500 Best Albums Ever: Search System

Eunice Amorim, Henrique Sousa, Henrique Nunes

I. Abstract

This report focuses on the creation of an information retrieval system about the 500 best music albums ever produced according to *Rolling Stone* magazine. Thanks to *Wikipedia*, *Spotify* and *Genius* it was possible to assemble the underlying data set with relevant attributes to identify and search for a song. To achieve this, a pipeline was built considering 3 main steps as follows: collecting, processing and analyzing. As a result of this work, a final data set of 9.21 MiB was gathered. Some interesting findings about the songs collected include: average duration between 3 and 5 minutes and higher occurrence of older songs. This data set was indexed using the *Solr* engine and a set of default filters. They allowed to search for songs according to the established information needs resulting on a Mean Average Precision of circa 0.67 in this process.

II. Introduction

Over the years, many tried to discover the best music albums ever released. One of these initiatives is the annual listing of the magazine *Rolling Stone*: the 500 best albums ever released [Mag20]. One reading this list may want to know more about each album, discover how many songs they have, what songs are included, and how good they are. For this reason, this project intends to build a search system which allows the user to search over this ranking with different metrics (album, artist, lyrics, year, ...) and thus satisfying its curiosity. Since there are many editions of this list, the focus was on only one: the 2020 version [1].

This paper aims to describe the procedures performed in order to build an information retrieval system based on referred list. It is structured according to the sequence of steps performed, namely data preparation and information retrieval as well as its sub-steps. Some of the main results are detailed in the Section Conclusion

III. M1 - Data Preparation

A. Data Sources

After some search, an already assembled data set with all information wanted (list of albums, artist, songs of each album) was not found. For this reason, it was decided to build a customized data set using the following sources:

A.1) Wikipedia

Wikipedia[2] is a platform of shared knowledge [Wik22]. It was hard to extract all albums from the original magazine article because all albums had a different URL. So, since *Wikipedia* provides the complete list [3] in a easier way to extract, it was decided to use it. In order to be sure about the validity of the list, coherence between *Wikipedia* and *Rolling Stone* was manually checked being confirmed as a reliable source. Regarding the licensing, the list is property of *Rolling Stones* magazine and is publicly available.

A.2) Spotify

Spotify[4] is a music streaming website used by millions all over the world. It contains 80 million tracks being able to discover the information of all albums (7,112 songs). The data is publicly accessible [Spo22a] and usable for this kind of project [Spo22b].

A.3) Genius

One of the main lyrics websites is *Genius* [5] . It has a community of 2 million contributors [Gen09] including verified artists [Gen22c]. As a result, this was a natural choice to gather this information. It proved to be effective, only missing 738 song lyrics (check the Section Collecting lyrics for more details). The song lyrics are publicly accessible and usable for this project [Gen22b] but belong to the authors of the song.

A.4) Alternatives

Other options were considered and tested. The most relevant one was *Musixmatch*. Due to the limitations of the *Musixmatch* free package, it was not used.

B. Data Collection and Preparation

With the data sources chosen, the next step was gathering the data from said albums in a way that would fit the vision for the search engine. To assemble the data set, the name of the song, the album, the artist, and the lyrics would be imperative to be obtained. Additional metrics would also end up being collected, like the duration of each song, its release year and its album ranking.

B.1) Pipeline

During the development processes several hurdles had to be overcome, mainly when it comes to the quality of the data.

[1] https://www.rollingstone.com/music/music-lists/best-albums-of-all-time-1062063/

[2] https://en.wikipedia.org/wiki/Main_Page

[3] https://en.wikipedia.org/wiki/Wikipedia:WikiProject_Albums/500

[4] https://open.spotify.com

[5] https://genius.com/

After several iterations it was settled for the pipeline observed in Fig. A.1. Each main pipeline component is explained in the following sections.

B.2) Collecting albums

The entry point input is the *Wikipedia* list of the 500 best albums according to *Rolling Stone* [Wik20], which replicates the one in the magazine's website [Mag20]. However, since there is a single table, the *Wikipedia* page was found to be easier to scrape. The webpage is first stored locally. Afterwards, a python scraper collects the artists and the albums, sorted by ranking order, and stores them in a file.

B.3) Collecting songs

Next, the file obtained is iterated in the command line, taking the album and artist from each line, which is given as input to a python script that will collect every song of the given album. To do that, the *Spotify API* is used through the *Spotipy* library [Lam14]. The two tools will be addressed as a unit called either *Spotify* or *Spotify API* henceforth. The *Spotify API* allows to search for an album. This process was not trivial and metrics had to be developed to obtain the closest match (by *Levenshtein* distance). For example, remastered or deluxe edition might be the only versions available in *Spotify* for a given album, but there might have been an album with the same name from a different artist. After the album is chosen, its tracks are collected, alongside the song duration and the album release date. The script will append all of the relevant information to a single file that will keep the songs featured in the data set. Additionally, the album ranking is also present for each song.

B.4) Collecting lyrics

Finally, lyrics were retrieved from the songs obtained. The lyrics are collected from the *Genius* website [Gen22a]. The file with the tracks will be iterated line by line in the command line to obtain a single tracks' name and artist. The two are put together into a URL which is used to directly access the webpage of the song. If no result is found, the most likely culprit is the name obtained from the *Spotify's API* which is not always canonical. In that case, the name is sanitized and another attempt is performed. If one of the processes is successful, the program will scrape the HTML for the lyrics and the string will become the name of the file where each of the lyrics is stored. This string will also be added to the file which agglomerates the whole collection of songs so that referencing is possible.

Despite a *Genius API* being available, it wasn't reliable, leading to more missing information than the scraping did.

B.5) Processing

The data set at the end of the collecting process didn't need much processing since such processing was done while collecting. It would be impossible to gather a significant part of the data without sanitizing the song name for example.

However, a separated processing routine was viable: the normalization of the release date. The file obtained previously will be fed to a program whose function is to normalize the song's release date, since the format the *Spotify API* yields is not homogeneous. All of the dates are, therefore, standardized to include just the year of the release.

B.6) Makefile

To automate the process, a makefile was created to generate the different files. It is structured between the collecting, the processing and the analysis phases. The main file is structured in CSV format and each lyrics is contained in a TXT format.

C. Data Characterization

The assembled data set has been tailored to the needs of the project. As the sources used are reliable and reputed, it's reasonable to assume the correctness of it. Nevertheless, there are still conclusions that can be made.

C.1) Domain model

Data is made of two parts: the song data and the lyrics data. The song data is a single file with all of the songs available in the data set. It contains the name of the song, the album, the artist, the release year, the duration and the ranking of the album in which it is featured. The lyrics data is composed of one file per song and contains the lyrics for that song.

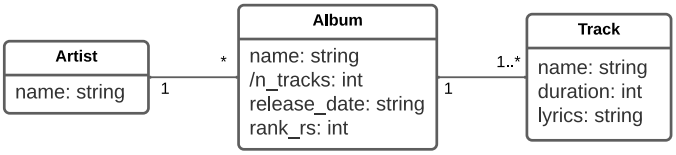

Fig. 1: Domain Model

C.1.1) Data fields

The name and lyrics of the track, the name of the album and the name of the artist are all string values. The duration of the track is an integer value with the number of seconds of the song. The date of the album is a integer value with the year of the release date of the album. The rank_rs is the *Rolling Stone* ranking of the album. The n_tracks is a derived attribute with the number of songs in the album.

C.1.2) Missing values

The only missing value are the lyrics for some of the songs. Due to some technical difficulties, gathering lyrics for all tracks was not possible.

C.1.3) Size and volume

The total data has a volume of approximately 9.21 MB. It contains a total of 7,112 tracks, 6,374 have lyrics. However, some of these lyrics are present in multiple albums and share the same lyrics' file.

C.2) Descriptive and exploratory statistics

With large data sets like this one, it is important to know the data in order to take advantage of its properties. Therefore, an exploratory analysis was performed. Plots were used to explore its contents and discover some patterns that allow a better understanding of it.

The album duration and the album mean track duration follow a similar distribution (Fig. A.2 and Fig. A.3). The outliers,

especially, are similar. However, it cannot be concluded that this is due to the same album, since a long mean song duration could just imply that an album is made of a single long song, for example. It is possible to conclude that most albums are about 50 minutes in length and tracks are mostly under 4 minutes long which is consistent to the recommended 3-5 min duration [L19].

The majority of the albums have less than 20 songs. There are a few with more than that and some outliers with even more than 40 songs (Fig. A.4). It could be the case that the albums with this many songs are a result of an extended version of the album found by *Spotify*.

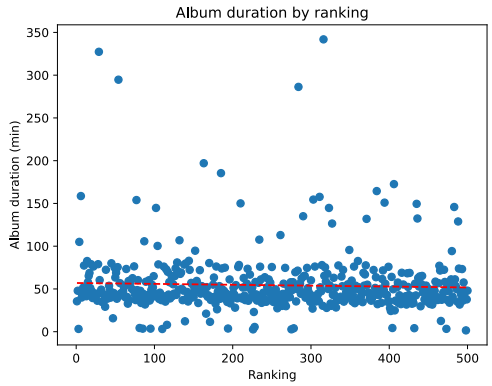

Fig. 2: Album duration by ranking

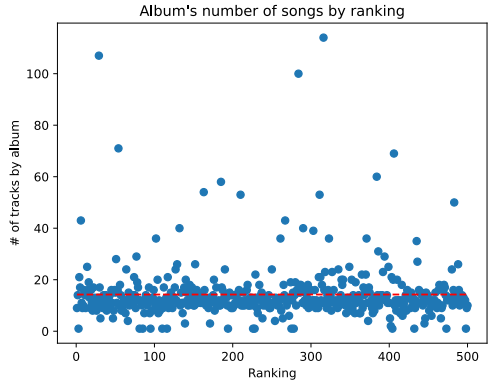

Fig. 3: Album number of songs by ranking

By plotting the linear regression that expresses the correlation between the above metrics and the ranking of the respective album, there are some conclusions to be made. Longer albums and albums with a higher track mean duration have a better ranking (Fig. 2 and Fig. A.5). It is impossible to determine if this is a causal relationship and, even if it was so, it would only make the album perform marginally better. Additionally, the number of tracks of an album appears to be mostly irrelevant to its ranking (Fig. 3).

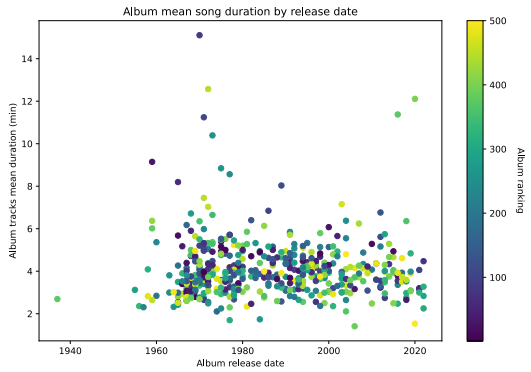

Fig. 4: Album ranking distributed by release date and mean track duration

The graphic in Fig. 4 shows the distribution of albums according to its release date and the mean time duration of its tracks. The markers in the plot are colored following a scale given from album ranking. Analysing the plot, it is possible to conclude that the best albums of the 500 are more agglomerated between the 60's and 90's and between 3 and 5 minutes per track, which was expected.

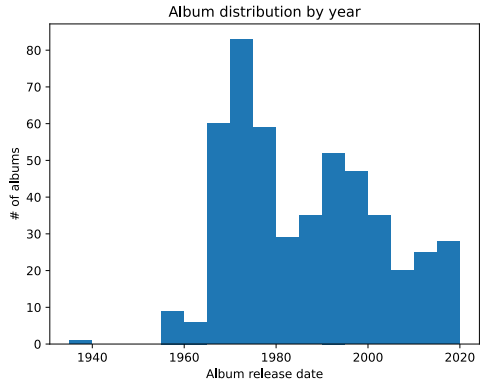

Fig. 5: Album distribution by year

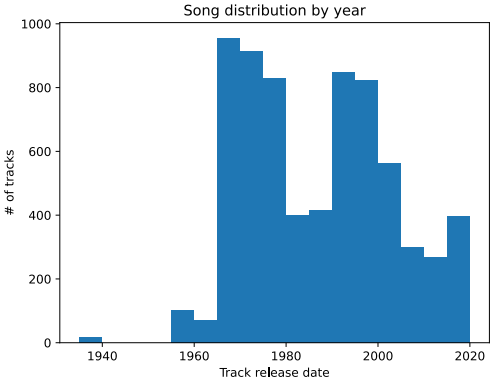

Fig. 6: Song distribution by year

The distributions for the album release date (Fig. 5) and for the track release date (Fig. 6) follow a similar distribution.

This is to be expected, as more albums in a given year means, generally, more songs for that same year.

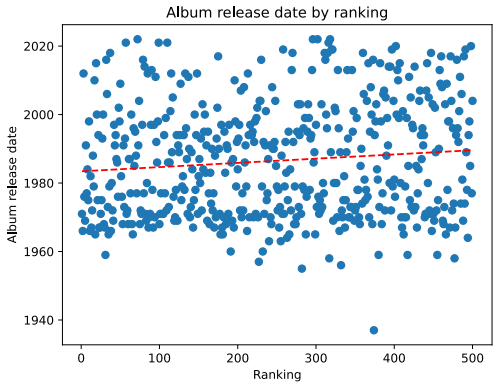

Fig. 7: Album release date by ranking

The graph in Fig. 7 plots the linear regression correlating the ranking of an album and its release date. Though small, it can be seen that an older album is associated with a better ranking. One hypothesis that explains this behavior is the nostalgia factor.

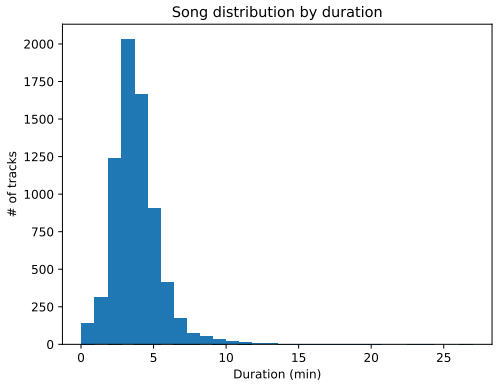

Fig. 8: Song distribution by duration

The song distribution by duration (Fig. 8) is similar to the album distribution by mean track duration. It is not surprising that the grouped data replicates the pattern of the individual data. As it can be seen, most songs have a duration of less than 5 minutes.

The graphic in Fig. A.6 presents an estimate of the number of tracks for which lyrics have been found. Despite being quite large in absolute number, the number of tracks for which the lyrics were not obtained is significant, but not crippling in terms of the effectiveness of the data.

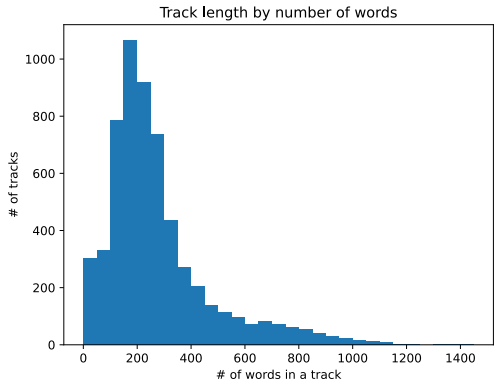

Fig. 9: Number of words by track

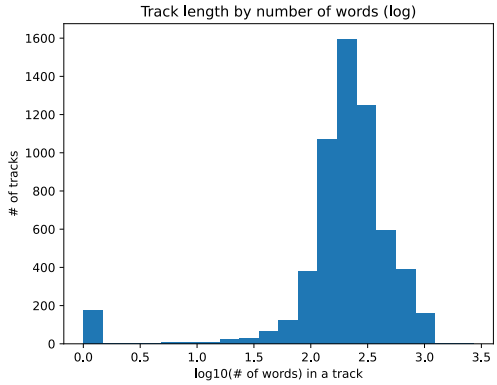

Fig. 10: Number of words by track (logarithmic scale)

Most tracks tend to have a number of words smaller than 400 (Fig. 9). In Fig. 10, it is also possible to see that a considerable number of tracks, about 200, have no words at all. Those are instrumental only tracks. It was decided to keep them since they are part of the albums and it's still possible to work with its titles, year of release, duration, artist and ranking.

In Fig. A.7, a visualization of the frequency of the words in all songs can be seen, where a greater word size indicates a greater frequency. The words "know", "love", "now", "got", and "want" have the most relevance.

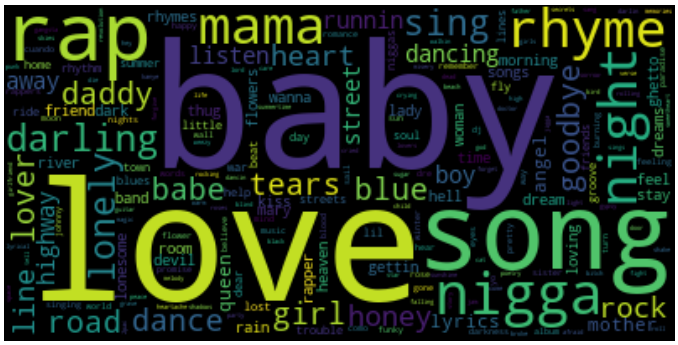

Fig. 11: Keywords

Above, in Fig. 11, a visualization of the keywords can be seen. Unlike the previous graphic, it evaluates only the 3 keywords in a track before calculating the relative frequency

of each. It can be seen that the word "love" continues to have a great relevance but some of the other predominant words, mainly common verbs, are not deemed to be a keyword.

D. Prospective Search Tasks

With all the information collected, it is important to understand which queries are relevant for the system. The final search system should be able to help users fulfilling their information needs. Some of them may include:

1) I want 1991 Nirvana songs having between 2 and 3 minutes
2) I want songs with a regretting tone
3) I want an underrated relaxing song
4) I want a song that speaks of love in a depressing way
5) I want a song that talks of life and love
6) I want songs about surprise and happiness
7) I want a song with a sentence like "I like her"
8) I want the very best songs

In section M2 - Information Retrieval these search tasks will be translated to queries to retrieve documents from the system.

IV. M2 - Information Retrieval

A. Collection and Indexing

A.1) Choice of the tool

There are several search engines available to building the indexes, store data and querying it. Some of those are, for example, *Solr* [Sol22] and *Elasticsearch* [Sea22]. These pre-built systems allow its users to access the system UI and easily query the system, finding out relevant documents and evaluate the system indexing. To this project, the choice fell on *Solr* because the team had more knowledge about it, which made the development faster.

A.2) Document definition

With the tool chosen, it was needed to define what would be a document in this system. For any given track, given that a small amount of data has a relationship to it, instead of using other cores or tables (introducing the need to merge operations and adding more complexity to the system), a document is comprised of the full data.

As such, a document is represented by the following:

```
{
    "id": integer,
    "artist": string,
    "album": string,
    "album_release_date": integer,
    "album_ranking": integer,
    "n_tracks": integer,
    "track": string,
    "track_duration": integer,
    "lyrics": string
}
```

In order to upload the data already collected to the information retrieval tool, it was firstly transformed into a JSON format, being all of the fields indexable.

A.3) Indexing

The default indexing provided by *Solr* was able to correctly index the data. However, it yielded a poor representation as every data field was made of an array with the data. For this reason, the first step taken was to make the fields into an atomic data type: a string or an integer.

For the integers, this was the only indexing performed as there was no need for a more complex approach.

As for the strings, a different approach was used. To all of the string fields, a standard tokenizer was used and different filters were applied according to its importance. For the artist, album and track a simple indexing was performed with ASCII folding and conversion to lower case. For the lyrics, more filters were applied to increase the efficacy of the system. Besides the filters applied to the title, additional ones were used to account for plurality, the English language's possessive case, English stemming and synonyms.

A.4) Schema

The final schema can be represented as the following:
Field types

- textType
  - tokenizer
    - StandardTokenizerFactory
  - filters
    - ASCIIFoldingFilterFactory
    - LowerCaseFilterFactory
- lyricsType
  - tokenizer
    - StandardTokenizerFactory
  - filters
    - ASCIIFoldingFilterFactory
    - LowerCaseFilterFactory
    - EnglishMinimalStemFilterFactory
    - EnglishPossessiveFilterFactory
    - PorterStemFilterFactory
    - RemoveDuplicatesTokenFilterFactory
    - ManagedSynonymGraphFilterFactory
    - FlattenGraphFilterFactory

Fields

- artist: textType
- album: textType
- album_release_date: pint
- album_ranking: pint
- n_tracks: pint
- track: textType
- track_duration: pint
- lyrics: lyricsType

B. Retrieval

B.1) Retrieval process

The *Solr* project has already a friendly UI so that one can query the information system and retrieve some documents easily. With that in mind, after the information needs are defined, they were all translated to queries that can be placed in the *Solr* user interface. The queries used to test the schema are distinct in order to explore the different search properties of the system. The detail of each query can be found in here [6].

B.2) Fields boosts

In an information system, usually the data is distributed by several fields with different levels of importance according to the search task to perform. Therefore, in some queries it's good to boost some fields in order to attend the relevant documents with more effectiveness. An example of this boost was used in the query that translates the information need "I want songs with a regretting tone". To this query, the name of song was considered more important to have a match than the lyrics.

B.3) Term boosts

In a textual query, one may want to assign more weight to some terms of the query than others. In *Solr* search engine, this can be accomplished by adding the character '^' followed by the numeric weight assigned to the term right before the special character. As an example of this use case, relatively to the information need "I want a song that speaks of love in a depressing way", a query with the text "love^5 -good bad -happy sad" was made. This query had the goal to emphasise the word "love" guarantying that the documents retrieved were about love, but at the same time removing terms like "good" and "happy" and matching terms like "bad" and "sad". This accomplish the depressing part of the information need.

B.4) Independent boosts

Another search boost that could be implemented is the Independent Boost. It allows to emphasise terms regardless of the query. To explore it, the boost could be used in same way of the Term Boost (by using the '^' after a specific term but in the DisMax "bq" field). However, another approach was followed. The DisMax "bf" field was applied to boost the "album_ranking", regardless of the query. This technique can be seen in query of the information need "I want an underrated relaxing song" by using the function "field(album_ranking)" which assigns priority to the albums with a worst ranking.

B.5) Phrase match with slop

In some cases it is wanted to search by phrase match. Nevertheless, this approach is very restrict as it normally retrieves a small number of documents. To turn the phrase match softer, it can be used with slop. The slop does not restrict the phrase terms to a specific order or consecutive position. Depending on its value, the search can be more or less embracing. This process was applied to the information need "I want a song with a sentence like "I like her" to search for instances of documents that contains a similar phrase to "I like her".

B.6) Wildcards and fuzziness

Wildcards and Fuzziness are useful to generalize some searches. They allow to match more terms from a single one. Fuzziness allows to ignore, for example, mismatches caused by typos and Wildcards allows to search for a term without exactly specifying it. The information need "I want songs about surprise and happiness" was translated to a query with wildcards like "surpr*" and "happ*" in order to match terms relative to "surprise" and "happiness", respectively.

B.7) Proximity search

According to Solr documentation [7], Proximity Search in the "lucene" parser refers to searches looking for terms within a specific distance from one another. This is very similar to a query phrase match with slop, but it is specified like an expression followed by a character '~' and a number that specifies the maximum proximity required. For instance, this proximity search was used on the query of information need "I want a song that talks of life and love" by querying the expression "life love" with a proximity of 3.

C. Evaluation

C.1) Different setups

A set of different setups were used to index the data collected and evaluate the system.

- Schema 1 Simply sanitize the test
  - ASCIIFoldingFilterFactory
- Schema 2 Sanitize the test and convert to lower case
  - ASCIIFoldingFilterFactory
  - LowerCaseFilterFactory

These differed in the schema used. The final schema (Section A.4)) refers to the latest iteration (an increment of the previous by adding new filters to the lyricsType).

C.2) Manual evaluation process

In order to perform a good evaluation, the relevant documents for a given query need to be known. A manual evaluation was necessary to gather this data with the most certainty. However, obtaining this set from the thousands of documents is not easy and would be almost impossible through brute force. As such, approximations were made. The proposed query was ran and the results limited to 30. These were then manually evaluated and the totality of the relevant documents fetched from this set. This same query, using this schemas and others, will be evaluated according to the relevant documents that were found through this process.

[6] https://bit.ly/3gc6Wv0

[7] https://solr.apache.org/guide/8_10/the-standard-query-parser.html#proximity-searches

C.3) Precision metrics

Precision metrics are a way of evaluating the information retrieval system. It measures the ratio of the relevant retrieved documents. It is important to know whether or not the document handed back to the user contained the information that they were looking for.

C.3.1) P@10 and Average Precision

Query	Average Precision	Precision at 10 (P@10)
1	0.736536	1.0
2	0.4899	0.4
3	0.581563	0.6
4	0.59327	0.8
5	0.821417	0.8
6	0.617782	0.7
7	0.415013	0.4
8	1.0	0.9

C.3.2) Mean average precision

Mean average precision is another precision metric, but that evaluates the information retrieval system on a global basis. Below, the metric is presented not only for the final schema, but also for the other ones that have been developed proving the improvement throughout the iterations.

	Schema	Value
Mean Average Precision	1	0.544416
	2	0.638584
	Final	0.656935

C.4) P-R curve

A P-R curve is a graph that tracks the precision of a query as the recall increases. This allows to characterize the compromise between both metrics and better make a decision on how many results to display in a system deployed to production.

Two of the obtained curves have a precision of 1 (Fig. 12, Fig. 13). This could be attributed to the fact that these queries do a simply matching in some of the attributes, yielding results with absolute certainty.

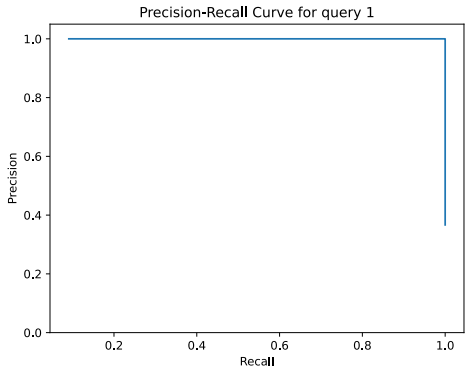

Fig. 12: Query 1 P-R Curve

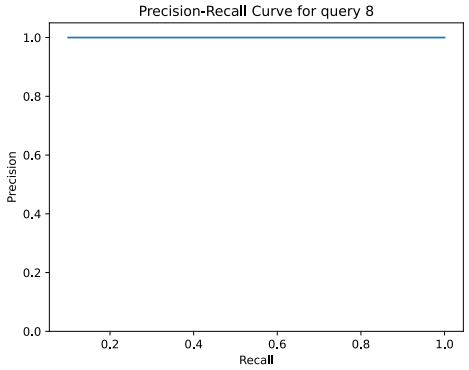

Fig. 13: Query 8 P-R Curve

Another set of the curves display a non-monotonic decrease of the precision as recall increases, (Fig. 14, Fig. 15, Fig. 16). These indicates that the search system was able to correctly identify the first relevant document,s but struggles doing so afterwards.

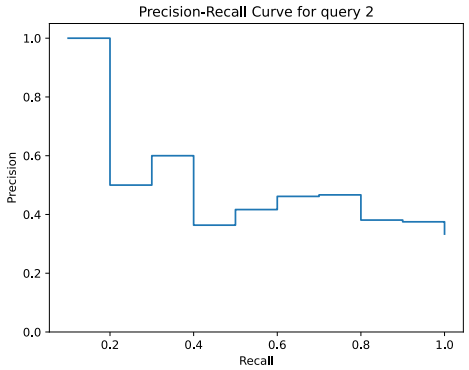

Fig. 14: Query 2 P-R Curve

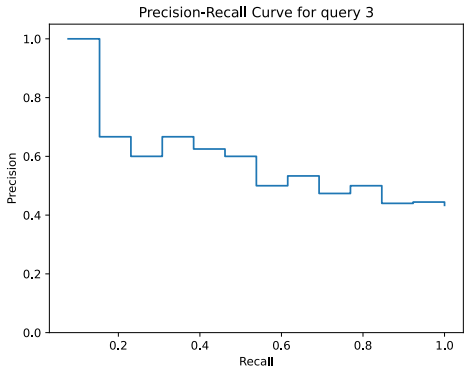

Fig. 15: Query 3 P-R Curve

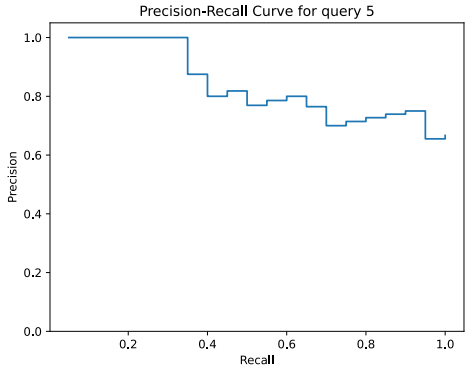

Fig. 16: Query 5 P-R Curve

Another set has a rapid increase of precision and then stays within a range (Fig. 17, Fig. 18). This could be indicative of finding a set of relevant documents after just a few non-relevant ones. The remaining could be said to have a mix of relevant and non-relevant documents, though the former are the most abundant, allowing the precision not to lower significantly or to even increase.

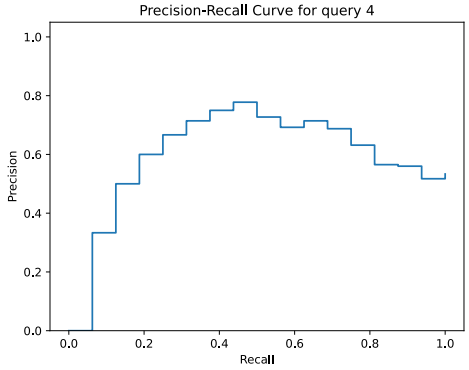

Fig. 17: Query 4 P-R Curve

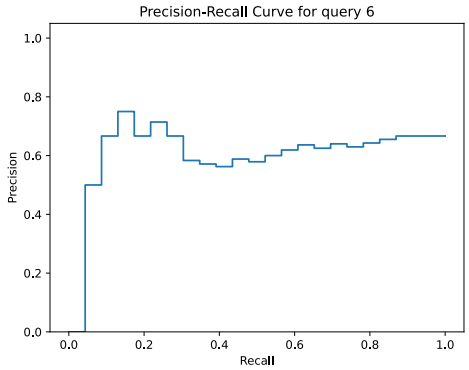

Fig. 18: Query 6 P-R Curve

As for the last query (Fig. 19), the odd curve is explained by the reduced amount of relevant documents. The search system rapidly finds every relevant document but one, which is only found after many non-relevant ones were added to the retrieved documents.

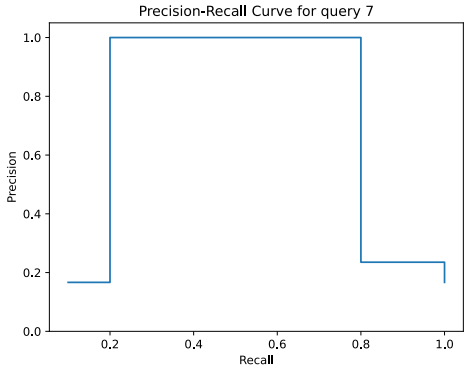

Fig. 19: Query 7 P-R Curve

C.4.1) Discussion

Even though the metrics used to evaluate the system are adequate and used in the field, they have without doubt yielded skewed results, namely when it comes to recall related metrics. This is due to the manual evaluation process. The relevant documents obtained are not guaranteed to be the only ones that fulfill the information. Additionally, the process was toilsome and took a reasonable amount of time, diminishing the possibility of rapidly performing evaluation on different queries to determine improvements between widely different schemas. Another detail to consider is the limits of the system. The information need had to be transformed to abide by the search system's syntax, which reduced its expressiveness. A more complex search system would allow for a query in natural language. The domain and the data collected is also a limiting factor, for expressing feelings or types of musics using the lyrics as a main factor is not trivial.

V. Conclusion

A vast set of music was analysed in this project, gathering more than 7,000 songs covering a time period of more than 80 years. During the development process, it has become evident that the process of creating an information system is complex. Firstly, gathering a data set from the very inception is not a trivial task. There are a lot of factors that determine the quality of the final data. Since the project relies on gathering data from outsides sources, as opposed to collecting points of data ourselves, the reliance on external entities makes the whole process more prone to inconsistencies as was the case. The pipeline designed aims to take into account all of the susceptibilities of the composing parts and work around those. Secondly, the translation of an information need to a query is hard and only in more advanced systems is this done reliably. Finally, the evaluation of the system is done manually, which is inefficient, but the only reliable way to determine the relevant documents of a query. The main objectives were accomplished for the intended search system was built and evaluated. Nonetheless, there is still work to be done. The search system produced can be improved in the next phase by, for example, adding more metadata about the songs, applying NLP processing to discover feelings in the lyrics or building a custom UI.

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APPENDIX

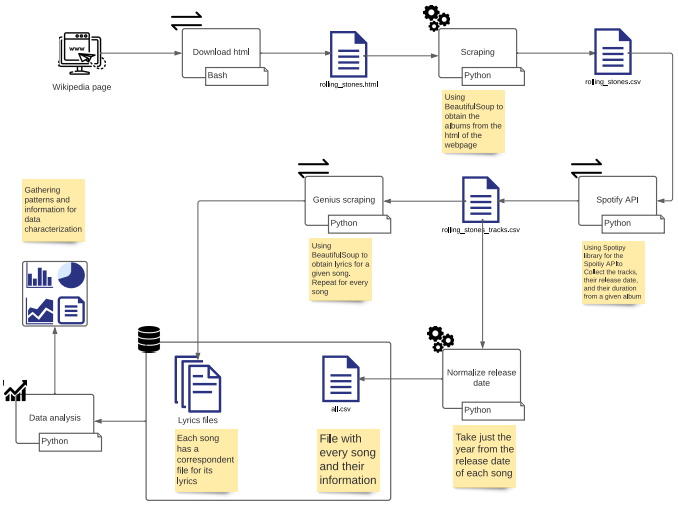

Fig. A.1: Pipeline to collect and process data

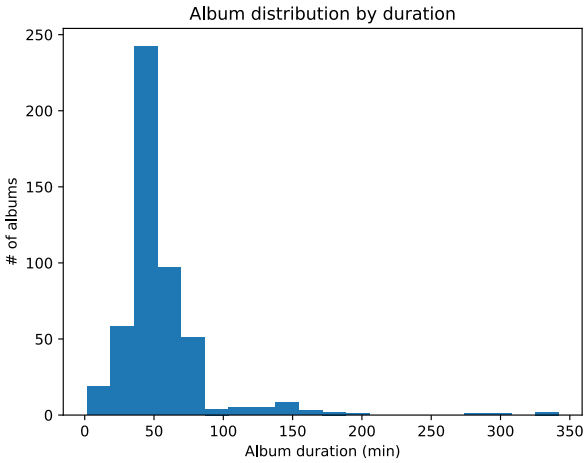

Fig. A.2: Album distribution by duration

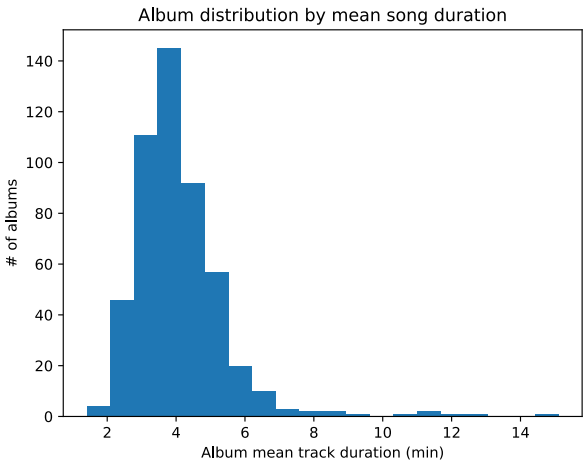

Fig. A.3: Album distribution by song duration

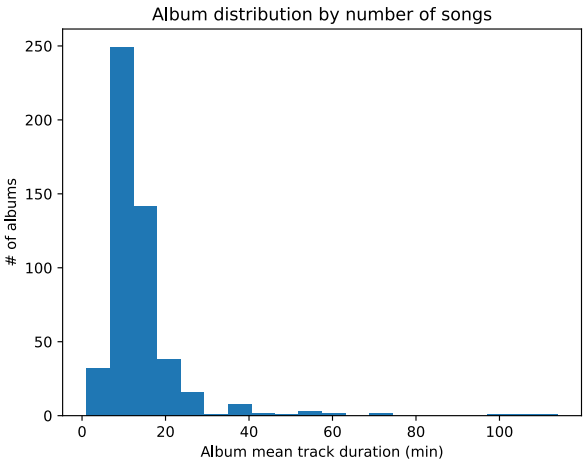

Fig. A.4: Album distribution by number of songs

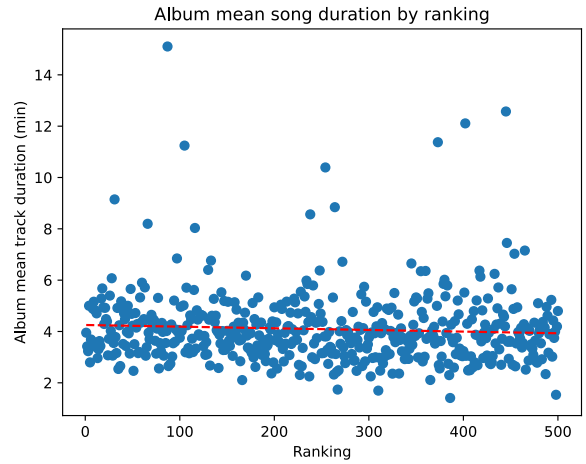

Fig. A.5: Album mean song duration by ranking

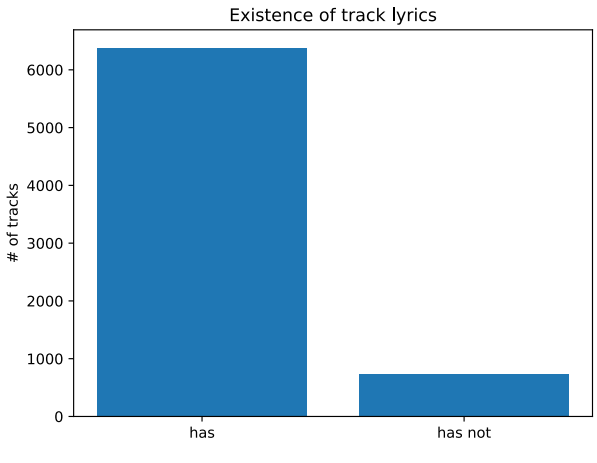

Fig. A.6: Lyrics existence

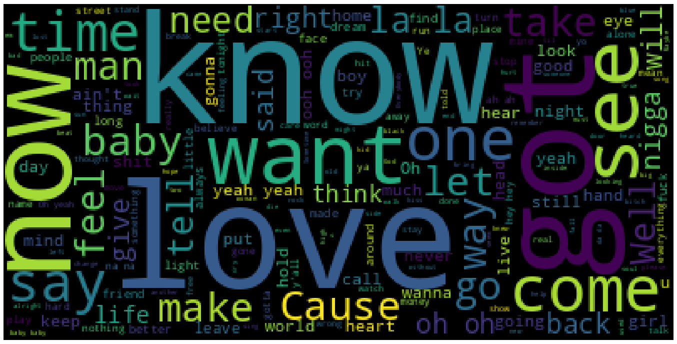

Fig. A.7: Wordcloud