* key: The estimated **overall key of the track**. Integers map to **pitches** using standard Pitch Class notation . E.g. 0 = C, 1 = C♯/D♭, 2 = D, and so on. If no key was detected, the value is -1.
* audio\_mode: Mode indicates **the modality (major or minor**) of a track, the type of scale from which its melodic content is derived. Major is represented by 1 and minor is 0.
* time\_signature: An estimated overall time signature of a track. The time signature (meter) is a notational convention to specify **how many beats** are **in each** bar (or **measure**).
* acousticness: A confidence measure from 0.0 to 1.0 of **whether the track is acoustic**. 1.0 represents high confidence the track is acoustic.
* danceability: Danceability describes how suitable a track is for dancing based on a **combination of musical elements including tempo, rhythm stability**, beat strength, and overall regularity. A value **of 0.0 is least danceable and 1.0 is most danceable**.
* energy: Energy is a measure from 0.0 to 1.0 and represents a perceptual **measure of intensity and activity**. Typically, **energetic tracks feel fast, loud, and noisy**. For example, death metal has high energy, while a Bach prelude scores low on the scale.
* instrumentalness: Detects the **presence of an audience** in the recording. Higher liveness values represent an increased probability that the track was performed live. A value above 0.8 provides strong likelihood that the track is live.
* loudness: The overall loudness of a track in decibels (dB). Loudness values are averaged across the entire track and are useful **for comparing relative loudness of tracks**. Loudness is the **quality of a sound** that is the primary psychological correlate of physical strength (amplitude). Values typical range between -60 and 0 db.
* speechiness: Speechiness detects the **presence of spoken words in a track**. The more exclusively speech-like the recording (e.g. talk show, audio book, poetry), the closer to 1.0 the attribute value. Values **above 0.66** describe tracks that are probably made **entirely of spoken words**. Values between 0.33 and 0.66 describe tracks that may contain both music and speech, either in sections or layered, including such cases as rap music.Values below 0.33 most likely represent music and other non-speech-like tracks.
* audio\_valence: A measure from 0.0 to 1.0 describing the **musical positiveness** conveyed by a track. Tracks with **high valence sound more positive (e.g. happy**, cheerful, euphoric), while tracks with low valence sound more negative (e.g. sad, depressed, angry).
* tempo: The overall estimated tempo of a track in **beats per minute (BPM).** In musical terminology, tempo is the speed or pace of a given piece and derives directly from the average beat duration.
* liveness: **Detects the presence of an audience in the recording.** Higher liveness values represent an increased probability that the track was performed live.