Popular Song Prediction

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Let machine learning do the hard work for you!









CAPSTONE LIFECYCLE

Building a predictive model



1 - Data Collection and Description

After evaluating the capstone idea, we need to acquire a fitting dataset.

2 - Cleaning and EDA

This is where we focus on data cleaning, looking at correlations and doing visuals to understand our data.

3 - Feature Engineering

This is an important step, where we shape the data according to what types of modeling we will be doing.

4 - Modeling and Irritation

This is where we use the cleaned and curated data and fit them into various modeling systems to get the best potential outcome.

5 - Delivery

This is the stage we will work on our presentations and talk about how our model impacts the relevant fields going forward.









So why popularity prediction is important?

01

It can help new and upcoming artists understand if their songs would be popular

03

Help us better understand the causation of popularity

02

Very useful for record labels to estimate a song's potential

04

Can solve many cold-start problems in the future with access to user data

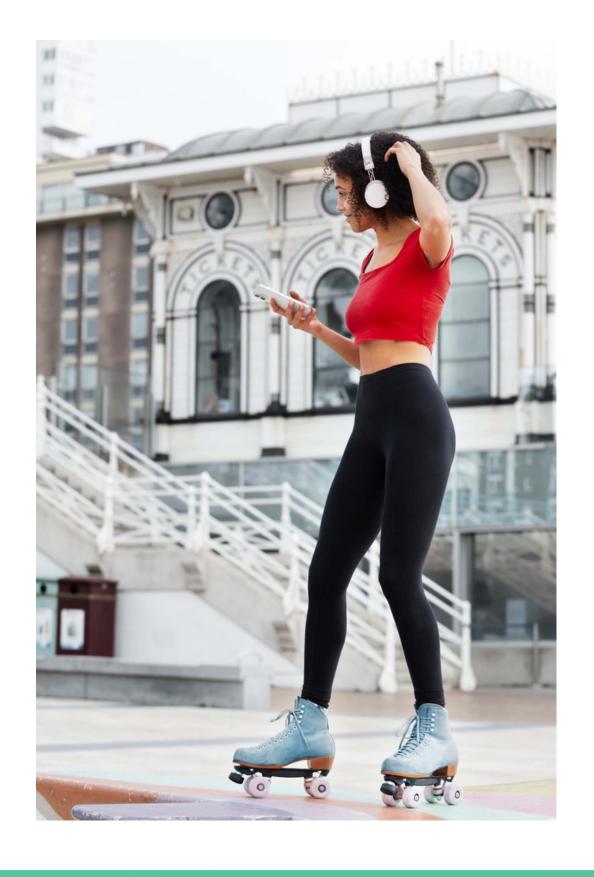






So why Spotify

Spotify has a vast library of music with over 70 million tracks from various genres, reported having over 365 million monthly active users worldwide.











Data Collection

Spotify Track Dataset

The dataset was sourced from Spotify's open API with an Open Database License (ODbL) allowing everyone to access their music collection database.





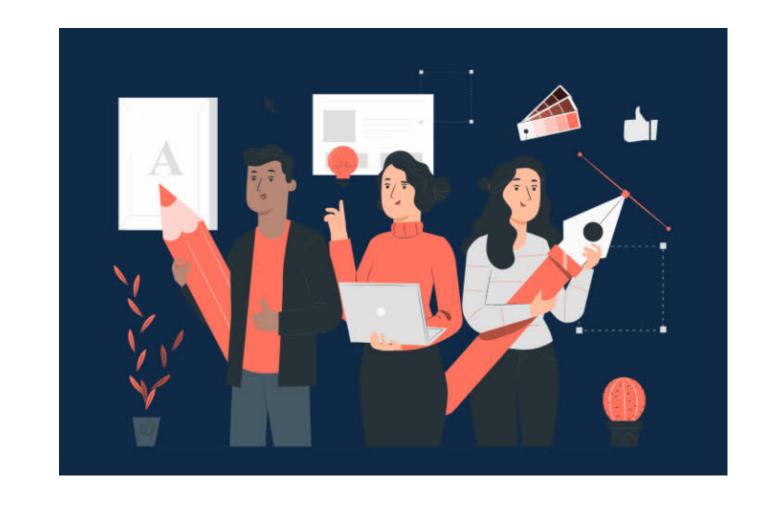




Data Collection

Spotify Track Dataset

The dataset has 114k rows and 21 columns, with 125 different genres, these aspects make this dataset amazing for training a robust model











Cleaning & EDA



The dataset was very clean so there was not much to clean, but we did have some amazing visuals of really interesting features of what a song has to offer



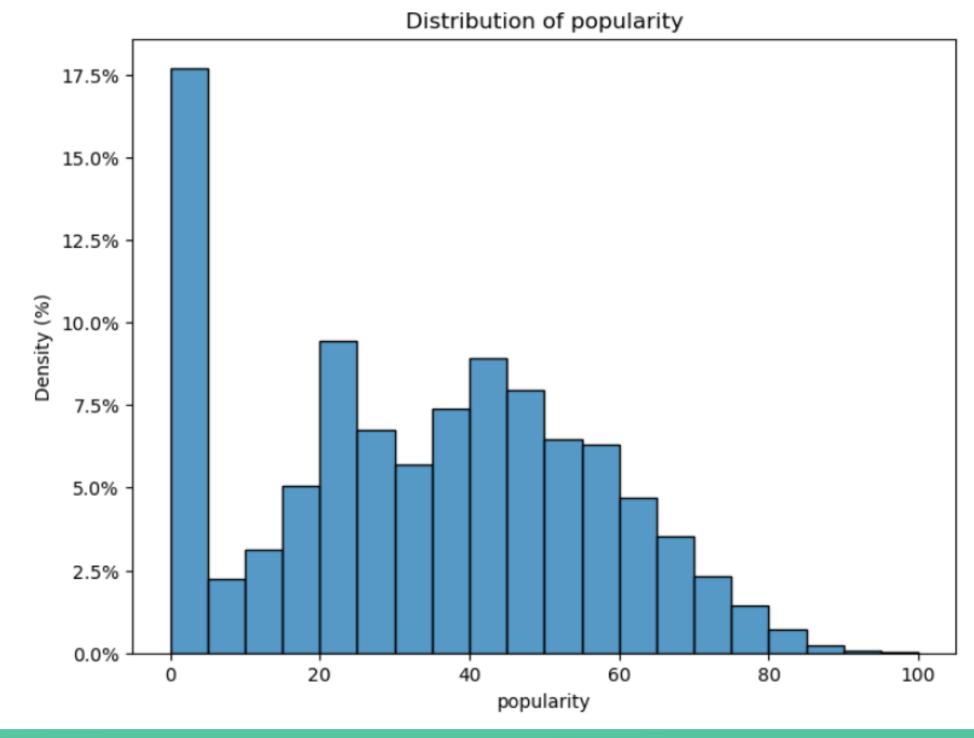




EDA Visuals

Popularity

Popularity has a left-skewed distribution, showing there are more songs that are lower on the end of the spectrum







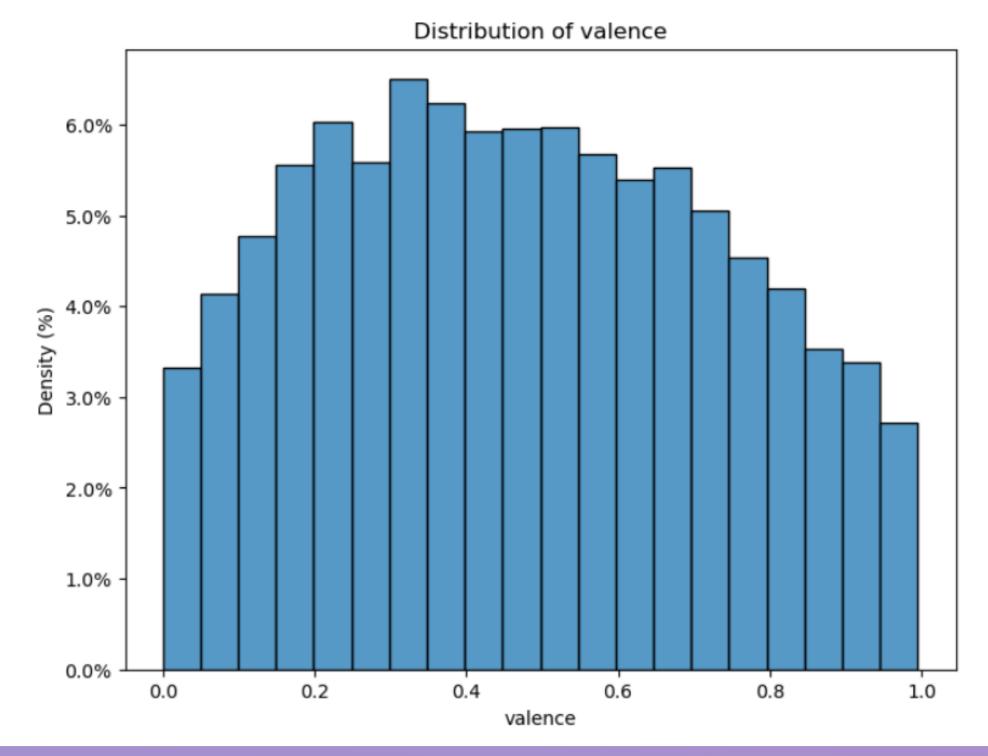




EDA Visuals

Valence

A measure of the musical positiveness conveyed by a track, has the most normal distribution out of all the numerical columns







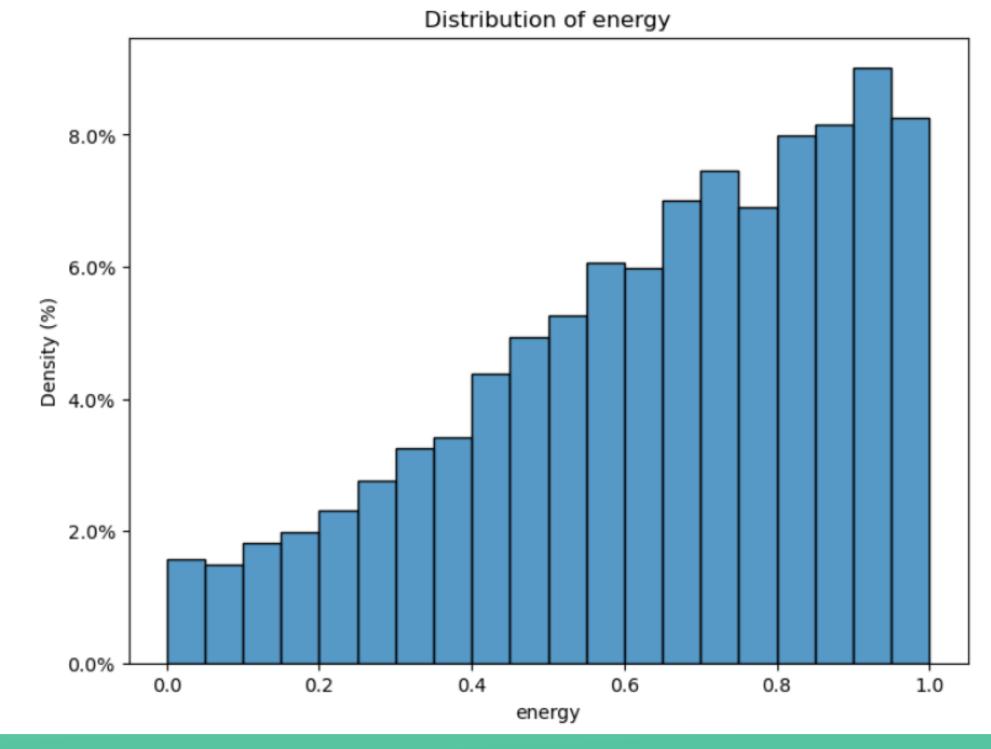




EDA Visuals

Energy

Represents a perceptual measure of intensity and activity, has a positive increasing right-skewed distribution













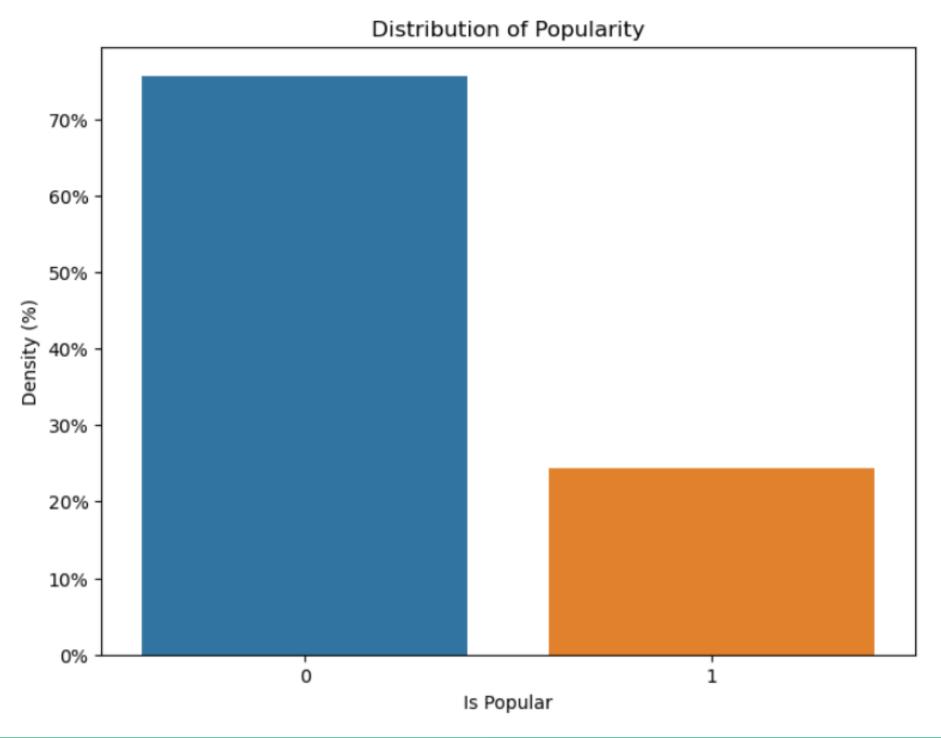
This is where we get the data to be ready so we can fit our model properly











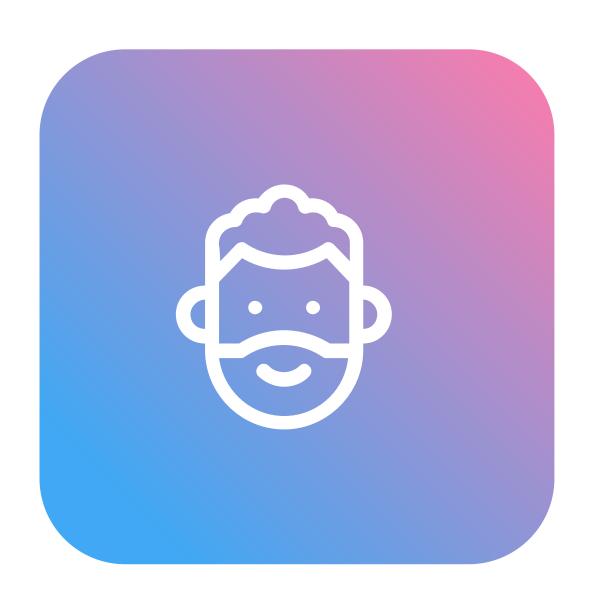
Binarization

Simplifying our popularity data into 1's and 0's, representing popular or not popular.









One-Hot Encoding

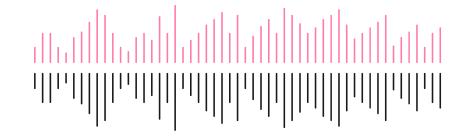
This is another way of converting some non-numerical columns to numerical ones by turning them into dummy variables.







Modeling





















This is the heart of our problem statement. We are going to model over Logistic Regression, Decision Tree, Random Foresting, and XGBoost!







Modeling

Base Model Comparision

Recall (Is Precision (Not F1-Score (Not Precision (Is Recall (Not F1-Score (Is Models Accuracy Popular) Popular) Popular) Popular) Popular) Popular) XGBoost 0.850.580.730.930.87 0.650.90 Random Forest 0.490.76 0.84 0.95 0.85 0.59 0.90 **Decision Tree** 0.51 0.52 0.77 0.850.84 0.51 0.85 Logistic 0.76 0.00 1.00 0.76 0.00 0.86 0.00 Regression

Baseline Modeling

As you can see, not all models performed well, from here on we want to focus on the top 2 accuracy scores







Hyper-parameter Tuning



Now we want to focus on tuning our models so we can have better precision that way our models can be way more confident in their prediction of popular songs





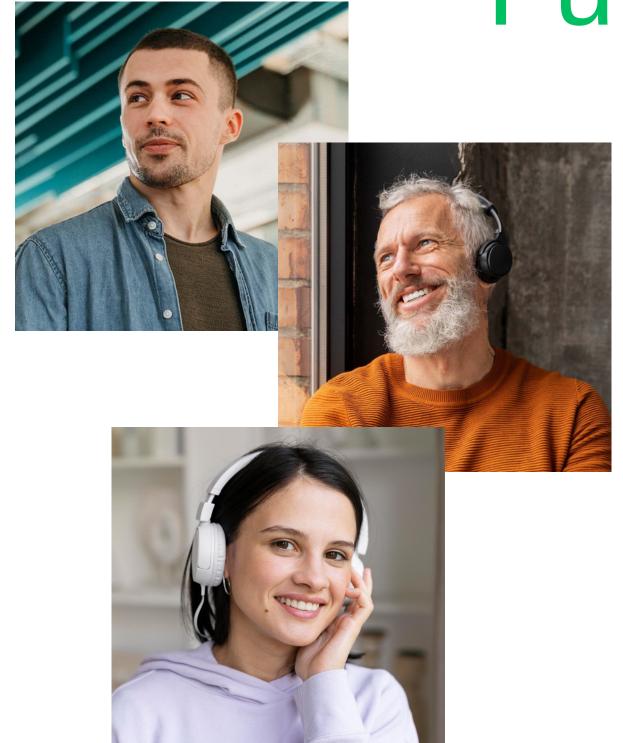


86% 80% Accuracy Precision

We want high precision in this case because if a song is predicted to be popular by the model, then it is important that it holds up to that expectation



Future Planning

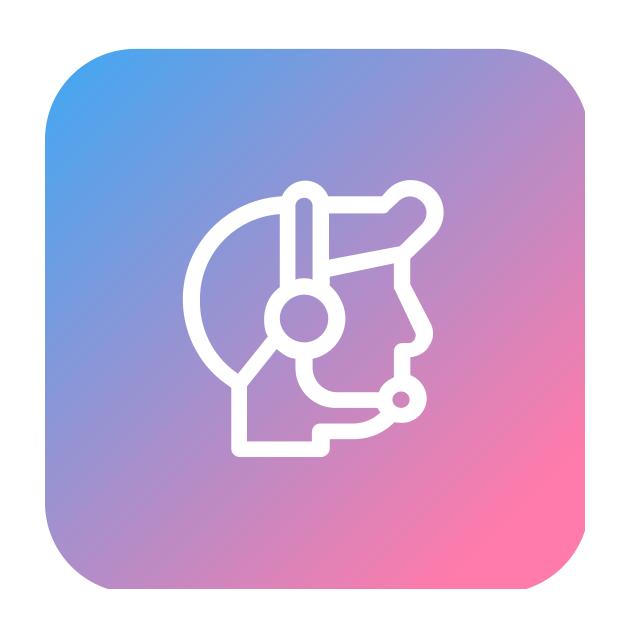


Eventually, use live user data from either new artists or record labels in order to help them identify songs that have a lot of potential and make datadriven decisions.









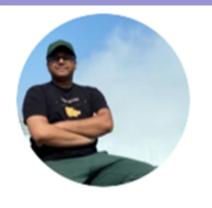
Feedback

We also want to take all the feedback from people using our product and apply better modeling in the future to make everything more robust!









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THANK YOU

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