

K-Means Demographic based Crowd Aware Movie Recommendation System

Kathpal Mohit, Boparai Rajdavinder Singh and Singh Gurpreet

Computer Science and Engineering Department, Chandigarh University, National Highway 95, Chandigarh-Ludhiana Highway, Sahibzada Ajit Singh Nagar, Mohali - 140413, Punjab, India; mohitcu92@gmail.com, boparai_raji@yahoo.co.in, gur92reet@gmail.com.

Abstract

In this paper we put forward a novel technique of K-Means based crowd-aware recommender system in which we select the closest crowd to the particular user and locate the preference of those to suggest that user a set of movies at that time in the same province. K-Means is the clustering algorithm that is used to cluster the specified spot among the set of spots in the dataset. Here we make groups of the crowd and then locate in which cluster a particular user belongs. Following classify the user in particular category of the crowd, system will find the set of movies among the crowd, which is most preferred by that set of crowd in which the user is classified. The proposed approach is likely to attain the high precision, effectiveness and will take less time as judge against other techniques for movie recommendation.

Keywords: Demographic Filtering, Hybrid, K-Means Clustering, Movie Recommendations

1. Introduction

Recommender system is one of the significant approaches and plays vital role in several applications. It is the combination of selection, priority and automation.

In¹ described a location based social networking systems that include location as foremost aspect to the social links which gives provisions for personalized location recommendations. Travel packages can be personalized by obtaining user preference, POI attraction and pattern between them from LBSNs. Existing recommendation systems focus frequently either recommending locations, travel packages to a single client or not specific enough, just recommending a list of probably appropriate packages to choose by a user crowd. The system travel packages are adapted to a user group by taking into account their familiar interests, social links among them beside with their personal interests, constraints. Recommendations made specific by taking into account various metrics that vary in degree of personalization and time period of estimation. They built a prototype system and evaluated consequences based on data obtained from foursquare

site. Experimental results confirm system recommends efficiently in single user state and also personalized well to user group state.

In² a mobile 3D-GIS amalgam recommendation system for tourism, wherein 3 dimensional GIS architecture is designed and implemented in the recommender system has been proposed. This recommender system grants-tourists to take advantage from novel features like a 3D map-based interface. Evaluation of user experience is also presented in this work.

In³ presented a mobile recommender system employed semantic web speech in the type of facts depiction. Ontologies are basically applied to make connection between semantic space, sensor inputs, and user profiles. An information retrieval framework is used in the recommender system to get suitable content for mobile user.

In⁴ reviewed the several approaches used for recommendation system. Approaches may be categorized into three parts Collaborative Filtering, Hybrid Recommendations and Content Based recommendation.

In⁵ proposed disseminated e-learning in social recommendation method. Also item are suggested according

*Author for correspondence

to the background history of things which was bought earlier- its gender, and age. In this work decentralized sequential decision making is considered.

In⁶ introduced the architecture of the recommender system including content based recommendation for calculating purpose.

In⁷ proposed Recom Metz system offers leisure domain particularly only for movie show times domain and is rely on the Semantic Web technologies.

In⁸ surveyed the algorithms that power recommender systems explained that how this vital thought of likeness is revised in current day time recommendation methods, specifically Flipkart.com. The final part of this document center lying on the Netflix Prize and explore the only significant algorithm in the challenge so far: an incremental technique to judge the SVD of a void matrix.

In⁹ proposed the method to suggest objects to client that are like to those that a client be fond of in the earlier period. The application gives path recommendations based on parameters selected by user. The system is functional as well as user-friendly.

In¹⁰ recommendation system has been presented for collection of clients that depart to the theatre. In this paper, slope one algorithm uses Multiplicative Utilitarian Strategy which acts as a replica to suggest to whole crowd.

In¹¹ the MPC (Managing Preferences and Constraints) and PL (Preferences Learning) approaches has been designed. This method is used to get the client opinion on how efficient the schema is.

In¹² introduced a clustering technique. This technique provides a solution to the cold start problem. Cold start problem is that in which system cannot offer suggestion to clients or objects as the system doesn't have sufficient information.

In¹³ introduced structural design of a tourist sustain information method including VR stuffing that expected at supporting Iwate vicinity in Japan. In addition, proposed a method for assembling stuffing depository and training facts to build local specific recommendation engine on the tourist sustain method.

In¹⁴ recommender system has been reviewed and sum up the linked recommender approaches used in all kind. The categories are electronic-government, electronic-business, electronic-commerce/e-shopping, electronic-library, online-learning, electronic-tourism, online-resource services and online-group activities.

In¹⁵ an object-based collaborative technique to forecast the welfare of adynamic tourist by gathering favorite or

undergo information from a numeral of other tourists has been presented. The anticipated method is capable to forecast a set of recommended tourism places of extracting rating places.

In¹⁶ proposed a detailed survey on the recommender system. This review provides different types of interfaces and their use of artificial intelligence approaches.

2. Proposed Methodology

In this paper we suggest a novel technique of K-Means based crowd-aware recommender system in which we are going to select the closest crowd to the particular user and find the preferences of those to recommend that user a set of movies at that time in the same region. K-Means is the clustering algorithm, which is used to group the given point among the set of points in the dataset. Here we make groups of the crowd and then find in which group of crowd a particular user belongs. After classifying the user in particular category of the crowd, system will find the set of movies among the crowd, which is most preferred by that set of crowd in which the user is classified.

2.1 Working of K-Means

K-means algorithm is the easiest unsupervised learning algorithms that take care of the no doubt understood clustering matter. The strategy acquire following a vital method to arrange a known information set by using a exact figure of clusters (k clusters) developed from the earlier. The fundamental consideration is to illustrate k centroids, single for every cluster. These centroids should be set in a finesse way as a result of diverse vicinity grounds distinctive outcome. Along these lines, the enhanced decision is to set them however much as could be expected extreme from one another. The following step is to capture every spot having a place with given information set and associate it to the adjoining centroids. At the end as soon as no spot is waiting, the primary step is done and an untimely grouping is finished. After that, we have to revise k new centroids as centers of the clusters coming about because of the past step. After we have these k-new centroids, another fastening must be done linking the identical information set focuses and the adjoining new centroids. A round has been produced. As a consequence of this circle we may see that the k centroids change their area orderly until no more changes are finished. As it were centroids don't progress further. At long last, this algo-

rithm goes for diminishing an objective function, for this situation a squared error function. The objective function

$$J = \sum_{q=1}^k \sum_{p=1}^k \left\| x_p^q - c_q \right\|^2$$

Where $\left\| x_p \quad c_q \right\|$ is a selected distance compute between facts spot and cluster centre.

K-means algorithm is sensitive to the initial cluster centroids chosen initially.

Algorithm (k-means algorithm or Lloyd's algorithm)

Step 1: Decide the no. of clusters i.e. pick the value for k.

Step 2: Initialize the focal point (centre) of the cluster.

Step 3: Attribute the nearest cluster to every data point.

Step 4: Set the position of every cluster to the mean of all data points fitting in with that cluster.

Step 5: Repeat steps 2-3 until merging capacity.

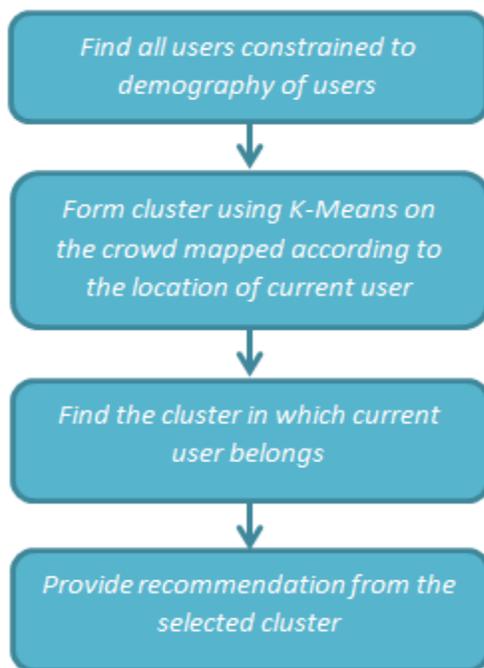


Figure 1. Flow chart for proposed methodology.

3. Future Scope

With advancement in time recommender system are playing main task in the digital and communal system revolution and suitable a element of daily existence. As

a part of it, movie recommender system analyses their user's patterns and suggest them relevant movies so as to save their time in searching and finding movies of their interest. Form future point of view proposed technique can be applied in other form of recommender system too. In case of movie recommender addition of other parameters, if possible, will be considered to take that system to another level.

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