

Analysis and Visualization Implementation of Medical Big Data Resource Sharing Mechanism Based On Deep Learning

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ABSTRACT

With the development of information technology, the informationization of the medical industry is also constantly developing rapidly, and medical data is growing exponentially. In the context of "Big Data +", people began to study the application of data visualization to medical data. Data visualization can make full use of the human sensory vision system to guide users through data analysis and present information hidden behind the data in an intuitive and easy-to-use manner. This paper first introduces the workflow of DBN, a deep learning algorithm, and summarizes the computational characteristics of the algorithm. The classification function is translated into an assembler using an instruction set-based assembly language, and the program is evaluated for performance. Secondly, based on the Hadoop ecosystem, this paper analyzes the BDMISS system for big data medical information resource sharing. Based on the system's requirements and functional positioning, from the medical information collection and sharing, data mining and knowledge management level, the big data medical service system is constructed. Based on the semantic network and ontology theory, big data mining technology and the design of "medical cloud", the resource sharing mechanism is analyzed. Based on the Spring MVC framework, using Echarts, HCharts and other data visualization technology, according to the design of specific modules, the visualization and display of medical data is realized, which has certain promotion effect on the research and development of medical big data visualization analysis.

INTRODUCTION

Mobile Cloud Computing:

MCC stands for Mobile Cloud Computing which is defined as a combination of

mobile computing, cloud computing, and wireless network that come up together purpose such as rich computational resources to mobile users, network operators, as well as to cloud computing providers. Mobile Cloud Computing is meant to make it possible for rich mobile applications to be executed on a different number of mobile devices. In this technology, data processing, and data storage happen outside of mobile devices. Mobile Cloud Computing applications leverage this IT architecture to generate the following advantages:

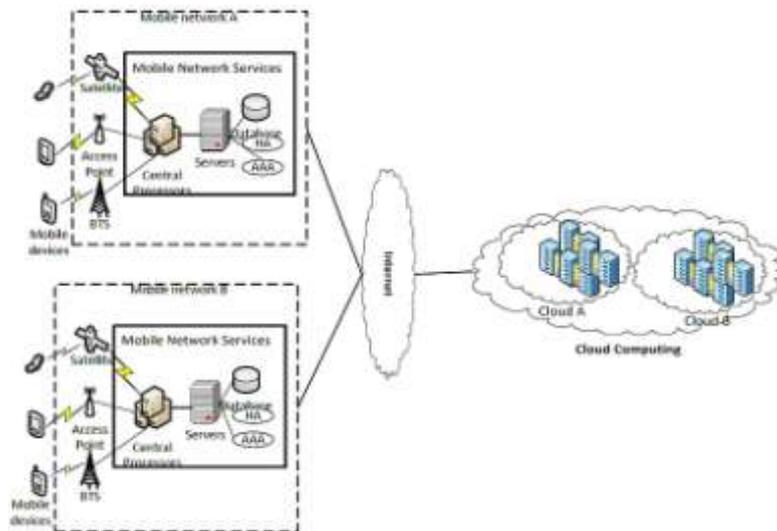
- Extended battery life.
- Improvement in data storage capacity and processing power.
- Improved synchronization of data due to "store in one place, accessible from anywhere" platform theme.
- Improved reliability and scalability.
- Ease of integration.

Architecture:

MCC uses computational augmentation approaches (computations are executed remotely instead of on the device) by which resource-constrained mobile devices can utilize computational resources of varied cloud-based resources. In MCC, there are four types of cloud-based resources, namely distant immobile clouds, proximate immobile computing entities, proximate mobile computing entities, and hybrid (combination of the other three model). Giant clouds such as Amazon EC2 are in the distant immobile groups whereas cloudlet or surrogates are member of proximate immobile computing entities. Smartphones, tablets, handheld devices, and wearable computing devices are part of the third group of cloud-based resources which is proximate mobile computing entities. Mobile Cloud Computing (MCC) is the combination of cloud computing and mobile computing to bring rich

computational resources to mobile users, network operators, as well as cloud computing providers. The ultimate goal of MCC is to enable execution of rich mobile applications on a plethora of mobile devices, with a rich user experience. MCC provides business opportunities for mobile network operators as well as cloud providers. More comprehensively, MCC can be

defined as "a rich mobile computing technology that leverages unified elastic resources of varied clouds and network technologies toward unrestricted functionality, storage, and mobility to serve a multitude of mobile devices anywhere, anytime through the channel of Ethernet or Internet regardless of heterogeneous environments and platforms based on the pay-as-you-use principle."



Mobile Cloud Architecture

One of the main benefits of cloud computing is reducing downtime and wasted expenditure for servers and other computer equipment. A given company is required to purchase the minimum amount of hardware necessary to handle the maximum points of stress on their system. Given situations where the strain and traffic are highly variable this leads to wasted money. For example, Amazon.com, a pioneer in cloud computing, at times used as little as 10% of their capacity so that they would have enough capacity to deal with those rarer high strain times. In the case of mobile cloud computing an additional significant benefit is brought to the table. Many mobile devices have significant constraints imposed upon them because of the importance and desirability of smaller sizes, lower weights, longer battery life and other features. This often severely constrains hardware and software development for these devices. Cloud computing allows devices to avoid these constraints by letting the more resource intensive tasks be performed on systems without these constraints and having the results sent to the device. Thus, cloud computing for mobile devices is a very appealing and potentially lucrative trend.

Several methods exist by which this trend can realize itself. First, methods have been proposed which aim to construct general systems

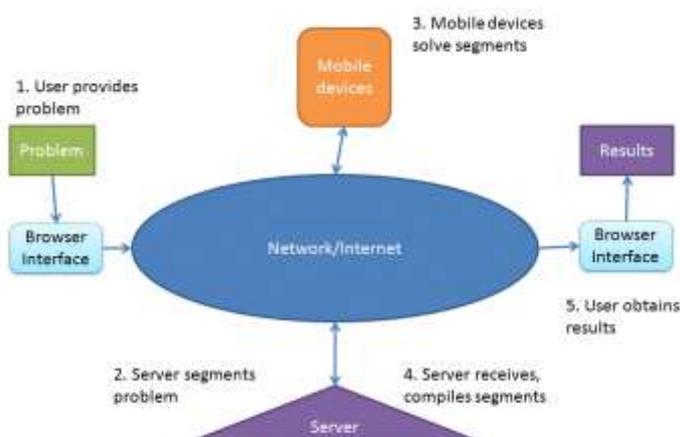
for utilizing the cloud to help boost phone performance. This family of solutions can be referred to as general-purpose mobile cloud computing (GPMCC). Second, many individual applications used today with mobile devices such as smartphones employ cloud computing to a greater or lesser extent. There are multiple methods used and proposed by which the cloud can be leveraged. This can be referred to as application-specific cloud computing (ASMCC). Each of these two approaches has advantages and disadvantages and they are not mutually exclusive. In addition to mobile cloud computing where mobile devices serve as the client and non-mobile devices serve as the server or mainframe, several papers have been written proposing an opposite model. In this model, mobile devices serve as the cloud that can be drawn upon. This paper will outline some work done in this area.

Frameworks for MSMCC:

MapReduce is an algorithm which dissolves larger problems into smaller pieces that can be solved in parallel with multiple machines. Google created and publicized MapReduce. Given the large number of smart mobile devices connected to the internet, it seems possible to leverage these devices using MapReduce. The limited computational power of an individual

device can be compensated for by the relatively

small size of many of the tasks.



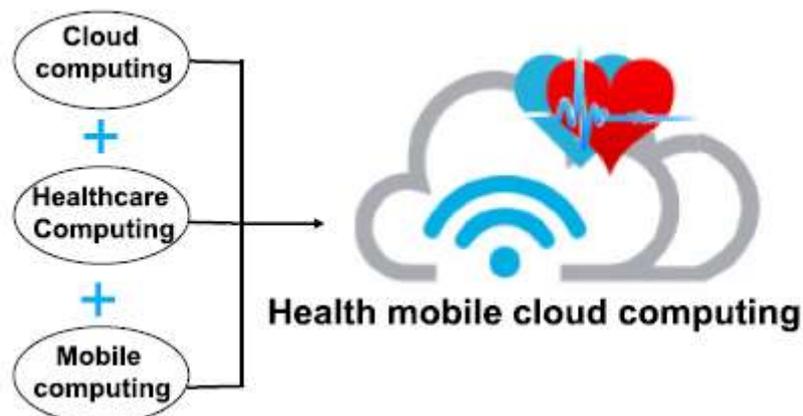
Heterogeneous Mobile Device MapReduce System

They developed a system consisting of several segments called the heterogeneous mobile device MapReduce system (see figure 1). First, they have a coordinating server which receives problems, distributes them to nodes, aggregates results and returns the results. Second they have a client for a mobile device which receives, works on and transmits solutions to subproblems. Third, a browser interface which allows the user to submit problems and view results. After performing tests they concluded that their system could indeed provide significant computational power if enough mobile users participated and recommended that this line of research be continued and possibly developed into a real world application. Thus, it seems likely that MCC is not limited to cases where mobile devices act as the clients.

As computing technologies have rapidly grown cloud computing has earned a lot of popularity in recent years through applications, services, storage, and computing over the Internet. It is commonly utilized in many domains like Medical Science, Agriculture, Business, Information Technology, and many others. Additionally, it encourages resource provisioning flexibility and cost-effective decoupling administrations. Smart devices like smartphones and tablets are progressively turning into a fundamental constituent of human life as a convenient and effective tool for communication that is not limited by place and time. Smart device users assemble rich experience of different administrations from mobile apps such as Google Applications and iPhone

applications which run on the remote servers using wireless connectivity to the network. The integration of cloud computing with mobile phones is known as Mobile Cloud Computing (MCC). As MCC can offer a few significant benefits, for example, expanded battery life and high-level storage capability, scalability, adaptability, and a few key demands keep on being a significant hindrance to MCC. One of the leading difficulties incorporates the security and privacy of confidential information. Nowadays, MCC is highly involved in cloud based-health monitoring, but due to lack of proper security, it is not getting as much attention as it should be. Such challenges need to be addressed to appeal to the mobile cloud user towards MCC.

Security of Health Information (HI) is an iterative procedure (with the technological improvements) along with the changes to the healthcare environs. By the adaptation of new schemes to upgrade the quality and effectiveness of HI in practice, it is additionally imperative to reconsider the security policies and practices of HI. Recognizing the threats and securing the HI is challenging and demanding for small health-centers. This research is intended to enable the practice to get ready for those demands and challenges, for effective risk assessment, and provide suitable security approaches to ensure HI security. MCC is a potential approach for versatile electronic services. In like manner, MCC is probably going to be an incredible approach to monitor the healthcare space. MCC offers new sorts of administrations and offices for patients and guardians.



Health Mobile Cloud Computing

The integration and federation requirements from distinct domains like health insurance, hospitals, and medical laboratories, have evolved the domain of Health Information Security (HIS). HIS can be regarded as the utilization of e-commerce policies and practices and the infrastructure of Information Technology (IT) for the manipulation, sharing, and processing of Health Information (HI). It is one of the rising fields of public health and medical informatics. HI requires organized and coordinated tactics, which comprises the collection of HI monitoring and securing approaches at cloud. Among other solutions, MCC can be the leading HI monitoring approach. Although HI offers interesting security and protection challenges that require a crisp assessment of the standard facilities and approaches to deal with HI security. The importance of security and protection in healthcare raises the issues of the information classification, which is the primary determinant in the adaptation and successful utilization of HI.

CONCLUSION

Despite the prospective solutions offered by MCC in Health record monitoring, numerous impediments restrain the key potentials of MCC. Among these obstacles, security and privacy are the key hindrances in the utilization of MCC in healthcare. This is one of the considerable research gaps. Accordingly, this research utilizes a layered, modular, data nature-centric cryptography approach, for example, MES, that utilizes secure HI sharing, and storage mechanisms. The Comparative results show that this scheme outperforms other commonly used techniques (from different performance factors) in the MCC environment.