Bb

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Abstract

This is a final paper on research done in CS505. This paper is a repository for ideas, links, and more.

Keywords: music, deep-learning, language-modeling

1 Introduction

The introduction provides background on the topic, states the motivation for the work, and briefly describes the structure of the paper.

2 Related Work

Discuss previous studies and frameworks related to your topic, including citations. For example, you could refer to a study [1].

3 Methodology

Describe the methodology used in your research, including any specific techniques or tools applied.

4 Data

4.1 Definitions

degeneration : This is an important word when it comes to cognitive science. Degenerative works, texts, etc are ones that look normal but make no sense. This is important because we need to understand how degenerative any model is. Example sentence: ”ChatGPT is successful because its not degenerative when it comes to high school level prompts.”

4.2 Data

The data set

4.3 Data Analysis

Explain the techniques or algorithms used to analyze the data.

5 Results

Present the findings of your study. Figures and tables are helpful here.

6 Discussion

Provide insights, interpretations, and implications of the results here.

7 Conclusion

Summarize the main points, highlight the contributions, and suggest directions for future work.

Acknowledgments

You can include acknowledgments here.

References

[1] C. Raffel, "Learning-based methods for comparing sequences, with applications to audio-to-midi alignment and matching," Ph.D. dissertation, Columbia University, 2016. [Online]. Available: https://colinraffel.com/projects/lmd/