variable	class	description
track_id	character	Song unique ID
track_name	character	Song Name
track_artist	character	Song Artist
lyrics	character	lyrics for the song
track_popularity	double	Song Popularity (0-100) where higher is better
track*album*id	character	Album unique ID
track*album*name	character	Song album name
track*album*release_date	character	Date when album released
playlist_name	character	Name of playlist
playlist_id	character	Playlist ID
playlist_genre	character	Playlist genre
playlist_subgenre	character	Playlist subgenre
danceability	double	Danceability describes how suitable a track is for dancing based on a combination of musical elements including tempo, rhythm stability, beat strength, and overall regularity. A value of 0.0 is least danceable and 1.0 is most danceable.
energy	double	Energy is a measure from 0.0 to 1.0 and represents a perceptual measure of intensity and activity. Typically, energetic tracks feel fast, loud, and noisy. For example, death metal has high energy, while a Bach prelude scores low on the scale. Perceptual features contributing to this attribute include dynamic range, perceived loudness, timbre, onset rate, and general entropy.

key	double	The estimated overall key of the track. Integers map to pitches using standard Pitch Class notation . E.g. 0 = C, 1 = C#/D♭, 2 = D, and so on. If no key was detected, the value is -1.
loudness	double	The overall loudness of a track in decibels (dB). Loudness values are averaged across the entire track and are useful for comparing relative loudness of tracks. Loudness is the quality of a sound that is the primary psychological correlate of physical strength (amplitude). Values typical range between -60 and 0 db.
mode	double	Mode indicates the modality (major or minor) of a track, the type of scale from which its melodic content is derived. Major is represented by 1 and minor is 0.
speechiness	double	Speechiness detects the presence of spoken words in a track. The more exclusively speech-like the recording (e.g. talk show, audio book, poetry), the closer to 1.0 the attribute value. Values above 0.66 describe tracks that are probably made entirely of spoken words. Values

		between 0.33 and 0.66 describe tracks that may contain both music and speech, either in sections or layered, including such cases as rap music. Values below 0.33 most likely represent music and other non-speech-like tracks.
acousticness	double	A confidence measure from 0.0 to 1.0 of whether the track is acoustic. 1.0 represents high confidence the track is acoustic.
instrumentalness	double	Predicts whether a track contains no vocals. "Ooh" and "aah" sounds are treated as instrumental in this context. Rap or spoken word tracks are clearly "vocal". The closer the instrumentalness value is to 1.0, the greater likelihood the track contains no vocal content. Values above 0.5 are intended to represent instrumental tracks, but confidence is higher as the value approaches 1.0.
liveness	double	Detects the presence of an audience in the recording. Higher liveness values represent an increased probability that the track was performed live. A

		value above 0.8 provides strong likelihood that the track is live.
valence	double	A measure from 0.0 to 1.0 describing the musical positiveness conveyed by a track. Tracks with high valence sound more positive (e.g. happy, cheerful, euphoric), while tracks with low valence sound more negative (e.g. sad, depressed, angry).
tempo	double	The overall estimated tempo of a track in beats per minute (BPM). In musical terminology, tempo is the speed or pace of a given piece and derives directly from the average beat duration.
duration_ms	double	Duration of song in milliseconds
language	character	Language of the lyrics