# Anatomy of a song

Alex & Inès

Can lyrics define a music genre?





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01

Introduction

# Musical Characteristics



Introduction

## **Musical Characteristics**

Нір Нор

- Heavy bassline
- Flow
- 85 115 BPM

Rock

- Strong beat
- Screaming or
  - shouting
- 110 140 BPM

Pop

- Simple melody
- Rhythms made to
  - dance
- 100 130 BPM

# Lyrical Characteristics



Introduction

# **Lyrical Characteristics**

Нір Нор

- Poverty
- Violence
- Women

Rock

- Drug
- Intimacy
- Rebellion &

Freedom

Pop

- Love
- Friendship
- Empowerment



02

# **Data Preparation**

# Data Set



## **Dataset**

#### Where?

- Found on Kaggle
- Based off data scraped from a Brazilian music portal (<u>Vagalume</u>)

#### What?

- 6 music genres
- 2 main languages
- 3242 artists
- 209522 songs

# Data Cleaning & Processing



# **Data cleaning**

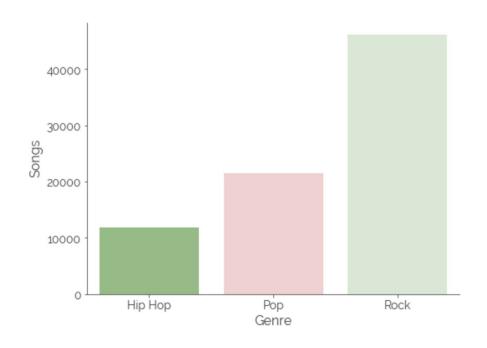
- Songs in English
- 3 genres: Hip Hop, Pop and Rock
- Artists with a single main genre
- 79452 songs



## **Genre Repartition**

- Hip Hop ~ 15 %
- Pop ~ 27 %
- Rock ~ 58 %

The dataset is unbalanced, in favour of Rock songs.



# **Natural Language Processing**

- Remove and keep track of trailing apostrophes (eg. tryin')
- Remove any brackets and its content (eg. [Chorus])
- Remove multiple letters (eg. yeeeaaah -> yeah)
- Basic cleaning
- Stemming / Lemmatization
- Words vectorization



# Hip Hop

- Most common words in Hip Hop music
- Does not include the top 200 words in Pop and Rock
- Top 10 words include: explicit words, hit, cuz'
- 8 of the top 10 words are explicit



## Pop

- Most common words in Pop music
- Does not include the top 200 words in Hip Hop and Rock
- Top 10 words include: kiss, touch, beautiful, hurt



## Rock

- Most common words in Rock music
- Does not include the top 200 words in Hip Hop and Pop
- Top 10 words include: dead, alive, woman, child



# Average number of words

Music Genre Average number of words

All	123	
Нір Нор	233	
Рор	124	
Rock	94	

In average, Hip Hop lyrics have:

- 190 % more words than Pop lyrics
- 250 % more words than Rock lyrics

Rock lyrics have 25 % fewer lyrics than average

### **Feature Enrichment**

#### Top Ten Words

- 3 binary markers
- 1 for each genre
- Marker = 1 if any word from the 10 most common words for each genre is present in the lyrics.

### Trailing Apostrophe

- Track how many there are per song
- In average, 5 times more trailing apostrophes in Hip Hop songs



03

# Modelling

# Basic models



Basic Models 2

## **Random Forest**

- GridSearch to find best hyper parameters
- 99 % accuracy on the training test
- Only 75 % accuracy on the testing set
- Overfitting suspected



# **Logistic Regression - Model Selection**

#### Stemmer

- Porter
- Snowball
- Lancaster

#### Solver

- Limited-memory BFGS (default)
- Newton CG
- SAGA

#### Penalizer

- L1
- L2 (default)
- Elastic Net

Basic Models

# **Logistic Regression - Results**

- 76 % accuracy on the training set
- 74 % accuracy on the testing set
- 61% of the misclassified songs were Pop songs





## Sequences

What is a sequential approach to text transformation?

#### Advantages:

- Interpretability
- Count and evidence
- Streamline ease

## **RNN**

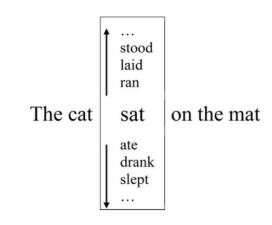
#### What is RNN?

- Type of NN exhibiting dynamic, bidirectional behaviour where nodes can exchange information back and forth to reinforce learning.
- Requires maintaining logs of past epochs in order to travel back 'in time'.

#### Why RNN?

• Why not Word2Vec, N-grams, Skip-grams?

There is no *context* to this sentence



# Multiple Layer Perceptron (MLP)

What is *SLP*? - Single Layer Perceptron Neural Network

- Simplest form of NN: One input, one output and one hidden layer.
- Implicit forward propagation in its basic format
- Limited choices for activation and other hyperparameters

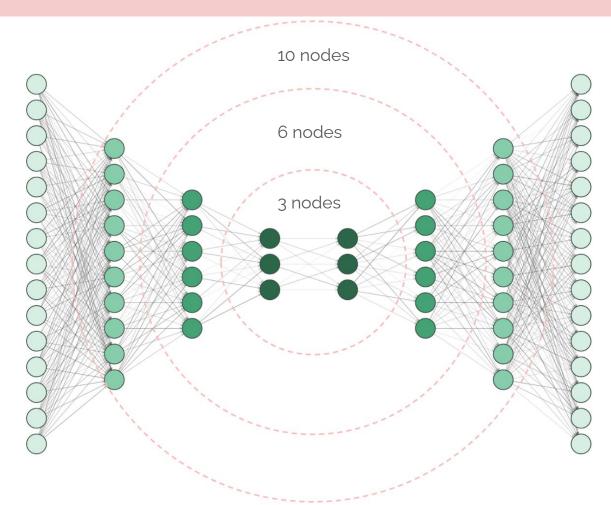
**MLP** = More layers!

- Free choice of architecture
- Multiple hyperparameter possibilities
- Different activations for each layer

## **MLP - parameters**

#### Hyperparameter selection:

- Activation function:
  - ReLu (Rectified Linear Unit): f(x) = max(o,x)
  - Logistic: f(x) = 1/(1+exp(-x))
  - Tanh: f(x) = tanh(x)
- 2. Learning rate Constant, adaptive, inverse
- 3. Solver Adam, LBFGS
- 4. Architecture symmetrical, inverse symmetrical (AE-like), stiff, diverse, randomized, ...



# **Data formatting**

Format required: NxM array

Problem: Not all songs have the same number of words!

#### Solution:

- Use only songs with a number of words above a chosen threshold, M.
  - For those songs, use only the first M words.

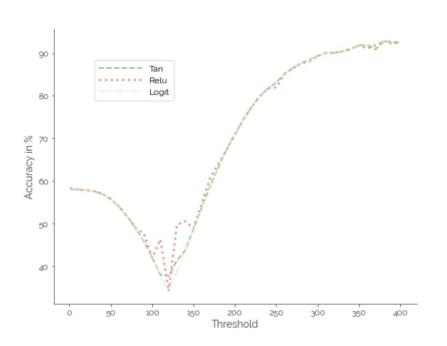
Result: We generate a performance spectrum based on the choice of thresholds.

```
    08
    02
    22
    97
    38
    15
    00
    40
    00
    75
    04
    05
    07
    78
    52
    12
    50
    77
    91
    08
    49
    49
    99
    40
    17
    81
    18
    57
    60
    87
    17
    40
    98
    43
    69
    48
    04
    56
    62
    00

    81
    49
    31
    73
    55
    79
    14
    29
    37
    14
    67
    53
    88
    30
    03
    49
    13
    36
    65

    52
    70
    95
    23
    04
    61
    14
    29
    24
    68
    56
    01
    32
    56
    71
    37
    02
    36
    91
    22
    40
    40
    28
    63
    31
    38
    40
    67
    59
    54
    70
    66
    18
    38
    64
    70
    40
    28
    8
    30
    88</td
```

## Performance analysis across thresholds

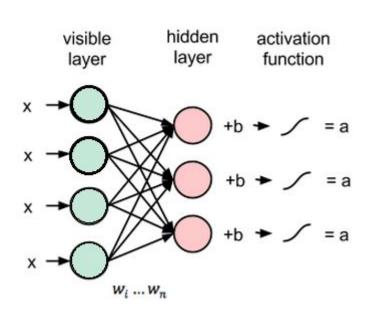


#### Behaviour:

- Constant ~58% until roughly M=7-8.
- Drop to minimum of ~36% accuracy at around M=120.
- Spike increase up to ~82% accuracy until the M=260 mark.
- Slower, continuous increase to maximum recorded of ~92% around M= 380 - 400
  Why? More <u>here.</u>

## Results

- MLP performs best on larger songs
- The model can be improved using <u>more data</u>.
- Other possible models:
  - RBM: Useful in both topic modelling and classification
  - Note: NO topic modelling.





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# Conclusion



# **Models Improvement**

#### Feature Enrichment

Check for same words repetition within lyrics

#### Logistic Regression

Error analysis: 61% of the misclassified songs were pop songs

#### Neural Networks

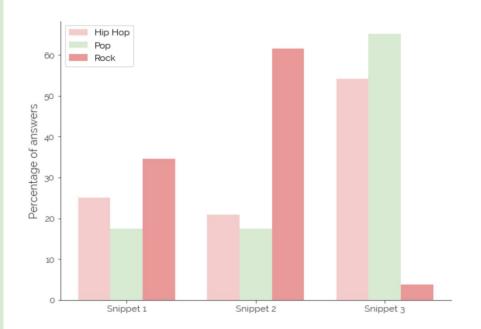
More data



# **Demonstration**



# Did you beat the machine?





# Thank you