**Vrije Universiteit Amsterdam**

**Computational Thinking**

**Project Assignment: Spotify (v2)**

**Group number: <group number>**

**Members with student numbers:**

*<member 1> <student number 1>*

*<member 2> <student number 2>*

*<member 3> <student number 3>*

*<member 4> <student number 4>*

*<member 5> <student number 5>*

***Date: <last edit date comes here>***

### Context Task

Recommendation systems were invented shortly after the invention of the world wide web (WWW). Belkin and Croft [1], used a recommendation system for the retrieval of data. Goldberg invented the Tapestry algorithm [2], where users would be recommended certain content based on evaluation of historic data.

Since then the systems have been studied in academia and applied in almost every industry. Recommendation systems are now one of the most widely used algorithms in the (virtual)world [3]. The most famous being the Google, YouTube and Spotify algorithms.

Spotify uses two algorithms to find the best recommendations for its users. The first being a contend based filtering. This algorithm focusses on the classification of the music the user listens to. The second algorithm is the Singular Value Decomposition (SVD) algorithm, based on collaborative filtering. This algorithm focusses on the user’s preferences, and change of preferences over time. This recommendation is predicting the next popular song/genre/artist for the user based on constantly changing selections.

Our task is to create a recommendation system that enables the users of Spotify to discover new music and enjoy their listening experience even more. The system should be able to recommend songs to the user based on; individual selection, the mood of the user. The program should also be able to select a next song for the user, that based on their listening habits is ideal for the user.

### Design process

The design of the process was done in several steps. Firstly we subdivided the problems. This to clearly see what the necessary steps were to solve the problem. Discussing different solution strategies to see what we thought of the best to solve the problem. After finding the optimal strategy, a flowchart of the process was created. The flowchart gives a clear visual illustration of the solution the group came up with and clearly visualises the way to tackle the problem. Following the flowchart is writing the pseudocode. This is done to see what the structure and logic of the program are going to look like. After seeing how the program should be designed, the group could clearly see how the algorithm must be programmed. The last step of the solution is the coding of the program.

Finding the optimal way to tackle a problem was one of the encountered difficulties. However, by discussing within the group about the possible options to solve the problem this was tackled quickly.

### Algorithms

In this chapter we will be describing the used algorithms and their functions. The explanation of the algorithms is followed by the flowchart and then the algorithms pseudocode.

##### Main.py

##### Main.py is the main file of the project. In this file we create the class “User” which represents every user in the program. Every user has 2 attributes: user\_songs and number. User\_songs attribute represents all songs that user has listened to (we assign those randomly) and the number attribute represents the user number from 1-100. This attribute is used in the final output of the task. Furthermore the main takes care of the file handling. This means that the file is opened, filtered and all the values are converted to the desired type in the main. Task1, Task2, Task3 are all stored in separate files. In the main we call all the functions and the file with final results is created.

##### Task1.py

The first program aims to suggest a playlist based on the songs that the user has listened to. The framework looks as follows:

* Take the dictionary of playlists and a list of songs that the user has listened to as input.
* Take each playlist and perform a linear search for each of the songs that the user has listened to and record how many songs match the requirements:

1. Take each playlist from the dictionary.
2. Take each song from the list of user songs and perform a linear search
3. If it matches a song in a playlist, add 1 to the "in user songs" counter.
4. If it does not match the song, add 1 to the "not in user songs" counter.

* If both counters fulfil the requirements, a playlist (a playlist should contain three songs that the user has listened to and three that the user did not listen to) is suggested to the user.

##### Task2.py

In the second week the algorithm should return 5 songs according to the users favourite genre. For the second task the algorithm is as follows: First, define two functions: ‘find\_genre’ and ‘find\_favourite’.

Function find\_genre takes two parameters. List of songs that the user has listened to and a list of all songs.  It loops through every song that the user has listened to and creates a dictionary where keys are the genres of the songs and values are the number of occurrences of those genres. Please note that we calculate the occurrences for every genre in the dataset. After the dictionary was created the find\_favourite function is called. Find \_favourite converts the dictionary to a list of tuples and sorts it using bubble sort. Therefore the last element of the list will be the most favorite genre of the user. After that loop through all the songs and create a list of songs with the user's favorite genre. Then select 5 random songs from that list as an output. If there arent enough songs in the list of songs with a favorite genre then fill in the missing songs by selecting random songs from the dataset.

##### Task3.py

0: happy

1: party  
2: calming

3: lounge

|  |  |
| --- | --- |
| Happy | valence > average valence of all songs liveness > average liveness of all songs speechiess > average speechiess of all songs |
| Party | BPM > average BPM of all songs energy > average energy of all songs danceability > average danceability of all songs popularity > average popularity of all songs |
| Calming | danceability < average danceability of all songs BPM < average BPM of all songs length > average length of all songs |
| Lounge | speechiess < average speechiess of all songs length > average length of all songs loudness < average loudness of all songs |

In the third week, the algorithm should check the user’s mood based on the songs listened to previously. First, the global variables are defined - the mean of all values of particular features in the song dictionary. Type\_det function is created, the function takes all songs (list of all songs) and user\_songs (list of songs the user has already listened to) and returns the list of four elements, each representing a different type.

The variables with names of the features are created and stored the values of features. The song is being classified based on the following criteria:

If the song meets the criteria of the type, the value at the corresponding index in the types variable is changed to 1. Finally, the types variable is returned.

Then the algorithm creates the pref\_dict variable which stores the type in the numerical form as the key and the frequency as the value. Next, the pref\_dict is transformed into a sorted list of tuples to get the most popular type.

Support variables first\_list, seecond\_list, and suggestions are created. If the pref\_dict contains more than 1 element (there is more than 1 type listened to by the user) the first\_list and second\_list are populated with the most popular type songs and second most popular type songs respectively. If there are at least 3 songs in the "first\_list" and 2 songs in the "second\_list", random 3 and 2 songs respectively are added to the "suggestions". If there are fewer songs than it is required it adds more from the other list. In the situation when both lists are too small to recommend 5 songs, random songs chosen from all songs are added. When it is only 1 type of music listened to by the user in the earlier weeks, 5 songs from the most popular type are added to the suggestions, when there are not 5 elements in first\_list, random songs are added. Finally, the suggestions are transformed into a list of titles of the recommended songs and the list is returned from the type\_det function.

##### Flowchart

##### Pseudocode

**Task 1.**

If playlist has 3 known songs and 3 unknown songs;  
CSV with all playlist is read;  
playlist is selected;  
the user will be presented with 5 random songs from the playlist

**Task 2.**

**Task 3.**

The program knows three categories of types of songs:  
Types of songs = [ happy, party, calming, lounge ].  
Then the program should be able to classify the songs in these genres:  
It looks at the four types of music and classifies them by the four metrics:  
After being able to classify songs, it should be able to count the amount of songs.   
If the user has listened more than three songs in a genre it should recommend a new song in this genre;  
If the user switches between two genres, the next song it should recommend is from the more listened genre.

### Divisions of tasks

Problem one

Problem two

Problem three

Presentation

Report

**Task 1.**

If playlist has 3 known songs and 3 unknown songs;  
CSV with all playlist is read;  
playlist is selected;  
the user will be presented with 5 random songs from the playlist

**Task 2.**

The

**Function find\_genre(user songs, all songs) returns function:**

**gener\_dict = dict() ← dictionary of genre name as key and number of occurrences as value**

**Loop for song in user\_songs:**

**If song,genre in genre\_dict:**

**counter + 1**

**Else:**

**Create a new key:value pair = song.genre : counter=1**

**Endloop**

**return find\_favourite(genre\_dict, all\_songs)**

**Function find\_favourite(gener\_dict, all\_songs) returns a list of 5 songs:**

**var genre\_list ← converting the genre\_dict to list of tuples**

**var favourite\_genre\_list = [] ← list of songs of the users favourite genre**

**genre\_list = bubblesort(genre\_list) #sorting the list using bubblesort**

**var favourite\_genre = gener\_list[-1][0] ← favourite\_ genre stores favourite user genre**

**loop for song in all\_songs:**

**if song.genre == favourite\_genre:**

**favourite\_genre\_list add song.title**

**endloop**

**return 5 random songs from favourite\_genre\_list**

**Task 3.**

The program knows three categories of types of songs:  
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Then the program should be able to classify the songs in these genres:  
It looks at the four types of music and classifies them by these four metrics:

After being able to classify songs, it should be able to count the amount of songs.   
  
If the user has listened more than three songs in a genre it should recommend a new song in this genre

If the user switches between two genres, the next song it should recommend is from the more listened genre.

**function week\_3(all songs, user songs):**

**function type\_det(song):**

**types = [0, 0, 0, 0]**

**if song[valence] > avg\_valence and song[liveness] > avg\_liveness and speechiness > avg[speechiness]:**

**types[0] = 1**

**if song[BPM] > avg\_BPM and song[energy] > avg\_energy and danceability > avg[danceability]:**

**types[1] = 1**

**if song[danceability] > avg\_danceability and song[BPM] > avg\_BPM and length > avg[length]:**

**types[2] = 1**

**if song[speechiness] > avg\_speechiness and song[length] > avg\_length and loudness > avg[loudness]:**

**types[3] = 1**

**return types**

**pref\_dict = {}**

**loop for song in user songs:**

**if type\_det(song)[0] == 1:**

**if 0 in pref\_dict:**

**pref\_dict[0] = pref\_dick[0] + 1**

**else:**

**pref\_dict[0] = 1**

**if type\_det(song)[1] == 1:**

**if 1 in pref\_dict:**

**pref\_dict[1] = pref\_dick[1] + 1**

**else:**

**pref\_dict[1] = 1**

**if type\_det(song)[2] == 1:**

**if 2 in pref\_dict:**

**pref\_dict[2] = pref\_dick[2] + 1**

**else:**

**pref\_dict[2] = 1**

**if type\_det(song)[3] == 1:**

**if 3 in pref\_dict:**

**pref\_dict[3] = pref\_dick[3] + 1**

**else:**

**pref\_dict[3] = 1**

**end loop**

**pref \_dict = list(sort(pref\_dict))**

**first\_list = []**

**second\_list = []**

**suggestions = []**

**loop for song in all songs:**

**if type\_det(song)[pref\_dict[-1][0]] == 1:**

**first\_list.append(song)**

**if type\_det(song)[pref\_dict[-2][0]] == 1:**

**second\_list.append(song)**

**end loop**

**if len(pref\_dict) > 1:**

**suggestion.append(three random elements(first\_list))**

**suggestion.append( two random elements(second\_list))**

**else:**

**suggestion.append(five random elements(first\_list)**

**return suggestion**

**Python code**

See full code in attached ZIP file.

Bibliography

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