

# Overview The world of recommendation systems can be roughly divided into contentbased recommendation and collaborative filtering. In content-based might enjoy mango, while B might like kiwi. **Technical Details and Algorithms Used:**

# recommendation, if a user likes a particular item, similar items are recommended. By contrast, collaborative filtering is based on shared preferences among users. For example, if user A likes apples, bananas, and kiwi, and user B likes apples, bananas, and mango, it's likely that A and B share similar tastes. Therefore, A This project delves into the realm of collaborative filtering, applying machine learning and optimization algorithms to demonstrate how Vtalks's mobile app effectively matches each user to a room that would capture their preferences. In our system, each user's information is encapsulated in a vector representing their mood, expression styles and preferences in various areas like how they view their journey. Similarly, each room's profile is embedded, capturing

additional features such as the thematic design of each place. The collaborative filtering model (CF\_model) is developed using TensorFlow's sparse tensor and Matrix SoftImpute algorithm. It will be trained in the following logistics: a) loss = mean square loss from actual user feedback, b) regularization parameter = gravity model, c) hyperparameter tuned with a batch size of 1/20th of the entire



## General

# Description

Loading Page Provide users more context about this

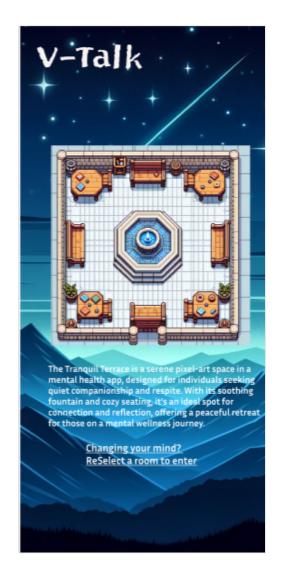
fictional world and loading neccessary

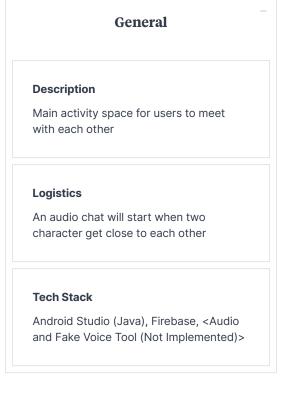
Character introduction page and different lounge will show up in random order while loading

## **Tech Stack**

Android Studio (Java), Firebase

# Meet your character: BUZZ







Audio chat will start when two character get close to each other.

You can choose your own character voice