

# A Situational Analytic Method from Social Media Network

**Pranay S. Dange, VedantA. Kewte, Chetan N. Choudhari, Vaibhav N. Satpute**

**Guided By: Prof Priyanka Kale**

**Department of Computer Science and Engineering,  
Ballarpur Institute of Technology, Bamni, Maharashtra India**

## 1. Abstract:

Multimedia has grown and flourished in the past decade. The social network (MSN), which has exploded and grown tremendously, enters our ears. In addition to life, leisure and work, the mobile network terminals enable users to access MSN. On behalf of anyone familiar with the role and group anytime. Therefore, interactive behavior is getting more and more complex between users and MSN. This paper was mainly extended and enriched the Situation Analyzer framework for a specific social domain called Social situ and so forth. Proposed novel algorithm for serialization analysis for the purpose of users based on classic generalized sequences we used a large number of user's behavior records to explore pattern (GSP) frequency sequence modes. The purpose of the user must be estimated. Our experiment selected

two general types of intentions: playfulness and multimedia sharing, which are most common, in MSNs based on purpose sorting algorithm under different minimum threshold using micro-behavior analysis of users as intended we found that each user's friendly behavior pattern and user under mini support behavior pattern are different due to changes in his/her identity over large amount of session data.

**Keyword:** .Net, C#, Bootstrap, My sql

## 2. Introduction:

The rapid development of multimedia social Causes tremendous growth of network (MSN) users and digital content. It's also convenient for users in order to access digital content from a large number of MSNs video dataset in the

meantime, the dialogue between user and user, user and system increases. Therefore, providing users with personalized on time and fast services that consider complex communication are now one there is a challenge in the study of multimedia social networks.

Generally speaking, multimedia can be compression, content-intensive, breaks down into three different steps multimedia communication and content analysis, to user-centered social media analytics today, including user trust modeling, diffusion path mining and digital right sharing and digital forensics. However, to understand and predict what the actual needs of multimedia content users are different situations and references have not been well studied context-Awareness(CA) was first proposed In 1994, schilietal. They set it as a reference set location, people nearby, objects and changes in them goods of Carl K Chang proposed the in Situ theory by integrating the service environment with the situation Awareness for handling dynamic updates or development of service at run time. service as can meet the changing needs of the users and supply the users with personalized service. To adapt to do dynamic service environment and on time service responds to environment feedback the media services needs more and more situational awareness.

### **3.Literature Survey:**

#### **3.1 Review Of Different Method**

##### **1. A Trust Model for Multimedia Social Networks**

Biological systems, recently and by Thinking critically about a client's changeable thing Characters (part and compute counts) and Novel calculation proposed for other customers Conduct design exams and mining. The critical aspect of the work is to find it already Clients grow and have deeper goals and Psychological based on a large number of previous actions. The remainder of this paper is as follows The following: Section 2 shows the advance Related investigations; Next section Situ represents an extension of the system; Section 4 Introgestant Serialization Algorithm analysis and its side effects Serial numbers are shown in detail in the calculations Department And finally the final conclusions are drawn.

##### **2. Dimensional Situation Analytics: From Data To Wisdom**

In the late '80s, Akoff proposed a first-person approach Classes on the substances of human personality, Including data, information, knowledge and Intelligence

or DIKW. From that point forward The DIKW Significance Chain is pulled into one Whirlwind thinks of further research. Its The application involves the creation, philosophy of philosophy Leadership Assumption, Area specific building Assume, the programming configuration point See mechanization, and so on Examples Mainly in light of our previous work Considering the human-driven situation, we have a Dimensional situation examination in the direction Another view on the DIKW packing order. By Fusing useful map Reduce registered worldview, In this paper we discuss the novel (MR) 2 worldview, Minimize what points to two consecutive maps Data, information, Knowledge and wisdom. We claim ours (MR) 2 Worldview is completely basic adv Leadership and, in this way, new offerings experiences in information change from information to insight. whole and tries to find solutions to them. In the end, this paper compares security issues between IoT and traditional network, and discusses opening security issues of IoT.

### **3. Recommendation of multimedia objects for social network Applications**

We present the main points related to recommender systems using multimedia

data, especially for social networks applications. We also describe, as an example, a framework developed at the University of Naples “Federico II”. It provides customized recommendations by originally combining intrinsic features of multimedia objects (low-level and semantic similarity), past behavior of individual users and overall behavior of the entire community of users, and eventually considering users’ preferences and social interests.

### **4. Context-aware location prediction :**

In this chapter, we present a context-aware location prediction algorithm that utilizes various types of context information to predict future location of vehicles. We use five contextual features related to either the object environment or its current movement data: current location; object velocity; day of the week; weather conditions; and traffic congestion in the area. Our algorithm incorporates these context features into its trajectory-clustering phase as well as in its location prediction phase. We evaluate the proposed algorithm using two real-world GPS trajectory datasets. The experimental results demonstrate that the context-aware approach can significantly improve the accuracy of location predictions.

## 5. Partial Copy Detection in Videos: A Benchmark and an Evaluation of Popular Methods :

In this paper, we introduce a large-scale video copy database (VCDB) with over 100,000 videos, and more than 9,000 copy pairs found by manual annotation. A state-of-the-art system of video copy detection is evaluated on VCDB to show the limitations of existing techniques. We also evaluate deep learning features learned by two neural networks: one is independently trained on a different dataset and the other is tailored to deal with the copy detection task. Our evaluation suggests that all the existing techniques, including the deep learning features, are far from satisfactory in detecting complex realcopies.

## 4.Related work:

Chang studied the importance and impact on position analysis theory and the in situ framework introduced software engineering as well as situ a detailed framework ,which users can provide personalized service ,recognizing the new purpose of Real-time update of user and service.1.Ming it all performed a situational analysis based on in situ principle and proposed paradigm encouraged favourable for unanimous

decision-making Data, information,knowledge and wisdom.

2.According to the data given Rahman et al The environment can share data with user friends social circle from the social service area in which they are involved. therefore he continued with a sensefusion framework for recommending services to users using computational data on the users sensor network and multimedia information. Put forward by Shen et al an algorithm to think about today environment and social network relationships. This algorithm can use user approved conditions, social network relationship for preference and acquisition the user nearest neighbour by the count of similarity and prediction of the user comprehensive situation possible scenarios for a user's choice recommendation. Combined with Tong et al internet features of things to discuss information acquisition, modelling and smarter situation awareness process taking process,etc. As per the main line therefore it is becoming more and more important for a novel situational awareness job computing services to provide users more personalized task with multimedia recommended services, customized security and privacy one and fourth Zhang et al introduced future web request access via user server log data. Bar-David et al reported that existing technology united. Try to estimate the location of the



## 6.Results



FIG 6.1 STARTING PAGE



FIG 6.4 ADMIN PAGE



FIG 6.2 ADMIN LOGIN

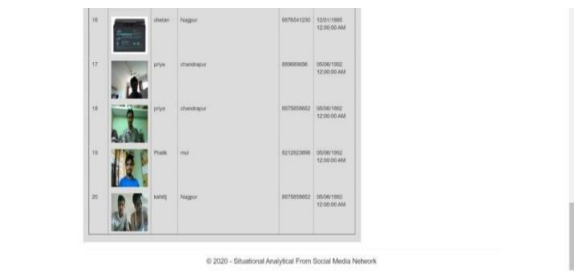


FIG 6.5 ALL USERS UPLOADED DETAILS



FIG 6.3 USER LOGIN



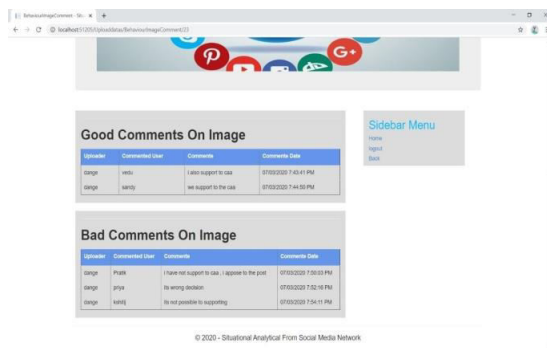


FIG 6.6 USERS COMMENTS IF GOOD OR BAD

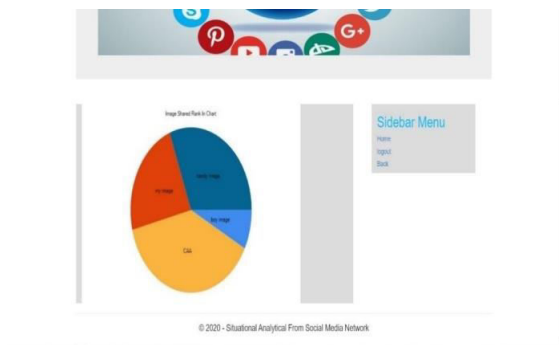


FIG 6.7 PIE CHART

## 7.Conclusion:

The current MSNs condition progressively requires situation mindfulness. Clients conditions and behavior are dynamic, and a person expectation is additionally to change. So as to adjust to the dynamic changes of user identities in the social space, this paper broadens and enriches the situ hypothesis and fabricates a

social situ framework for the web-based social networking systems. We online and achieve the goal serialization calculation in multimedia informal organizations. The client successive intention sequence mode is gotten through the intention serialization calculation. At the point when the client distinguish changes, we close his conduct design with various ID, and prove that diverse SocialSitu groupings are procured in the same Min\_support with a similar expectation when his role and aggregate change. Later on works the existing intention grouping example of the client could be adopted to anticipate the client's progressively and more profound aims.

## 8.Future Scope:

In the future we develop our algorithm in the following aspects: In the future work the existing intention sequence pattern to the user could be adopted to predict the user's more and deeper intentions. Besides we will employ the Social Situ and the proposed algorithm to improve multimedia recommendation system and some killer applications in MSNs

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