

# Recommendation System Using Collaborative Filtering Technology

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**Abstract:** Recommendation systems are used to predict the 'rating' or 'preference' that user would give to an item and are applied in a variety of applications like music, movies, news, research articles, books, social tags, search queries and products in general. In this paper, author has given investigation on the cooperative filtering recommendation from a brand new perspective and presents a completely unique typicality-based cooperative filtering recommendation technique named Tyco. Collaborative filtering (CF) is an important and popular technology for recommender systems. However, current CF methods suffer from such problems as data sparsity, recommendation inaccuracy and big-error in predictions. A distinct feature of typicality-based CF is that it finds 'neighbours' of users based on user typicality degrees in user groups.

**Keywords:** Recommendation System, Travel Package, Fuzzy C-means clustering.

## I. INTRODUCTION

The Recommendation systems are software tools providing suggestions for items for a user. The suggestions provided are aimed at supporting their users in various decision making processes, such as where to plan a tour, what items to buy, for which season, what music to listen, or what news to read. Recommender systems or recommendation systems are a subclass of information filtering system that seek to predict the 'rating' or 'preference' that user would give to an item. Collaborative filtering technology is used for recommender systems. There has been a filtering (CF) is a very important and standard lot of labour done each in business and academe. These methods are classified into user-based CF and item-based CF. the essential plan of user-based CF approach is to search out a set of users UN agency have similar favour patterns to a given user (i.e., "neighbours" of the user) and suggest to the user those things that different users within the same set like, while the item-based CF approach aims to supply a user with their commendation on AN item supported the opposite things with high correlations (i.e., "neighbours" of the item).

In all collaborative filtering strategies, it's a major step to search out users (or items') neighbours, that is, a collection of comparable users (or items). Currently, the majority CF strategies live user's similarity (or things' similarity) supported co-rated items of users (or common users of items). The basic idea of user-based CF approach is to find out a set of users who have similar favour patterns to a given user (i.e., "neighbours" of the user) and recommend to the user those items that other users in the same set like, while the item-based CF approach aims to provide a user

with the recommendation on an item based on the other items with high correlations (i.e., "neighbours" of the item). In all collaborative filtering methods, it is a significant step to find users' (or items') neighbours, that is, a set of similar users (or items).

## II. LITERATURE SURVEY

Z. Huang, H. Chen, and D. Zeng [1], Recommender systems are being wide applied in several application settings to recommend product, services, and knowledge things to potential customers. collaborative filtering, the foremost victorious recommendation approach, makes recommendations supported past transactions and feedback from customers sharing similar interests. A significant drawback limiting the quality of collaborative filtering is that the poorness drawback, that refers to a scenario during which transactional or feedback information is thin and meagre to spot similarities in client interests.

During this article, we have a tendency to propose to affect this poorness drawback by applying an associative retrieval framework and connected spreading activation algorithms to explore transitive associations among customers through their past transactions and feedback. Such transitive associations are a valuable supply of data to assist infer client interests and may be explored to affect the poorness drawback. To judge the effectiveness of our approach, we've got conducted associate degree experimental study employing information set from an internet store.

W. Vanpaemel, G. Storms, and B. Ons [8], A model is projected that elegantly unifies the normal model and model models. These 2 models square measure extreme cases of the projected varied abstraction model. The unifying model more makes area for several new intermediate pseudo-exemplar models. A preliminary Associate in Nursing lysis using Medina and Schaffer’s (1978) 5-4 structure pointed to such an intermediate model that outperformed the model and model models.

G. Adomavicius and A. Tuzhilin [2], This paper presents a summary of the sector of recommender systems and describes the present generation of advice ways that are sometimes classified into the subsequent 3 main categories: content-based, collaborative, and hybrid recommendation approaches. This paper additionally describes numerous limitations of current recommendation ways and discusses doable extensions that may improve recommendation capabilities and build recommender systems applicable to an even broader vary of applications. These extensions contain, among others, an improvement of understanding of users and things, incorporation of the discourse info into the advice method, support for multi criteria ratings, and a provision of a lot of versatile and fewer intrusive varieties of recommendations.

**Recommendation System:**

There have been many works on recommendation systems and most of these works focus on developing new methods of recommending items to users, e.g., works in [11] Currently, recommendation methods are mainly classified.

**A. Content-based Recommendation Systems:**

The inspiration of these kind recommendation methods comes from the fact that people had their subjective evaluations on some items in the past and will have the similar evaluations on other similar items in the future. These kind recommendation methods predict the preferences of active users on items based on the preferences of other similar users or items.

**B. Collaborative Filtering Recommendation Systems:**

These kind recommendation methods predict the preferences of active users on items based on the preferences of other similar users or items. For the reason that collaborative filtering methods do not require well-structured item descriptions, they are more often implemented than content-based methods [1] and many collaborative systems are developed in academia and industry.

**C. Hybrid Recommendation Systems:**

Several recommendation systems use a hybrid approach by combining collaborative and content-based methods, which helps to avoid some limitations of content-based and collaborative systems. A naive hybrid approach is to implement collaborative and content based methods separately, and then combine their predictions by a combining function, such as a linear combination of ratings or a voting scheme or other metrics.

**III. PROPOSED ALGORITHM**

The main objective of proposed system is to cluster the items and then find “neighbours” of users based on user typicality degree in user groups (instead of the curated items of users, or common users of items, as in traditional CF) and predict the ratings. In recommendation system the input is given as dataset which contains users, packages and ratings given by users for any packages. By using such inputs, the expected outputs are recommended packages for a user and predicted ratings.

**A. System Architecture**

The figure 1 shows the system architecture

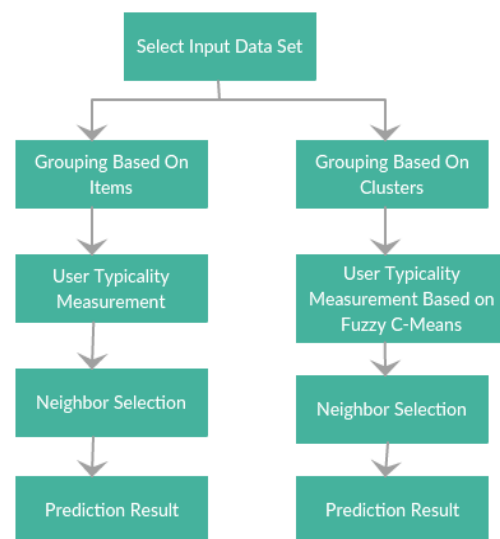


Fig.1. System Architecture

The mechanism of clustering with typicality-based CF recommendation is as follows: First, cluster all items into several item groups using fuzzy c means clustering method. Second, form a user group i.e., a set of users who like items of a particular item group, corresponding to each item group, with all users having different typicality degrees in each of the user groups. Third, we build a user-typicality matrix and measure users’ similarities based on users’ typicality degrees in all user groups so as to select a set of “neighbours” of each user. Then, we predict the unknown rating of a user on an item based on the ratings of the “neighbours” of at user on the item.

**B. Mathematical module**

The mathematical model for clustering and typicality based collaborative filtering recommendation system is as follows -

Input Data: Travel Dataset

Output Data: Prediction of Ratings

User Grouping

$G = \{U1, U2, \dots, Um\}$

Weight sum aggregation of all rating

$$S_{gxr}^i = \frac{\sum_{y=1}^n W_{x,y} \cdot R_{i,y}}{n \cdot R_{max}}$$

Where n is the no of items

R<sub>i, y</sub> = Rating of U<sub>i</sub> on item O<sub>y</sub>

W<sub>x, y</sub> is the degree of O<sub>y</sub> belonging to item group k<sub>x</sub>

R<sub>max</sub> is the maximum rating value

Offenses of the users rating items in item group k<sub>x</sub> calculate as,

$$S_{gx,f}^i = \frac{N_{x,i}}{N_i} = \frac{N_{x,i}}{\sum_{y=1}^n N_{y,i}}$$

N = no of items

N<sub>x, I</sub> = total no of items having been rated by user u<sub>i</sub> in the item group k<sub>x</sub>

Neighbours Selection:

$$N_j = \{U_i | \text{Sim}(U_i, U_j) \geq r\}$$

Sim (U<sub>i</sub>, U<sub>j</sub>) = similarity of U<sub>i</sub> and U<sub>j</sub>

And r = threshold

$$R(U_i, O_j) = \frac{\sum_{U_x \in N_i} R(U_x, O_j) \cdot \text{Sim}(U_x, U_i)}{\sum_{U_x \in N_i} \text{Sim}(U_x, U_i)}$$

U<sub>x</sub> = user in the set of neighbours of U<sub>i</sub>

R (U<sub>x</sub>, O<sub>j</sub>) = rating of U<sub>x</sub> and U<sub>i</sub> this function calculates weighted sum of all rating given by the neighbour of U<sub>i</sub> on O<sub>j</sub>.

NP-Hard and NP-Complete Analysis

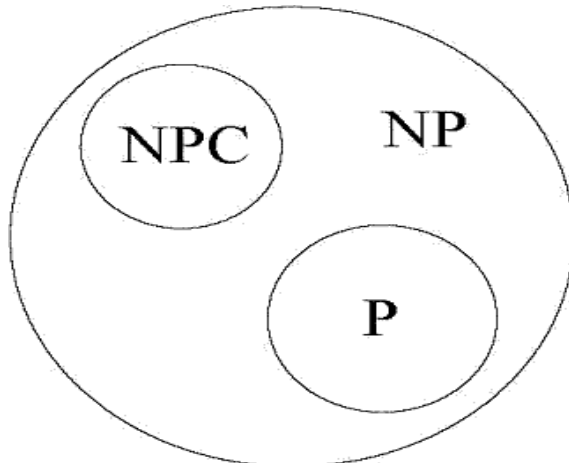


Fig.2 NP Hard

What does NP-hard mean? A lot of times you can solve a problem by reducing it to a different problem. I can reduce Problem B to Problem A if, given a solution to Problem A, I can easily construct a solution to Problem B. (In this case, "easily" means "in polynomial time.") If a problem is NP-hard, this means I can reduce any problem in NP to that problem.

This means if I can solve that problem, I can easily solve any problem in NP. If we could solve an NP-hard problem in polynomial time, this would prove P = NP. I will try to solve my existing problem by reducing it to a different problem. The existing system is having problem time and speed. Suppose I can reduce problem of time by using another method to reduce the time problem. So that I can easily construct another solution to the existing problem. This means this problem is NP-Hard.

NP-Complete

- A technical point: O (n) actually means the algorithm runs in asymptotically linear time, which means the time complexity approaches a line as n gets very large. Also, O(n) is technically an upper bound, so if the algorithm ran in sub linear time you could still say it's O(n), even if that's not the best description of it.
- Note that if the input has many different parameters, like n and k, it might be polynomial in n and exponential in k
- Per Xuan Luo's comment, deterministic and nondeterministic Turing machines can compute exactly the same things, since every nondeterministic Turing machine can be simulated by a deterministic Turing machine (a "regular computer"). However, they may compute things in different amounts of time.

According to the base paper, I have completed Typicality based filtering Recommendations using the methods Tyco, User typicality measurement, Neighbour selection and predicted the values successfully.

#### IV. WORK DONE

##### A. Input Dataset

To evaluate this recommendation method, we use the dataset that contains 150 travel packages and 5000 user's ratings for those packages. The ratings follow the 1 to 5 numerical scales. Select data set after that browsing that all data then using the collaborative filtering technique. In that giving the three packages we are select only one package means rainy. Summer, or winter. If we select rainy package the display all rainy packages using the fuzzy c means clustering method. Neighbour selection is the important step before prediction. and after the predict the unknown rating.

##### B. Results of Practical Work

Comparative Analysis between existing and proposed system will done using performance metrics such as mean absolute error and coverage. We have implemented here Tyco method; in this we are measuring the similarity of two users. It generally improves the accuracy of predictions when compared with previous recommendation methods It is more efficient than the compared methods.

By using collaborative filtering method, it reduces the number of big error predictions, improves accuracy of predictions and works with sparse training data sets. It measures the percentage of items for which a recommender system is capable of making predictions. Larger the coverage values are better for recommendation that means it can predict more ratings for users on unrated items. For example, if recommendation system can predict 8500 out of 10,000 ratings then the coverage is 85%.

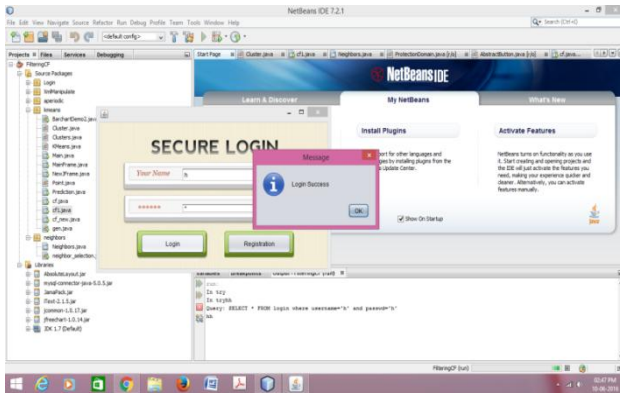


fig.3. Login page

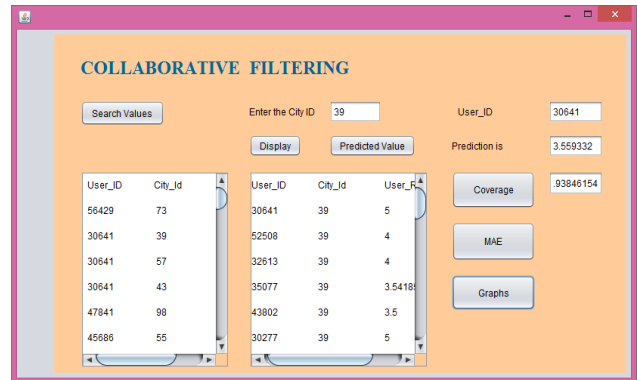


fig. 7. Prediction result

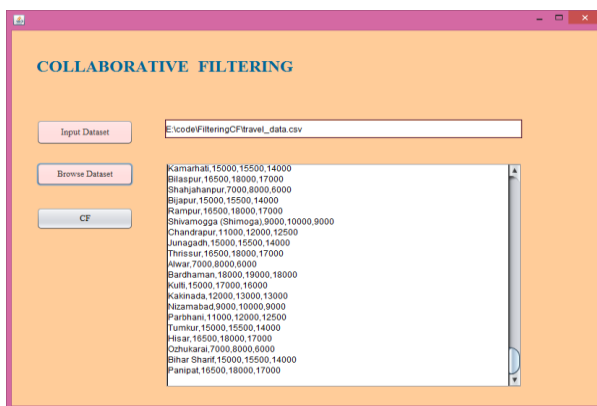


fig.4 Browse Dataset

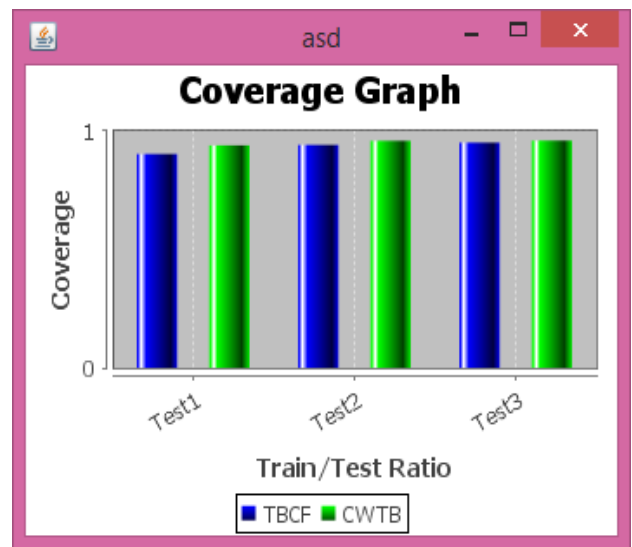


Fig. 8. Graph for Coverage

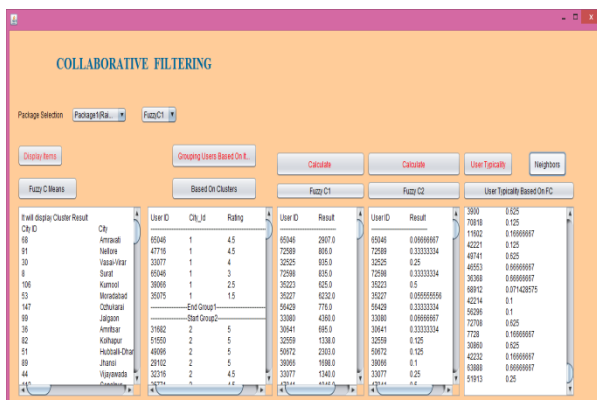


fig.5 User typicality measurement based on Fuzzy c means

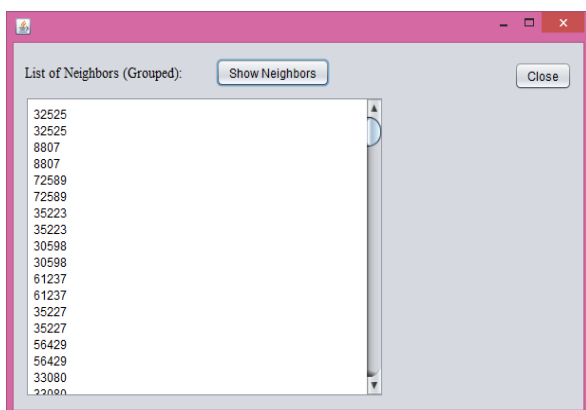


fig. 6. List of Neighbor selection

Tyco finds a user’s neighbors based on their typicality degrees in all user group. Tyco discovers users’ neighbours based on typicality and predicts ratings based on neighbours actual rating.

### V. CONCLUSION

In this paper we’ve got enforced normality based mostly collaborative Filtering technology. Tyco is showing higher improvement in performance as compared to previous strategies. During this technique selects “neighbours” of users by measurement users’ similarity supported their normality degrees rather than co-rated things by users and by victimization this Tyco it will overcome several disadvantage of ancient collaborative filtering strategies. Therefore, these Tyco techniques will provide a sensible performance than previous technique.

In future we will extensions to our work. Parallel computing strategies to handle the big scale applications. we can attempt to cluster strategies and see however the advice results area unit affected. the way to victimization parallel computing strategies (e.g. Map Reduce) to handle the massive scale applications is additionally one in all the potential application.

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