

Recommendation System for Find Friend on Social Networks.

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Abstract: Social networks have become an unlimited source of information, for that several applications have been proposed to mine information from social networks such as: recommender systems. The rapidity and scalability of such a recommender algorithm is as important as the actual logic behind the algorithm because such algorithms generally run over a "huge" graph and implementing these normally would probably take a lot of time for recommending items even if there is one user. The basic idea of recommendation system is to recommend items to users. In this paper various recommender systems are classified are discussed. This paper focuses on providing the overview about the various categories of recommendation techniques developed till now. This paper we present review on recommendation system for find friend on social networks..

Keywords: Social networks, Recommender system, user interest, personalized recommendation.

I. INTRODUCTION

The development of social networks from the Internet generated a major improvement in information spread. From data to search and from search to social interaction, users around the world are now more deeply involved with the Internet as user generated content undergoes perpetual growth and expansion. Through adoption of social networks, user generated content is far more accessible than before. A powerful aspect of social networks is the customization of user experiences. Recommendation systems constitute a large role in providing quality customized user experiences. The main challenge in developing relevant friend recommendations is due to the dynamic nature of humans' perception of friendship, which constitutes a cause for heterogeneity in social networks [1], [2]. It is usual and frequent for humans to change their view of

friendship. Further, this view varies from person to person in which a social network can undergo frequent and abrupt change over time even without the introduction of new nodes [4]. Recommender systems help users to identify their interests and sets of choices by predicting the usefulness degree of an item or group of items to these users. They are defined as a special type of information filtering that gives information about which items might be interesting to users

II. EXISTING SYSTEM

Online social networks have ended up imperative center points of social movement and channels of data. Well known social networking locales, for example, FaceBook, the social news aggregator, and the micro blogging administration Twitter have experienced unstable development. Despite the fact that FaceBook has the methodology of the

prescribing friend which is based on a common friend that makes utilization of friend of friend methodology observed to be not that proper.

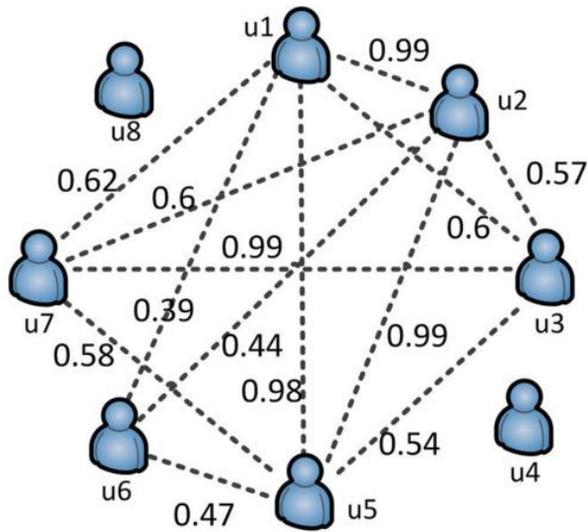


Figure 1. social graph constructed by 8 users

Hence, this persuaded to produce the structure of suggesting the friend with the comparative hobby. With the quantities of dynamic clients on these locales numbering in the millions or even several million, recognizing individuals with comparable enthusiasm among them turns into a critical issue with application in advertising, data scattering, hunt, and mastery revelation. Recommender Systems are programming apparatuses and procedures giving proposals to things to be useful to a client [5,6]. In the current framework, numerous prescribing systems have their own proposed structure for doling out positions to the client exercises and having a different customized suggestion. For example, Netflix for a film suggestion, Foursquare to recommend places, FaceBook for prescribing friend based on common companions. In which prescribing friend based on common companions is not that proper, these are the different inconveniences that spurred us to propose another framework. In this paper, we considered FaceBook for removing the client subtle elements, for example, name, interest, email id and so forth and we have dissected its structure. From our study viewpoint, one of the vital

elements of this system is client interest. Client hobby is the procedure by which considerations and activities of individual are created and delineated in their profile and can examine on it to distinguish his/her way of life. This can be generally acknowledged in social networks. Henceforth, the paper goes for satisfying the improvement of the accompanying framework: Considering, FaceBook profile information, we figure probabilities of the subjects in the client record utilizing LDA model that is considering the probabilistic system to discover overwhelming way of life vector and afterward prescribing to the question client with potential friend whose qualities are more noteworthy than certain predetermined limit esteem.

III. PROPOSED SYSTEM

The proposed design will be present FriendSeeker, a new recommendation system for social networks, which suggests friends to users based on their life styles instead of social graphs. FriendSeeker discovers life styles of users from user-centric sensor data, personal interest and measures the relationship of life styles between users, and suggest friends to users if their life styles have high match. The proposed design will develop a general friend recommendation system by using Latent Dirichlet Allocation (LDA) algorithm and friends suggest will be given to the user. Then propose a similarity metric to determine the similarity of life styles between users, and compute users' impact in terms of life styles with a friend-matching graph. Upon receiving a request, FriendSeeker returns a list of people with maximum recommendation scores to the query user. Finally the proposed designs will implement on the Android-based System or Smartphone's. The results will show that the recommendations accurately return the preferences of users in choosing friends. We take the base architecture from the paper [15] as the System Architecture is shown in fig.1 for the proposed Work.

1) Web application - "FndSearch" is the web application that we have created here for the working in the customer side with HTML and PHP stages. Once the application was created, we gave a connection to the clients through which they could sign the application through legitimate Fb qualifications. A session will start and a solicitation will be sent to the server to get the data of the client. At the point when the client permits the entrance consent, an entrance token will be produced for every client for validation, and in this way the client information will be recovered. This is the real action of the web application.

2) Calculations and recommendations - Once the client is signed in through our application, the client will be coordinated to the appreciated page of the application. There, "Find companions" alternative will trigger our calculations of discovering the probabilities of every client's real hobby. At that point, we discover the likenesses between every one of the clients who are signed into the database. Subsequent to getting the similitude, based on the qualities acquired for the comparability, the client who's signed in will be prescribed with companions. At the point when the client taps on the "Inquiry" alternative, the client information is removed from the database and each of their preferences in each class is being contrasted with locating their significant hobby. These qualities are put away independently and after that the client will be suggested based on the class of interest the client taps on. On the off chance that the significant enthusiasm of a man is more than in one class, then that individual additionally will be prescribed to the client. Since our application is straightforwardly incorporated with the Fb database, once the client sign in, his/her fundamental data like name, profile pic, preferences, mail id, area and so on will be gathered and put away into our outer database. This data will be available in the Facebook SDK's Diagram Programming interface device and can be extricated if the client gives the entrance consents. During the web development phase, the user data is recorded

into our database. The user activity from the database is accessed. An algorithm for calculating dominating life style vector of user is developed. LDA algorithm is a way of automatically discovering topics that the sentences in document has, it finds the topic by calculating the probability of words in document. Similarly in case of FaceBook we apply this method and find the dominant life style vector as below,

IV. PROPOSED WORK

Dependencies of our framework User must be logged-in into application connected to the Face book. All the user activities are tracked and dumped into database along with user access permissions. Based on the information collected in the database potential friend is being recommended to the query user. Main steps to find people with similar interest and recommend querying user, the main steps are as follows: Develop a web application which connects to Facebook Login page through which we can host the app and users can give permissions. To retrieve the user data through the access tokens specified for each user. Based on accessing permission given by user for a web application we can get the activities performed by user. Develop and test a methodology to find the users with similar interest in online social networks on the basis of a simple metric of their activity level. We calculate the probabilistic values of each activity and find dominating life style, and recommend potential friend to the query user.

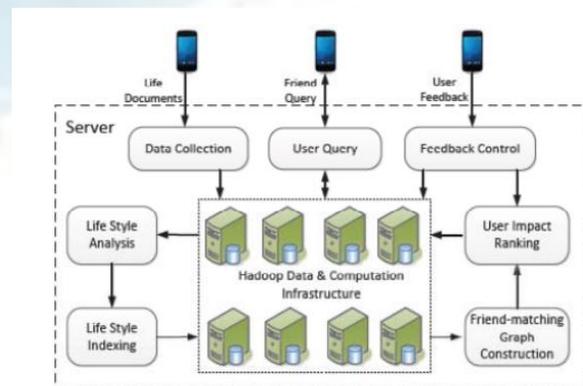


Fig.2. Architectural model of proposed system

Fig.2. shows the architectural diagram for the proposed problem; here we can see the flow of various actions that has been shown in the block diagram. The first step is log-in to the web page checks for the correct id and password and does verification. Once it is correct it is moved on to the webpage and it collects all the information such as name, email, and the activities performed by the user such as movies watched, sports liked, etc. And it is stored into the database then this is used for recommending friends.

V. CONCLUSION

In our methodology, we exhibited the design and usage of FndSearch, a semantic-based friend proposal framework for social networks. Not the same as the friend proposal instruments depending on social charts in existing social networking administrations, the outcomes demonstrated that the suggestions precisely mirror the inclinations of clients in picking companions. Past the present model, the future work can be focused on actualizing it on other social networking, and same can be utilized to manufacture a stand-alone application and access the client movement through versatile sensors. FndSearch can use more data forever disclosure, which ought to enhance the suggestion involvement later on.

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