The MediaEval 2017 AcousticBrainz Genre Task

Content-based Music Genre Recognition from Multiple Sources

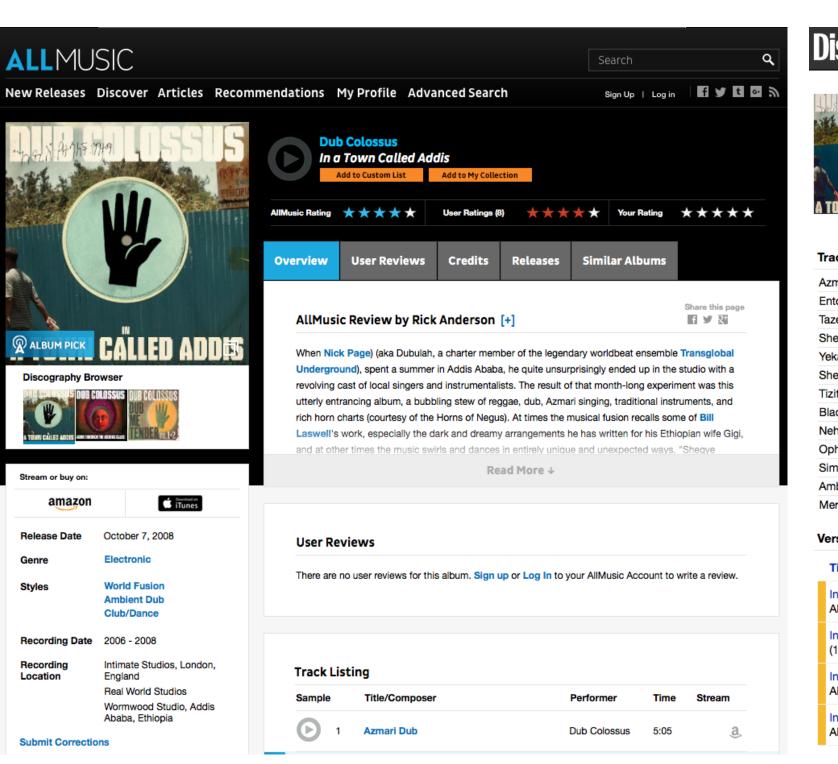
AcousticBrainz

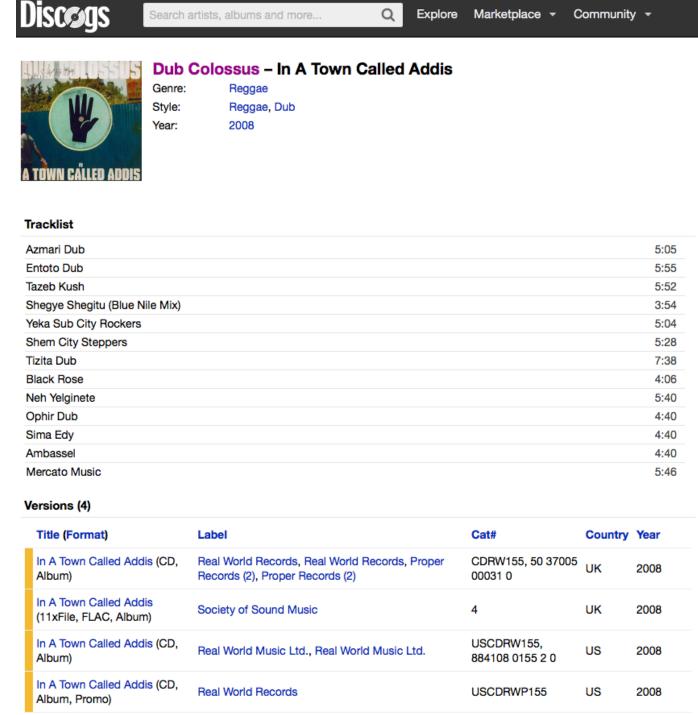
https://acousticbrainz.org

Community database of music features extracted from audio

- Open data computed by open algorithms (Essentia Music Extractor) http://essentia.upf.edu/documentation/streaming_extractor_music.html
- Built on submissions from the community
- Over 5,600,000 analyzed recordings (tracks)
- ~3000 music features (bags-of-frames)
- Statistical information about timbre, rhythm, tonality, loudness, etc.
- Rich music metadata from MusicBrainz

The problem of genres





AcousticBrainz Genre Task

Goal: Predict genre and subgenre of unknown music recordings given precomputed music features

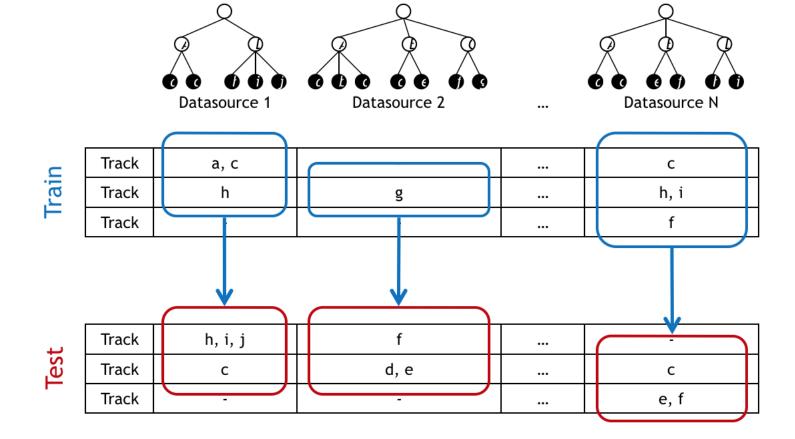
Task novelty:

- Four different genre annotation sources (and taxonomies)
- Hundreds of specific subgenres
- Multi-label genre classification problem
- A very large dataset (~2 million recordings in total)

Subtask 1:

Single-source Classification

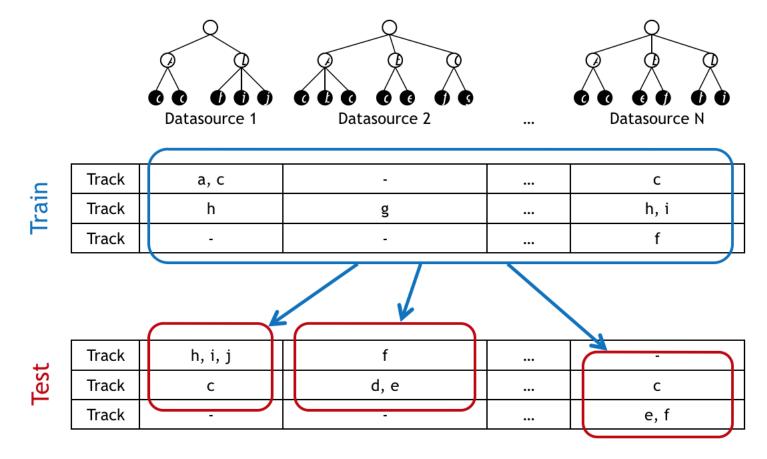
Build a separate system for each ground-truth dataset

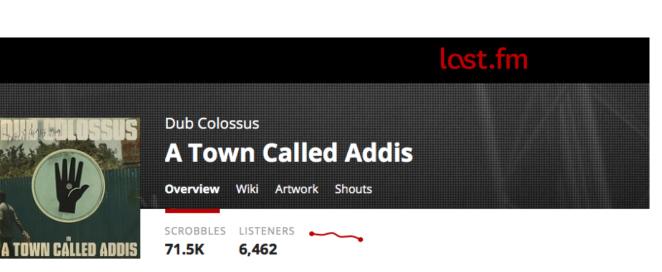


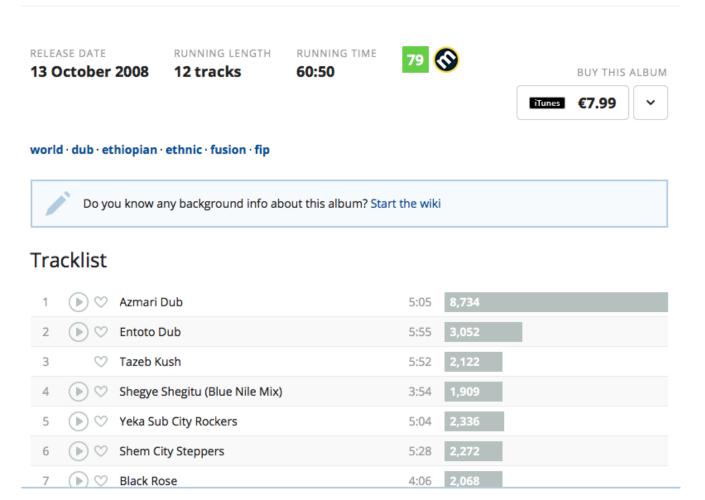
Subtask 2:

Multi-source Classification

Can we benefit from combining ground truths into one system?







Development datasets

| Dataset | AllMusic | Discogs | Lastfm | Tagtraum |
|------------------------------|----------------------|---------------------|--------------------|-------------------|
| Type Annotation level | Explicit Release | Explicit Release | Tags Track | Tags Track |
| Recordings Release groups | 1,353,213 163,654 | 904,944 118,475 | 566,710 115,161 | 486,740 69,025 |
| Genres | 21 | 15 | 30 | 31 |
| Subgenres | 745 | 300 | 297 | 265 |
| Genres/track | 1.33 | 1.37 | 1.14 | 1.13 |
| Subgenres/track | 3.15 | 1.69 | 1.28 | 1.72 |

Evaluation

Metrics: Precision, Recall and F-score

- Per recording, all labels (genres and subgenres)
- Per recording, only genres
- Per recording, only subgenres
- Per label, all recordings
- Per genre label, all recordings
- Per subgenre label, all recordings

Baselines

- Random baseline: following the distribution of labels
- Popularity baseline: always predicts the most popular genre

Reproducibility

- Open data
- Open-source code
 - Music features extraction (Essentia)
 - Genre metadata mining (MetaDB)
 - Task evaluation and baselines

Submissions

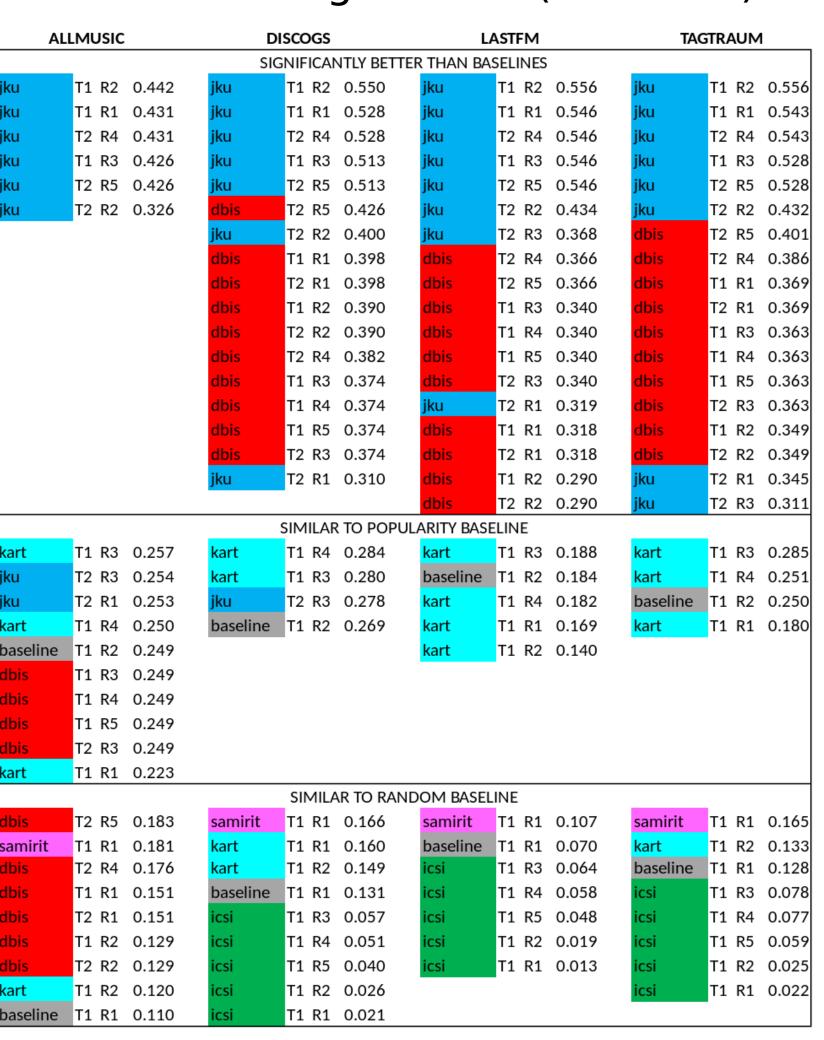
- Participants from five teams
- Maximum 5 submissions for each task per team (5 submissions x 2 tasks x 4 datasets = 40 runs)
- 115 runs received in total

The 2017 task highlights

- The task is challenging!
- Subgenre recognition task is more difficult than genre
- High recall, but poor precision for many systems
- Systems should exploit hierarchies more
- No significant improvement from combining genre sources yet (Subtask 2)

Results

Per-recording F-score (all labels)



Per-label F-score (all labels)

