Abstract- Now a days large amount of online users, with various backgrounds act as powerful resources on Mobile Social Networks(MSNs) it can utilize for crowdsourcing. As crowd workers these online users can use effect of human intelligence or crowd wisdom efficiently, but there are some following issues: 1) How to inspire online users to actively participate for contribute their knowledge. 2)How to discourage malicious behaviors such as copying same answers or making random guesses. Furthermore, as low-quality answers may degrade the accuracy of results. 3)How to weed them out. In the MacroWiz framework , it manages crowd wisdom on Mobile social network. MacroWiz motivates online users to contribute their knowledge and opinions, and then collecting answers from users. The platform consists of two functional units: wisdom collection and answer selection. It significantly reduces the latency in making decisions and provides high quality answers with low cost.

Keywords- crowdsourcing, wisdom set, answer collection, answer selection, MacroWiz

I. INTRODUCTION

Past few years have witnessed of use of social network in people’s daily life. In this case social network which are with different platform with similar interest to assets another one through network service such as smart phone, computer systems, tablets. The Huge amount of features and convenient operations of social network become increasingly prevalent to online user[1].

Mostly social network used for sharing data, communication, playing games. Apart from these ,there is lots of crowd workers with different background act as asset to that social network, to provide powerful crowd wisdom. A person can post a questions to the crowd and requester will take decision based on answers received from the crowd and it give guarantee that quality of result is high or reliable.The importance of MacroWiz is as, The Macrowiz framework can reduce the decision making time. MacroWiz improve the workload distribution. It shows only selected questions should remain on the platform, online users can be directed to the active questions that need more answers[1].

II. EXISTING SYSTEM

Many systems provide payments for repliers for their contributions of providing knowledge in form of answers. Reliability and accuracy in answer collection is remains challenging due to need to decide when should stop receiving the answers. These workers may simply make random guesses or copy others’ answers blindly[2]. Allocation of these rewards to repliers are not according to answer’s correctness. Existing system can not select the proper answers and it accepts all type of answer like low quality and high quality, due to low quality answers system is not as much useful and for this reason it is difficult to find out the correct answers.

III. PROPOSED SYSTEM

This problems overcome in our proposed system. MacroWiz framework is used to crowd wisdom managing mechanism in Mobile Social Network. It supports the online user to collecting opinions and contribute their answers and select the reliable one’s and take proper decision.

This platform consist of two main modules which are as follows:

1. Wisdom Collection.
2. Answer Selection.

It gathers the minimum number of answers to satisfy the requirement of the requester to analyze the effectiveness and accuracy as well as the cost of each answer by using a Binary model and approximation algorithm. It will select answers with high accuracy, and other answers will be discarded. It is used for the reduction of decision-making delay, improvement of workload distribution, quality of answer selection, and etc.

IV. SYSTEM ARCHITECTURE

![System Architecture Diagram]

In the system architecture, initially, an online user does the registration. The registration contains different fields like a user name, E-mail id, contact number, password, etc., so this information is stored in a database.

After the registration of the user, if the login is valid, the online user has the authority to post any type of questions and answers. In that polling concept is used to vote for the answers, which means either YES or NO (either 0 or 1) using a Binary model for decision making.

Approximation means it can be used for error checking, and it gathers answers that are sent by online users. Tokenization is used for particular answers divided into a number of words, and each word is matched with a set of rules at the back end, i.e., tokens, and if the answer is matched with these rules, then it is selected otherwise rejected and discarded.

V. MATHEMATICAL MODEL

Let S be the system for implementation

\[ S = \{ U, I, O, D, P \} \]

Where
U=set of users  
U_i={u_1,u_2,u_3\ldots \ldots u_n}  
I=set of inputs  
I_i={i_1,i_2,i_3\ldots \ldots i_n}  
for ex login details, registration details etc  
O=set of outputs  
O_i={o_1,o_2,o_3\ldots \ldots o_n}  
For ex. login /denied, registration successful/ unsuccessful  
D=set of devices  
D_i={d_1,d_2,d_3\ldots \ldots d_n}  
P=set of processing  
P_i={p_1,p_2,p_3,\ldots \ldots p_n}  
For ex authentication, update information

VI. FUTURE SCOPE

Apart from the work towards this system, future work mainly comprises of the following objective: In future we can perform functions like wisdom collection and selection more effectively on large dataset.

VII. CONCLUSION

In this application we have design the online wisdom management system. In this we collect the different answers from different online users and answer selection i.e. to select the appropriate answers and display only the selected answers and other answers will be eliminated with less accuracy and cost.

REFERENCES

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