

# Musical Carbon Dating

## A Regression Analysis of Music Evolution (1960–2020)

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University Statistical Analysis Project

December 18, 2025

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# The Research Question

## The Arrow of Time

*"Can we define the 'Arrow of Time' for music using only audio signal properties?"*

**Objective:** To quantify the evolution of musical production styles from 1960 to 2020 using Regression Analysis.

### Why it matters:

- **Commercial:** Recommendation systems (Spotify) need to understand "vintage" vs "modern" aesthetics beyond just metadata.
- **Cultural:** Quantifying the impact of the Digital Revolution (1999).

# The Dataset

**Source:** Spotify 600k Tracks Dataset.

## Filtering Criteria:

- Year:  $1960 \leq T \leq 2020$ .
- Popularity > 30 (Focus on culturally relevant tracks).
- Cleaned  $N = 250,971$ .

**Source:** Yamac Eren Ay (Kaggle, 2021)

## Features ( $p = 13$ ):

- **Physical:** loudness, tempo, duration.
- **Perceptual:** acousticness, energy, valence.
- **Musical:** key, mode.

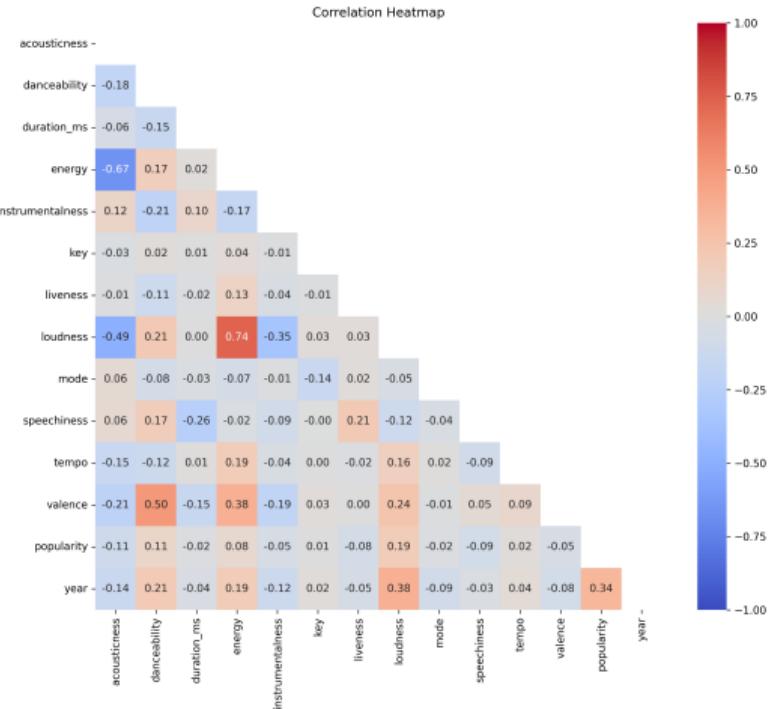


Figure: Feature Correlation Matrix (Note  $r_{loud,energy} \approx 0.7$ )

## Phase II: Simple Linear Regression (The "Loudness War")

We started with a single predictor: **Loudness**.

$$y_i = \beta_0 + \beta_{loud}x_{i,loud} + \varepsilon_i$$

### Result

- $R^2 = 0.144$ .
- $t\text{-statistic} = 183.7$  ( $p < 0.001$ ).
- **Interpretation:** Music has gotten significantly louder over time (+1.2 years per dB).

# Phase III: Multiple Linear Regression (MLR)

We expanded to the Full Model ( $p = 13$ ):

$$\mathbf{y} = \mathbf{X}\boldsymbol{\beta} + \boldsymbol{\epsilon}$$

## Model Performance:

- $R^2 = 0.296$ .
- Test RMSE  $\approx 12.06$  years.

## Key Insights:

- Acousticness: Strong negative trend ( $\beta \approx -2.8$ ).
- Danceability: Positive trend ( $\beta \approx +22$ ).

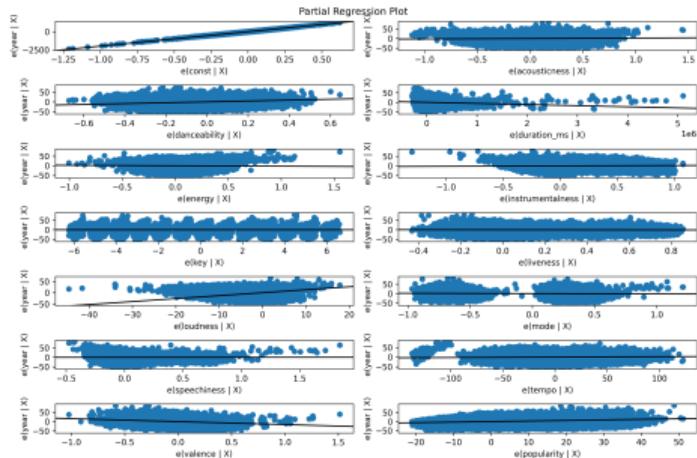


Figure: Partial Regression: Acousticness

## Phase IV: Diagnostics Overview

We rigorously tested the Gauss-Markov assumptions.

| Assumption        | Test Used                      | Outcome                 |
|-------------------|--------------------------------|-------------------------|
| Linearity         | Partial F-Test ( $x_{dur}^2$ ) | Reject ( $F = 304.7$ )  |
| Homoscedasticity  | Breusch-Pagan                  | Reject ( $LM = 19391$ ) |
| Multicollinearity | VIF Score                      | Pass (Max < 4.0)        |

Table: Diagnostic Summary

# Residual Analysis: Boundedness & Heterogeneity

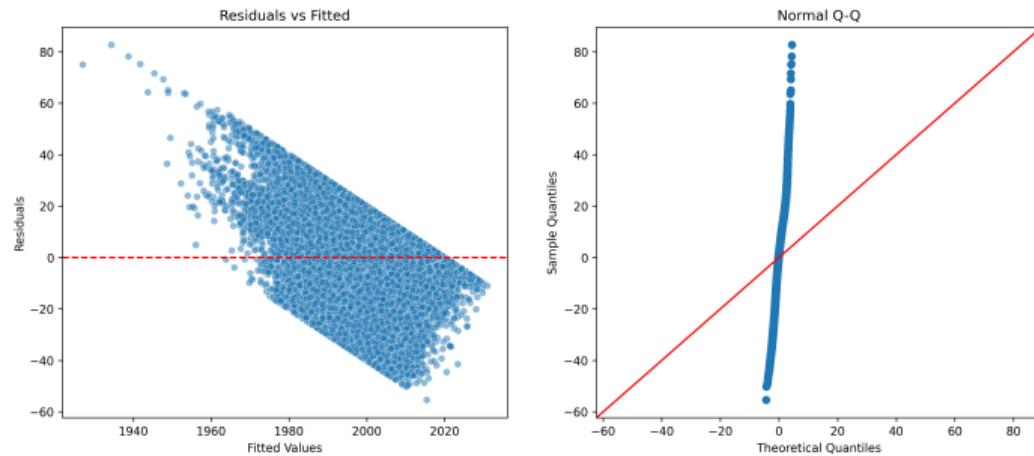


Figure: Residuals vs Fitted (Note the diagonal boundaries)

## Boundedness Artifacts:

- $Y \in [1960, 2020]$  creates diagonal ceilings/floors ( $e = y - \hat{y}$ ).
- Prediction space compressed at boundaries.

## Heavy Tails (Q-Q Plot):

- Non-normal errors  $\neq$  Model failure.
- Indicates **Stylistic Heterogeneity** (Retro/Futuristic outliers).

*Remedy:* Robustness via CLT ( $N = 250k$ ). Non-normality justifies the **Nostalgia Index**.

## Phase VI: The Digital Revolution

We hypothesized a structural break at  $T = 1999$  (Napster & ProTools Era).

$$y_i = \mathbf{x}_i^\top \boldsymbol{\beta} + \delta D_i + D_i(\mathbf{x}_i^\top \boldsymbol{\gamma}) + \varepsilon_i$$

where  $D_i = \mathbb{I}(Year \geq 1999)$ .

### Explanatory Result

- **$R^2$  Variance Explained:**  $0.296 \rightarrow 0.734$  (Explanatory).
- **Interpretation:** This reflects the model's ability to fit the data once the "Digital Era" is accounted for.
- **Conclusion:** The mechanism of music creation fundamentally changed in 1999.

# The "Scissor Effect" (Interaction)

## Acousticness Coefficient Flip:

- **Pre-1999:**  $\beta \approx -2.8$  (Folk/Rock era).
- **Post-1999:**  $\beta + \gamma \approx +0.9$ .
- **Meaning:** In the digital era, acoustic elements became a stylistic choice (e.g., "Unplugged") rather than a technological limitation.

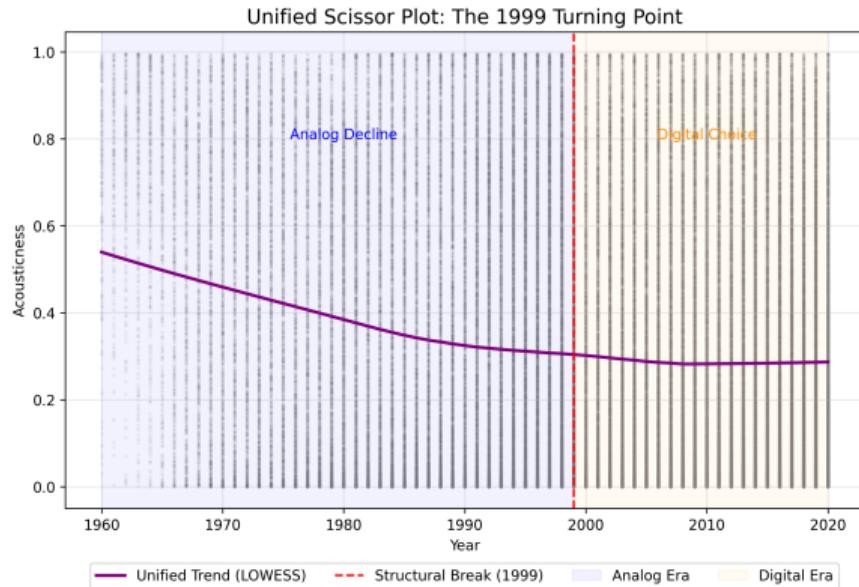


Figure: Unified Scissor Plot: LOWESS Trend

## Phase V: Seeking Parsimony

We compared algorithms to select the optimal feature set.

| Method       | Criterion     | Features | Verdict          |
|--------------|---------------|----------|------------------|
| Full Model   | None          | 13       | Baseline         |
| <b>LASSO</b> | $L_1$ Penalty | 12       | <b>Preferred</b> |
| Stepwise     | AIC           | 11       | Too aggressive   |

**Outcome:** We retained complex features like Instrumentalness and Speechiness as they carry era-specific signal (e.g., Solos vs Rap).

# The "Nostalgia Index"

We propose a **Retro Detector** metric:

$$\mathcal{N}_i = \hat{y}_{blind} - y_{actual}$$

- $\mathcal{N} \ll 0$ : Song sounds older than it is ("Retro").
- $\mathcal{N} \gg 0$ : Song sounds futuristic ("Avant-garde").

| Song                        | Actual | Pred   | $\Delta$ (Yrs) | Vibe      |
|-----------------------------|--------|--------|----------------|-----------|
| The Weeknd - <i>Echoes</i>  | 2012   | 1993.1 | -18.9          | 90s R&B   |
| Mark Ronson - <i>Uptown</i> | 2015   | 2013.1 | -1.9           | Retro-ish |
| Dua Lipa - <i>Physical</i>  | 2020   | 2009.0 | -11.0          | 80s Synth |

Table: Verified Predictions on Test Set

# Visualizing Prediction Accuracy

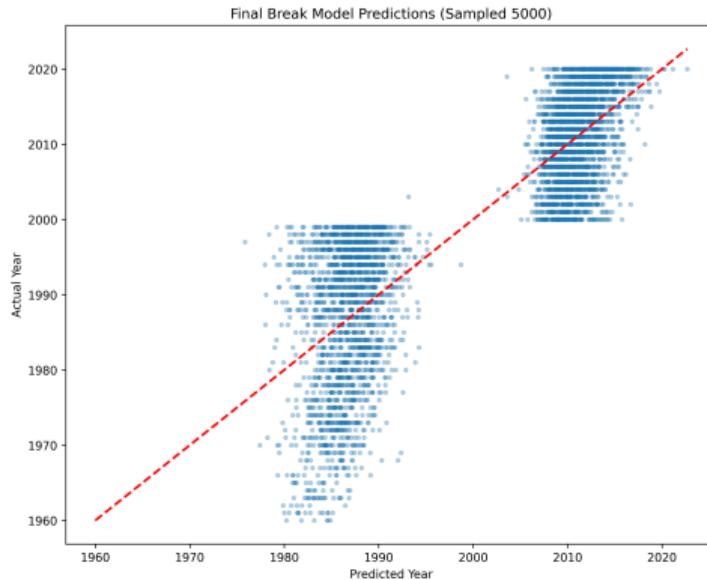


Figure: Actual vs Predicted (Test Set). Note the tighter fit post-1999.

# Conclusion

- ① **Success:** We can date music/audio with  $RMSE \approx 7$  years (Era-Informed).
- ② **Discovery:** 1999 was a structural singularity in music history.
- ③ **Utility:** The Nostalgia Index successfully identifies "Retro" hits.
- ④ **Curriculum Alignment:** Fully utilized SLR, MLR, Diagnostics, Ridge/Lasso, and Interaction effects.

**Thank You**  
*Questions?*