Portfolio

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This is a Quarto book.

This is a line.

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[1] 2

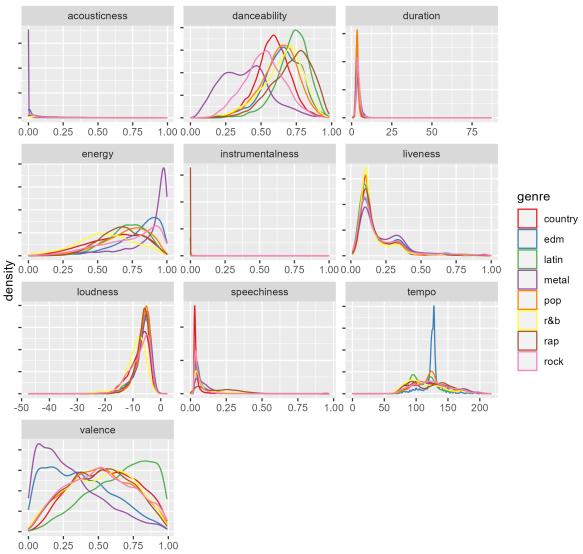
1 Spotify Data Analysis

One of my favorite hobbies is listening to music. Not just through headphones or in the car, but listening to live music and experiencing all of the energy that comes with live performances. Some time ago I found out that R had a package, spotifyr Thomas (2022), that was a wrapper for getting track audio features from Spotify's API. I started exploring the functionality of the package along with a few projects people had done (see)

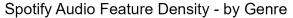
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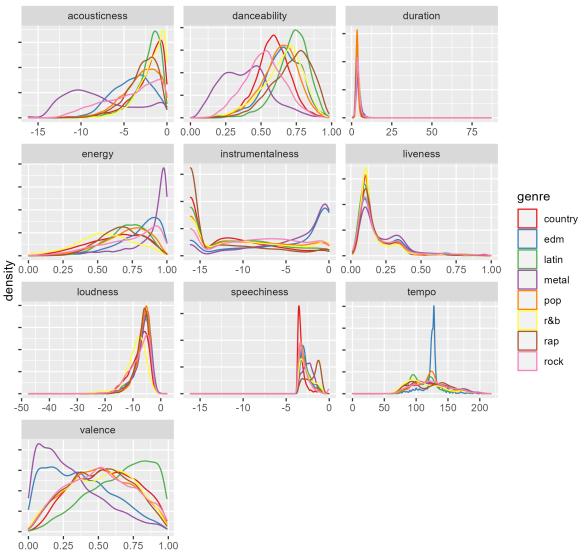
First things first, I needed data before I could analyze. I utilized some function calls to pull down data from Spotify's API with a few predetermined genres of music. From here, I read this in to R to begin exploring what data I had. There were some issues.





Acousticness seems drastically skewed to the right and concentrated right around 0. Instrumentalness and Loudness seem to also have similar problems. Duration **seems** fine, but there's a large tail that extends to almost an hour and a half. There needs to be some cleaning done here to get the data into an easily analyzed format.





This seems a bit better but duration still looks skewed so lets see why there is such a long tail to the right. First I'll start by looking at how many songs have a duration longer than 10 minutes.

Count 1 99

There are only 99 songs with a duration longer than 10 minutes and the overall dataset has 36K songs. For the purposes of this analysis it's best to take these out as they don't represent

the majority of the data.

0.50

0.25

0.75

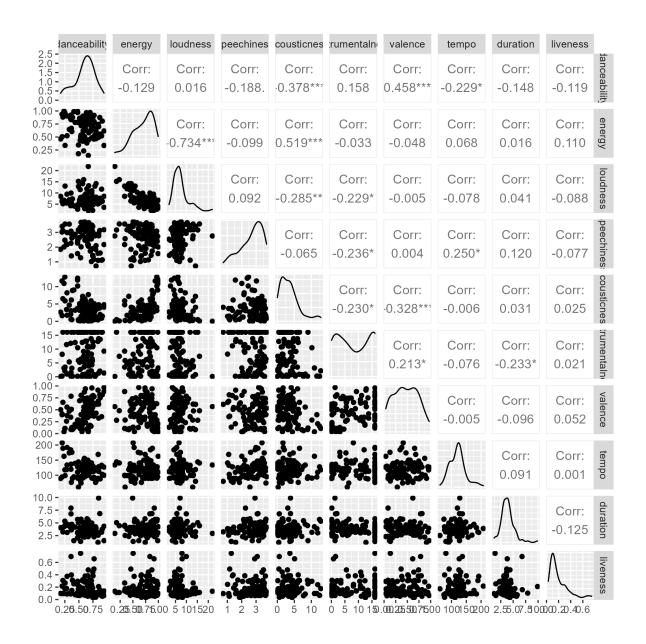
One more look at the density plot before we start taking apart the features and looking towards prediction/classification.

Spotify Audio Feature Density - by Genre danceability duration acousticness 2.5 10 15 0.25 0.50 0.75 5.0 7.5 0.00 1.00 10.0 energy instrumentalness liveness genre country edm latin density 0.25 0.50 0.75 10 0.25 0.50 0.75 1.00 0 5 15 0.00 1.00 metal loudness speechiness tempo pop r&b rap rock 10 15 0 10 30 40 5 100 150 200 20 Ö valence

Table 1.1: Distribution of Song Counts by Genre

| Genre | Coun |
|---------|------|
| country | 4282 |

| Genre | Count |
|---------------------------|-------|
| $\overline{\mathrm{edm}}$ | 4696 |
| latin | 3644 |
| metal | 4990 |
| pop | 5368 |
| r&b | 3924 |
| rap | 4751 |
| rock | 4265 |



2 Data Separation for Modeling

3 Finding Separation in Metal and Nonmetal Genres

Performing classification analysis on 8 genres leads to poor accuracy. While each song has many features, the differences may be too small to meaningfully differentiate one genre from another. However, there are still genres that we could certainly recognize as being starkly different. Metal happens to be my favorite genre, but I do listen to country from time to time and it would be hard to mistake one song from each genre for the other. I'll break this experiment out into two parts:

- 1. One experiment will be looking at metal songs vs. every other genre grouped together as "nonmetal"
- 2. A second experiment will look at metal vs. country music

3.1 Metal and Nonmetal

3.2 Metal and Country

Starting with logistic regression.

Predicted classes and performance.

Confusion Matrix and Statistics

Reference

Prediction metal country metal 1306 138 country 226 1112

Accuracy : 0.8692

95% CI: (0.8561, 0.8815)

No Information Rate : 0.5507 P-Value [Acc > NIR] : < 2.2e-16

Kappa : 0.7373

Mcnemar's Test P-Value : 5.114e-06

Sensitivity : 0.8525 Specificity : 0.8896 Pos Pred Value : 0.9044 Neg Pred Value : 0.8311 Prevalence : 0.5507 Detection Rate : 0.4694

Detection Prevalence : 0.5191 Balanced Accuracy : 0.8710

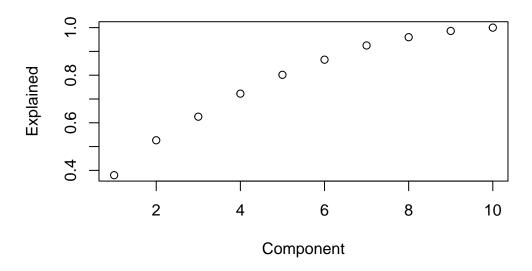
'Positive' Class : metal

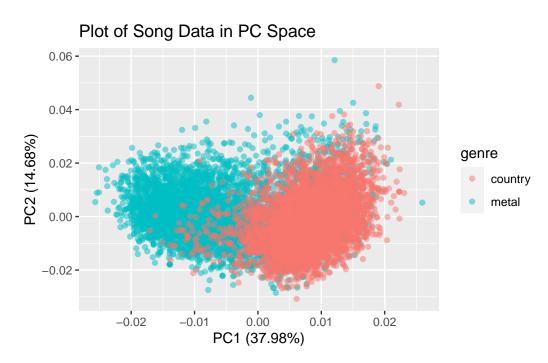
Random forest example.

country metal 1130 120 metal 202 1330

[1] 0.8842559

Cumulative Variance Explained by Components





References

Thomas, Charlie. 2022. "Spotifyr Documentation." 2022. http://www.rcharlie.com/spotifyr/.