

(A High Impact Factor, Monthly, Peer Reviewed Journal) Visit: <u>www.ijirset.com</u> Vol. 8, Issue 4, April 2019

Effective Factual Answer Prioritization System

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ABSTRACT: Educational researchers and Students commonly use a variety of methods such as classroom observation, content analysis and surveys to collect data and analyze them. These methods can reveal in depth meanings within the unstructured data, but are time consuming and cannot be implemented in a large scale. Hence in the present era various websites are providing quality online education. These websites increases the understandability of the user by providing effective answers.

KEYWORDS: Text detection, Inpainting, Morphological operations, Connected component labelling.

I. INTRODUCTION

Traditional search engines such as Google and Bing are the primary way for information retrieval on the Internet. To improve the performance of search engines, social search engines have been proposed to determine the results searched by keywords that are more relevant to the searchers. These social search engines group people with similar interests and refer to the historical selected results of a person's group members to decide the relevant results for the person.

Although the search engines perform well in answering factual queries for information already in a database, they are not suitable for non-factual queries that are more subjective, relative and multi-dimensional (e.g., can anyone recommend a professor in advising research on social-based question and answer systems?), especially when the information is not in the database (e.g., suggestions, recommendations, advices). One method to solve this problem is to forward the non-factual queries to humans, which are the most "intelligent machines" that are capable of parsing, interpreting and answering the queries, provided they are familiar with the queries. Accordingly, a number of expertise location systems have been proposed to search experts in social networks or Internet aided by a centralized search engine. Also, web question and answer (Q&A) sites such as Yahoo!Answers and Ask.com provide high quality answers and have been increasingly popular.

To enhance the asker satisfaction on the Q&A sites, recently, emerging research efforts have been focused on social network based Q&A systems, in which users post and answer questions through social network maintained in a centralized server. As the answerers in the social network know the backgrounds and preference of the askers, they are willing and able to provide more tailored and personalized answers to the askers. The social-based Q&A systems can be classified into two categories: broadcasting-based and centralized. The broadcasting-based systems broadcast the questions of a user to all of the user's friends. In the centralized systems, since the centralized server constructs and maintains the social network of each user, it searches the potential answerers for a given question from the asker's friends, friends of friends and so on scope of the project.



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II. RELATED WORK

As in real world, research efforts have been focused on question and answer (Q&A) systems based on social networks. The social-based Q&A systems can answer non-factual questions, which cannot be easily resolved by web search engines.

The search engines perform well in answering factual queries for information already in a database, they are not suitable for non-factual queries that are more subjective, relative and multi-dimensional.

The existing applications suffer from high cost of Internet access for clients, high query congestion, and high server bandwidth and maintenance costs.

III. NAIVE BAYES CLASSIFIER

Naive Bayes is a simple technique for constructing classifiers: models that assign class labels to problem instances, represented as vectors of feature values, where the class labels are drawn from some finite set. There is not a single algorithm for training such classifiers, but a family of algorithms based on a common principle: all naive Bayes classifiers assume that the value of a particular feature is independent of the value of any other feature, given the class variable. For example, a fruit may be considered to be an apple if it is red, round, and about 10 cm in diameter. A naive Bayes classifier considers each of these features to contribute independently to the probability that this fruit is an apple, regardless of any possible correlations between the color, roundness, and diameter features.

IV. EXPERIMENTAL RESULTS



(A) Index page



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(C) Register page



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(D) Userpage

V. CONCLUSION

Compared to broadcasting, SOS generates much less overhead with its limited question forwarding hops. Since each user belongs to several social clusters, by locally selecting most potential answerers, the question is very likely to be forwarded to answerers that can provide answers. The low computation cost makes the system suitable for low-end mobile devices. We conducted extensive tracedrivenimulations and implemented the system on iPod Touch/iPhone mobile devices. The results show that SOS can accurately identify answerers that are able to answer questions. Also, SOS earns high user satisfaction ratings on answering both factual and non-factual questions. In the future, we will study the combination of SOS and cloud-based Q&A system.

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