Project Book Butler is an application that evaluates desired output based on past data. The application is designed to cater users like students who wish to read books, consumers that visit DVD stores and by new DVDs etc.

We have used graphs as the main technique in our program. Graphs are tools that represent information that are easy to read. It’s an easy tool to understand links between different elements such as examining the relation between users which is the central aim of our project. For example, if two students read the same book, an edge would be created between them. Now the weight of that edge would depend on their taste; whether or not they have the same opinion regarding the books they read. larger the weight, similar the opinion.

We created two main functions ‘Show\_top\_picks’ and ‘recommend\_genre’ which are the options available to the user. The other functions are created in order for these two main functions to operate.

These are some of the pre-algorithms we made that we’ll need for the main functions:

Function openbookfile(name):

1. Import csv
2. Open csv file
3. X:=read csv file
4. d:=()
5. F:=[]
6. for each x in X
7. d=(x)
8. add d to f
9. d:=()

bookdict:={}

for f in F:

bookdict[f[0]]:=[f[2].split(‘.’), f[1], f[3]]

return bookdict

the above function reads the csv file booklist.csv. as the name suggests that, the file contains the data of the books in the following order, book name, author genre and price. In the first step we import csv and in the second we read the file. d is taken to be an empty file and f an empty list. Then a loop is run over the file and every line is added to the tuple and then appended to the list. After that the tuple is made empty again so for that the next line can be added to it and so on the process goes on. then we take an empty dictionary; bookdict. Then a loop is run over the list, over every tuple. The first element of the tuple is made the key of the dictionary and all the other elements in the tuple are stored in list and then made its value. The order of the values are genre, author and price

at the end of this function, this dictionary is stored in some variable; book\_data

function addNodes(G, nodes):

G=:{}

a)for nodes in NODES:

b) G[nodes]:=[]

this function takes an empty dictionary and creates a graph by putting nodes in the graph

function userdataload(name):

1. import csv
2. x:=read csv file
3. d:=()
4. F:=[]
5. for x in X
6. d:=(x)
7. add d to f
8. d:=()
9. bookdict:={}
10. for f in F
11. if x ()
12. final:={}
13. for y in range(length(f))
14. if f[y]:=’’
15. if y0
16. M:=f[y].split(‘,’)
17. o:=M[1]
18. final[M[0]]:=eval(o)
19. bookdict2[f[0]]:=final
20. return bookdict2

in this function we read the csv file user\_data.csv. as the name suggests, it contains the information of the user; the name of the user followed by the books read alongside the preference of each book. Preference pertains to whether the reader liked the book or not; True or False respectively. So first we import csv and read the file. we take an empty tuple and list. And then run a loop over every line in the file, putting the line into a tuple and then appending it to a list. Then the tuple is set to empty so that the next line can be put into the tuple and appended to the list. After the loop has finished, we take an empty dictionary; bookdict2. A loop is run over the list, accessing each tuple. It first checks whether the tuple is empty or not. If so, creates an empty dictionary; final. Then another loop is run over the tuples, accessing every element of the tuple. If that value is an empty string, we break out of the loop. Now we’ll only deal with all the elements except for the 0th element. The element that we’re dealing is in the form ‘bookname, preference (True/False)’. We split this value and store this value in a variable; M and its preference value in another variable; o. then we add these values in the dictionary, final. The booknames becomes keys and the preference values as items. eval(o) converts string value to Boolean. This entire dictionary is made the value of the key; user in the main dictionary; bookdict.

Now we have a dictionary which has readers as keys and the final dictionary as its item, which contains booknames as keys and preference values/True False as their items.

At the end of the function, bookdict is stored in the variable user\_data.

Function addEdges(G, edges, directed=false):

1. for i in range(length(edges)):
2. for key in G:
3. if key:=edges[i][0]:
4. G[key]:=G[keys]+(edges[i][1:])
5. G[edges[i][1]]:=G[edges[i][1]]+ (edges[i][:1]+edges[i][2:]

return

the function creates edges between the nodes in the graph. The graph is undirected.

Function weightEdge\_Create(datadict):

1. Final\_lst:=[]
2. alrdy\_traversed:=[]
3. For person in datadict:
4. Append person in alrdy\_traversed
5. books\_read:=datadict[person]
6. for neighbor in datadict
7. weight:=0
8. for book read by neighbor:
9. if books also read by person
10. neighbor preference:= datadict[neighbor][book read by neighbor]
11. person preference:=books\_read[book read by neighbor]
12. if person preference=neighbor preference
13. weight:=weight+1
14. else
15. weight:=weight-1
16. if weight
17. append (person, weight, weight) in final list
18. return final list

this function evaluates the taste between two readers by looking at their preferences regarding the books both have read. Initially we take two lists; alrdy\_traversed to keep track of the users we’ve already visited and final\_lst that will contain the relations between readers in tuple form. A loop is then run over the readers, for a reader another loop is run over its neighbors. If for a person and his neighbor they have read the same books, the value of weight is incremented by 1 and decremented by 1 if they have the same preference or different preference respectively, for that particular book. Finally, it checks whether the weight is 0 or not, 0 meaning they haven’t read common books, elsewise a tuple is created and appended to the final\_lst.

At the end of the function the final\_lst is stored in the variable edge\_lst.

Function create\_adjlst(G):

Takes an empty graph(empty dictionary) as input and calls the functions addNodes and addEdges and in this way creates a graph that displays the following information; if there’s an edge between two people it means they read the same book/books and weight represents their taste. A higher weight indicates that they have same preferences for almost every mutual book or all books and vice versa.

Function recommend\_genre(bookdata, name, c):

Input:

Dictionary for every book in the library

User name

Data/books read of every member of the library.

If name in Members:

Userbooks:=member[username]

rec= [∅]

For all x in Userbooks keys and for all y in Userbooks values:

If y=True:

Genre\_list := bookdata[x][0]

Author:=bookdata[x][1]

Price:=bookdata[x][2]

For all genre in Genre\_list:

For every i in bookdata keys and for every j in bookdata values:

If genre in j[0] and I not in rec and i≠x:

Append i and j[2] (price) in rec

rec2= [∅]

for every tuple in rec:

if x not in rec2:

append x in rec2-------------- helps in omitting the repetition of books

for every book in rec2:

output-------- book[0] (name) and book[1] (price)

this function takes the book\_data , any user and user\_data as inputs. Initially the books read by the user are stored in a variable. If the user doesn’t run and stores this value in the variable; genre\_output=User record not found. Else the function proceeds. A loop runs over the books read by the user: the genre, author and price of that book is stored in three different variables. A empty list; rec(recommendation ) is created. Then another loop is run over the elements in the genre, and within loop another loop is run over the books in book\_data; for books with that same genre and if the book isn’t already by that reader under consideration, both these values are appended in the rec list in tuple form.