CSE 4/587 – Data Intensive Computing Project - Phase 3

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Prediction of Songs Popularity on Spotify Data

Introduction:

The main aim of this project is to predict the popularity of the song when a new song is inserted into the dataset. The dataset we are using to solve the above is Spotify data: "SpotifyFeatures.csv" containing features such as "acousticness", "danceability", "instrumentalness", "liveness", "loudness", etc.

Dataset Description:

The dataset used in this project consists of songs from different artists on most popular music platform "Spotify" which has 232725 records and 18 columns.

Dataset Name: SpotifyFeatures.csv

Data Source: https://www.kaggle.com/datasets/zaheenhamidani/ultimate-spotify-tracks-db

Attributes Description:

genre: Different genres of songs such as classical, jazz, hiphop, etc.

artist name: Name of the artist who has composed the song.

track_name: Title of the song.

track id: Unique ID generated for song by Spotify.

popularity: Popularity of song consisting of values between [0-100].

acousticness: Measures the acoustic of song, values consists between [0-1].

danceability: Describes if the song can be used to dance.duration_ms: Duration of the song in milliseconds.energy: Represents intensity and activity of the song.instrumentalness: Represents the vocals of the song.

key: Overall key of the song, using standard pitch class notation. Ex-> 0-C, 1-C#, 2-D.

liveness: Represents the presence of audience in the song.

loudness: Overall loudness of the song in decibels.

mode: Indicates the modality of the song, representing "Major" for 1 and "Minor" for 0.

speechiness: Describes the measure and perfectness of spoken words in the song.

tempo: Beats for minute of the song.

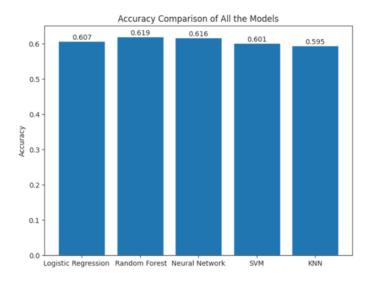
time_signature: Tells the number of beats in each measure of the song.

valence: Musical positiveness delivered by the song.

Model:

Of the models from Phase 2, we are using the Random Forest model for predictions in Phase 3. The reason for picking the random forest model out of other models even though other models have a similar accuracy is its robustness to outliers and its less susceptibility to overfitting, versatility, scalability, and finally interpretability.

Models Input features: ['Acousticness', 'Danceability', 'Energy', 'Loudness', 'Speechiness']



Recommendations:

By predicting the popularity of songs from these features, it is possible to create a reliable prediction model that can help in a better recommendation of songs, marketing, and promotion, understanding modern trends, and generating revenue for the music industry.

We can even extend our project to provide a more comprehensive and personalized music recommendation system for users. Also, by implementing ideas of Collaborative Filtering, Genre Classification, and Mood Analysis, users can learn more about the songs they listen to, discover new music, and have a more engaging and enjoyable music-listening experience.

Project directory:

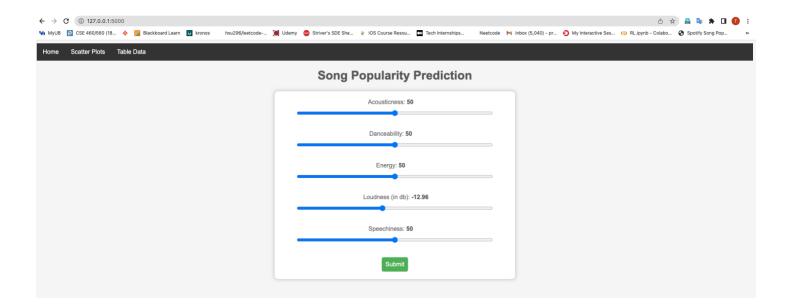
- Src:
 - Phase1
 - o Phase2
 - o Phase3
 - data => (this directory contains saved model pickle files and json files for visualizations)
 - static => (app.js file for handling dynamic visualizations)
 - templates => (html files)
 - app.py => (contains flask integration code)
 - requirements.txt
 - readme file

Working Instructions:

- 1. Prerequisites: Python3
- 2. Create a virtual environment for the project.
- 3. Install requirements using the below command pip install -r requirements.txt
- 4. Run the below command to start the web application flask --app app run

End Product Screenshots:

Home page:



Dynamic Scatter Plots:

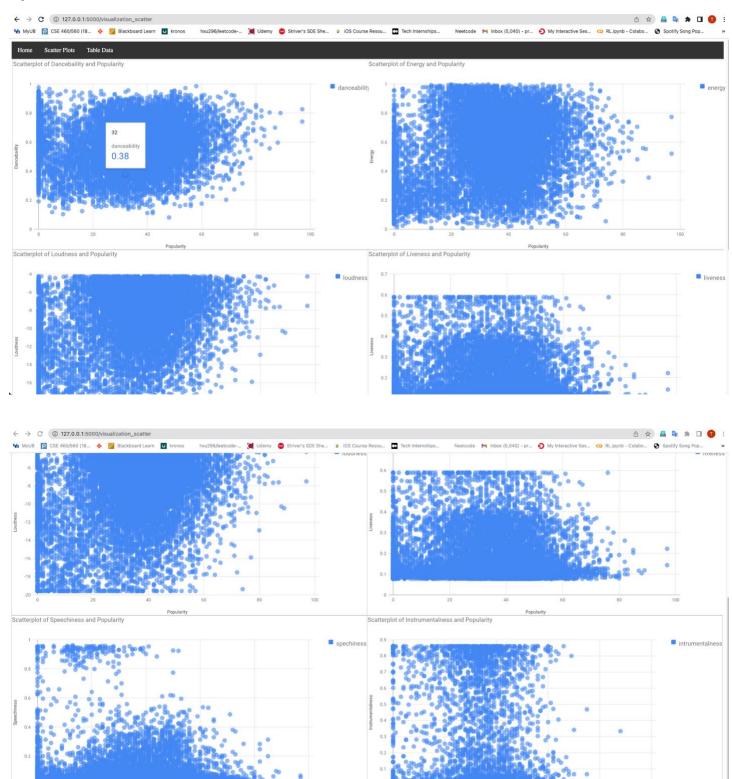
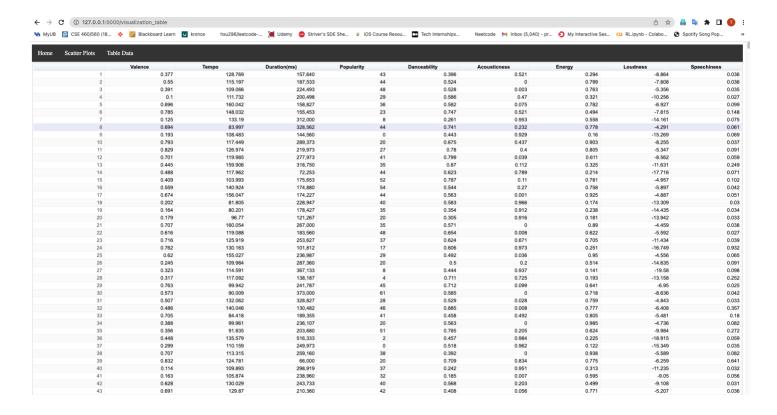
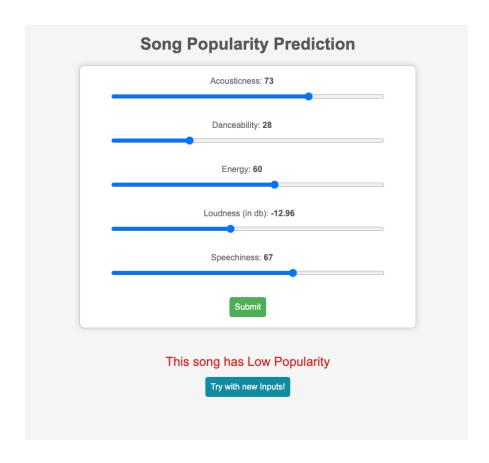
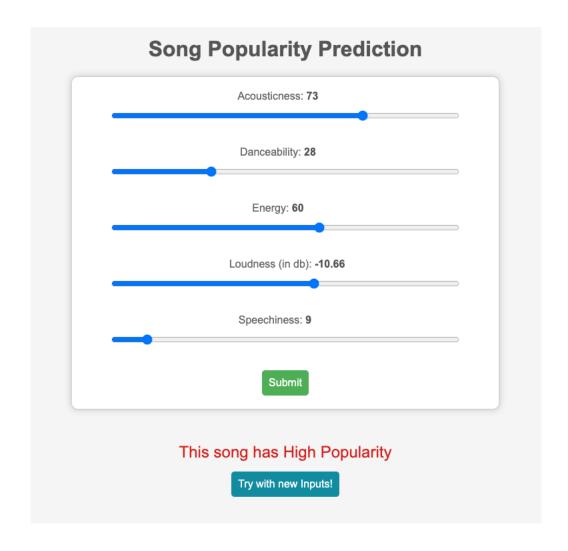


Table Data:



Giving Inputs and Prediction:





References:

- 1. https://flask.palletsprojects.com/en/2.2.x/
- 2. https://developers.google.com/chart/interactive/docs
- 3. https://developer.mozilla.org/en-US/docs/Web/HTML
- 4. https://developer.mozilla.org/en-US/docs/Web/CSS
- 5. https://developer.mozilla.org/en-US/docs/Web/JavaScript