Advanced Music Recommendation System Leveraging Machine Learning for Personalized User Experience

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Advanced Music Recommendation System Leveraging Machine Learning for Personalized User Experience

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Abstract: Music streaming services have made it easy to access a wide variety of music, but there is still room for improvement in customization and emotion-based suggestions. Users often rely on recommendation systems to find music that suits their current mood, but these systems may fall short if they don't account for changes in emotional states. This project focuses on developing a personalized music recommendation system that uses machine learning to analyze listeners' thoughts, emotions, and facial expressions. By collecting and preprocessing user data, the system can extract features, select appropriate models, and generate recommendations that align with the user's unique tastes and current mood. The system's effectiveness is evaluated using metrics like accuracy, precision, recall, and F1 score, ensuring continuous improvement. Ultimately, this music recommendation system enhances the music discovery experience, helping users find new tracks they might not have encountered otherwise, while delivering a more engaging and personalized listening experience.

Keywords: Music Recommender Systems, Classification Metrics, Emotional States, Content-Based Filtering, NoSQL databases, GridFS, Node.js, user experience.

Introduction

Music recommendation systems have become increasingly popular in recent years, providing personalized music suggestions to users based on their listening habits and preferences. Music recommendation systems are particularly useful for music streaming platforms, where users can access a vast amount of music content but may not know what to listen to next [11]. Machine learning algorithms are commonly used to analyze data on users' listening history and information about songs and artists to identify patterns and make relevant recommendations. Developing a music recommendation system involves several stages: data collection, preprocessing, feature extraction, model selection, training, recommendation generation, and evaluation [12-17]. Data collection involves gathering information on users' listening habits and details about songs and artists, which can be used to train machine learning models. Preprocessing involves cleaning and transforming the data into a suitable format for analysis, while feature extraction involves identifying relevant features that can be used to make recommendations [18-21]. Model selection involves choosing an appropriate machine-learning algorithm for the recommendation system.

In contrast, training involves optimizing the model's performance through cross-validation and hyperparameter tuning techniques. Recommendation generation involves using the trained model to generate personalized user recommendations based on their listening history and preferences [22-27]. Finally, evaluation involves assessing the effectiveness of the recommendation system using metrics such as accuracy, precision, recall, and F1 score, which can be used to improve the system's performance over time [28]. The problem that a music recommendation system using machine learning aims to address is the overwhelming amount of music content available to users on streaming platforms. While this vast array of content provides users access to various music genres and artists, finding new music that matches their unique tastes and preferences can also be challenging. Moreover, users may not have the time or inclination to sift through countless songs and artists to find the ones they like, resulting in frustration and a less enjoyable music-listening experience [29-35].

To address this problem, a music recommendation system can analyze user listening habits and preferences and information about songs and artists to provide personalized music suggestions that match their unique tastes and preferences [36-41]. Using machine learning algorithms to identify patterns in users' listening behavior, a music recommendation system can provide users with relevant and engaging music recommendations while enhancing the music discovery experience. However, developing an effective music recommendation system using machine learning presents several challenges, such as collecting and preprocessing large amounts of data, identifying relevant features for recommendation generation, and evaluating the system's performance using accurate metrics [42-49]. Thus, the problem statement for a music recommendation system using machine learning involves designing a system that can overcome these challenges and provide users with personalized and engaging music recommendations. The commencement of lockdown in the COVID-19 scenario compelled people to isolate themselves behind the four walls of their rooms, which in turn attracted mood illnesses such as sadness, anxiety, and so on. Music has shown to be a sympathetic companion in this trying time for everyone. It is necessary to develop a revolutionary music recommendation system based on identifying a single user's facial expressions and emotions [50-57].

A music recommendation system aims to provide personalized recommendations to users based on their musical preferences, listening history, and other relevant factors such as location, time of day, and mood. The system should be able to analyze user data and use machine learning algorithms to make accurate predictions about what music the user would enjoy [58-61]. Additionally, the system should provide a user-friendly interface that allows for easy discovery of new music and customization of the recommendation algorithm. Ultimately, the goal is to improve the user's music listening experience by providing relevant and engaging content that keeps them returning to the platform. It is important to consider its benefits to users and music streaming platforms. A good music recommendation system can help users discover new artists and songs that align with their tastes, making exploring and expanding their musical interests easier [62-69]. It can also save time and effort by curating playlists and radio stations that fit their preferences rather than manually searching for new music. For music streaming platforms, an effective recommendation system can increase user engagement and retention, ultimately leading to higher revenue through increased subscription and advertising revenue [70-72].

Content-based filtering and recommendation systems are used in the current system. A content-based music recommender system suggests music and podcasts based on the user’s preferences. It would help if you listened to music that matches your genre, language, and artist. Traditional approaches do not consider the user’s emotional state or mood while creating music playlists. Important aspects are overlooked when recommending accurate and preferred music to individuals [73-79]. Relying only on collaborative filtering to make music recommendations has some problems. According to an analysis of works of literature on existing methods, the categorization conducted by state-of-the-art algorithms has the problem of the original information being easily lost. Furthermore, these network models have weak generalization, robustness, and low accuracy. A tiny dataset has been taken for the existing music recommendation system.

Literature Survey

In [1], a significant advancement was made with the introduction of a music recommender system that detects user emotions based on facial features, as proposed by Ahlam Alrikabi and colleagues. This system uses emotion recognition technology to gauge the user's emotions and subsequently suggests a playlist of songs aimed at improving the user’s mood.

In [2], Ankit Mahadik and his team developed a mood-based music recommendation system that functions by performing real-time mood detection. This system suggests songs that align with the detected mood, providing an enhanced personalized music experience.

Saurav Joshi and Tanay Jain contributed further in [3] by integrating CNN LSTM into an emotion-based music recommendation system, which improves the emotion detection process used within the application, thus enhancing the overall accuracy of the music recommendations.

Another noteworthy approach in [4] by Vijay Prakash Sharma involved a neural network-based music recommendation system. This system focuses on song recommendations that are based on facial expressions, allowing the system to detect a person's mood more effectively.

In [5], Deger Ayata and collaborators presented an emotion-based music recommendation system that utilized wearable physiological sensors. This system analyzes signals obtained from the sensors to identify the user's emotional state and recommends music accordingly, integrating multiple variables into its decision-making process.

In [6], Ashish Patel and Rajesh Vadwani conducted a comparative study of various music recommendation systems, with the primary aim of identifying the systems that best recommend songs closely matching the user's preferences.

In [7], Goonjan Jain and colleagues explored expert recommendation systems using community detection in online music streaming services. Their research highlighted the importance of community detection methodologies for making more accurate and collective recommendations, enhancing the decision-making process in streaming services.

In [8], Huihui Han and his team delved into music recommendation systems based on feature similarity. Their approach calculates the similarity between all music in the feature value database to determine the best recommendations. By assessing the degree of similarity between songs, the system provides accurate recommendations aligned with user preferences.

Shun-Hao Chang and others, in [9], introduced a personalized music recommendation system utilizing convolutional neural networks (CNN). This system, known as the personalized music recommendation system (PMRS), applies CNN-based algorithms to generate music recommendations tailored to the user's taste.

Lastly, in [10], Dan Wu worked on a music personalized recommendation system based on hybrid filtration. This system aims to increase the accuracy of recommendations by integrating various approaches to meet users' demands from different perspectives, demonstrating a significant improvement over previous methodologies.

These papers collectively illustrate the continuous evolution and innovation in music recommendation systems, with a strong focus on personalization, accuracy, and user experience enhancement.

Architecture

The diagram you've provided represents a flowchart of a music recommendation system that uses facial emotion detection to suggest music based on the user's emotional state. The system is designed to interactively and intelligently select music that aligns with the user's mood, ensuring a more personalized listening experience. Here's an explanation of the flow and functionality represented in the diagram (Figure 1):

User Interaction and Input: At the beginning of the process, the user interacts with the system through a webcam, which serves as the input device for capturing the user's facial expressions [80-83]. The user's facial image is continuously monitored and fed into the system, which is the first crucial step in understanding the user's emotional state.

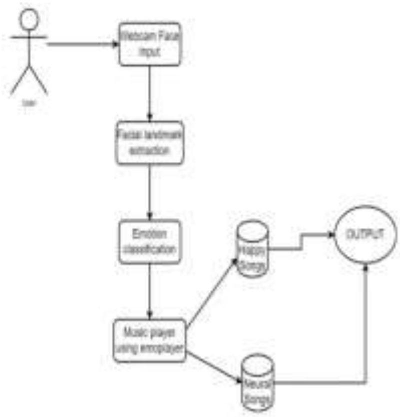

Figure 1: Architecture Diagram

Facial Landmark Extraction: Once the user's facial input is captured through the webcam, the system proceeds to the next step: facial landmark extraction. This process involves identifying key points on the user's face, such as the eyes, nose, mouth, and the contours of the face. These landmarks are critical for understanding the nuances of the user's facial expressions. Advanced algorithms, often leveraging computer vision and machine learning techniques, are employed to detect and track these landmarks in real time [84-89]. The accuracy of this step is essential because the precision with which these landmarks are detected directly impacts the subsequent emotion classification.

Emotion Classification: With the facial landmarks extracted, the system then moves on to emotion classification. This is a crucial step where the system analyzes the facial expressions and determines the emotional state of the user. Common emotions that are typically classified in such systems include happiness, sadness, anger, surprise, and neutrality. The system might use machine learning models, such as convolutional neural networks (CNNs) or other deep learning techniques, to accurately classify the user's emotion based on the identified facial landmarks [90-95]. The effectiveness of this step hinges on the robustness of the training data and the model used for emotion detection.

Music Player Integration: After classifying the user's emotion, the system uses this information to select appropriate music tracks. This is where the music player, integrated with the emotion classification system, comes into play. The diagram indicates that the music player uses something referred to as “emoplayer,” which likely refers to a specialized music player capable of selecting and playing music based on emotional cues. The music player is connected to two main databases or repositories: one labeled "Happy Songs" and the other labeled "Neutral Songs." These databases store music tracks that correspond to specific emotional states [96-101].

Music Selection and Output: Based on the emotion classified (e.g., happy or neutral), the music player selects a track from the corresponding database. For instance, if the system detects that the user is happy, it will choose a song from the "Happy Songs" database. Conversely, if the user's emotion is classified as neutral, a track from the "Neutral Songs" database will be selected. This selected music is then outputted, meaning it is played for the user, creating a seamless and emotionally attuned listening experience [102-109].

Feedback Loop and Continuous Interaction: An important aspect of the system, as implied by the diagram, is the feedback loop. The system continuously monitors the user's facial expressions even after a song is selected and played. This allows for dynamic adjustments to the music if the user’s emotional state changes. For example, if the user starts feeling neutral after initially being happy, the system might switch the music accordingly, ensuring that the user’s mood is consistently matched with the appropriate music [110-115].

This music recommendation system effectively demonstrates the integration of real-time emotion detection with personalized music selection. By capturing and analyzing the user’s facial expressions, the system tailors the music playback to align with the user's current emotional state [116-121]. This not only enhances the user experience but also represents a sophisticated use of artificial intelligence and machine learning in the realm of personalized media consumption. The system's ability to adapt to changing emotions ensures that the user always has access to music that resonates with their mood, making it a powerful tool for personalized entertainment.

Module Description

Our system is designed as an integrated solution comprising three interconnected modules: the Recommendation Module, the File Server Module, and the Web Application Module. Each module plays a critical role in ensuring the system’s efficiency, responsiveness, and overall user satisfaction.

The Recommendation Module serves as the core component responsible for generating personalized song suggestions for users. It analyzes users' listening histories and preferences using advanced algorithms, ensuring that the recommendations align with individual tastes. We have implemented three distinct models within this module. The Global Popularity Model suggests songs that are trending worldwide, helping users discover popular tracks they might not have encountered [122]. The Content-Based Filtering Model analyzes the audio characteristics of songs, such as genre, tempo, and instrumentation, to recommend tracks similar to those the user has previously enjoyed. Lastly, the Collaborative Filtering Model compares the user's listening history with those of other users with similar preferences, uncovering new music that the user is likely to appreciate. These models work in tandem to provide diverse and accurate recommendations, enhancing the user's listening experience.

The File Server Module is a crucial backend component designed to handle the storage and retrieval of large volumes of data efficiently. For this purpose, we have implemented the server using MongoDB, GridFS, and NodeJS. MongoDB, a NoSQL database, offers high performance, availability, and scalability, making it ideal for our needs. GridFS, an extension of MongoDB, allows for the efficient storage of large files by breaking them into smaller chunks and distributing them across the database. This approach offers several advantages over traditional file systems. It eliminates limitations on the number of files that can be stored in a directory and enables the system to access portions of large files without loading the entire file into memory, which is particularly beneficial for streaming music. Additionally, GridFS ensures automatic synchronization and deployment of files and metadata across multiple systems, enhancing data redundancy and disaster recovery capabilities. The scalability provided by MongoDB's geographically distributed replica sets further strengthens the system's ability to handle large data volumes while maintaining quick and reliable access to stored files.

The Web Application Module is the user-facing component that provides an intuitive interface for interacting with the recommendation and file server modules. Built using modern web technologies, the web application is responsive, user-friendly, and visually appealing, offering a seamless experience across different devices. It serves as the bridge between the user and the system, enabling users to browse, search, and listen to recommended songs effortlessly. The user interface is designed for easy navigation, featuring personalized playlists, search functionality, and a dynamic recommendation feed. The web application interacts closely with both the Recommendation and File Server Modules, retrieving user profile information and listening history to generate personalized recommendations. When a user selects a song, the application retrieves the file from the File Server Module using GridFS, streaming it directly to the user's device. Security is a top priority, with the web application employing secure authentication mechanisms and encrypting sensitive data both at rest and in transit, ensuring user data privacy and protection.

In summary, our system is a well-structured and integrated solution that leverages the strengths of each module. The Recommendation Module provides personalized music suggestions, the File Server Module ensures efficient data storage and retrieval, and the Web Application Module delivers a user-friendly interface that ties everything together. Through the combined efforts of these modules, the system offers a robust, scalable, and user-centric solution that effectively meets the needs of its users.

Proposed Work

The suggested system can detect the user’s facial expressions and extract landmarks based on those expressions, which can then be categorized to determine the user’s sentiment. After identifying the emotion, the user will be shown songs that match their emotions. The user would not have to waste time searching or looking up songs since the best track matching the user’s mood would be detected, and songs would be displayed to the user based on their mood. With the use of a webcam, the user’s image is captured. In real-time, the suggested architecture monitors and adapts to human activity. It guarantees that the required output is accurately detected.

The proposed approach for the music recommendation system mentioned here has the primary advantage of being extremely exact and precise. The user’s photo is taken, and then appropriate music from the user’s playlist is shown that matches the user’s requirements based on the user’s mood/emotion. The classifier has more than 90% accuracy for most of the test instances, which is quite good in terms of the accuracy of emotion categorization. The system can be applied to circumstances where massive amounts of data must be processed quickly. It’s cost-effective. As a result, it has become a popular commodity on the market.

Methodology

It has two kinds of datasets. Spotify dataset – after doing basic Eds (experimental area analysis), this dataset consists of nearly 1 million rows. Second, Face data set – for model building, we will use the ferry dataset in which picture training is performed. The picture of the user is taken using a webcam. Using this, we may categorize the image’s emotions as surprised, sad, joyful, neutral, etc. A deep CNN architecture is employed for this assignment. We will now cluster both the Spotify and face datasets. In clustering, the KNN classifier is employed for labeling. If the system is given an input or a picture, it will evaluate it and display a song title for each emotion. You get a distinct song name for each feeling based on their emotions. The algorithm identifies the mood in real-time and displays an exact playlist.

This algorithm’s basic music recommendation method determines the structure of the network model and the corresponding training model. It improves the parameters based on the typical source network model used in the system experiment. Historical behavior chooses to collect information. Then, it reads the audio data on the system and retrieves it from Mel, revealing the music’s identity. The classification proposal achieves its goal by denying the similarity between customer preferences and the potential of two musical characteristics. Overall, the accuracy of the user’s comprehensive feature recommendation method is higher than the recommendation accuracy rate of the multicategory user.

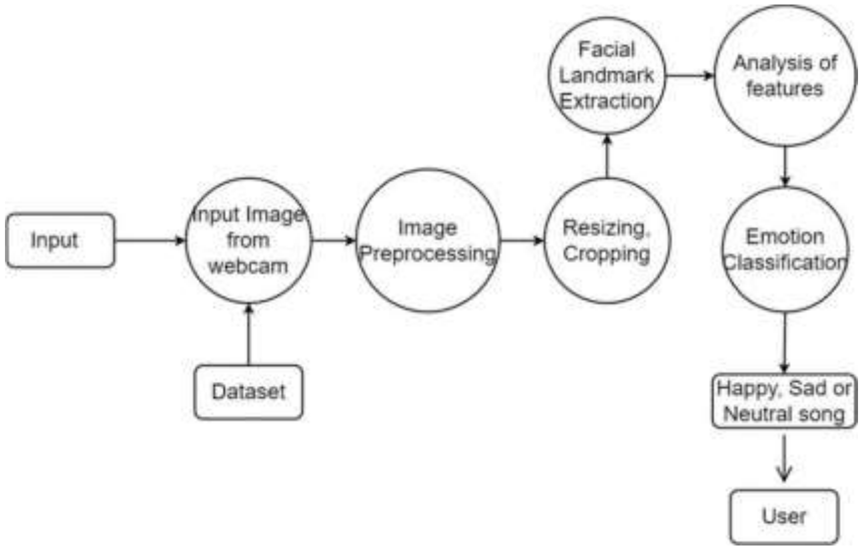

Figure 7.2 Implementation of music recommendation system

Music recommendation systems are rapidly evolving, driven by advancements in artificial intelligence, machine learning, and data integration. These systems are becoming more sophisticated, offering users an increasingly personalized experience that caters to individual tastes and preferences. As these technologies continue to advance, several key trends are shaping the future of music recommendation systems, including personalization, integration with social media, multimodal recommendations, contextual recommendations, and the exploration of new music. Each of these trends plays a significant role in enhancing the user experience, making music discovery more engaging, relevant, and enjoyable.

One of the most significant trends in music recommendation systems is the move towards deeper personalization. Personalization has always been a cornerstone of these systems, but the level of sophistication is increasing exponentially. With the help of artificial intelligence and machine learning algorithms, music recommendation systems can now analyze vast amounts of data to understand users' musical preferences in much greater detail. These algorithms learn from a user's listening history, identifying patterns in their music consumption, such as preferred genres, artists, tempos, and even specific song attributes like mood or energy level. As these systems continue to evolve, they will likely become even more adept at tailoring recommendations to an individual's tastes. For example, machine learning models can predict the types of music a user might enjoy based on subtle cues that go beyond simple genre preferences. They might consider factors such as the time of day, the user's current activity, or even their emotional state, offering music that aligns perfectly with the user's current needs. This level of personalization ensures that the music suggested is not only aligned with the user's tastes but also relevant to their immediate context, making the listening experience more satisfying and immersive.

Social media integration is another trend that is set to revolutionize music recommendation systems. Social media platforms are treasure troves of data, providing detailed insights into users' behaviors, preferences, and social interactions. By integrating with these platforms, music recommendation systems can access a wealth of additional information that can be used to refine and enhance their recommendations. For instance, social media activity can reveal a user's current interests, mood, and social connections, all of which can inform music recommendations. If a user frequently shares certain types of music on their social media profiles or interacts with posts about specific artists or genres, the recommendation system can take this into account when suggesting new music. Moreover, social media integration allows recommendation systems to consider the musical preferences of a user's friends and connections. This social aspect can introduce users to new music that they might not have discovered on their own, expanding their musical horizons and fostering a more communal listening experience.

Additionally, social media platforms can help music recommendation systems stay current with trends and viral content. By analyzing what is being shared and discussed on social media, these systems can quickly identify emerging artists, genres, or tracks that are gaining popularity. This allows them to recommend music that is not only personalized but also timely and relevant, keeping users engaged with fresh and exciting content.

The future of music recommendation systems lies in the integration of multiple data sources, leading to what is known as multimodal recommendations. Traditional recommendation systems primarily rely on audio data and user behavior to make suggestions. However, as technology advances, these systems are beginning to incorporate a wider range of data types, including video, lyrics, metadata, and even external factors like user-generated content.

Multimodal recommendation systems can analyze these diverse data sources to create a more holistic understanding of a user's preferences. For example, they can consider the visual elements of a music video, the narrative or emotional content of lyrics, and the metadata associated with a song, such as its release date, genre, or cultural significance. By combining these elements, the system can offer recommendations that are not only based on the sound of the music but also on the broader context and experience it offers.

This approach has the potential to create a more immersive and engaging listening experience. Users may receive recommendations that align with their preferences on multiple levels, whether they are drawn to certain visual styles in music videos, specific themes in lyrics, or particular cultural movements. Multimodal recommendations also allow for greater personalization, as the system can fine-tune its suggestions based on a deeper understanding of what the user values in their music experience. Contextual recommendations represent a significant advancement in the way music recommendation systems operate. Rather than simply suggesting music based on static preferences, contextual recommendation systems take into account the user's current situation and environment. This could include factors such as the time of day, location, weather, activity, or even the user's emotional state.

For example, a user might receive different music recommendations in the morning than they would in the evening. In the morning, the system might suggest upbeat and energetic tracks to help the user start their day, while in the evening, it might recommend more relaxing or reflective music to wind down. Similarly, if the system detects that the user is at the gym, it might suggest high-energy workout playlists, whereas if the user is at home, it might offer a more varied selection based on the user's current activity or mood. Contextual recommendations are made possible through the integration of sensors, location data, and user input, which allow the system to understand the user's context in real-time. This dynamic approach ensures that the music recommended is not only aligned with the user's tastes but also appropriate for their current situation, enhancing the overall listening experience.

One of the most exciting trends in music recommendation systems is the emphasis on helping users discover new music. While personalization and context are important, there is also a growing focus on expanding users' musical horizons. Music recommendation systems are increasingly designed to introduce users to artists, genres, and tracks they might not have otherwise encountered. This trend is driven by the belief that music discovery should be an integral part of the listening experience. Rather than confining users to their existing preferences, recommendation systems are being developed to gently push the boundaries of what users listen to. This can involve suggesting music that is similar to what the user already enjoys but with slight variations, or it can mean introducing entirely new genres or artists that align with the user's broader tastes.

The exploration of new music is facilitated by the advanced algorithms used in modern recommendation systems. These algorithms can identify patterns in users' listening habits that suggest a potential interest in new types of music. For example, if a user enjoys a particular subgenre of electronic music, the system might suggest related subgenres or emerging artists within the same broad category. This not only keeps the listening experience fresh but also allows users to continuously discover new music that resonates with them. In addition to the trends mentioned above, customization and user control are becoming increasingly important in music recommendation systems. Users want to have more say in how recommendations are generated and displayed. This includes the ability to fine-tune recommendations based on specific criteria, such as mood, genre, or activity, as well as the option to exclude certain types of music or artists from their recommendations.

Customization features allow users to take a more active role in shaping their listening experience, making it more aligned with their current preferences and needs. For example, a user might want to create a playlist specifically for studying, with a focus on instrumental or ambient music. The recommendation system can then prioritize these types of tracks, ensuring that the playlist matches the user's desired atmosphere. User control also extends to feedback mechanisms, where users can actively influence future recommendations by liking or disliking songs, artists, or genres. This feedback loop helps the system refine its algorithms and improve the accuracy of its suggestions over time.

In conclusion, music recommendation systems are evolving rapidly, driven by trends such as personalization, social media integration, multimodal and contextual recommendations, exploration of new music, and increased customization. These trends are making music discovery more personalized, relevant, and engaging, ultimately enhancing the overall user experience. As technology continues to advance, we can expect music recommendation systems to become even more sophisticated, offering users a deeper connection to the music they love and introducing them to new sounds and experiences in innovative ways.

One significant disadvantage of music recommendation systems is their limited personalization. While these systems rely on algorithms and data analysis to suggest new songs or artists based on user preferences, they often fail to capture the individual nuances of music taste and the emotional responses that different songs may evoke. The algorithms may overlook the complexity of human musical preferences, which can be influenced by a wide range of factors beyond listening history and explicit preferences. Another drawback is the bias and lack of diversity inherent in many music recommendation systems. These systems often rely on algorithms trained on popular or mainstream music, which can inadvertently perpetuate biases by favoring well-known artists and genres over lesser-known or emerging ones. If the data set used to train the algorithm is biased toward certain demographics or cultural backgrounds, the recommendations may reflect those biases, limiting exposure to a broader and more diverse range of music. This lack of diversity can result in a homogenized listening experience, where users are less likely to discover unique or culturally significant music outside the mainstream.

Privacy concerns also arise with the use of music recommendation systems, as they require access to user data to function effectively. Users may feel uneasy about sharing their listening history, preferences, and personal information with third-party services, especially in an era where data privacy and security are paramount concerns. The potential for data breaches or misuse of personal information can deter users from fully engaging with these systems, limiting their effectiveness.

Moreover, music recommendation systems can contribute to the narrowing of music taste. While they are designed to introduce users to new artists and genres, they can also reinforce existing listening habits by continually recommending similar music based on past preferences. This feedback loop can discourage users from independently exploring new music, potentially narrowing their musical horizons over time. Instead of fostering musical discovery, these systems might inadvertently confine users to a limited range of familiar sounds. To address these disadvantages and improve the effectiveness of music recommendation systems, several future enhancements can be considered. One key area of improvement is the validation of accuracy using multiple datasets and a variety of AI algorithms. By incorporating diverse datasets and testing different algorithms, the accuracy of recommendations can be better ensured, reducing biases and improving the personalization of music suggestions.

Additionally, a thorough analysis of the system's limitations, such as the semiconductor devices' low voltage stress (equal to half the output voltage), can help identify areas for technical enhancement. Addressing these drawbacks will involve overcoming the three major challenges associated with the current system design and implementation. By doing so, future versions of music recommendation systems can offer more nuanced and diverse music suggestions, enhance user privacy protections, and encourage broader musical exploration. Overall, by focusing on these enhancements, music recommendation systems can evolve to become more inclusive, accurate, and respectful of user privacy, ultimately providing a richer and more fulfilling musical experience.

Conclusion

In conclusion, this application represents a significant advancement in smart technology, particularly in the realm of music recommendation systems. The approach outlined here offers exceptional accuracy and precision, ensuring that users can effortlessly find the perfect music to match their mood. By analyzing the user's emotions through a photo and selecting appropriate tracks from their playlist, the system eliminates the need for manual searching, providing a seamless and personalized listening experience. The ability to accurately categorize emotions and recommend music accordingly is a key feature, with the classifier achieving over 90% accuracy in most test cases. This high level of performance highlights the system's potential to significantly enhance the way users interact with their music, making it an invaluable tool for creating a more intuitive and responsive smart life experience.

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