

**MANAGING OF ASKER SATISFACTION ON SEARCH ENGINES
THROUGH SOCIAL NETWORK****B.Deekshit¹, G.Mahesh²**¹M.Tech Student, Dept of CSE, Arjun College of Technology & Sciences, Hyderabad, T.S, India²Assistant Professor, Dept of CSE, Arjun College of Technology & Sciences, Hyderabad, T.S, India**ABSTRACT:**

For improving search engines performance, social search engines were proposed for determining results that are searched by keywords that are more applicable to searchers. The speedy prevalence of smart phones has improved mobile access, which makes mobile question and answer system an extremely capable application. We suggest distributed mobile question and answer based on social system with low node transparency and system expenditure in addition to speedy response to question askers. The proposed system is novel system that attain lightweight distributed answerer search, while allowing a node to recognize its friends that can respond a question. It gathers earlier questions as well as answers within centralized server to get better question and answer system performance. The system permits mobile users to forward questions towards potential answerers in a decentralized approach for several hops earlier than resorting to server.

Keywords: *Social search engines, Smart phones, Centralized server, Question and answer, Mobile system, Decentralized.*

1. INTRODUCTION:

While search engines carry out resourcefully in answering of factual queries, they are not suitable for non-factual queries that are

multi-dimensional. An efficient solution for solving the problem is forwarding of non-factual queries towards humans that interpret and answers the queries, provided

they are recognizable with queries. For improving of asker satisfaction on question and answer sites, in recent time, efforts were focused on social network based systems of question and answer where users post and respond questions by means of social network that is maintained in centralized server. In our work we put forward distributed mobile question and answer based on social system with low node transparency and system expenditure in addition to speedy response to question askers. Mobile question and answer based on social system is novel system that attain lightweight distributed answerer search, while allowing a node to recognize its friends that can respond a question. The proposed system of mobile question and answer based on social system contain a centralized server to maintain question and answer actions for questions that are tricky to discover answerers in user social network. The proposed system gathers previous questions as well as answers within centralized server to get better question and answer system performance. When compared to centralized social network based question and answer systems that experience from traffic congestions as well as high server bandwidth cost, mobile

question and answer based on social system is a completely distributed system where each node makes confined decision on question forwarding.

2. METHODOLOGY:

The social-based question and answer systems are classified as two categories such as broadcasting-based as well as centralized. The broadcasting-based structure broadcast questions of user to all users' friends. In centralized systems while centralized server maintains social network of each user, it look for promising answerers for a specified question. The earlier systems of broadcasting as well as centralized methods are not appropriate to mobile environment, in which each mobile node has restricted resources. The social-based question and answer systems respond to non-factual questions, which cannot be simply resolved by means of web search engines. These systems rely on centralized server for identification of friends on basis of social information to each and every one of its friends. In mobile question and answer systems, mobile nodes access question and answer systems and are extremely capable by means of considering speedy increase of mobile users. The mobile question and

answer systems allow users to request and respond questions. On the other hand, these systems cannot make use of earlier centralized methods or else broadcasting methods, which produce node overload, as well as high server bandwidth expenditure with incredible number of mobile users. Here we put forward distributed mobile question and answer based on social system with low node transparency and system expenditure in addition to speedy response to question askers. This system recognizes answerers that are able to respond questions and moreover earns superior user satisfaction ratings on answering of factual and non-factual questions. The proposed system produces much less transparency by its restricted question forwarding hops. The keystone of mobile question and answer based on social system is that person generally issues a question that is strictly connected to their social life. The proposed system of mobile question and answer based on social system permits mobile users to forward questions towards potential answerers in a decentralized approach for several hops earlier than resorting to server. The proposed system makes use of first order logic representation as well as inference engine to gain interests of

questions, as well as interests of users on basis of user social information. The proposed system encloses a centralized server to maintain question and answer actions for questions that are tricky to discover answerers in user social network.

3. AN OVERVIEW OF PROPOSED QUESTION AND ANSWER SYSTEM:

While answerers in social network recognize backgrounds as well as preference of askers, they present more personalized answers towards askers. The mobile question and answer systems allow users to request and respond questions. We put forward distributed mobile question and answer based on social system in our work. This system is novel system that accomplish lightweight distributed answerer search, while allowing a node to recognize its friends that can respond a question. In mobile question and answer systems, mobile nodes access question and answer systems and are extremely capable by means of considering speedy increase of mobile users. Mobile question and answer based on social system leverages lightweight knowledge engineering methods to alter users' social information in addition to questions to IDs, so that a node distinguish its friends able to

answer a specified question by means of mapping question's ID by means of social IDs. The node then forwards question to recognized friends in decentralized manner and after receiving of the question, users respond questions when they forward question to their friends. The question is forward all along friend social links for several hops, and subsequently to server. The proposed system contains a centralized server to maintain question and answer actions for questions that are tricky to discover answerers in user social network and gathers previous questions as well as answers within centralized server to get better question and answer system performance. The keystone of mobile question and answer based on social system is that person generally issues a question that is strictly connected to their social life. While people share comparable interests are possible to be clustered in social network, it is regarded as social interest clusters interconnecting with each other. By choosing most possible answerers in node's friend list, queries are forwarded to social clusters that contain answers for question. Since answerers are collectively close to askers, they are more eager to answer questions when compared to strangers in

question and answer sites. Mobile question and answer based on social system makes use of first-order logic representation as well as inference engine to gain interests of questions, as well as interests of users on basis of user social information. Mobile question and answer based on social system recognize answerers that are able to respond questions and moreover earns superior user satisfaction ratings on answering of factual and non-factual questions. The proposed mobile question and answer based on social system produce much less transparency by its restricted question forwarding hops.

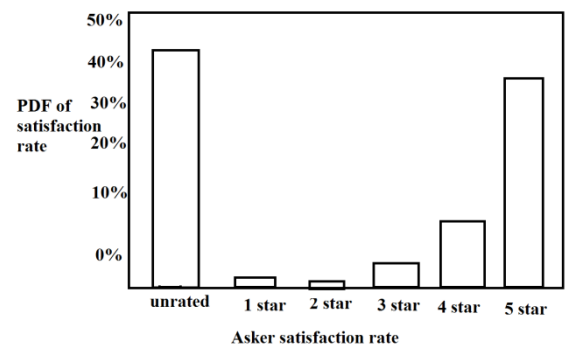


Fig1: an overview of histogram of askers' satisfaction with answers in data set.

4. CONCLUSION:

For improvisation of asker fulfilment on question and answer sites, efforts were focused on social network based systems of question and answer where users post and respond questions by means of social network that is maintained in centralized

server. In our work we suggest distributed mobile question and answer based on social system with low node transparency and system expenditure in addition to speedy response to question askers. The foundation of proposed system is issuing of a question that is strictly connected to their social life. Proposed system gathers previous questions as well as answers within centralized server to get better question and answer system performance. The proposed system encloses a centralized server to maintain question and answer actions for questions that are tricky to discover answerers in user social network. Mobile question and answer based on social system is new system that achieve lightweight distributed answerer search, while allowing a node to recognize its friends that can respond a question. Mobile question and answer based on social system makes usage of first-order logic representation as well as inference engine to gain interests of questions, as well as interests of users on basis of user social information.



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