A Survey on Online Secure Social Networking with Friend Discovery System

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Abstract - Now a days uses of social networking sites are increasing day by day due to social revolution in web. Normally in social networking sites users can easily registered, make a friends and communicate with people easily. In a social network, we can identify the identical users by using information of users which is stored in data base server. In this survey paper, we proposed the friend discovery system in which we recommend a friend to user accordingly to the lifestyle, behavior, ratings and profile analysis of users. In a existing system, it recommended a friend according to the location of users which is not suitable method because it is not necessary to match the users thinking or nature who live around us. In this paper, we also provide a security using AES Algorithm.

Keywords: Friend recommendation, social networks, lifestyle, security, comments.

1. INTRODUCTION

Social Networking is the discovery in the web history to share the online social life of users. Due to the social networking, many peoples are connected and exchange their feeling, thoughts with each other and improve the social relationship. Now a day, social network giving the platform for making friends, the suggestion provided in friend discovery system according to lifestyle of users, their interest, their thinking etc. In a given paper, we implemented friend discovery system which recommended a friend in a social networking on the basis of user’s profile a sit go through user's profile information like name, city, education etc. On the basis of user's lifestyle, it has predefined form format, with the help of this users just need to tick their daily activities, next it as rating with the help of rating users can like or dislike human data and analyzing the comments given by the users and categorize their comments in a positive or negative manner.

In the given paper, we have used the algorithm like AES, pattern matching, association rule mining, opinion mining and clustering. For security purpose, we used AES algorithm of 256 bit round key block.

2. LITERATURE SURVEY

Joonhee Kwon and Sungrim kim implemented a friend suggestion technique using the physical and social context. The system considers friendship from users, who shared same physical location. Using social context, the system recognized precise friendship such as social network. And after that, according to physical and social context the systems associate both the friendship. [1] Making a friendship is user related activity that comes in different forms. [1].Author uses the concept of the intangible friendship and the social friendship. The intangible friendship is the relation based on similar activity such as high overlap in tag usage. The social friendship is based on user related relation. They granted both the intangible friendship and the social friendship for enumerate friendship. Context has hardly been used for calculating friendship so far. In spite of this, it is used to take the current context into account. The context is arranged into physical context which uses current user location, time, also social context uses the social network of the user [1].

L. Gou, F. You, J. Gu, L. Wu and X. L. Zhang proposed a unique system to support users to analyze and find out friends with various interests.[2] Author first abstract the information about user’s interest which is based on tags generated by users in a social network service context, then they build tag networks to match a user’s interest and a hierarchical tag system including a knowledge structure shared among those people who developed them. Then, measure similarities between user with the information of tag networks and social networks to suggest friends for users. they developed a visualization system, Social
Friends Visualization advice users to analyze friend suggestion with different interests in an associated way.

Yang, et al.[3] implemented a collaborative filtering recommendation system, which is based on user’s profile as well as users behavior in Online Social Networking. It explores style of living of users and estimate the similarity between users, if their style of living are same. Then it suggests friends to users. They used collaborative filtering algorithm to determine similarity based on three features user rating on items, user’s profile analysis and user’s day to day activities. The user’s profile analysis, user’s activity and user’s social friend information can help to enhance the efficiency of recommender systems.

Perito, et al.[4] implemented how unique and traceable are usernames by estimated the similarity of profile names and identical users using binary classifiers. To find out unique identities from various public profiles is a difficult work, as information from public profiles is not corrected, sometimes misleading. First, it propose the complication of linking different online identities depending on usernames. Second, it construct a model to estimate the singularity of a username, which can in turn be used to assign a possibility that a singular username, from two different online services, point to the same user. Based on language models, Third, it enhance this model to cases when usernames are different beyond many online services.[4] Finally, by assigning the technique to subsets of usernames they obtained from real cases scheme, verify and examine the technique in the wild

Namrata M. Eklaspur, Anand S.Pushupatimah Proposed a similar metric to determine the similarity styles of living between users, and user’s impact in terms style of living with a friend-matching diagram.[5] After receiving request, it deliver a list of people with highest suggestion scores to the query user.[5] At the end, it combine a feedback system to improve the recommendation efficiency. User interest is the procedure by which thinking and actions of individual user are generated and characterized in their profile and can evaluate on it to classify his/her life style. This can be generally accepted in social networks.

Wenpu Xing et al. implemented with the fast growth of the Web, users get easily lost in the rapid hyper structure. Therefore, find out the context of the Web and recaptured the users’ interests and needs from their attitude have become more important [6]. Web Mining is used to classify users and pages by evaluate the users’ attitude, the context of the pages, and the order of the Uniform Resource Locator that aims to be accessed in order.

3. EXISTING SYSTEM

In the earlier existing system, people usually made a friend with other people who live around them or work together. In the base paper, it presented implementation of friendbook recommendation system for social networks, this friend recommendation mechanism depends on social graph, and they extracted a life style of a user’s from user’s centric data and collect them from sensors of the mobile and suggest the friends to users according to similar living. The existing system rules to gather people include style of living, ethical standards, economical status etc. Life style of users is not generally used because lifestyles are problematic, if not relevant to capture through web actions. Relatively life style activities are closely co related with day to day activities. The following orders are used to group people together: - 1) Tendency of Users, 2) Ethical Standards, 3) Nature, 4) Thinking etc.

Fig-1: System Architecture of Existing System

It has seven modules which are-1) data collection module, 2) life style analysis, 3) life style indexing, 4) friend matching graph, 5) impact ranking 6) Users Query module, 7) Feedback mechanism. The modules are describe as follows-

1) Data Collection Module - In this module, it takes user documents from user and with the help of this document it recommends a friend to the system.
2) Life Style Analysis -With the help of probabilistic topic model it estimate the terms of user’s like and dislike. Overall lifestyles of users are extracted through life style analysis.
3) Life Style Indexing -After life style analysis module it has life style indexing module through which it puts the lifestyle of users in a proper format.
4) Friend Matching Graph- Friend matching graph: With the help of this module it describes the relationship of user's with other users.
5) Impact Ranking - In the impact ranking module, it describes like or dislike of model using ranking.
6) Users Query Module - This module takes the query from users and then sends to ranked list of friends to the users.
7) Feedback Mechanism- This module is useful for feedback mechanism.

The existing system has submitted documents pattern which is not beneficial because it is not necessary that users will specify some English words for same activities.

3.1 Disadvantage of Existing System

1) It recommends a friend to users according to this social graph which is not suitable.
2) It has calculated life style activities from submitted documents.

4. PROPOSED SYSTEM

In previous existing system, the recommendation of friend according user's lifestyle and locations. It has estimates the lifestyle of users according to the submitted documents which is given by the user. So it is not necessary that users will denote same word for same activities. It will be difficult to find out friends similar to user's activities. So in proposed system, here we proposed a friend discovery system which recommends a friends according to behavior, nature, ratings, comments given users and as well as lifestyle and location of users. In this paper, lifestyle activities of users are in predefined forms. So there is no problem of mismatching data, users need to tick their daily activities which is given in predefined form so system can find out friends according to similar activities. Here we proposed a security using AES algorithm. While posting a message, it provide a key for encryption, decryption with the help of key only authorized users can download data which is attached with the message. It has two keys i.e. secrete key and document key. Secrete key is used for download data and document key is used for physical encryption.

4.1 Advantages of Proposed System

1) It is the recommendation system which recommends friend according to life style, nature, behavior
2) In a proposed system life style activities are available in pre-defined form.

3) Security provide using AES algorithm.

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