Music Playlist Generation And Shuffling

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Music Playlist Generation And Shuffling

Music Playlist Generation : -

Music Playlist Generation simply means the task of generating a sequence of songs suitable for a particular user based on various inputs given by the user.

Music Playlist Shuffling : -

Music Playlist Shuffling means rearranging the playlist songs in such a order which is appealing to the user.

Proposed Methodology

- 1. Music Playlist Generation
- 2. Music Playlist shuffling

Music Recommendation System

Recommendation System:

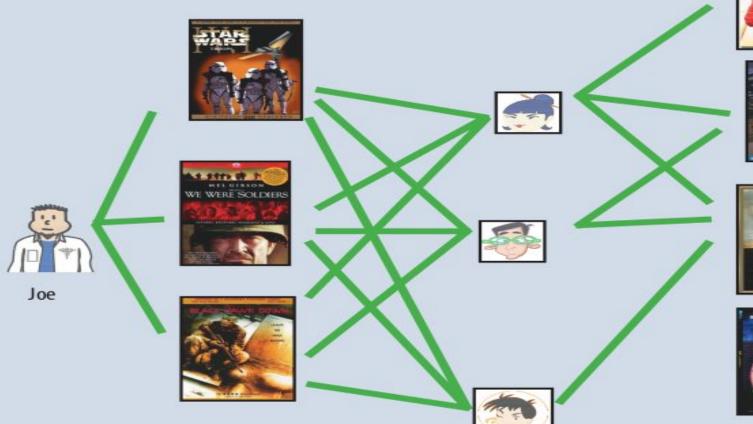
Recommender systems are techniques used for providing suggestion for a item related to various decision making process such as what items to buy or what music to listen.

These music recommendation systems are part of a broader class of recommender systems, which filter information to predict a user's preferences when it comes to a certain item.

Types Of Recommendation System

- **Content based filtering**: Content-based filtering closely examines the actual item to determine which features are most important in making recommendations and how those features interact.
 - Music Genome Project
- Collaborative filtering: In this approach we find the user to user closeness means based on various features we try to find other users which are most similar to user in question. We have used collaborative approach.
 - More accurate and domain free

Collaborative Filtering











#1



#4

Music Playlist Generation

For Music playlist, we found the top 10 Music recommendation for the user taking artist name whom he/she want to listen as input. Then these 10 recommendation is treated as a playlist.

K-Nearest Neighbour

we have used KNN model on last.fm data set to form recommendation system.

Basically, KNN algorithm assumes that similar thing exist in close proximity. We have to define a distance function to find distance between two points (could be as simple as Manhattan distance or Cartesian distance). Then using this function we find K nearest neighbour to the query point

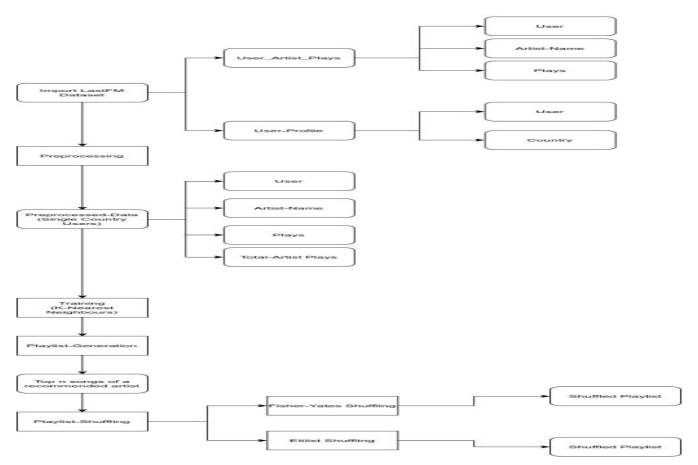
Music Playlist Shuffling

Music Playlist Shuffling means rearranging the playlist songs in such a order which is appealing to the user. It also mean changing the order dynamically based on user inputs(like whether user skipped current track or listened to the whole song or skipped in between).

Shuffling Used

- **Fisher-Yates Shuffle:** The idea is to start from the last element, swap it with a randomly selected element from the whole array (including last). Now consider the array from 0 to n-2 (size reduced by 1), and repeat the process till we hit the first element.
- Etilist Shuffle: In this method of shuffling, every item has given some weight then we calculate weighted probability. Items will be chosen for shuffling based on its weighted probability.

Music Recommendation System



Dataset Used

Last.fm-dataset-360K Version 1.2

Dataset has contains two files:-

1. First file(usershal-profile.tsv) contains general information about users

columns = [user, gender, age, country, signup]

2. Second file(usersha1-artmbid-artname-plays.tsv) contains information about user and artist song plays

columns = [user, musicbrainz-artist-id, artist-name, plays]

Preprocessing

user-profile pre-processing

columns = [user, country]

user-artist-plays file pre-processing

columns = [user, artist-name, plays]

Unpopular artist are removed and after some modification final data set

columns = [user, artist-name, plays, total artist plays, country]

c479ac4fe

c479ac4fe

c479ac4fe

c479ac4fe

c479ac4fe

134

135

136

137

138

Final	. Table Formed	
	users	

00007a47085b9aab8af55f52ec8846a

00007a47085b9aab8af55f52ec8846a

00007a47085b9aab8af55f52ec8846a

00007a47085b9aab8af55f52ec8846a

00007a47085b9aab8af55f52ec8846a

total_artist_pla

ys

2366807

6115545

2194862

4248296

3495537

country

United

States

United

States

United

States

United

States

United

States

play

456

407

386

213

203

S

artist-name

devendra

boards of

cocorosie

aphex twin

animal collective

canada

banhart

INPUT FILE

Usersha1-artmbid-artname-plays.tsv:

000063d3fe1cf2ba248b9e3c3f0334845a27a6bf af8e4cc5-ef54-458d-a194-7 cannibal corpse 48

usersha1-profile.tsv

000063d3fe1cf2ba248b9e3c3f0334845a27a6bf m 19 Mexico Apr 28, 2008

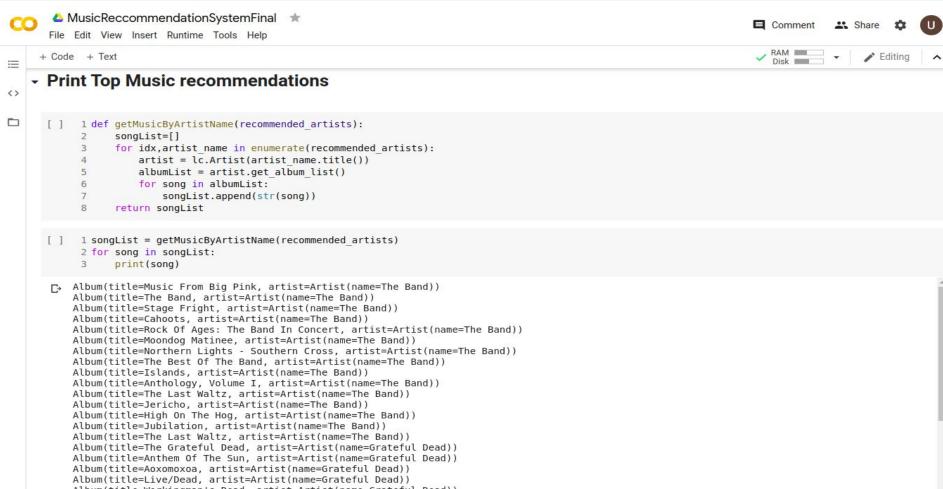
Data Statistics:

Total Lines : 17,559,530Unique Users : 359,347

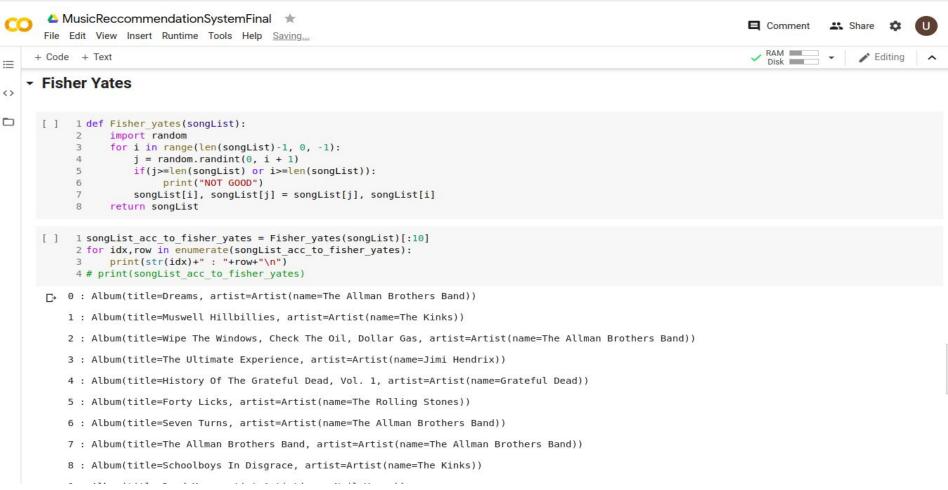
HyperParameter Used

- popularity_threshold := 1,00,000
- User_Nationality := American
- K := 10

Results For Music Playlist Generation

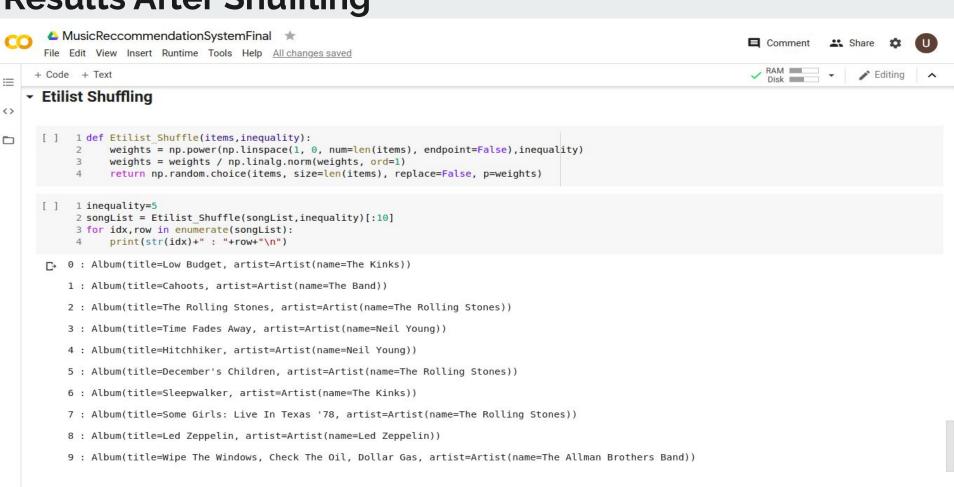


Results After Shuffling



Results After Shuffling

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Future Possible Work

- For the Playlist Generation, More advanced deep learning based algorithm can be used.
- For the Playlist Shuffling, Weights can be given to songs based on features like likeness to artist, genre, etc and then some weight based shuffling algorithm can be developed.
- For the Playlist Generation, More explicit features like current user mood, genre, etc can be used. we could develop algorithms that will include these features. **But for this data set is not easily available**.
- Also, Implicit features like music history, facial expressions, current time can also be taken but again data set becomes a problem.

Github Repository Containing Code

https://github.com/umangja/Music-Playlist-Generation-And-Shuffling

THANK YOU