

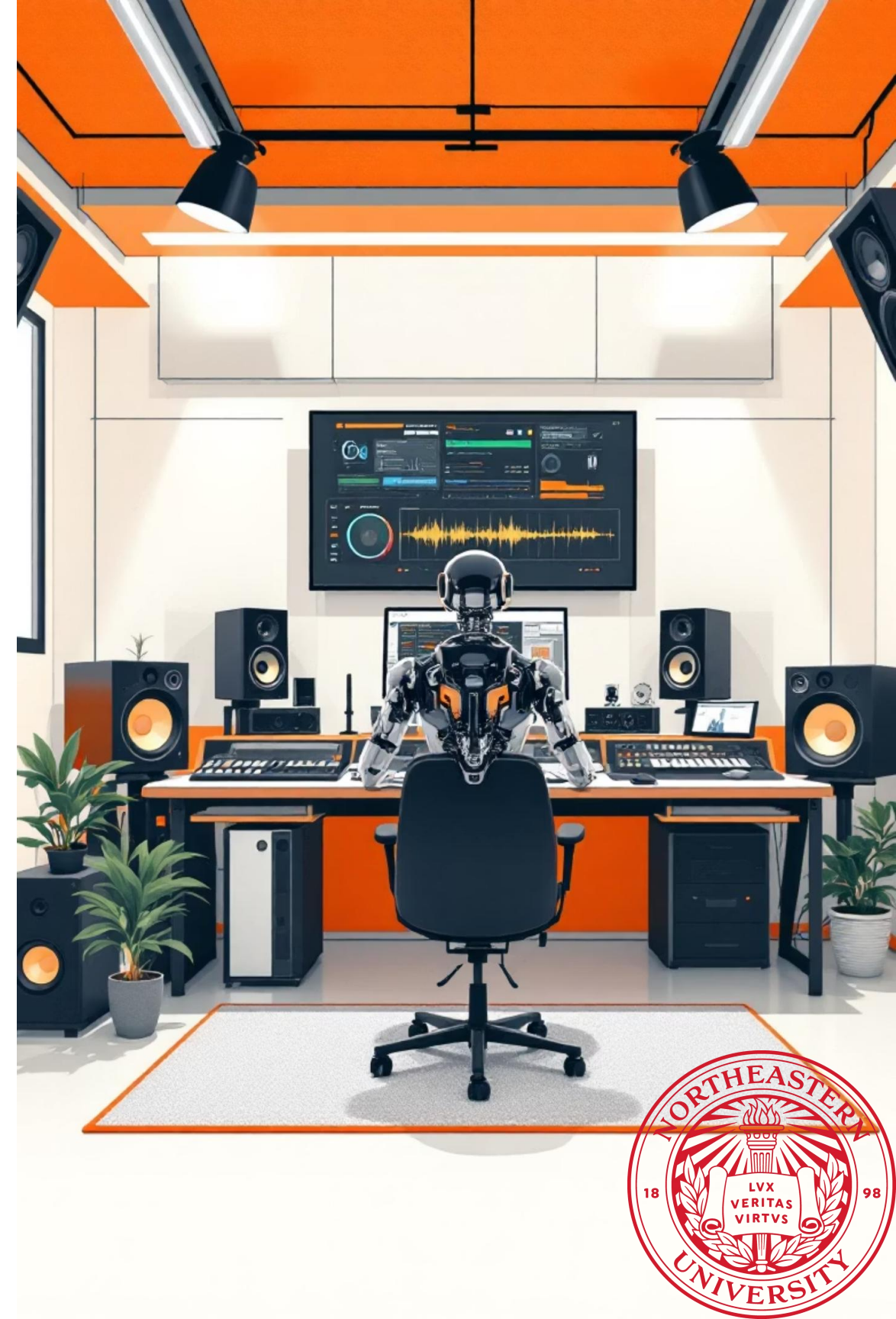
INFO 6105 Final Project, Fall 2025

Music Hit Prediction

Decoding Popularity with Machine Learning

By Da Lei, Wei Li

GitHub Repository: <https://github.com/radar-iscs/music-hit-prediction>



Problem

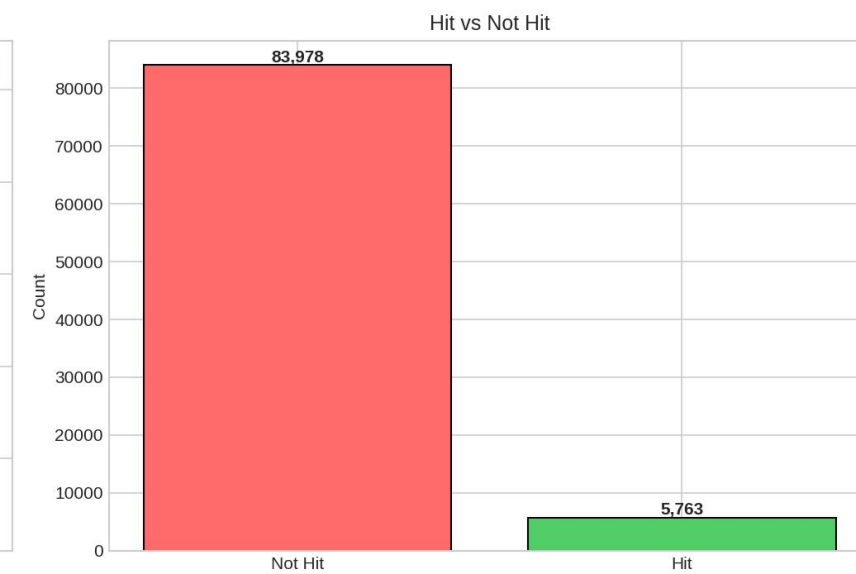
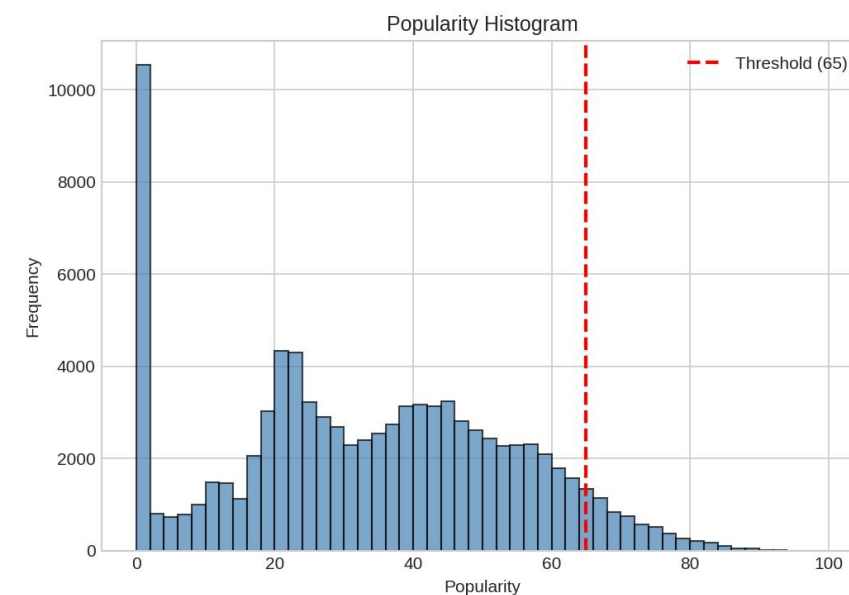


The Scale of the Problem

Over 100,000 songs are uploaded to streaming platforms every single day, creating an overwhelming digital tsunami where exceptional music drowns in the noise.

Threshold: We defined a "Hit" as having a Spotify popularity score ≥ 65 (red dashed line).

Severe Imbalance: Only 6.4% (5,763 tracks) are Hits, while 93.6% (83,978) are Not Hits



Solution: An End-to-End ML Pipeline



Massive Data Integration

89,000+ tracks from Spotify API and Last.fm, capturing comprehensive audio features and listener behavior patterns



Advanced Feature Engineering

Sophisticated analysis of duration, loudness, tempo, energy, and 12+ audio characteristics



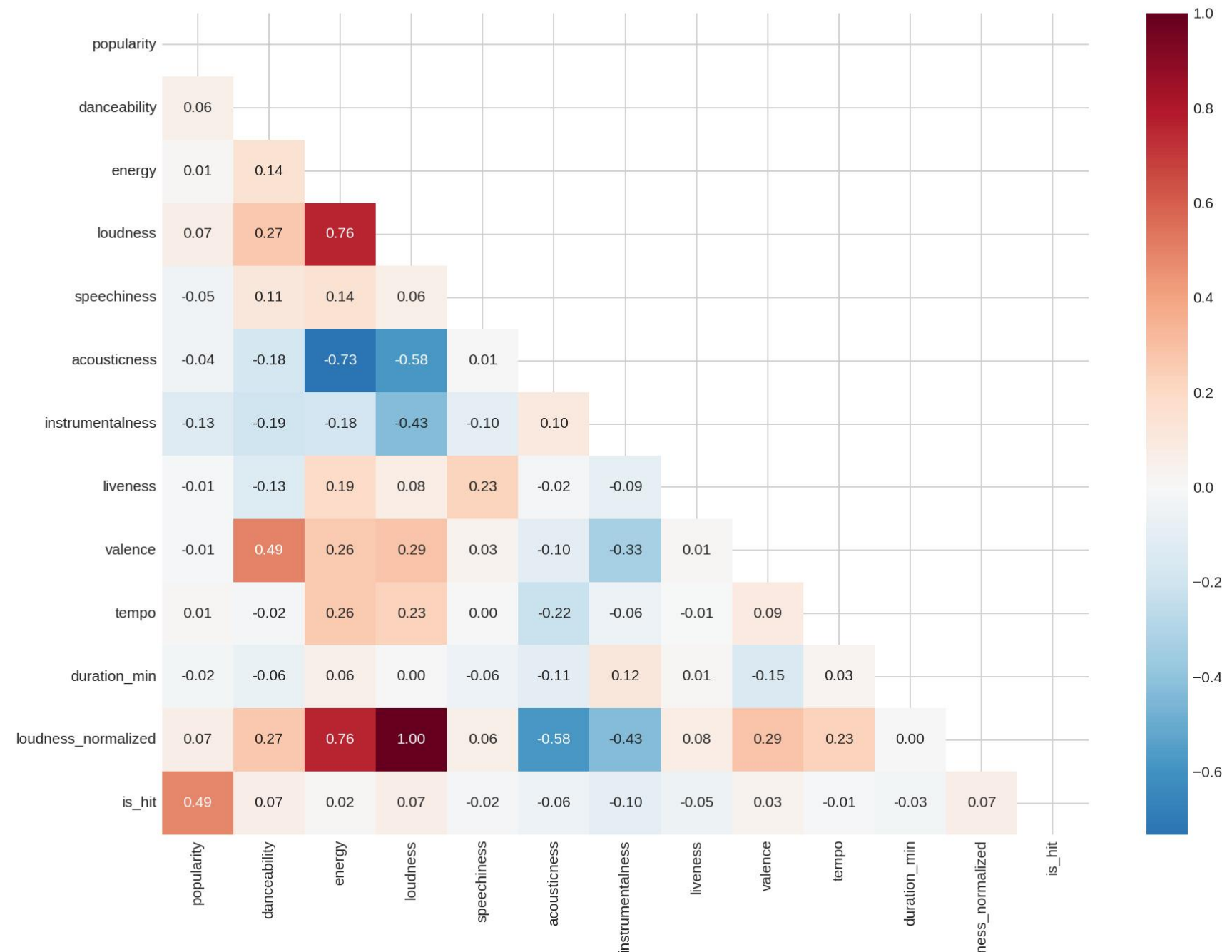
Smart Targeting

Predicting tracks with popularity scores ≥ 65 , identifying commercial hits before they break

Data Analysis

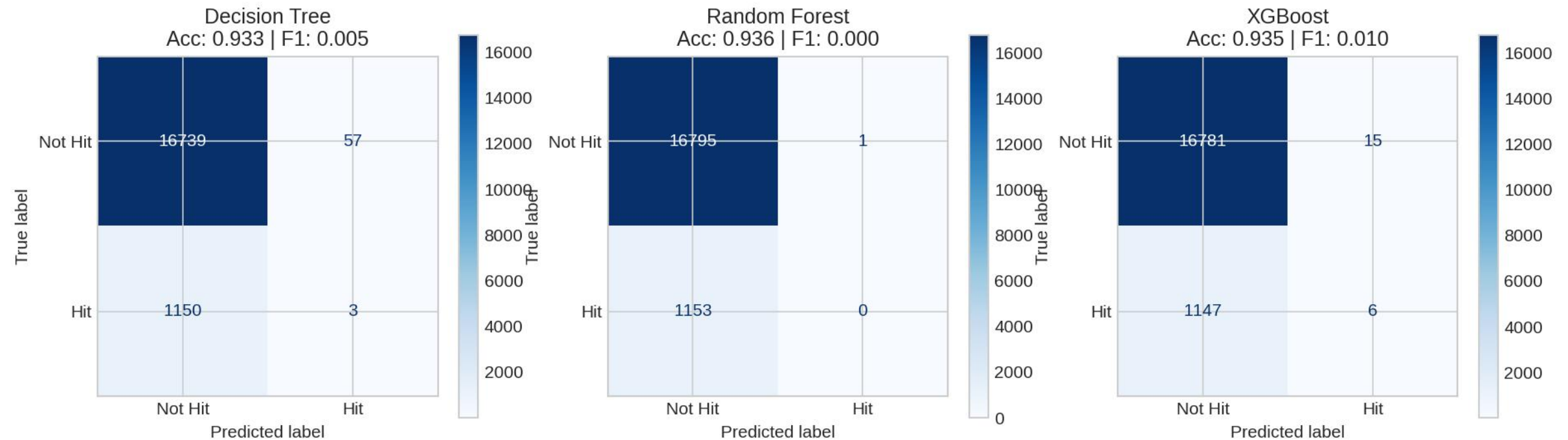
Key Correlations

- Loudness and Energy are highly correlated (0.76), suggesting we might not need both
- Acousticness has a strong negative correlation with Energy (-0.73), confirming that energetic hits are rarely acoustic



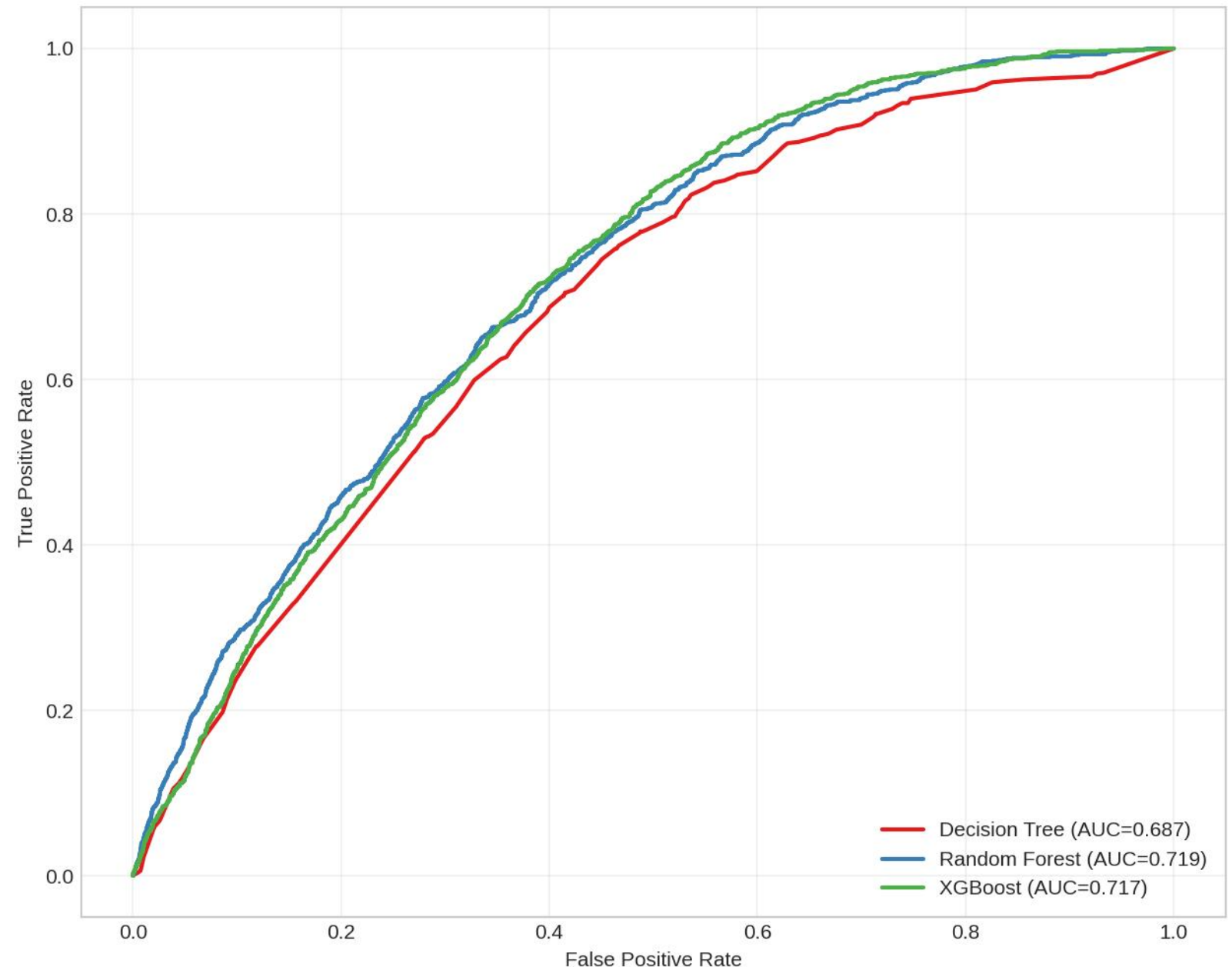
Model Performance Metrics

- The Bias Problem: All three models (Decision Tree, Random Forest, XGBoost) excel at predicting "Not Hits" (High True Negatives)
- The Struggle: They struggle significantly to identify the minority "Hits" (Low True Positives)
- Random Forest: Predicted almost zero hits, defaulting to the majority class.
- XGBoost & Decision Tree: Showed slightly better ability to detect hits, but false negatives remain high due to the 93:7 class imbalance



Model Evaluation

- Separation Ability: The AUC scores (~ 0.72) indicate the models are learning and performing better than random guessing (0.50)
- Model Comparison: Random Forest (0.719) and XGBoost (0.717) slightly outperform the Decision Tree (0.687)
- Trade-off: While Random Forest has a slightly higher AUC, the Decision Tree was chosen for its interpretability and balance in precision/recall trade-offs



What Makes a Hit?

Key Predictive Features

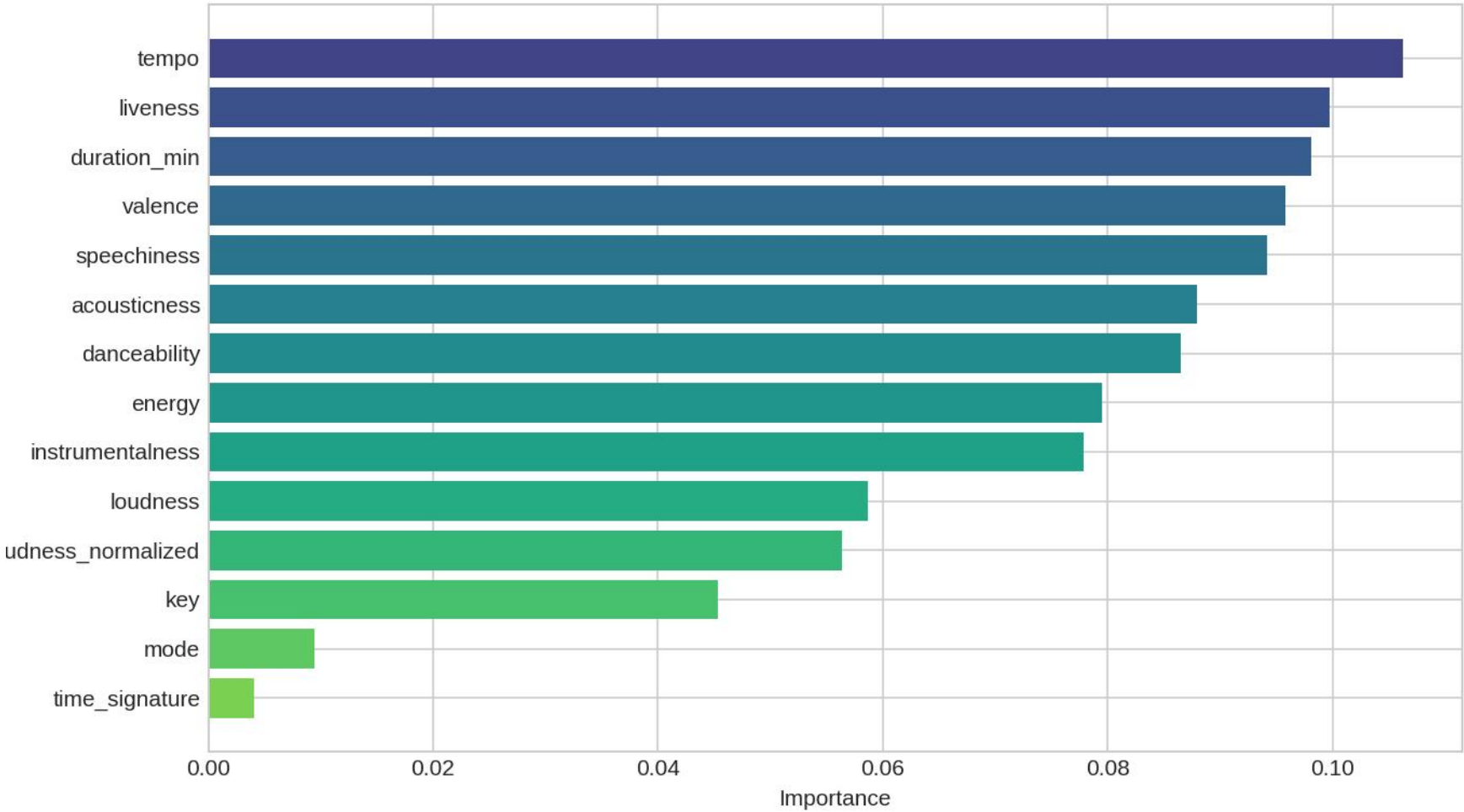
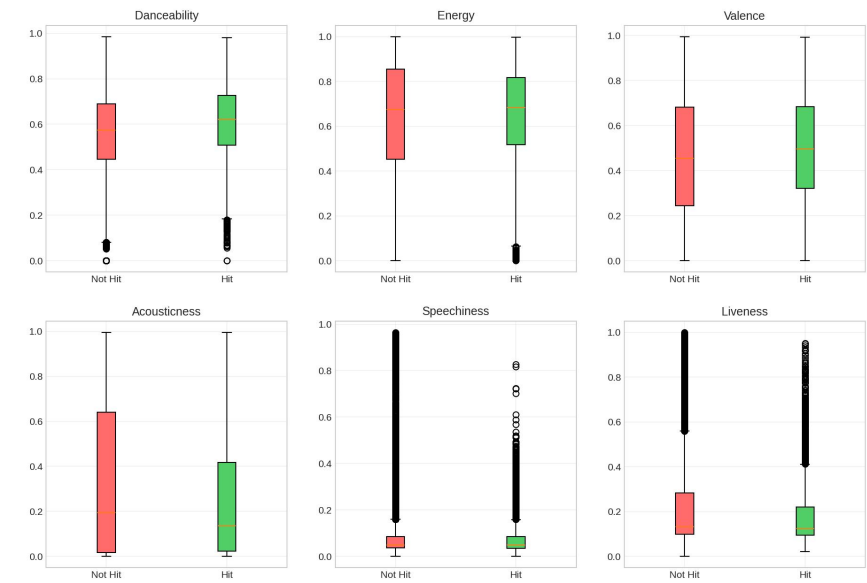
Our model identified three critical audio characteristics that distinguish commercial hits from the rest:

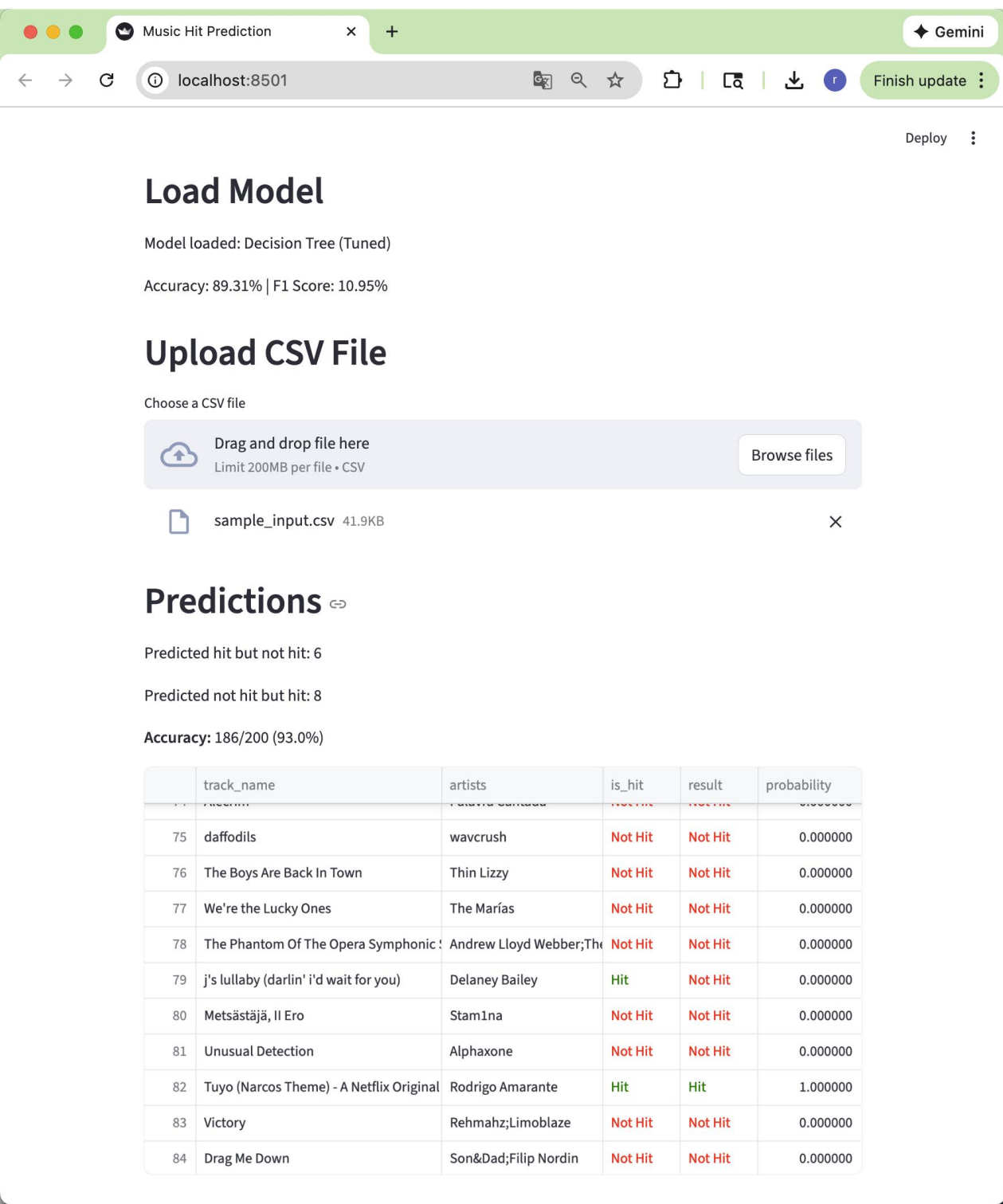
- Tempo

is the #1 most important predictor for a hit song
- Liveness

Authentic performance quality drives listener engagement
- Duration

Optimal track length maximizes replay value and playlist inclusion





Streamlit Web Application

We built an intuitive Streamlit web app specifically designed for A&R executives and label decision-makers. The platform enables instant hit probability assessment through simple CSV upload, delivering actionable insights in seconds.

Upload a batch of tracks, receive probability scores, and make data-driven signing decisions with confidence. No technical expertise required—just upload and predict.

Real-World Impact



Reduce Financial Risk

A&R teams can evaluate hundreds of demos instantly, focusing investment on tracks with proven commercial potential and avoiding costly mistakes on low-probability artists.



Empower Independent Labels

Indie labels gain enterprise-level analytics capabilities, leveling the playing field against major label resources and discovering hidden gems in their catalogs.



Combat Algorithmic Bias

Surface quality music that platform algorithms might overlook, ensuring talented artists receive the attention they deserve regardless of existing follower counts.

Future Enhancements



Data

Fetch data from newly released songs in other ways



Features

Add more features like artist follower count, languages, professional ratings



Model

Combine multiple models to improve the accuracy of predictions