

NTDS TEAM 52: Mood Changing Playlist Generator

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Presentation Outline

- 1. Introduction
- 2. Data Collection & Preprocessing
- 3. Similarity Graph
- 4. Playlist Generation
- 5. Personalization
- 6. Demo-MVP
- 7. Conclusion



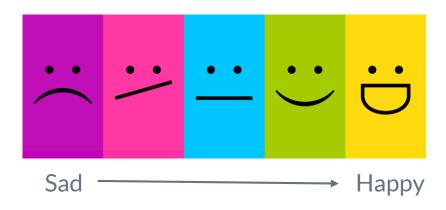
1. Introduction

Introduction

Objective:

- Generate a Playlist to Change Users' Mood
- > Smooth transitions, while respecting user's preferences





Introduction

Mood Dimensions:

- ➤ Fontaine et al. (2007):
 certain dimensions
 contain the emotional
 response of a human to a
 song

Fontaine et al. Dimension	Corresponding Echonest Audio Feature Dimension		
Pleasantness Valence	Valence		
Potency Control	Danceability		
Activation Arousal	Energy		
Novelty/ Unpredictability	-		



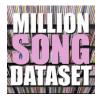
FMA





FMA

User History
Dataset



- □ userID
- > counts



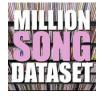




FMA

User History Dataset

Spotify API



- □ userID
- > counts

- Metadata
- > Audio features
- 30-secondPreview audiofile





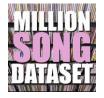




FMA

User History Dataset Spotify API

Librosa Features



- □ userID
- > counts

- Metadata
- Audio features
- > 30-second Preview audio file









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User History
Dataset

Spotify API

Librosa Features Final Dataset



- □ userID
- > counts

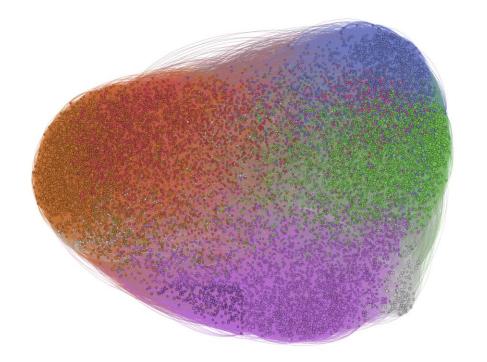
- > Metadata
- > Audio features
- > 30-second
 Preview audio
 file

- 1. User's History
- 2. Metadata
- 3. Echonest
- 4. Librosa

3. Similarity Graph Creation

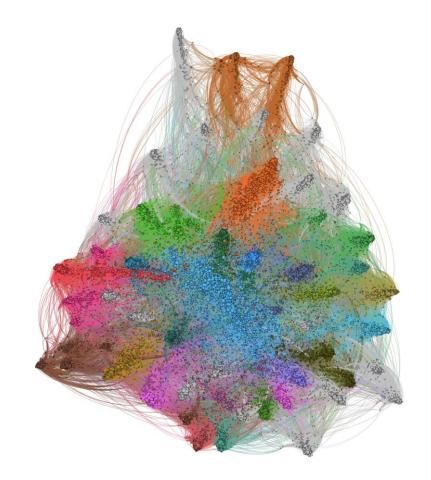
- ▷ Similarity Graph Based on:
 - 1. Librosa Features
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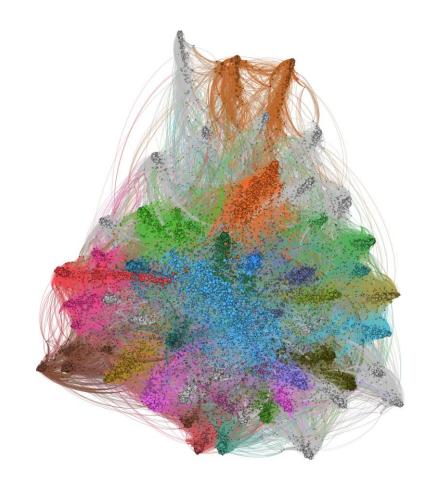


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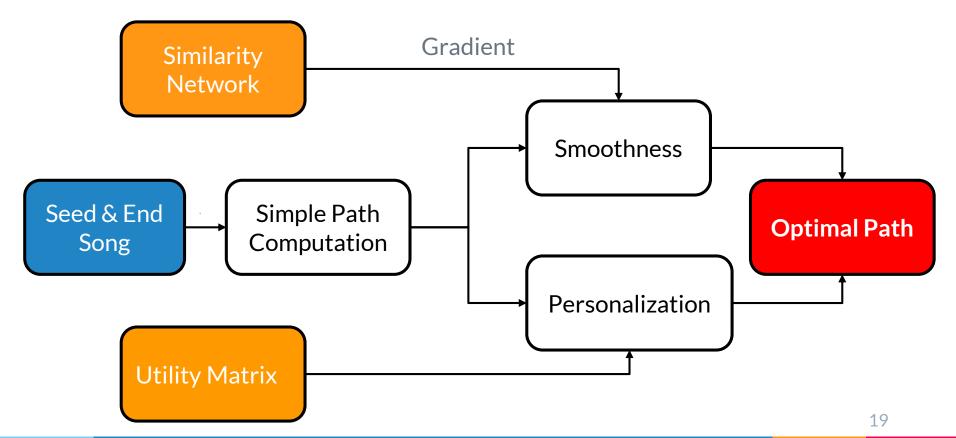


- ▷ Similarity Graph Based on:
 - 1. Librosa Features
 - 2. Users' Preferences
- > Sparsification:
 - 30 strongest edges
 - Threshold: 0.1 and 0.2

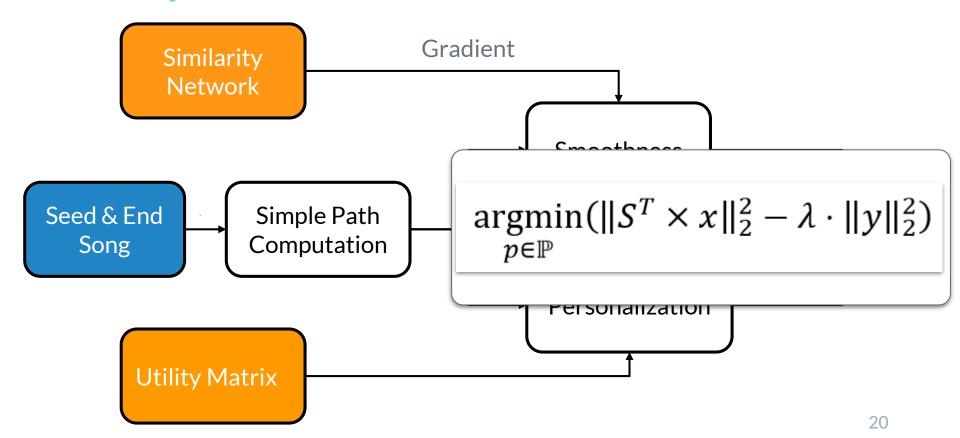


4. Playlist Generation

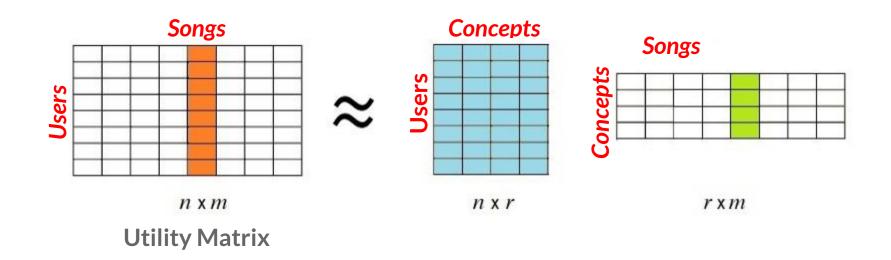
Playlist Generation - Path



Playlist Generation - Path

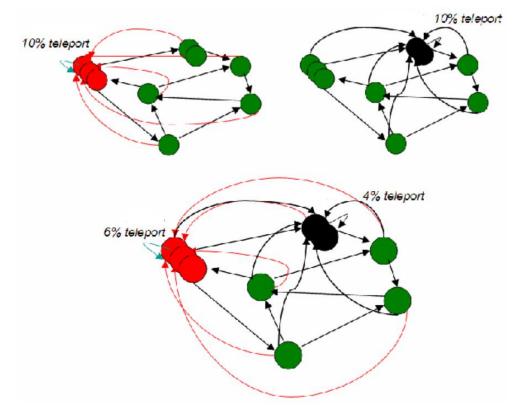


Non-negative Matrix Factorization (NMF)



Personalized PageRank

- Page rank itself is the probability of landing on a specific page in the stationary state
- Personalized vector of the individual user from the Utility Matrix as the input



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$$PR(u) = \alpha \cdot \sum_{v \in B_u} \frac{PR(v)}{L(v)} + (1 - \alpha) \cdot \frac{1}{N}$$

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$$PR(u) = \alpha \cdot \sum_{v \in B_u} \frac{PR(v)}{L(v)} + (1 - \alpha) \left(\frac{1}{N}\right)$$

6.

Result: Demo - Minimum Viable Product (MVP)

Demo: Playlist Generation

```
# Selecting seed song
seed_song=song_selection(0.5,0.8,0.05)
seed_song
```

Danceability (med), Energy (high), Valence (small, Sad)

```
# Selecting end song
end_song=song_selection(0.1,0.3,0.9)
end song
```

Danceability (small), Energy (small), Valence (High, Happy)

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Selecting seed song
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Danceability (med), Energy (high), Valence (small, Sad)

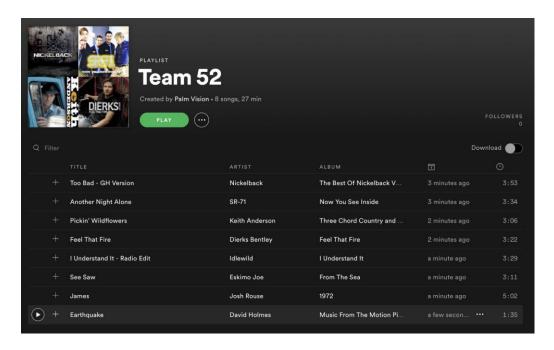
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Danceability (small), Energy (small), Valence (High, Happy)

	positionID	trackTitle	artistName	artistFollowers	releaseDate	topGenre1	audio_Duration_ms
51038	0	Too Bad - GH Version	Nickelback	3286956.0	2013	Metal	232987
18164	1	Another Night Alone	SR-71	52268.0	2001	Pop	213760
3634	2	Pickin' Wildflowers	Keith Anderson	166750.0	2005	Country	185920
23357	3	Feel That Fire	Dierks Bentley	1620405.0	2009	Country	201507
10223	4	I Understand It - Radio Edit	Idlewild	31306.0	2005	Pop	208920
49579	5	See Saw	Eskimo Joe	55327.0	2004	Rock	191067
24356	6	James	Josh Rouse	37395.0	2003	Country	301707
26329	7	Earthquake	David Holmes	24661.0	2007	Hip-hop	95200

Demo: Playlist Generation





7. Conclusion

Conclusion

