Automated Playlist Generation

Kade Keith, *Student, Stanford University - Computer Science Department,*
Demetrios Fassois, *Student, Stanford University - Computer Science Department,*

Abstract—We do dope stuff.

Index Terms—Playlist Generation, Song Recommendation, Sentiment Analysis

✦

1 MOTIVATION

I N this project, TODO

1.1 Goal

TODO - WHAT WE ARE AFTER

2 METHOD

TODO - WHAT DATA WE GATHERED, HOW WE REPRE-SENTED IT, WHY, WHAT OUR TECHNIQUES WERE

3 EVALUATION METHOD

TODO - HOW WE SCORE RESULTS

4 PRELIMINARY EXPERIMENTS

TODO

4.1 KNN

TODO - KNN WITH DISTANCE FUNCTION

4.2 Regression

TODO - REGRESSION. PROLLY WITH SCIKIT LEARN

5 RESULTS

5.1 KNN

TODO - HOW'D IT DO?

5.2 Regression

TODO - HOW'D IT DO?

6 NEXT STEPS

TODO - WHAT'S NEXT

7 CONTRIBUTIONS

TODO - WHO DID WHAT

REFERENCES

[1] Wikipedia: Chess Rating System
    https://en.wikipedia.org/wiki/Chess_rating_system
[2] Chess Programming Wiki
    https://chessprogramming.wikispaces.com

APPENDIX A
EXAMPLE APPENDIX

The following is the output result of the script that tests for the end-game puzzles, looking for checkmate in 1, 2, or 3 move.

```
Random
Elapsed time is 0.0160000324249 seconds.
Baseline
Elapsed time is 0.294000148773 seconds.
minimax1
Elapsed time is 11.1240000725 seconds.
AB1Plus1
Elapsed time is 4.76499986649 seconds.
```