Based on Keywords an Online Social Network Sharing Question and Answer System

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Abstract:TheQuestion and Answer systems which play a role in our daily life for more information and knowledge sharing. Users sent questions to the system and pick answer from the system. Now a days the population is grow rapidly and the number of questions, it is unlikely for a user canfail to question by chance that (s)he can answer. Also, does not support to all users to provide answers, not to mention superiority answers with a short answer wait time. The first objective of this paper is to make a betterperformance of Question and Answer systems by actively forwarding questions to users who have ability to answer the questions. To this end, we have designed and implemented SocialQuestion and Answer, an online social networksharing Question and answer system based on keywords. SocialQuestion and Answer leverages the social network properties of common-interest and mutual-trust friend relationship to identify an asker through friendship thatare most likely to answer the question, and enhance the user security. We also improve Social Question and Answer with security and efficiency enhancements by protecting user privacy and identifies, andretrieving answersautomatically for recurrent questions. In this paper we describe the architecture, keywords and algorithms, and conducted wide-range large-scale replication to evaluate SocialQuestion and answer in association with other methods. Our resultspropose that social networks can be improving the answer quality and more efficient towards time.

Index Terms-Question and answer systems, Social networks, Information search.

I. INTRODUCTION

The Internet is a key source of information, where the amount of data is huge and continually growing. Users rely on search engines to find the specific information on the knowledge base. Search engines such as Google, yahoo and Bing are used to perform keywords searches it is easy to access the user. Newly, development activities and some industrial researches, such as Microsoft and Facebook's, then combine search engines and online social networks for higher search performance. As prior research has indicated, search engines perform good in indexing web pages and provide related content to the user for their search, but are not matched for non-factual questions such as "Which is the best local hotel?". Like this particular non-factual questions, many Question and Answer systems such as Yahoo! Answers, Hotel Mayura, Royal Orchid and Ask have been developed. So the inception, Question and Answer systems will prove the valuable resource for sharing skill and knowledge to the user who used internet more. For example, Yahoo! launched in the year 2005 and it attracted more than 10 million of users in February of 2007, and rapidly increases the users more than 200 million in December 2009. Our system also preserves all Question and Answers, thus acting as a depository for information recovery. They are not only important for sharing technical knowledge is one of the part, and it is also source for accepting information and fulfilling one's interest about a wide variety of subjects.

Nowadays population is huge in a Question and Answer system, every day a large number of questions are posed in online. For example, 833,900 questions and answers posed to Yahoo! Answers per day. Users are intends to answer a question, (s)he may be besieged the questions. Moreover, some users are replying an unselfish answer to encourage all users to get answers to all questions quickly. To locate the suitable answer for current Question and Answer systems allows the users to choose tags (i.e., interest categories) for their questions. In some cases it may not easy task to determine the appropriate tag(s) for a question such as "how is the IAS coaching in mysore?". As a result, current Question and Answer systems may not get together the requirements to providing high quality answer with a less waiting time, however users wishes to receive acceptable answers quickly.

II. LITERATURE SURVEY

It found that for Yahoo! Answers, only 17.6% of questions were answered satisfactorily; for the remaining 82.4%, one fifth of the questions remained unanswered. For Baidu Zhidao, 22.7% of questions were successfully answered, and 42.8% of the unresolved questions were not answered at all. Thus, there is an increasing need for an advanced Question and answer system that can decrease the number of unanswered questions, enhance the answer quality and decrease the response time.Some research categorizes questions into predefined categories, making it easier for users to locate previously asked questions and for experts to find questions they can answer.

Quan et al. proposed three new supervised terms weighting schemes for question categorization, and evaluated each scheme using a trace from Yahoo! Answers.

Song et al. proposed a sequential process including topic-wise word identification and weighting, semantic mapping, and similarity calculation.

- ❖ Takes More Processing time
- ❖ Data accessing limited.
- ❖ Search more sites for similar questions.

Current Question and answer systems may not meet the requirement of providing high quality answer with a short answer wait time, though users wish to receive satisfactory answers quickly.Since Social Question and answer is built upon social networks. The asker and answerer are social close to each other. Therefore, protecting the privacy is important and challenge.

III. PROPOSED SYSTEM

We propose Social Question and Answer, an online social network based Question and answer system that actively forwards questions to those users with the highest likelihood (capability and willingness) of answering them with expertise and interest in the questions' subjects. The design of Social Question and answer is based on two social network properties. First, social friends tend to share similar interests (e.g., lab members majoring in computer systems).Second, social friends tend to be trustworthy and altruistic due to the property of "friendship fosters cooperation"

The design of Social Question and answer. Social Question and answer is composed of three components: User Interest Analyzer, Question Categorizer, and Question-User Mapper. User Interest Analyzer associates each user with a vector of interest categories. Question Categorizer associates a vector of interest categories to each question. Then, based on user interest and social closeness, Question-User Mapper identifies potential answerers for each question.

Different from the existing Question and answer systems, due to the importance of users privacy, we future introduce security and efficiency enhancement to protect users privacy while users using social network answering questions.Social Question and answer incorporates three methods to enhance its security and efficiency performance. The bloom filter based personal information exchange method protects users' privacy including friendship and interest information. The onion routing based answer forwarding method protects the identities of the asker and the answerer from being exposed. The answer retrieval for recurrent questions automatically finds the answers for recurrent questions.
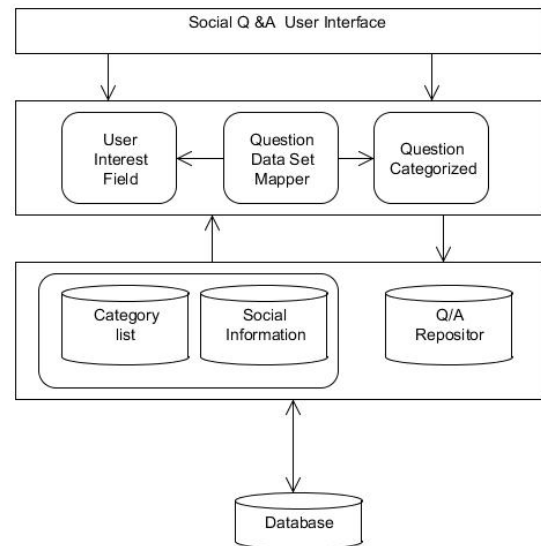
IV. SYSTEM ARCHITECTURE

Fig. 1: The architecture of Social Question and Answer**.**

The primary objective of this paper is to improve the performance of Questions and answers systems by actively forwarding questions to users who are capable and willing to answer the questions

Admin:

- Admin can login using valid username and password.
- Add Question type category.
- Add Questions based on the category keyword
- Edit and Delete Existing data and logout.

Users:

- Users can register and login
- Login by entering valid data
- Users can view, edit and update profile
- User can select the category type of the questions

based on selecting keywords.

- View Social Questions Based on selected keywords.
- Create group.
- Users also upload the social questions to all people and can send the questions only for the particular group members.
- Logout

V. OVERVIEW OF THE PROJECT

Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm and area of application. Design is the first step in the development phase for any engineered product or system. The designer's goal is to produce a model or representation of an entity that will later be built. Beginning, once system requirement have been specified and analyzed, system design is the first of the three technical activities -design, code and test that is required to build and verify software.

The importance can be stated with a single word "Quality". Design is the place where quality is fostered in software development. Design provides us with representations of software that can assess for quality. Design is the only way that we can accurately translate a customer's view into a finished software product or system. Software design serves as a foundation for all the software engineering steps that follow. Without a strong design we risk building an unstable system – one that will be difficult to test, one whose quality cannot be assessed until the last stage.

In designing a new system, the system analyst must have a clear understanding of the objectives, which the design is aiming to fulfill. The first step is to determine how the output is to be produced and in what format. Second, input data and master files have to be designed to meet the requirements of the proposed output. The operational phases are handled through program construction and testing. Design of a system can be defined as a process of applying various techniques and principles for defining a device, a process or a system in sufficient detail to permit its physical realization. Thus system design is a solution to "how to" approach to the creation of a new system. Thus, important phase provides the understanding and the procedural details necessary for implementing the system recommended in the feasibility study. The design step provides a data design, architectural design, and a procedural design.

VI. CONCLUSION

Questions and answers frameworks are utilized by numerous individuals for purposes, for example, data recovery, scholastic help, and dialog. To expand the nature of answers got and diminish the sit tight time for answers, we have created and prototyped an online informal organization based Questions and answers framework, called SocialQuestions and answers. It uses the properties of an informal organization to forward an inquiry to potential answer suppliers, guaranteeing that a given inquiry gets an astounding answer in a brief timeframe. It expels the weight from reply suppliers by straightforwardly conveying them the inquiries they may be occupied with, instead of requiring answer suppliers to look through a substantial gathering of inquiries as in Yahoo! Answers or flooding an inquiry to the greater part of an asker's companions in an online interpersonal organization. In outlining another framework, the framework investigator must have an unmistakable comprehension of the targets, which the plan is meaning to satisfy. The initial step is to decide how the yield is to be created and in what design. Second, input information and ace documents must be intended to meet the necessities of the proposed yield. We will direct tests on a huge client base in reality explore.

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