Friendbook: Semantic Based Friendship

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Abstract: Now a day’s friend recommendation has a greater impact on social networking. Friend recommendation based on social graph may not be most relevant to reflect user’s expectation on friend selection. Propose approach Based on novel semantic friend recommendation includes life-styles similarities based on text-mining. Using Text mining daily activities of user’s are modelled as life document. In this approach user’s daily life activities, lifestyles, habits, hobbies etc. can be extracted and generating similarity measure by calculating similarity impact. When receiving friend request system gives a list of user’s with highest recommendation score. After receiving recommendation, user can provide feedback which improves further recommendation accuracy.

Keywords: Friend Recommendation, Mobile Sensing, Social Network, Life Style.

I. INTRODUCTION

A Nowadays, social networking sites are drastically growing area which attracts users attention towards itself. Years ago, people typically made friends with others who live or work close to themselves, such as neighbours or colleagues, but nowadays because of social networking sites like Facebook, Twitter, Google+ people can make friends who are millions of distance far away. According to these studies of social networking, to group people together include: 1) habits 2) life style 2) attitudes 3) standards 4) economic level and 5) already know friends. This system proposed friend recommendation method using Behaviour and location of person. The scheme considers friendship from similar life style and same behaviour, attitudes. Our Application considers friendship using social context such as the social network. And then, the scheme combines both the friendship using Behaviour and location, and it using social context. The main idea of the proposed method is consist of the following stages; Activity recognition serves as the basis for extracting high-level daily routines (in close correlation with life styles) from sensor data, like GPS. Life Style Analysis – User lifestyle on daily basis. Friend Recommendation - System recommends users for friend who has high impact and also similar life styles and user data. Friend request - user able to send friend request to other friend. User able to show other user current location. User able to change his personal info.

A. Problem Statement

To develop an application where we can give friend recommendation based on similar activities of the user guessed by smart phone sensors and GPS.

B. Objectives

Friend recommendation is a way to suggest one user to another user having similar properties among themselves and having similar or close locations. Friend recommendation aims to inspect the similarities between the users, and then recommends users with the most similar patterns. Friends have a good relationship among themselves. Hence, they try to recommend the things that can be useful to the persons closest or nearer to them.

II. PROPOSED SYSTEM

A. Mathematical Model

1) Input: Friend Recommendation Pre-processing

Input Set

\[ D = \{L, H, Da,...,n\} \]

Where,

L is Life Style

H is Habits \( H = H_1,...,H_n \)
Da is Daily Activity. \( Da = \{ Da, \ldots, Da_n \} \)

\( L = \{ L_1, \ldots, L_n \} \)

2) Pre-Processing Set: Life Style Indexing

\( I = \{ P D \} \)

Where \( I \) = Indexing of life styles

\( P = \{ \sigma(V_i); 0 < i < n \} \) is a set of all one to many mapping in database

Friend Matching Graph

\( F = \{ PI, Vi, n \} \) where \( F \) = Friend Matching Graph.

\( Vi \) = Vertices

\( n \) = node

Ranking

\( R = \{ I \} \) Where \( R \) = Ranking

3) Output Set: \( Ri = \{ F \} \)

Where \( Ri \) = Friend Recommendation.

4) System\( \{ D, I, R, F, Ri \} \)

B. System Architecture

C. Advantages

1) The scheme considers friendship from similar life style and same behaviour, attitudes.

2) Friend recommendation aims to inspect the similarities between the users, and then recommends users with the most similar patterns.

III. MODULES

A. Android GUI

User can login here, register new user and search new friends.

B. Web Services

It will be used for new registration of user.

C. Web Databases

A web database is a wide term for managing data online. A web database gives you the ability to build your own databases/data storage without you being a database guru or even a technical person.
D. **Android Business Logic**
Code execution runtime that allows you to customize the behaviour of requests.

E. **Deployment**
All of the activities that make a software system available for use.

F. **Extracting Development Task**
1) *Pre-processing*: In this pre-processing to enable the extraction of development tasks and the documentation corpus of a project is pre-processed by transforming HTML files into text files. In this phase most of the HTML mark-up is removed while keeping the line break information and then redundant information that is repeated on each page of the documentation.
2) *Task Extraction*: In this phase, here we define a task in software documentation as a specific programming action to describe in the documentation.
3) *Concepts*: In this phase as a baseline for assessing the usefulness of development tasks for navigating software documentation.
4) *Code Elements*: In this phase by using pre-processing step the extraction of code elements is straightforward. In addition to concepts, we extract code elements from documentation.

G. **Search Interface**
Index Entries in this phase each index entry is an instance of a documentation Element. Eg. A task, a concept, a code element. Task navigator uses as input a set of index entries.

H. **Accuracy of the Algorithm**
1) *Accuracy of the Task Extraction*: To evaluate the accuracy of the task extraction algorithm.
2) *Evaluation*: To evaluate whether the extracted tasks are meaningful to software developers.

IV. CONCLUSION
We Propose approach is based on the novel semantic friend recommendation include life style similarity based on text mining. Daily activity of the user can be modelled as life document. In this approach user’s daily life activity, life style, habits etc. can be extracted a d gathering similarity measure by calculating similarity impact. System gives the recommendation with the highest

V. ACKNOWLEDGEMENT
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REFERENCES