

# PLAGIARISM SCAN REPORT

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Along with the rapid growth of digital music, managing as well as checking out songs has become very significant. Though music information retrieval (MIR) techniques are made successfully within the last ten years, the event of music recommendation systems remains at a really early period. Therefore, this paper provides comparison as well as a general survey about different approaches in recommending music. Two popular algorithms: 1. (CF) collaborative filtering 2. content-based model (CBM), are found to do well. Because of the poor experience in finding songs, two user-centric approaches: context-based model and emotion-based model, have been paid increasing attention. In this paperwork, three key components in music recommendation – user modelling, item profiling, and match algorithms are discussed. Six recommendation models as well as four potential issues towards user experience, are explained. However, the subjective music recommendation system has not been fully investigated. Hence in order to overcome it we present a motivation-based model using various studies of human behaviour, sports education, music psychology. Research has indicated that participants listened to music more often rather than getting engaged in any other activity. However, the matter now's to arrange and manage the all of the music titles produced by society. Currently, based on each individuals listening behaviour and ratings, collaborative filtering algorithms are found to perform well. This paper, therefore surveys a general music recommendation framework from user profiling, item modelling, and item-user profile matching to a series of state of art approaches. It gives a quick introduction of components in music recommendation systems. To the end of this paper, we conclude and propose a user efficient model based on users motivation. A Comparative Analysis of Music Recommendation Systems and Future Perspectives based on various frameworks from user profiling, item modelling as well as user-item profile match. MOTIVATION :

The motivation for doing this Survey is primarily an interest in understanding and learning an interesting area of research. It's an opportunity to learn about a new area of computing not covered in lectures and was appealing. This area is possibly an area that I may Explore further.

OBJECTIVE :

To provide an interface in the music system.

To bridge the space between growing technologies and music techniques.

To provide a really good entertainment for the users.

To provide a new generation platform for music lovers.

#### SOCIAL RELEVANCE :

Better music recommendations might not change our world but the use of real time data in automated systems is something that is becoming more and more prevalent. Using more data to give better assessments and predictions is something that can be applied to a multitude of problems. Machine learning is a powerful tool coupled with the cheaper and more powerful processors and GPU we have available to us due to Moore's law and the enormous amount of data that is currently being generated on the internet. While it is incorrect to think that machine learning techniques is a magic method that can be applied to any problem, with careful planning and consideration it can be used to huge success. The outcome of this survey paper is to study and provide the comparative analysis of music recommendation systems using various recommendation techniques and list out its advantages as well as disadvantages. The outcome of applying this technique to an article will give a small summary as output which will include key concepts and most important points in the article. There are and still going on various number of researches in the filed of Music Recommendation Systems using different efficient techniques. We presently live in the period of information. We are surrounded by data in the form of reviews, blogs, papers and comments on various websites. The number of people around the world who use the internet has witnessed an increase of approximately 40% since 1995 and reached a count of 3.2 billion. The increase in the information flow has opened more avenues, but has also led to confusion for the user. Due to this huge amount of data, the task of making certain decisions becomes difficult. It is rightly said that one should make an informed decision, thus to prevent user from this confusion and make the experience of surfing the internet a pleasant one, recommender systems were introduced.

Recommender systems have grown to be a critical research subject after the emergence of the primary paper on collaborative filtering within the Nineties. Despite the very fact that educational studies on recommender systems, has extended extensively over the last 10 years, there are deficiencies within complete literature evaluation and classification of that research. Due to this, articles on recommender structures were reviewed, then classified those supported sentiment analysis. The articles are categorized into three techniques , i.e. 1. (CF) collaborative filtering , 2. (CBM) content based and context based. We have tried to seek out the research papers related to sentimental analysis based recommender system. To classify find out the research papers associated with sentimental analysis based recommender system. To classify research done by various authors in this particular field, we have shown different approaches of recommender system that support sentimental analysis with the help of tabular data. Our studies give statistics, approximately trends in

recommender structures research, and provides practitioners and researchers with representation and destiny route on the recommender system using sentimental analysis. We hope that this paper enables all and varied who is curious about recommender systems research with insight for destiny. The base paper used in this Survey is Deep Music Recommendation method based on Human Motion Analysis published on Feb 5th, 2021. This work uses 3D human skeleton data for music recommendation. Spatial information can be precisely extracted among joints in each frame and temporal information can be precisely extracted from consecutive frames. Inspired by previous work on motion synthesis, we build a music recommendation model which learns motion-music correspondences. Propose to automatically produce motion from music using Long-short Term Memory (LSTM) and Auto encoder (AE), we instead build an end-to-end motion to music generator. The generator utilizes AE to reduce the input redundancy and LSTM to extract temporal information from the dance motions and the music. This method establishes the correspondences between the music and motion sequences. Previous methods for motion synthesis usually evaluate the

performances with qualitative measures.

This work propose a novel deep learning algorithm for music recommendation based on dance motions analysis. The method achieves a good performance by transforming the music recommendation problem into a motion classification problem. After training the model, unseen test dance motions can be fed into the model to predict suitable accompanying music. Experimental results show that the proposed method achieves a high accuracy (91.30%) for music recommendation, which outperforms the music generation method (0% for per music piece accuracy, and 16.67% for per music genre accuracy) with a large margin. The main contributions of this work are as the followings:

1) This work provides an effective way for music recommender based on human dance motions using deep learning, which outperforms the LSTM-

AE based methodology. It also includes the quantitative measure in evaluation, where as previous methods only perform qualitative evaluation. In this survey we compared various music recommendation systems and analyzed the same using various techniques. We had started with studying various algorithms for music recommendation and discussed the most one efficient till date. Music retrieval and recommendation algorithms can be categorized into the following classes: collaborative methods, content-based methods, contextual based methods, hybrid methods, and sequential methods. The research on dance motion analysis for music recommendations is still lacking, hence we tried to explore that field as well. Using these techniques it is possible to build a music recommendation system that gives good performance. Research in this direction will have a profound impact on applications such as automatic choreography, automatic background music generation, and human-computer action. For future research, our work will be divided into two directions. The first is to further explore the characteristics of music and dance, and extract more representative feature to establish the connection between the two. The second is to continue to explore the deep learning models to build an end-to-end system from motion to music.

## Matched Sources :

### (PDF) A LITERATURE SURVEY ON RECOMMENDATION SYSTEM ...

Recommender systems have grown to be a critical research subject after the emergence of the first paper on collaborative filtering in the Nineties. Despite the fact that educational studies on recommender systems, has extended extensively over the

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[https://www.academia.edu/21855485/A\\_LITERATURE\\_SURVEY\\_ON\\_RECOMMENDATION\\_SYSTEM\\_BASED\\_ON\\_SENTIMENTAL\\_ANALYSIS](https://www.academia.edu/21855485/A_LITERATURE_SURVEY_ON_RECOMMENDATION_SYSTEM_BASED_ON_SENTIMENTAL_ANALYSIS) ([https://www.academia.edu/21855485/A\\_LITERATURE\\_SURVEY\\_ON\\_RECOMMENDATION\\_SYSTEM\\_BASED\\_ON\\_SENTIMENTAL\\_ANALYSIS](https://www.academia.edu/21855485/A_LITERATURE_SURVEY_ON_RECOMMENDATION_SYSTEM_BASED_ON_SENTIMENTAL_ANALYSIS))

### Two-Stream Adaptive Graph Convolutional Networks for ...

· Inspired by previous work on motion synthesis [4]- [7], [10], [19], we build a music recommendation model which learns motion-music correspondences.

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[https://www.researchgate.net/publication/338508236\\_Two-Stream\\_Adaptive\\_Graph\\_Convolutional\\_Networks\\_for\\_Skeleton-Based\\_Action\\_Recognition](https://www.researchgate.net/publication/338508236_Two-Stream_Adaptive_Graph_Convolutional_Networks_for_Skeleton-Based_Action_Recognition) ([https://www.researchgate.net/publication/338508236\\_Two-Stream\\_Adaptive\\_Graph\\_Convolutional\\_Networks\\_for\\_Skeleton-Based\\_Action\\_Recognition](https://www.researchgate.net/publication/338508236_Two-Stream_Adaptive_Graph_Convolutional_Networks_for_Skeleton-Based_Action_Recognition))