



‘येथे बहुतांचे हित ।’

Marathwada Mitramandal's
COLLEGE OF ENGINEERING

S.No.18, Plot No.5/3, Karvenagar, Pune-411 052

Accredited with 'A' Grade by NAAC

Accredited by NBA (Electrical and Mechanical Engg. Department)

Recipient of 'Best College Award 2019' of SPPU

Recognized under section 2(f) and 12B of UGC Act 1956

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Optimal Solution Generation from Reviews and Micro-Reviews using Greedy Algorithm

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Abstract— The survey matter that is available, and the truth of reviews being exceedingly different and needlessly made of more words, clients habitually encounter the issue of choosing the suitable reviews on devour. Micro-reviews are rising similarly as another kind of web survey substance in the online networking. Micro-reviews are presented by clients in the form check-in benefits. They are brief and apt (about 200 characters long) and are profoundly concentrated, as opposed to what the long and wordy reviews recommend. Here, in this paper, a new problem for review mining is proposed, that obtains together these two different sources of review content. Specifically, the scope of micro-reviews concerning a particular destination is utilized for choosing a set of reviews that disguise proficiently those remarkable viewpoints for a substance or item. The approach comprises of a two-stage procedure: matching audit penalties to micro-reviews, what's more like picking a small set of reviews which disguise as a number of micro-reviews concerning the likely illustration, with couple penalties. The goal is defined similar to a combinatorial streamlining problem, and hint at how to infer an ideal result utilizing basic straight customizing. We additionally recommend a proficient heuristic calculation that approximates the optimal results. Finally, contributing an approach for implementing a system which determines query facets by combining frequent lists from the top results.

Keywords— Coverage, Micro-Review, Query Facets, Review Selection, Semantic Similarity and Sentiment Similarity, Syntactic Similarity

I. INTRODUCTION

Abundant review content from various web sources can be found today. The overflow of online reviews also carries several challenges though it is useful. Readers are flooded with the overloaded data and facts, and it is becoming progressively difficult for them to choose the reviews that are commendable of their need. It is deteriorated by the size and verbosity of many reviews. Also, the content may not be completely applicable to the item for consumption or amenity being reviewed. Critics often deviate from specifying peculiar descriptions that do not provide any perception about the thing or amenity being reviewed. Also, it is difficult to conclude if a review has been given by an honest customer or by a spammer. Classifying and choosing superior, reliable reviews is a tough job and it has been the consideration of substantial quantity of study. With the current evolution of social networking and micro-blogging facilities, it is observed that a new type of

online review content has evolved. This new kind of content, termed micro-reviews, is available in micro-blogging facilities that permit customers to 'check-in', showing their present position or activity. Users can check-in at native locations, for example, restaurants or coffee shops. After checking-in, a customer can drop a message, around 200 characters in length, sharing the experience, which can be briefed as a micro-review of the location.

When considering restaurants, tips are commonly recommendations (e.g., what can you order), thoughts (is it worth the money or not), or real 'tips'. For example, here are some tips for a popular burger joint in Pune. *'Veggie burger is too good. The Whooper burger is a big win and the star here'* (A recommendation), *'This is by far the best fast food burger joint in the city!!'* (An opinion), and *'Ideal outlet, ample space. If u are thinking of visiting which outlet to visit then this is the one. The burgers are priced accordingly.'* (A real tip).

Micro-reviews aid like another source of matter to assessments for customers who are concerned to discover more about a new location or entity. There are numerous benefits. First, due to the size limit, micro-reviews are brief and refined, detecting the appropriate features with respect to the location or entity. Second, as some micro-reviews are written at that instance of checking-in, they are impulsive and express the customer's instant and pure response to the experience. Third, because many customers check-in using mobile applications, these customers are perhaps at the location at the time of sharing the tips. This marks the tips to be reliable. Micro-blogging sites, if needed, screen out tips that do not have an associated check-in which helps in increasing the genuineness of the tips.

II. RELATED WORK

The problem of selecting precise reviews has been already studied previously. All the work in previous years shows this problem is as a coverage problem. The coverage problem states that all selected reviews should cover all different aspects of the item. Tips are used as a method to generate those features of an item that the users are anxious about.

When a group of reviews is given along with group of tips about an element is also given, the system in [1] tries to



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Voltage Stability Improvement In Multi-bus System Using Static Synchronous Series Compensator

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Abstract

Today's power system has become more complex due to open access electricity market activities and a increasing demand, for such network stability is an important issue. Among various types of stability, voltage instability and collapse become a concern problem all over the world. To maintain power system stability issues FACTS devices are used. In this paper a suitable approach to enhance the voltage stability of power system using static synchronous series compensator (SSSC) is studied. IEEE 4 bus system and IEEE 9 bus system is simulated using MATLAB Simulink software to study voltage stability and reactive power compensation. The performance of SSSC on voltage profile is analysed for multibus system. Simulation results demonstrate that voltage stability can be improved using of static synchronous series compensator.

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Keywords: Power system stability, FACTS, Reactive power compensation, Voltage stability, SSSC ;

1. Introduction

Now a day's power system is more interconnected so stability is the main issue. Continuously changing load demand and fault condition adversely affect the power system stability. Under heavy load conditions or change in system conditions voltages can drop considerably and even collapse. Voltage instability or voltage collapse is due to shortage of reactive power from generators and transmission line [1,2]. Voltage profile can be improved by controlling reactive power using FACTS devices because of several advantages over other controlling devices. Static synchronous series compensator (FACTS device) is shown its performance in terms of stability improvement. The role of SSSC is to control power transfer capability; it can also upgrade stability of power system. SSSC can improve the power transfer capability by adding inductive or capacitive inductance in transmission line [3,4,5].

In recent years various works is done to improve power system stability by using FACTS devices. The static synchronous series compensator (SSSC) is one of the FACTS device used to examine the effect of voltage stability. It consists of voltage source converter and coupling transformer connected in series with the transmission line. For the purpose of increasing or decreasing the overall reactive voltage drops across the line. Its output voltage is in quadrature with the line current. The SSSC can control the current and the power flowing through the line by controlling the reactive power exchange between the SSSC and the AC system. It can improve the voltages profile in the transient state. SSSC investigate the effect on current, voltage, active and reactive power in real time [6-7]. The problem of controlling and modulating power flow in a transmission line using a SSSC is analysed. Which include detailed techniques of twelve pulse and PWM controlled SSSC, are conducted and the control circuits are presented.

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Abstract:

From Last two decades internet technology is at top position. Due to internet technology, it is easy for communication, data transfer or sharing files. Internet technology is one of the major parts of computer science and engineering & electronics and telecommunication. There are many techniques and different subject of Computer Science & Engineering, Information Technology, and Electronics & Telecommunication contribute to develop educational technology. Such as, Data structure, discrete mathematics, database management system, operating system, computer networks, communication engineering, digital signal processing, computer organization, etc. This core subject generally used for making the applications with help of languages and tools like different programming languages, matlab, Xilinx, structure query language, Mongo DB, etc. In this research paper, evaluation & statistical analysis of modern tools and education technology in Student outcomes of C.S.E, I.T. and E&TC engineering graduates using T-test is explained.

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Combination of Fuzzy Logic Digital Image Watermarking and Advanced Encryption Technique for Security and Authentication of Cheque Image

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Abstract. The demonetization and corruption can be stop by doing cashless payment in country with help of card and cheque transaction payments. However, on card transaction additional charges are applied whereas; there are no extra charges applied by bank to the customer while doing payments through cheques. The bank uses cheque truncation system for faster clearance of customer cheques. There are many methods and techniques used for providing the authorization service to digital image. In this research work, the digital image watermarking is used with the help of Fuzzy logic technique using dynamic fuzzy interference system. The security services are provided to watermarked cheque image using 256 bits key advanced encryption standard. This results the authorized and secured transmission of cheque document image. However, the performance and analysis of this research is done by applying various types of attacks.

Keywords: Digital watermark · DFIS · AES · Attacks · Fuzzy logic

1 Introduction

The corruption is one of the major drawbacks for developing country. In day-to-day life, small business can be done on the basis of cash payments. However, some of the business people are using cash for bribe. There are many things, which are cheaper in cost but it is sold in its double cost by accepting only cash. To stop bribery and corruption, it is necessary to make cashless payment. Many people avoid paying the income tax based on their annual income. It is also been observed minimum charges are applied by bank to customer, if payments are done through cards, demand drafts, NEFT, and RTGS [1]. There are also drawbacks by doing payments through cash mode. Since, some of the currency notes occurring in the daily routine business are pirated. To overcome this issue, only secure cheque payment can be used. It may help the country for making cashless and free from corruption. The cheque payments can be done using CTS of bank. In this process, the cheque document is scanned and then it is

Agile Software Development: Positive and Negative User Stories

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Abstract— User stories play an important role in extreme programming. Extreme programming is one of the popular processes from agile software development. Agile software development is an emerging method of software development, as compared to traditional approach. The success of software development is based on user stories satisfaction. As requirement engineering is the first phase in software development approach, user stories are written from customer requirements. This paper discusses about writing user stories by different ways which it may be treated positively or negatively and how it impact on requirement verification. User stories examples written in this paper are through experience gained from attendance monitoring project. In this paper first we have given brief idea about user stories with examples, and then we have described positive and negative user stories followed by conclusion and future work.

Keywords— software development life cycle; agile; user stories; requirement engineering; extreme programming

I. INTRODUCTION

Agile software development is following incremental and iterative approach. As customer waiting time is reduced in this approach, it is becoming more popular now days. Agile process starts by writing user stories. User stories are short and simple statements formed through customer requirements. These are written on cards or sticky notes and generally are hand written. These are pinned on walls or tables and used during planning and discussion. All user stories are prioritized. User stories are written in the form [6] of *As a <type of user> I want to <some goal> so that <some action>*. When we are documenting requirements in the form of user stories, generally we frame it by positive way. Following is an example of user stories designed for attendance monitoring project.

As an administrator I want to login so that I can use application.

This user story is written to cover large functionality, as application may contain various options. Such User stories are called as epic. Epic is divided into smaller user stories so that functionality is properly covered. Following are two examples of smaller user stories.

As an administrator I want to assign subjects to faculties so that they can enter the attendance

As a class teacher I want to generate cumulative defaulter list for my class so that I can take corrective actions

II. BACKGROUND AND RELATED WORK

Pankaj Kamthan and Nazlie Shahmir described user story model. As per user story model [2] user statement is structured of role model, goal and value. Then they describe negative user story model. Basically when you represent any goal or value negative with negative role model, it becomes negative user story model.

Pankaj Kamthan and Nazlie Shahmir [1] again described positive user stories and negative user stories. They have explained challenges and cost associated with negative user story.

Garm Lucassen, Fabiano Dalpiaz, Jan Martijn E.M. van der Werf and Sjaak Brinkkemper [4] described user story quality meaning and its framework. They have also described user story conceptual model along with 14 quality criteria for user stories.

Michael J Rees author developed software tool [3] for user story creation called DotStories. This tool is replacement of regular index cards or handwritten user stories. Here data is stored in separate xml file.

As per Charles Bradley, Certified ScrumMaster[5]; user story is neither a sentence nor an index card but it should reflect flavor of acceptance testing.

MongoDB, CouchBase: Performance Comparison for Image Dataset

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Abstract— In today's world data is growing very rapidly, which we call as big data. To deal with these large data sets, currently we are using NoSQL databases, as relational database is not capable for handling such data. These schema less NoSQL database allow us to handle unstructured data. Through this paper we are comparing two NoSQL databases MongoDB and CouchBase server, in terms of image storage and retrieval. Aim behind selecting these two databases as both comes under Document store category. Major applications like social media, traffic analysis, criminal database etc. require image database. The motivation behind this paper is to compare database performance in terms of time required to store and retrieve images from database. In this paper, firstly we are going describe advantages of NoSQL databases over SQL, then brief idea about MongoDB and CouchBase and finally comparison of time required to insert various size images in databases and to retrieve various size images using front end tool Java.

Keywords— NoSQL; Big Data; image; MongoDB; CouchBase

I. INTRODUCTION

Now a days with the demand of increasing data, NoSQL databases got the importance. Relational database is not capable of handling large data sets and even it fails to store unstructured data. Biggest advantage of NoSQL database is, that they are schema less [2], so any kind of data format is supported. While in SQL you have to stick to specific format for storing data. Scalability is an important issue and you can store structured, unstructured or semi structured data in it. Even NoSQL is major support for wide adoption of Cloud computing. Currently widely used NoSQL databases are MongoDB, Cassandra, DynamoDB, CouchBase etc [4]. For image dataset comparison we have selected MongoDB and CouchBase. The purpose behind selecting these two NoSQL databases is that they both fall under same category of Document based. Among the popular NoSQL databases mentioned above, MongoDb and CouchBase have shown good read, write and delete performances [5], hence we choose to test them for image dataset. For Big data applications like social media, where we need to store lots of images and various size images, we have selected above mentioned databases. Here time comparison is done in terms of time required in milliseconds to store and retrieve images.

II. MONGODB

A. Basics

It belongs to NoSQL Document-store family, developed using C++. It is based on the the concept of key-value pair. Document is read or written using key. MongoDB supports dynamic queries on documents. As it is a document oriented database, data is stored in the form of JSON, BSON style [1]. MongoDB database consist of set of collections, which does not have any predefined structure. Collection is similar to table concept used in Relational Databases. Collection in turn consists of Documents which are actually the records.

B. Image Insertion and retrieval in MongoDB:

GridFS is used in MongoDB to store BSON documents which exceeds in size. Instead of storing file as a whole, GridFS store it in the form of chunks or parts. GridFS stores data in two collections. One is used to store chunks and other is used to store files metadata. Collections are named fs.chunks and fs.files respectively [6].

Following is the code snippet to insert single image in MongoDB[7]:

```
GridFS gfsPhoto = new GridFS(db, "photo");
// get image file from source location
GridFSInputFile gfsFile = gfsPhoto.createFile(imageFile);
// set a new filename for identify purpose
gfsFile.setFilename(newFileName);
// save the image file into mongoDB Database
gfsFile.save();
```

Following is the code snippet to retrieve single image from MongoDB[7]:

```
DBCursor cursor = gfsPhoto.getFileList();
while (cursor.hasNext()) {
    System.out.println(cursor.next());
}
```

Human-Computer Interaction

SPPU

CREDIT SYSTEM
SYLLABUS

TE IT SEM I

WRITTEN BY
SUBJECT EXPERT

COST EFFECTIVE
@ LESS THAN
PHOTOCOPY
PRICE

EVERYTHING IS
SAME
JUST A DIFFERENT
SIZE

PROJECT DEFINITION
1. Course Objective
2. Project Objectives
3. Prerequisites
4. Initial Test Items
5. Project Structure
6. Initial Maintenance Planning

SITE STRUCTURE
1. System Architecture Overview
2. Site Diagram
3. Page Organization Diagrams
4. Navigation

VISUAL DESIGN
1. Visual Design Strategy
2. Prototyping
3. Layout Design
4. Screen Design

SITE DEVELOPMENT
1. Content/Structure with Screen
2. Development Project Structure
3. Build and Integrate Site

TEST AND REFINE
1. Quality Assurance Testing
2. Functional Testing
3. Release Site

LAUNCH
1. Production Site Guide
2. Launch Site
3. Implement Maintenance Plan

