**MUSIC RECOMMANDATION SYSTEM**

ENDTERM REPORT

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**Student Declaration**

**This is to declare that this report has been written by me/us. No part of the report is copied from other sources. All information included from other sources have been duly acknowledged. I/We aver that if any part of the report is found to be copied, I/we are shall take full responsibility for it.**

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BONAFIDE CERTIFICATE

**Certified that this project report “Music Recommendation System.” is the work of “Satyam Prashar”, who carried out the project work under my supervision.**

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**INTRODUCTION**

A Music Recommendation system is an algorithm which is widely used in popular apps like Spotify, JioSavaan, Gaana etc. This algorithm is used to predict new songs for listener after they choose their first song. This is done so that the listener feels next song more relative and he stick to the app for longer period. This helps the company to generate more revenue for themselves.

. **MOTIVATION**

In our everyday life, we are very fond of listening to songs on our devices. So, it is very crucial for us to have a good experience in our songs app, as songs help us to relieve from stress and tensions of our life. That’s why designing a good Music Recommendation system is very important for the purpose.

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**GOAL**

The Goal of the project is to generate a Music Recommendation system that is both reliable and accurate for the most part. As this system is going to use its past experiences for the music recommendation, so it must have a good database for inference engine and database to store the songs. The songs that are played in the list must be relative to each other. Like is one is playing English songs, so next songs must be English. Is the song genre is pop so the other songs could be of this genre only.

**Technology used in this project**

* AI optimized hardware
* python programming language
* Database Management
* SQL language

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**SWOT ANALYSIS**

A SWOT analysis basically involves specifying the objective of a project or goal and identifying the internal and external factors that are favourable and unfavourable so you can overcome any obstacles that are in the way of reaching it.

**SWOT stands for:**

* **S**trengths
* **W**eaknesses
* **O**pportunities
* **T**hreats

**STRENGTH**

Reliability- The music recommendation system must be reliable i.e. it must be fast and without any error. It must be fast to recommend all the songs quickly and accurately.

Compatible- System must be compatible with the system on which it has to be run.

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**WEAKNESS**

 Everyone has a different taste of music. So in starting it may have suggestions that are not liked by the user

 Even after applying more complex algorithm for recommendation, there will always be some suggestion that are not likely to be liked by the user

**Opportunities**

Users can just play one song that they like and rest are allocated automatically so that users don’t have to choose or change song again and again.

**Threats**

Currently there are hardly any threats that could be caused by Music Recommendation System. But one hypothetical situation can be if a heart patient got suggestion of a rock song and listened it, it may cause him heart attack.