



SPOTIFY SEQUENTIAL SKIP PREDICTION (CLASSIFICATION PROBLEM)

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DEFINITION

To help Spotify(Music Streaming App) in predicting whether individual track(song) encountered in a listening session will be skipped by a particular user.



FEATURES IN THE DATA

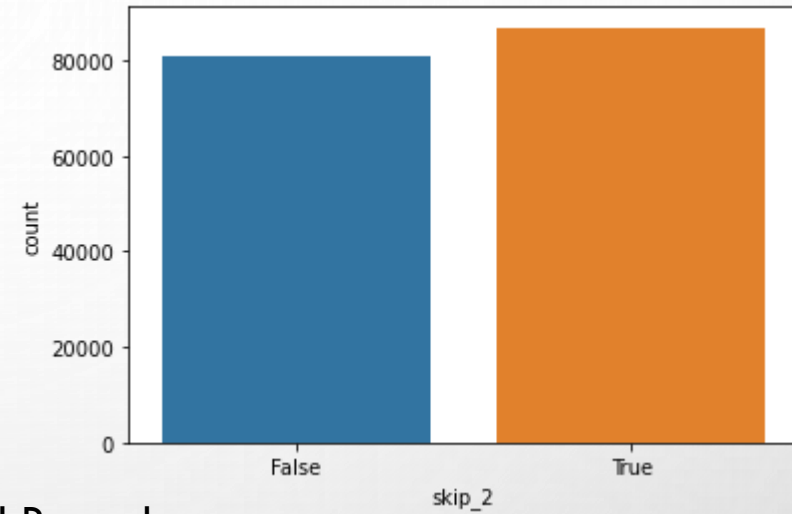
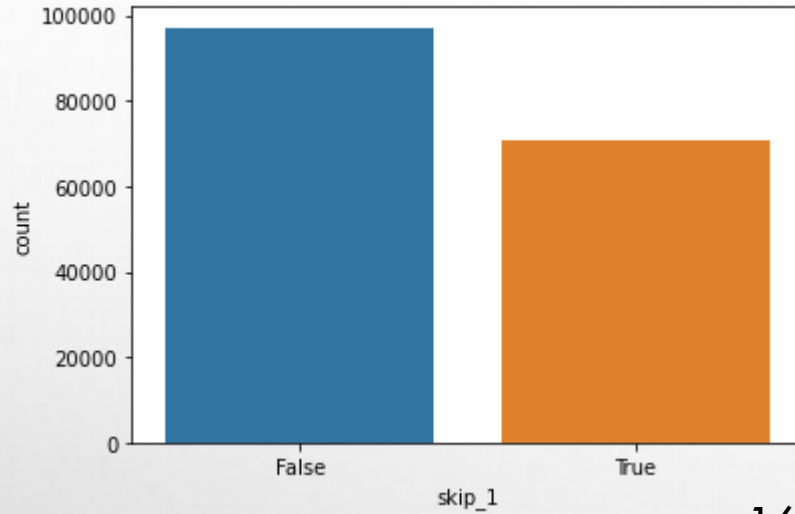
Table 1(user log)

0	session_id	167880	non-null	object
1	session_position	167880	non-null	int64
2	session_length	167880	non-null	int64
3	track_id_clean	167880	non-null	object
4	skip_1	167880	non-null	bool
5	skip_2	167880	non-null	bool
6	skip_3	167880	non-null	bool
7	not_skipped	167880	non-null	bool
8	context_switch	167880	non-null	int64
9	no_pause_before_play	167880	non-null	int64
10	short_pause_before_play	167880	non-null	int64
11	long_pause_before_play	167880	non-null	int64
12	hist_user_behavior_n_seekfwd	167880	non-null	int64
13	hist_user_behavior_n_seekback	167880	non-null	int64
14	hist_user_behavior_is_shuffle	167880	non-null	bool
15	hour_of_day	167880	non-null	int64
16	date	167880	non-null	object
17	premium	167880	non-null	bool
18	context_type	167880	non-null	object
19	hist_user_behavior_reason_start	167880	non-null	object
20	hist_user_behavior_reason_end	167880	non-null	object

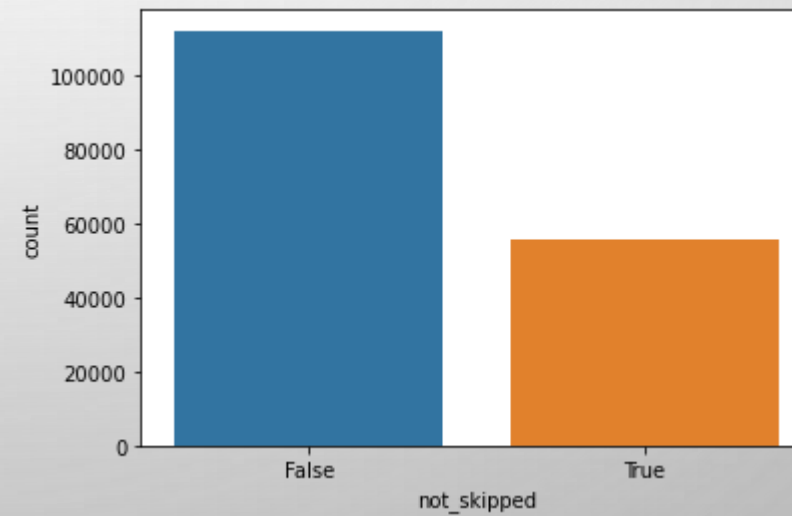
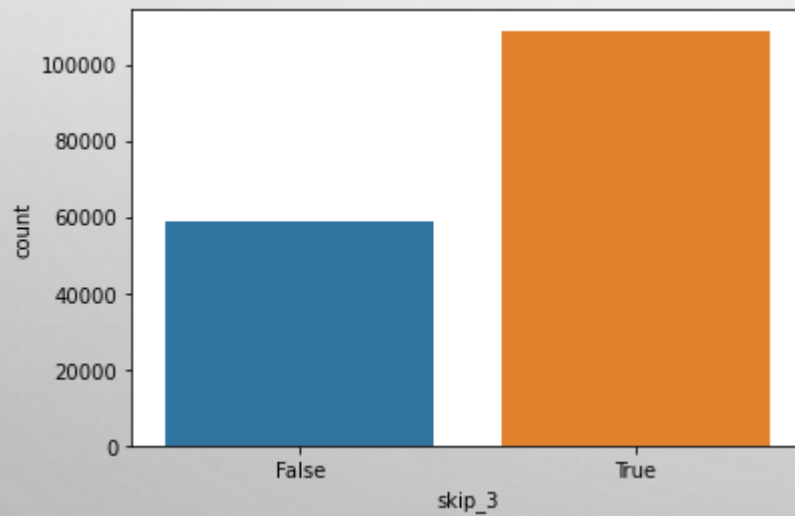
Table 2 (song data)

0	track_id	50704	non-null	object
1	duration	50704	non-null	float64
2	release_year	50704	non-null	int64
3	us_popularity_estimate	50704	non-null	float64
4	acousticness	50704	non-null	float64
5	beat_strength	50704	non-null	float64
6	bounciness	50704	non-null	float64
7	danceability	50704	non-null	float64
8	dyn_range_mean	50704	non-null	float64
9	energy	50704	non-null	float64
10	flatness	50704	non-null	float64
11	instrumentalness	50704	non-null	float64
12	key	50704	non-null	int64
13	liveness	50704	non-null	float64
14	loudness	50704	non-null	float64
15	mechanism	50704	non-null	float64
16	mode	50704	non-null	object
17	organism	50704	non-null	float64
18	speechiness	50704	non-null	float64
19	tempo	50704	non-null	float64
20	time_signature	50704	non-null	int64
21	valence	50704	non-null	float64
22	acoustic_vector_0	50704	non-null	float64
23	acoustic_vector_1	50704	non-null	float64
24	acoustic_vector_2	50704	non-null	float64
25	acoustic_vector_3	50704	non-null	float64
26	acoustic_vector_4	50704	non-null	float64
27	acoustic_vector_5	50704	non-null	float64
28	acoustic_vector_6	50704	non-null	float64
29	acoustic_vector_7	50704	non-null	float64

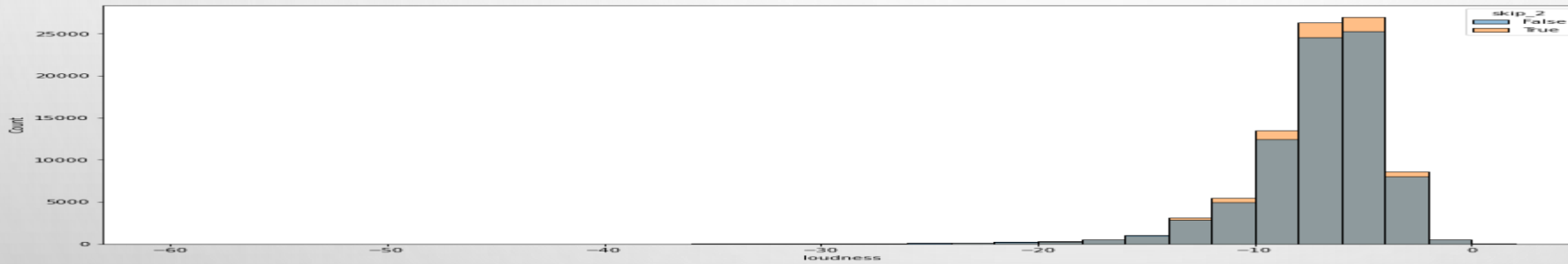
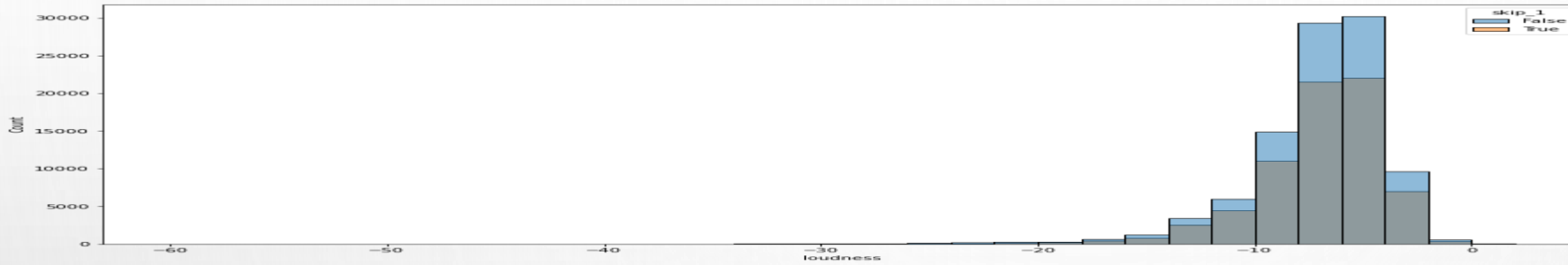
UNDERSTANDING THE DATA



167880 Total Records



CAN LOUDNESS OF SONG IMPACT THE SKIP?



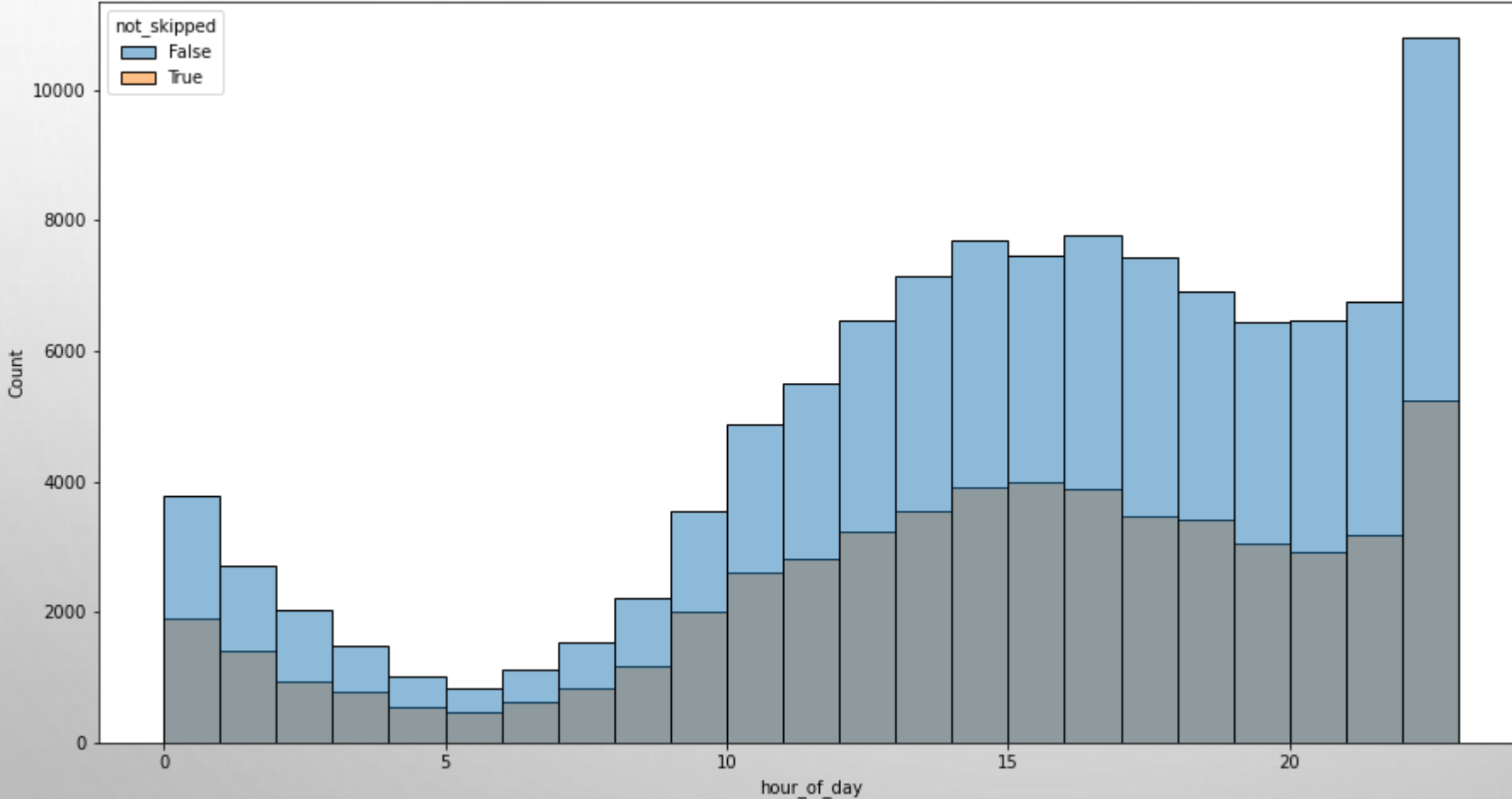
Songs are being skipped in phase 2 and 3 more. But the count of skips is normally distributed over loudness

CAN THE POPULARITY OF SONG IMPACT SKIP?



Seems like more the song's popularity More are they being skipped. But on the other hand, in each bin around 50% of the songs are being skipped.

CAN THE HOUR OF DAY IMPACT SKIP?



Time slot of 22-midnight registers the maximum song requests. But overall proportion of skips remains around that 50% mark.

PCA

- UNDERSTANDING THE IMPACT OF 70 FEATURES IS VERY DIFFICULT.
- TRANSFORMED THOSE 70 FEATURES INTO 4 PRINCIPLE COMPONENTS.
- THE VARIABILITY EXPLAINED BY THOSE COMPONENTS IS AROUND $0.98389601 \approx 98\%$

	pc_1	pc_2	pc_3	pc_4
0	1.103427	-0.564980	0.106102	0.011347
1	0.841644	0.919889	-0.396460	-0.089065
2	0.921508	-0.451135	-0.429430	-0.009270
3	0.928626	-0.548147	-0.432088	-0.023350
4	0.905070	-0.448440	-0.432234	-0.018499
5	-0.046544	0.772695	0.248712	-0.183551
6	-0.954521	-0.619079	0.046760	-0.262695
7	-0.965195	-0.670428	0.048839	-0.272748
8	-1.049345	0.786274	0.074048	-0.359910
9	-1.039047	0.761823	0.071510	-0.356322

Model SCORECARD

	Explanability	Execution Time	Practical to implement	Accuracy
Logistic Regression	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	0.8049
KNN	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	0.8054
Random Forest	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	0.9274
SVM	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	0.6380



Thank You