Mental Disorders Detection
‘ via’
Online Social Media Mining

CPTR 5820-02 Alg Software Eng Web App

By

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ABSTRACT

The huge development in adoration of long-range informal communication/media prompts a difficult utilization among the clients, with a quick development in issues like mental issue (MDs), fixation Etc. Signs of these psychological issue are typically watched inactively today, bringing about deferred clinical mediation which makes numerous issues among the Social media clients. Today, we might want to comprehend and keep up online social conduct of different clients. This

will give a chance to effectively recognize MDs at a beginning time. Nonetheless, there will be a great deal of difficulties in our methodology on the grounds that psychological status of a client can't be resolved legitimately from logs of social movement alone.

In this manner, this can be a contribution to see how a client vacillates/changes their conclusion over the timeframe on some random subject. Our methodology will be new and creative to recognize MD rashly. This task doesn't depend on self-uncovering of those psychological elements by means of surveys in Psychology. Rather, we propose an AI structure, in particular, Social Media Mental Disorder Detection (SMMDD) that adventures highlights removed from web-based life information to precisely recognize potential instances of SMMDs. We additionally perform multi-source learning in SMMDD and propose another SMMD-based Model to improve the exactness. To build the adaptability of this model, we further improve the productivity with execution. Our system is assessed by means of a client concentrate with "N" online interpersonal organization clients.

We lead a component investigation, and furthermore apply SMMDD for huge scope datasets and break down the different attributes of the SMMD types. The outcomes show that SMMD is promising for distinguishing on the web online networking clients with potential MDs.

TASK - RESPONSIBILITY MATRIX

Project: MENTAL DISORDERS DETECTION (MDD) VIA ONLINE SOCIAL MEDIA MINING(OSM)		**Prepared by** Sunaina Singareddy			**Legend:** P=Primary S=Support
Professor: Dr John Chern Chern		**Responsibility Matrix**			
TASK ID	**TASK**	**Sunaina Singareddy**	**Narthini Kotha**	**Harikrishna Vallapu**	**Raghavendar Marati**
A	**Project Initiation**	**P**	**S**	**S**	**S**
B	**Project Planning**	**P**	**S**	**S**	**S**
C	**Requirements Specification**	**S**	**P**	**S**	**S**
D	**Technical Specification**	**S**	**S**	**P**	**S**
E	**Coding**	**P**	**S**	**S**	**S**
F	**Initial Testing (Unit & Integration)**	**S**	**P**	**S**	**S**
G	**Final Testing (System & Prod, End-user)**	**S**	**S**	**S**	**P**
H	**Final QA**	**P**	**S**	**S**	**S**
I	**Defect Fixing**	**S**	**S**	**S**	**P**
J	**Configuration Management**	**S**	**S**	**P**	**S**
K	**End of Each Phase**	**S**	**S**	**S**	**P**
L	**Final Delivery**	**P**	**S**	**S**	**S**
M	**Project Closeout**	**P**	**S**	**S**	**S**

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1. INTRODUCTION

1.1 Purpose of the Project

The main purpose of this application is to detect the mental disorders present in a person who is prone to social networking sites. This application can be accessed by the registered users and the administrator; who can check the behavior of each individual using social networking apps. It provides us social media application gateway. By this, health care and mental department will be able to distinguish rate of mental disorders easily.

1.2 Project scope

In this undertaking we accurately comprehend and keep up online social conduct of different clients. By doing this, we will be able to differentiate MD's at initial stage. While doing this, there will be a ton of difficulties in our methodology in light due to the psychological status of a client that will be resolved straightforwardly while using logs of sociable action alone. Subsequently, this can be a contribution to see how a client vacillates/changes their sentiment over the timeframe on some random subject.

Our methodology will be new and imaginative to recognize mental clutters rashly. A recent survey is done in psychology which shows that this venture doesn't reside on selfuncovering elements of psychology. In this, we are proposing AI structure, specifically, Social Media Mental Disorder Detection (SMMDD) that will extract the information from the internet so as to effectively differentiate the potential examples of SMMDs.

In this, we are performing multiple ways of learning in SMMDD. In addition to this, we will also and develop another similar model of SMMD so as to improve its accuracy. Our structure will be used by various client concentrate ("N") along with other community clients.

1.3 Baseline Project plan:

BASELINE PROJECT PLAN REPORT

1. Introduction

Project Overview –

- Analyzing practices of online clients
- Understanding clients dependent on online post
- Predicting emotional wellness dependent on online nearness
  - Anger
  - Tension
  - Depression Etc.
- Corrective activities dependent on emotional wellness

2. System Description:

Framework Description – Operating System with Visual Studio 2019 coupled to SQL server for the database stockpiling and Heidi SQL to associate the database to the front end. Heidi SQL empowers client to peruse and alter information, make and alter tables, sees, methodology, triggers and booked occasions.

3. Feasibility Assessment: Performed three unique Assessments

1) Economic Feasibility
2) Technical Feasibility
3) Social Feasibility

4. The executives Issues:

Group Configuration and Management – Team Members will be appointed according to the Stakeholder Matrix

Correspondence Plan – Email and gatherings are held to examine Project related updates

5. Task Objectives:

There are numerous Social Networking Websites today, yet what makes our item extraordinary/distinctive is:

- We gather all the information from Online Social Media and make database.
- We have a one of a kind component how client gets the cautions on any loathe or brutality or foul or hostile or some other Negative words refreshed by client in Social Media.

BASELINE PROJECT PLAN REPORT
• To make a diagram demonstrating the rates of negative thinking about the clients. Using this information, the Mental and Healthcare Department recognizes the clients and client rates for the Social Media Mental Disorder.
6. Issue/Opportunity Statement: To make a Social Networking application which is special and make a diagram demonstrating the rates of negative thinking about the clients. Utilizing this information, the Mental and Healthcare Department distinguishes the clients and client rates for the Social Media Mental Disorder.
7. Business benefits: This undertaking doesn't depend on self-uncovering of those psychological elements through polls in Psychology. Rather, we propose an AI system, to be specific, Social Media Mental Disorder Detection (MDD) that endeavors highlights removed from web-based life information to precisely recognize potential instances of MDD's
8.Project deliverable: • User Login to interface the outside clients • Perform Behavioral examination on client information and give the investigation to client Our approach will be new and creative to recognize Mental clutters rashly
9.Evaluated Project Duration: 6 Months

1.4 Software Development Life Cycle-Agile Methodology

Nimble philosophy is an Empirical Process – Transparency, Inspect and Adapt

- Transparency guarantees that parts of the procedure that influence the result must be noticeable to those dealing with the results.
- The different parts of the procedure must be examined much of the time enough with the goal that inadmissible differences in the process can be distinguished
- If the monitor decides from the examination that at least one parts of the procedure are outside adequate cutoff points, and that the subsequent item will be inadmissible, the controller must alter the procedure, or the material being handled. The modification must be made as fast as conceivable to limit further deviation.

1.5 Agile Principles

- The important need in our project is to fulfill the requirements of the client by providing them with unlimited programming in a proper span of time.
- It involves the necessities that are developed and helps in coordinating the changes for the clients.
- We will also deliver working programming in less than few months so as to give them less timescale.
- Business individuals along with the designers must adjust with the task on daily basis.
- Providing the earth by fulfilling the needs so that they can trust and will help in taking care of the business.
- This is generally proficient with the compelling approach for providing on data in an eye discussion for the advancement group.
- For getting progress, working programming is the important tool.
- The supporters, designers, and clients will get a chance to keep their fast pace throughout.

1.6 Agile vs Waterfall

Waterfall	Agile
Substantial in advance Analysis	Light weight prerequisite investigation
Substantial in advance Planning	Arranging spread across whole task
Impervious to change	Grasps Change
Increasingly about procedure then the item	Light weight process
Concentrate on how it is finished	Concentrate on working item
Keeps clients under control	Visit client inclusion and Collaboration
Hold up time of months/years	Gradual conveyance

Fig: Agile Life-cycle Model

2. REQUIREMENTS SPECIFICATION

2.1 Functional Requirements:

End client's perspective on required business usefulness and actualizing them will be the essential motivation behind the task. Norms to be clung to, assuming any.

Client Login:

- Member ID
- First Name
- Email ID
- Password
- Re-secret word
- Location
- Date of birth
- Gender

Administrator:

- Admin ID
- Email id
- Password

Picture Post:

- Post ID
- Member ID
- View ID
- First Name
- Post ID

Companions:

- Friend ID
- Member ID

Sentence Classification

- Sentence ID
- Member ID

- Message
- Vulgar
- Offensive
- Hate
- Violence

Client Behavior Count:

- Member ID
- Vulgar
- Offensive
- Hate
- Violence
- Count

2.2 Non-Functional necessities:

Equipment necessities:

- System : Pentium IV 2.4 GHz.
- Hard Disk : 40 GB.
- Floppy Drive : 1.44 Mb.
- Monitor : 15 VGA Color.
- Mouse : Logitech. • RAM : 256 Mb.

Programming necessities:

- Operating framework: - Windows 7.
- Front End : - JAVA or JSP
- Database : - SQL SERVER 2008
- Tools :- Eclipse IDE

2.3 Interface Requirements:

Give an elevated level prerequisite to every outer interface. Subtleties of the equipment and programming interfaces will for the most part be given in a different Interface

Protocol archive. Any such archives ought to be referenced or can be incorporated here.

a. Memory Constraints:

Memory Constraints are rules for reinforcement which ought to be executed to make memory.

b. Design Constraints:

Demonstrate any structure limitations on the framework being constructed. Plan imperatives speak to structure choices that have been ordered and should be clung to. Models incorporate programming dialects, programming process prerequisites, recommended utilization of formative apparatuses, building and structure imperatives, bought parts, class libraries, and so forth.

2.4 Performance Requirements:

In the event that there are several necessities for executing and testing the item in various conditions that helps in clarifying the method of their reasoning so as to give chance to engineers to evaluate the purpose and improve the plan decisions. In order to make the planning connections frameworks, we have to make prerequisites and we have to state them.

- Throughput ○ Response Time ○ Resource

  Usage

- Degradation under Overload Conditions

2.5 Scalability Requirements:

Portrays how the framework is relied upon to scale to new sequential levels. Both client and application versatility necessities are portrayed here. Information versatility isn't portrayed here as it is as of now depicted in the "information volumes" segment prior.

- User Scalability ○

  Application Scalability

2.6 Security Requirements:

Helps in indicating any necessities with regard to privacy issues in the usage of the item or assurance that is made by the item. Also excludes the guidelines that will contain privacy in order to give specification to the item. The two categories of that are listed below:

- Internal Security •

  External Security

2.7 Reliability:

- Maximum Failure Rate
- A MT-BF figure whenever required (Mean Time before Failure) ○ Maximum vacation ○ Ease of Recovery
- A MT-TR figure whenever required (Mean Time to Repair) ○ Maximum Known Bugs
- Most extreme number of known bugs per thousand lines of code would be a decent structure for this figure. Recollect that the quantity of realized bugs rely upon how much the framework is being worked out.

2.8 Portability:

In spite of the fact that we may just be supporting one stage at first, we in all likelihood will need to have the option to port improvements to different stages. This ought to be expressed here.

2.9 Software Quality Attributes:

Indicate any extra quality attributes for the item that will be critical to either the clients or the engineers. Some to consider are versatility, accessibility, rightness, adaptability, interoperability, viability, immovability, unwavering quality, re-ease of use, vigor, testcapacity, and ease of use. Compose these to be explicit, quantitative, and certain whenever the situation allows. In any event, explain the relative inclinations for different traits, for example, usability over simplicity of learning.

3. SYSTEM ANALYSIS:

3.1 Existing System:

But past work in Psychology has perceived a couple of vital mental factors related to SNMDs, they are generally dissected as standard decisive models in study reviews. To

subsequently recognize potential SNMD examples of OSN customers, isolating these factors to assess customers' online mental states is very trying. For example, the level of downfall and the effect of dis-hindrance of OSN customers are not discernible. Consequently, there is a need to develop new methodologies for recognizing SNMD examples of OSN customers. We fight that mining the casual association data of individuals as a complementary alternative to the ordinary mental approaches gives an astonishing opportunity to adequately recognize those cases at a starting time. In this paper, we develop an AI framework for recognizing SNMDs, which we call Social Network Mental Disorder Detection (SNMDD).

3.1.1 Drawbacks:

- Cyber-Relationship Addiction, which shows addictive conduct for building on the web connections.
- Net Compulsion, which shows urgent conduct for online social gaming or betting.
- Information Overload, which is identified with wild surfing

3.2 Proposed Framework:

Today online SNMDs are commonly treated at a late stage. To adequately perceive potential SNMD cases, we propose an inventive system, new to the present act of SNMD area, by mining data logs of OSN customers as an early area structure.

- We developed an AI structure to distinguish Social Network Mental Disorder Detection (SNMDD). We in like manner and investigate numerous huge characteristics for recognizing SNMDs, for instance, dis-hindrance, Para amiability, self-introduction, etc. The proposed structure can be passed on to give an early mindful of potential patients.
- We increased the efficiency and accomplished the plan singularity by CP rot, and we give theoretical results on non-dissimilarity. By merging SNMD characteristics into the tensor model, we propose STM to all the more likely concentrate the torpid parts from different sources to improve the precision.
- We lead a customer concentrate with 3134 customers to survey the feasibility of the suggested SNMDD framework. Additionally, we might know, this is the primary informational collection crawled online for SNMD acknowledgment. In like manner,

4. SYSTEM DESIGN

4.1 Feasibility Study:

In particular, a plausibility study is utilized to decide the chance of a thought. A practicality investigation survey the task's potential for progress. In this manner, saw fair-mindedness

is a fundamental factor in the believably of the examination for potential financial specialists and loaning foundations.

Here, we have 3 kinds of key contemplation.

4.1.1 Technical Analysis:

This assessment remembers for the particular resources available to the affiliation. It helps in building the relationship with the specific resources to meet breaking point and check if the particular gathering is suitable for changing the working systems. Specific feasibility additionally incorporates the appraisal of the hardware, programming, and other particular requirements of the proposed structure.

4.1.2 Economic Analysis:

This incorporates a cost/benefits examination of the endeavor, helping affiliations choose the explanation capacity, cost, and points of interest related with an assignment before financial appropriation. It also fills in as a self-sufficient assignment assessment and updates adventure legitimacy helping boss choose the positive monetary focal points to the affiliation that the proposed endeavor will give.

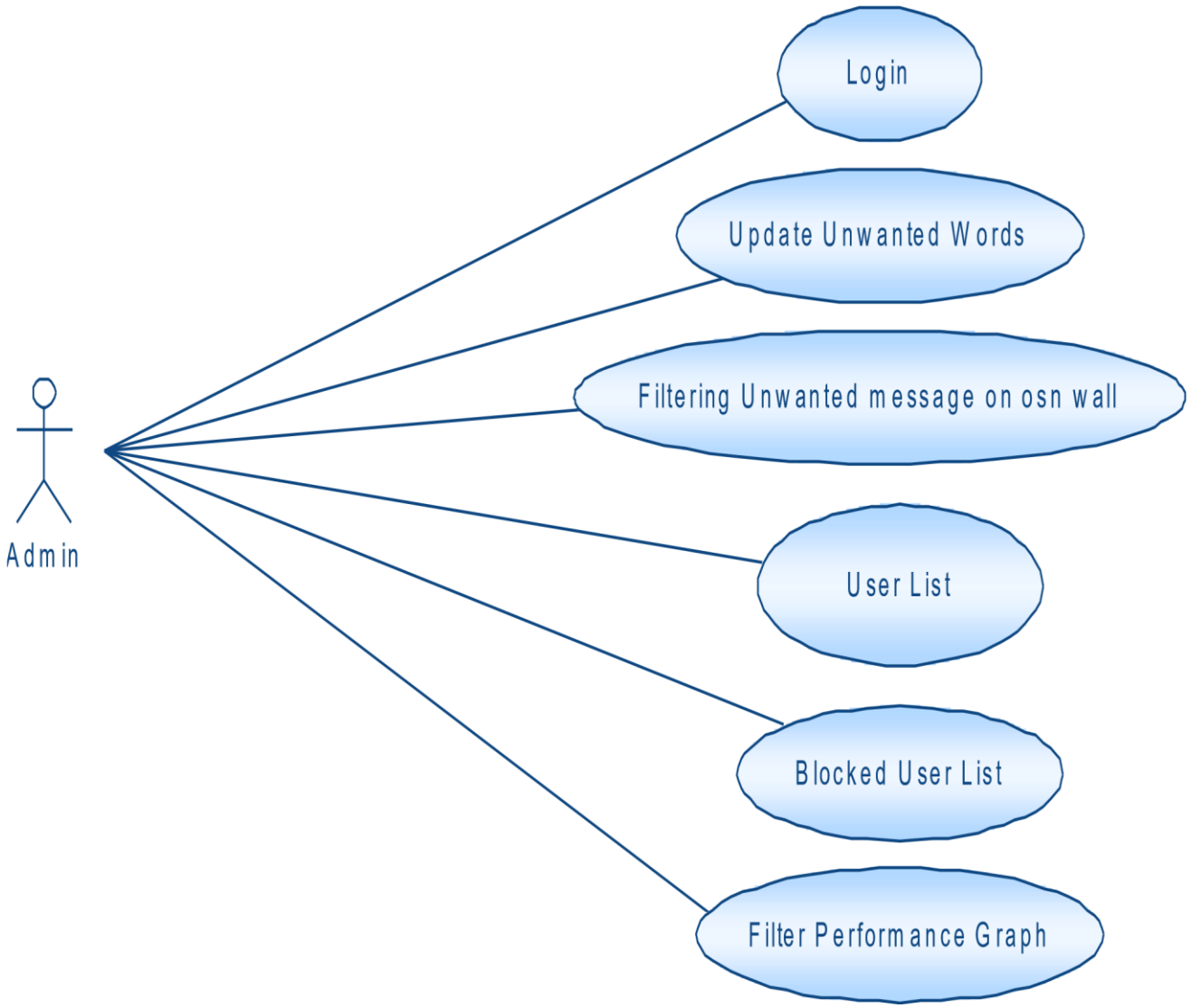
4.1.3 Operational Analysis:

This assessment incorporates undertaking an examination to separate and choose if and how well the affiliation's needs can be met by completing the assignment. Operational reasonableness thinks similarly assess how an errand plan satisfies the requirements recognized in the requirement of the assessment time of system progression.

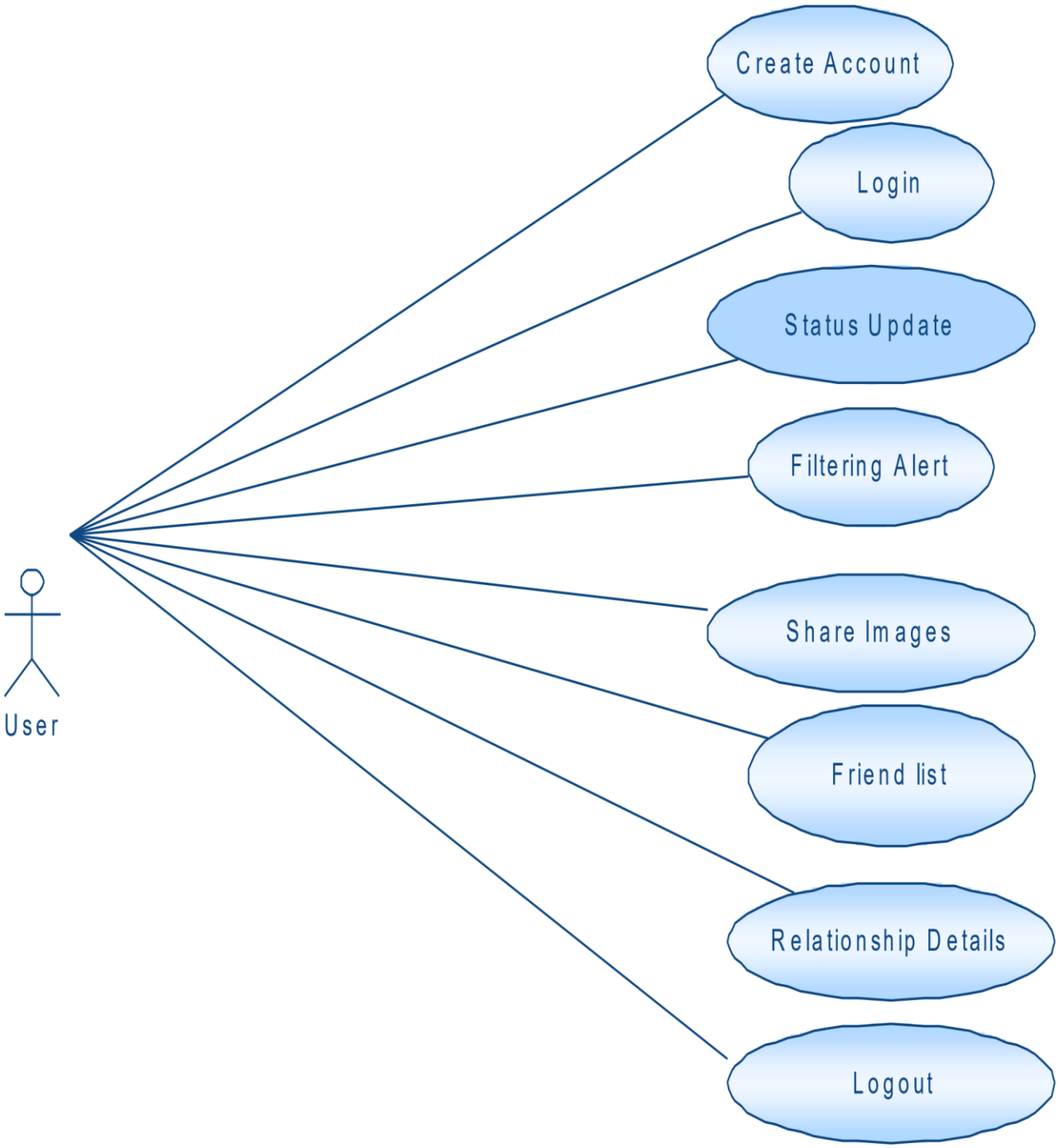
4.2 USE CASE Diagrams:

The utilization case outline in the Unified Modeling Language (UML) is a sort of conduct graph characterized by and made from a Use-case examination. Its motivation is to introduce a graphical outline of the usefulness gave by a framework as far as entertainers, their objectives (spoke to as use cases), and any conditions between those utilization cases. The principle motivation behind the utilization case chart is to show what framework capacities are performed for which entertainer. Jobs of the entertainers in the framework can be delineated.

4.2.1 Use Case for Administrator:



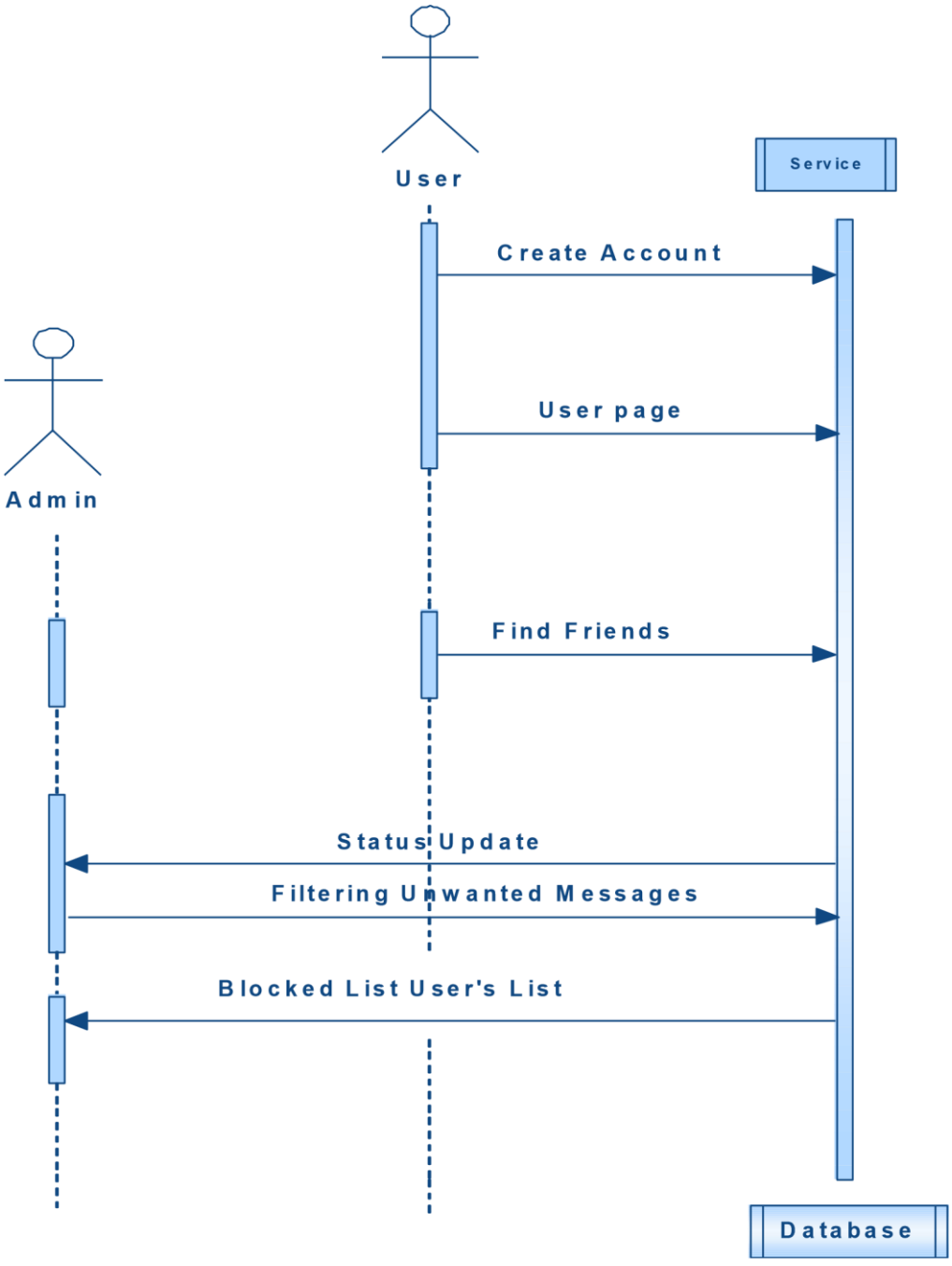
4.2.2 Use case for User:



4.2.3 Sequence Diagram:

An arrangement chart in Unified Modeling Language (UML) is a sort of association outline that shows how procedures work with each other and in what request. It helps

in developing a Message Sequence Chart. Arrangement outlines are now and again called occasion charts, occasion situations, and timing graphs.



5. DATA MANAGEMENT

An Entity Relationship Diagram (ERD) is a method that exhibits the element of an information structures and the cooperation's between the substances. An ERD is a coherent model which is utilized in alluding to the setting of the item. Below are the various fundamental parts of an ERD:

- Entities
- Relationships
- Attributes

Steps engaged in building ERD are:

1. Distinguish the elements.
2. Survey connections.
3. Depict the connection.
4. Include the properties
5. Complete the chart **Project Design:**

This planning application shows Consumer Health Insurance Information and utilization's social database to file this information. The social database is organized in a normalized manner, and the UI is made available for this information. The primary venture components can be autonomously classified into two gatherings.

- Relational database segment plan
- Business process segment plan It assists with building the tables in an auxiliary organization in the social database segment, while business segment, used to develop the questions to recover the information from the table.

Relational database component plan:

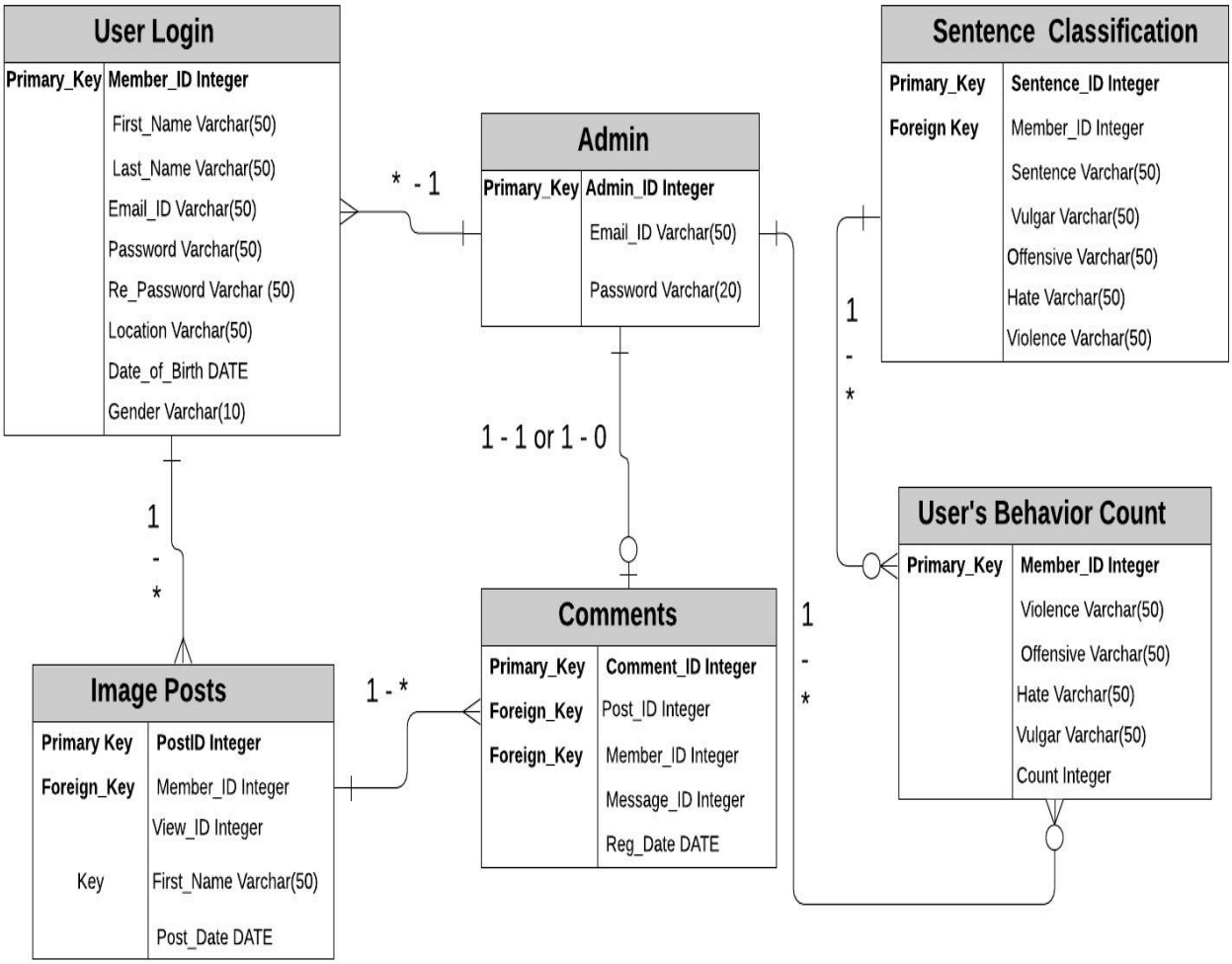
This plan is to build tables that can hold the information required by application in an organized structure to decrease repetitive information and increment by and large viability. An ER model is a structure or plan of a database. The fundamental parts of E-R model are:

Entity: It is an article or segment of information. An element is spoken to as square shape in an ER chart.

Attribute: A trait depicts the property of an element. A characteristic is spoken to as Oval.

Connecting lines: Strong lines that associate credits to show the connections of substances in the chart.

5.1 ENTITY RELATIONSHIP DIAGRAM:



Explanation:

- In User Login element, Member_ID is the Primary key, which is of type Integer, First_Name, Last_Name, Email_ID, Password, Location and Gender properties are of type VAR-CHAR of length 50 characters each. Date_of_Birth property is of type DATE.

- Administrator element is One to Many associations with User Login substance, in light of the fact that administrator can log in the same number of times to get to his record.

- In Admin substance, Admin ID property is an essential key, which of type Integer where different characteristics like Email_ID and Password are of type VAR-CHAR of length 50 characters.

- Connection between User Login substance and Image Posts is One to Many, in light of the fact that one client can post numerous pictures.
- In Image posts Entity Post_ID property is the Primary key, Member_ID is the Foreign key of type Integer and Post_Date is of type DATE.
- Connection between Image Posts element and Comments substance is One to Many, in light of the fact that each post can have various remarks.
- In Comments element, Comment_ID is the Primary key of type Integer, Post_ID and Member_ID are outside keys of type Integer.
- Connection between Admin element and Comments substance is One to One or One to Zero relationship.
- In Sentence Classification Entity, Sentence_ID is the Primary key of type Integer, Member_ID is the Foreign key different characteristics like Sentence, Vulgar, Offensive, Hate, Violence are of type VAR-CHAR of length 50 characters.
- Sentence Classification element is One to Many relationship with User's Behavior Count substance, in light of the fact that dependent on sentence characterization we get client conduct tallies.
- In User's Behavior Count substance, Member_ID is the essential key of type Integer, different traits like Violence, Offensive, Hate and Vulgar are of type VAR CHAR of length 50 characters.

5.2 Data Table Sheets:

Admin Login Table:

Fieldname	Data Type	Length	Constraints	Description
Admin_Id	int	12	Primary Key	Admin Id number
Email	varchar	50	Not Null	Admin Email address
Password	varchar	50	Not Null	Admin Password

User Login Table:

Fieldname	Data Type	Length	Constraints	Description
Member_id	int	15	Primary Key	User Identification number
First_name	varchar	50	Not null	User first name
Last_name	varchar	50	Not null	User last name
Email	varchar	50	Not null	User Email address
Password	varchar	50	Not null	User password
Re_password	varchar	50	Not null	Re-enter the user password
Location	varchar	50	Not null	User Location
Date_of_birth	date	6	Not null	User date of birth
Gender	varchar	14	Not null	Gender of the user

Comment Table:

Fieldname	Data Type	Length	Constraints	Description
Comment_id	int	10	Primary Key	Comment Id number
Post_id	int	15	Foreign Key	Post Id number
Member_id	int	12	Foreign Key	User Id number
Message	varchar	50	Not Null	Message commented
Reg_date	date	5	Not null	Commented Date

Image/Post Table:

Fieldname	Data Type	Length	Constraints	Description
Post_id	int	16	Primary Key	Post Id number
Member_id	int	15	Foreign Key	User Id number
View_id	int	15	Not null	Id number of the viewer
First_name	varchar	50	Not null	User First name
Image_name	varchar	50	Not null	Name of the Image posted
Reg_date	date	6	Not null	Image posted date

Sentence Classification Table:

Fieldname	Data Type	Length	Constraints	Description
Sentence_id	int	15	Primary Key	Sentence Id number
Member_id	int	12	Foreign Key	User Id number
Sentence	varchar	50	Not null	Message sentence
Violence	varchar	50	Not null	Violence word
Vulgar	varchar	50	Not null	Vulgar word
Offensive	varchar	50	Not Null	Offensive word
Hate	varchar	50	Not Null	Hate word
Total_count	int	20	Not Null	Total number of words count

User's Behavior Count:

Fieldname	Data Type	Length	Constraints	Description
Member_id	int	15	Primary Key	User Id number
Violence	varchar	50	Not Null	Violence Word
Vulgar	varchar	50	Not Null	Vulgar Word
Offensive	varchar	50	Not Null	Offensive Word
Hate	varchar	50	Not Null	Hate Word
Total_count	int	16	Not Null	Total number of words count

6. SOFTWARE TESTING

6.1 Introduction

While the testing strategy comprehensively plots the exercises and obligations associated with testing, this rule depicts in more subtleties on various degrees of testing and point by point exercises engaged with each level. Principle goal of testing is to discover blunders. A fruitful testing is one that uncovers the same number of as unfamiliar blunders to make the Software progressively rough and dependable.

6.2 Levels of Testing's

i. In the product improvement life cycle, testing can be done at different levels and each level has various goals. Despite the fact that the focal point of all testing is to discover blunders, diverse sort of mistakes is searched for at each level.

ii. The levels of testing in a Development task could be:

a) Unit Testing: To test singular Software things

b) Module/Feature testing: Module testing will be completed if there are various modules in the task

c) Integration Testing: To test the interfaces between the Software things

d) System Testing: To approve the whole item

e) Acceptance Testing: To test the item for acknowledgment.

The levels in a Maintenance undertaking could be

a) **Unit Testing:** To test whether the individual solicitations are overhauled enough.

b) **Regression Testing:** To test whether the individual solicitations overhauled don't have impacts on different pieces of the framework.

The levels in a Conversion venture could be

a) Unit Testing: To test the accuracy of individual programming things changed over.

b) Regression Testing: To test whether the individual programming things changed over don't affect some other piece of the framework.

c) Acceptance Testing: To test the item for acknowledgment.

Further degrees of testing than expressed above could incorporate.

a) Alpha Testing: Testing by clients at the engineer's site or on a Test Environment.

b) Beta Testing: Testing by an enormous number of clients at the client site.

c) Field Testing: To test the framework on the Target Environment

All degrees of testing ought to be arranged and led deliberately. The exercises that are to be done include:

a) Test Planning

b) Test Case Preparation

c) Execution to catch genuine outcomes

6.3 Unit testing (White Box Testing)

At the initial stage, the fundamental unit in programming is used in segregation. Software engineer who use and run the code frequently needs unit testing. The reason behind unit testing is to explore mistakes in the individual units, which could be related to Data. The test come from the requirements of the programs or the design that we have to record. Units that are not used in the process will require test bridle which is a test program.

6.4 Integration testing (Interfaces Testing)

When at least two tried units are consolidated the tests should search for blunders in two different ways; in the interfaces between the units and in the capacities. This can be performed by the Integrated Unit which couldn't be surveyed during Unit Testing. The Integration tests are gotten from the plan record.

6.5 System testing (Functionality Testing)

After Integration testing is finished the whole framework is tried as entirety. Framework testing searches for blunders at long last to-end usefulness of the framework and furthermore for mistakes in non-practical quality properties, for example, execution, unwavering quality, volume, ease of use, viability security and so forth. Free work force should do framework testing. The tests are gotten from the Functional Specification.

6.6 Regression testing

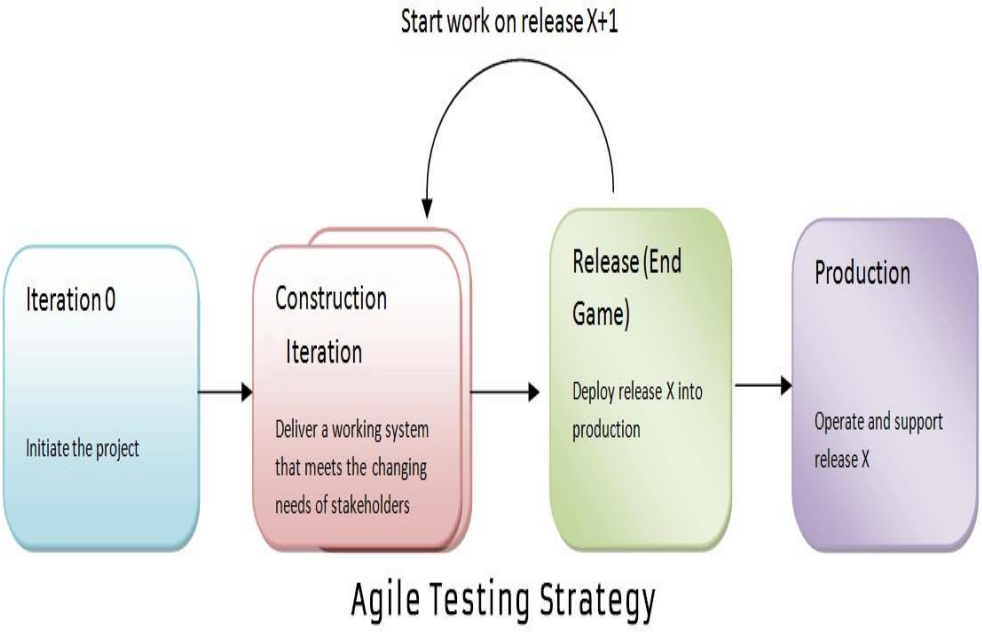
- Regression testing is a trying procedure that is applied after the projects are changed. Relapse testing is a significant part in upkeep and transformation ventures.
- Modifying a program includes making new rationale to address a mistake or actualize a change and joining that rationale into a current program. The new rationale may include minor change, for example, including, erasing or revising a couple of lines of code or may include significant alterations, for example, including, erasing or supplanting at least one modules or sub-frameworks.
- Regression testing intends to check the rightness of the new rationale, to guarantee the constant working of the unmodified parts of a program. This is to approve the unit or programming as entire capacities accurately.

6.7 Acceptance testing (Black Box Testing)

- After culmination of System testing or Regression testing, the framework is given over to the client or client. Acknowledgment testing marks the change of proprietorship by the Developers to the client. The Acceptance Test is diverse in three different ways:
- The reason for Acceptance testing is to give certainty that the framework is working instead of attempting to discover blunders.
- The Acceptance testing is an exhibit as opposed to a test.
- The Acceptance Test gives a certainty to the clients that the framework is prepared for operational use.

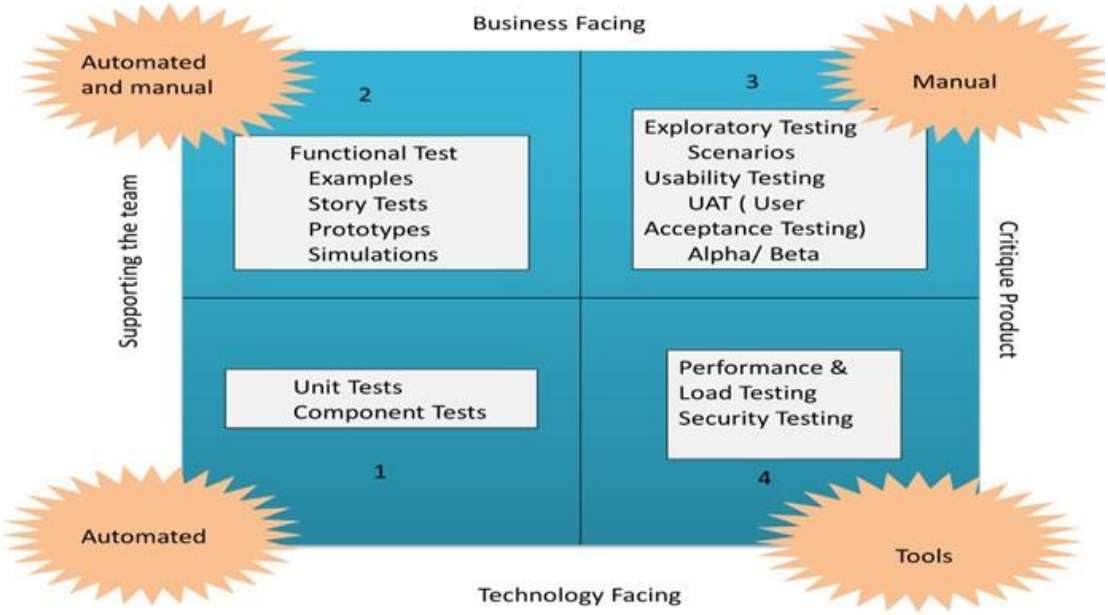
6.8 Agile Testing Life Cycle

6.9 Agile Testing Strategy



Agile Testing Strategy

6.10 Testing Quadrants



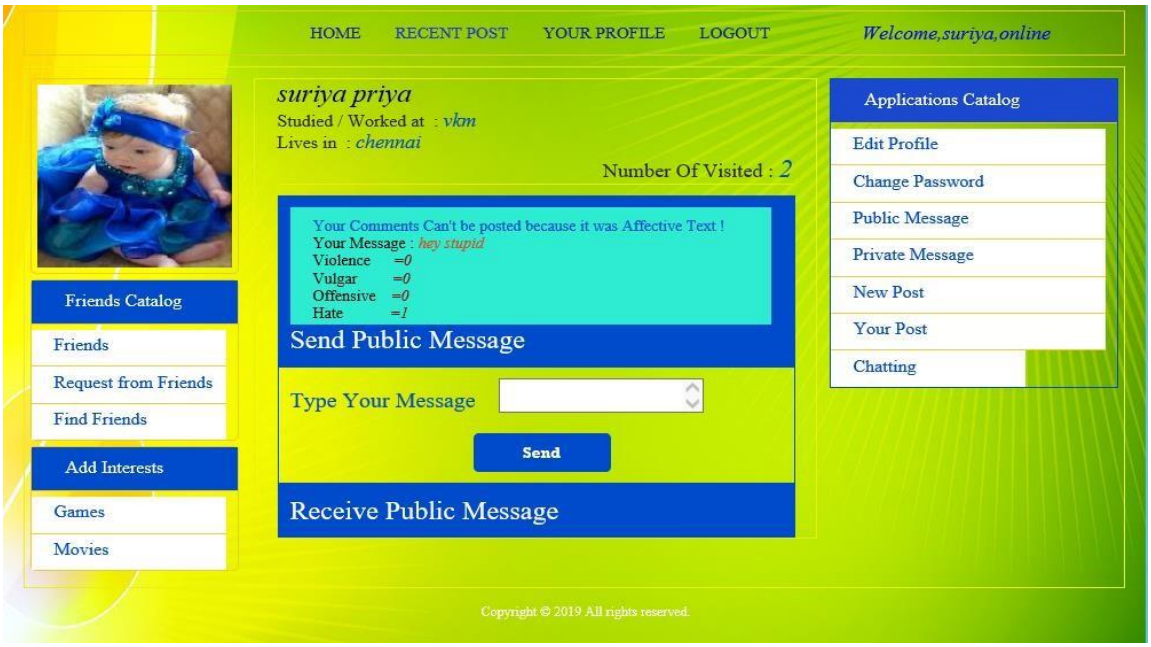
7. SYSTEM INTERFACE

Registration Page:

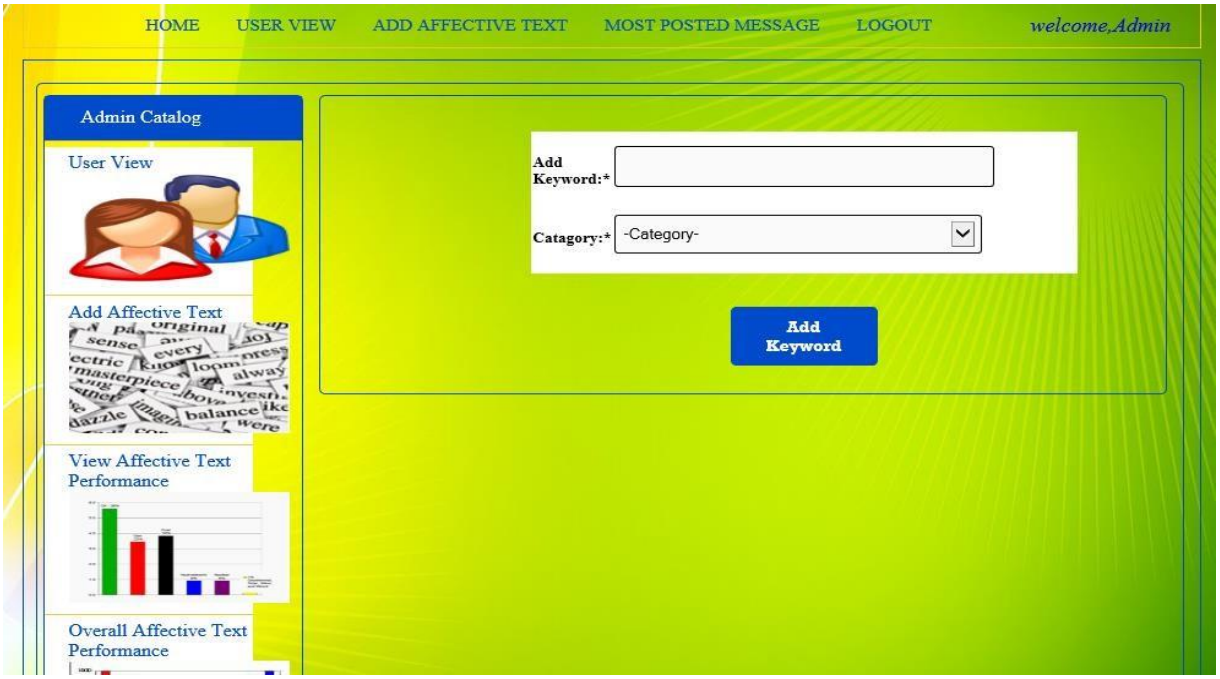
Login Page:

Social Media Website Page:

Message Filtering:



Adding Keywords from Admin Login:



Display Filter Board:

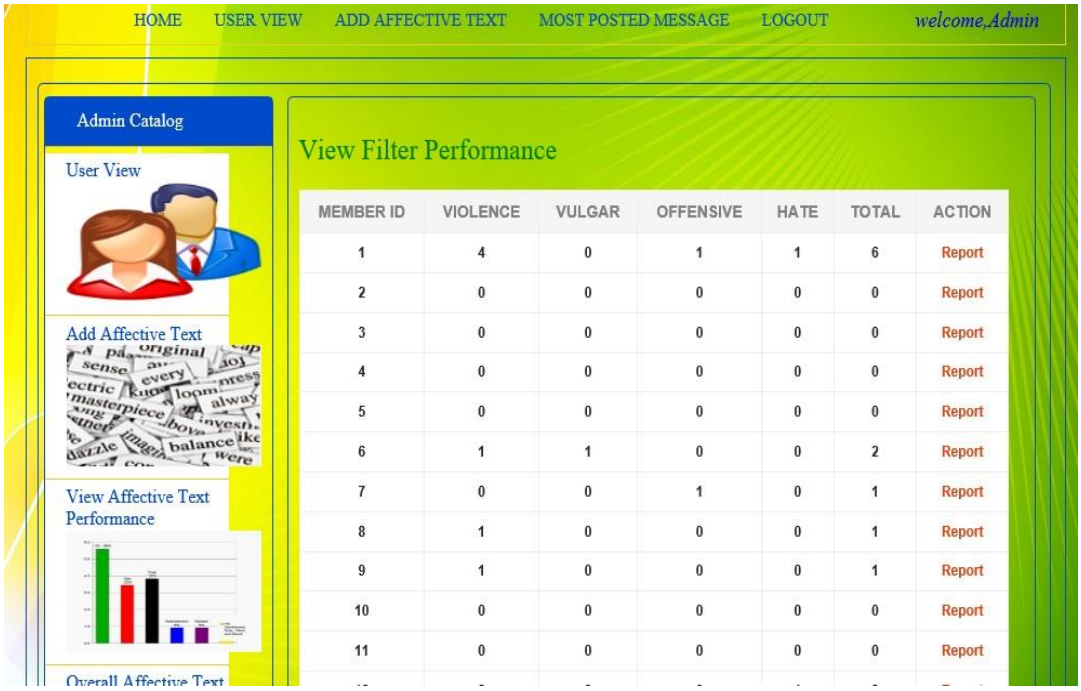
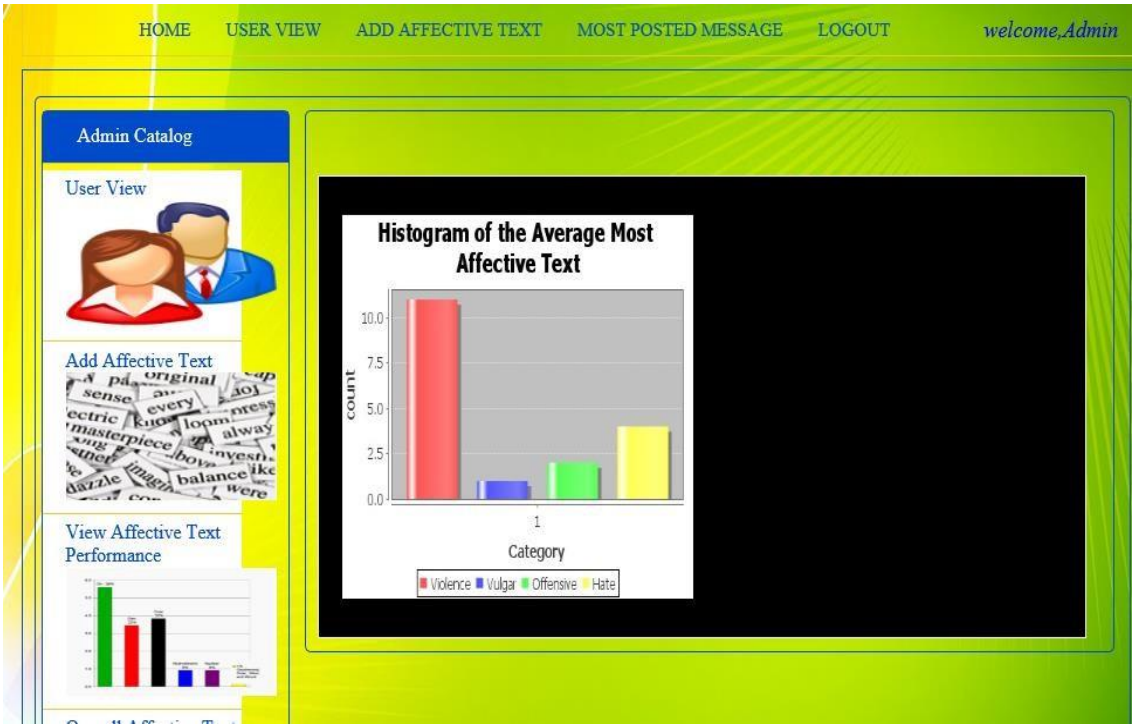


Chart Representation of effective text analysis:



8. CONCLUSION

In this paper, we are making an attempt to identify and check online users with SMMDs. We are proposing an SMMDD framework which will help in exploring variety of features from OSN's data logs. This work shows how the computer scientist as well as mental healthcare researchers

did collaborative effort so as to deal with rising problems in SMMDDs. In this step, we commit to learn the features that came from multimedia information. We commit to study the upcoming issues from a social network service provider side. For instance, Facebook or Instagram, so as to improve the beings of OSN users without focusing on the user utilization.

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