



Multi Media Recommendation System Based on Facial Emotion Detection

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ABSTRACT

The main objective of this Project is to generate a recommendation for the person by detecting the facial emotion. This Project outlines the underlying concepts and techniques involved in facial emotion detection, including image processing and machine learning algorithms. It also discusses the challenges faced by these systems, such as the difficulty in accurately detecting emotions in real time and the need for large datasets for training the algorithms. The Process involved in this project helps various persons at various times and generate recommendations based on their mood. The Proposed idea in this Project will generate a recommendation that would be music, videos, and blogs that make a person relax and be enthusiastic. It explores the various approaches and techniques used in these systems and highlights their strengths and limitations. The main objective of such systems is to provide users with personalized recommendations based on their facial expressions and emotions.

Keywords: Facial Emotion, Image Processing, Recommendations, Machine Learning

1. Introduction

In the present digital world, Multimedia Recommendation system is a technology that has great access and it recommends similar items to users by evaluating the user's explicitly mentioned preferences. This project investigates and reports the current trends, issues, challenges, and research opportunities in developing high-quality recommender systems and recommends the users with good music, Motivational Videos, and suitable websites for relaxation from stress. If properly followed, these issues and challenges will introduce new research avenues, and the goal of fine-tuned and high-quality recommender systems to reduce stress can be achieved.

2. Literature Review

Our idea generated from deep research through a well-researched paper. Dr Sunil Bhutada and Srinivas Reddy [1] described the paper as it focuses on the multidimensional process. The User Emotion is captured and extracted through webcam and it is enhanced by tracking the data. The features in image can consist of boundaries, corners, and field points

S Metilda Florence and M Uma [2] this paper mainly focused on study of changes This paper mainly focused on the study of changes in the curvatures of the face and the intensities of the corresponding pixels used Artificial Neural Networks (ANN), which was used to classify the emotions.

Jyoti Rani | Dr. Kanwal Garg [3] In this paper emotion detection system using facial expressions has been implemented. Firstly, video frames are captured using a built-in webcam or external video device. Then face extraction and cropping are carried out from these video frames and a training and test database is prepared.

Ankita Mahadik [4] The Emotion of the user can be detected by their facial expressions. The Facial emotion can be derived from the live feed via the system's camera. Then the research is being conducted in the field of Computer Vision and Convolution Neural Networks (CNN).

3. Idea and Methodology:

1. Face Detection

There are different methodologies for face detection, but the most common and effective approach is to use machine learning algorithms that are trained on a large dataset of labeled images of faces.

Here are the basic steps involved in face detection using machine learning:

1. Collect a large dataset of labeled images of faces. The dataset should include images of faces in different poses, angles, lighting conditions, and backgrounds.
2. Preprocess the dataset by cropping the images to include only the face region, resizing the images to a standard size, and converting the images to grayscale or other suitable formats.
3. Use a machine learning algorithm, such as a Convolutional Neural Network (CNN), to learn features that distinguish between faces and non-faces in the dataset.
4. Train the machine learning algorithm on the labeled dataset of faces and non-faces.
5. Use the trained algorithm to detect faces in new images by sliding a window over the image and applying the algorithm to each window to determine if it contains a face or not.
6. Postprocess the face detection results to eliminate false positives and refine the location and size of the detected faces.
7. Optionally, use additional techniques such as facial landmark detection and face recognition to identify and track individual faces in the image.

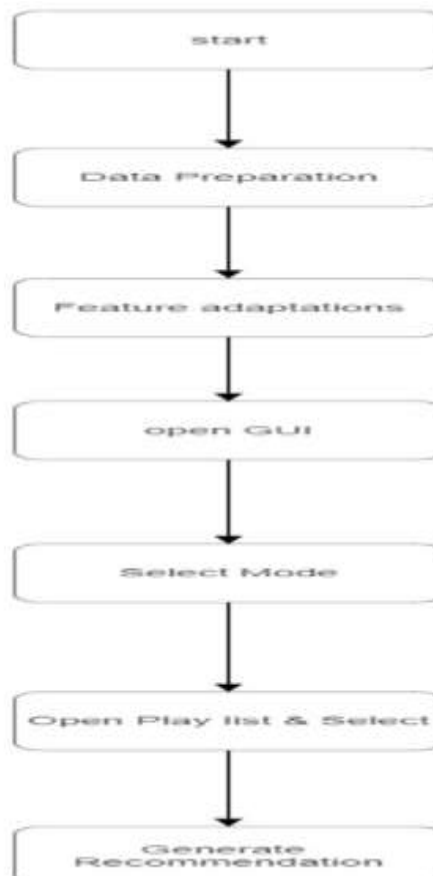
2. Generating Recommendation

Generating recommendation systems through machine learning involves several key steps. First, data on user behavior, such as browsing history, purchase history, and ratings, must be collected. This data will be used to train the recommendation system. Once the data has been collected, it must be pre-processed to prepare it for analysis. This may involve cleaning the data, removing duplicates, and transforming the data into a suitable format for machine learning algorithms.

Next, the most important features from the data that will be used to train the recommendation system must be selected through feature engineering. The selection of the most suitable algorithm will depend on the specific requirements of the recommendation system. After selecting the algorithm, the machine learning model must be trained using the pre-processed data. The model should then be evaluated using a suitable evaluation metric, such as accuracy or recall. This may involve integrating the recommendation system with an existing e-commerce platform or other application.

Finally, the recommendation system should be monitored to ensure that it continues to provide accurate and relevant recommendations. The system may need to be updated periodically to incorporate new data or improve its performance. By following these steps, it is possible to build an effective recommendation system that can help users discover relevant products and services.

3. Flow Chart



4. Model

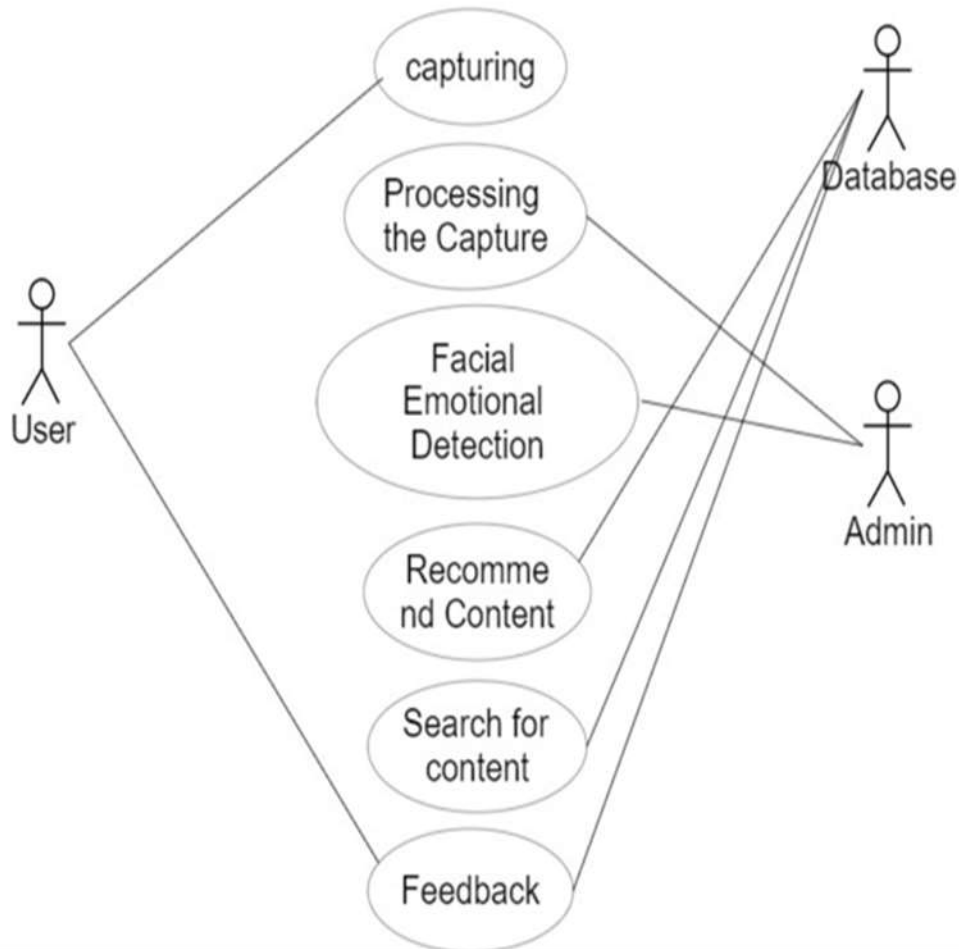


Fig 1: Use Case Diagram of Multimedia Recommendation System based on Facial Emotion Detection

In this paper, we propose an architecture of a use case diagram that represents the processes recommendation systems are designed to automatically provide users' needs with their relevant searches

The study of the Use case diagram provides detailed information about the process of the recommendation system, it consists of several steps which are easy to understand by everyone and the use case diagram describes the high-level function and scope of the system and explains how users will perform tasks on a particular task.

The recommendation process here is considered of six steps: Capturing the image, Processing the captured image, Facial emotional detection, recommending content, Searching for content, and Feedback. These steps are used to explain detailed information on how the process will start, and work, and gives the result to the user.

5. Outputs and Results:

By initially obtaining the user's emotional state using face recognition technology, a multimedia recommendation system based on facial expressions may be constructed. The algorithm then determines the user's preferences depending on their emotional state and suggests multimedia material that corresponds to their preferences. The algorithm can improve its recommendations based on user input and involvement with the recommended material. It should be noted, however, that facial expressions may not always precisely reflect a user's emotional state and preferences. As a result, more data sources and feedback mechanisms may be required in the future to increase the system's accuracy. Overall, a multimedia recommendation system based on facial expressions has the potential to offer consumers with highly personalized suggestions, making it a viable approach to improving user experience in the multimedia domain.

When the inputs are provide through various methods the obtained output is shown below

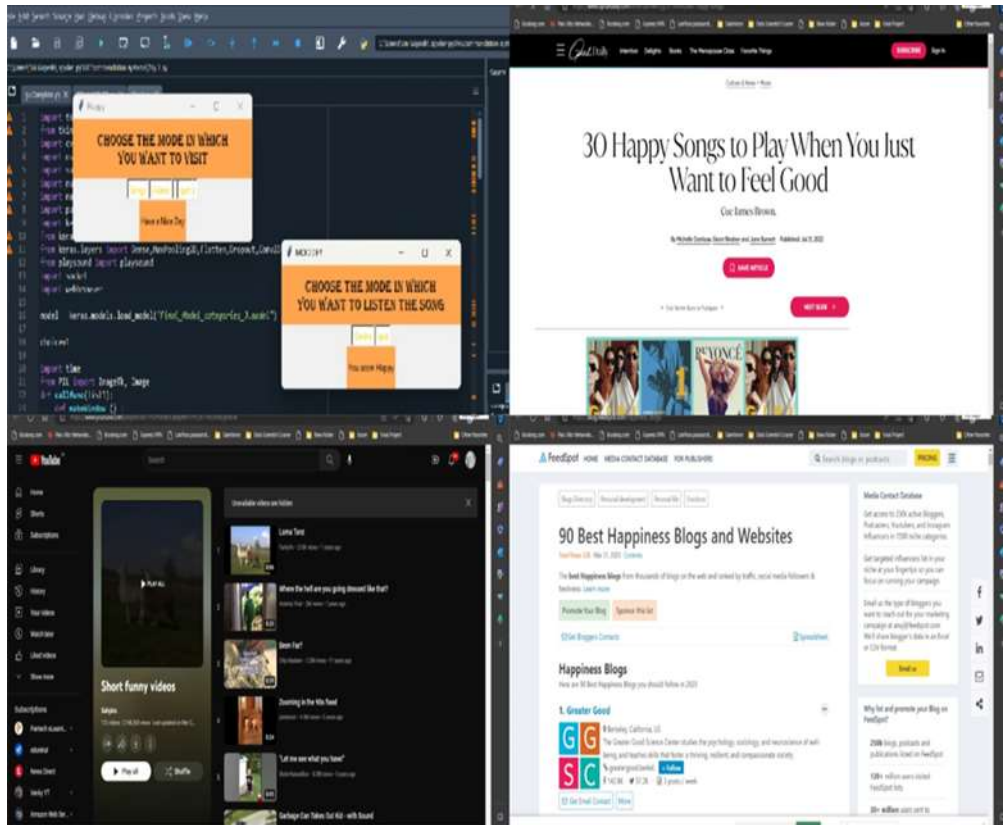


Fig2: Generated Recommendation based on facial emotion detection

6. Conclusion

In conclusion, a multimedia recommendation system that utilizes facial emotions has the potential to provide a more personalized and engaging user experience. By analysing the user's facial emotions, the system can gauge their emotional response to different types of multimedia content, such as videos, images, and music. This information can then be used to make more informed recommendations that better match the user's preferences. However, the development of such a system would require significant investment in both hardware and software. The system would need to be able to accurately track and analyse the user's facial expressions in real-time, and the algorithms used to interpret the data would need to be highly advanced. Additionally, the system would need to be trained on a vast amount of data to ensure its recommendations are accurate and relevant. Overall, while the idea of a multimedia recommendation system based on facial expressions is promising, it remains to be seen how practical and effective it would be in practice. Further research and development will be needed to determine its feasibility and potential benefits for users.

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