

Music Feature

Music Genre Classification

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Final Presentation for Statistical Machine Learning



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June 19, 2022

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Abstract

Music genre can be predicted by using Fourier transform and waveform analysis from audio to numerical data. For the model I used like SVM and Random Forest, the result was better than the others in Kaggle.

1 Introduction

1.1 Motivating Question

When I was a child, I started learning chinese music instrument. That was the beginning that having fun for the music, and I realized the music is also a part of science. For an example, A440 is the musical pitch corresponding to an audio frequency of 440 Hz (from Wikipedia), and every instruments have their own waveform. So I decided to have my master degree for the researching that I want to use my statistics knowledge on the music I learned before. The music topic is the work direction for statistical machine learning project.

1.2 Focus Problem

A dataset in Kaggle interests me, 1000 audio tracks each 30 seconds long, it contains 10 genres, each represented by 100 tracks. So my problem is:

1. Is the music genre classified by those numerical data?
2. If it can be classified, which model is the best for this dataset?

1.3 Data

Music Feature Dataset

| filename | tempo | beats | chroma_stft | rmse | spectral_centroid | spectral_bandwidth | rolloff | zero_crossing_rate |
|----------------|-----------|-------|-------------|-----------|-------------------|--------------------|-----------|--------------------|
| blues.00081.au | 103.35938 | 50 | 0.3802602 | 0.2482623 | 2116.9430 | 1956.6111 | 4196.1080 | 0.1272725 |
| blues.00022.au | 95.70312 | 44 | 0.3064509 | 0.1134754 | 1156.0705 | 1497.6682 | 2170.0535 | 0.0586134 |
| blues.00031.au | 151.99908 | 75 | 0.2534871 | 0.1515708 | 1331.0740 | 1973.6434 | 2900.1741 | 0.0429672 |
| blues.00012.au | 184.57031 | 91 | 0.2693200 | 0.1190717 | 1361.0455 | 1567.8046 | 2739.6251 | 0.0691239 |
| blues.00056.au | 161.49902 | 74 | 0.3910586 | 0.1377283 | 1811.0761 | 2052.3326 | 3927.8096 | 0.0754795 |

The features in this dataset are extracted from the dataset provided it which consists of 1000 audio tracks each 30 seconds long. It contains 10 genres, each represented by 100 tracks. The tracks are all 22050 Hz Mono 16-bit audio files in .wav format. The code used to extract features is at this [GitHub repo](#). Features are extracted using libROSA library. (Content in kaggle)

1.4 Variables/Features

- tempo: The speed at which a passage of music is played
- beats: Rhythmic unit in music
- chroma-stft: Short Time Fourier Transform
- rmse: Root Mean Square Error
- spectral-centroid: Indicates where the “center of mass” of the spectrum is located.
- spectral-bandwidth: It is the Wavelength interval in which a radiated spectral quantity is not less than half its maximum value.
- rolloff: Roll-off is the steepness of a transmission function with frequency.
- zero-crossing-rate: The rate at which the signal changes from positive to negative or back.
- mfcc1-20: Mel-frequency cepstral coefficients (MFCCs) are coefficients that collectively make up an MFC.

1.5 Genres (label)

- blues
- classical
- country
- disco
- hiphop
- jazz
- metal
- pop
- reggae
- rock

2 EDA

2.1 Correlation Matrix

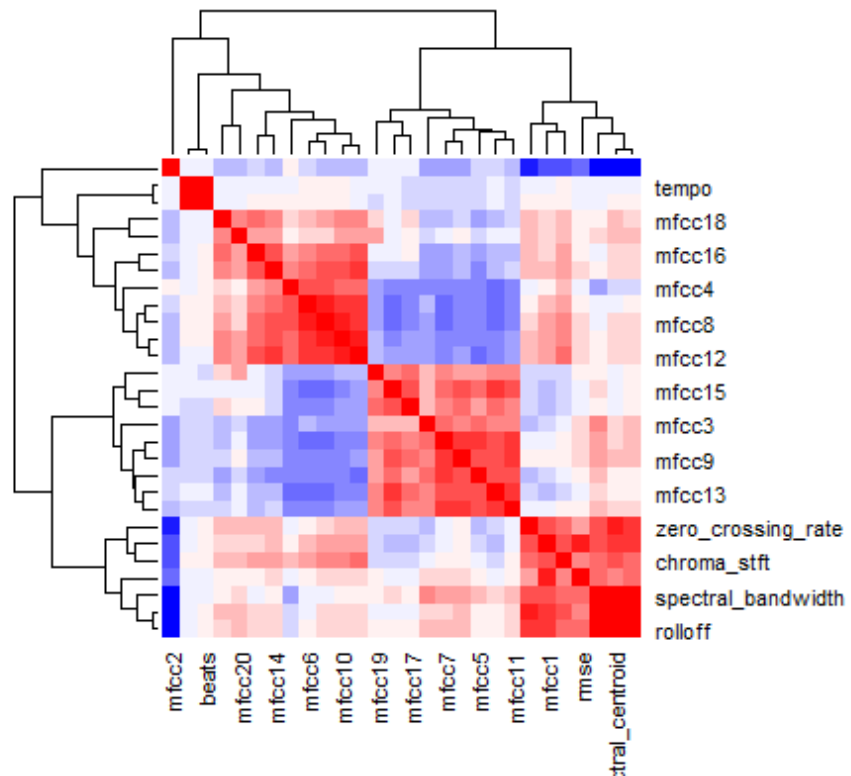


Figure 1: Correlation Matrix

It could be splitted by three parts in the red area that is the positive high correlation. Then we made the figure of pairs plot fir these three high correlation area.

2.2 Pairs plot

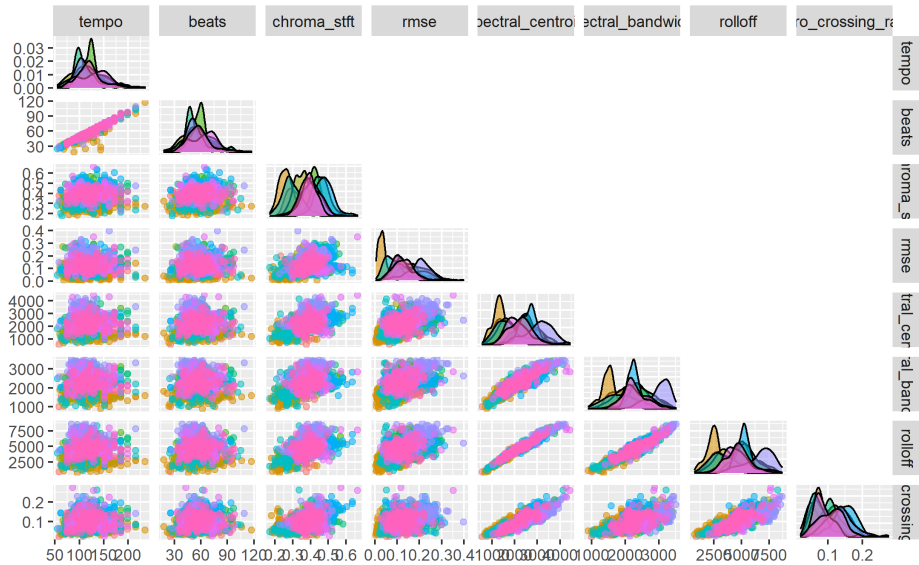


Figure 2: Pars plot by ggplot

There is a high correlation between tempo and beats, and the tempo is about two times of beats. Moreover, spectral-centroid, spectral-bandwidth and rolloff are the results of spectral analysis, they must have correlation for each variables.

2.3 PCA (Principle Component Analysis)

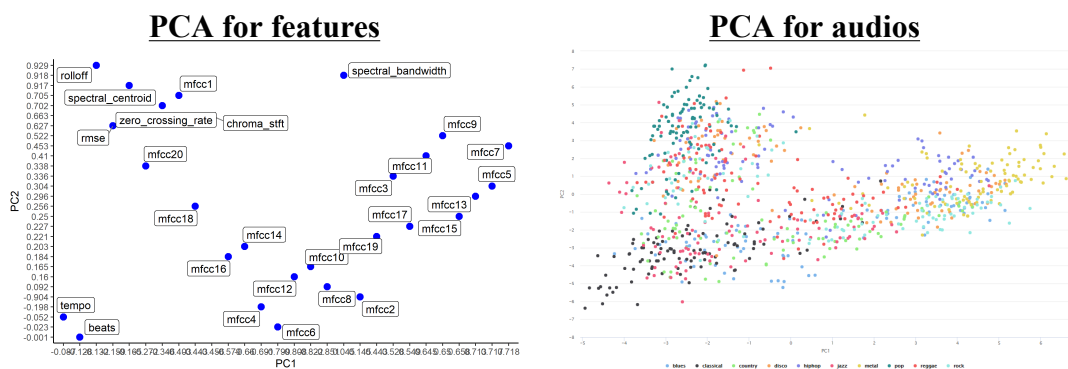


Figure 3: PCA

3 Models

3.1 Training and Testing data

For the balance in this data, taking 80% as training data and 20% as testing data from each genres, so training data contains 10 genres, each represented by 80 tracks. And so does testing data.

3.2 Logistic Regression

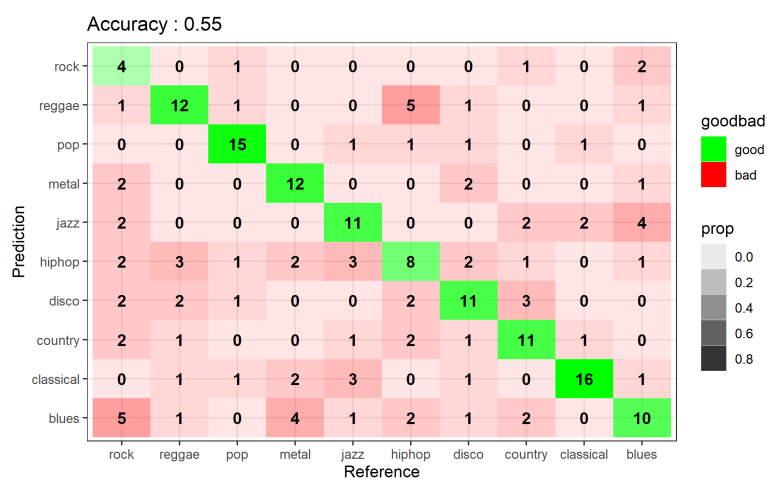


Figure 4: Confusion matrix: logistic regression

3.3 SVM (Support Vector Machine)

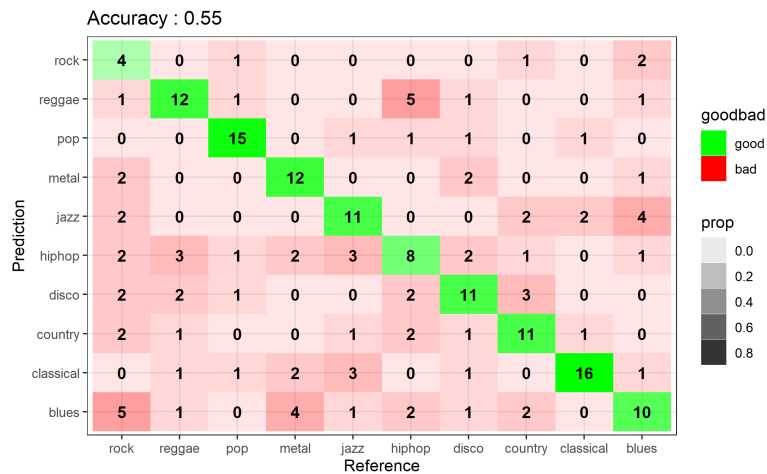


Figure 5: Confusion matrix: SVM

3.4 SVM (one-hot encoding)

Turning this 10 class prediction into a simple version, We do the one-hot encoding for the genres as the figure down below.

[illegible]

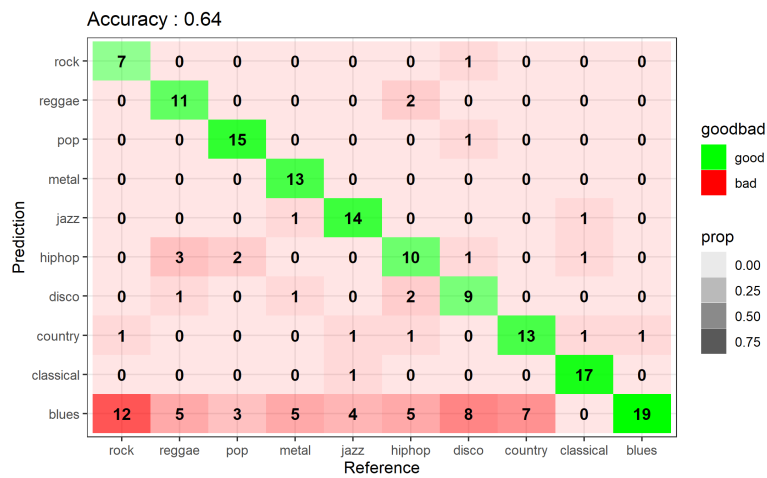


Figure 6: Confusion matrix: SVM (one-hot encoding)

3.5 SVM (scaling)

After reading the paper of tuning of SVM, scaling is very essential.

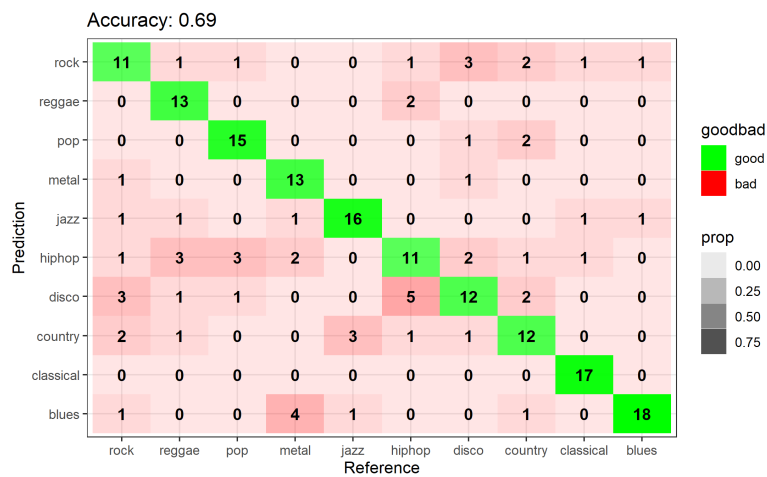


Figure 7: Confusion matrix: SVM (scaling)

3.6 Random Forest

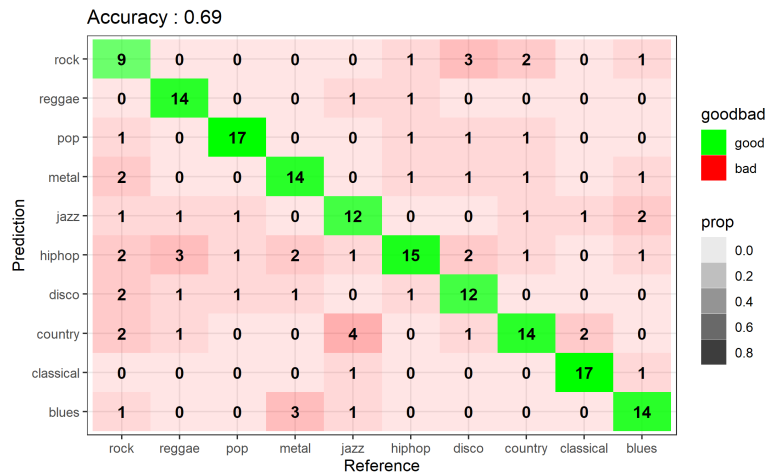


Figure 8: Confusion matrix: Random forest

3.7 Random Forest (scaling)

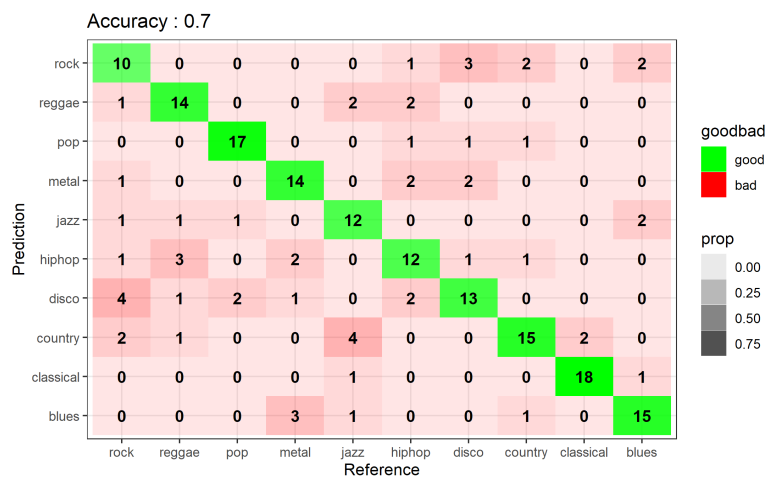


Figure 9: Confusion matrix: Random forest (scaling)

4 Conclusions

- The music could be classified by 28 features extracted from signal transform and Fourier analysis.
- SVM and Random Forest are satisfactory classifier for this dataset.

| model | accuracy |
|------------------------|----------|
| logistic regression | 0.55 |
| svm(one-hot encoding) | 0.64 |
| svm | 0.67 |
| svm(scaling) | 0.69 |
| random forest | 0.69 |
| random forest(scaling) | 0.7 |

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