

# Solitude Secured Shield Tract Allocated Assistance for Civil Network

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## Abstract

A common functionality of many location-based social networking applications is a location sharing service that allows a group of friends to share their locations. With a potentially untrusted server, such a location sharing service may threaten the privacy of users. Existing solutions for Privacy-Preserving Location Sharing Services (PPLSS) require a trusted third party that has access to the exact location of all users in the system or rely on expensive algorithms or protocols in terms of computational or communication overhead. Other solutions can only provide approximate query answers. To overcome these limitations, we propose a new encryption notion, called Order-Retrieval Encryption (ORE), for PPLSS for social networking applications. The distinguishing characteristics of our PPLSS are that it (1) allows a group of friends to share their exact locations without the need of any third party or leaking any location information to any server or users outside the group, (2) achieves low computational and communication cost by allowing users to receive the exact location of their friends without requiring any direct communication between users or multiple rounds of communication between a user and a server, (3) provides efficient query processing by designing an index structure for our ORE scheme, (4) supports dynamic location updates, and (5) provides personalized privacy protection within a group of friends by specifying a maximum distance where a user is willing to be located by his/her friends.

## Keywords

Privacy-Preserving, ORE, PLSS, Social networks, Data Sharing, Trust

## I. Introduction

In online social networks (OSNs), to evaluate data sharing trust from one user to another indirectly connected user, the trust evidence in the trusted paths should be carefully treated. Some paths may overlap with each other, leading to a unique challenge of path dependence, i.e., how to aggregate the trust values of multiple dependent trusted paths. OSNs bear the characteristic of high clustering, which makes the path dependence phenomenon common. Another challenge is trust decay through propagation, i.e., how to propagate trust along a trusted path, considering the possible decay in each node. We analyse the similarity between trust propagation and network flow, and convert a trust evaluation task with path dependence and trust decay into a generalized network flow problem. We propose a modified flow-based trust evaluation scheme Unsupervised learning method, in which we address path dependence using network flow, and model trust decay with the leakage associated with each node.

A social networking service (also social networking site or SNS) is a platform to build social networks or social relations among people who share interests, activities, backgrounds or real-life connections. A social network service consists of a representation of each user (often a profile), his or her social links, and a variety of additional services. Social network sites are web-based services that allow individuals to create a public profile, to create a list of users with whom to share connections, and view and cross the connections within the system [1]. Most social network services are web-based and provide means for users to interact over the Internet, such as e-mail and instant messaging. Social network sites are varied and they incorporate new information and communication tools such as mobile connectivity, photo/video/sharing and blogging [2]. Online community services are sometimes considered a social network service, though in a broader sense, social network service usually means an individual-centered service whereas online community services are group-centered. Social networking sites allow users to share ideas, pictures, posts, activities, events, interests with people in their network. There

have been attempts to standardize these services to avoid the need to duplicate entries of friends and interests. Several websites are beginning to tap into the power of the social networking model for philanthropy. Such models provide a means for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested users. Social networks are providing a different way for individuals to communicate digitally. These communities of hypertexts allow for the sharing of information and ideas, an old concept placed in a digital environment. Social advertising can be part of a broader social media marketing strategy designed to connect with consumers. Since a pair of consumers connected via a relationship are more likely to be similar than an unconnected pair, information about such relationships can be used to infer characteristics of consumers useful for targeting.

## II. Related Work

This survey aims to study and analyse current techniques and methods for combining quality of web service systems, to discuss future trends and propose further steps on making web services systems context-aware. It analyses and compares existing context-aware web service-based systems based on techniques they support, such as context information modelling, context sensing, and distribution, security and privacy, and adaptation techniques. Existing systems are also examined in terms of application domains, system type, mobility support, multi-organization support and level of web services implementation. The Findings is going to Support a context-aware web service-based system is increasing. It is hard to find a truly context-aware web service-based system that is interoperable and secure, and operates on multi-organizational environments. Various issues, such as distributed context management, context-aware service modelling and engineering, context reasoning and quality of context, security and privacy issues have not been well addressed. The Originality/value – Existing surveys do not focus on context-awareness techniques for web services. This paper helps to understand the

state of the art in context-aware techniques for web-services that can be employed in the future of services which is built around, amongst others, mobile devices, web services, and pervasive environments [5].

It encourages the combination of public processing with service-oriented processing, giving "birth" to public Web solutions. On the one side, public processing develops user programs upon the concepts of combined action and content discussing. However, service-oriented processing develops enterprise programs upon the concepts of support offer and demand and loose combining. Thanks to this combination public Web solutions can operate considering with whom they worked in the past and with whom they would like to work in the future. To professional public Web solutions, this document presents a four-step method that details several concerns related to the technological innovation exercise. These concerns are what connections exist between Web solutions, what public networking sites match to these connections, how to build public networking sites of Web solutions, and what public actions can Web solutions display. Encounters dealing with applying public Web solutions are, also, revealed in the document [1].

The Current technique about interpreting official semantics of dedication usually consider functions as axioms or constrains on top of the dedication semantics, which don't succeed to catch the significance of communications that are main to real-life business circumstances. Furthermore, existing semantic frameworks using different logics do not collect the full semantics of dedication functions and semantics of public responsibilities within the same structure. This document produces a novel specific semantic design for public responsibilities and their functions. It suggests a sensible design based on a new reasoning increasing CTL\* with responsibilities and functions to specify broker communications. We also recommend a new meaning of task and delegation functions by considering the connection between the unique and new dedication material. We confirm that the suggested design meets some qualities that are suitable when modelling broker communications in MASs and existing a Net Bill method as a operating example to explain the automated confirmation of this design. Lastly, we existing an execution and review on trial results of this method using the NuSMV and MCMAS representational design pieces [4].

The Existing theory and research on relationships among competitors focuses either on competitive or on cooperative relationships between them, and the one relationship is argued to harm or threaten the other. Little research has considered that two firms can be involved in and benefit from both cooperation and competition simultaneously and hence that both types of relationships need to be emphasized at the same time. In this article, it is argued that the most complex, but also the most advantageous relationship between competitors, is "competition" where two competitors both compete and cooperate with each other. Complexity is due to the fundamentally different and contradictory logics of interaction that competition and cooperation are built on. It is of crucial importance to separate the two different parts of the relationship to manage the complexity and thereby make it possible to benefit from such a relationship. This article uses an explorative case study of two Swedish and one Finish industries where competition is to be found, to develop propositions about how the competitive and cooperative part of the relationship can be divided and managed. It is shown that the two parts can be separated depending on the activities degree of proximity to the customer and on the competitors' access to specific resources. It is also shown

that individuals within the firm only can act in accordance with one of the two logics of interaction at a time and hence that either the two parts have to be divided between individuals within the company, or that one part needs to be controlled and regulated by an intermediate actor such as a collective association [3].

Online social networks increasingly allow mobile users to share their location with their friends. Much to the detriment of users' privacy, this also means that social network operators collect users' location. Similarly, third parties can learn users' location from localization and location visualization services. Ideally, third-parties should not be given complete access to users' location. To protect location privacy, we design and implement a platform-independent solution for users to share their location in a private fashion over online social networks. Our solution relies on encryption to enforce access control and uses dummy queries and caching to protect localization and location visualization [2].

### III. Existing System

When a social Web service signs up in a social network, it becomes exposed first, to the authority responsible for managing this network and second, to the existing members in this network. This social Web service also avails of the benefits of being a member of the network such as contacting other potential members based on the profile they post on the network. Because Online Social Networks can now take different actions whose outcomes might "harm" peers in the same social network, or even slowdown the operation of this network, we hold the Online Social Networks accountable for their actions so that monitoring who did what and when is deemed necessary. To this end, we adopt commitments as a means to first, guarantee the compliance of Online Social Networks with the social networks' regulations and second, detect any violation of these regulations so that corrective actions are taken promptly. Regulations in a social network cover a wide range of aspects such as privacy, content sharing, and registration.

#### Disadvantages of Existing System:

- Violations methodology does not regulates their action properly
- Content sharing need not to be authorized one.
- Xml login access validations will not be authenticating it.

### IV. Proposed System

The proposed system focuses on improving the current work in terms of comfort maintenance and violation detection, believe in value is used to determine the colleagues balance in the online community, the data evaluation is started by the colleagues whose believe in vale is larger, the untrusted full value of professional is burglar. First of all, we strategy to create techniques for verifying the reliability of obligations so that deadlocks or disputes are prevented. Secondly, we will recognize additional dedication breach and action prohibition types additionally, we strategy to attract privileges and obligations from real systems of Social Web solutions. We also strategy to create strategies allowing the guilty Social network solutions to claim about their activities prior to sanctioning them.

#### Advantages of Proposed System:

- We provide security proofs and experimental results for both methods.
- Unauthorized person need not to access their user access.

### 1. Login & Registration

If the user is a new one then he will hit the 'new user' button,

then another frame called 'login' will be displayed. In that user can enter details and register. If the user is old one then he will type his username and password and hit the login button. If they match with the database values then the user's homepage will be displayed. If they are not matching, then the frame 'login failed' will be called. If Login failed for consecutively three times in the sense the concern user accounts will automatically blocked it.

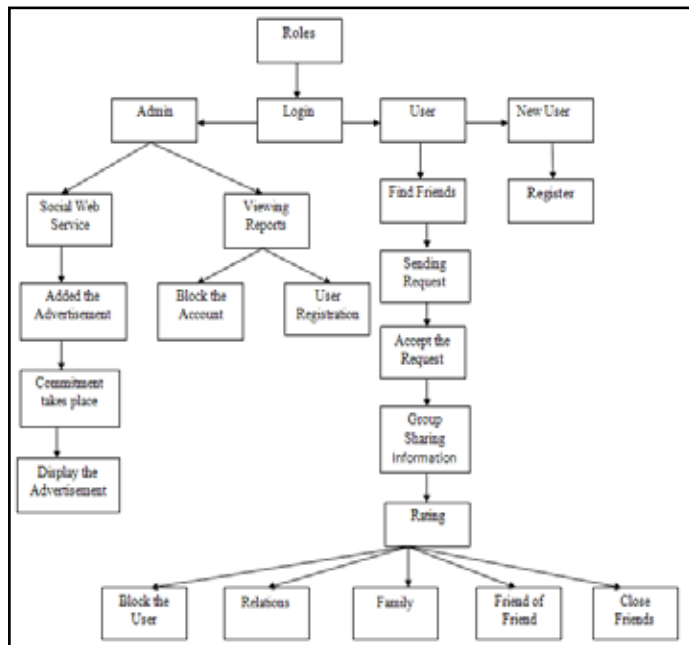


Fig. 1: System Architecture

## 2. Find Friends

When the user hits the 'search' button on the Website frame, this frame gets called. On top leftmost corner of this frame is 'home' button. On clicking this button 'view profile' frame will be displayed. Just below that a text field and a 'search' button is present. User will type the 'username' of the person to be searched in the text field and on clicking the 'search' button all the database will be searched for that username value. Accordingly the result will be displayed below it.

## 3. Edit Profiles

In this frame all the fields which we discussed during 'login' frame are present. This frame will enable the user to change the earlier written personal information. The various textfields in this frame are sex, city, date of birth etc. The user can change any information he wants. At the bottom there are two buttons 'image' and 'upload'. On clicking the 'image' button, control is transferred to the 'imageupload' frame. Hitting on 'upload' will take the user 'editprofile' frame.

## 4. Security Vulnerabilities

A security advisory on Website vulnerabilities related to authentication issues. The vulnerabilities are considered very dangerous in cybercafés or in the case of man-in-the-middle attack as they can lead to session hijacking and misuse of legitimate accounts. The vulnerabilities are not known to be fixed yet and therefore pose threat to the Website users. To find out how long a session remains alive even after a user logs out. His experiment confirmed that the sessions remain alive for certain time limit after the user has logged out. It implies that a hijacked session can be used for certain time limit by the hijacker because logging out

does not kill the session.

## 5. View the Post

This is the main and foremost feature provided by us. When a user hits the 'Post' button on his homepage or also from another's profile, this frame is called. Then below that, in the centre an open text field is present for any person to write scraps. The person on writing the scraps will hit the 'submit' button. Then this scrap will be registered in the database and on hitting the refresh button changes made to the database will be displayed on this 'Post' frame. Besides every scrap there may or may not be a 'delete' button. The availability of this button depends on following factor: The button is made available to the user only if he has written the scrap or the scrap has been written to him. In other words he can't delete other's scraps unrelated to him.

## V. Conclusion and Future Enhancement

From this project, the suggested system concentrates on helping the current work with regards to convenience servicing, believe in value is used to figure out the co-workers balance in the social network, the data assessment is started by the co-workers whose believe in value is bigger, the untrusted full value of professional is intruder. First of all, we way to make techniques for confirming the stability of responsibilities so that deadlocks or conflicts are avoided. Secondly, we will identify additional commitment violation and action prohibition types. Additionally, we way to entice rights and responsibilities from real systems of group Web alternatives. We also way to make techniques enabling the accountable group Web alternatives to declare about their actions prior to sanctioning them.

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