CSCI620-01 Project

Phase 1 Write Up

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1 Dataset Description

1.1 Overveiw and Source:

Our dataset contains information on one million playlists created by Spotify users. The dataset is sourced from Kaggle, which can be found here

1.2 Files Description:

1.2.1 Overview

The dataset is stored in a thousand json files, with each file containing a thousand playlists (which totals to a million).

The json files follows the naming pattern of:

```
mpd.slice.[starting playlist number] - [ending playlist number]
```

For example, "mpd.slice.0-999" contains the first 1,000 playlists, note the use of 0-based numbering.

1.2.2 Formatting

Each of the json files contains the following:

{info, playlists}

Where *info* is the metadata of the file and contains the following:

- 1. "generated_on": time when the data was generated
- 2. "slice": the slice of playlists that this file contains (e.g. 0-999)
- 3. "version" the version of this file/data

A playlist contains the following:

- 1. "name": name of the playlist
- 2. "collaborative": whether playlist was made by more than one person
- 3. "pid": playlist id
- 4. "modified_at": the last time the playlist was modified
- 5. "num_tracks": number of tracks in the playlist
- 6. "num_albums": number of albums in the playlist

- 7. "num_followers": number of followers of the playlist
- 8. "tracks": a list of all the tracks, details below
- 9. "num_edits": number of times playlist was edited
- 10. "duration_ms": total duration of playlist in milliseconds
- 11. "num_artists": number of artists in the playlist

A single *track* contains the following:

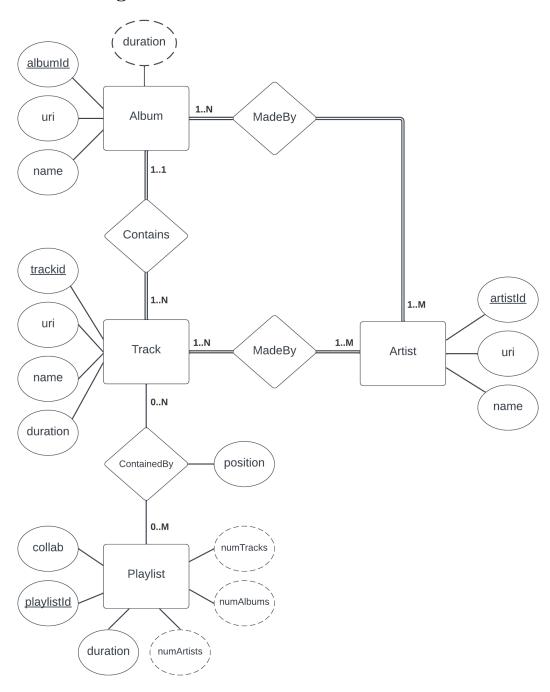
- 1. "pos": the position of this track in the playlist
- 2. "artist_name": artist of this track
- 3. "track_uri": Spotify URI of this track
- 4. "artist_uri": Spotify URI of the artist of this track
- 5. "track_name": name of this track
- 6. "album_uri": Spotify URI of the album of this track
- 7. "duration_ms": duration of this track in milliseconds
- 8. "album_name": name of the album of this track

Note that in our relational model, we leave out certain attributes. For example: we do not store "num_edits" and "num_followers" for a playlist. We are excluding these attributes because we don't think they represent useful information for our use case.

Additionally, some of the attributes can be derived. Therefore, these attributes are also not directly stored. For example, "num_trakes" and "num_albums" in a playlist can be derived through queries.

While a playlist's duration can also be derived, we will need to join tables in order to get the duration of each track contained in the playlist. Because the dataset already provides playlists' duration, we store it for ease of access.

2 ER Diagram



3 Relational Model

3.1 Reduction to Tables

```
album(<u>id</u>, album_uri, name)
track(<u>id</u>, track_uri, name, duration, <u>album_id</u>)
artist(<u>id</u>, artist_uri, name)
playlist(<u>playlist_id</u>, collab, duration)
album_artist(<u>album_id</u>, <u>artist_id</u>)
track_artist(<u>track_id</u>, <u>artist_id</u>)
track_playlist(<u>track_id</u>, <u>playlist_id</u>, position)
```

3.2 Entities DDL

```
CREATE TABLE album(
id int PRIMARY KEY,
album_uri char(255),
name varchar)
)
CREATE TABLE track(
id int PRIMARY KEY,
track_uri char(255),
name varchar,
duration int,
album_id int,
FOREIGN KEY (album_id) REFERENCES album(id)
CREATE TABLE artist(
id int PRIMARY KEY,
artist_uri char(255),
name varchar
)
CREATE TABLE playlist(
playlist_id int PRIMARY KEY
collab boolean,
duration int
)
```

For each uri, we assume a max length of 255 characters. Because some names are longer than 255 characters, we use varchar to store them insead.

Note that because the "Album Contains Track" relationship is one to many, we just need to store <u>albumid</u> as a Foreign Key in the Track table (we only need to create a new table if the relationship is many to many).

3.3 N:M Relationships DDL

```
CREATE TABLE album_artist(
album_id int,
artist_id int,
PRIMARY KEY (album_id, artist_id),
FOREIGN KEY (album_id) REFERENCES album(id)
FOREIGN KEY (artist_id) REFERENCES artist(id)
CREATE TABLE track_artist(
track_id int,
artist_id int,
PRIMARY KEY (track_id, artist_id),
FOREIGN KEY (track_id) REFERENCES track(id)
FOREIGN KEY (artist_id) REFERENCES artist(id)
CREATE TABLE track_playlist(
track_id int,
playlist_id int,
position int,
PRIMARY KEY (track_id, playlist_id, position),
FOREIGN KEY (track_id) REFERENCES track(id)
FOREIGN KEY (playlist_id) REFERENCES playlist(playlist_id)
```

Our schema has a total of four relationships, three of them are many to many relationships. For each of the many to many relationships, we create a new table. The new table will store foreign keys referencing the ids of the entities that participates in the relationship.

Additionally, the relationship between Track and Playlist has its own attribute (position), which is included in the table that represents the relationship (Track_Playlist).

4 Loading The Data

4.1 Overview

The data loading process is split into multiple steps.

- 1. The json files are read, and a single csv file containing all the data is created.
- 2. Specific columns from the csv file is used to create temporary csv files corresponding to each table of the schema.
- 3. Temporary tables are created, these tables do not have any constraints to make initial data loading easier.
- 4. The content of the temporary csv files is inserted into the corresponding temporary tables.
- 5. The temporary tables are used to create tables that match the actual schema.
- 6. The temporary csv files are deleted and the temporary tables are dropped.

The program files (along with this write up) can also be found here

4.2 main.py

This is the entry point to the program. This file runs both converter.py and database_initializer.py. Credentials for the database as well as the path to the data folder are passed in as arguments.

Note that, if needed, both converter.py and database_initializer.py can be run on their own, as they have their own main functions.

4.3 converter.py

The converter reads the json files containing the dataset, and creates a single csv file using it.

Given a path to the folder containing input data files, the program will read and process each of the files one by one. For each file, the json file is converted into a python dictionary using json.load(), which is then used to create a pandas data frame. The data frame is used to create the "output_playlist_data.csv" file. For each files being processed after the first, the data is appended to the end of the csv file (as opposed to overwriting the csv file).

The resulting output csv file contains all of the attributes/columns.

4.4 database_initializer.py

The initializer first connects to a database with the passed in arguments as credentials.

All of the scripts that will be executed by the initializer are stored in the sql_scripts folder, and they are referenced through the scripts.py file, which is an enum class that stores the paths to each of the sql scripts. The enum classes are used to make code easier to understand, for example, we can refer to 'sql_scripts/create_schema.sql' as just 'SCHEMA'.

The schema is created first by running the script create_schema.sql. This script is similar to the DDL statements seen in the previous section (Relational Model), however, to make data loading easier, every attribute of every table is initialized as CHAR or VARCHAR type. This is because we use the COPY command to bulk load the data into the tables, and we treat every data entry from the files as strings. Additionally, the COPY command skips integrity checks so it is faster. However, because there are no constraints initially, when a table is populated, it is altered so that its attributes are of the correct types (specified in the previous section).

Then, to populate each of the tables, the csv file created by converter.py is read in as a pandas data frame. Here we have both table_columns.py and temp_files.py as enum classes to make code more readable. table_columns.py contains information on what columns are needed for a specific table, whereas temp_files.py contains information on the path of each of the temporary csv files to be created.

By specifying which columns of the pandas data frame we want, we create temporary csv files that matches a specific table. For example: the playlist table has columns 'pid', 'name', 'collaborative', and 'duration_ms', therefore, when creating the playlist temporary csv file, only those columns from the data frame are included.

We then copy the data from the temporary csv file into a temporary table with no constraints. Then load the actual tables with the temporary table. The reason behind this is because we can load data into the database more easily if there are no constraints, and maintain those constraints when we insert the data from the temporary table into the actual table. Note that the temporary csv files are deleted and the temporary tables are dropped after they are used.

For example, the following is the script used to populate playlist:

```
COPY temp_playlist
        FROM '/Users/vinoddalavai/LocalDocuments/
          CSCI620_BigData/Project/temp/temp_playlist.csv'
        DELIMITER E','
        CSV HEADER;
SELECT DISTINCT temp_playlist.playlistid, temp_playlist.name,
                 temp_playlist.collab, temp_playlist.duration
INTO playlist
FROM temp_playlist;
ALTER TABLE playlist
ALTER COLUMN playlistid TYPE INT USING playlistid::INTEGER,
ALTER COLUMN collab TYPE BOOLEAN USING collab::BOOLEAN,
ALTER COLUMN duration TYPE INT USING duration::INTEGER;
ALTER TABLE playlist
ADD PRIMARY KEY (playlistid);
DROP TABLE temp_playlist;
```

A temp_playlist table is created using the COPY command and the temp_playlist.csv file. When inserting data into the actual playlist table, a constraint is that we only want distinct rows, which is specified in the SELECT INTO statement. We then ALTER the table to make sure that it matches the schema and, finally, we drop the temporary table.

Do note that the path to the file used in the COPY command needs to be changed when running on different machines (since the path will be different).

A similar process is done for every table of the schema that does not represent a relationship.

For tables that represents relationships, the participating entities' URIs are the only things stored initially. Because in the original data set, the URIs are used to uniquely identify an artist, album, or track (note that the playlists already have integer ids). We cannot store the integer ids initially because we only created the serial integer ids for these entities as we created their tables.

By joining the temporary relationship tables with the entities participating in the relationship on the URIs, we can then access the corresponding integer ids of the entities and use it to create the final relationship tables.

4.5 Enum Classes

The enum classes are very simple, as their main purpose is to define variable names to "stand-in" for otherwise long variables, which makes code easier to understand. They are mentioned in the previous subsection (4.3), but the actual code is also included here to more clearly show what they are.

```
scripts.py
from enum import Enum
class Scripts(Enum):
    SCHEMA = 'sql_scripts/create_schema.sql'
   PLAYLIST = 'sql_scripts/populate_playlist.sql'
    ARTIST = 'sql_scripts/populate_artist.sql'
   TRACK = 'sql_scripts/populate_track.sql'
    TRACK_PLAYLIST = 'sql_scripts/populate_track_playlist.sql'
table_columns.py
from enum import Enum
class TableColumns(Enum):
   PLAYLIST = ['pid', 'name', 'collaborative', 'duration_ms']
    ARTIST = ['artist_uri', 'artist_name']
   TRACK = ['track_uri', 'track_name', 'album_uri']
    TRACK_PLAYLIST = ['track_uri', 'pid', 'pos']
temp_files.py
from enum import Enum
class TempFiles(Enum):
    PLAYLIST = 'temp/temp_playlist.csv'
    ARTIST = 'temp/temp_artist.csv'
   TRACK = 'temp/temp_track.csv'
    TRACK_PLAYLIST = 'temp/temp_track_playlist.csv'
```

For example, when running a script, instead of specifying to run the script 'sql_scripts/create_schema.sql', the Scripts enum class allows us to refer to it as 'SCHEMA'. Similarly, instead of specifying the columns in the playlist table as a list, we can just refer to the columns as 'PLAYLIST'. The same concept applies to TempFiles.

4.6 time_logger.py

A simple script used to time each part of the data loading process. The time returned changes the unit from seconds to minutes if the run time is greater than 60 seconds.

4.7 Program Output

The following is the output from running the main.py script on an m2 MacBook Air, note that this result corresponds to loading only the first 250K playlists:

```
python3 main.py data/ localhost project
Converting json files to csv file ...
Execution Time = 2.79 minutes
Connecting to database ...
Creating schema ...
Preparing in-memory dataframe ...
Execution Time = 1.19 minutes
Populating playlists ...
Execution Time = 42.86 seconds
Populating artists ...
Execution Time = 2.24 minutes
Populating albums ...
Execution Time = 2.66 minutes
Populating tracks ...
Execution Time = 7.76 minutes
Populating track_playlists ...
Execution Time = 4.64 minutes
Populating track_artists ...
Execution Time = 7.53 minutes
Populating album_artists ...
Execution Time = 2.52 minutes
```

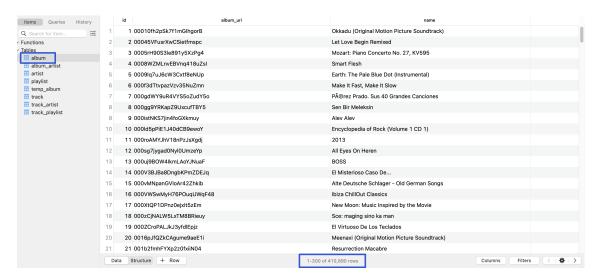
This sums up to about 32 minutes of run time to load files from "mpd.slice.0-999.json" to "mpd.slice.240000-249999.json" (the resulting data set corresponds to tracks, artists, album, etc. in the first 250,000 playlists).

By multiplying by 4 (250K is a quarter of a million), we can roughly approximate the run time of loading all files to be 128 minutes, or a bit over two hours.

5 Sample Data

Here are some sample data from each table:

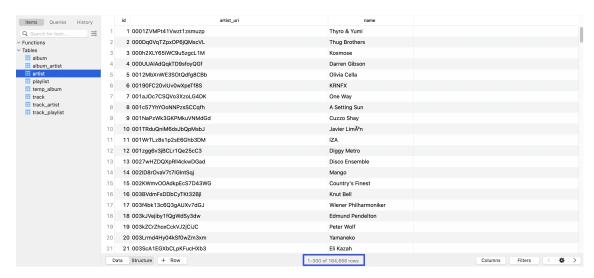
album:



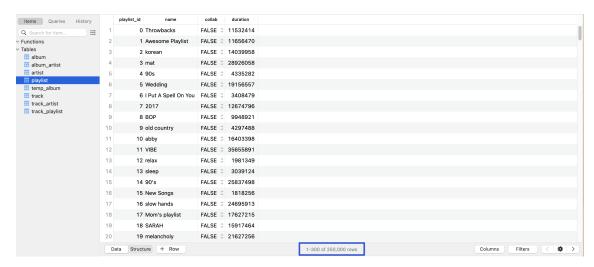
track:



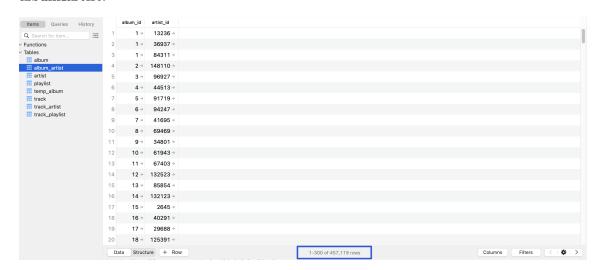
artist:



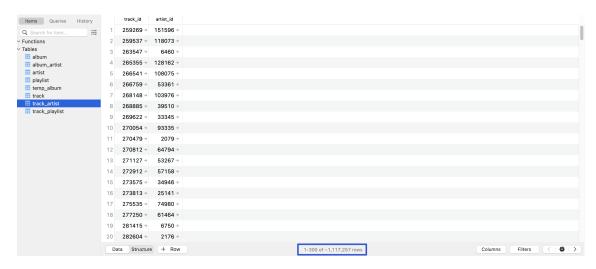
playlist:



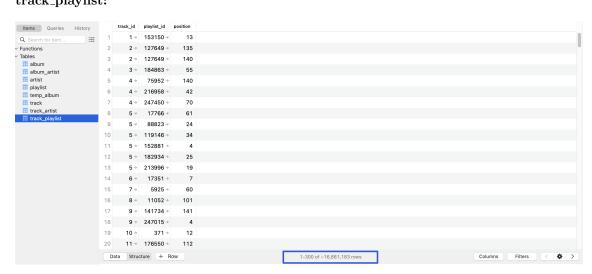
album_artist:



$track_artist:$



$track_playlist:$



Note that all of these images are also included in the submission for easier viewing (stored in an image folder).