A SURVEY ON ONLINE SECURE SOCIAL NETWORKING WITH FRIEND DISCOVERY SYSTEM

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ABSTRACT

Friend discovery system is popular in social network services to help people make new friends. It is based on topological structures of a social network, which is derived from profile information of users. However, recommending friends by considering both social connections and a context of social connections in a way of visual exploration is not well supported by existing tools. In this paper, we propose a Social Friends Visualization to support users to explore and find friends interactively under a context of interest. In Social Friends Visualization, social tagging of hierarchical structure is generated to help users navigate through a network of interest. We report a case study using Social Friend Visualization to explore the recommended friends based on people’s tagging behaviors in a music community, the results indicate that our system can enhance users’ awareness of their social networks under different interest contexts, and help users seek potential friends sharing similar interests in an interactive way.

Keywords: Friend recommendation, social networks, life style.

1. INTRODUCTION

Few years ago, people typically made friends with other who work or live together. Friendship is an important part of human’s life. Making friends is a very easy but making friends with our interests is a hard task. Human beings are differing from person to person. Most of the social network provides recommendation system for making friends. The suggestion provided in this friend discovery system, such as location where are lives, as interest what music to be listening or what news to read. Friend discovery system have to be valuable means for the online users to replicate the information which is overburden and have come to one of the most strong and accepted device in data mining. Example -Facebook, amazon, twitter.. The most important thing in friend discovery system to identify the user choice and analyzing the user interest on his/her behavior to generate the personalized friend discovery system. According to these studies, the rules to group people together include: 1) habits 2) life style; 3) tastes; 4) thinking of people;5) economic level they already know. Life styles are usually closely related with daily routines and their activities. Therefore, if gather information on users’ daily routines and activities, then exploit rule #1 and recommend friends to people based on their similar life styles. This Friend discovery system can be deployed as a standalone app on smartphones. In both cases, Friend book can help mobile phone users find friends either among strangers or within a certain group as long as they share similar life styles. In daily routines, hundreds of activities, which form meaningful sequences that shape, people lives. With the help of a mixture of life styles, and each life style represent mixture of day to day activities the given day to day activities are represented with the help of given predefined forum, whose semantic meanings are reflected through their topics, which are life styles. In this paper, words serve as the basis of document and people’s activities naturally serve as the primitive vocabulary of given life documents. This can perform that making friends is an ordinary way of establishing relationship with others social network. The existing system give the suggestions based on the predefined data and their mutual relationship hence they may give the incorrect and unsatisfied recommendation to the users for these purpose to overcome from this problem friend discovery system is proposed. With the help of security this paper provides a secure social networking system. This system also takes users daily activities as an life document and with the help of this life document it will do analysis on that and then it will extract the users life style. From the various set of life styles it will discover the appropriate friend to the user from their ranking.
2. LITRATURE SURVEY

Friend recommendation systems that try to suggest items to users have become more and more popular in years. Friend recommendation systems that try to suggest items to users have become more and more popular in years. In the exiting paper, Netflix and Rotten Tomatoes recommend movies to a user based on the user’s previously used ratings and their watching habits[1] Friend discovery system discovers life styles of users from user-centric sensor data and it measures the similarity of life styles between users, with the help of predefined forum and recommends friends to users if their life styles have high similarity. Inspired by given text mining, it model a user’s daily life activities as life documents, from which his or her life styles are extracted by using the Latent Dirichlet Allocation algorithm.

A link analysis is a data analysis technique which is used to evaluate the relationship between the given nodes. Link analysis is popularly used for web mining technique. Page ranking is an algorithm from google search which is used to rank their websites in their search engine results. Page ranking technique work by counting the number of links to a page to determine a rough estimate of how important the website is. Techniques which are used in incremental computations to study the change in graph structure over time which is depend on underlying knowledge model.

Facebook app allows users to list their interests, likes and links to friends. In the existing system Bahman Bahmani, Abdur Chowdhury proposes fast incremental page ranking. The given system uses Monte Carlo methods for fast incremental computations of page rank. The given method is a broad class of computational algorithms that relay on repeated random sampling to obtain numerical results.

David M. Blei, Michael I. Jordan describes latent Dirichlet Allocation, Which is a generative probabilistic model for collections of discrete data. Latent Dirichlet Allocation is mainly used by natural language processing. In this method, it uses Generative model that allows set of observations to be explained but unobserved groups that explained why some parts of the data are similar.

Katayoun Farrahi, Daniel Gatica-perez proposed system which is based on location for recommending users. This method discovers daily location driven routines which contained in a large scale real-life human dataset collected by mobile phone networks. It describes data collection from mobile phone and it can be used to uncover the regular rules and structure in the behavior of both individuals and Organizations.

3. EXISTING SYSTEM

In the existing system, people typically made friends with others who live or together such as neighbors or colleagues. In earlier days friends made through this traditional way as geographical location based friends which are influenced by the geographical distances between each other. With the rapid changes in social networking services such as Facebook, Twitter app have provided us different ways of making friends. One challenge with existing social networking services is recommending a good friend to a user. Most of them depend on pre-existing user relationships to pick friend candidates. For example, Facebook app relies on a social link analysis among those who already share common friends and recommends symmetrical users as potential friends. Unfortunately, this facebook app may not be the most appropriate based on recent sociology findings.

The existing friend suggestions mechanism depends on pre-existing user relationships to pick friend candidates. For example, Facebook app depends on a social link analysis among those who already share common or mutual friends and recommends symmetrical users as potential friends. The rules to group people together include:

1) Habits
2) Life style
3) Thinking
4) Moral standards
5) Economic level
6) People they already know.

3.1. Disadvantages of Existing System

1) It does not meet the user needs.
2) It is not appropriate method to recommend friends and it does not provide that much security.
4. PROPOSED SYSTEM

In previous existing system, Recommendation of friend is done on the basis of user’s lifestyle and location, lifestyle of user will be calculated by determining the lifestyle activities from submitted documents and there is less security maintained. However in proposed system, only lifestyle will not play big role in friend discovery, this paper proposed various techniques for friend recommendation, eg. lifestyle, behavior (nature), ratings, profile etc., in this paper new friend recommendation technique in which user will specify their day to day lifestyle activities in predefined forms and Secure document storage using AES encryption algorithm. The given proposed solution is also adapted by the recent advances in smartphones, which have become more popular in people’s lives. A smartphone is not only communication device, but also a powerful reality sensing platform from which we can get rich context and content-aware information. From this point of view, smartphones serve as the ideal platform for sensing daily routines from which people’s lifestyle could be developed.

With the help of sensor-rich smart-phones, Friendbook discovers lifestyle of users from user-centric sensor data, measures the similar things of lifestyle between users, and recommends friends to users if their lifestyle have high similarity. With the text mining, we model a user’s daily life as lifestyle documents, from which his or her lifestyle are extracted by using the Latent Dirichlet Allocation algorithm which propose a similarity metric to measure the similarity of lifestyle between users, and calculate users’ impact in terms of lifestyle with a friend-matching graph.

After receiving a request, Friend discovery system returns a list of people with highest recommendation scores to the query user. Finally, Friend discovery system integrates a feedback mechanism to improve the recommendation accuracy. The results of this system show that the recommendations accurately reflect the preferences of users in choosing friends.

As seen in the above fig.1, the system architecture has following working:
1) User shall make their registration which will store in social networking Data base server.
2) After registration, whenever user shall login in social networking site, user shall update their day to day activity on social networking site.
3) Social networking site will fetch the data of users e.g. lifestyle of user and other activity carried out by day to day.
4) Through Friend management system, user will do other activities like Perform social activities e.g. upload docs, post comments, give ratings to friends etc., Opinion mining of posts and comments, Keep Track of social activities and user behavior and Behavior/profile analysis.
5) With help of pattern matching Algorithm, system will match the data of user with other users and recommended the friends having same lifestyle.

The Friend discovery system is a recommendation system, which recommends friends to social network users. The Figure 1 shows the system architecture of the friend recommender system. It has client side and server side. The client side is a smart phone embedded with sensors. Firstly client need to register with the application and collect the raw sensor data and then send it to server for pre-processing. The server side has a function for authenticating the registered user, data collection and pre-processing, activity recognition, calculate similarity and user feedback and query control. The server uses MySQL database system to store user information. The server performs median filtering on the raw data to remove outliers and also use K-Means algorithm for activity recognition. Activity recognition is use for extracting user’s high level lifestyle information from low level sensor data. With the help text mining algorithm known as Latent Dirichlet Allocation is used for lifestyle modelling to extract lifestyles. Further, similarities are calculated using lifestyle information and are presented as a list of friends in social networking sites.

4.1. Advantages of Proposed System

1) Friend discovery system is the first friend recommendation system exploiting a user’s life style information.
2) It use the probabilistic topic model to extract life style information of users.

5. CONCLUSION

This paper describes the overview of the friend discovery system which is useful in social networking for recommending friends to the users on the basis of their likes and dislikes and their daily activities .in the system log in page is created for user to log in the system and for new users sign up page is available on that user have to fill some basic information then confirmation of their account on the successful creation mail will be sent to their respective mail id. After that user will be redirected to the home screen on which various options are there user can sent friend request to other user and accept vice versa. Also user can share media or some files or status on the system and others can like or dislike the shared items. As compared to the traditional recommendation methods, given method finds the friends to satisfy a user's current contexts.

REFERENCES

