Music Genre Classification COS424

Vladimir Feinberg, Siddhartha Jayanti 9 February 2016

1 Abstract

blah blah [3].

2 Introduction

A basic problem in the field of music is to label a song into a genre (jazz, rock, country, classical etc.). In general, a given song can have multiple genres, and two people may disagree on whether a song s can be labeled with a given genre g. Furthermore, there are a huge number of genres and some are very similar to others. Thus, the most general version of the genre classification problem which intuitively asks for a complete list of genres given a song is hard to formalize and solve. In this paper, we will be discussing a simpler version of this problem which we call Genre-Classify that asks for a single genre label given a song. Our given data set contains 1000 different songs, which we shall call our song set S. Each song $S \in S$ is exactly 30 seconds long and is labeled with a single genre label $g(S) \in G = \{blues, classical, country, disco, hip-hop, jazz, metal, pop, reggae, rock\}$. There are exactly 100 songs of each genre. Our problem can be formally stated as follows: Given a random subset of pairs $P = \{(s, g(S)) | s \in T\}$ where $T \subseteq S$, derive a function $g': T' = (S - T) \to G$ that attempts to maximize the proportion of correct guesses $g'(S) = g(S), S \in T'$. In our experiments we let our training set T be picked as a random subset of size 0.8|S|, and test the models g' we derive on our test set T'.

One problem in using algorithms on the music data, is the dimensionality of the data (if the song was interpreted as a vector of bits for instance). One way to reduce the dimensionality of the problem would be to take the first few components of a PCA; but better methods are possible when we have a labelled data set [4]. One such method is to encode musical features in a vector using the Fisher Linear Discriminant Analysis (Fisher-LDA) method [4]. This method is used on timbre-related musical features in Enrique et al. [1]. They obtain a 4.09% probability of error when they use the MFCC and Fisher-LDA. A later paper by Chang et al. [2] uses both short and long term features of music and the compressive sampling technique to keep the dimensionality low. They obtain 92.7% accuracy when they use multiple short and long term features.

References

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