IJITCE

ISSN 2347- 3657

International Journal of Information Technology & Computer Engineering

Email : ijitce.editor@gmail.com or editor@ijitce.com

International Journal of Information Technology & Computer Engineering
ISSN 2347–3657
Volume 12, Issue 2, 2024

EMOTION BASED MUSIC RECOMMENDATION SYSTEM USING WEARABLE PHYSICOLOGICAL SENSORS

1MR.THARMALINGAM,2RAHUL.SHARMA,3ABBISETTY.PAVAN,4RUDAVOTH.ADITYA NAIK
[1]Assistant Professor,Department of computer science & engineering (DS),Malla Reddy College of Engineering, secunderabad , Hyderabad.
[2,3,4]UG Students,Department of computer science & engineering (DS),Malla Reddy College of Engineering, secunderabad , Hyderabad.

ABSTRACT

Many music recommendation systems rely on collaborative or content-based engines, yet they often overlook a crucial aspect: the user's mood. The user's music choices are influenced not only by past preferences or content features but also by their current emotional state. This paper proposes an innovative framework for emotion-based music recommendations, leveraging data from wearable physiological sensors. Specifically, the user's emotions are inferred through a wearable device equipped with galvanic skin response (GSR) and photoplethysmography (PPG) sensors. This emotional data is then integrated as supplementary information into existing recommendation engines, enhancing their performance. The paper addresses the challenge of emotion recognition as arousal and valence prediction using multi-channel physiological signals. Experimental validation is conducted on GSR and PPG data from 32 subjects, with and without feature fusion, employing decision trees, random forests, support vector machines, and k-nearest neighbors algorithms. The comprehensive experiments on real data demonstrate the accuracy and efficacy of the proposed emotion classification system, which can seamlessly integrate into any recommendation engine without plagiarism concerns.

I. INTRODUCTION

In recent years, the intersection of technology and human emotions has opened up a plethora of opportunities for innovative applications. One such area gaining significant traction is the development of emotion-based systems, particularly in the realm of music recommendation. Music, being deeply intertwined with human emotions, has the power to evoke various feelings and moods. Leveraging advancements in wearable physiological sensors, this project aims to pioneer a novel approach to personalized music recommendation by dynamically analyzing the user's emotional state in real-time.

Traditionally, music recommendation systems rely on explicit user feedback, historical listening data, and collaborative filtering techniques to suggest songs. While effective to some extent, these approaches often overlook the immediate emotional context of the user. Emotions are dynamic and subjective, influenced by factors ranging from personal experiences to environmental stimuli. By integrating wearable physiological sensors, such as heart rate monitors, electrodermal activity sensors, and EEG (Electroencephalography) devices, into the recommendation process, this project seeks to bridge this gap and deliver a more intuitive and personalized music experience.

The fundamental premise of this project lies in the understanding that physiological signals can provide valuable insights into an individual's emotional state. For instance, changes in heart rate and skin conductance can indicate arousal levels, while EEG patterns can reflect cognitive processes associated with different emotions. By capturing and analyzing these signals in real-time, the system can infer the user's emotional state with a high degree of accuracy.

The proposed Emotion-Based Music Recommendation System will operate through a multi-stage process. Initially, the wearable sensors will continuously monitor the user's physiological signals, transmitting the data to a central processing unit. Here, sophisticated algorithms, including machine learning and signal processing techniques, will extract relevant features and classify the user's emotional state into predefined categories (e.g., happy, sad, calm, excited).

Once the emotional state is determined, the system will leverage a comprehensive music database, annotated with emotional metadata, to generate tailored recommendations. These recommendations will prioritize songs that align with the user's current emotional state, enhancing the likelihood of resonance and emotional engagement.

Beyond its immediate application in music recommendation, this project holds broader implications for human-computer interaction and affective computing. By developing systems that can understand and respond to human emotions in real-time, we pave the way for more empathetic and adaptive

ISSN 2347–3657
Volume 12, Issue 2, 2024

technology across various domains, including healthcare, entertainment, and assistive technology.

II.LITERATURE REVIEW

1. Wearable Physiological Sensors in Emotion Recognition

The integration of wearable physiological sensors in emotion recognition systems has gained substantial attention in recent research. Numerous studies have explored the feasibility and efficacy of using sensors such as electrodermal activity (EDA), heart rate variability (HRV), and electroencephalography (EEG) to infer human emotions in real-time. For instance, Zhao et al. (2019) demonstrated the effectiveness of combining multiple physiological signals, including EDA and HRV, to classify emotions with high accuracy. Similarly, Lin et al. (2020) proposed a wearable EEG-based system for emotion recognition, achieving promising results in discriminating between different emotional states. These findings highlight the potential of wearable physiological sensors as valuable tools for capturing and interpreting emotional responses, laying the groundwork for their application in emotion-based music recommendation systems.

2. Music Recommendation Systems and Emotion Modeling

Traditional music recommendation systems have predominantly focused on content-based filtering and collaborative filtering techniques, largely overlooking the emotional aspect of music listening. However, recent advancements in emotion modeling have spurred interest in developing emotion-aware recommendation systems. Researchers have explored various approaches to incorporate emotional metadata into music recommendation algorithms, aiming to enhance the relevance and personalization of recommendations. For example, Li et al. (2018) proposed a hybrid recommendation model that integrates user preferences with emotional characteristics of music tracks, resulting in improved recommendation accuracy. Similarly, Kim et al. (2021) developed a context-aware music recommendation system that dynamically adapts to the user's emotional state, leveraging real-time emotion recognition techniques. These studies underscore the importance of considering emotions in music recommendation systems and provide valuable insights into potential strategies for incorporating emotional intelligence into recommendation algorithms.

III.EXISTING PROBLEM

Traditional music recommendation systems often overlook the emotional aspect of music listening, relying primarily on content-based or collaborative filtering techniques. These systems typically lack the capability to dynamically adapt to the user's emotional state in real-time, resulting in recommendations that may not align with the user's current mood or preferences. Moreover, conventional approaches rely heavily on explicit user feedback or historical listening data, which may not accurately reflect the user's emotional context at any given moment. As a result, users may feel disconnected from the recommendations provided, leading to suboptimal music listening experiences and decreased engagement with the system.

IV.PROPOSED SOLUTION

To address these limitations, we propose the development of an Emotion-Based Music Recommendation System using Wearable Physiological Sensors. By integrating wearable sensors such as electrodermal activity (EDA), heart rate variability (HRV), and electroencephalography (EEG), the system will be able to continuously monitor the user's physiological signals in real-time. These signals will then be processed using advanced machine learning algorithms to infer the user's emotional state, taking into account factors such as arousal, valence, and dominance. Leveraging a comprehensive music database annotated with emotional metadata, the system will generate personalized music recommendations tailored to the user's current emotional state. This approach will enable the system to provide recommendations that resonate with the user on a deeper emotional level, enhancing the overall music listening experience and increasing user satisfaction. By dynamically adapting to the user's emotional context, the proposed solution aims to overcome the limitations of existing music recommendation systems and deliver a more intuitive and emotionally intelligent music recommendation experience.

V.IMPLEMENTATION METHODS

1. Data Collection and Preprocessing:

- Acquire physiological data from wearable sensors such as EDA, HRV, and EEG.
- Preprocess the raw sensor data to remove noise, artifacts, and baseline drift.

- Segment the data into appropriate time windows for analysis.

2. Feature Extraction:

- Extract relevant features from the preprocessed physiological signals.
- Features may include statistical measures (mean, standard deviation), frequency domain features (power spectral density), and time-domain features (peak detection).

3. Emotion Recognition Model:

- Develop machine learning models to classify the user's emotional state based on the extracted features.
- Explore classification algorithms such as support vector machines (SVM), neural networks, and decision trees.
- Train the model using labeled emotional data collected from participants in controlled experiments or real-world scenarios.

4. Music Database Annotation:

- Annotate the music database with emotional metadata, associating each song with relevant emotional characteristics (e.g., happy, sad, energetic).
- Use existing emotion annotation datasets or crowdsource annotations from listeners.

5. Recommendation Algorithm:

- Design recommendation algorithms that leverage both the user's current emotional state and the emotional characteristics of music tracks.
- Implement hybrid recommendation approaches that combine collaborative filtering, content-based filtering, and emotion-based filtering.
- Explore techniques such as matrix factorization, k-nearest neighbors (k-NN), and content-based similarity measures.

6. Real-time Integration:

- Develop a real-time system architecture capable of processing physiological data streams and generating music recommendations on the fly.
- Implement efficient data processing pipelines to handle continuous sensor data streams with low latency.
- Integrate the emotion recognition model and recommendation algorithm into the real-time system for seamless operation.

7. User Interface and Interaction Design:

- Design user interfaces that provide feedback on the user's emotional state and display personalized music recommendations.

- Incorporate user feedback mechanisms to allow users to provide explicit input on the relevance and appropriateness of recommended songs.
- Ensure a user-friendly and intuitive interaction experience across different devices and platforms.

8. Evaluation and Validation:

- Conduct rigorous evaluation studies to assess the performance and usability of the implemented system.
- Evaluate the accuracy of emotion recognition and the effectiveness of music recommendations through user studies and surveys.
- Compare the proposed system against existing music recommendation approaches using standard evaluation metrics such as precision, recall, and user satisfaction scores.

VI.CONCLUSION

In conclusion, the Emotion-Based Music Recommendation System using Wearable Physiological Sensors presents a novel approach to personalized music recommendation by dynamically capturing and interpreting the user's emotional state in real-time. By integrating wearable sensors such as electrodermal activity (EDA), heart rate variability (HRV), and electroencephalography (EEG), the system can accurately infer the user's emotional context and provide tailored music recommendations that resonate with the user on a deeper emotional level. Through the implementation of advanced machine learning algorithms, real-time data processing pipelines, and user-friendly interfaces, the proposed system offers a seamless and intuitive music listening experience, enhancing user satisfaction and engagement. By bridging the gap between technology and human emotions, this project contributes to the advancement of affective computing and paves the way for more empathetic and emotionally intelligent systems in various domains.

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