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An Architecture for Avoiding Repeated Messages in Whatsapp Messenger

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***Abstract*— Artificial intelligence is a new trend in the world of advertisement and recommendations. Artificial intelligence used in different areas. Example philosophy, sociology, mathematics, psychology, etc., for sharing information. A social networking service is an persons use to build social networks or social relation with other people who share similar personal or career interests, activities, and background or real-life connections. WhatsApp is one of the social networks, to share information. The Main aim of this paper is to propose an architecture for avoiding repeated messages in WhatsApp messenger using data mining pre-processing, Reduction model.**

Key words: **Social Medias, Duplicate Messages, Data mining.**

I.INTRODUCTION

Artificial intelligence is a method of constructing a pc with an innovative idea to simplify the work by increase the performance level without using the man power and pc controlling mechanism. AI is a software think intelligently, in the similar manner the intelligence human think. John McCarthy and Minsky, Allen newel and Herbert is the fathers of artificial intelligence. A Simon, McCarthy coined the term artificial Intelligence" in 1995. Artificial intelligence (AI) is an area of computer science that highlights the making of intelligent machines that can be perform and react like humans. Some of the actions computers with artificial intelligence are designed for include speech recognition. Learning. Artificial intelligence sometimes called machine intelligence is intelligence established by machines.

II SOCIAL MEDIA

The different types of social media platforms to serve ads. Social media is becoming an integral part of life online as social websites and application proliferate. Most traditional media include social components such as connect fields for users. In business social media is used to market products, promote brands connect to connect customers and faster new business. It is an electronic communication.

Popular social sites:

- *Facebook:* this is the easily the largest social networking site in the world and one of the most widely used.
- *WhatsApp:* WhatsApp is a news application that includes users' text, chat, and media, voice and video with individuals or groups. WhatsApp Message is an the cross platform that allows iPhone, BlackBerry, Android, Windows Phone and Nokia Smartphone users to transfer text, image video and audio messages for free.
- *QQ:* It is a app like Skype or WhatsApp. Most cliners people use it to chat with their friends on net.
- *We chat:* Started in January 2011, a simple chat application with features and functionality like WhatsApp.
- *QZone:* it is a social networking website based in china which was created by Tencent in 2005. It allows users to write keep records, send photos, listen to music, and watch videos.
- *Tumblr:* It is a blogging and social media tool that allows users to publish a "tumble log" or short blog posts.
- *Instagram:* It is a free online photo sharing application similar to Facebook. Each post by a user appears.
- *Twitter:* It is an online service where news and social networking service have recorded. Only registered user can use of this services. One of the most popular social networking services in the world, allows log records. Whereas the user can tweets the sharing's.

- *You Tube:* It is a United States of America sharing web site headquartered in San Bruno, California. The service was created by three persons in February 2005. Many young people use music videos, jokes, guides, recipes, hack and more.

Social Media	Users
Facebook	1.59 Billion
Whatsapp	1 Billion
Instagram	400 Million
Twitter	320 Million
Google+	300 Million
Linkedn	100 Million

III Artificial Intelligence Techniques

AI techniques work in such ways to organize and use the algorithms. This should be easily convertible connection errors. In many situations it is useful whether it is incomplete or false.

Applications of AI:

The AI has dominated various sectors. Like

- Gaming
- Natural language processing
- Expert systems
- Speech recognition
- Hand writing recognition
- Intelligent robots

Camming: In video games, artificial intelligence, human, intelligence is mainly used for non-player characters, responsive, adaptive or intellectual behaviors.

Natural Language Encouragement: Google's new features, speech recognition, automatic voice output.

Expert systems: An expert system is a computer system that creates decision-making capabilities of HR expertise. Example: aircraft, surveillance system, medical systems

Speech recognition: Understand speech recognition and understanding recognition. This is used by computer system diagram or menu navigation.

Handwriting recognition: Handwriting recognition could be a personal computer that understands and understands clear written inputs from sources of paper documents, photos, bit screens and different devices.

Intelligent robots: Every statement or artificial intelligence reflects every statement without human intervention. For example. Spraying, painting, precision testing, drilling, cleaning, plaster, engraving, etc.

Unwanted logic systems: The justification system appears to be human justification. Type the size of the input options to achieve a specific release. Example: Consumer Electronics, Vehicles, etc.References

Reference

1.Mike Thelwall et al. examines the extent to which emotion is present in Myspace commends, using a combination of data mining and content analysis, and discovering age and gender. Users was manually classified for strength of positive and negative emotion. Finally findings propose that positive emotion is present. Negative emotion is much rarer that positive emotion and is not connected with gender. This study has shown that emotion is apparently the norm. The feature work is social networking should pay particular attention to positive emotional expression and the role of gender. Myspace is an emotion rich environment and therefore suitable for the development of specialist sentiment analysis techniques, and as well as image messages that resist text analysis methods and chain messages that ostensibly contain emotion but are not created by the sender.

2.Sakari taiple et al. explore the use of whatsapp messenger in extended families in two countries. Its focus on the family members representing two or more generation who may live in the same or differndholds.

3.Swan kaslaa et al. proposed WAPiS algorithm. Whatsapp pattern identification algorithm, has been designed and developed using c#-mongoDB combination. Proposed work of this paper is to decrypt the newly encrypted chats directly rather than getting the whatsapp chats in the text files. Apply the defaming techniques with a more efficient algorithm. In this paper focus on only whatsapp data, didn't consider other social Medias.

4.Miftachul Huda suggested the framework for extracting the data value from data complexity involving variety and velocity into the volume. Expected to contribute to improve the learning environment. This contribute to improve the learning environment achievement by enhancing students learning process development to provide online resource in higher education context.

5.Yanru zhang et al. proposed frame work for efficient information dissemination in wireless ad HOC networks. Frequency spectrum and short-range wireless technologies are used in this frame work. In a SPAN smartphones from local per to peer networks to cooperate and share the information efficiently. Even though presented social aware framework for optimizing SPANS by exploiting two layers. To finalize thus article how to use a social aware framework and combine the off-line and online SNS to facilitate content spreading SPANS.

6.Sara Rosenthal et al. describe the fifth year of the sentiment analysis in twitter test. It was made two changes. I) Introduce a new language, Arabic for all subtasks II) we made available information from the profiles of the twitter users who posted the target tweets. The test provide immense value to the sentiment community by providing large accessible benchmark dataset finally deep learning continues to be popular and employed by the state of the art approaches.

7.Lizzy oluwatoyin ofusori et al. Proposed communication tool for elections observation and monitoring. This electoral team that utilized whatsapp as a tool for relaying information amongst themselves. The main findings emanating from this project were that monitors found it easier to communicate with another. This study shows the inherent potential that ICT platforms such as whatsapp have in managing civic processes like elections. In this way they not only enhance the volume of their work but also enhance the quality of their electoral products such as election results.

8.Turki Alanzi offered application for improving diabetes type 2 knowledge an intervention study using WhatsApp. The aim of this study is to evaluate the WhatsApp social networking application for improving knowledge and awareness about diabetes management. The study was conducted with intervention and control groups at teaching hospital. Even though it was counter with WhatsApp application can be effectively used for enhancing diabetes knowledge self-efficiency and awareness among the Saudi population. It was investigates the scope of mobile technologies, specifically social networking application like whatsapp in diabetes management.

9.Sawan kasla et al proposed WAPiS algorithm. Whatsapp pattern identification algorithm, has been designed and developed using c# mongoDB combination. Proposed work of this paper is to decrypt the newly encrypted chats directly rather than getting the whatsapp chats in the text files. Apply the data mining techniques with a more efficient algorithm. In this paper found on only whatsapp chats data. It was focused one only whatsapp chats data.

10.Christine greehow et al. proposed one application for learning and teaching with social network sites. In this paper was include studies wre summarized and categorized according to the four types introduced by Roblyer is used for studies technologies field.

IV.METHODOLOGY

1.Social sites:

A social networks are used to social relations with other persons who share personal or business interest, activities circumstances or real-life contacts. Social media is used to market products, promote brands connect to current customer and faster new business. Social media is an electronic communication.

Types of communication through WhatsApp:

Chatting: One the internet, chatting is talking to other people who are using the internet at the same time you are.

Status: User can now upload pictures, animated GIFs and videos as their status. Thus disappear after 24 hours. This means a good bye to simple text messages statuses on WhatsApp. The new WhatsApp status update is like having Snapchat but with your number as a contact.

Contacts: this can also be used to indicate a person. Contact is address or telephone number.

Data mining: Data mining is the procedure of sorting through large amount of data and selection out related information. Data mining (DM) also called knowledge discovery in database (KDD) or knowledge discovery and data mining, Data mining or knowledge discovery from data (KDD). It is regularly used relation to analysis of data, data mining like artificial intelligence. Two classes of functions involved in data mining descriptive, classification and prediction. Data mining can remove existing information to highlight patterns, and serves as substance for AI and, machine learning. AI broad term for using data to offer solutions to existing problems.

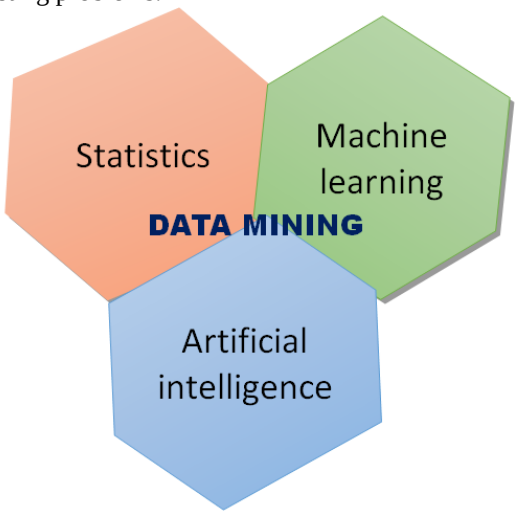

Figure 3.1 Data Mining Techniques

Data preprocessing is one of the most critical steps in a data mining process. Four steps are involved in pre-processing data,

- Data cleaning
- Data integration
- Data transformation
- Data reduction

Data cleaning: Data cleaning is called Data cleansing. Data cleaning is the process of detecting and altering corrupt or mistaken data's from a data set, table, or database.

Data Integration: Data integration is the process of messaging new information with information that already exists the result of data mining must be integrated with the existing information.

Data Transformation: Data transformation is the process of altering data or information from One format to another. Typically from the format of source system into the required format of a new destination system.

Data reduction:

After the cleaning the data reduction is removes redundant records and variables, as well as recognizes the data in an efficient. To reduce or reshape the input data by means of a more efficient representation of the dataset without comparing the integrity of the original data. One element of data reduction is eliminating redundant records while preserving needed data.

Composite analysis on large datasets may take a very long time or even be infeasible. The final step of data pre-processing is data reduction, i.e., the process of decreasing the input data by means of a more effective demonstration of the dataset without cooperating the honesty of the unique data. The objective of this step is to provide a type of the dataset on which the following statistical analysis will be more effective. Data reduction may or may not be lossless. That is the end database may cover all the information of the innovative database in well-organized format or it may be that data integrity is maintained but some information is lost when data is altered and then only represented in the new form.

V.CONCLUSION

Social media mining is the process of representing analyzing and extracting actionable pattern and trends from raw social media data. Social Medias are used to communication between one and another and group members. WhatsApp messenger used to share the information, photos, voice chats, video sharing. In this paper proposed architecture for avoiding the repeated messages in WhatsApp messenger and using data mining preprocessing. Specially used in preprocessing reduction method.

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