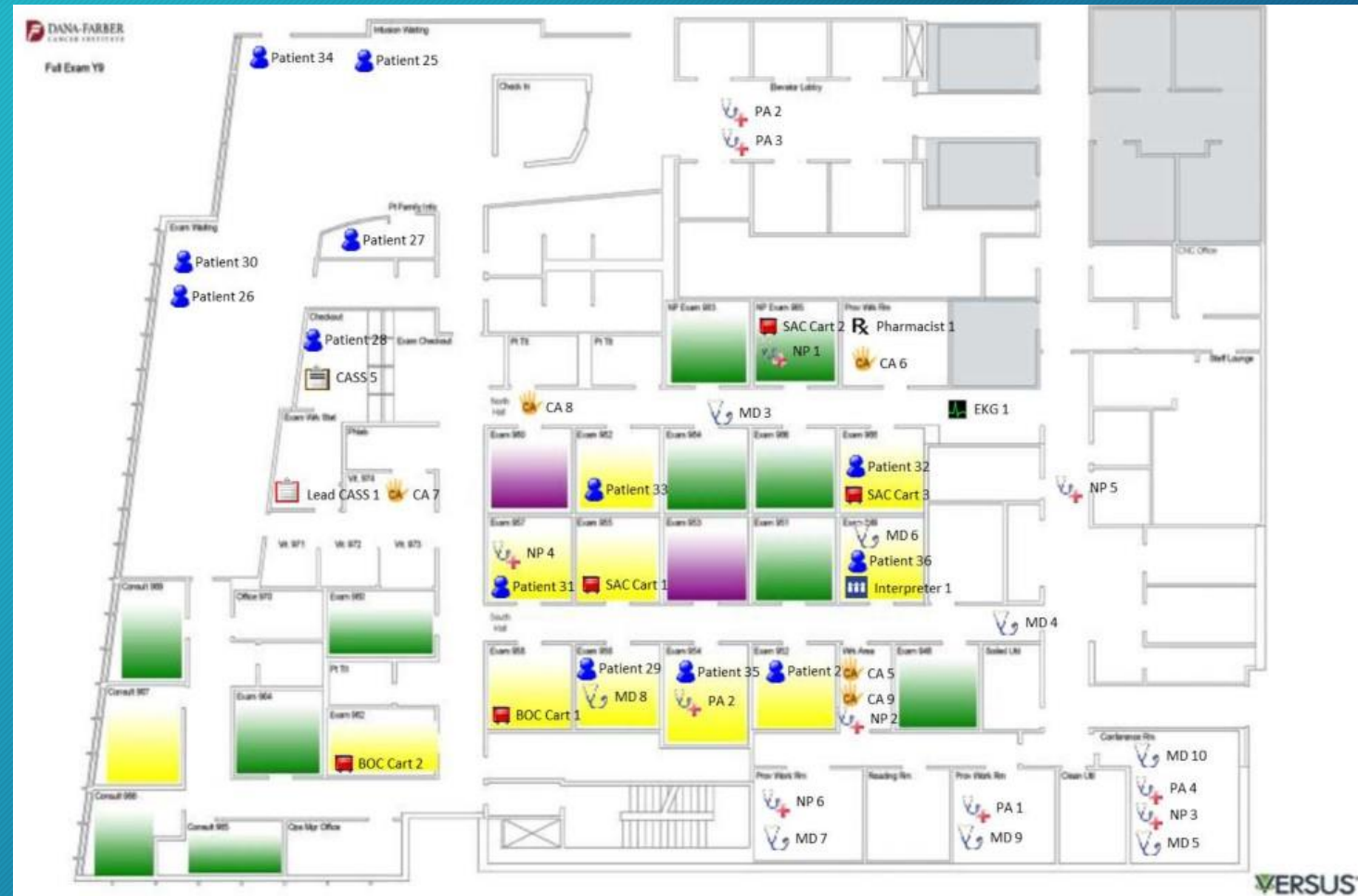
Probability Matrix

Activity:	Probability:
cut tomato	0.0010800204472610
place tomato into bowl	0.0001758093276290
cut cheese	0.0014158864505580
place cheese into bowl	0.0010779392905530
cut lettuce	0.0010693463264030
place lettuce into bowl	0.0004033792938570
add salt	0.0004389682726460
add vinegar	0.0001690443314140
add oil	0.0000788532779550
add pepper	0.0003947221848640
mix dressing	0.0002662762708490
peel cucumber	0.0014599609421560
cut cucumber	0.9894803762435910
place cucumber into bowl	0.0009377694805150
add dressing	0.0006889252108520
mix ingredients	0.0000441812844650
serve salad onto plate	0.0002548377960920
action start	0.0003417922125660
action end	0.0002218998706660





# One More Example for the Road



A. Senderovich, A. Rogge-Solti, A. Gal, J. Mendling, and A. Mandelbaum, “The road from sensor data to process instances via interaction mining,” in *Advanced Information Systems Engineering*, S. Nurcan, P. Soffer, M. Bajec, and J. Eder, Eds. Cham: Springer International Publishing, 2016, pp. 257-273.

# What's Stochastic in Stochastic Processes?

Model (Data set) → ↓ Observation (Log)	Single process		Multiple processes	
	DK	SK	DK	SK
Deterministically Known (DK)	1	2	3	4
Stochastically Known (SK)	5	6	7	8

# Stochastic Logs: what does it Mean?

Case ID	Event ID	Activity	Timestamp	Event Probability	Process
1	e <sub>1</sub>	{a:0.5, b:0.5}	11-06-2020T00:00	0.8	{P1:0.8, P2:0.2}
1	e <sub>2</sub>	{a:0.3, b:0.7}	[12-06-2020T13:52 12-06-2020T14:14]	0.5	{P1:0.8, P2:0.2}
1	e <sub>3</sub>	{a:0.2, b:0.3, c:0.5}	13-06-2020T15:39	0.3	{P1:0.8, P2:0.2}
2	e <sub>4</sub>	{c:1.0}	15-06-2020T11:23	0.7	{P3:1.0}
2	e <sub>5</sub>	{d:1.0}	15-06-2020T11:25	0.2	{P3:1.0}

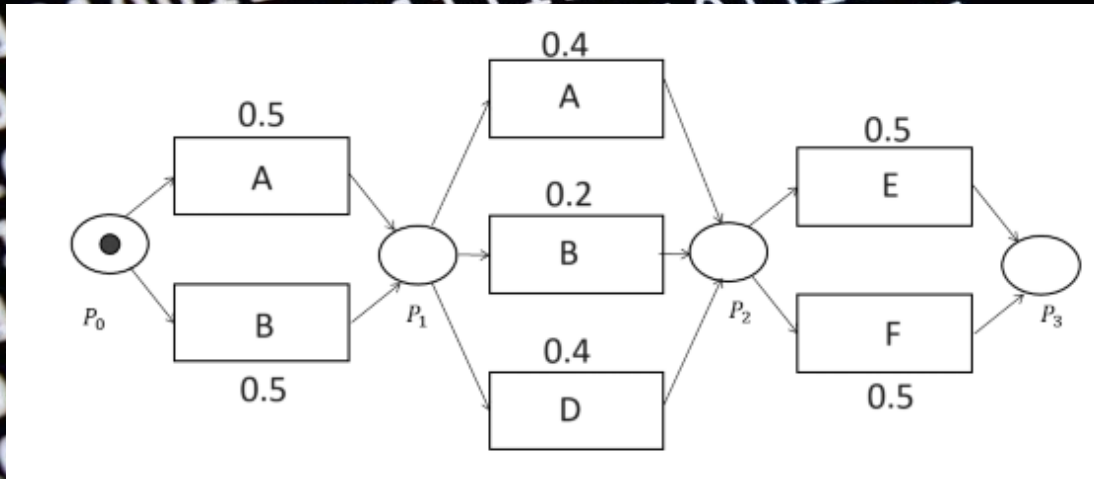


# Probabilistic Databases

- Tuple-level semantics
- Attribute-level semantics:
  - Independence selection of values from a distribution.
- Possible world semantics:
  - The likelihood of each possible world is given by the product of marginal probabilities of tuples' selections.
- More complex models exist



# A quick illustration



Case ID	Activity	Timestamp
1	$\{(A, 0.5), (B, 0.5)\}$	3-6-22T12:00
1	$\{(A, 0.4), (B, 0.2), (D, 0.4)\}$	3-6-22T14:55
1	$\{(E, 0.5), (F, 0.5)\}$	4-6-22T17:39

Values	Probability
$S(e_1) = A, S(e_2) = B, S(e_3) = E$	$0.5 \cdot 0.2 \cdot 0.5 = 0.05$
$S(e_1) = A, S(e_2) = B, S(e_3) = F$	$0.5 \cdot 0.2 \cdot 0.5 = 0.05$
$S(e_1) = A, S(e_2) = A, S(e_3) = E$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = A, S(e_2) = A, S(e_3) = F$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = A, S(e_2) = D, S(e_3) = E$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = A, S(e_2) = D, S(e_3) = F$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = B, S(e_2) = B, S(e_3) = E$	$0.5 \cdot 0.2 \cdot 0.5 = 0.05$
$S(e_1) = B, S(e_2) = B, S(e_3) = F$	$0.5 \cdot 0.2 \cdot 0.5 = 0.05$
$S(e_1) = B, S(e_2) = A, S(e_3) = E$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = B, S(e_2) = A, S(e_3) = F$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = B, S(e_2) = D, S(e_3) = E$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$
$S(e_1) = B, S(e_2) = D, S(e_3) = F$	$0.5 \cdot 0.4 \cdot 0.5 = 0.1$



# Probabilistic Databases: a Model for Stochastic Logs

- Log as a probabilistic relation
- Possible world semantics assists in creating deterministic logs from stochastic ones:
  - What's the motivation?
  - Pros and Cons
- Independence assumptions:
  - Activity independence?
  - Trace independence?

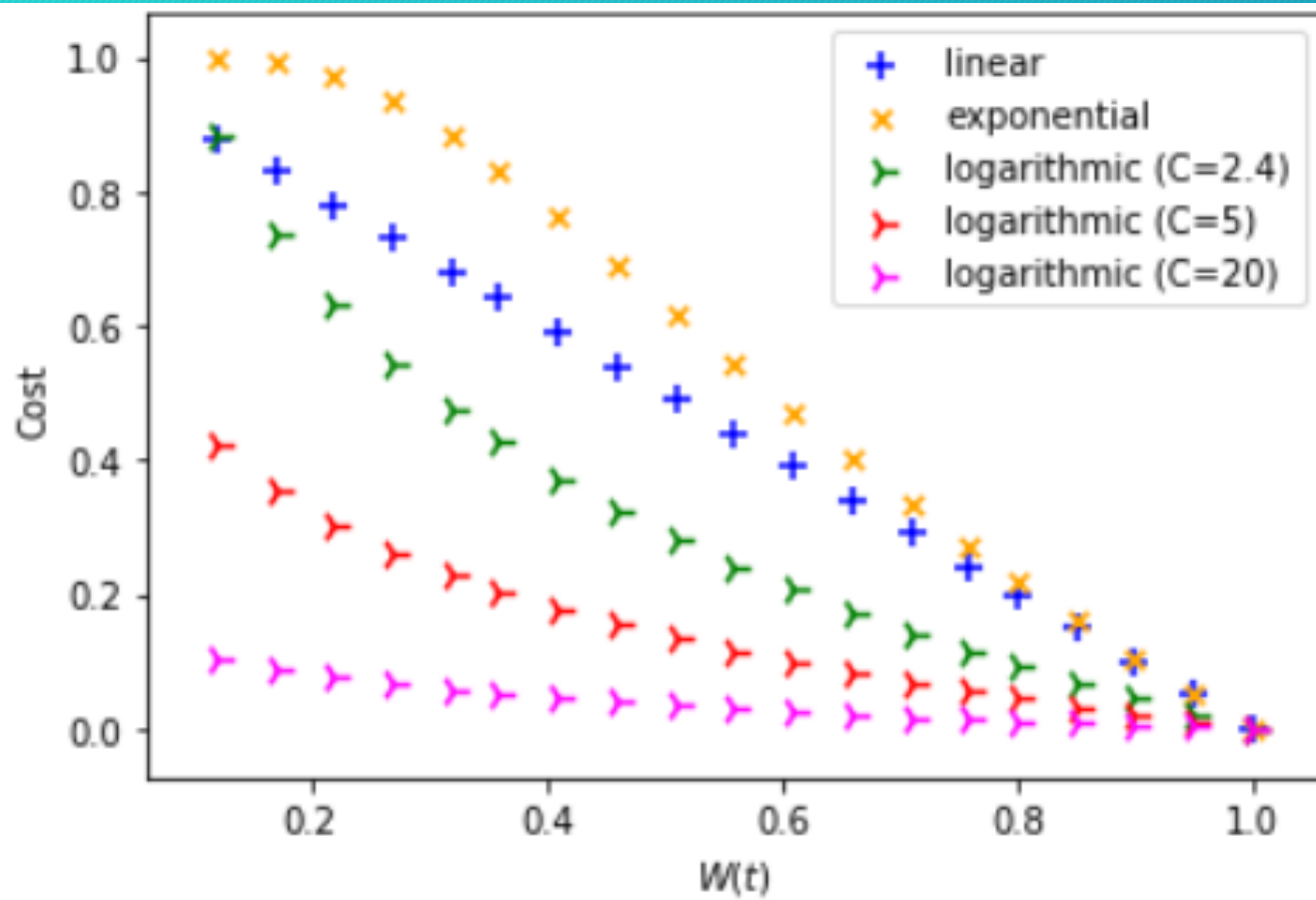


# What are my options?

Encapsulate

Expose

# Stochastic Log Encapsulation



- Stochastic on the inside, deterministic on the outside
- Trace Recovery from Stochastically Known Logs
- Attend the “Fresh View on Process Data” session at 16:00

LOW

High quality



# Stochastic Log Exposure: the Selection Game

- Recall possible worlds
- The right log for the job
- Top-K logs:
  - a ranked list of the K logs with the highest probabilities.
  - Recursive definition:
    - the top ranked log is a log with the highest probability
    - i-th highest ranked log is the top ranked log that is different from the  $i - 1$  logs that preceded it in at least one element
  - What's the point in having top-K logs?
  - Computation

# Encapsulate or Expose: Pros and Cons

	Encapsulate	Expose
Informativeness	↓	↑
Back compatibility	↑	↓
Computation	=	=
Complexity	↑	↓
End-user orientation	↑	↓



# Challenges

- Are all uncertainties born equal? Should we treat sensor limited accuracy similarly to machine learning prediction indecisiveness?
- Probabilistic information acquisition
- End user stochastic orientation
- Data dependencies?
- Other representations: fuzzy set theory
- Performance: # possible worlds explode

# Final notes

- Growing interest

