

Hip-Hop Clans

Data Science Bootcamp

FINAL PROJECT



Using Natural Language Processing (NLP) and Machine Learning to study 27k+ US rap songs

Fabrice MESIDOR • 24 Oct 2019



Overview

JUSTIFICATION

Music genres classification is very subjective

Music is more about taste - preferences diverge

Finding similarities among songs using ML

OBJECTIVES

Find out different categories / topics of rap songs

HYPOTHESES

There are differences in Hip-Hop songs

Nature of the music vary over the years





What Data I am working with?











55k data from

Genius

28k with Spotify

features

27k in English

From 1979 to 2019





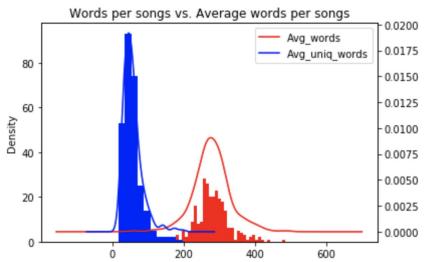


- Popularity
- Danceability --> how suitable a track is for dancing
- Energy --> perceptual measure of intensity and activity.
- Instrumentalness --> Rap or spoken word tracks are clearly "vocal".
- Liveness --> presence of an audience loudness --> in decibels (dB).
- Speechiness --> presence of spoken words in a track.
- Tempo --> beats per minute(BPM). time_signature --> beats/ bar (or measure).
- Valence --> the musical positiveness





Understanding rappers vocabulary





Nearly a sixth of the words used in rap are unique ~300 words used per songs in average vs. 50 unique in average Lot of coarse words

Repetition of words/sentences (go go go go shawty...) to make the songs catchy



Most frequent words & Topics

Topic 0: Emotions/Feeling and Life

lose live day try

see look goven

mindtell feel thing

think mansay never

many take know time

life way world

peopleuse still black

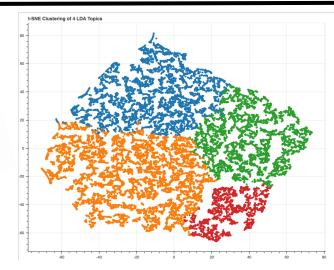
Topic 1: Street Life Beef Violens

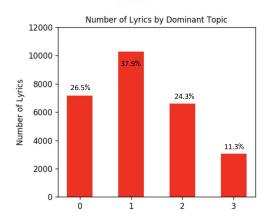
put come go let real

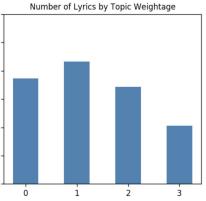
cause keep kill make run

take run

street man beat flow big hit







Cause see tell real thing see had relationship thing see tell back need know go baby get take good man way make love time right look think keep

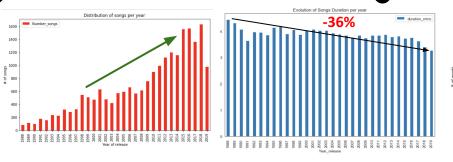


- + Increase of music production However, less and less words
- + Shorter Duration →

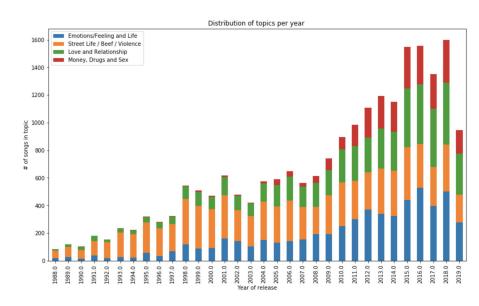
THE STREAMING EFFECT

- + Stuffing more diminutive songs into an album is simply more remunerative than having a bunch of long ones
- + Increase of songs related to money/drug around 2004

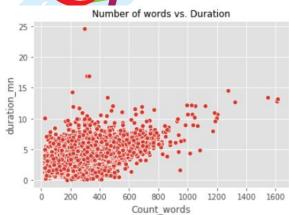
Rap over the years

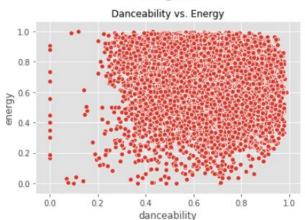


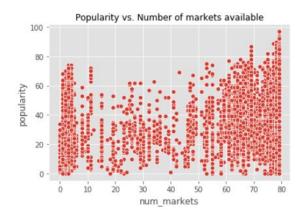


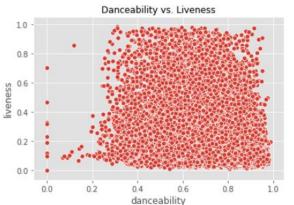


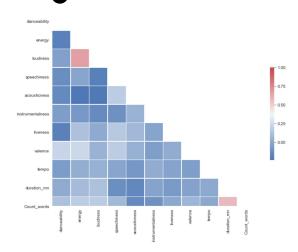
What songs are we listening to?











- Choice between loudness and energy
 - Popularity can be considered as an initial cluster factor
- Different energy and liveness in hip hop



What songs are you listening to?

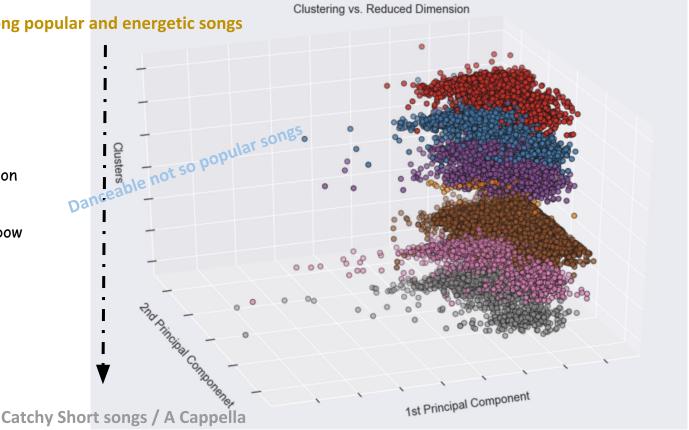
Long popu	lar and en	ergetic songs
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Cluster0
CIUSCEIV

	Artist	Title	duration_mins	loudness	cluster
2367	Tech N9ne	No Can Do	3.94	-3.605	0
20560	Cypress Hill	A Man	4.20	-13.326	0
26275	Boosie Badazz	Roller Coaster Ride	3.51	-7.830	0
26002	Nicki Minaj	Miami	3.18	-7.084	0
968	DMX	Where The Hood At (High On X Remix)	4.91	-5.891	0

- ★ K-Means clustering was used on Spotify scaled features and IF-IDF
- ★ 7 Clusters identified with Elbow and Silhouette methods

	Artist	Title	duration_mins	loudness	cluster
12271	Ja Rule	Intro Superstar	0.27	-22.209	5
12913	Atmosphere	Secret	0.32	-26.830	5
749	Chamillionaire	The Final Chapter	0.35	-12.375	5
7920	A\$AP Ferg	Uncle	0.38	-5.593	5
22794	Kurupt	Intro	0.64	-17.699	5
7205	Missy Elliott	Religious Blessings - Outro	0.65	-18.310	5
16642	Cormega	Reflection	0.69	-6.677	5
27018	Atmosphere	The Ocean	0.71	-17.234	5
8811	Pitbull	Outro	0.73	-8.116	5
800	Eminem	Hazardous Youth	0.73	-9.502	5
15260	Cam'ron	Intro 2	0.74	-12.797	5
19327	2Pac	Starry Night	0.80	-8.591	5
00000	Propositions.	Dei som Manual	0.00	12.001	







- ★ Establish 4 topics on 27k+ lyrics using Latent
 Dirichlet Allocation
- ★ 7 Clusters found using K-Means
- ★ Evolution of the music industry over the years



- → Recommendation system in order to find similar songs (topics and audio features)
- → RNN to create part of songs

