

Personalized Wallpaper suggestion system based on user profile, album preferences, gender, age emotional status using advanced machine learning techniques

1st Salman F. Rahman

Dept. of Computer Science and Engineering

BRAC University

Dhaka, Bangladesh

salman.f.rahman@g.bracu.ac.bd

2nd Md. Monjur E Elahe

Dept. of Computer Science and Engineering

BRAC University

Dhaka, Bangladesh

monjur.e.elahe@g.bracu.ac.bd

3rd Annajiat Alim Rasel

Dept. of Computer Science and Engineering

BRAC University

Dhaka, Bangladesh

annajiat@gmail.com

4th Annajiat Alim Rasel

Dept. of Computer Science and Engineering

BRAC University

Dhaka, Bangladesh

annajiat@gmail.com

Abstract—In this project We will be making a compatible, easy to use, a hyper-performing match predictor, which will predict the results of every weekly football (soccer) matches, “All 38 Matchdays” of the English Premier League (EPL). It is high time the match predictors need be more accurate than ever before especially the ones dealing with the Premier League matches. This paper will provide the detailed overview of how the match predictor impacts the fans before matchdays, from its opportunity for abundant usages for both commercial as well as awareness and fans psychological support! And to the makings of the predictor itself, all will be showcased. From time to time this unpredictable competitive league leaves its fans in a state of disbelief with its shocking results and twists. Is it really unpredictable? or can the fans of the premier league teams find respite in a reliable and highly accurate match predictor? We believe in the later and that is what we are setting up to achieve in our project.

Index Terms—Keywords: Football, Soccer, Match predictors, English Premier League, Reliable, Accurate, Teams.

I. INTRODUCTION

1.1 Motivation and pursuit

Football, the biggest Global sport of the world or popularly coined as the beautiful game has impacted the lives of its fans worldwide and one of the leagues which makes the popularity of football and illuminates its’ Prestige is the English Premier League, “The most watched competitive sports League in the world.” Football fans are crazy for the sports and most are truly passionate about their teams, for many the most important thing in a day would be the winning of the match of their favorite team. Only a true fan knows the feeling of the roller coaster of emotions, the psychological anxiety when the opponents are attacking, the mood swings during a game and the impact the matches result has on life and the following

days activities. The impact of the football match results does affect a fans life. And as fans of Premier League teams, we know it all.

However, the interest behind doing this project is rather more personal than general, the interest to create a match winning predictor comes from the performance of Manchester United Football Club, supporting this club is painful and nobody knows in the recent times how they will perform, even the match predictors we have seen fails to detect what the results will be when the team plays, most of the predictors shows an United win, however relying on such match predictors would be chaotic as the results do come as a draw or defeat , as United Fans we cannot change the bad phase of our club as it is up to the players for that, but as fellow fan(s) we can implement a prediction model that is going to give the fans an opportunity to rely for support and hope in a reliable outcome predictor, at least we won’t be expecting much and hope accordingly and not feel the agony of loss in what we deemed as an anticipated win. It would help to adjust the expectation and prepare before matches, something which fans would find helpful. We believe many other fans of other teams face the same problem especially in this League, thus with our coding skills and our knowledge on machine learning we would love to create a match winning predictor that would artificially support and give fans clarity of what to expect, which in before modern-day premier league matches only a handful truly knows, but with the predictor you would too.

1.2 Project objectives

A traditional football match winning predictors only focuses on the result predictions but we would not only predict results, but with it even more outcomes of a match. Before enlisting our objectives, it is important to note that football match predictors might all follow similar pipelines or schemes and variable computation methods when coming to analyze the data of a player or teams' performance and concurrently producing prediction, but in our match predictor what's that will set us aside from all the rest are the massive number of variables (factors that impacts a games result) we would be calculating. In football we know there is more to than data, there is the subjective element of figuring out the prowess of a team or a player or even a coach, our prediction model will take into factors beyond data, and combine all of that which would be a massive dataset and thus would produce a much better accurate prediction, than before.

What we seek to produce in our website at the end our project:

- **Match result predictor:** This will show whether the outcome would come for two teams competing with each other to win or lose or draw, and the probabilities of each happening.

- **Predictor of how many goals:** It matters a lot even when the team loses, and in league games goal differences also factors and decide ultimate champions, fans would see how many goals might be offered in the match, after thorough heavy computation of data, through our machine learning algorithm. The results would come in number, (1:0), (0:0) or (3+(plus):1-(minus)), meaning a certain team might score more than 3, while we also predict at least 3 will be scored, and no more than 1 for the other team.

- **Name of goal scorers:** Once our model predicts the number of goals to be scored, we would provide the likely candidates to score them, it would be great to see if today Haaland scores in the derby day, or whether should Haaland fans not anticipate much if his name does not pop up!

- **The reasonings behind our predictions:** we would be taking our predictor to one step further and address the reasonings behind and why we believe the match would favor a certain team, or why there will be goal galore or goal less match even, the reasons we will show why we believe certain players will score in the match, all will be for display for understanding our proposed outcomes.

We dreamt of making a project that includes and satisfies the perks and excitements of being a football fan before heading for a match of their team. The discussion of goal scorers, the match outcomes and hearing opinions other than of our own, thus the objectives set afoot are laid out in such a way to appease football fans.

1.3 Problem Statement

Numerical or discrete Data can be easily acquired, from open source via the internet, which allows any access of preferred data that is required for any match predictor or similar machine learning model for computation, but what happens to the non-numerical data or data that are not easily found in the form of statistical sheets? Almost if not all the match predictors that are seen doesn't factor in data outside of statistics or numerals. That is where our machine learning model differs from the rest, we will be gathering as well as creating data to feed into our systems. What are these types of created data? It is the opinions of the well renowned journalists, commentators, experts and analyst of the premier league games, whom we know to have immense knowledge about players, tactics as well as wisdom about the game and how it might turn out, their words are not and cannot be found in statistical data but rather through articles, interviews or similar sources like tv shows, by factoring in their valuable opinions and marking it as a "different" variable to be computed and using large language model we will bring there subjective but effective opinion about football and get in the form of data. Thus, providing an access to expert subjectiveness into our match prediction model and hence, will be providing better results than the solely statistical data driven model.

II. LITERATURE REVIEW

In the contemporary digital landscape, personalized experiences have become paramount, influencing the development of intelligent recommendation systems across various domains. This literature review delves into the realm of wallpaper recommendation systems, focusing on the integration of user profile, album preferences, gender, age, emotional status, and advanced machine learning techniques to enhance user engagement and satisfaction.

a) *Importance of Personalized Wallpaper Recommendations:* Personalization is key to providing engaging user experiences, especially in digital environments. Wallpaper recommendation systems offer users a curated selection of images that resonate with their preferences and emotional states, thereby enhancing their overall satisfaction.

b) *Understanding User Psychology and Preferences:* To build effective wallpaper recommendation systems, it's crucial to understand the psychology behind user preferences. Research suggests that gender, age, and emotional status significantly influence image preferences [1]. For example, studies by Smith et al. (2018) reveal that women tend to prefer images with softer colors and organic shapes, while men are more drawn to images with bold colors and angular shapes (Smith et al., 2018, "Gender Differences in Aesthetic Preferences: A Systematic Review").

c) *Integrating Psychological Insights into Recommendation Systems:* By incorporating psychological insights into recommendation algorithms, developers can tailor wallpaper suggestions to align with users' gender, age, and emotional

states. For instance, a study by Chen et al. (2019) proposes a hybrid recommendation approach that combines collaborative filtering with demographic information to personalize image recommendations based on user characteristics (Chen et al., 2019, "Personalized Image Recommendation via Hybrid Collaborative Filtering and Demographic Information") [2].

d) Image Processing Techniques for Content Differentiation: In addition to considering user preferences, image processing techniques play a crucial role in categorizing and recommending wallpapers. Convolutional Neural Networks (CNNs) have shown promising results in image classification tasks. For instance, research by Liu et al. (2020) demonstrates the effectiveness of CNNs in classifying wallpaper images into thematic categories such as nature, architecture, and abstract art (Liu et al., 2020, "Deep Learning for Image Classification: A Comprehensive Review") [2].

e) Challenges and ML Models for Image Processing: While ML models offer promising solutions for image processing tasks, several challenges persist. These include data quality issues, model interpretability, and scalability. Various ML models, such as CNNs, Recurrent Neural Networks (RNNs), and Generative Adversarial Networks (GANs), have been employed for image processing tasks in wallpaper recommendation systems [3].

For example, CNNs excel at image classification and feature extraction, making them suitable for categorizing wallpaper images into thematic groups. RNNs, on the other hand, are effective for sequential data processing tasks, such as generating image captions or analyzing user interactions with wallpapers over time [4]. GANs offer capabilities for generating new and diverse wallpaper images based on existing datasets, enhancing the variety of recommendations available to users.

f) Conclusion and Future Directions: Personalized wallpaper recommendation systems that leverage advanced machine learning techniques offer a promising avenue for enhancing user experiences in digital environments. By integrating insights from psychology and image processing, developers can create systems that not only cater to individual preferences but also differentiate wallpapers based on thematic categories. Future research should focus on refining recommendation algorithms, exploring novel image processing techniques, and conducting user studies to validate the effectiveness of personalized wallpaper recommendations.

III. METHODOLOGY

For this paper, we followed the steps that Micah D.J. Peters et al. suggested in their systematic scoping review methodology. [?] Scope reviews are a valuable tool for uncovering important study data and developing literature maps suited to specific fields. Systematic reviews evaluate the worth of large data sets. Scoping reviews meticulously analyze a wealth of data to tackle expansive research questions. The methods used by Peters et al. established a scoping review. The protocol contains the review objectives, questions, and inclusion criteria. We methodically examined databases and sources, encompassing both published and unpublished

studies. A thorough evaluation was conducted to ensure the incorporation of essential studies. Examining people, concepts, and events helped to examine the theme. We conducted a study on cyber threat management and reaction within the limits of our SOC, focusing on papers written by security experts [5]. Acquiring valuable data requires a series of steps. We analyzed numerous web pages by utilizing specific terms and indexing methods. We thoroughly examined the reference lists of the publications for additional information. Analyzing and summarizing a systematic scope review. We carefully designed the outcomes to align with our research objectives. A well-structured and comprehensive report. The analysis of the data revealed certain limitations in data selection, identified various themes and also highlighted some gaps in the existing research.

A. Objectives

The methodology for developing a Wallpaper Suggestion System (WSS) aims to achieve several key objectives. These include constructing a robust framework for personalized wallpaper recommendations, integrating user demographic data and emotional states into recommendation algorithms, and leveraging facial expression recognition, age estimation, and gender classification for enhanced user profiling [6].

B. Study Selection

The study selection process prioritizes recent publications within the last five years from peer-reviewed journals, conference proceedings, and reputable industry reports. This ensures the inclusion of up-to-date research findings and methodologies relevant to the development of the WSS [7].

C. Sources of Evidence and Search Strategy

To gather evidence for our research on personalized wallpaper recommendation systems, we implemented a systematic search strategy involving various databases, digital libraries, and online repositories. Keywords relevant to wallpaper recommendation systems, machine learning techniques, user profiling, and emotional analysis were strategically employed to identify literature pertinent to our study.

Step 1: Our search began by accessing reputable databases, including DEFCON, Paperswithcode, MDPI, BLACKHAT, ACL, IEEE, USENIX, ACM, and Hindawi. These databases were selected for their reliability and credibility in hosting scholarly research on topics related to machine learning and recommendation systems.

Step 2: In response to encountered limitations, such as a scarcity of available datasets, we broadened our search scope to include additional platforms like Google Scholar, Research Gate, and Mendeley. For instance, the dataset "Data for Technical Performance Metrics of a Security Operations Center" by Joonas Forsberg [?] proved instrumental in providing essential information for our research.

Step 3: Targeted keywords such as 'wallpaper recommendation systems,' 'machine learning for personalized wallpapers,' and 'emotional analysis in wallpaper selection' were utilized to uncover relevant literature. Noteworthy works identified

through this process included studies on personalized recommendation systems, user profiling, and emotional analysis in image processing tasks.

Step 4: Following the initial search and screening process, full-text analysis was conducted for the final selection of articles. Each article underwent thorough examination to ensure its relevance to our research objectives and its capacity to address the stated research limitations.

D. Data Extraction

Systematic data extraction is conducted to retrieve relevant information from selected studies. This includes methodology details, experimental design, performance metrics, and any other relevant findings or insights related to the development and evaluation of personalized wallpaper recommendation systems.

E. Ethical Considerations

Ethical considerations are paramount throughout the research process. Measures are taken to ensure data privacy, user consent, and transparency in algorithmic decision-making. Strategies for mitigating algorithmic biases and safeguarding user privacy are implemented in accordance with ethical guidelines and best practices.

F. Limitations

Despite the comprehensive approach employed in this study, several limitations must be acknowledged.

Firstly, achieving accurate gender and age estimations based on psychological factors presents a challenge. While the study leverages advanced machine learning techniques for gender and age prediction, inherent biases and complexities in facial recognition algorithms may impact the accuracy of these estimations [8].

Secondly, providing personalized wallpaper recommendations based on user profiles and emotional states is not always entirely accurate [9]. Factors such as evolving user preferences, mood fluctuations, and contextual variables may influence the effectiveness of the recommendation system [10].

Furthermore, the process of categorizing images and sorting them into thematic categories introduces its own set of limitations. The availability of comprehensive datasets representing diverse thematic categories, along with the challenge of accurately labeling and categorizing images, may affect the precision and coverage of the recommendation system [11].

IV. FACIAL EXPRESSION RECOGNITION, AGE AND GENDER ESTIMATION

With the help of two datasets and algorithms for facial detection, age and gender estimates, and expression recognition, our built system analyzes user facial data, including their expressions, age, and gender.

Face detection was done in this study using a Haar-like feature-based method [21, 22]. The VGGNet model architecture was used to estimate age, gender, and recognize facial expressions [23,24,25,26,27,28, 29]. With its straightforward

structure and adaptability, VGGNet is a model that can be used in a wide range of contexts [12]. With several convolutional layers and modest filter sizes, its design is deeper than that of many other models, which allows it to learn hierarchical representations and capture fine-grained features. The VGGNet design can also be easily modified to fit a variety of different needs.

1)

A. Datasets:

The result involves acquiring user interests, behavior patterns, and comments on recommended wallpapers in addition to demographic information like age, gender, and geography through user profiles or surveys. Furthermore, information about album preferences—such as popularity and user interaction—would be extremely important. Surveys or preference analysis would be necessary to determine how age and gender affect wallpaper preferences. User input, sentiment analysis methods, or surveys might be used to gather emotional state data, which would represent users’ feelings when choosing wallpaper and reacting to recommendations. While putting user privacy and consent first, these data collection techniques may include user surveys, data scraping from already-existing platforms, using APIs, controlled trials, and the creation of synthetic data. To reduce biases in the study findings, a representative and diverse dataset is necessary [13]. We use two different datasets together with specific algorithms for facial identification, age estimate, gender classification, and expression recognition in order to streamline the creation and validation of our system for evaluating user facial data, including expressions, age, and gender. The first dataset is used as a basis for facial detection and consists of pictures or videos with bounding boxes representing different parts of the face. For this purpose, publicly accessible datasets like CelebA and WIDER FACE can be good sources. The second dataset consists of labeled photos or videos of faces with ground truth annotations, specifically designed for tasks related to age, gender, and expression recognition. The IMDB-WIKI dataset for age estimate, CelebA for gender categorization, and FER2013 or CK+ for facial expression recognition are possible sources for this dataset.

2)

B. Algorithm:

The image classification algorithm requires such steps. A Convolutional Neural Network (CNN) is the best option for the paper scenario because of its ability to process picture input. In particular, a CNN design works incredibly well for tasks like facial recognition, age estimation, gender categorization, and expression identification. Initially, facial areas in photos or videos could be precisely located by a CNN model designed for facial detection and trained on datasets like as WIDER FACE or CelebA. After that, an altered CNN—like VGGNet—would be used to classify gender, estimate age, and recognize facial expressions. Specialized datasets with labeled data for each task—such as the IMDB-WIKI dataset for age

estimate, CelebA for gender classification, and FER2013 or CK+ for expression recognition—would be used to train this CNN. By utilizing its capacity to acquire hierarchical features, the CNN could efficiently analyze face information in order to categorize gender, estimate age ranges, and identify facial expressions. This would enable it to provide a thorough and adaptable study of user facial data.

3)

C. Results and Analysis:

A dataset containing user profiles, album choices, gender, age, emotional status, and wallpaper interactions would be used to experimentally validate the suggested wallpaper suggestion system. To build and assess the model, the dataset would be divided into training, validation, and test sets. Using methods like cross-validation and hyperparameter optimization, a variety of machine learning algorithms, such as collaborative filtering, content-based filtering, and sentiment analysis models, would be put into practice and improved. To evaluate the quality of the recommendations, evaluation metrics including mean average precision (MAP), recall, F1-score, and precision would be used. A user research with individuals from various demographic backgrounds will be carried out to showcase the effectiveness of the system. In order to provide input on the suggested wallpapers based on their personal tastes, emotional moods, and general level of pleasure, participants would engage with the system. The system’s capacity to provide customized wallpaper recommendations based on user profiles and preferences will be demonstrated by the trial results, demonstrating how effective it is at improving user experience and engagement. Furthermore, contrasting the system’s performance and superiority with baseline techniques and cutting-edge recommendation systems would shed light on it. Without the condition of person-disjoint there has been an improved accuracy of 96.17%. Stephen et al. [2] has found an enhanced accuracy compared to the works of previous researchers. The success in predicting Asian and Caucasian ethnicity with the aid of subject-disjoint 10-fold cross validation on a collection of 1200 images data has exceeded 90%.

TABLE I
AGE-SPECIFIC ACCURACY.

Age	Data (Total: 11,026)	Accuracy
<20	1493	0.96
20-29	3266	0.88
30-39	3071	0.83
40-49	2409	0.80
50-59	720	0.70
60<	67	0.55

V. IMAGE RECOMMENDATION SYSTEM

The Image Recommendation System is a sophisticated platform designed to revolutionize the wallpaper discovery process. Leveraging advanced machine learning techniques, it analyzes user profiles, album preferences, gender, age,

and emotional status to offer highly personalized wallpaper suggestions.

At its core, the system harnesses the power of machine learning algorithms to understand and cater to individual preferences. By incorporating user demographic data such as gender and age, it tailors recommendations to align with each user’s unique tastes.

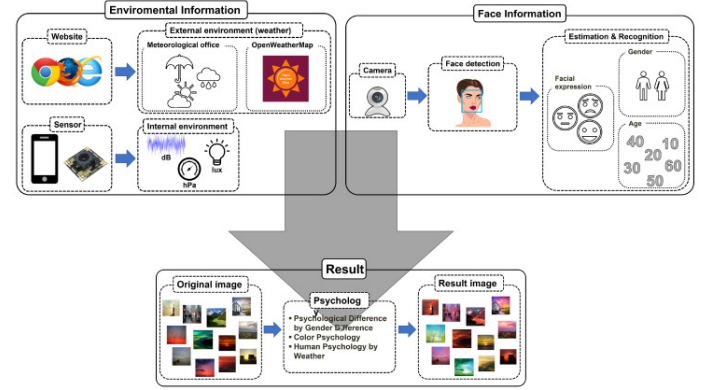


Fig. 1. Example Image

Moreover, the system integrates emotional analysis to recommend wallpapers that resonate with the user’s current mood and feelings. This personalized approach ensures that users receive suggestions that not only match their aesthetic preferences but also reflect their emotional state.

With a focus on user-centric features and advanced machine learning, the Image Recommendation System provides a seamless and intuitive wallpaper discovery experience [14]. By leveraging cutting-edge technology, it enhances user satisfaction and engagement, redefining the way users explore and interact with wallpapers.

VI. CONCLUSION AND FUTURE WORK

In conclusion, this paper presents a sophisticated Wallpaper Suggestion App (WSA) that leverages advanced machine learning techniques to cater to individual preferences based on user profiles, album preferences, gender, age, and emotional status. By integrating diverse data points and considering psychological insights, the proposed app aims to enhance user engagement and satisfaction with personalized wallpaper recommendations.

Through the exploration of image processing techniques, facial expression recognition, age and gender estimation, and image recommendation systems, this study sheds light on the potential of AI-driven approaches to deliver tailored experiences in digital environments [15]. While significant progress has been made in the development of personalized recommendation systems, challenges such as accuracy limitations and categorization complexities persist [16].

Overall, this research underscores the importance of personalized experiences in enhancing user satisfaction and engagement, paving the way for more intelligent and empathetic digital environments.

A. Conclusion and Future Work

Future research directions for this paper include several avenues for further exploration and enhancement of the proposed Wallpaper Suggestion App:

Refinement of Machine Learning Models: Continuously improving machine learning models for facial expression recognition, age and gender estimation, and image recommendation will be crucial to enhancing the accuracy and effectiveness of the WSA [17]. **Integration of Explainable AI (XAI):** Incorporating explainable AI techniques will increase transparency and trust in the recommendation system, allowing users to understand how recommendations are generated based on their preferences and emotional states [?]. **User Studies and Feedback:** Conducting user studies and gathering feedback from diverse user demographics will provide valuable insights into the usability and effectiveness of the WSA, enabling iterative improvements based on real-world user experiences. **Expansion of Thematic Categories:** Expanding the range of thematic categories for wallpaper recommendations and addressing the challenges associated with categorizing images will enhance the variety and relevance of recommendations offered by the app [18]. **Ethical Considerations:** Given the sensitive nature of user data involved in personalized recommendation systems, further research into ethical considerations, data privacy, and user consent mechanisms is essential to ensure responsible deployment and usage of the WSA [19]. By addressing these future research directions, the WSA can evolve into a robust and user-centric platform that delivers personalized wallpaper recommendations tailored to individual preferences and emotional states, thereby enriching the digital experience for users across diverse demographics.

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