

# **Explaining Music Popularity Using Audio Features and Machine Learning**

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# What audio features matters the most for popularity?

- Features that are positively correlated with being popular (or tend to be more popular) include danceability, loudness, and tempo.
- On the other hand, instrumentalness and valence (cheerfulness) show the strongest negative correlation with popularity in this model.
- Computation of the R-squared showed that these audio features explain only 2% of what makes songs successful

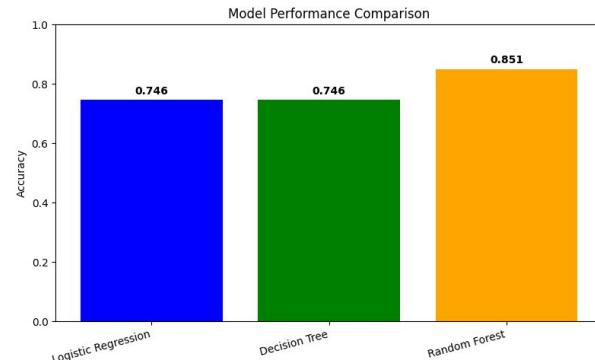
	Feature	Coefficient
0	danceability	1.593170
2	loudness	0.580323
8	tempo	0.436624
6	liveness	0.261692
4	acousticness	-0.466508
1	energy	-0.769545
3	speechiness	-1.291957
7	valence	-2.537125
5	instrumentalness	-2.577483

# Can we classify songs as “hit” vs “non-hit”?

Best Model: Random Forest

Higher thresholds = better accuracy

Loudness+Danceability = Hit



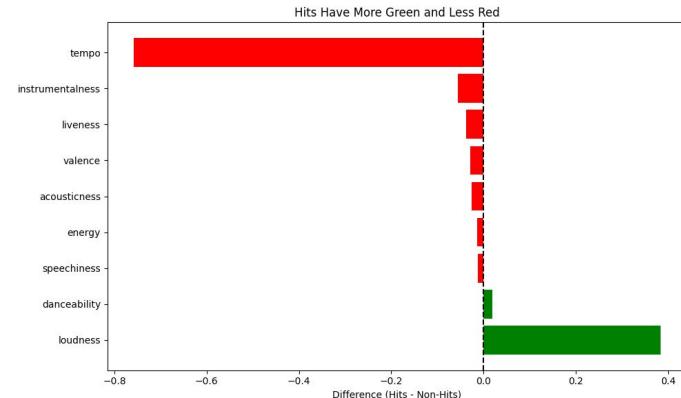
== Does the hit definition matter? ==

Threshold 40: 42.6% of songs are hits  
Accuracy: 0.775

Threshold 50: 25.8% of songs are hits  
Accuracy: 0.851

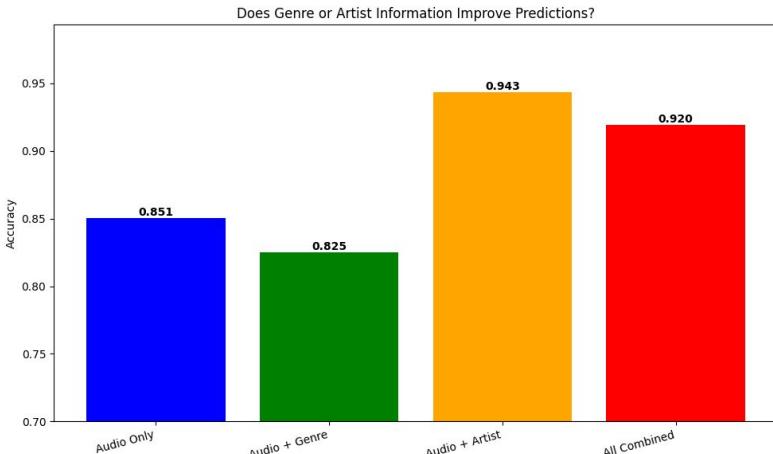
Threshold 60: 13.0% of songs are hits  
Accuracy: 0.933

Threshold 70: 4.8% of songs are hits  
Accuracy: 0.978

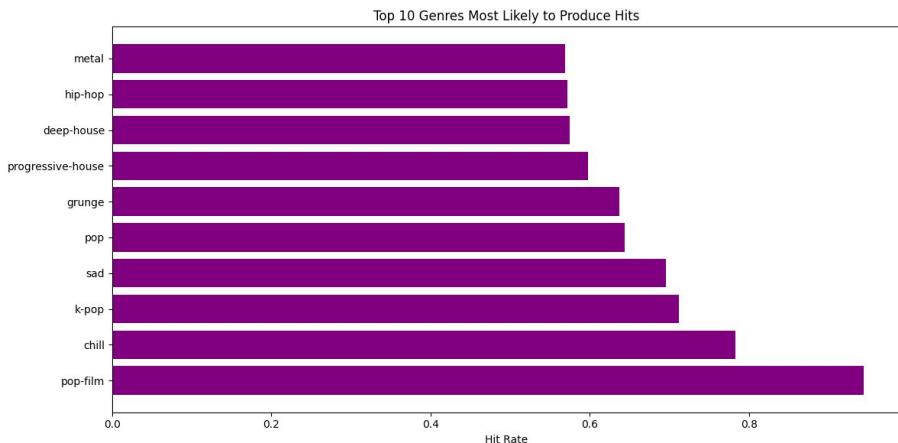


# Do genre or artist popularity improve prediction accuracy?

Audio + Artist had highest accuracy



Genre Hit Rate Analysis



# PCA Results

Component 1 – Top features:

loudness 0.516955

energy 0.509169

acousticness 0.439340

Name: Comp 1, dtype: float64

Component 2 – Top features:

danceability 0.574753

valence 0.522034

instrumentalness 0.305671

Name: Comp 2, dtype: float64

Component 3 – Top features:

liveness 0.678620

speechiness 0.641286

acousticness 0.227287

- Using PCA, we discovered that the nine audio features cluster into three underlying dimensions:
    1. Energy versus Acoustic (32%)
    2. Danceability and Mood (16%)
    3. Live Performance (14%)
  - These explain 61% of how songs differ from each other.
  - However, none of these dimensions predict popularity well (hits span all styles)
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