

**A SECURE ANTI-COLLUSION DATA SHARING
SCHEME FOR DYNAMIC GROUPS IN THE CLOUD**

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
In*

MASTER OF COMPUTER APPLICATIONS

by

ADUPA ALEKHYA (18S41F0001)

*Under the Guidance of
Dr. V. BAPUJI
Assoc. Professor & HOD
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**DEPARTMENT OF MASTER OF COMPUTER APPLICATIONS
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(Affiliated to JNTU Hyderabad & Approved by AICTE)

Ramakrishna colony, Karimnagar-505527

2018-2022

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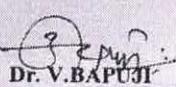
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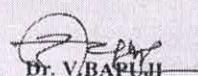
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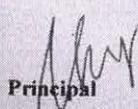
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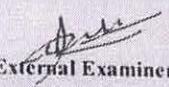
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ABSTRACT

Cloud computing has proven helpful for users. Cloud computing has been beneficial to users. Users benefit from a speedy and cost-effective way of sharing data among groups of users using cloud computing. They also benefit from the benefits of low maintenance and low cost to manage. Furthermore, we need to protect shared data files because they're outsourcing. Due to the continuous shift in members and the need to share information while keeping privacy in mind is a major concern that is especially pertinent for cloud-based services secure due to attacks of collusion. Additionally, there are methods that are secure keys distribution is based on a secure channel for communication; however, the existence of the channel is an assumption and is difficult to establish. The paper outlines an encrypted method for sharing data that is able to be tailored to the changing needs of the members. In addition, our method permits fine-grained control over access to ensure that everyone in the group have access to the cloud's origin. People who are denied access have no access to the cloud after having been removed. Additionally, we're able to protect our system from attack by collusion and to ensure that those who were exiled from the cloud are not able to get access to their original data; regardless of whether they collaborate with the cloud they trust. The method we have developed, based on polynomial algorithmic techniques, we have created a safe and efficient method to eliminate members out of the network. Additionally, this approach can be highly efficient, which means that those who previously utilized it do not need to change their private keys in situations where a new user joins the group or gets removed.

9. CONCLUSION

This paper proposes a anti-collusion secure data sharing method for groups that has an evolving structure that is stored on the cloud. Our technique allows users to access the group's information and use it. Furthermore, our system is able to handle groups that are dynamic easily. If a new member is a new member to the group or is removed from the group using this process, other members of the group, the group doesn't need to be adjusted or calculated. In addition, our system supports the deletion of encrypted users. Users who were excluded won't be able to access their original files after they've been deleted regardless of whether they work with cloud-based services, which cannot be trusted.

FOOD WASTAGE MANAGEMENT SYSTEM

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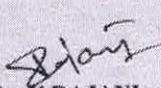
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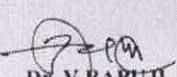
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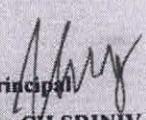
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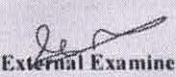
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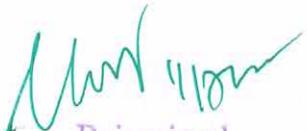
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ABSTRACT

The term food waste, also referred to as food loss, is a term used to describe food waste that is not operated by consumers. In addition, reducing food waste throughout the entire purpose of the food industry is the most essential aspect of the reduction of the impact on the environment of agriculture. This is accomplished by reducing the total amount of water, land, and other resources externally needed to provide food in the world. The reduction of food waste is the primary goal of global because it is the food waste that goes to the landfill. It can be profitable at a small scale, by cutting down on the cost of food items for home consumption as well as on the larger scale, by cutting down on waste expenses for restaurants. When you are able to properly manage and evaluate food waste, we can contribute to making our environment more sustainable and ecologically sound and make resources available for the future generation. Every day, students at colleges are throwing away a lot of food. We decided to make an application on the web for colleges to look at and record food waste and make an educated choice once we've identified what went wrong, and then do what is right to decrease the amounts of food that is wasted.

Our website was designed to have a login page along with a registration page. The dashboard contains the recipe form that allows you to delete recipes, and for entries in waste, there are forms for entry of food waste as well as an entry form for cooking waste as well as cook forms for entering waste. The website provides users to analyze data in table and chart format. The different recipe cooked could be from the nearest orphanages to them who requested food items, and the leftover food waste and cookware were given to landowners for fertilizing the land.

**QUANTIFYING INTERDEPENDENT PRIVACY RISKS
WITH LOCATION DATA**

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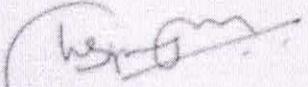


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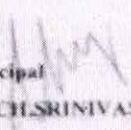
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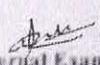
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ABSTRACT

Information about co-locations of users is becoming more accessible on the web. For instance, mobile users frequently share their locations with others via messages they write and upload images to social media sites, adding the names of those they connect with. Their IP addresses may also share information about their co-location. When combined and (possibly obscured) information about the location of the user these co-locations could be used to enhance the ability to determine the exact location of the user. This makes it more difficult to safeguard the privacy of those taken into consideration when analyzing data about location. This is not only the place of the user's residence, but also their movements can be used to determine her location, but also their location friends (and the location of friends and so on). The paper will address the issue by examining the effect of co-location data in relation to the confidentiality of location information as well as taking into account an adversary, such as an administrator for a social networking site with access to this data. We address the issue and suggest a reliable inference technique that considers the co-location data, but at the cost of the complexity. We propose a variety of methods for inference, which include an algorithm based on the notion of belief propagation, which is grounded in the broad Bayesian network model. We also evaluate them thoroughly for their effectiveness. Our tests reveal that even if the adversary is considering co-locations with just one other person, the security of the person at issue could be reduced by up to sixty-two percent in the default setting. Additionally, we analyze the effect of different parameters (e.g., setting these parameters for privacy mechanisms that are used for security that is based on location) in different situations.

9. CONCLUSION

In this research, we've looked at the effect of co-location on the privacy the location of users when information shared through collocation is available and also secret (obfuscated) information about the location. This is an important aspect to establish a link between studies on privacy of location data of the social networks as well as privacy when moving. In actual fact, the vast major research studies regarding social networking and relocation studies the ways that social connections be a result of co-locations between individuals to discover the ways in which these connections can be utilized to remove your privacy when you use mobile devices. We've proven this when studying the co-locations of users. Although the optimal joint localization algorithm is the highest level in computational difficulty, however the polynomial-time approximate inference algorithms that we propose have excellent localization capabilities. The most important and significant result of our research is the privacy of the user isn't completely hers because the collocations, as well as the information provided about the location by others significantly affect their privacy regarding her private location.

The primary message of the report is the fact that measures to protect you should not overlook the impact of location-related information on the social. It's not recommended to create false lists of individuals who reside in the same area (as the information can be visible on the profile of users on social media sites.) The method of protecting privacy in the location will instead generalize information about co-located users or allow users to determine the exact time and date of the gathering, as well as the exact location of others who are part of the gathering to limit the negative effects of the attacks mentioned in the report.

The user-friendliness is a crucial aspect in the process of selecting security technologies. We will study the effectiveness and effectiveness of these security mechanisms by conducting surveys specific to them. In the course of our studies in the near future, we'll investigate the possibility that co-locations aren't registered by users, however the attacker is able to gain access to social connections that exist between users. These connections may be tied by random patterns that relate to geographic location such as because workplaces with coworkers are usually connected during work hours.

**DIPLO CLOUD: EFFICIENT AND SCALABLE
MANAGEMENT OF RDF DATA IN THE CLOUD**

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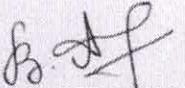


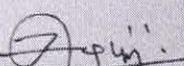
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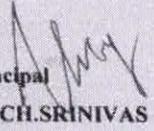
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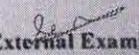
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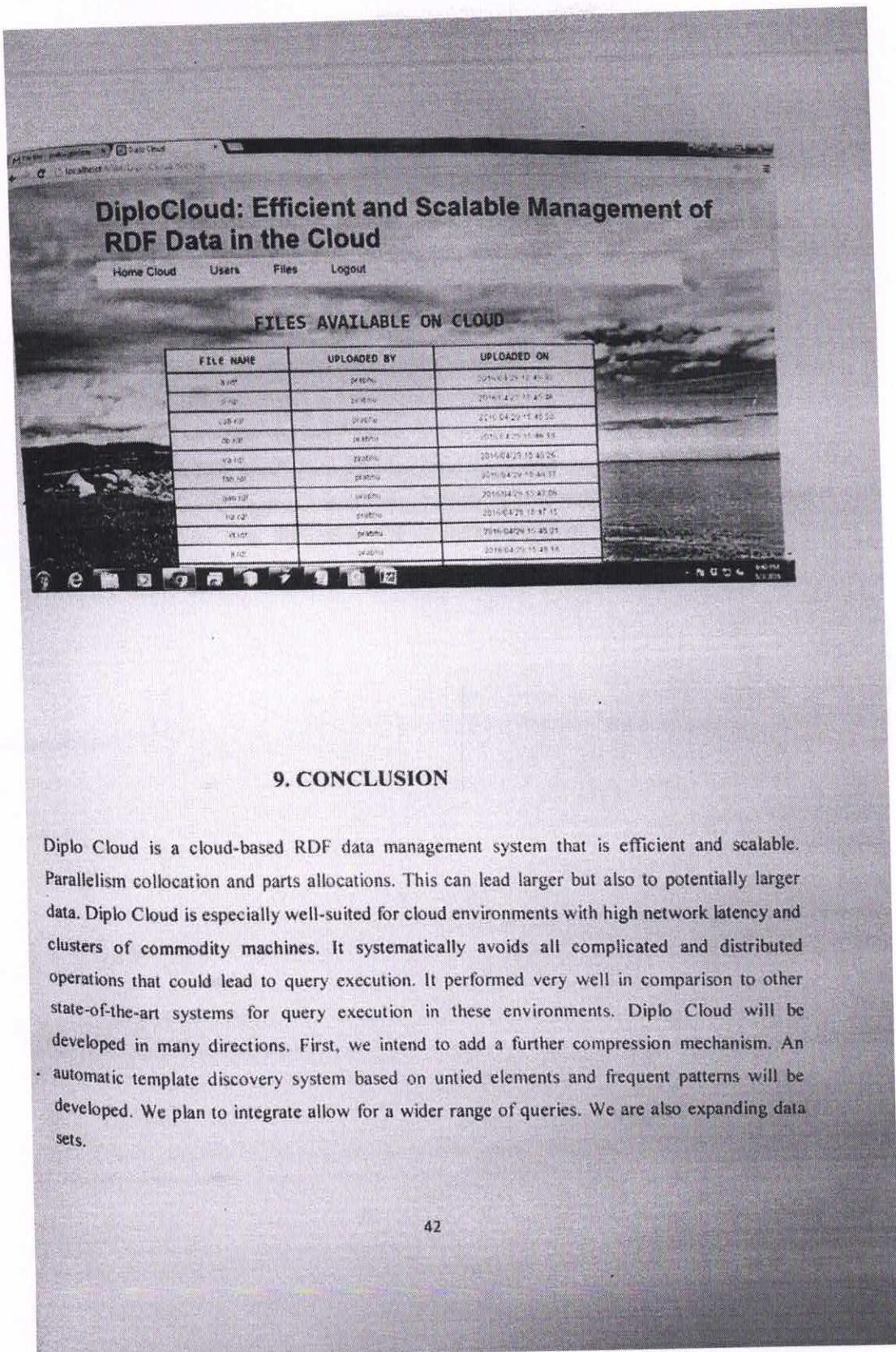

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ABSTRACT

Despite recent advances in distributed RDF data management, it's still difficult to process large quantities of RDF data within a cloud environment. RDF encodes complex graphs, combining schema-level and instances data. Despite being simple in concept, RDF is not easy to use.

Traditional methods for shading data and partitioning graphs with min-cut algorithms can result in inefficient distributed operations, high joining, poor performance, and inefficient shades.

Diplo Cloud is a cloud-based distributed RDF data management platform that is both efficient and scalable. Diplo Cloud uses no previous methods. Instead, it performs. This paper describes Diplo Cloud's and. We also discuss. A thorough evaluation found performs better in standard workloads than other systems.



9. CONCLUSION

Diplo Cloud is a cloud-based RDF data management system that is efficient and scalable. Parallelism collocation and parts allocations. This can lead larger but also to potentially larger data. Diplo Cloud is especially well-suited for cloud environments with high network latency and clusters of commodity machines. It systematically avoids all complicated and distributed operations that could lead to query execution. It performed very well in comparison to other state-of-the-art systems for query execution in these environments. Diplo Cloud will be developed in many directions. First, we intend to add a further compression mechanism. An automatic template discovery system based on untied elements and frequent patterns will be developed. We plan to integrate allow for a wider range of queries. We are also expanding data sets.

HEART DISEASE PREDICTION USING
NEURAL NETWORKS

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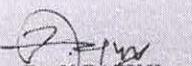
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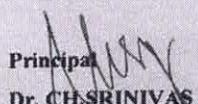
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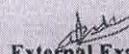
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ABSTRACT

Heart disease is one of the major reasons for increase in the death rate. Healthcare is one amongst the most important beneficiaries of huge knowledge & analytics. Extracting medical data is progressively becoming more and more necessary for prediction and treatment of high death rate due to heart attack. Terabytes of data are produced every day. Quality services are needed to avoid poor clinical decisions that lead to disastrous consequences. The Hospitals can make use of appropriate decision support systems thus minimizing the cost of clinical tests. Now-a-day hospitals employ hospital information systems to manage the patient data. Enormous amount of data generated by health care industry is not effectively used. Some new approach is necessary to decrease the expense and to predict the heart disease in an easy. The objective of this paper is to analyse various research works done on heart diseases prediction and classification using various machine learning and deep learning techniques and to conclude which techniques are effective and accurate.

7. CONCLUSION

7.1 PROJECT CONCLUSION

From the recent statistics shows that 17.7 million people every year die due to cardiovascular diseases (31% global deaths). According to the record of 2017, nearly 6,16,000 deaths have been encountered due to heart disease. Hence the need for an efficient and accurate prediction of heart disease is on high demand. So, our project deals with various techniques involving the feature selection and classification of heart disease resulting in accurate prediction. New algorithms and techniques involving ensemble methods involve multiple learning algorithms and hybrid systems that use the combination of Artificial intelligence methods and techniques provide better accurate results. The future is expecting the usage of above techniques for eliminating the existing drawbacks and improving the prediction rate thus providing a way for improving survival rate for the well-being of mankind.

7.2 FUTURE ENHANCEMENT

Software engineering has a problem in that when we empirically evaluate competing prediction systems, we obtain conflicting results. To reduce the inconsistency amongst validation study results and provide a more formal foundation to interpret results with a particular focus on continuous prediction systems. A new framework is proposed for evaluating competing prediction systems based upon:

1. an unbiased statistic, Standardised Accuracy.

2. testing the result likelihood relative to the baseline technique of random predictions.

3. calculation of effect sizes Biased accuracy statistics such as MMRE are deprecated.

By contrast this new empirical validation framework leads to meaningful results. Such steps will assist in performing future meta-analyses and in providing more robust and usable recommendations to practitioners.

ABSTRACT

Rapid technological advances have led to an online marketplace that saw the rapid growth of new service providers who offer similar services. However, these service contracts (SLAs) which define the quality of service provided are not identical across providers, even though they provide services that have similar capabilities. In the case of environments that rely on outsourcing services like the cloud, the quality of service is crucial to the customers since third-party companies offer cloud services to manage and store the customer's information. When data is lost because of an outage, the customer's company can be affected. The customer's primary issue is finding a reliable service provider who can provide quality service. To assist customers in selecting the right company, this research presents a framework known as SelCSP that combines reliability and competence to evaluate the potential risks associated with interactions.

The score for trustworthiness is determined by personal experiences obtained from personal interactions, or feedback about reviews about suppliers. Competence is measured through the transparency of the vendors' SLA promises. An analysis of a scenario has been presented to prove the efficacy of our approach. Tests have proved the validity of the proposed estimation mechanism.

9. CONCLUSION

Cloud computing is a booming method, and new cloud computing service providers are constantly being developed with similar offerings. However, the assurances of service provided by companies in SLAs are not clear and make choosing the most suitable service provider difficult. Because cloud computing services are utilized by clients to store and manage the private data of their customers that guarantee quality service are essential. To accomplish this, it is vital for clients to build confidence in a service provider. Furthermore, when businesses outsource their operations to cloud service providers and cloud providers, the capabilities or experience of a CSP will determine if the goals of the previous one will be achieved. In this study, we introduce a unique framework called SelCSP which assists in selecting an experienced and reliable service provider. It evaluates the reliability of a service provider with respect to the dynamics of trust that are contextually specific and dynamic, as in relation to the feedback on reputation. It also evaluates the competence of a business by evaluating the quality and credibility. An understanding of interaction risk that estimates the degree of risk associated with the interaction. Estimation helps client choose the right service provider to meet the needs of the scenario. An investigation of a specific case was done to demonstrate the application of this model. The findings prove the effectiveness and validity of the technique when applied to actual situations. We are continuing using this risk-based choice method to guarantee safe multi-domain collaboration in cloud environments.

**USER-DEFINED PRIVACY GRID SYSTEM FOR
CONTINUOUS LOCATION-BASED SERVICES**

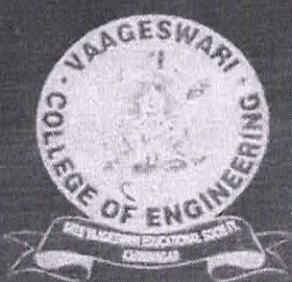
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**DEPARTMENT OF MASTER OF COMPUTER APPLICATIONS
VAAGESWARI COLLEGE OF ENGINEERING
(Affiliated to JNTU Hyderabad & Approved by AICTE)
Ramakrishna colony, Karimnagar-505527
2018-2022**


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VAAGESWARI COLLEGE OF ENGINEERING

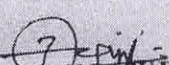


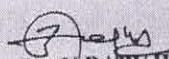
CERTIFICATE

This is to certify that the project report entitled "**USER-DEFINED PRIVACY GRID SYSTEM FOR CONTINUOUS LOCATION-BASED SERVICES**" submitted by following student in partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications, and is a bonafide record of the work performed by

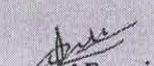
UPPU DIVYASRI (18S41F0036)

The work embodied in this project report has not been submitted to any other institution for the award of any degree.


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ABSTRACT

Services dependent on the location (LBS) require users to provide the area of their home to be capable of accessing services that depend on their geographical location. This can expose them to privacy concerns. However, the existing methods of protecting privacy for LBS are not without limitations like the requirement that an untrusted third party to be able to trust, offering privacy-related security but with only a tiny amount of security and high communications costs. The paper we present introduce the privacy grid, which users have defined called "the Dynamic Grid System. The first fully integrated system that can meet four requirements which are essential to provide the level of security demanded by Snapshot and the continuous LBS. The system needs a reliable third party that is accountable for completing simple matching tasks on time. The semi-trusted entity isn't in a position to store any information regarding the geographical whereabouts that the person is. Snapshots that are safe and the constant security of location are assured by our adversary models we have developed. The cost of communication for the user isn't contingent on privacy; however, it is based on the number of relevant locations within the area the user are located. While we concentrate on k-nearest neighbor as well as range-based queries, it can be extended to include other spatial queries without altering the algorithms utilized by the semi-trusted 3rd-party and also the server that is used to run databases, provided that the space required by the query can be abstracted into spatial areas. Our research has shown how DGS is more effective than the most advanced privacy-protection method used to operate LBS.

9. CONCLUSION

The paper proposes the idea of the dynamic grid (DGS) to offer security-based continuously LBS. Its DGS is comprised of the queries server (QS) as well as SP, the service supplier (SP) and cryptographic functions to break down the entire process to process queries into two distinct parts that operate independently by QS as well in SP. DGS doesn't require an entirely trusted third-party instead, we base our decisions on the less secure assumption that no collaboration between QS and SP. The burden for data transmission to the user and onto the low-cost. We have also created efficient protocols within our DGS to enable continuous K-nearest-neighbor and range-based searches. To determine the efficacy for DGS we will test it with the most modern method, which is TTP. DGS offers more privacy protection in comparison to TTP. Our research indicates that DGS is approximately one-third more efficient than the TTP scheme in regards to the amount that communication cost. Concerning the cost associated with calculations, DGS also always outperforms the TTP scheme when it comes to queries that are non-numeric. It's similar to, or perhaps less expensive than the TTP scheme for queries that make use of ranges.

CONNECTING SOCIAL MEDIA TO E-COMMERCE:
COLD-START PRODUCT RECOMMENDATION
USING MICROBLOGGING INFORMATION

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
In*

MASTER OF COMPUTER APPLICATIONS

by

VALAKATLA DEEPIKA (18S41F0037)

*Under the Guidance of
Mr.BANVESH KUMAR
Asst. Professor
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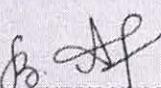


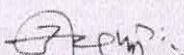
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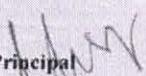
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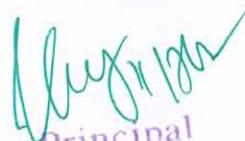
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ABSTRACT

The line between e-commerce as in social media has become more and more blurred each day. Many online stores offer social logins, which permit customers to access the website using accounts they have on their social networks like Facebook and Twitter profiles. Customers also have the option to share their latest purchases on microblogs, including links to the pages of their items. This paper proposes an innovative approach to cross-site cold-start recommendations for products. This idea is that you suggest items on websites selling online to those who visit websites experiencing cold-start situations, a aspect that was not thought of before. The main issue is how to make use of the information from social media websites to give cross-site cold-start recommendations for items. We suggest using the people who have connections to social media sites and websites that sell products on the internet (users who have accounts on social media and have bought products through online stores) as intermediaries for connecting to social networks' features, using explicit representations of features to offer recommendations for products. We'll try to understand the features of both the user and product representations. (called embeddings by users, as well as embeddings for features into products too) through analyzing the data from online shops using the neural network recurrent employing an altered gradient-boosting trees technique to transform social media features into embeddings that customers can use. We propose a matrix factorization based on the characteristics that permit embedding of information from users to give cold-starter products recommendations. Testing of a vast data base of information micro-blogging platform most famous online retailer proven efficacy the approach proposed.



Principal

9. CONCLUSION

This article has examined the concept of cross-site cold-start recommendations i.e., the practice of recommending products on micro-blogging sites to people who haven't yet made prior purchases. The idea of this paper is to create websites that sell products to customers that have similar features by constructing capabilities through neural networks that are continuously. Utilizing users connected to both e-commerce websites and social media websites to create connections between the two sites we're able to discern the attributes. The characteristics of the customers who are attracted by social media websites to features that have been derived from e-commerce websites. The characteristics of the user who is included in the online store can be added to the matrix that is based on the technique of features to begin with cold-starting product recommendations. We've developed a massive data set that is based on WEIBO together with JINGDONG. Our research has proven the efficiency of our system to address. At present, we have a basic neural network structure can be utilized to allow embedded learning for customers and the products. Sooner or later, more advanced research will be conducted that can be used to help facilitate learning based on features. In addition, we'll be seeking ways to improve features mapping by integrating ideas to facilitate the transfer of knowledge.

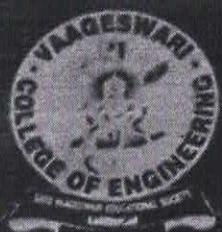
QUANTIFYING INTERDEPENDENT PRIVACY RISKS
WITH LOCATION DATA

*A Project Report submitted in partial fulfilment of the requirements
for the award of the degree of*

MASTER OF COMPUTER APPLICATIONS

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ACKNOWLEDGEMENT

I wish to pay my sincere thanks to Dr.CHSRINIVAS, Principal, Vaageswari College of Engineering, Karimnagar for providing all required facilities and his support during the project work.

I would like to thank Dr. V.BAPUJI, Associate Professor and HOD of Master of Computer Applications department, for his valuable suggestions during the project work.

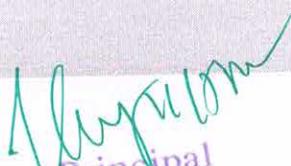
I sincerely extend my thanks to project guide Mrs. VRAJINI, Assistant Professor of computer science and engineering for sparing his valuable time in guiding the project work and giving feedback with a lot of useful suggestion during the project work.

I am also conveying my heartfelt thanks to the Institute authority, Department, Library and Laboratory staffs of Vaageswari College of Engineering for their co-operation during my project. I thank our beloved friends for their help and encouragement regarding the concepts and experimentations.

NARAYANAPURAM PADMA (18S41F0030)

Abstract:

This paper explores "on-the-fly" data cleaning in the context of a user query. A novel Query-Driven Approach (QDA) is developed that performs a minimal number of cleaning steps that are only necessary to answer a given selection query correctly. The comprehensive empirical evaluation of the proposed approach demonstrates its significant advantage in terms of efficiency over traditional techniques for query-driven applications. The significance of data quality research is motivated by the observation that the use of data-driven technologies such as decision support tools, data exploration, analysis, and scientists discovery tools is closely tied to the quality of data to which such techniques are applied. It is well recognized that the outcome of the analysis is only as good as the data on which the analysis is performed. That is why today organizations spend a substantial percentage of their budgets on cleaning tasks such as removing duplicates, correcting errors, and filling missing values, to improve data quality prior to pushing data through the analysis pipeline. Given the critical importance of the problem, many efforts, in both industry and academia, have explored systematic approaches to addressing the cleaning challenges.


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9. CONCLUSION

In this paper, we have studied the Query-Driven Entity Resolution problem in which data is cleaned "on-the-y" in the context of a query. We have developed a query-driven entity resolution framework which efficiently issues the minimal number of cleaning steps solely needed to accurately answer the given selection query. We formalized the problem of query-driven ER and showed empirically how certain cleaning steps can be avoided based on the nature of the query. This research opens several interesting directions for future investigation. While selection queries (as studied in this paper) are an important class of queries on their own, developing QDA techniques for other types of queries (e.g., joins) is an interesting direction for future work. Another direction is developing solutions for efficient maintenance of a database state for subsequent querying.

**DYNAMIC AND PUBLIC AUDITING WITH FAIR
ARBITRATION FOR CLOUD DATA**

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
in*

MASTER OF COMPUTER APPLICATIONS

by

NERELLA SOUMYA (18S41F0031)

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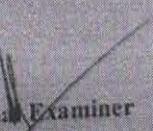
NERELLA SOUMYA (18S41F0031)

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External Examiner

ABSTRACT

Cloud users don't actually own their data so how to ensure the security of the data they have outsourced can be a daunting challenge. Recent proposals for solutions such as "provable evidence of data ownership" and "proofs of indescribability" are designed to address the issue. However, these methods are intended to prove archives that are static and consequently lacking dynamic support. Additionally, the threat models that are used generally assume the assumption that the person who owns their data has integrity, and focus on identifying a fraudulent cloud service provider despite the fact that customers may behave in a manner which isn't the best. In this paper we propose a publicly accessible auditing system that incorporates the ability to support dynamic data and fair arbitration of possible disputes. We specifically create an index switcher which eliminates the limitation of using indexes in tag computations within current systems and allows for effective handling of dynamic data. In order to address the problem of fairness and ensure that no one will be identified when they act in a manner that is unclear. We also expand our current threat model and introduce the concept of signing exchange in order to build an arbitration procedure that is fair so that any dispute is dealt with without prejudice. Our security analysis shows the system has been secure, and the analysis of its performance confirms that the costs of data process and dispute arbitration are acceptable.

9. CONCLUSION

The purpose of the article's purpose is to provide an integrity auditing procedure that gives transparency to the public and data dynamics that are effective and fair dispute resolution. To overcome the limitations of using indexes to perform tag computation and to aid in the dynamic of data we identify block indices from indexes. We also develop an index switcher that keeps block-tag index mappings, which will prevent the re-computation of tag computations in block updates. This is a cost-effective method of operation, as we've demonstrated by evaluating its efficiency. Additionally, since each of the CSP and CSP could be in a position to be in a wrong spot when carrying out audits and updating data and auditing, we have extended the risk model we developed during our current research to create an equitable arbitration process to resolve disputes between clients and the CSP as well as between the CSP and CSP and CSP, which is essential for the development and application of auditing strategies in the cloud-based environment. This is achieved through the establishment of arbitration protocols based on the idea that metadata exchange occurs following every update. Our tests demonstrate the efficacy of our system. The costs of regular updates and dispute arbitration are acceptable.

TOWARDS ROBUST IMAGE STEGANOGRAPHY

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
in*

MASTER OF COMPUTER APPLICATIONS

by

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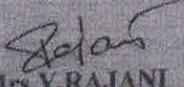


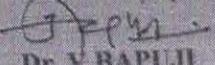
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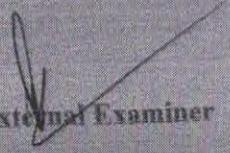
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ABSTRACT

Sharing images via social media sites is common and occurs every second. Thus, the channels of communication offered by social media platforms offer an excellent opportunity to communicate clandestinely. But, images shared via these channels are generally JPEG compressed, which doesn't work with all available techniques for Steganography. In this paper, we present a unique image steganography technique that is compatible with this kind of channel. For instance, it is possible to discover that an image is compressed (i.e., the channel of output) of an image. The information secret is in the original image and compressed through the channel using any current JPEG Steganographic methods that create the stego-image after its transmission. To create an identical image before transmitting by the channel (termed as an intermediary image), we propose a method of adjustment that alters the image so that it is identical to the one depicted through the Steno. The adjustment is made to ensure that the image is the same as that of the Steno. Also, the following channels, hidden data transmission are identified using the image from the Steno, with 100-100 100% accuracy. Numerous tests are conducted to evaluate the technique's efficiency suggested for image Steganography. The scheme is robust to JPEG compression.


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9. CONCLUSION

I considered the problem of blindly extracting unknown messages hidden in image hosts via multicarrier/signature spread-spectrum embedding. It's unclear if the hosts or embedding carriers will be available. We've developed a low-cost multicarrier generic less squares (MIGLS) which is an algorithm that is the foundation of. Studies have shown that MIGLS is prone to errors that are comparable to that found with embedding signatures that are widely known as well as an autocorrelation model for hosting. It could be used in lieu of standard SS embedding or hiding.

Mark Johnson

A FRAMEWORK TO FACILITATE SELECTION OF CLOUD SERVICE PROVIDERS

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
in*

MASTER OF COMPUTER APPLICATIONS

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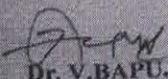


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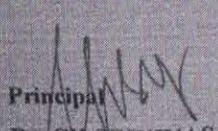
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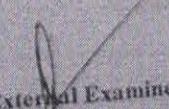
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ABSTRACT

Anxiety and stress can be detrimental for the health of those who suffer from it. It is easy to recognize anxiety and stress quickly and act accordingly. With the increasing use of social media platforms, people are using them to share information about their lives and communicate with their friends through social media platforms, which allows them to access information that social networks make available online to detect anxiety. The study reveals that the level of stress that users experience is based upon their interactions with Face book as well as the other social media platforms. The study employs the analysis of a large amount of data taken from social media in real-time to analyze the relation between the level of stress experienced by users and their interactions with others. We begin by looking at the different types of stress-related types of visual texts, including social, psychological, and traits in various ways. We then design an innovative hybrid system that incorporates elements from the Factor Graph model that incorporates the Convolution Neural Network that makes use of tweets and social interaction data to determine anxiety. Our study shows how the model can increase the effectiveness of detecting stress, ranging from 6 to 9 percent from the F1 score. While we continue looking at social interactions and interactions, we can identify fascinating patterns. i.e., the number of social media networks that have just a few connections (i.e. that have no connection to any other network) Delta of people who are stressed is about 14% more than those who don't. This means that social networks made up of stressed people aren't as well-connected or complex than those who aren't.

9. CONCLUSION

This paper presents a method to detect people's psychological stress levels by analyzing their daily social media logs, including tweets' content and social interactions. Utilizing real-time data gathered from social networks as the foundation of our research, we investigated the relationship between the mental states of the user as well as how they interact with their friends. To maximize the value of tweets' contents and their social interactions information of tweets written by the users themselves, we developed a hybrid model that combines factors graph models (FGM) with Convolution Neuronal Networks (CNN). The study also identified a variety of interesting factors connected to stress. We discovered that the proportion of social networks with zero connections (i.e., ones that don't contain Delta connection) of those who suffer from stress is about 14% higher than users who aren't stress-related. This suggests that the social structures of the people who are friends with those who are stressed tend to be less connected and is less complex contrasted with those who aren't stressed. This is useful information to study research soon.

A SECURE AND DYNAMIC MULTI-KEYWORD RANKED
SEARCH SCHEME OVER ENCRYPTED CLOUD DATA

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in*

MASTER OF COMPUTER APPLICATIONS

by

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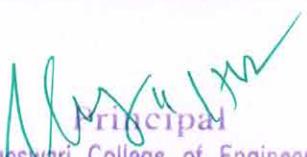


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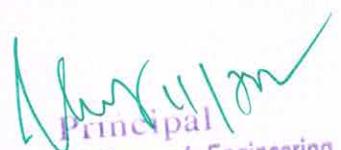


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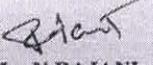


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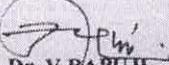
This is to certify that the project report entitled "**A SECURE AND DYNAMIC MULTI-KEYWORD RANKED SEARCH SCHEME OVER ENCRYPTED CLOUD DATA**" submitted by following student in partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications, and is a bonafide record of the work performed by

NARALA DIVYASRI (18S41F0029)

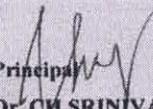
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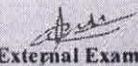

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ABSTRACT

Due to the growing popularization of cloud computing, increasing amounts of data owners must transfer their data to cloud servers to enjoy greater efficiency and lower cost of controlling their data. However, sensitive data should be secured before outsourcing to meet security reasons and hinder data retrieval, such as using keywords to search documents. This paper discusses the encryption of multi-keyword-ranked search for cloud-based data capable of enabling the dynamic updating of operations like delete and adding. We specifically use the model of vector space as well as the well-known TF IDF model. Used, IDF model is able to assist in the creation of indexes and creation of queries. We've created a new tree-based index structure. We have developed the "Greedy Depth-first Search" algorithm, which allows for a fast multi-keyword search. This algorithm, dubbed secure KNN, is used to secure the index and query vectors. It also guarantees the accuracy of calculations of relevance scores between the encrypted query and index vectors. To prevent statistical errors or other phrases that pose risky and are included in the index vector to ensure that the results of searches do not impede results. With our tree-oriented indexes, we can achieve sub-linear search speeds and manage the removal and addition of documents in a highly flexible way. A variety of tests are performed to verify the algorithm's effectiveness we have proposed.

9. CONCLUSION

In this article, a secure active, safe and secure search algorithm is suggested that can not only provide the accuracy of multi-keyword-ranked searches but also the capability to dynamically delete and to add of documents. We develop a specific binary tree that is balanced by keywords to index the document. We propose an algorithm known as "Greedy Depth First Search. It is secured by two distinct types of threats that employ KNN algorithms that are secure. Our results from the experiments show the efficacy of our method. There are many problems that arise with structured SE methods. This means that the person who owns the data has to keep the index tree secure and must also provide the information needed to calculate IDF values. A data owner who is active is not a great match with cloud computing. It is an important, but difficult task to design an algorithm for searchable encryption that's update process is handled through cloud servers alone but it's capable of supporting multi-keyword-ranked searches. Furthermore, as the most research studies regarding secure search are conducted focused on the issues that cloud servers. There are numerous security problems that arise in a multi-user environment. For starters, everyone has the same password to secure trapdoor generation within an unsymmetrical SE system. In this situation removal of a user poses quite a problem. If it's necessary to disable a user in this scenario, we must create a new index and then distribute keys

that are secure for everyone who is legally authorized to use. In addition, the more sensitive SE strategies generally assume that all people who access the data are reliable. This isn't a good idea and a fraudulent user of data can cause a number of security concerns. For instance, a untruthful user could look for documents, and then share encrypted documents to non-authorized documents. Furthermore, an honest user of data might use secured keys with unauthorized keys.

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**A QUERY DRIVEN APPROACH TO ENTITY
RESOLUTION**

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
in*

MASTER OF COMPUTER APPLICATIONS

by

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*Under the Guidance of
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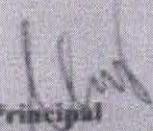
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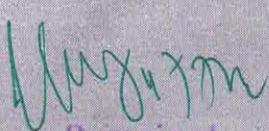
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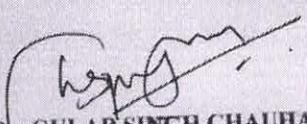


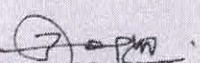
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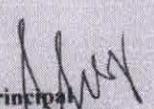
This is to certify that the project report entitled "**ENERGY AND MEMORY-EFFICIENT CLONE DETECTION IN WIRELESS SENSORS**" submitted by following student in partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications, and is a bonafide record of the work performed by

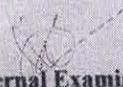
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ABSTRACT

The project will describe an efficient and energy-efficient method to detect duplicates. It's location-aware on WSNs with various sensors that can detect duplicates and ensure a long-lasting network. We rely on the location information provided by sensors and randomly select witnesses in rings to test the accuracy of the sensors and detect the clone attacks detected. Rings enable effective data forwarding to witnesses as well as sink. Theoretically, we've demonstrated that our approach could be capable of achieving a 100% probability of being able to detect clones with credible witnesses. We also extend our study by examining the effectiveness of clone detection using witnesses who aren't trusted and conclude that the likelihood of detecting clones is 99 percent even when witnesses' trust is doubted. Additionally, in many methods of detecting clones by random witnesses, the need to store buffers by sensors are usually dependent on the number of the nodes. However, in the method proposed, the storage requirement of buffer sensors isn't based on the number of sensors; however it's contingent upon the amount of hops in the network's total size, i.e., that's what's known as. Numerous simulations have demonstrated that the proposed approach can ensure the long-term stability for the network by efficiently spreading the burden of traffic over the network.

9. CONCLUSION

We've created an energy-efficient Clone detection technique that incorporates random witness choices. We've specifically developed our ERCD method which integrates witness choice and authentic verification methods. Every one of our theoretical analyses and simulation findings are undeniable that our technique can spot any clone attacks with a high level of certainty, due in part to the fact that witnesses of each sensor are placed in a circular manner which makes it simple to verify the message. Additionally, our method can extend the life of networks and the energy usage overall because it is in a position to store the information at an affordable cost in the buffer of information. This could be the consequence of our tendency to utilize the required details by spreading the load across WSNs. This implies that the energy usage and capacity of sensors nodes that surround the sink node are reduced and the lifetime of the network is increased. The near term future will look at the various patterns of quality for different scenarios in networks. The sensors of networks may be susceptible to attacks by replicating nodes. We have developed four protocols distributed to detect the threats. The new protocols are advancing technology advancements, reducing significantly the amount of memory required through an average of power and memory utilization across networks while increasing the likelihood of detection by close to 100 percent. There are some issues. They cannot detect replica attacks while operating in a dynamic environment. These protocols rely on the expensive security that is provided by the encryption of private keys. It is the next step to develop methods for detecting replicas that employ the cryptography of the key and can be used for mobile and static sensors.

ENERGY-EFFICIENT QUERY PROCESSING IN WEB
SEARCH ENGINES

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
in*

MASTER OF COMPUTER APPLICATIONS

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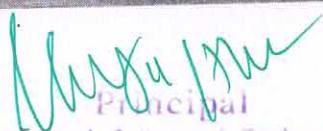


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**ENERGY-EFFICIENT QUERY PROCESSING IN WEB
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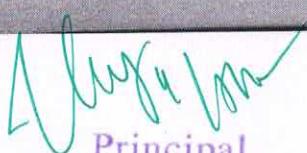


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This is to certify that the project report entitled "ENERGY-EFFICIENT QUERY PROCESSING IN WEB SEARCH ENGINES" submitted by following student in partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications, and is a bonafide record of the work performed by

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ABSTRACT

Search engines that are found on the internet are composed of a number of processing nodes in order to answer queries, i.e., servers that are specifically designed to handle user queries. They use a lot of energy. They are usually connected to their CPUs, but they have to ensure the lowest level of latency since users expect answers within less than one second (e.g., 500 milliseconds). But it is unlikely people will be able to observe how fast the system responds, which exceeds what they would expect. This is why we've created an algorithm called (PESOS) to determine the optimal processing speed required to process requests on an individual basis. PESOS are built on the assumption of efficiency of queries. These determine the processing power of the query and the long it will take to complete the request. We have evaluated PESOS by using it in conjunction with databases. The results reveal the how much power is consumed by the node that handles queries as high as 48%, compared to an operating system operating at its fastest processing speed. PESOS are also superior to other competitors, with 20 percent less power consumption. The rival requires precise adjustments to parameters and may cause unpredictability in delays.

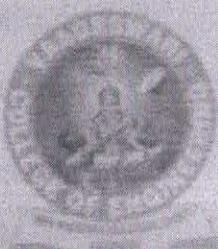
**PMOD SECURE PRIVILEGE-BASED MULTILEVEL
ORGANIZATIONAL DATA SHARING IN CLOUD
COMPUTING**

*A Project Report submitted in partial fulfillment of the requirements
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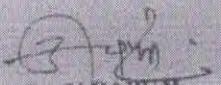
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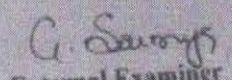
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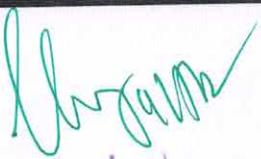
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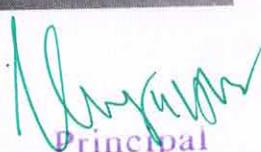

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ABSTRACT

As a result of cloud computing, businesses have revolutionised their data storage, access, and sharing operations. Continuous cloud uploading and sharing with many groups of employees within an organisation who have varying access permissions. As data storage moves to the cloud, developing a safe and efficient data access architecture has become a priority area of research. Individuals with higher authority in the hierarchy have access to more sensitive information than those with less authority (at lower levels of the hierarchy). The purpose of this research is to develop a privileged multi-level organisational data sharing method (P-MOD) that incorporates preferential access and attribute-based encryption. The access policies are specific for each level of the privilege-based access hierarchy. Credentials for data access can be encrypted at all levels of the access policy, and only defined data can be viewed. The cypher text can be decrypted only by a user of the required quality in accordance with the level of access restrictions (at that level). The user is capable of deciphering ciphertexts that are below his own level. According to the safety study, MOD is secure against adaptively selected complaint attacks if the DRDH assumption is correct. PMOD outperforms current safe data sharing methods within an organisation in terms of computer complexity and storage area, according to a detailed performance survey.


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CHAPTER-8

CONCLUSION

Due to several advantages, many multi-level organisations have been forced to store and share data in the cloud. The first section examines the most prevalent security challenges for data holders when migrating data to the cloud. Another possibility is the IEEE Big Data Transactions, to be published on 25 March 2019. IEEE Big Data Transactions is the most often read and researched journal. There are 12 various options for data sharing, each of which has its own set of disadvantages. The article presents the P-MOD (Privilege-based multilevel data sharing system) to solve these challenges, which makes cloud data sharing efficient and secure. P-MOD separates a data file into sections based on the user's privileges and the content sensitivity. The chunks of the data file are then shared based on the user's credentials. Using DBDH, we prove that P-MOD is safe against plaintext assaults that are adapted. Based on our rigorous performance and simulation comparisons with the three most prevalent systems, P-mode can drastically reduce computer complexity while retaining storage space. Our solution establishes the foundations for future data management based on attributes, secure contract development, and intelligent contract formation.

**DETECTING STRESS BASED ON SOCIAL
INTERACTIONS IN SOCIAL NETWORKS**

*A Project Report submitted in partial fulfilment of the requirements
for the award of the degree of
in*

MASTER OF COMPUTER APPLICATIONS

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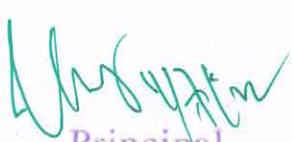


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9. CONCLUSION

PESOS is utilized to Web indexing engines to lower the amount of energy consumed by the nodes processing queries as well as to place the requirement of tail-latency for the response time of query. PESOS select the lowest core frequency of CPU per query in order to reduce energy consumption and also meet timeframes. PESOS employ two kinds of query efficiency predictors (QEPs) to determine the CPU's core frequency. First, the QEP calculates the number of queries currently going through. A second one calculates the amount of time needed to process queries at various core frequencies based upon scores. We observed an error of the root of mean squares of forecasts made by QEPs in their classes as QEPs are vulnerable to errors. To take into account the chance of errors in prediction, we combined the RMSE and actual forecasts. Two possible PESOS configurations include energy conservative, in which prediction correction can be used.

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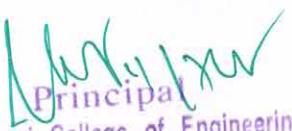


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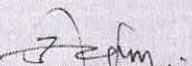
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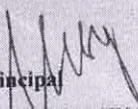
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9. CONCLUSION

A new approach to feature fusion that solves the issue of location prediction. We study in-depth the characteristics of check-ins under various scenarios and propose to define three kinds of features and combine three types of data in a global manner. The geographical, collaborative and categorical information are all employed. We have proposed new models that take into account more global elements to improve the rigor and generalization of the prediction method. Furthermore, the technique can be easily adapted and easy to extend. It offers impressive advantages across different datasets, and drastically increases the accuracy of predictions. This research offers a variety of exciting directions. More efficient ways to improve the process of processing features and develop compact structures that retain the features taken out. It is crucial to benefit from the evolving elements that are used when predicting the location. In addition the techniques for feature extraction we have developed in this research can be further expanded to allow gradual updating. A brand new, comprehensive location prediction as well as update settings are now available.

SEARCH RANK FRAUD AND MALWARE DETECTION
IN GOOGLE PLAY

*A Project Report submitted in partial fulfillment of the requirements
for the award of the degree of
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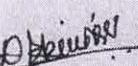
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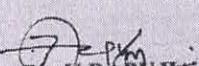
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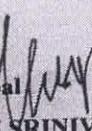
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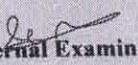
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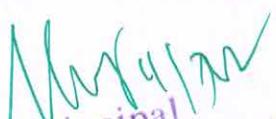
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ABSTRACT

The breach of trust in Google Play, the most loved Android marketplace for applications, may make it more difficult for people to misuse search rankings and spread malware. Previous studies have examined executable software or permissions analysis to find malware. The article we will discuss is focused upon Fair Play. This brand new method seeks out and utilizes the evidence furnished by fraudsters to identify malware and programs that could be a victim of fraud the results of searches. Fair Play is a review-based system which is unique in the sense that it blends reviewed reviewer's behavior together with the linguistic and behavioral indicators collected by Google Play, which was gathered throughout the year) to determine suspicious applications. Fair Play boasts greater than 95% accuracy in finding databases that are of good quality and include malicious, fake as well as legitimate applications. We've found the 75 per cent of all identified malware-related software is created from fraud and derived from results from searches. Fair Play detects hundreds of fake applications hidden by the Google Bouncer's detection technology. Fair Play has also helped to discover more than 1,000 reviews for 193 apps. The results showed a brand new kind of "coercive" review campaign: Users are forced to write positive reviews and download and rate applications.

9. CONCLUSIONS

We've introduced HTML0 Fair Play the system that detects malicious and fraudulent Google Play apps. Our tests of an upcoming longitudinal dataset of apps have revealed that a substantial proportion of malware plays a part in the search results.

Fraud; both are spotted by Fair Play. In addition, we have demonstrated the ability of Fair Play to recognize hundreds of apps that are able to avoid Google Play's capabilities to detect apps and also, a new type of fraud that's coercive. Now because of the fewer prices, readily accessibility to net and expansion in IT businesses, E-commerce software, and the information growing is growing quickly and enormous number of data generating from several resources, now our very best estimation indicates that 2.5 quintillion bytes of information generated every day. As an instance in confront book every moment the users create 4million of article and 250million of article for every single hour and in twitter ancient year 2007 it creates 5000 tweets daily but today it generating almost 600,000,000 daily only picture how information is increasing, and at Amazon each minutes it earnings \$80,000 earnings, and citrus consumers downloading 50,000 programs for each and every moment and same manner YouTube users publishing 70 hours articles for every single moment. Frequent item set mining is a method and it's defined as Locate set of products or products which are often purchased together and it aims at discovering regularities in purchasing behavior of client of grocery store, mail-order businesses, online stores etc. utilizing Apriori and FP-growth calculations we could mine frequent item collection from big database, and following mining frequent itemset have to discover correlations or institution rules and so as to create association rules we want find confidence and support, so DM is a process of extraction hidden predictive information from large databases.