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SOCIAL MEDIA NETWORK REVIEWING OF APPLICATION USING ARTIFICIAL INTELLIGENCE AND BIG DATA

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Abstract - Social networks have become the major infrastructure of today's daily activities of people. Peoples can able to interact with each other in these networks and share their interest on resources and give their opinions about these resources or spread their information to world. Trustfulness plays a main role on identifying a suitable product or specific user. The inference mechanism of trustfulness in social networks refers to utilizing available information of a specific user who intends to contact an unknown user. This mostly happens when purchasing a product, deciding to have friendship or other applications which require predicting the reliability of the second party.

***Key Words*:** *Socialmedia; Machine Learning; Classifiers; K-Nearest Neighbor(KNN); Twitter API*

1.INTRODUCTION

Nowadays technology has become a very important part of our lives and most people can't live without it. The Internet provides a platform to share their ideas. Many people are spending a large amount of time on social media. Communicating with people is no exception, as has changed the way people interact more extensively and has given a new dimension to communication. Many people are illegally using these communities. Many youngsters are getting bullied these days. Bullies use various services like Twitter, Facebook,and Email to bully people. Studies show that about 37% of children in India are involved in socialmedia and nearly 14% of bullying occurs regularly.

In recent days, millions of users around the world are connected by means of Online social networks(OSNs), such as Facebook, Twitter, and Weibo. In fact, the number of users in these networks is increasingly growing despite some of them may have decrease in the number of active users on the other hand, users exchange huge amounts of information in social networks every day; based on the level of trust factor is one of the most important issues, when choosing a book to read, we may choose a book that we know its writer, or a book that is suggested by someone who we trust in. Hence, users in social networks share information with other users according to their trust in them.

2. SCOPE OF PROJECT

In recent days, millions of users around the world are connected by means of Online social networks(OSNs), such as Facebook, Twitter, and Weibo. In fact, the number of users in these networks is increasingly growing despite some of them may have decrease in the number of active users on the other hand, users exchange huge amounts of information in social networks every day; based on the level of trust factor is one of the most important issues, when choosing a book to read, we may choose a book that we know its writer, or a book that is suggested by someone who we trust in. Hence, users in social networks share information with other users according to their trust in them.

3 MODULE DESCRIPTIONS

A. KNN

K- nearest neighbor (KNN) to predict the risk of cerebral infraction disease. For T- data we propose KNN-unimodal disease risk prediction (KKN-UDRP) algorithm to predict the risk of cerebral infraction disease. In the remaining of the paper, let KNN T-data denote the KNN algorithm used for T-data for S&T data,We predict the risk of cerebral infraction disease by the use of KNN algorithm,Which is denoted by KNN.

B. MAP MODULE:

The map module scans a data chunk and invokes theuser-defined map function to process the input data. After generating the intermediate results (a set of key/value pairs), it groups the results based on the partition keys, sorts the tuples in each partition, and notifies the master node about the positions of the results.

C. REDUCE MODULE:

The reduce module pulls data from the mappers after receiving the notification from the master. Once all intermediate results are obtained from the mappers, the reducer merges the data by keys and all values with the same key are grouped together. Finally, the user-defined function is applied to each key/value pair, and the results are output to DFS.

4. SYSTEM DESIGN

4.1 CLASS DIAGRAM

In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.

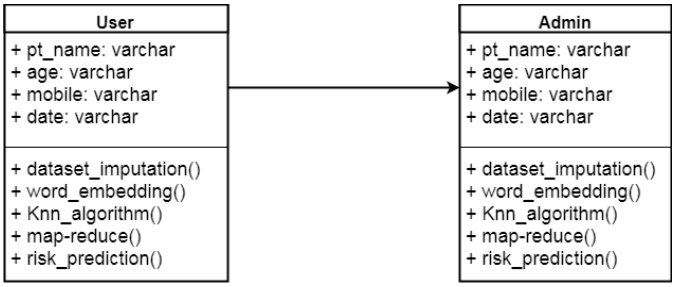

FIG: 4.1 CLASS DIAGRAM

4.2 USECASE DIAGRAM

A use-case diagram is a graph of actors, a set of use cases enclosed by a system boundary, participation associations between the actors and the use-cases, and generalization among the use cases. In general, the *use-case* defines the outside (actors) and inside(use-case) of the system's typical behavior. A use-case is shown as an ellipse containing the name of the use-case and is initiated by actors. An *Actor* is anything that interacts with a use-case. This is symbolized by a stick figure with the name of the actor below the figure.

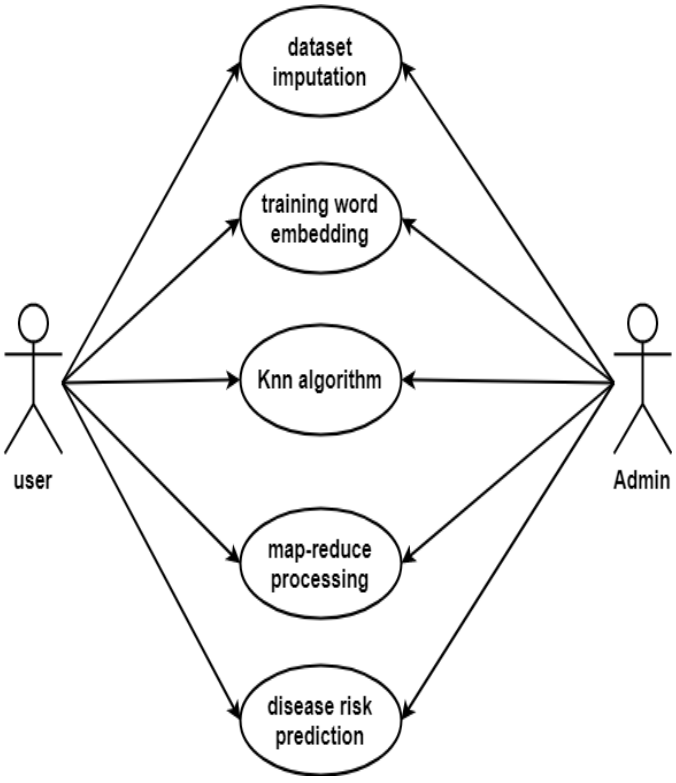

FIG:4.2 USECASE DIAGRAM

4.3 SEQUENCE DIAGRAM

The sequence diagrams are an easy and intuitive way of describing the system's behavior, which focuses on the interaction between the system and the environment. This notational diagram shows the interaction arranged in a time sequence. The sequence diagram has two dimensions: the vertical dimension represents the time, the horizontal dimension represents different objects. The vertical line also called the object's *lifeline* represents the object's existence during the interaction.

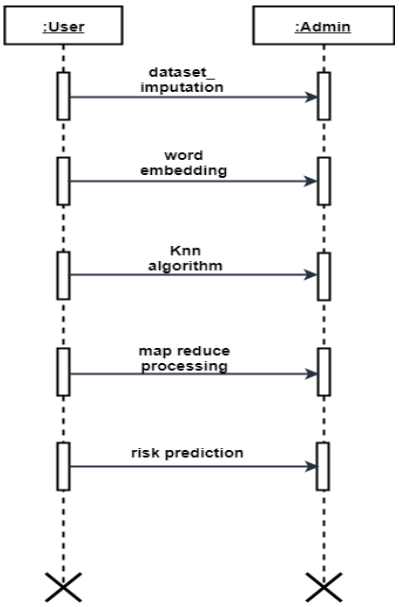

FIG:4.3 SEQUENCE DIAGRAM

4.4 ACTIVITY DIAGRAM

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modeling Language, activity diagrams are intended to model both computational and organizational processes.

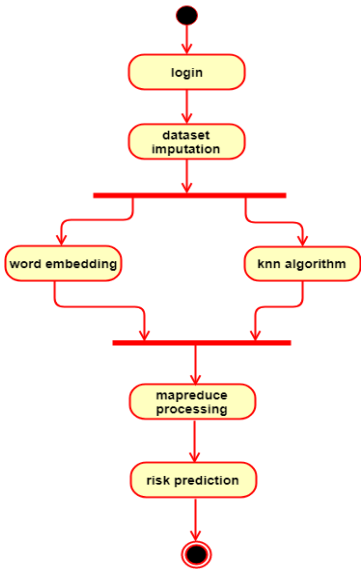

FIG:4.4 ACTIVITY DIAGRAM

4.5 DATA FLOW DIAGRAM:

A data flow diagram (DFD) maps out the flow of information for any process or system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination.

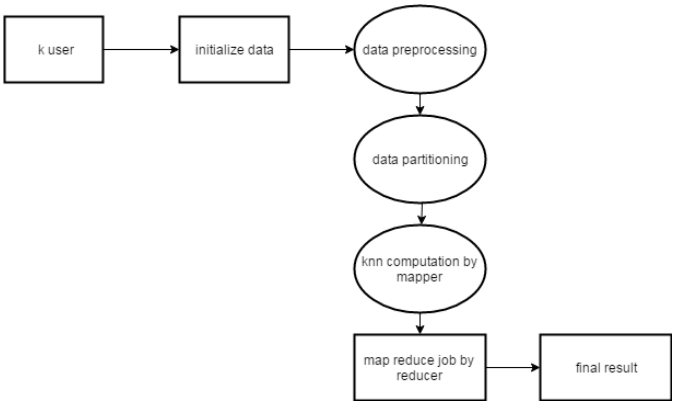

FIG:4.5 DATA FLOW DIAGRAM

5.1 SCREENSHOT 1

FIGURE: 5.1

5.2 SCREENSHOT 2

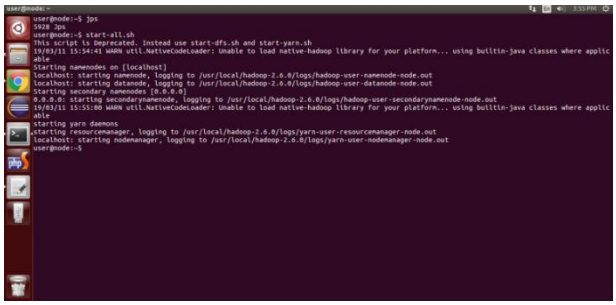

FIGURE: 5.2

5.3 SCREENSHOT 3

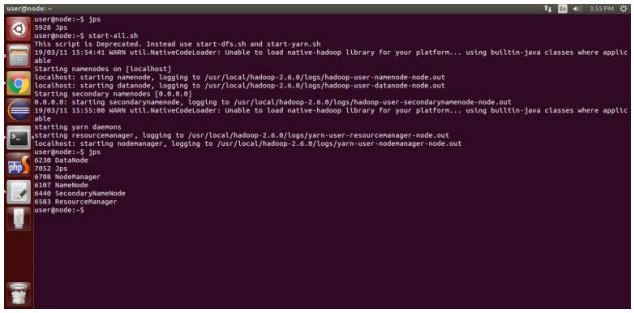

FIGURE: 5.3

5.4 SCREENSHOT 4

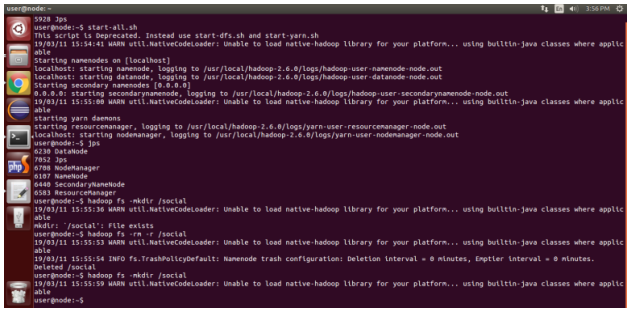

FIGURE:5.4

5.5 SCREENSHOT 5

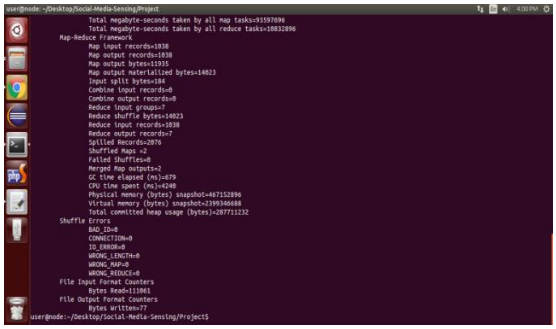

FIGURE: 5.5

5.6 SCREENSHOT 6

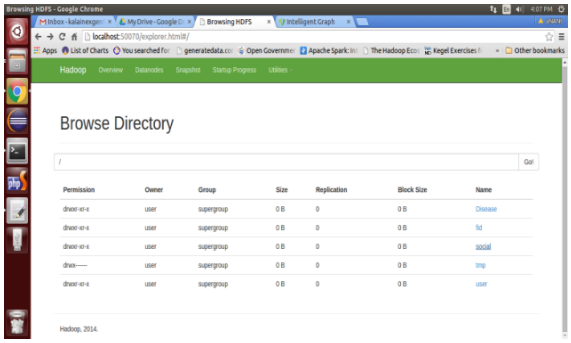

FIGURE: 5.6

5.7 SCREENSHOT 7

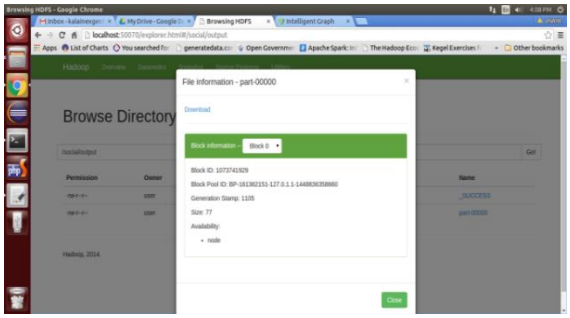

FIGURE: 5.7

5.8 SCREENSHOT 8

FIGURE: 5.8

6.CONCLUSIONS AND FUTURE ENHANCEMENT

The literature depicts that future industries will be fueled by AI through the support of smart machines, Big Data, IIoT, robots, high-speed communication architectures, blockchain, and the broader transition of the economy. We believe such a rigorous analysis of the domain will provide a baseline for future research.

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