

REFERENCES

- [1] M. I. Anchokov, "Solution to the problem of training a multi-agent neural network by means of a multi-chromosome genetic algorithm," *2014 14th Int. Conf. Hybrid Intell. Syst. HIS 2014*, pp. 97–103, 2003, doi: 10.1109/HIS.2014.7086180.
- [2] C. Christakou and A. Stafylopatis, "A hybrid movie recommender system based on neural networks," *Proc. - 5th Int. Conf. Intell. Syst. Des. Appl. 2005, ISDA '05*, vol. 2005, pp. 500–505, 2005, doi: 10.1109/ISDA.2005.9.
- [3] Y. Han and E. Oruklu, "Traffic sign recognition based on the NVIDIA Jetson TX1 embedded system using convolutional neural networks," *Midwest Symp. Circuits Syst.*, vol. 2017-August, pp. 184–187, 2017, doi: 10.1109/MWSCAS.2017.8052891.
- [4] B. Sanjaa and E. Chuluun, "Malware detection using linear SVM," *8th Int. Forum Strateg. Technol. 2013, IFOST 2013 - Proc.*, vol. 2, pp. 136–138, 2013, doi: 10.1109/IFOST.2013.6616872.
- [5] N. Pelchat and C. M. Gelowitz, "Neural Network Music Genre Classification," *Can. J. Electr. Comput. Eng.*, vol. 43, no. 3, pp. 170–173, 2020, doi: 10.1109/CJECE.2020.2970144.
- [6] W. Wu, F. Han, G. Song, and Z. Wang, "Music Genre Classification Using Independent Recurrent Neural Network," *Proc. 2018 Chinese Autom. Congr. CAC 2018*, pp. 192–195, 2019, doi: 10.1109/CAC.2018.8623623.
- [7] A. Gershman, A. Meisels, K. Lüke, and L. Rokach, "A Decision Tree Based Recommender System.," *Iics*, pp. 170–179, 2010.
- [8] B. Kostek, "Listening to Live Music: Life beyond Music Recommendation Systems," *Proc. 2018 Jt. Conf. - Acoust. Acoust. 2018*, pp. 134–139, 2018, doi: 10.1109/ACOUSTICS.2018.8502385.
- [9] C. V. Soares Araujo, M. A. Pinheiro De Cristo, and R. Giusti, "Predicting music popularity using music charts," *Proc. - 18th IEEE Int. Conf. Mach. Learn. Appl. ICMLA 2019*, pp.

859–864, 2019, doi: 10.1109/ICMLA.2019.00149.

- [10] A. Gambi, T. Huynh, and G. Fraser, “Automatically reconstructing car crashes from police reports for testing self-driving cars,” *Proc. - 2019 IEEE/ACM 41st Int. Conf. Softw. Eng. Companion, ICSE-Companion 2019*, pp. 290–291, 2019, doi: 10.1109/ICSE-Companion.2019.00119.



APPENDIX

This page contains all the code that are mainly the source of how the algorithm will behave, this is originally a jupyter notebook file and converted to a python file for easier interpretation, however the code is expected to run only on notebook with a cell environment (I tried to run the code in normal python .py file and it will stuck on movie info since InteractiveShell is not present) this is the whole code for this project, it is expected to work with normal anaconda distribution package, the code works even better on Ubuntu Linux in my own experience.

Coding Euclidean Distance Full Code

```
1. #!/usr/bin/env python
```