## ADS NAVIGATOR

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#### Overview

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#### Introduction

What is Ads Navigator?

- Recommendation system for ads/places
- A location based application
- Includes Navigation Support
- Developed for android mobiles

### Objectives

- To enable users to view and navigate the advertisements in real-time on a particular area.
- To recommend ads/places to users that are unfamiliar with but are likely to desire.
- To help vendors to advertise & improve their businesses.

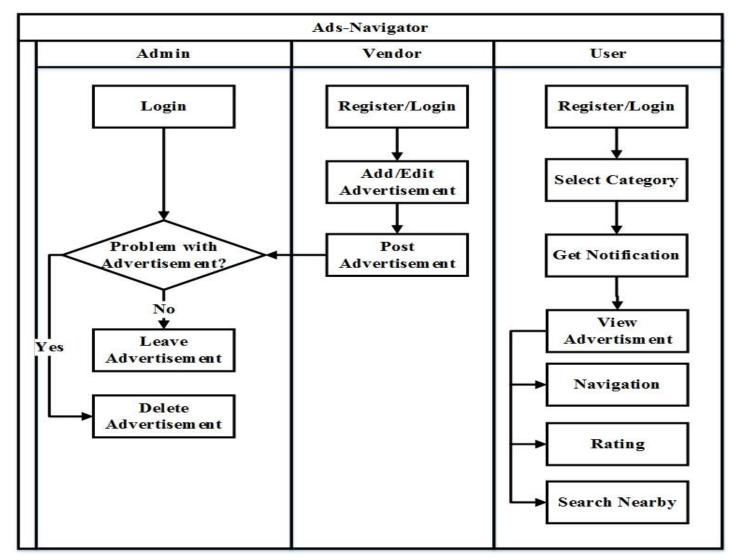
## Scope & Applications

- Recently established vendors and businesses.
- People who are new to the locality.
- Targeted Areas: Restaurants, Hotels/Lodge, Stores, etc.

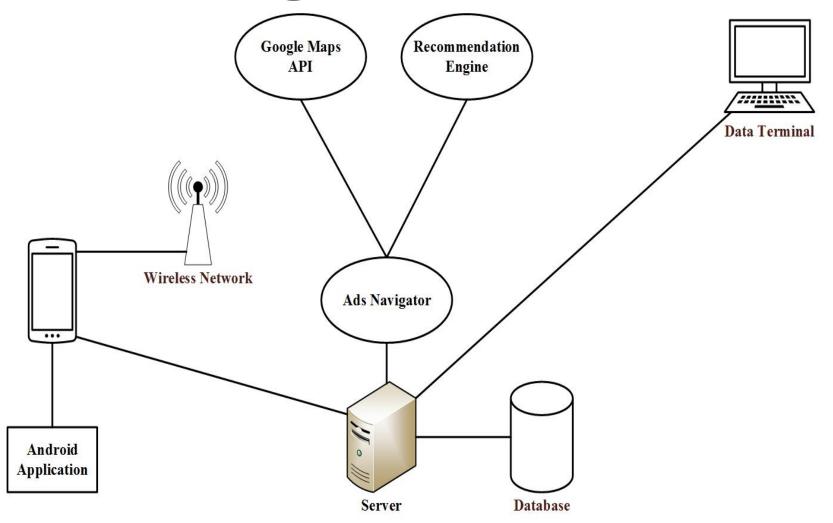
### Features

- Location based Advertisements
- Navigation
- Notification
- Search Nearby
- Rate Advertisements
- Recommendations

## System Flow Diagram



## Process Diagram



- Development Platform Android
- User Interface XML, Android Material Design Library
- Server, Database & Authentication- Firebase
- Maps and Navigation Google API
- Recommendation Apache Mahout Library
- Algorithms Collaborative Filtering & Pearson Correlation
  Coefficient Algorithm

### Collaborative Filtering Algorithm

- Predict the ratings of unrated items by a given user and recommend the Top-N items.
- Assumes a list of m users  $U = \{u1, u2, ..., u_m\}$  and a list of n items  $I = \{i1, i2, ..., i_n\}$ . Each user  $u_i$  has rated a list of items noted by  $I_{ui}$ .
- Two approaches:
  - 1. Item Based Nearest Neighbor
  - 2. User-Based Nearest Neighbor

### Collaborative Filtering Algorithm

Item Based Nearest Neighbor

- Utilizes the similarity computed between two items.
- Generates prediction for a user u and item i is composed of a weighted sum of the user u's ratings for items most similar to i

$$pred(u,i) = \frac{\Sigma_{j \in ratedItems(u)} sim(i,j).r_{ui}}{\Sigma_{j \in ratedItems(u)} sim(i,j)}$$

### Collaborative Filtering Algorithm

User Based Nearest Neighbor

- Utilizes the similarity computed between the active user and all other users.
- Generate a prediction for an item i by analyzing ratings for i from users in u's neighborhood.

$$pred(u,i) = \bar{r}_u + \frac{\Sigma_{n \subset neighbor(u)} sim(u,n). (r_{ni} - \bar{r}_n)}{\Sigma_{n \subset neighbor(u)} sim(u,n)}$$

### Pearson Correlation Coefficient Algorithm

• Utilizes similarity on how much the rating given by the common users for a pair of items deviate from average ratings for those items.

$$sim(i,j) = \frac{\Sigma_{u \in U} \big( R_{u,i} - \overline{R}_i \big) (R_{u,j} - \overline{R}_j)}{\sqrt{\Sigma_{u \in U} (R_{u,i} - \overline{R}_i)^2} \sqrt{\Sigma_{u \in U} (R_{u,j} - \overline{R}_j)^2}}$$

### Results & Limitations

#### Results

- System Analysis & Design
- User Interface
- Authentication
- Post, View & Rate ads
- Recommender System

#### Limitations

- Less accurate recommender
- Manual detection of Inappropriate content
- Limited to android platform

### Conclusion & Future Enhancements

#### Conclusion

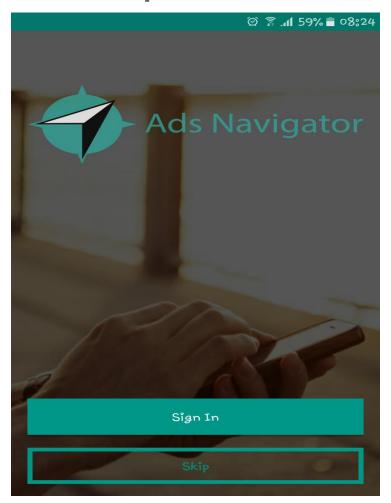
- Fulfillment of pre defined objectives
- Familiarization with emerging needs in this field
- Knowledge of tools, techniques and teamwork

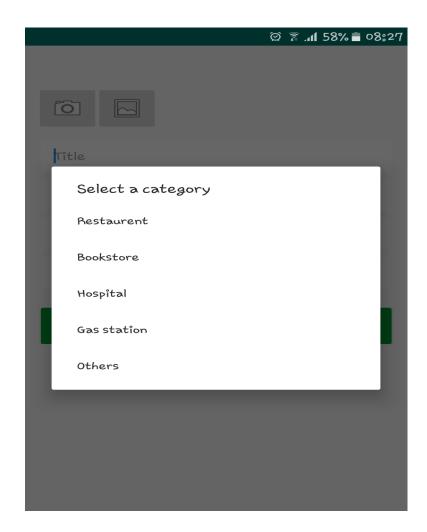
### Conclusion & Future Enhancements

#### **Future Enhancements**

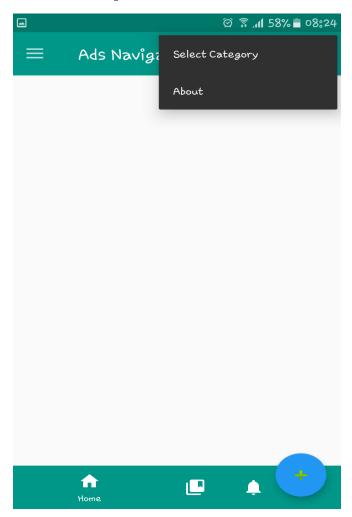
- Published in other platforms
- Upgraded to an Enterprise standard
- Make Recommendations more accurate
- Integrate app with payment module

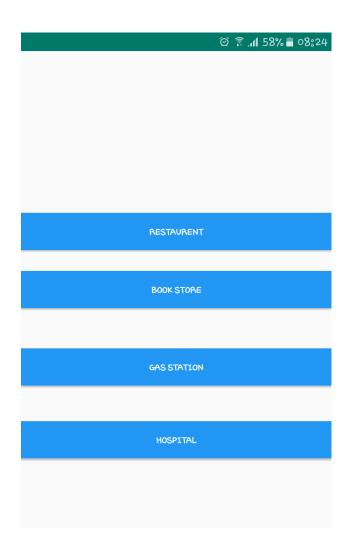
## Snapshots



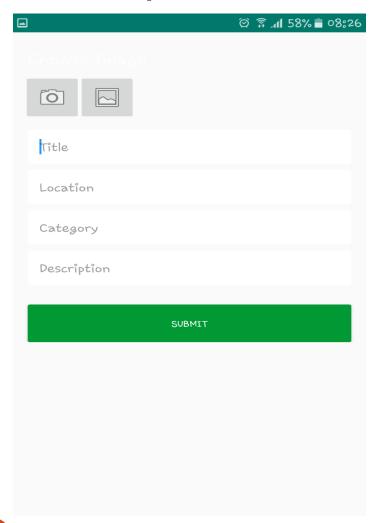


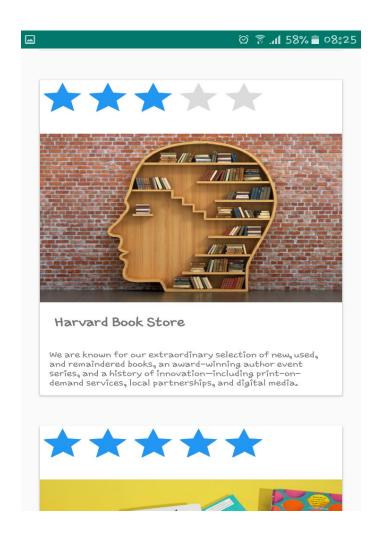
## Snapshots





### Snapshots





# THANK YOU