

# RECOMMENDED CORRELATION ANTICIPATED FOR CHOROGRAPHY & NON CHOROGRAPHY NEXUS

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**Abstract:** Social networks are a popular way to model the interactions among the people in a group or community. It focuses on non-temporal cold start link prediction problem and we use the term cold start link prediction to refer a non-temporal version of problem. It allows people to have their own accounts to manage friends, upload videos and can view videos according to their particular state of mind. In this process, the YouTube like application is created and the common interest between the users are identified to suggest the new link prediction. Also, the videos are classified based on the individual user interest which makes the user to access the videos easily at times. We introduce cold start link prediction as the problem of predicting the structure of a social network when the network itself is totally missing while some other information regarding the nodes is available.

## 1. INTRODUCTION TO PROJECT

Large real-world networks exhibit a range of interesting properties and patterns. Many types of networks and especially social networks are highly dynamic they grow and change quickly through the additions of new edges which signify the appearance of new interactions between the nodes of the network. Thus, studying the networks at a level of individual edge creations is also interesting, and in some aspects more difficult than global network modelling. Identifying the mechanisms by which such social networks evolve at the level of individual edges is a fundamental question that is still not well understood, and it forms the motivation for our work here. We consider the classical problem of link prediction where we are given a snapshot of a social network at time  $t$ , and we seek to accurately predict the edges that will be added to the network during the interval from time  $t$  to a given future time  $t_0$ . More concretely, we are given a large network, say Facebook, at a time  $t$  and for each user we would like to predict what new edges (friendships) that user will create between  $t$  and some future time  $t_0$ . The problem can be also viewed as a link recommendation problem, where we aim to suggest to each user a list of people who has common interests (i.e., entertainment, comedy, horror). The user can also upload videos and they can also watch according to their particular state of mind. From the technical point of view, it is not clear how to develop a method in a principle way, which combines the features of nodes (i.e., user profile information) and edges (i.e., interaction information) with the network structure. A common, but somewhat unsatisfactory approach is to simply extract a set of features describing the network structure (like node degree, number of common friends, shortest path length) around the two nodes of interest and combine it with the user profile information.

## 2. EXISTING SYSTEM

Existing system focus on information starved link prediction and attempts to predict the possible link between cold-start users and existing users which is inefficient. Also retrieving the videos with respect to the individual interest is difficult.

## 3. DISADVANTAGES

- The main disadvantage of this project is that the user may miss some information with respect to their interest.
- Cold start problem occurs. It simply means that the circumstances around the engine are not optimal to produce the final prediction.

## 4. PROPOSED SYSTEM

The MyPlay video Application takes all the existing problems into account and presents an easy access to the relevant videos. The cold-start recommendation method is used to find the common relation between them and suggest the users pointing to that relation in an effective manner. It provides a hierarchical structure which helps to predict the missing links in networks and provides semantic based friend recommendation system for social networks.

There are five different categories of interest fields available which includes animation, comedy, entertainment, horror and adventurous. The user can select any of these interests according to their particular state of mind which helps the users to get the relevant information.

## 5. ADVANTAGES

- In this proposal the connection between existing user and new user will be very effective.
- It fills the connections between nodes of existing users and cold-start users.

- It will calculate the linking possibilities between cold-start users and existing users.

## 6.METHODOLOGY USED

There are certain important modules involved in the overall development of the web application and they are as follows:

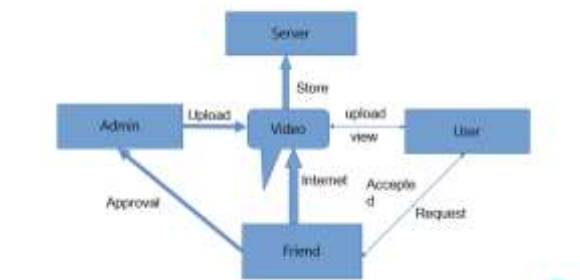


Figure.1: The flow of the project

- CHARACTERIZATION
- TRANSMIT AND REVIEW VIDEOS
- NEXUS TIP
- DIRECTIVE

### 6.1. CHARACTERIZATION

The authority provides the access to the users to modify the information which they given at the time of registration. The users are accessible to select their interest and upload videos. The suggested friends are listed according to their selected interest. The users are allowed to give request and chat with the friends who accepted their request.

### 6.2. TRANSMIT AND REVIEW VIDEOS

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### 6.3. NEXUS TIPS

Link prediction is closely related to the problem of collaborative filtering. From the perspective of graph mining, link prediction is to mine the interaction between nodes in uni-partite networks and collaborative filtering is to mine the interaction between two types of nodes in bipartite networks. In the field of recommendation, the current studies on cold-start problem mainly focus on cooperating additional attributes or contents from the profile of entities.

### 6.4. DIRECTIVE

The user can register with the details such as name, password, email-id, age, date of birth. The registered details are stored in the database. If the user is already registered user then he/she login by entering username and password. The user can chat as usual like social media. The user can share the information regarding to their interest and also they can share the videos.

## 7. MODULE IMPLEMENTATION

The application consists of user login, where existing user can login through their registered mail id and password, whereas new user must register in the sign up page before sign in.



Figure.2: user login page



Figure.3:user sign up page

The home page is designed interactively for the user to switch between the videos of their interest and recent viewed video

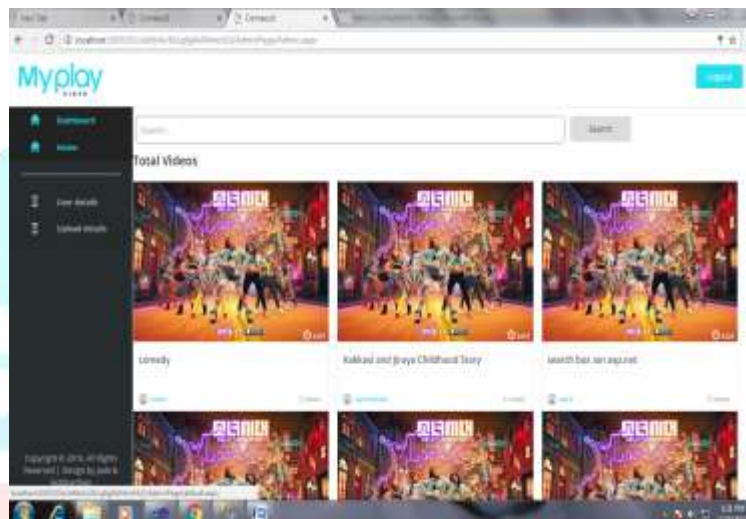


Figure.4:home page runs of visual studio IDE

User can add their interest in their profile to get all the related videos such as: comedy, horror, action, animated, drama, etc. They can modify it any time according to their state of mind.



Figure.4:user interest field

User can upload their videos and the videos can be seen by their friends, the list of uploaded videos of user are stored in the database.



Figure.5:user uploaded videos



Figure.6:video description

User can send and receive friend request, where the user's friend can view the uploaded videos of the user and can add on the interest which are given by the user in the interest field.



Figure.7:Friend request

## 8. CONCLUSION

The objective of this project has been achieved. We also devised a collaborative filtering method for making automatic predictions (filtering) about the interests of the user. The irrelevant videos which irritates the users has been completely eliminated by adding an interest field. These system helps users to reduce the time of searching videos and also helps the user to get the accurate information.

## 9. REFERENCES

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