**Spotify\_Charts\_Top\_Weekly\_Songs.csv**

**Id:**

Data Type: char

The Spotify ID for the track.

**Track\_Name:**

Data Type: char

Name of the song

**Artist\_Name:**

Data Type: char

Name of the artist of the song

**Peak\_Position:**

Data Type: int

The highest position in the Spotify weekly charts from 2017 to present

**Number\_of\_Weeks:**

Data Type: int

Total number of weeks spent in the Spotify weekly charts from 2017 to present

**Total\_Streams:**

Data Type: num

Total number of streams in the Spotify weekly charts from 2017 to present

**danceability:**

Data Type: num

Describes how suitable a track is for dancing based on a combination of musical elements including tempo, rhythm stability, beat strength, and overall regularity. A value of 0.0 is least danceable and 1.0 is most danceable.

**energy:**

Data Type: num

Measure from 0.0 to 1.0 and represents a perceptual measure of intensity and activity. Typically, energetic tracks feel fast, loud, and noisy. For example, death metal has high energy, while a Bach prelude scores low on the scale. Perceptual features contributing to this attribute include dynamic range, perceived loudness, timbre, onset rate, and general entropy.

**key:**

Data Type: int

The key the track is in. Integers map to pitches using standard Pitch Class notation.

0 = C,

1 = C♯/D♭,

2 = D,

3 = D♯, E♭,

4 = E,

5 = F,

6 = F♯, G♭,

7 = G,

8 = G♯, A♭,

9 = A,

10 = A♯, B♭ ,

11 = B.

If no key was detected, the value is -1.

Range: >= -1 <= 11

**loudness:**

Data Type: num

The overall loudness of a track in decibels (dB). Loudness values are averaged across the entire track and are useful for comparing relative loudness of tracks. Loudness is the quality of a sound that is the primary psychological correlate of physical strength (amplitude). Values typically range between -60 and 0 db.

**mode:**

Data Type: int

Mode indicates the modality (major or minor) of a track, the type of scale from which its melodic content is derived. Major is represented by 1 and minor is 0.

**speechiness:**

Data Type: num

Speechiness detects the presence of spoken words in a track. The more exclusively speech-like the recording (e.g. talk show, audio book, poetry), the closer to 1.0 the attribute value. Values above 0.66 describe tracks that are probably made entirely of spoken words. Values between 0.33 and 0.66 describe tracks that may contain both music and speech, either in sections or layered, including such cases as rap music. Values below 0.33 most likely represent music and other non-speech-like tracks.

**acousticness:**

Data Type: num

A confidence measure from 0.0 to 1.0 of whether the track is acoustic. 1.0 represents high confidence the track is acoustic.

**instrumentalness:**

Data Type: num

Predicts whether a track contains no vocals. "Ooh" and "aah" sounds are treated as instrumental in this context. Rap or spoken word tracks are clearly "vocal". The closer the instrumentalness value is to 1.0, the greater likelihood the track contains no vocal content. Values above 0.5 are intended to represent instrumental tracks, but confidence is higher as the value approaches 1.0.

**liveness:**

Data Type: num

Detects the presence of an audience in the recording. Higher liveness values represent an increased probability that the track was performed live. A value above 0.8 provides strong likelihood that the track is live.

**valence:**

Data Type: num

A measure from 0.0 to 1.0 describing the musical positiveness conveyed by a track. Tracks with high valence sound more positive (e.g. happy, cheerful, euphoric), while tracks with low valence sound more negative (e.g. sad, depressed, angry).

**tempo:**

Data Type: num

The overall estimated tempo of a track in beats per minute (BPM). In musical terminology, tempo is the speed or pace of a given piece and derives directly from the average beat duration.

**duration\_ms:**

Data Type: int

The duration of the track in milliseconds.

**time\_signature:**

Data Type: int

An estimated time signature. The time signature (meter) is a notational convention to specify how many beats are in each bar (or measure). The time signature ranges from 3 to 7 indicating time signatures of "3/4", to "7/4".

There are no missing values in the dataset.

**Audio Features Source:** <https://developer.spotify.com/documentation/web-api/reference/#/operations/get-audio-features>