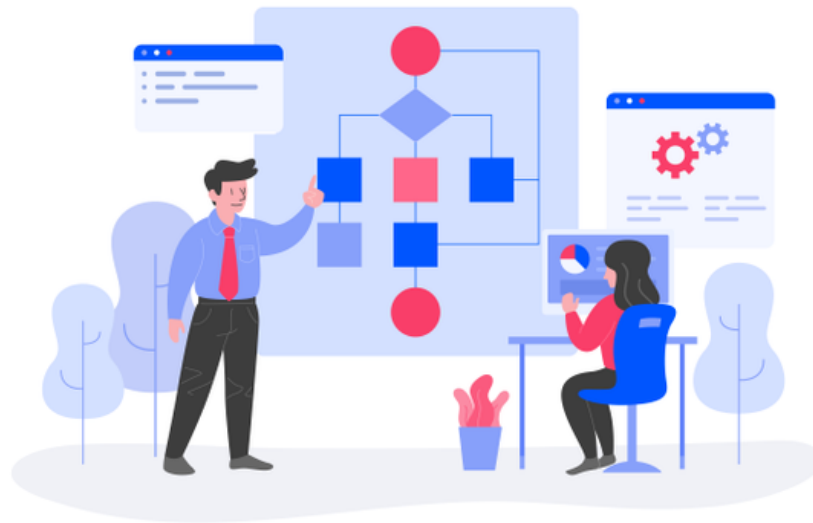


Applied Research Document

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Contents

1	Introduction	3
2	Main Research Question	4
3	Sub-questions	4

1 Introduction

//Work in progress

2 Main Research Question

Which type of a recommendation engine is most suitable for a music streaming web application and requires the least amount of resources, while it still provides both reliable and satisfying suggestions for the user without duplicating recommendations or slowing down the software system?

3 Sub-questions

1. What are the commonly used recommendation systems and algorithms?
 - What are their components?
2. Which algorithm is the most user-friendly?
3. Which algorithm is the most sparing regarding execution speed of the product?
4. What are their pros and cons regarding costs, time-consuming criteria and results quality?
5. Which recommendation system is the most suitable for a minor project with fewer resources?
6. What does already exist in the field? Are there any suitable time-saving tools for the development of the recommendations system?
7. Are there any crucial downsides of the system's arrangement? Are there any consistent problems within the algorithm? Can they be prevented?
8. How can the reliability of the algorithm be reassured?