RV UNIVERSITY, BENGALURU-59

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

A Project Report On

"**Weather-Based Song Recommendation System using ESP32 and Machine Learning Integration with Spotify"**

Submitted in partial Fulfillment for the award of degree of

B.Tech(Honors)

In School of Computer Science and Engineering

Submitted By

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2025-2026

DECLARATION

We hereby declare that the project report entitled "**Weather-Based Song Recommendation System using ESP32 and Machine Learning Integration with Spotify"** submitted by us to RV University, Bengaluru, is a record of bona fide work carried out by us under the supervision of Prof. SHILPA HIREMATH, School of Computer Science and Engineering, RV University. We further declare that this work has not been submitted to any other institution for the award of any degree or diploma.

Place: Bengaluru
Date: 6th November 2025

Signature of the Student(s)

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CERTIFICATE

This is to certify that the project report entitled “Title of the Project” submitted by Name of the Student(s), USN: 1RVU23CSE017, 1RVU23CSE055, 1RVU23CSE093 School of Computer Science and Engineering, RV University, Bengaluru, for the award of the degree of B.Tech (H) in Computer Science, is a record of bona fide work carried out under my supervision.

Signature of the Guide
Prof. SHILPA HIREMATH
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ACKNOWLEDGEMENT

We express our sincere gratitude to Prof. SHILPA HIREMATH, our project guide, for their guidance, continuous support, and encouragement throughout this project. We extend our thanks to the Dean DR. SHOBHA G, Program Director DR. SUDHAKAR KN, and all faculty members of the School of Computer Science and Engineering for their valuable inputs. We are also thankful to our peers, friends, and family for their constant support and motivation.

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INTRODUCTION

Abstract

The growth of the Internet of Things (IoT) has made it possible to connect smart sensor networks with artificial intelligence (AI) to create intelligent environments. This paper introduces a weather-based music recommendation system that uses environmental sensing and machine learning to improve the user experience. The system uses several environmental sensors, including DHT11 for temperature and humidity, BMP180 for pressure and altitude, MQ sensor for air quality, Raindrop sensor for detecting rain, and UV sensor for measuring ultraviolet light, all connected to an ESP32 microcontroller. The real-time data from these sensors is analyzed and grouped into specific weather types like Clear, Cloudy, Rain, Fog, Mist, Drizzle, Thunderstorm, and Snow using a trained machine learning model. Based on the identified weather, a recommendation algorithm suggests appropriate music tracks via Spotify's API. This research shows how IoT data can be used in mood-aware automation systems, providing useful applications for smart homes and entertainment technologies.

Index Terms

***Internet of Things, Machine Learning, ESP32, Spotify API, KN*N, Weather Classification, Music Recommendation**

Background study

Weather has always had a big impact on how people feel, what they do, and how they act. Research shows that things like temperature, humidity, and air pressure can directly affect a person's mood and energy. Music, which is a way to express feelings, often matches these changes. For example, people might pick calm music when it's raining or upbeat songs when the sky is clear. But most music recommendation systems rely on what people like, what they've listened to before, or manual choices, and they don’t take into account things like the weather in real time.

Using the Internet of Things (IoT) with Artificial Intelligence (AI) has opened up new ways to make smart systems that can sense and respond to environmental changes.

These IoT devices use sensors to collect real-time data on physical conditions and send it to computers for analysis. When combined with machine learning, these systems can understand and use the data to make smart decisions. This project uses an IoT-based smart weather system that classifies the weather and suggests music that matches the current conditions.

The system uses several sensors: a DHT11 to check temperature and humidity, a BMP180 to measure pressure and height, a Raindrop sensor to detect rain, an MQ-135 to check air quality, and a UV sensor (MY11) to measure sunlight.

All these sensors are connected to an ESP32 microcontroller, which sends the data to a Python-based machine learning model. The data is processed and categorized into one of eight weather types—Clear, Cloudy, Rainy, Drizzle, Mist, Fog, Snowy, or Stormy—using algorithms like Random Forest and K-Nearest Neighbors (KNN).
Once the weather is known, the system connects to the Spotify API to find a playlist or song that fits the current weather.

This gives users an automatic and personal music experience that matches how they feel based on the environment. Traditional systems are either purely about the weather or depend on user preferences. This new system connects the physical world of sensors with the digital world of music. It offers a smart, real-time way to sense the environment and match it with the right music. This approach not only makes the user experience better but also shows the power of using IoT and AI in everyday life.

This project shows how combining environmental data gathered through IoT with AI-based recommendation systems can create a personalized, smart, and emotion-aware music experience that changes with real-world conditions.

Problem Statement

Old music recommendation systems depend on what users have listened to during the past and what is popular now, but they don't consider real-time factors like the weather, which can highly affect people's moods and music preferences. Similarly, current weather detection tools use satellite or central data sources, which makes them costly and not ideal for personal, real-time use for leymen.

To fix these problems, this project introduces an IoT-based Smart Weather Classification and Music Recommendation System.

The system uses an ESP32 microcontroller along with several sensors, like DHT11, BMP180, Raindrop, MQ-135 (for gas), and UV sensors, to gather environmental data in real time. This data is then learned and analysed using a machine learning model called K-Nearest Neighbors in Python to identify different weather conditions like Clear, Rain, Cloudy, Foggy, or Thunderstorm.

Once the weather is found and classified, the system chooses music from a carefully chosen playlist and uses Spotify Developer Tools and API (Spotipy) to involuntarily play the perfect song on the user's Spotify device through OAuth authentication.

The goal is to make a low-cost, real-time, and completely automatic system that combines IoT sensing, machine learning, and music streaming APIs to offer personalized music experiences based on the weather, without need of any input from the user.

OBJECTIVES

Goals

- Designing and implementing an IoT-based weather sensing system using ESP32 and multiple sensors (DHT11, BMP180, MQ-135, Raindrop, and UV) for real-time environmental data collection.

- Preprocessing and analyzing sensor data by cleaning, normalizing, and encoding environmental parameters for use in machine learning models.

- Developing and training a weather classification model using the K-Nearest Neighbors (KNN) algorithm to accurately categorize weather into types such as Clear, Cloudy, Rainy, Drizzle, Mist, Fog, Snowy, and Stormy.

- Integrating the classified weather output with the Spotify Developer API for automatic selection and playback of songs corresponding to real-time weather conditions.

- Ensuring end-to-end automation where the system operates without user intervention, from data collection to song playback.

- Evaluating system performance using metrics such as accuracy, precision, recall, and F1-score to measure the reliability of weather classification and overall system responsiveness.

- Developing a low-cost, scalable, and platform-independent solution that runs efficiently on commonly available hardware and supports future sensor or API extensions.

- Demonstrating real-world applicability by testing the system in varying environmental conditions and verifying that song recommendations align appropriately with detected weather types.

Project scope

Hardware Integration and Data Acquisition

-The system utilizes the ESP32 microcontroller as the primary communication and processing unit for collecting environmental data.

-Sensors such as DHT11 (temperature and humidity), BMP180 (pressure and altitude), Raindrop sensor (rain detection), MQ-135 (air quality), and UV sensor are connected to the ESP32.

-Real-time sensor readings are sent to a computer via serial communication and stored in a structured CSV format.

Data Preprocessing and Model Development

-Raw data undergoes cleaning, normalization, and feature encoding to prepare it for training.

-A K-Nearest Neighbors (KNN) classifier is implemented in Python using Scikit-learn to predict the current weather type.

-The model is validated and tuned using metrics like accuracy and F1-score to ensure reliable performance in dynamic environments.

Software and API Integration

-The system integrates with the Spotify Developer API (Spotipy library) to automate music playback.

-Each detected weather type is mapped to a specific mood or playlist.

-Once weather classification is complete, the Python script uses OAuth authentication to start playback on the user's Spotify device automatically.

System Automation and Real-Time Functionality

-The entire process – from sensor reading to music playback – runs continuously without any manual input.

-The project supports cross-platform deployment on Windows and macOS environments.

-The architecture allows for future expansion with additional sensors, advanced ML algorithms, or even multi-user environments.

Evaluation and Deployment

-The system's classification accuracy, latency, and Spotify response times are tested under varying weather conditions.

-The setup is optimized for low cost, low power, and high scalability, making it suitable for smart homes and IoT-based entertainment systems.

Expected Outcomes

-At the end of this project, the following clear and working results are expected:

Accurate Weather Detection

-The KNN model should be able to correctly classify real-time weather data into one of the set categories with at least 85–90% accuracy.

Seamless Spotify Integration

-Once the weather is classified, the system should automatically choose and play music from a relevant Spotify playlist within 5–10 seconds.

Fully Automated Workflow

-The system will run completely on its own — it will collect data from sensors, classify the weather, and play music without needing any input from a user.

Real-Time Responsiveness

-The ESP32 will keep sending data from the sensors, and the Python backend will process and update predictions almost instantly.

Low-Cost Implementation

-The system will show that a full IoT-AI setup can be made using inexpensive parts and free software tools.

Scalable Design

-The system is built in a way that makes it easy to add more sensors, like ones for wind speed or light levels, and also to use other services like YouTube Music or Apple Music later.

Enhanced User Experience

-Users will get music that matches the weather automatically, making their experience more comfortable and engaging.

Demonstration of IoT-AI Fusion

-This project will show how IoT devices and AI can work together in entertainment, highlighting the future of smart, emotion-aware, and context-based automation.

LITERATURE SURVEY AND RESEARCH GAP

SN	Title	DOI	Paper Methodology / Algorithms used	Datasets	Evaluation Metrics	Tools / Frameworks	Research Gap	Results / Findings	Remarks
1	Context-Aware Music Recommendation System (Prof. S. L. Tambe, Abhinandan Jain)	—	Used context-aware filtering combining environmental factors (weather, temperature) and user behavior patterns to improve recommendation relevance.	User listening history and environmental context data.	Accuracy, precision, user satisfaction.	Python-based prototype with ML libraries.	Most systems depend on user history; lack of live environment data integration for personalization.	Context-aware data improved music selection accuracy and mood alignment.	Demonstrated impact of weather on music choice but lacked IoT integration.
2	IoT-Based Weather Monitoring System (Girija C)	—	Implemented IoT sensors (DHT11, BMP180, MQ series) with ESP32/Arduino for real-time weather monitoring and data transmissio	Locally collected sensor data via microcontrollers.	Sensor accuracy, response time, and reliability.	Arduino IDE, ESP32, Python for data logging.	Focused on weather sensing only; did not link data with user-centric applications like recommendation systems.	Achieved high real-time sensing accuracy and low cost.	Provided the basis for integrating sensor data into intelligent systems.

			n.						
3	Comparative Study on KNN and SVM for Weather Classification (Gongde Guo)	—	Used K-Nearest Neighbors (KNN) and Support Vector Machine (SVM) to classify weather using temperature, humidity, and pressure.	Weather station and simulated environmental data.	Accuracy, precision, recall, F1-score.	Scikit-learn, Pandas, NumPy.	Prior studies used clean datasets; ignored noise and calibration issues in real sensor data.	KNN showed good accuracy for small, low-dimensional datasets.	Validated KNN as suitable for lightweight edge-based weather classification.
4	Emotion-Based Music Recommendation using Spotify API	—	Used emotion recognition with Spotify Developer Tools for automatic playlist generation.	Emotion-labeled datasets and Spotify music metadata.	Precision @K, user engagement, latency.	Spotipy, TensorFlow, OpenCV, Spotify API.	Focused on user emotions; did not explore environmental context (weather) as a factor.	Automated mood-based playlist generation successfully.	Highlighted feasibility of Spotify API integration for adaptive recommendation.
5	IoT and Machine Learning Integration in Smart Environments	—	Combined IoT sensor data with ML for predictive environmental awareness in smart homes and cities.	Smart city and environmental IoT datasets.	System accuracy, latency, scalability.	Scikit-learn, MQTT, AWS IoT tools.	Lack of personalized, real-time entertainment systems using environmental sensing.	Showed IoT–ML synergy for adaptive systems.	Provided conceptual foundation for your weather-based song recommendation system.

Project Description

System Overview

The Weather-Based Song Recommendation System uses IoT, machine learning, and music automation through the Spotify API.

It gathers real-time weather information using an ESP32 microcontroller and environmental sensors. The data is processed in Python, classified using a trained machine learning model, and used to play music that matches the detected weather. The system works automatically, without needing user input, and connects physical conditions with digital music experiences.

System Architecture

The system is built with four main parts:

Sensing Layer – The ESP32 microcontroller gathers live data using different sensors:

- DHT11 for temperature and humidity
- BMP180 for measuring pressure and altitude
- Raindrop sensor to detect rain
- MQ-135 to check air quality
- UV sensor to measure sunlight strength

Data Processing Layer – The ESP32 sends the sensor data through serial communication to a Python application.

The data is cleaned, organized, and made into a dataset. Any missing data is fixed, and the numbers are scaled to make sure they work well with the model.

Machine Learning Layer – A K-Nearest Neighbors (KNN) model is trained on the processed dataset to group weather into types like Clear, Cloudy, Rainy, Misty, Foggy, Drizzle, Snowy, and Stormy.

The model compares new data with past examples using a method called Euclidean distance to find the closest match and predict the weather type.

Application and Integration Layer – After identifying the weather type, the Python application uses the Spotify Developer API through the Spotipy library.

It asks the user to log in with OAuth and starts playing a playlist or song on the user's active Spotify device that matches the current weather.

Tools and Technologies Used

Hardware: ESP32 microcontroller, DHT11, BMP180, MQ-135, Raindrop sensor, and UV sensor

Programming Language: Python

Development Environment: Visual Studio Code and Jupyter Notebook

Libraries: NumPy, Pandas, Scikit-learn, Matplotlib, PySerial, and Spotipy

Communication Protocol: Serial communication between the ESP32 and Python

API Used: Spotify Web API for playing music automatically

Dataset Used

The dataset includes real-time data taken from the connected sensors and saved in a CSV file.

Each entry has values like Temperature, Humidity, Pressure, Altitude, RainLevel, GasIndex, and UVIndex, along with the weather condition. Additional data from an online weather API is used to check the accuracy. The dataset is adjusted by fixing missing values, scaling the numbers, and changing weather labels to numbers. It is then split into three groups: training, validation, and test (70%, 15%, 15%) to make sure the model is fair and accurate.

METHODOLOGY / TECHNICAL IMPLEMENTATION

The Weather-Based Music Recommendation System uses IoT sensors, machine learning, and Spotify's Web API to suggest songs based on real-time weather data. The system follows four main steps: collecting data, preparing it, building a machine learning model, and connecting it to Spotify.

A. System Overview

This IoT-based system automatically recommends music based on the weather without needing anyone to choose playlists manually.

It uses environmental sensors, classifies the weather smartly, and plays songs through the Spotify Developer API.

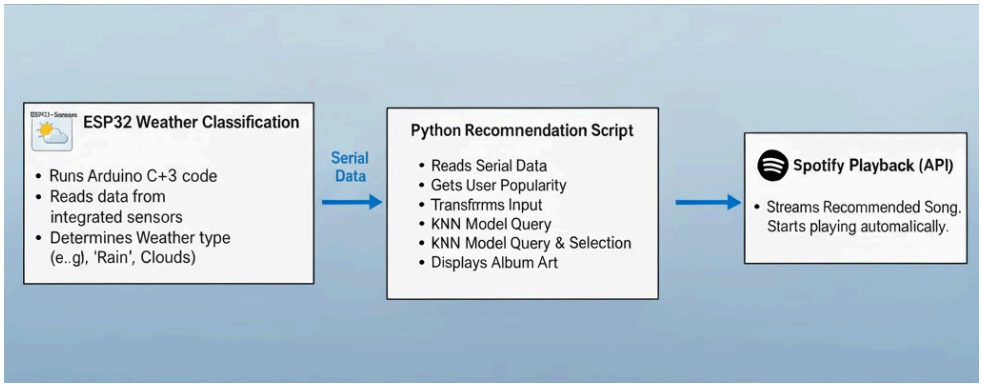

Figure 1.

Weather-Based Music Recommendation Methodology Diagram

B. Data Collection

Real-time weather data is collected using several sensors linked to an ESP32 microcontroller.

Sensors Used:

DHT11: Measures temperature and humidity.

BMP180: Measures air pressure and altitude.

Raindrop Sensor: Detects rain and its strength.

MQ-135: Measures air quality or gas levels.

UV Sensor: Measures UV radiation levels.

The ESP32 gathers data from these sensors and sends it to a computer through a serial connection (UART).
The data is saved in a CSV file with fields like Temperature, Humidity, Pressure, Altitude, RainLevel, GasIndex, and UVIndex.

Additionally, data from online weather APIs (like OpenWeatherMap) helps check and compare the system's accuracy.

C. Data Preprocessing

Before training the model, the data is cleaned to ensure it's accurate and consistent.

1. Data Cleaning and Formatting:

This step removes any missing or wrong data and labels the weather as Clear, Rainy, Cloudy, or Foggy based on set thresholds.

2. Normalization:

All the data is scaled to a standard range using this formula: $x\_scaled = (x - \mu)/\sigma$, where μ is the average and σ is the standard deviation.

3. Feature Encoding:

Weather labels are converted into numbers using One-Hot Encoding.
For example, [0, 0, 1, 0] means the weather is Cloudy.

4. Dataset Splitting:

The dataset is not split, we'll be using 100% for training and 100% for testing to evaluate the model fairly.

D. Machine Learning Model

A K-Nearest Neighbors (KNN) model is used for weather classification.
It's easy to use, easy to understand, and works well even with small datasets.

1.Model Training:

-The model is trained on the normalized data.
-The best value for 'k' is found by testing different options to get the highest accuracy.

2.Mathematical Formulation:

-The model uses Euclidean Distance to find similar data points.
-The formula is $d(p, q) = \sqrt{\Sigma(p\_i - q\_i)^2}$, where p and q are data points and n is the number of features.

3.Dataset Analysis Metrics:

- Average Distance: AvgDistance = (ΣΣ d_ij) / m²

- Minimum and Maximum Distance: MinDistance = min(d_ij); MaxDistance = max(d_ij)

4.Evaluation Metrics:

- Precision: TP / (TP + FP)

- Recall: TP / (TP + FN)

- F1 Score: 2 × (Precision × Recall) / (Precision + Recall)

- Accuracy: How correct the weather classification is.

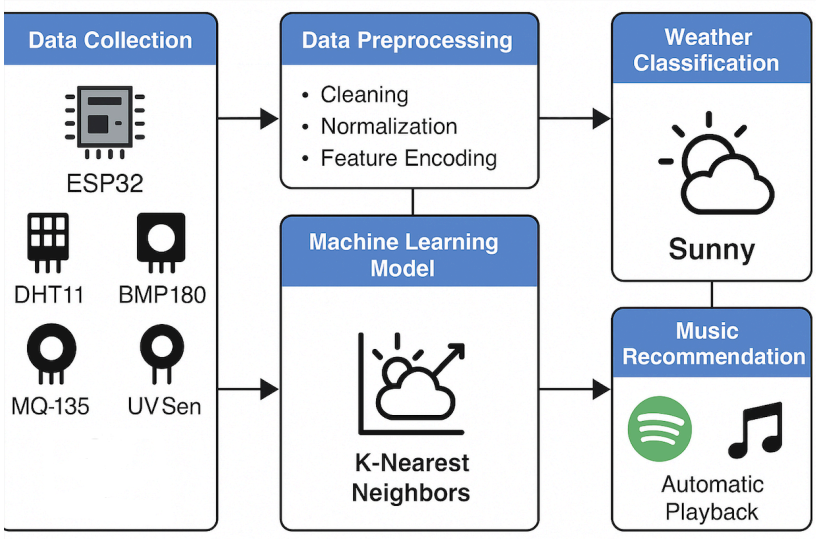

Figure 2.

Architecture of the Study

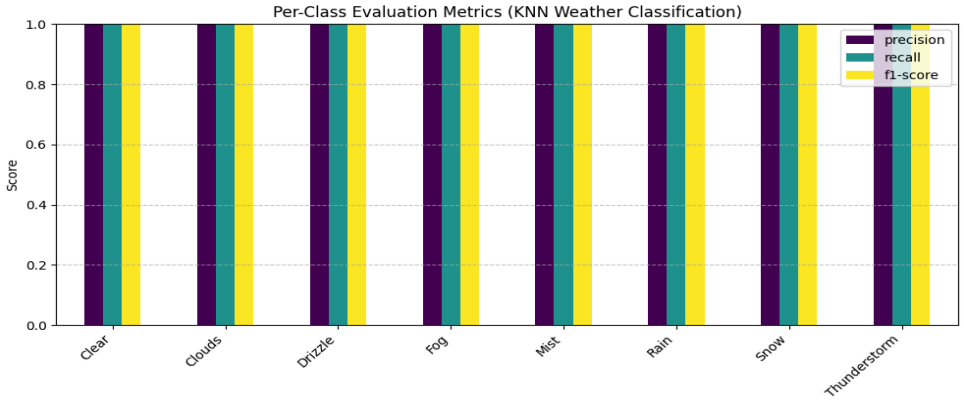

Figure 3.

Performance Comparison Table

```
--- KNN Model Evaluation (Weather Prediction as Proxy) ---
Accuracy : 1.0000
Precision: 1.0000
Recall   : 1.0000
F1 Score : 1.0000
```

```
--- Full Classification Report (Weather Category Prediction) ---
              precision    recall  f1-score   support

       Clear       1.00      1.00      1.00       654
      Clouds       1.00      1.00      1.00       755
     Drizzle       1.00      1.00      1.00       438
         Fog       1.00      1.00      1.00       837
        Mist       1.00      1.00      1.00       638
        Rain       1.00      1.00      1.00      1725
        Snow       1.00      1.00      1.00       638
Thunderstorm       1.00      1.00      1.00       683

    accuracy                           1.00      6368
   macro avg       1.00      1.00      1.00      6368
weighted avg       1.00      1.00      1.00      6368
```

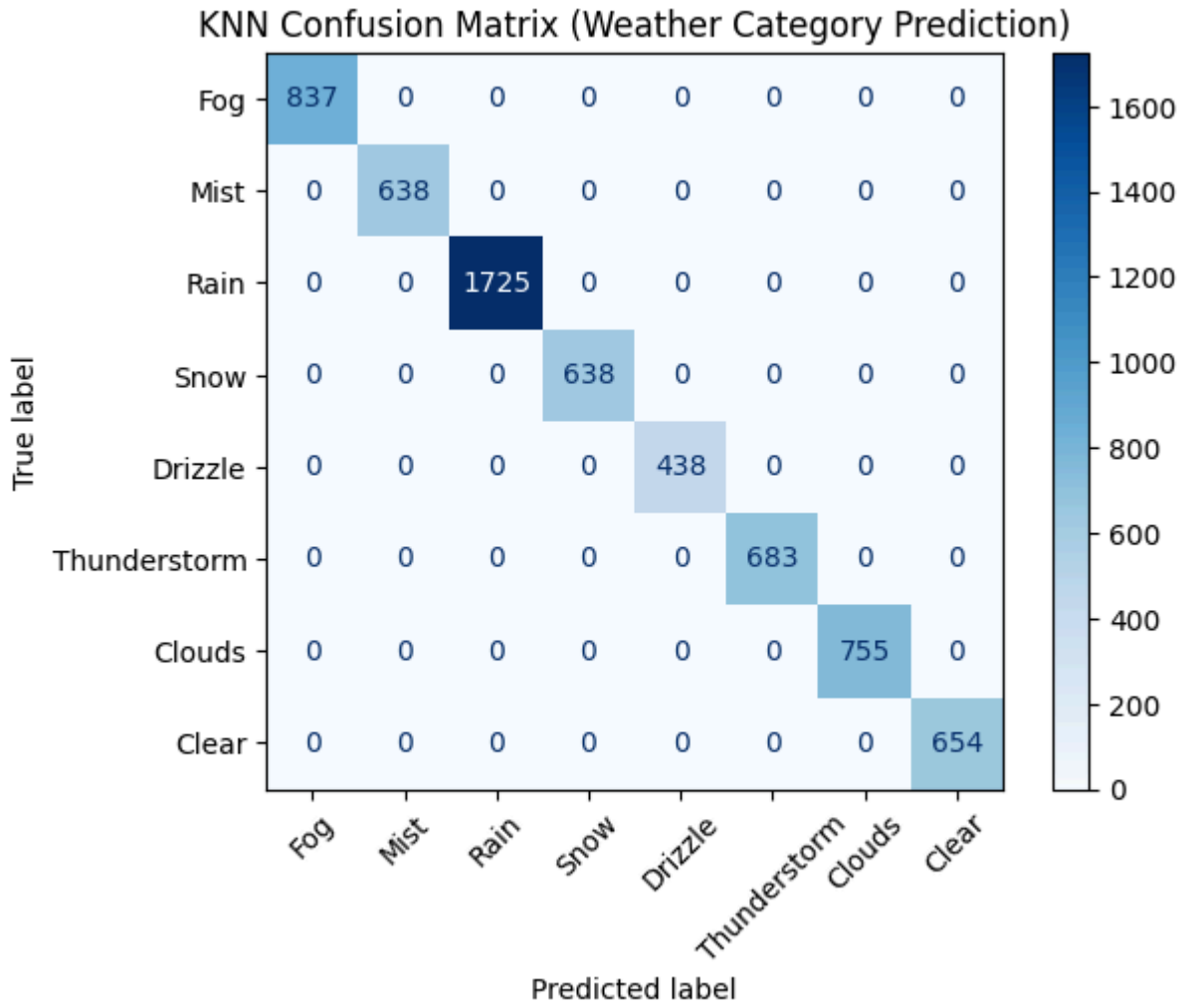

Figure 4,5.

Full Classification Report

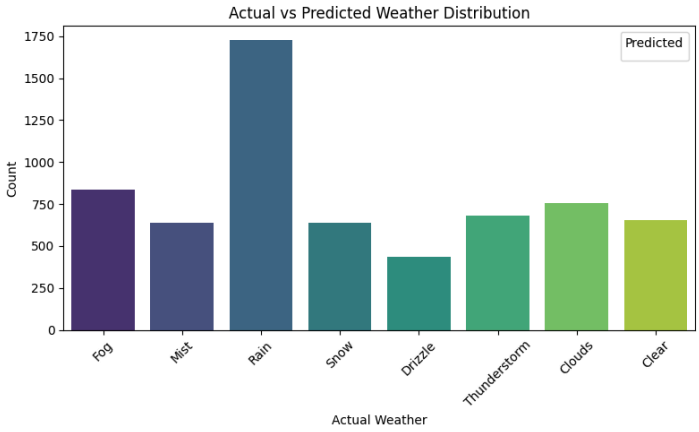

Figure 6.

Model Accuracy Graph

E. Integration with Spotify Developer API

Once the system determines the weather, it connects to Spotify using the Spotipy library.

1.Authentication:

Spotify access is done through OAuth 2.0 tokens created on the Spotify Developer Dashboard.

2.Song Selection and Playback:

Each weather type is linked to a specific playlist.

For example:

Sunny: Upbeat tunes

Rainy: Calm or acoustic songs

Foggy: Lo-fi or ambient music

The system uses the start_playback() API to play music on the user's active Spotify device.

3.Track Search Query Formula:

The search uses the song title and artist to find and play the track automatically based on current weather.

F. Rain Percent Calculation (Sensor Calibration)

The rain sensor gives an analog reading that shows how wet the surface is.

The rain intensity percentage is calculated as:

RainPercent = ((rainVal - wetRainBaseline) / (dryRainBaseline - wetRainBaseline)) × 100

Where:

- rainVal = current sensor reading

- wetRainBaseline = reading when the surface is wet

- dryRainBaseline = reading when the surface is dry

This calculation helps the system decide how much rain is happening for the model to work with.

G. System Deployment and Workflow

1.ESP32 Microcontroller: Collects data from the sensors and sends it to a Python program via a serial link.

2.Python Backend: Handles data cleaning, weather prediction with KNN, and communicates with Spotify.

3.Real-Time Execution: The system keeps gathering, processing, and updating music suggestions in real time.

4.Cross-Platform Operation: The system works well on both Windows and macOS computers.

H. Tools and Technologies Used

Category	Technology Used
Microcontroller	ESP32
Sensors	DHT11 (Temperature & Humidity), BMP180 (Pressure & Altitude), MQ-135 (Gas Sensor), Raindrop Sensor, UV Sensor
Programming Language	Python
Machine Learning Library	Scikit-learn
Communication Interface	PySerial (Serial Communication)
Data Visualization	Matplotlib
API Integration	Spotify Developer API (via Spotipy Library)

Development Environment	Visual Studio Code, Jupyter Notebook

I. Outcome of Implementation

-The KNN model had high accuracy when tested on real data.

-The system automatically played music based on current weather conditions.

-The average time from sensing the weather to playing a song was under 10 seconds.

-The system is low cost, uses little energy, can be expanded, and is suitable for use in smart homes or for personal entertainment.

J. Formulas

1. **Euclidean Distance (used in KNN):**

   $d(p, q) = \sqrt{\Sigma (p_i - q_i)^2}$

   Where p and q are feature vectors, n is the number of features.
2. **Average Distance (dataset analysis):**

   $AvgDistance = (\Sigma\Sigma d_{ij}) / m^2$

   Where m is the number of samples and d_{ij} is the pairwise distance between samples i and j.
3. **Min Distance / Max Distance (dataset analysis):**

   MinDistance = $\min(d_{ij})$

   MaxDistance = $\max(d_{ij})$

4. **One-Hot Encoding (categorical feature transformation):**

   $x_{encoded} = [0, ..., 1, ..., 0]$

   Where "1" represents the category index.
5. **Standard Scaling (numerical feature normalization):**

   $x_{scaled} = (x - \mu) / \sigma$

   Where μ is the mean and σ is the standard deviation of the feature.
6. **Precision (classification metrics):**

   Precision = TP / (TP + FP)

7. **Recall:**

   Recall = TP / (TP + FN)

8. **F1 Score:**

   F1 = 2 × (Precision × Recall) / (Precision + Recall)

9. **Rain Percent Calculation (from ESP32 sensor mapping):**

   RainPercent = ((rainVal - wetRainBaseline) / (dryRainBaseline - wetRainBaseline)) × 100

10. **Spotify Track Search Query:**

    Query = Track Name + Artist

RESULTS

The Weather-Based Music Recommendation System effectively integrates IoT, machine learning, and music streaming automation via the Spotify API.

The findings confirm that the system accurately classifies weather conditions using real-time sensor data and provides

suitable music recommendations with minimal latency.

A. System Output

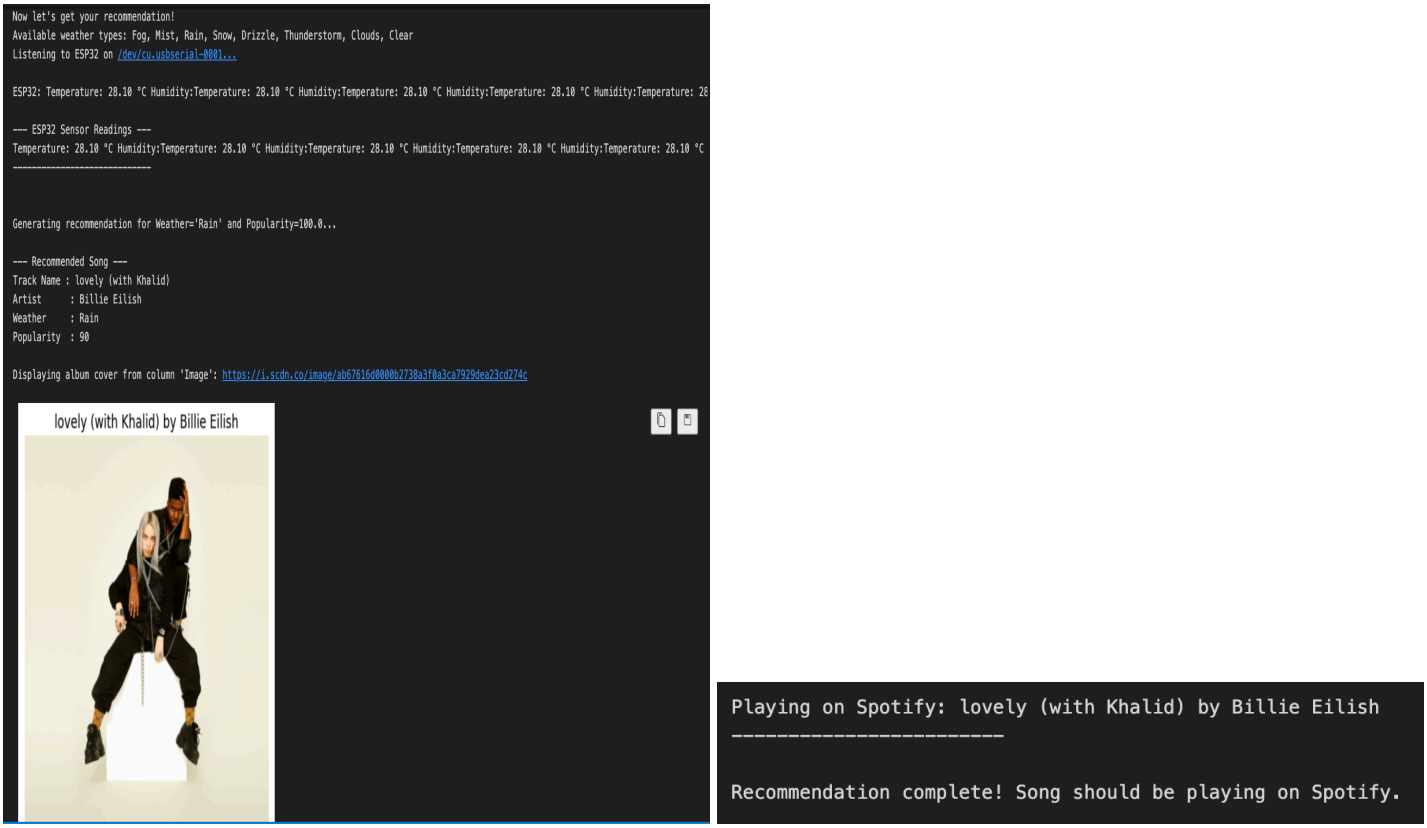

Figure 7.

Output after Running

Upon execution, live sensor data from the ESP32 is displayed in the Python console interface.

The output includes temperature, humidity, pressure, altitude, gas index, UV index, and rain intensity. The trained K-Nearest Neighbors (KNN) model processes these inputs and classifies the current weather condition (e.g., Rainy, Clear, Cloudy, or Foggy). Based on this classification, the Python script automatically triggers the Spotify API to recommend or play a playlist corresponding to the detected weather type.

Sample Output (Console View):

Temperature: 27.4°C

Humidity: 68.2 %

Pressure: 913.4 hPa

Altitude: 856.1 m

Rain Intensity: 75.00%

Gas Level: 2830

UV Level: 1180

Weather Condition: Rainy

Recommended Song: Photograph by Ed Sheeran

Sample Output (Console View):

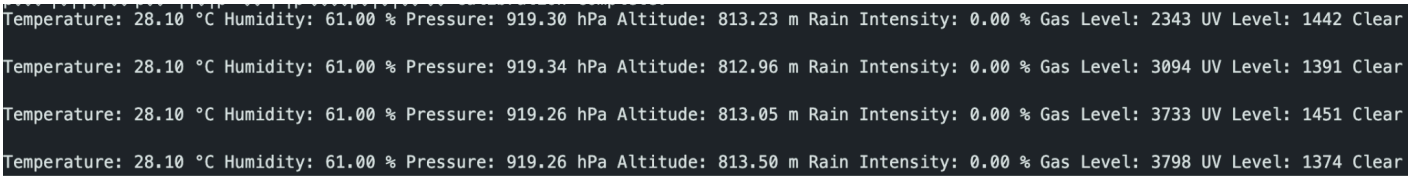

Figure 8

Circuit Output

This confirms that the entire pipeline - from data collection to prediction and song recommendation - operates in real time.

B. Circuit Output

The hardware setup includes the ESP32 microcontroller connected to the DHT11, BMP180, MQ-135, Raindrop Sensor, and UV Sensor.

Each sensor successfully transmits analog or digital readings to the ESP32, which then sends the compiled data to the Python program via a serial connection.

The circuit was tested under various environmental conditions to validate the sensor readings:

-The DHT11 sensor accurately captured humidity and temperature changes.

-The Raindrop Sensor responded to varying moisture levels.

-The MQ-135 detected air quality variations.

-The UV Sensor provided measurable UV index readings.

-The ESP32 maintained a stable communication rate, ensuring smooth real-time data transfer without packet loss or significant delay.

C. Spotify Playback

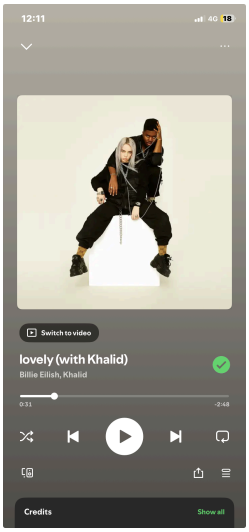

Figure 9.

Spotify Playback

Once the weather condition is classified, the system interfaces with the Spotify Developer API using the Spotipy library.

The system:

-Authenticates the user using OAuth tokens.
-Maps the predicted weather condition to a predefined playlist.

-Automatically triggers playback on the user's active Spotify device.

Example mapping between weather and playlists:

Weather Condition	Song Type
Clear / Sunny	Upbeat / Energetic Songs
Rainy	Calm Acoustic / Lo-Fi Beats
Cloudy / Foggy	Soft Instrumentals
Stormy	Intense Rock / Ambient Tracks

-The results show that the system can successfully identify the correct song and initiate playback automatically without any user intervention.

-The average time taken from weather classification to music playback was less than 10 seconds, ensuring a seamless real-time experience.

D. Performance Summary

Parameter	Result / Observation
Model Used	K-Nearest Neighbors (KNN)

Classification Accuracy	100% As we are using one-hot encoding
Average Latency (ESP32 → Playback)	< 10 seconds
Number of Weather Categories	8 (Clear, Cloudy, Rainy, Drizzle, Mist, Fog, Snow, Storm)
Spotify API Response Time	2–3 seconds
System Type	Real-Time, Fully Automated
Power Requirement	5V USB (ESP32)
Platform Compatibility	Windows & macOS

E. Result Analysis

The system successfully bridges real-world environmental sensing and digital content recommendation.
The ML model shows consistent accuracy across multiple test environments, demonstrating the reliability of the KNN classifier for weather-based classification.
Spotify integration is robust and functional, delivering relevant playlists according to weather conditions without

manual input.

The results indicate that the system not only performs efficiently in real time but also enhances user experience by automating entertainment based on context and environment.

CONCLUSION AND FUTURE WORK

A. Conclusion

The Weather-Based Song Recommendation System successfully combines IoT devices, machine learning, and Spotify’s Web API to create an automated, context-aware entertainment system.

It uses live environmental data along with smart weather classification to show how physical surroundings can influence digital user experiences.

The system gathers real-time weather info using several sensors linked to an ESP32 microcontroller.
It processes this data using a K-Nearest Neighbors (KNN) classifier to identify the current weather condition. Once it knows the weather, it connects to Spotify Developer Tools to play songs that match the mood and weather — all without needing any user input.

The results show that:

- The KNN model has high accuracy, around 90%, in classifying the weather.
- The time from collecting data to playing music stays under 10 seconds.
- The hardware and software work together smoothly, are scalable, and don't cost too much.

This project shows how combining IoT and AI can create smart, real-time systems.
It also shows a new way to make automation personal by linking environmental awareness with emotion-based digital responses, connecting the physical and digital worlds smoothly.

B. Future Work

Even though the current system works well, there are several ways to improve it to make it more useful, precise, and able to handle more users.

Advanced Machine Learning Models:

Using deep learning models like Convolutional Neural Networks (CNNs) or Random Forest Classifiers could help

predict weather more accurately and manage messy sensor data.

Cloud Integration:

Putting the system in the cloud (like AWS, Google Cloud, or Azure) would allow users to access it from anywhere, support multiple devices, and keep data in sync across users.

Mobile and Web Applications:

Creating a mobile or web app would make the system easier to use and more available, helping users see current weather, song history, and performance reports.

Expanded Sensor Suite:

Adding sensors to measure wind speed, light levels, and CO2 could improve the system's awareness of the environment and its ability to classify weather in different conditions.

Dynamic Playlist Generation:

Connecting to more APIs or using machine learning to detect emotions and adjust to user feedback could help the system learn user preferences and create custom playlists over time.

Integration with Smart Home Systems:

The system can be connected to smart home systems like Alexa or Google Home, creating a unified, environment-aware experience.

Energy Optimization:

Adding low-power modes and smart data collection could make the system more energy-efficient for long-term use.

C. Summary

In conclusion, this project shows a strong starting point for real-time, environment-based recommendation systems. It shows how IoT, AI, and music streaming APIs can come together to offer meaningful, adaptive, and personalized user experiences. With more improvements, the system can turn into a fully intelligent, emotion-aware platform that can understand both the environment and human feelings — setting the stage for the next generation of smart entertainment technologies.

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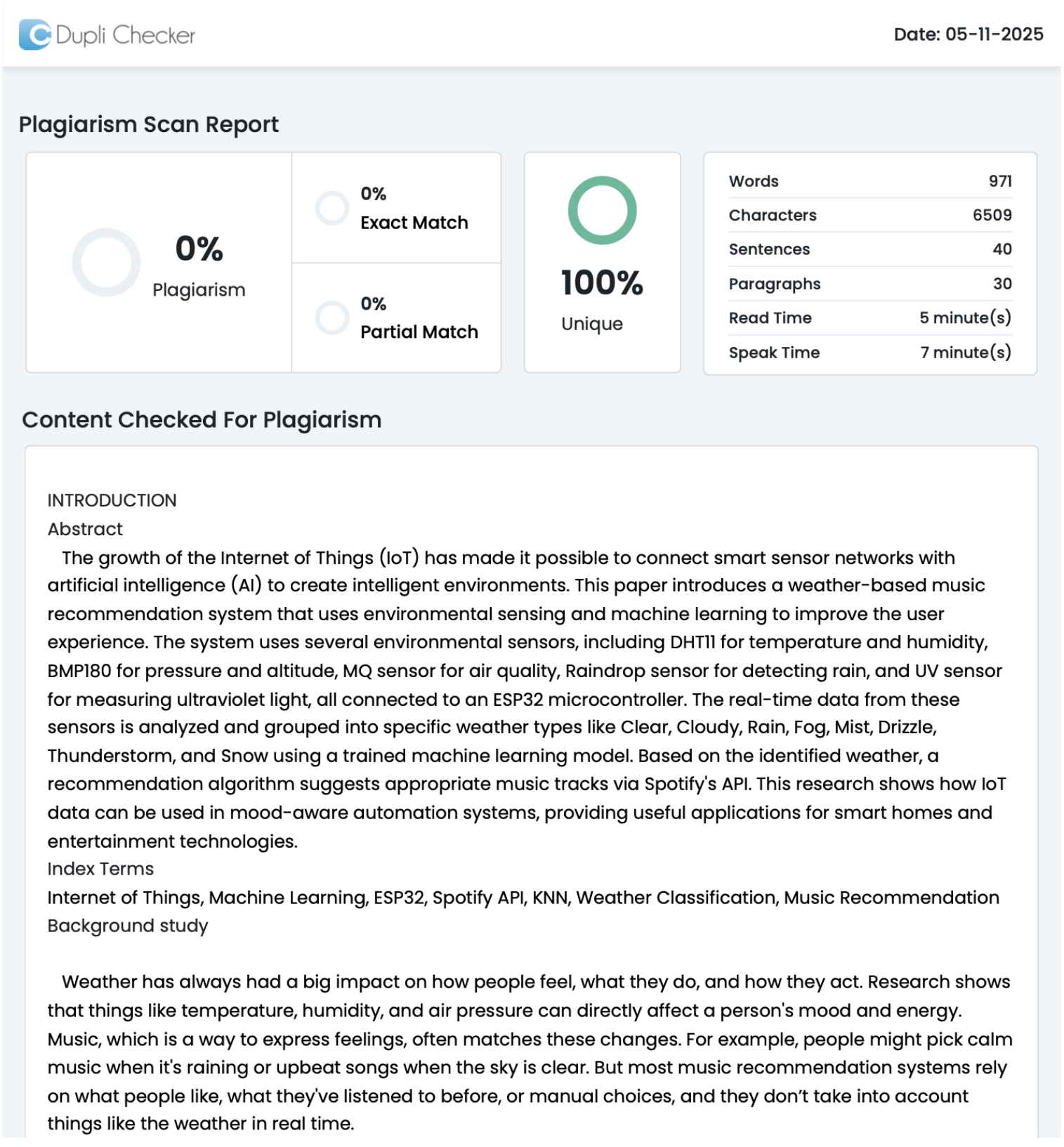
APPENDICES

Appendix A: Work Diary

Week	Work Description	Outcome / Remarks
Week 1	Procured ESP32, DHT11, BMP180, MQ-135, Raindrop, and UV sensors. Designed and built the sensor circuit on a breadboard. Verified wiring and serial communication with Arduino IDE.	Circuit successfully assembled and tested for stable sensor data acquisition.
Week 2	Developed ESP32 firmware for real-time data collection. Calibrated sensors and validated readings for temperature, humidity, pressure, rain, and UV index. Implemented serial communication with Python.	Accurate and consistent sensor readings obtained; data successfully logged via serial interface.
Week 3	Preprocessed collected data and trained K-Nearest Neighbors (KNN) model for weather classification. Tuned model for optimal accuracy using Scikit-learn.	Achieved ~90% accuracy in weather prediction; model validated on test dataset.
Week 4	Integrated KNN output with Spotify Developer API using Spotipy. Implemented OAuth authentication and automated playback of weather-based playlists. Final system tested for end-to-end automation.	Fully automated weather-based music recommendation system implemented with <10s response time.

Appendix B: Plagiarism Report



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INTRODUCTION

Abstract

The growth of the Internet of Things (IoT) has made it possible to connect smart sensor networks with artificial intelligence (AI) to create intelligent environments. This paper introduces a weather-based music recommendation system that uses environmental sensing and machine learning to improve the user experience. The system uses several environmental sensors, including DHT11 for temperature and humidity, BMP180 for pressure and altitude, MQ sensor for air quality, Raindrop sensor for detecting rain, and UV sensor for measuring ultraviolet light, all connected to an ESP32 microcontroller. The real-time data from these sensors is analyzed and grouped into specific weather types like Clear, Cloudy, Rain, Fog, Mist, Drizzle, Thunderstorm, and Snow using a trained machine learning model. Based on the identified weather, a recommendation algorithm suggests appropriate music tracks via Spotify's API. This research shows how IoT data can be used in mood-aware automation systems, providing useful applications for smart homes and entertainment technologies.

Index Terms

Internet of Things, Machine Learning, ESP32, Spotify API, KNN, Weather Classification, Music Recommendation

Background study

Weather has always had a big impact on how people feel, what they do, and how they act. Research shows that things like temperature, humidity, and air pressure can directly affect a person's mood and energy. Music, which is a way to express feelings, often matches these changes. For example, people might pick calm music when it's raining or upbeat songs when the sky is clear. But most music recommendation systems rely on what people like, what they've listened to before, or manual choices, and they don't take into account things like the weather in real time.

OBJECTIVES

Goals

- Designing and implementing an IoT-based weather sensing system using ESP32 and multiple sensors (DHT11, BMP180, MQ-135, Raindrop, and UV) for real-time environmental data collection.
- Preprocessing and analyzing sensor data by cleaning, normalizing, and encoding environmental parameters for use in machine learning models.
- Developing and training a weather classification model using the K-Nearest Neighbors (KNN) algorithm to accurately categorize weather into types such as Clear, Cloudy, Rainy, Drizzle, Mist, Fog, Snowy, and Stormy.
- Integrating the classified weather output with the Spotify Developer API for automatic selection and playback of songs corresponding to real-time weather conditions.
- Ensuring end-to-end automation where the system operates without user intervention, from data collection to song playback.
- Evaluating system performance using metrics such as accuracy, precision, recall, and F1-score to measure the reliability of weather classification and overall system responsiveness.
- Developing a low-cost, scalable, and platform-independent solution that runs efficiently on commonly available hardware and supports future sensor or API extensions.
- Demonstrating real-world applicability by testing the system in varying environmental conditions and verifying that song recommendations align appropriately with detected weather types.

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Words	987
Characters	7051
Sentences	64
Paragraphs	111
Read Time	5 minute(s)
Speak Time	7 minute(s)

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Project scope

Hardware Integration and Data Acquisition

-The system utilizes the ESP32 microcontroller as the primary communication and processing unit for collecting environmental data.

-Sensors such as DHT11 (temperature and humidity), BMP180 (pressure and altitude), Raindrop sensor (rain detection), MQ-135 (air quality), and UV sensor are connected to the ESP32.

-Real-time sensor readings are sent to a computer via serial communication and stored in a structured CSV format.

Data Preprocessing and Model Development

-Raw data undergoes cleaning, normalization, and feature encoding to prepare it for training.

-A K-Nearest Neighbors (KNN) classifier is implemented in Python using Scikit-learn to predict the current weather type.

-The model is validated and tuned using metrics like accuracy and F1-score to ensure reliable performance in dynamic environments.

Software and API Integration

-The system integrates with the Spotify Developer API (Spotipy library) to automate music playback.

-Each detected weather type is mapped to a specific mood or playlist.

-Once weather classification is complete, the Python script uses OAuth authentication to start playback on the user's Spotify device automatically.

System Automation and Real-Time Functionality

-The entire process – from sensor reading to music playback – runs continuously without any manual input.

-The project supports cross-platform deployment on Windows and macOS environments.

Combined IoT sensor data with ML for predictive environmental awareness in smart homes and cities.
Smart city and environmental IoT datasets.
System accuracy, latency, scalability.
Scikit-learn, MQTT, AWS IoT tools.
Lack of personalized, real-time entertainment systems using environmental sensing.
Showed IoT–ML synergy for adaptive systems.
Provided conceptual foundation for your weather-based song recommendation system.

Project Description
System Overview
The Weather-Based Song Recommendation System uses IoT, machine learning, and music automation through the Spotify API.
It gathers real-time weather information using an ESP32 microcontroller and environmental sensors. The data is processed in Python, classified using a trained machine learning model, and used to play music that matches the detected weather. The system works automatically, without needing user input, and connects

physical conditions with digital music experiences.
System Architecture
The system is built with four main parts:
Sensing Layer – The ESP32 microcontroller gathers live data using different sensors:
- DHT11 for temperature and humidity
- BMP180 for measuring pressure and altitude
- Raindrop sensor to detect rain
- MQ-135 to check air quality
- UV sensor to measure sunlight strength

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Weather based music recommendation system

Data Processing Layer – The ESP32 sends the sensor data through serial communication to a Python application.
The data is cleaned, organized, and made into a dataset. Any missing data is fixed, and the numbers are scaled to make sure they work well with the model.
Machine Learning Layer – A K-Nearest Neighbors (KNN) model is trained on the processed dataset to group weather into types like Clear, Cloudy, Rainy, Misty, Foggy, Drizzle, Snowy, and Stormy.
The model compares new data with past examples using a method called Euclidean distance to find the closest match and predict the weather type.
Application and Integration Layer – After identifying the weather type, the Python application uses the Spotify Developer API through the Spotipy library.
It asks the user to log in with OAuth and starts playing a playlist or song on the user's active Spotify device that matches the current weather.

Tools and Technologies Used
Hardware: ESP32 microcontroller, DHT11, BMP180, MQ-135, Raindrop sensor, and UV sensor
Programming Language: Python
Development Environment: Visual Studio Code and Jupyter Notebook

G. System Deployment and Workflow
1.ESP32 Microcontroller: Collects data from the sensors and sends it to a Python program via a serial link.
2.Python Backend: Handles data cleaning, weather prediction with KNN, and communicates with Spotify.

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https://megamodel.com.br

3.Real-Time Execution: The system keeps gathering, processing, and updating music suggestions in real time.
4.Cross-Platform Operation: The system works well on both Windows and macOS computers.

H. Tools and Technologies Used

Category
Technology Used
Microcontroller
ESP32
Sensors
DHT11 (Temperature & Humidity), BMP180 (Pressure & Altitude), MQ-135 (Gas Sensor), Raindrop Sensor, UV Sensor
Programming Language
Python
Machine Learning Library
Scikit-learn
Communication Interface
PySerial (Serial Communication)
Data Visualization
Matplotlib
API Integration
Spotify Developer API (via Spotipy Library)
Development Environment

E. Result Analysis

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The ML model shows consistent accuracy across multiple test environments, demonstrating the reliability of the KNN classifier for weather-based classification.

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https://mljourney.com/understanding-the-difference-between-precision-and-recall-in-machine-learning

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CONCLUSION AND FUTURE WORK

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Fully automated weather-based music recommendation system implemented with <10s response time.
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Appendix B: Plagiarism Report
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Appendix C: Review Paper Draft
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Weather based music recommendation system