









# Utilizing Spotify API: Exploring Popularity and Genres Based on Audio Features

Samuel Hewitt

















Introduction 01

> Background and Problem Statement

02

**Data Analysis** 

Exploratory Data Analysis

Models 03

> Regression, Clustering, Classification

Conclusions

Recommendations and Follow-Ups









Home



Library



**Spotify Capstone** 





# Introduction

Background and Problem Statement









Library





**Spotify Capstone** 



# Spotify



# Web API

Data collected using Spotify's Web API in hand with Spotipy, a lightweight Python library for Spotify Web API. Both require client credentials to collect data. Song data from past 10 years have been collected



#### Problem Statement















Music streaming services have changed the metrics for a song/artist to be considered successful. The goal of this project is to determine if one can predict a song's popularity and success. I also aim to determine if a song's genre can be predicted based on it's audio features with disregard to the artist who made it.









#### Track Audio Features









#	Feat	ture	Description	Range	Average
1	TIAE ()	Popularity	Popularity of track	(0.0, 1.0)	46.49
2		Danceability	How suitable track is for dancing	(0.0, 1.0)	0.60
3	(((P))	Energy	Measure of intensity and activity	(0.0, 1.0)	0.66
4		Key	The key track is in	(-1, 11)	5.38
5	<b>#</b> :::	Loudness	Overall track loudness in decibels (dB)	(0, 1)	-7.59 (dB)
6	(4)	Mode	Modality of track Major = 1, Minor = 0	(0, 1)	0.63
7	UVE DE	Speechiness	Confidence of spoken words present	(0.1, 1.0)	0.098





#### Track Audio Features

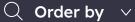














#	Feat	ure	Description	Range	Average
8	LIVE	Acousticness	Confidence track is acoustic	(0.0, 1.0)	0.22
9		Instrumentalness	Predicts if tracks contains no vocals	(0.0, 1.0)	0.12
10	LIVE D	Liveness	Detects presence of audience	(0.0, 1.0)	0.22
11		Valence	Musical positiveness conveyed	(0.0, 1.0)	0.49
12	W:::	Tempo	Estimated tempo in BPM	(-1, 11)	123.06
13	( <b>L</b> )	Duration	Track duration	(0, ∞)	212.30 (s)
14		Time Signature	Amount of beats per bar (3/4, 7/4)	(3, 7)	3.93









Library





**Spotify Capstone** 









**Exploratory Data**Analysis



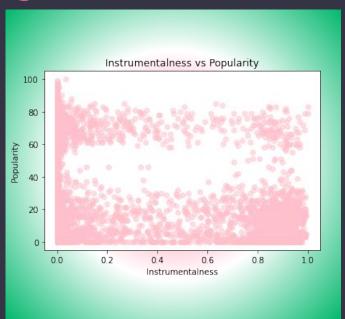












#### $\bigcirc$ Order by $\vee$

- Instrumentalness has largest correlation with popularity
  - -0.37 correlation
  - Clear gap in middle and upper portion
  - Most popular songs are not instrumental
- Largest positive correlations
  - Loudness: 0.25
  - Danceability: 0.19
- Remaining audio features have correlations close to 0







Home



Library





**Spotify Capstone** 









Modeling

Regression, Clustering, Classification









### Modeling - Popularity by Audio Features

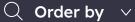












#	Model	Train R2	Test R2	Testing MSE	Baseline MSE
1	LinearRegression	0.2227	0.2103	754.75	955.76
2	RNeighbors	0.3731	0.0605	897.96	955.76
3	(🕅 DecisionTree	0.9961	-0.2380	1183.24	955.76
4	<sup>(ஹ)</sup> Bagging	0.8710	0.3007	668.38	955.76
5	RandomForest	0.9069	0.3497	621.52	955.76
6	<₿ AdaBoost	0.2226	0.2080	756.96	955.76



#### Modeling - Popularity by Audio Features & Genre















#	Model	Train R2	Test R2	Testing MSE	Baseline MSE
1	LinearRegression	0.8483	0.6401	343.98	955.76
2	M KNeighbors	0.3047	0.0605	897.96	955.76
3	® DecisionTree	0.9961	0.0619	896.56	955.76
4	' <sup>(ஹ)'</sup> Bagging	0.9031	0.4511	524.66	955.76
5	RandomForest	0.9295	0.5087	469.54	955.76
6	<     ⇔ AdaBoost	0.1827	0.1788	784.90	955.76
7	்ஜ் RidgeCV	0.8124	0.7015	285.31	955.76



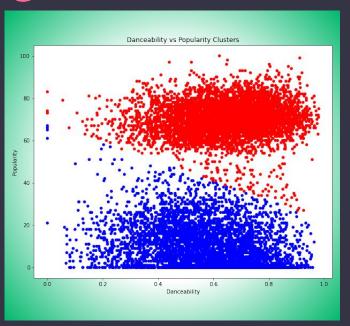






## Classifying Popularity





#### $\bigcirc$ Order by $\vee$

- KMeans provided the best clustering model
  - Datapoints too clustered to for DBScan with low epsilons
- Silhouette Score: 0.4905
- Clear separation between popular and not so popular songs
  - Average popularity score: ~46.45



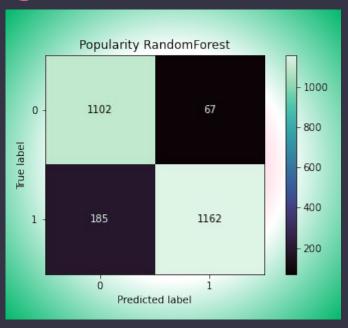






# Classifying Popularity





Model	Training Score	Testing Score
LogReg	0.5374	0.5378
RandomForest	0.9980	0.8898
AdaBoost	0.8490	0.8335

0.8503

GradientBoost

 $\mathbb{Q}$  Order by  $\vee$ 

0.8446









# Classifying Genres



Classification Model	Training Score	Testing Score
LogReg	0.0824	0.0758
RandomForest	0.3416	0.0225
AdaBoost	0.0723	0.0675



- ~1,300 genres in the dataset
  - Most prominent genres: Pop and rap
  - ~450 single instances
    - ie Virgin Islands Reggae, German Stoner Rock, Classic Greek Pop







Home



Library



**Spotify Capstone** 









#### Tableau Dashboard

Link will be provided, feel free to play around and find some new music!







Home



Library





**Spotify Capstone** 









Conclusion

Recommendations and Next Steps





#### **Conclusion**



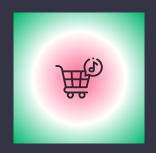








Audio features cannot accurately predict popularity. Difficult to predict a genre based on audio features.



#### **Outside Factors**

Other media's influences on trends (ie TikTok, Netflix, etc.)

Artist's behaviors can influence popularity (ie reemergence, death, controversu)





#### Recommendations











Collaborating with those who can influence a song's popularity, whether that be the artist directly or media powerhouses



**Trends** 

Observe trends (ie TikTok, popular shows, artist behavior) to predict potential popularity







Home



Library





**Spotify Capstone** 

# Thanks!

Feel free to ask any questions

