

# Comparing Song Audio Features to Rankings on The Billboard Hot 100

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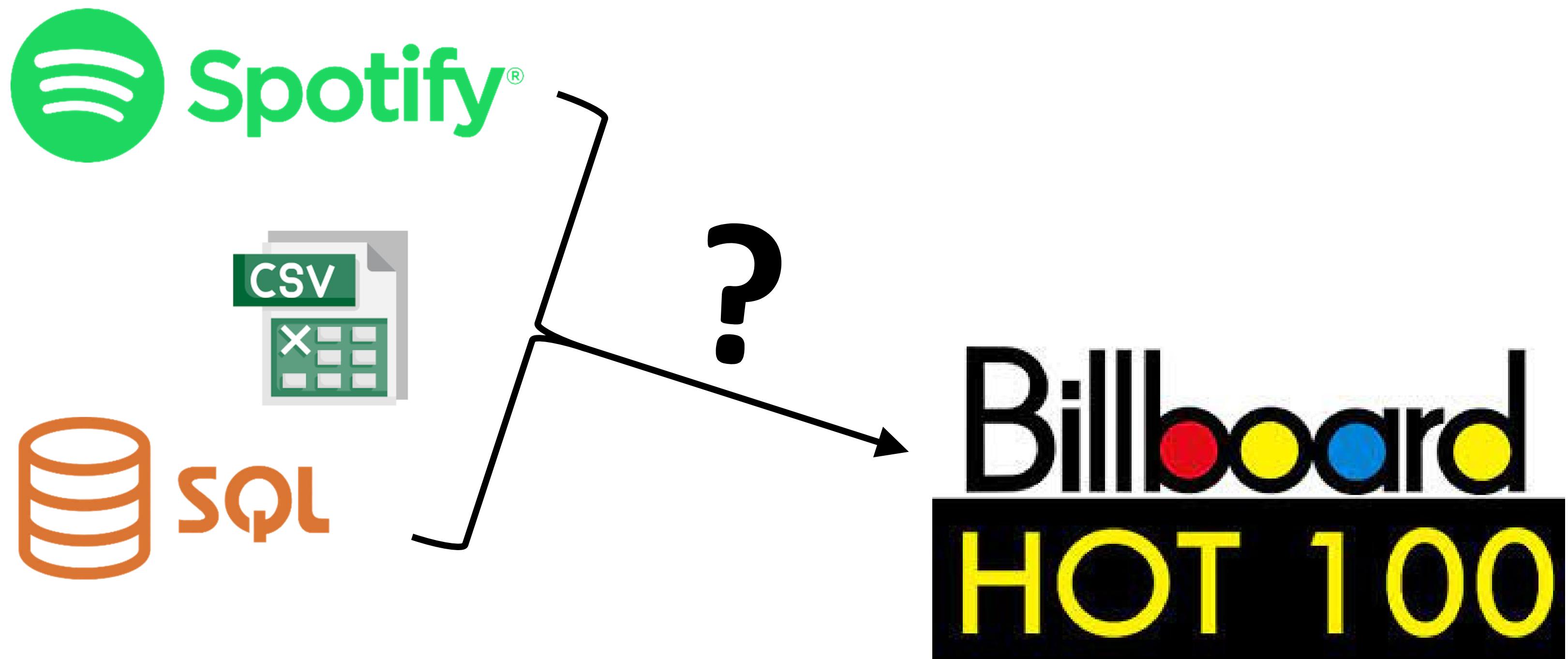
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# The Central Problem

- Can we predict commercial success using audio feature data?

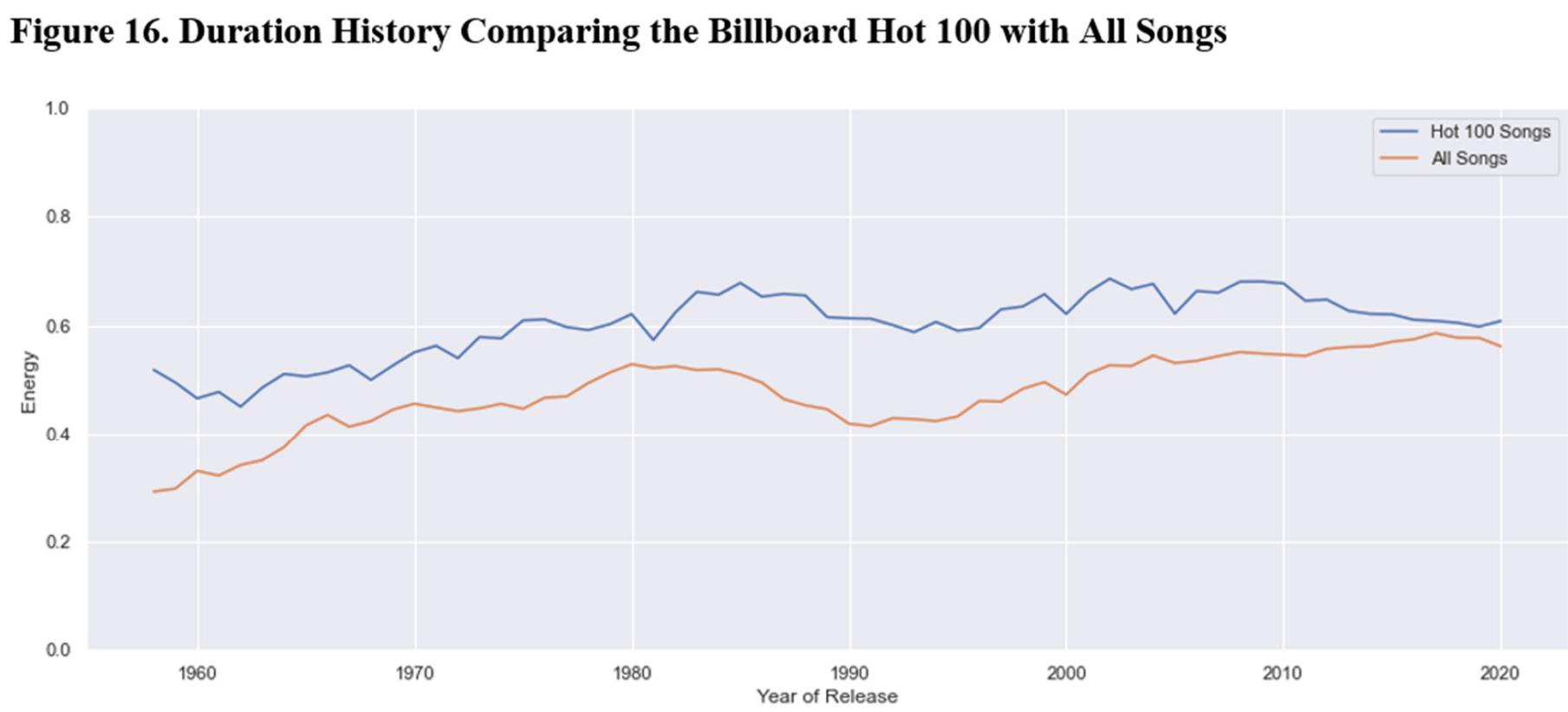
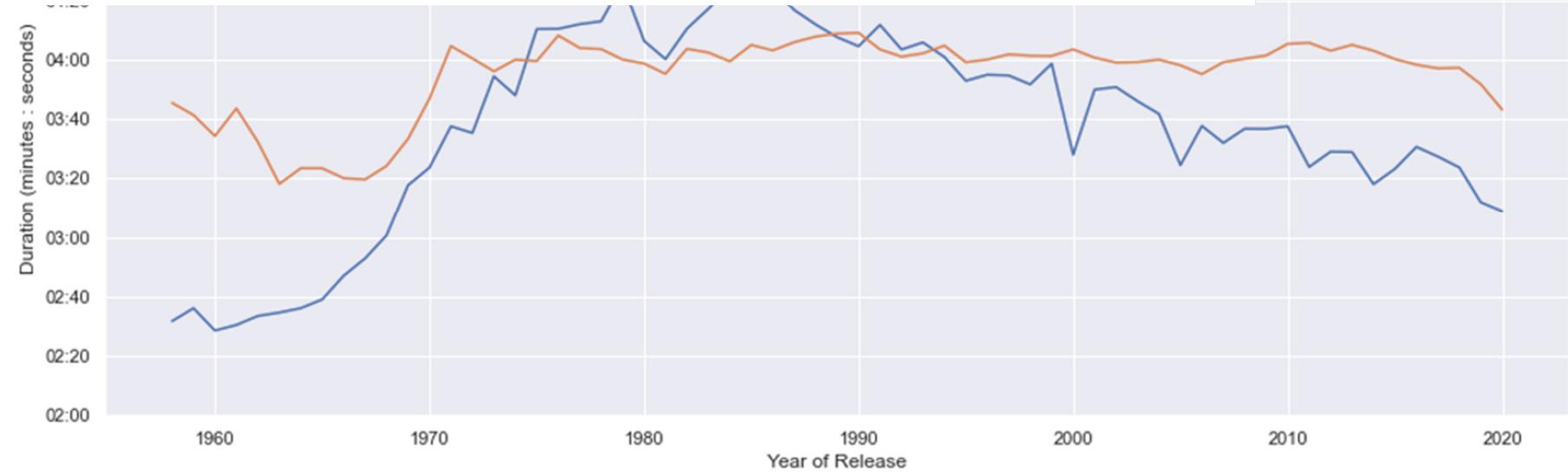
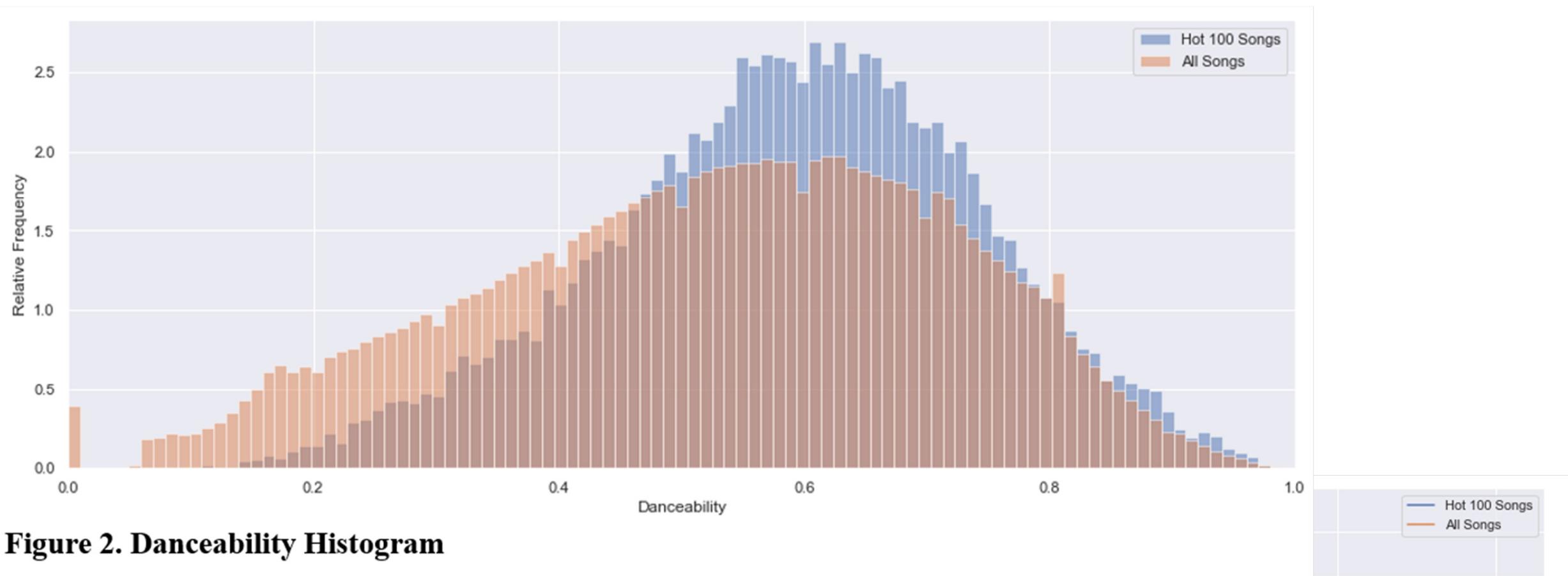


# The Project Approach

1. Compile and clean the data
2. Exploratory data analysis
3. Remove outliers
4. Cluster into groups
5. Create classification models
6. Evaluate performance

# The Data

Audio Feature	Type
acousticness	number <float>
danceability	number <float>
duration ms	integer
energy	number <float>
instrumentalness	number <float>
key	integer
liveness	number <float>
loudness	number <float>
mode	integer
speechiness	number <float>
tempo	number <float>
time signature	integer
valence	number <float>



# The Data

	speechiness	-0.03	0.19	-0.05	0.06	-0.16	0.02	0.18	-0.02	-0.04	1.00	-0.01	-0.01	0.08	-0.01	
tempo	-0.22	0.07	0.02	0.26	-0.05	0.01	0.01	0.24	0.00	-0.01	1.00	0.12	0.16	0.00		-0.50
time_signature	-0.17	0.22	0.05	0.19	-0.05	0.01	0.00	0.18	-0.02	-0.01	0.12	1.00	0.14	0.01		-0.75
valence	-0.19	0.56	-0.16	0.35	-0.29	0.03	0.02	0.36	0.03	0.08	0.16	0.14	1.00	0.02		-1.00
in_B100	-0.01	0.02	-0.01	0.01	-0.03	-0.00	-0.00	0.02	0.01	-0.01	0.00	0.01	0.02	1.00		
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# Clustering Approach

- Removed outliers
  - Non-musical tracks (e.g., “ringtone”)
  - Non-song music (e.g., “TV theme”)
- Clustered into 3 groups
  1. K-Means clusters, optimised by silhouette score
  2. K-Means clusters, equal to number of genres
  3. Manual clusters, grouped into genres

# Classification Approach

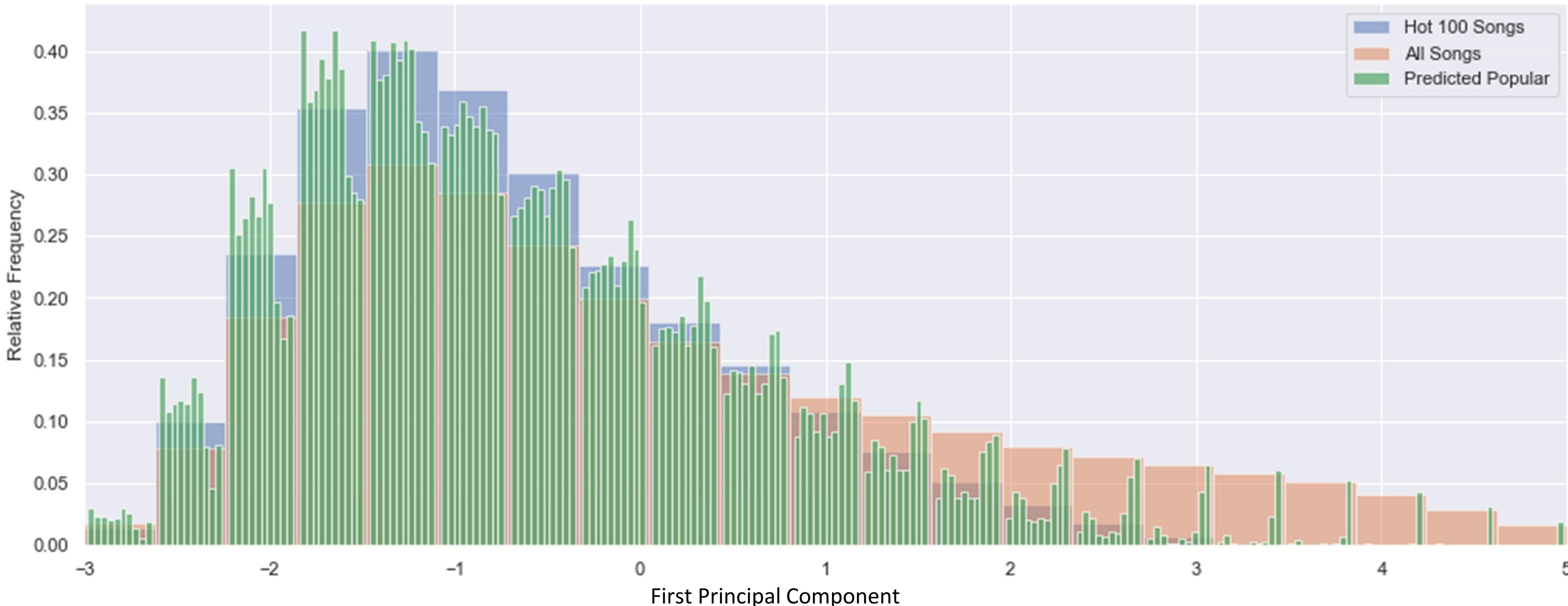
- Cross-validation
  1. Split data into 5 stratified folds
    - Consistent random seed for consistency between tests
  2. Train the model using 4 of the folds
    - Balanced using undersampling (using consistent random seed)
  3. Predict the class
    - Predict using the unbalanced test fold
  4. Repeat for each fold
    - Save all out-of-fold predictions for model evaluation

# Classification Models / Scenarios

1. Logistic Regression – Default Hyperparameters
2. Decision Tree – Default Hyperparameters
3. K-Nearest Neighbours – Default Hyperparameters
4. Random Forest – Default Hyperparameters
5. AdaBoost – Default Hyperparameters
6. Logistic Regression – Tuned Hyperparameters
7. Decision Tree – Tuned Hyperparameters
8. Logistic Regression – Clustered By K-Means Version 1
9. Logistic Regression – Clustered By K-Means Version 2
10. Logistic Regression – Clustered By Genre

# Findings

- Most models made predictions consistent with observed data

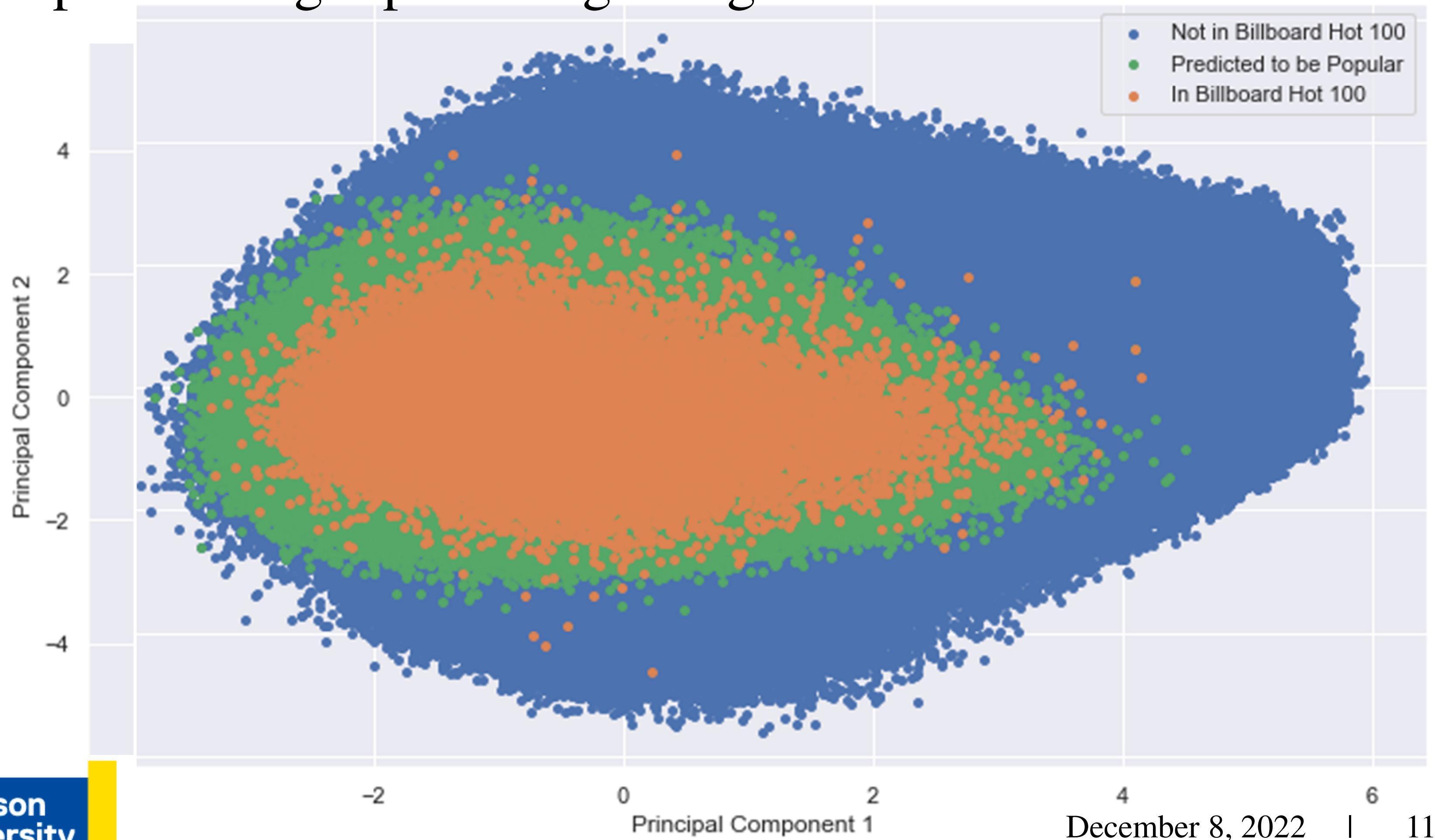


# Findings

- Low precision was unavoidable
  - “Popularity” is highly unbalanced by definition
  - “Popular” songs span a large range of audio features

# Findings

- “Popular” songs span a large range of audio features



# Findings

- Clustering did not improve performance

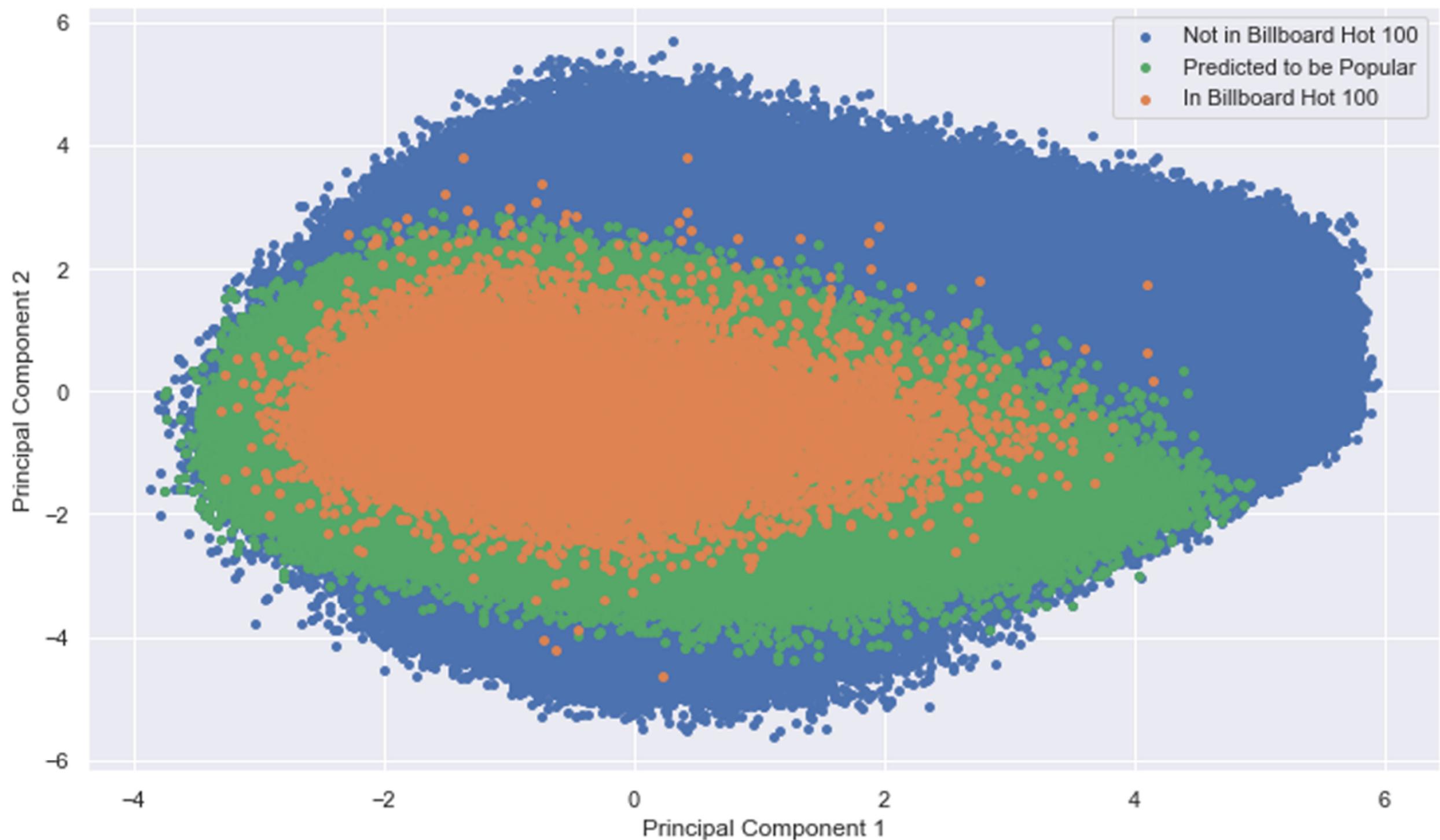
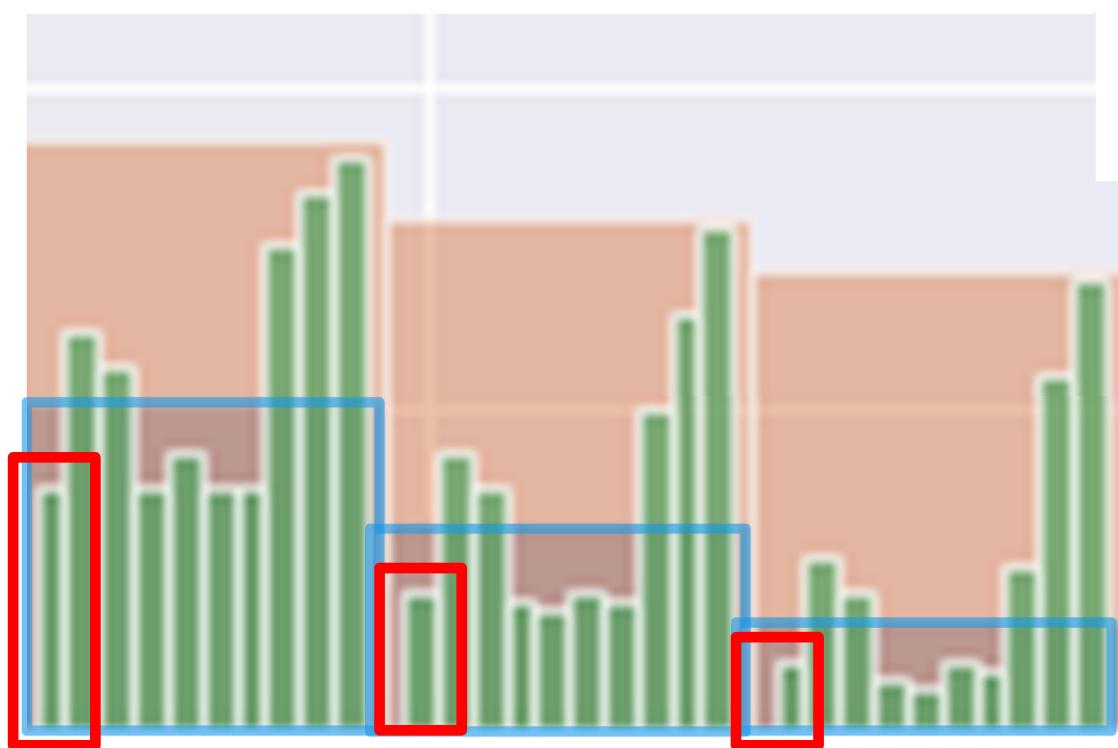


Figure 31. Predicted vs Actual Hits: Logistic Regression - Default Hyperparameters



# Findings

- Clustering did not improve performance

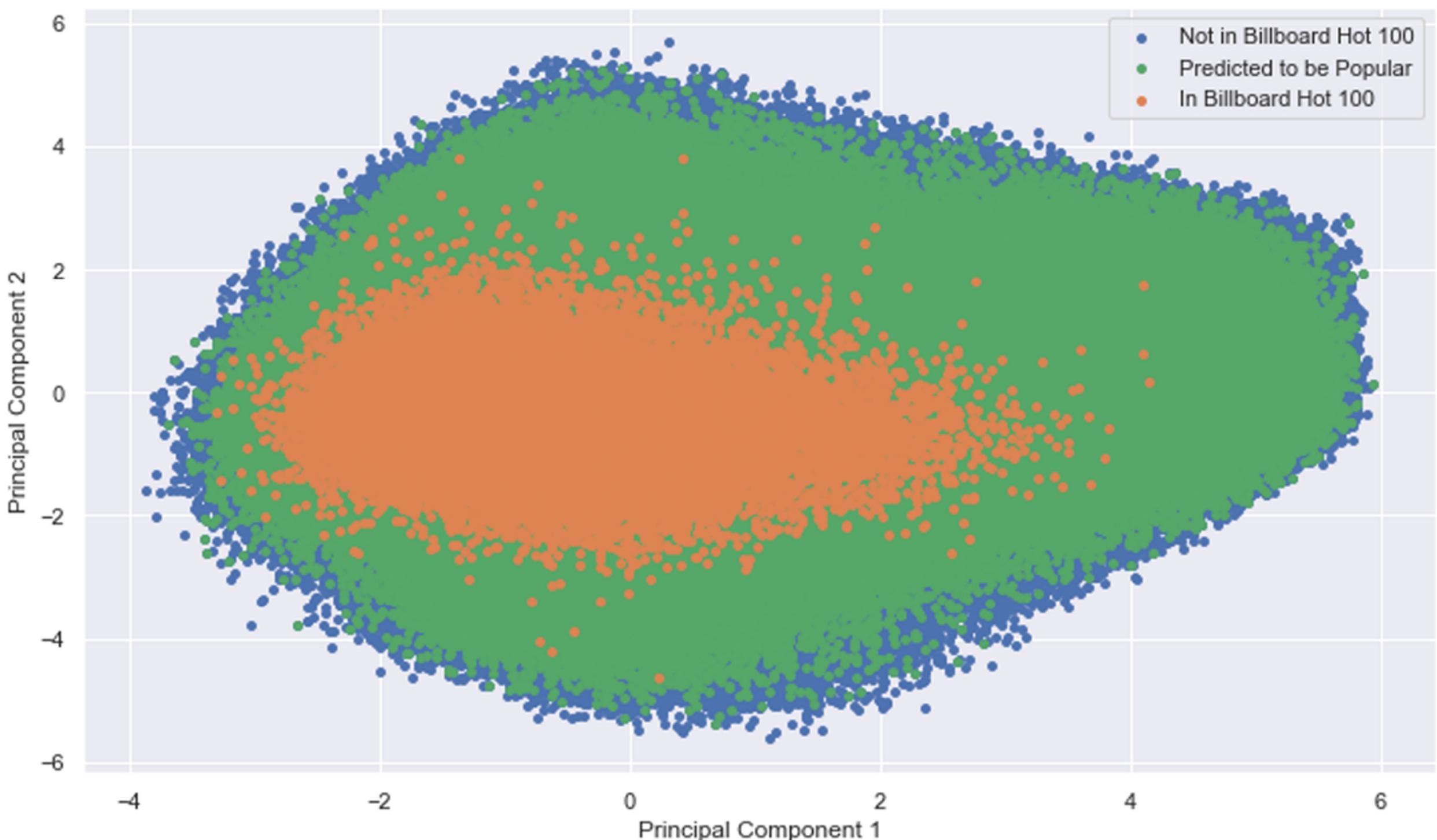
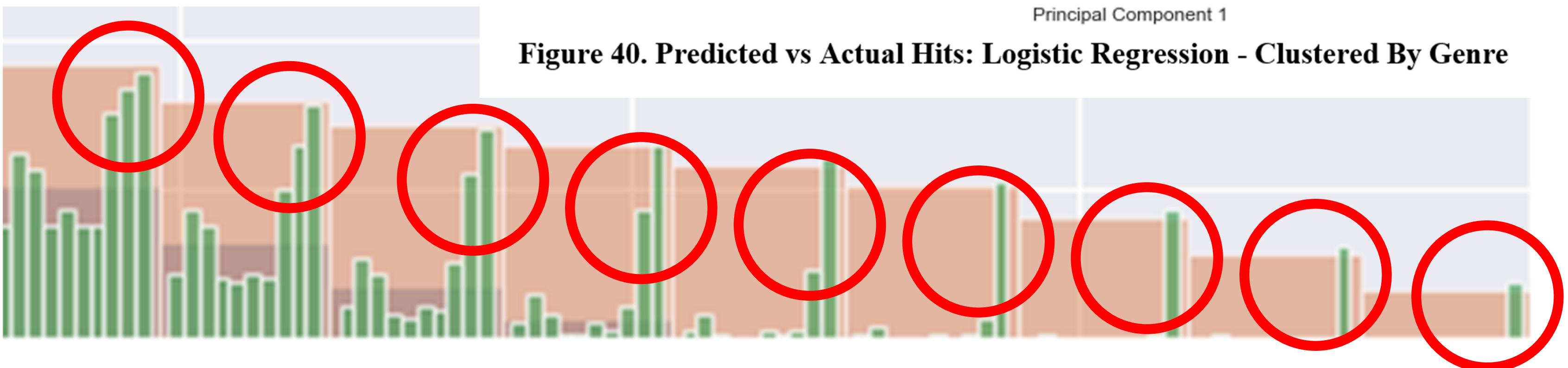


Figure 40. Predicted vs Actual Hits: Logistic Regression - Clustered By Genre



# Discussion and Conclusions

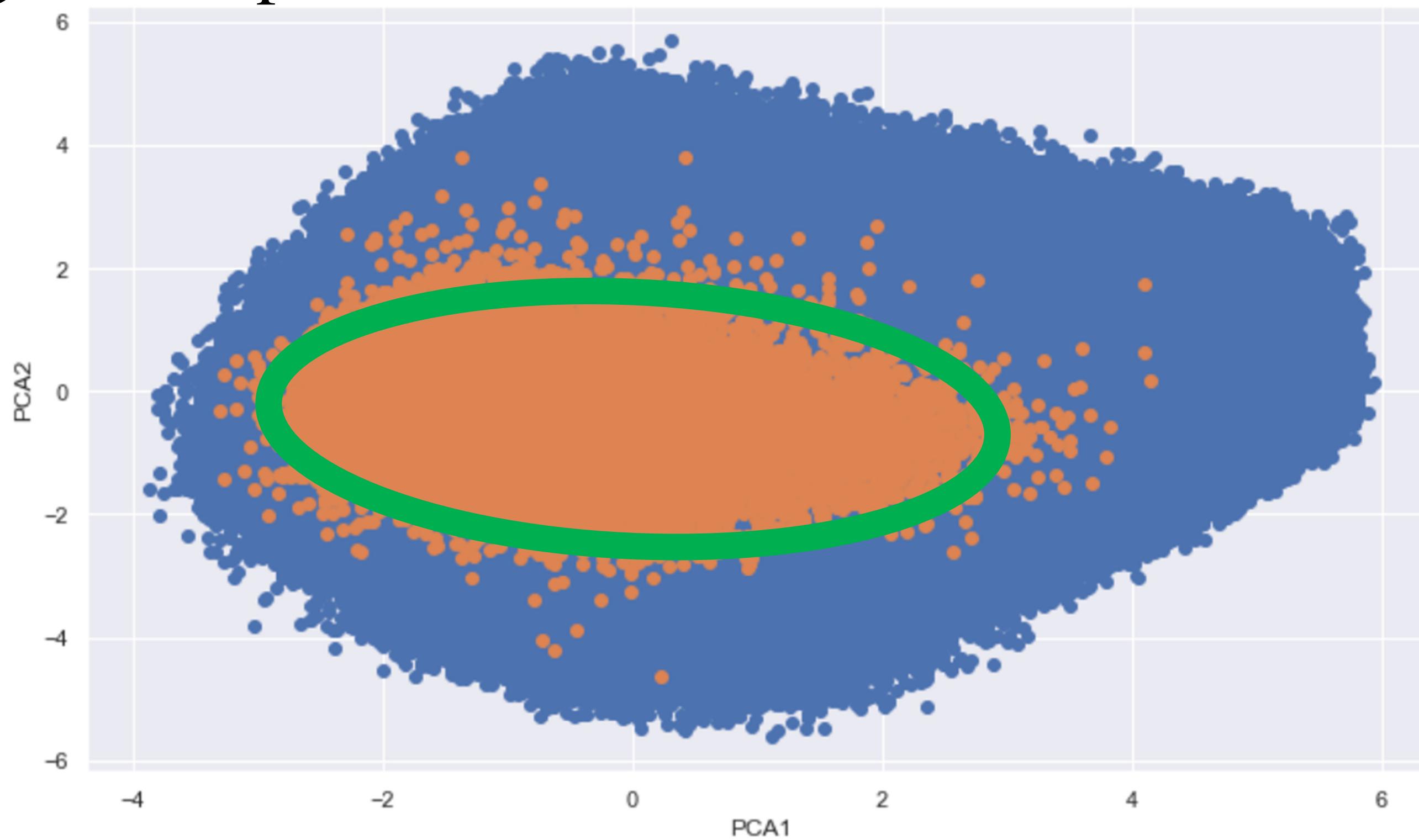
- The Random Forest performed best
- Most models had similar scores
- Undersampling was required to achieve non-trivial results
- Tuning high-precision models likely isn't possible

# Future Work

- An optimized Random Forest could perform well
  - This would unfortunately take a long time to tune
- A plugin for music software could be useful for musicians
  - Limitations include calculating audio features from raw audio
- PCA could be useful for improving accuracy and/or speed

# Future Work

- An analytical PCA model could be used to predict whether a song has the potential for commercial success



# Thank you!

# Any questions?