The final report should be roughly 3-5 pages including the following 6 aspects:

1. Introduction/Executive Summary
   * synopsis of problem statement
     1. The goal of our project is to predict the genre and popularity of a song based on its audio features. Popularity prediction could help an artist select songs for an album, event, or a marketing campaign. By knowing which songs are likely to be popular, an artist can focus their attention and resources on the likely popular songs. Genre prediction can also assist musical artists by simply providing the genre classification information. A new artist may not be sure which genre they themselves belong to and could therefore use genre prediction to learn about themselves. On the other hand, an artist may be confident in their genre, but produce a song that is likely to be popular and in another genre. With that information, an artist could market a single song to a new audience.
   * data/benchmark description
   * main approach/algorithms used and result highlight on both accuracy and scalability/runtime
     1. Trained various models
        1. Brief preprocessing description
        2. Brief parameter tuning description
        3. Highlight the accuracy/RMSE and runtime of the best performing models
   * Include a subsection entitled: *Improvements after the last presentation*
     1. Popularity RMSE improvement
     2. Genre accuracy improvement
2. Details on problem statement and data/benchmark description, include references to kaggle problem and open datasets
   1. Problem statement details
   2. Data description
3. Details on the approaches, algorithms and programming tools used, include a description of the source code structure with end-to-end system diagram
   1. Programming Tools
   2. Models used
   3. Approach
      1. Data Exploration
      2. Preprocessing
      3. Train and Tune Models
4. Details on the metrics and evaluation setup
   1. Popularity
      1. RMSE
      2. Baselines
   2. Genre
      1. Accuracy
      2. Baselines
5. Detailed analysis on results, comparisons of different approaches
   1. Popularity
   2. Genre
6. Conclusion on challenges and lessons learned
   1. Challenges
   2. Lessons learned