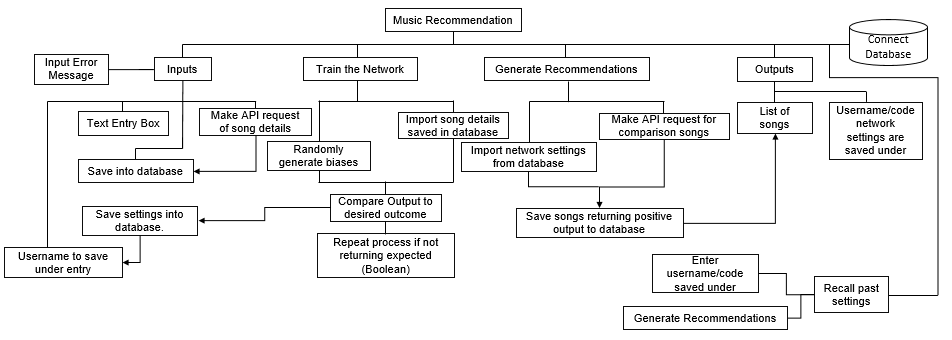
Design of the solution

Decomposing the problem

*“3.2.1 Decompose the problem*

1. *Break down the problem into smaller parts suitable for computational solutions justifying any decisions made”*

In order to break down how my program will run, I have created a hierarchical diagram for the processing behind the recommendation. This breaks down processes that each element of the program has to do to be able to its basic levels. This does not detail much of the interface and user interaction but it allows me to see each of the aspects I will need to develop and how data and processes interact between different branches of the program.

The main parts of my program are the training and application of the neural network, as such the above diagram tends to focus on those and how the interlink with each other, and the inputs and outputs involved. Everything that takes place will be saved into a database connected when the program loads.

The main idea behind this project is that the features of songs can be enumerated to a base level and that by doing this it would be possible to determine what about a song is important to a given person. This unlocks the potential to automate a recommendation process to be done without human interaction after the user enters a set of songs and clicks a ‘go’ button. This automation is where using a neural network presents its advantages, by having a pre-determined set of inputs and (knowing that the user already likes these songs) outputs you can set up the program to configure itself randomly until it reaches the expected output. This process is effectively a crude mimicking of a learning brain and allows the network to potentially simulate a human’s preference in music. By taking a new set of input songs (and data sets) without a known output, by passing them through the same set of conditions that are configured in a way that was determined correct in the ‘training’ stage of the process, it should be able to return a decision that states whether it believes the user will like a song. These outputs should be displayed in an easy to understand list, the value returned by the network should be converted into a Boolean result giving a yes or no decision.

The perfect simulation of a human’s though process would be mimicking the full complexity of connections, but considering that would require over 100 billion virtual ‘neuron like’ interlinked connections it would be impractical and take a huge amount of processing time and power. Therefore, I should take an abstraction of the idea taking it down to a few layers of inputs, biases and outputs, this should allow it to output reasonably accurate values while not taking a huge amount of time to work through its processes. Data such as the users name, and other personal information does not need to be taken into account when making recommendations as the system is basing it entirely off of the chosen songs and the numerical data associated with them.

Describing The Solution

“3.2.2 Describe the solution

(a) Explain and justify the structure of the solution.”

My success criteria states that

“The program should be able to train neural network using the data fetched from the songs the user inputs”,

as part of my problem decomposition, I have shown how the main section of the program is orientated around the training and use of the neural network and how those general points break down and the processes that have to take place at a base level to them out.

“The program can be run from download without any changes made to set it up allowing anyone to use the application without any maintenance at a later date by a ‘administrator’ user, therefore all users have access to the same information.”

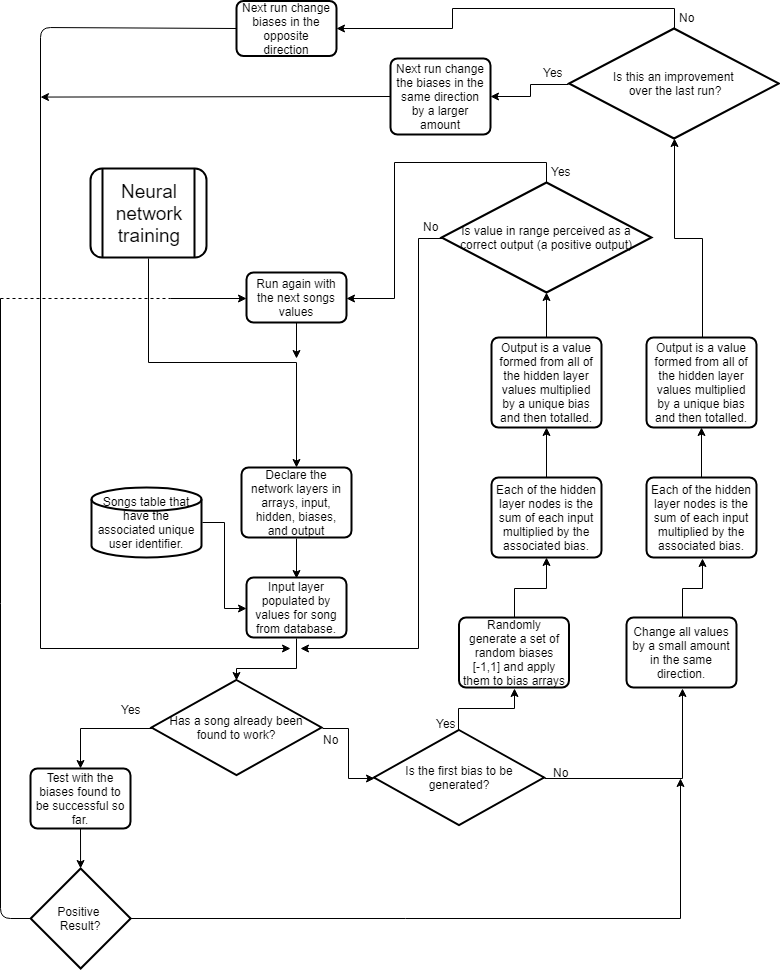
This should be very achievable with the structure I have described as it is all very self-reliant, ideally with the database links, the user should have no problems if the program and database are saved and kept in the same local folder as this should allow me to address the database locally without needing to use the full address, if this did end up being a problem the inclusion of a method to search and locate the database’s location via a file explorer window built into the program.

“(b) Describe the parts of the solution using algorithms justifying how these algorithms form a complete solution to the problem.”



Input to database process (1)

API REQUEST FLOWCHART

These flow charts depict the main processes that make up the bulk of this project, above shows the process that takes the users inputs and makes an API request and then saves the data required into a table that will be used later. As I have been mentioning throughout the design process, the user’s inputs will not make up a huge section of the processing underdone by the program, the largest and fundamental part of the program is outlined in flowchart 3, it depicts the process from after the songs have been chosen and saved into the database. In order for code to ‘learn’ the training function requires a lot of repetitive testing to try and have the right values associated with the key characteristics with a song.

Training the neural network process.

(3)

“(c) Describe usability features to be included in the solution”

I stated in my success criteria that I should make the program simple and easy to use quickly by minimising the number of different menus and pages that must be navigated. In order to do this, I aim to create a program that can work around a single main menu from which all functionality can be access, with a page for receiving results and saving recommendations under a code.

This simple design was influenced by the simple web interface of the Gnoosic recommendation system which I found to be intuitive and when showing it to others it was clear what it did and did not allow for much error in use.

There are clear text entry boxes that will allow the user to enter song names on the same page as it being loaded so it can be quickly accessed without a long window navigation process.

The menu has concise instructions that allow a first-time user to understand what to do while not being overwhelmed by a huge amount of text.

“(d) Identify key variables / data structures / classes justifying choices and any necessary validation.”