A Review on Multimedia Recommendation System to Detect Spammer and Detector

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Abstract—*Multimedia recommendation system can be defined as Multimedia- Refers to data that are various forms of contents. Recommender Systems- Used to find user needs and preferred items. This paper proposes an survey about Multimedia Recommendation System based on user's history. The main problem in existing system is that the cold-starting. After the survey on various literature papers, we are concluding a new way, that increases the web browsers Efficiency, reusability and Extensibility and private storage for each and every provider, While enclosing the proposed method by using the ALAC algorithm which allow itself to select the subset of examples that are to be labeled and performs the active classification, we are concluding that the multimedia recommendation system provide a platform distributed in large scale data centre and the detection of spammers and promoters are very easy.*

Keywords— Multimedia Recommendation System, User request, spammers, Detectors, ALAC algorithm, social media.

I. INTRODUCTION

Multimedia recommendation system are based on the user request, they are most widely used in Social networks, IPTV, other social medias and they are the efficient one that deal with the overloading of information and are most widely used to analyze, find the methods for recommendation context. Generally, the recommendation techniques are classified as two categories: Collaborative technique, content based techniques based on the preferences of user unknown item and their previous technique .The large multimedia content will cause the information overload problem, to avoid this it is important to create a personalization technique that recommend appropriate contents to the users. The problem of information overload points out that it requires a extraction of information and the data mining system which helps to identify the unused information and it identifies whether a user like the given data. Recommended system may guide the people to make their own decision like what to buy, what to watch, especially useful in the large amount of data.

Recommended system helps to find out the choices or to decide the solution without any previous experiences, although they are famous in various concepts and familiar with many related works, some of their problems are still continuing in the market, the problem may be estimated as the rating of items, and one of the important and main issue is the low-performance that too in generic applications, other related issues may be the limited content analysis, data sparsity etc.

The next and most widely faced problem in multimedia recommendation system is the physical and hardware payment that was demanded by web hosting. It also faces a tedious problem during the implementation of system, this may be achieved by two methods namely: (i)By algorithm improvement(ii)by the creation of new features and methods.

In this paper section I gives the description about introduction on multimedia systems, In section II it describes the related works on the previous papers, In section III, tabular format describes the various parameters ,section IV, explained the proposal work, section V concluded the paper and finally section VI gives the references.

II. RELATED WORK

This author [1] proposes on cloud media with two views namely (i) end-end view and (ii)cloud-view, using the Cloud Centric media platform (CCMP) developed at Nan yang Technological university, the outlooks covers the following like the improved performance, lower cost, better, Qos ,human-centric and it concludes with the realization of cloud mobile media vision.

In this Paper[2] surveys research on the users ,using the SNS and IPTV and in order to provide a suitable platform for the simplified social TV based on the Hadoop Map Reduce ,the proposed social TV methods improves or extends the simple functions like chatting, shopping service and their comments, At present the Social TV uses the Java Development Kit Set Up Box.

This Paper [3] proposes a new method called Mobile Video Streaming Method based on the cloud by using User- Adaptive Mobile Video Streaming(AMoS),the User behavior Oriented Video pre-Fetching(UBoP)and the video quality is depended on the feedback of the link quality, this could conclude that the cloud works effective on the video streaming and sharing.

Author [4] is discussed based on the user's historical information and can be achieved through the internet of things, they worked with the DCXP(Distributed Context Protocol) where it reduces the number of subscription that reduces the overall cost and it shows the infrastructure that are connected.

In this, paper[5] surveys on fast scalable video coding(svc) based channels recommendation by applying IPTV in the cloud using peer to peer hybrid ,here the feedback looser tree algorithm is used to find out the user's previous history and it identifies the users interest fastly, in this Paper[6] proposes a recommendation system that deals efficiently with the overloading of the information that is the internet reality which analyze, identifies the methods for the recommendation context by Naïve Bayes ,k-NN and the CBF algorithms also it provides the higher results for the all the models.

in this Paper[7] is based on the hybrid recommendation system from the perspective of the types, architectures, and applications, algorithm to overcome the recommendation system problems by applying the hybrid CBF and CF methods,

This paper[8] proposes a mobile based recommendation on the basis of location, habit by using the weight awareness data fusion algorithm that combine various data fusion algorithms like comb SUM for small amount of documents and and combMNZ for large number of documents,

Its [9] surveys on the ontology based preference of the user Bayesian Model that avoid the traditional problem, it also forms the Bayesian network that represents the user's characteristics, preferences and their contexts and it produce the accurate results,

In this paper[10] proposes a WSRec method that avoid the selection of the web and designing and Qos is achieved by applying this using the Java language also applied to the real world environment,

It[11]surveys a method that could use infrastructure of the network which may share the other remotes sites until it get the target result also co-operate with the other related site and also return to their own home page once completing their task, this may be based on the content sharing, filtering and ,monitoring and so on.

III. TABULAR VIEW

NAME OF THE PAPER	AUTHOR	ISSN	PROBLEM ISSUE	TECHNIQUE APPLIED FOR EXISTING	TECHNIQUE APPLIED IN THIS PAPER	EXISTING SYSTEM COMPARISON	PROPOSED ADVANTAGE IN THIS PAPER	PROPOSED DISADVANTAGE IN THIS PAPER	TOOLS/ TECHNIQUE/ALGORITHM
CLOUD MOBILE MEDIA REFLECTION &OUTLOOK	YONGGANG WEN,XIAOQING ZHU,JOEL J.P.C.RODRIGUES,CHANG WEN CHEN	1520-9210	EXPONENTIAL GROWTH OF MOBILE TRAFFIC	IAAS,PAAS, SAAS	CCMP(CLOUD CENTRIC MEDIA PLATFORM)	AVOIDENCE OF MOBILE TRAFFIC	IMPROVED PERFORMANCE,LOWER COST,BETTER QOS	TIME VARYING AND COMMON BANDWIDTH	DISTRIBUTED TREE ALGORITHM
RESEARCH ON USER CUSTOMIZED	JINSUL KIM,IIMIN KIM,BEYUNG-OK	1975-0080	SOCIAL TV ONLY WITH CHAT,C	HADOOP MAP REDUCE	USER'S SNS DATA	MORE USAGE OF SOCIAL TV	INCREASING THE SERVICE OF SOCIAL TV	PERFORMANCE LEVEL REDUCED	APPLYING EQUATIONS AS E1,E2&S

SOCIAL MOBILE PLATFORM BASE ON PERSONALIZED TV THROUGH IP N/W	JANG		OMMENT AND SHOPPING						1,S2
USER ADAPTIVE MOBILE VIDEO STREAMING AND USER BEHAVIOR ORIENTED VIDEO PRE FETCHING IN CLOUD	V.VENUGOPAL,R.REVATHI	2319-8753	MORE TRAFFIC OF VIDEO STREAMING	MOBILE NETWORK	CLOUD PLATFORM AMOS,UBOP	TRAFFIC OF VIDEO STREAMING IS REDUCED	EFFICIENT,SCALABILITY	TIME LOSS	VIDEO STREAMING AND ADAPTIVE STREAMING TECHNIQUE
ADAPTIVE INFORMATION PROVISIONING IN DISTRIBUTED CONTEXT CENTRIC ARCHITECTURE	JAMIE WALTERS,THEO KANTER, RAHIM RAHMANI	1694-0814	FINDING ENTITIES RELATIONSHIP AND ITS APPLICATION DOMAIN	CENTRALIZED REPOSITORIES OF CONTEXT INFORMATION	DISTRIBUTED CONTEXT PROTOCOL(DCP)	EASE OF FINDING ENTITIES RELATIONSHIP	TIME CONSUMED	OCCUPIES MORE SPACE	PEER TO PEER (P2P),DCXP IS USED

A FAST SVC BASED CHANNEL RECOMMENDATION SYSTEM FOR IPTV ON CLOUD & P2P HYBRID	HONG YI CHANG, CHIH CHUNLAI,YUAN WEILIN	1460 - 2067	LONG DELAY OF PLAIN TEXT,AUDIO FILES ON TV CHANNELS	P2P FOR SMALL FILES	SVC BASED CHANNEL RECOMMENDATION FOR IPTV AND A CLOUD ON P2P HYBRID PLATFORM	TIME CONSUMPTION	FASTER PERFORMANCE	HIGH NOISE RATIO	FEED BACK LOOSER TREE ALGORITHM
A STUDY ABOUT PERSONALIZED CONTENT RECOMMENDATION	JAQUELINE FERREIRA DE BRITO,LUCIANO ANTONIO DIGIAMPIETRI	0976 - 6413	IMPROVING EFFICIENCY OF DATA	RECOMMENDATION SYSTEM AND S/W TOOLS	RECOMMENDED SYSTEM INFORMATION	DATA RELIABILITY	TIME CONSUMED	VARIED ACCURACY	K-NN,NAÏVE BAYES ALGORITHM
TOWARDS A PERSPECTIVE OF HYBRID APPROACHES &METHODOLOGIES RECOMMENDATION SYSTEM	NANA YAW ASABERE	2047 - 3338	VAST INCREASE OF DIGITAL INFORMATION AND ELECTRONIC SOURCES	COLLOBRATIVE FILTERING AND CONTENT BASED FILTERING	HYBRID RECOMMEND SYSTEM	INFORMATION COLLECTION IN SHORT SPAN OF TIME	TIME CONSUMED	SEARCH FOR OTHER DATA'S	KNOWLEDGE BASED UTILITY,DEMOGRAPHIC,CF ALGORITHM,HYBRIDIZATION
WEIGHT AWARE RECOMMENDATION ALGORITHM MOBILEMMS	PEDRO M.P.ROSA,JOEL J.P.C.RODRIGUES AND FILIPPO BASSO	1875 - 905X	PROVIDING INFORMATION FOR MORE NUMBER OF MOBILE PHONE	EMBEEDED GPS RECEIVER	CONTENT AWARE MOBILE RECOMMENDATION SYSTEM	TIME CONSUMPTION	LESS DATA	TIME VARY	WEIGHT SCREEING ,COMBSUM AND COMBMNZ

			USERS						
ONTOLOGY BASED USER PREFENCES BAYESIAN MODEL FOR PERSONALIZED RECOMMENDATION	MIAO LV,CHU JIN,YOSHIYUKI HIGUCHI,JIM C.HAN	1553-9105	USER PREFERENCES BASED BAYESIAN MODEL IMPLEMENTATION	CONCEPT BASED APPROACH	ONTOLOGY BASED USER PREFERENCES	INFORMATION GATHERING FOR FOOD DISHES,RESTAURENT	SPACE AND TIME SAVED	NO ACCURATE RESULTS	APPLYING EQUATIONS BY ASSUMING C AS INPUT AND Ui AS C1,C2,C3…Cn
WSREC: A COLLOBRATIVE FILTERING BASED WEB SERVICE RECOMMENDATION SYSTEM	ZIBIN ZHENG, HAO MA,MICHAEL R.LYU,IRWIN KING	9780-7695	ACHIEVEMENT OF QOS	LOOSELY COUPLED SOFTWARE SYSTEM	WSREC:A WEB SERVICE RECOMMENDATION SYSTEM	SERVICE IS ACHIEVED	QOS IS SLIGHTLY ACHIEVED	NO ACCURATE RESULTS	M*N MATRIX,SIMILAR NEIGHBOUR SELECTION,WEB SERVICE RECOMMENDATION,CF
MOBILE AGENT BASED SURVEY	ABDELKADER OUTTAG ARTS		INCREASING OF BANDWIDTH AND OTHER FILE FORMATS	NETWORKS	DIFFERENT DOMAINS AND DIFFERENT PLATFORMS	EXTENSION OF SERVICE FOR FILES	ACHIEVING 'N' TASK ATA TIME	SYSTEM PERFORMANCE IS LOW	PEER TO PEER (P2P) N/W

IV. ALGORITHM

After the survey on various literature papers, we are concluding a new way, that increases the web browsers efficiency, reusability and Extensibility and private storage for each and every provider, while enclosing the proposed method by using the ALAC algorithm which allow itself to select the subset of examples that are to be labeled and performs the active classification, we are concluding that the multimedia recommendation system provide a platform distributed in large scale data centre and the detection of spammers and promoters are very easy.

In this method we use a Active lazy Associative Classifier(ALAC) algorithm which allow itself to extend and it performs the active classification by using requested histories, it can learn to detect the spammers and detectors , the proposed method will increase the efficiency of web server and a computing platform is distributed in large scale data center ,a search system is based on the list of top videos, total cost of physical hosting and hardware demand is reduced, bottleneck is reduced and it is useful to the administrators who are willing to send the automatic messages to all the users or who has the policy of sending manually.

V. CONCLUSION

Promoters and spammers can pollute the retrieval of video in online, the satisfaction of the user is important but also with the usage of the resources and effective delivery to the user, hence the proposed method will provide a effective solution that may help the system administrator to detect the promoters and spammers easily.

VI. REFERENCES

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