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# Online Music Genre Categorization For The Visualization And Analysis Of Song Timelines.

**S.SUNDEEP KUMAR [1], MR. G MAHESH CHALLARI[2]**

[1] PG Scholars, Department of CSE, Sree Dattha Institute Of Engineering and Science, Sheriguda,Hyderabad.
[2]Assistant Professor, Department of CSE, Sree Dattha Institute Of Engineering and Science, Sheriguda,Hyderabad.

## Abstract:

This paper presents a web application that retrieves songs from YouTube and classies them into music genres. The tool explained in this study is based on models trained using the musical collection data from Audioset. For this purpose, we have used classiers from distinct Machine Learning paradigms: Probabilistic Graphical Models (Naive Bayes), Feed-forward and Recurrent Neural Networks and Support Vector Machines (SVMs). All these models were trained in a multi-label classication scenario. Because genres may vary along a song's timeline, we perform classication in chunks of ten seconds. This capability is enabled by Audioset, which offers 10-second samples. The visualization output presents this temporal information in real time, synced with the music video being played, presenting classication results in stacked area charts, where scores for the top-10 labels obtained per chunk are shown. We briey explain the theoretical and scientic basis of the problem and the proposed classiers. Subsequently, we show how the application works in practice, using three distinct songs as cases of study, which are then analyzed and compared with online categorizations to discuss models performance and music genre classication challenges.

### INTRODUCTION

Research in Music Information Retrieval (MIR) [1] comprises a broad range of topics including genre classication, recommendation, discovery and visualization. In short, this research line refers to knowledge discovery from music and involves its processing, study and analysis. When combined with Machine Learning techniques, we typically try to learn models able to emulate human abilities or tasks, which, if automated, can be helpful for the nal user. Computational algorithms and models have even been applied for music generation and composition [

Music genre classication (MGC) is a discipline of the music annotation domain

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that has recently received attention from the MIR research community, especially since the seminal study of Tzanetakis and Cook [5]. The main objective in MGC is to classify a musical piece into one or more musical genres. As simple as it sounds, the eld still presents challenges related to the lack of standardization and vague genre denitions. Public databases and ontologies do not usually agree on how each genre is dened. Moreover, human music perception, subject to opinions and personal experiences, makes this agreement even more difcult. For example, when a song includes swing rhythms, piano, trumpets and improvisation, we would probably dene it as jazz music. However, if we introduce synthesizers in the same song, should the song be classied as electronic music as well? If we only consider acoustic characteristics, the answer is probably yes. But different listeners can perceive the piece from their own perspective. Whereas some might categorize the song as jazz, others might consider it electronic music or even a combination of both.

In an effort to provide a tool that gives more insights about how each genre is perceived, we have trained several classi-cation models [6] and embedded them in a web application that allows the user to visualize how each model ``senses'' music in terms of music genre, at particular moments of a song. Note that experimentation details for each model are beyond the scope of this article and can be found in [6]. These models have been built using common machine learning techniques, namely, Support Vector Machines (SVM), Naive Bayes classiers, Feed forward deep neural networks and Recurrent neural networks. Whereas Bayesian and SVM methods have historically delivered good results as generalpurpose machine learning models, the results achieved with deep learning techniques in articial perception (articial vision, speech recognition, natural language processing, among others) have delivered remarkable results, approaching human-like accuracy [7]. By comparing deep learning with more traditional machine learning techniques, we also aim to compare its performance for music genre classication.

#### MACHINE LEARNING FRAMEWORK

Machine Learning (ML) is an area of Computer Science that involves the application of Articial Intelligence techniques to learn from data. In our case, we perform the task of supervised classication. Taking a set of songs as input, labeled by genre, we have learned different models. The songs are characterized by specic features and the labels will guide the learning process. In this case, one song can be labeled with multiple genres, and they are classied in excerpts, as we will explain later. So, the problem that we approach in this work is the annotation of music genres present in a music clip, with the purpose of comparing the performance of different machine learning models when applied to this specic problem. To this end, we use the Audioset repository and its music genre samples to train the following set of models.

## Literature Survey:

1. music information retrieval

Authors: Roberto Raieli, in Multimedia Information Retrieval, 2013

The status of AR systems is covered in the Survey of Music Information Retrieval systems, presented at the Sixth International Conference on Music Information Retrieval in 2005.27 In illustrating a summary of 'Music Information Retrieval (MIR)', a distinction is made between the content-based search systems of general 'audio data' and search systems for 'music based on the notes'. Alongside these are the 'hybrid' systems, which in the early treatment of any type of audio data were converted into a symbolic version of the notes.

With reference to music databases, content-based search has different perspectives. Search-by-humming allows users to search for pieces by humming, or strumming from memory. The traditional search-by-example, according to the type of similarity required, is useful for musicologists searching for pieces inspired by a melody. Lastly come searches orientated towards comparing whole soundtracks or their parts, proving useful in 'investigations' for copyright purposes into cases of plagiarism or quotation. AR techniques have numerous practical applications: identifying songs transmitted by broadcasters, also via a 'common receiver' connected to a treatment system; search for 'suspicious' sounds recorded by surveillance systems; and sound analysis of video and any type of application in television, radio or other media industry archive. Despite the novelty of its application, AR is making tasks faster and more efficient, and its applications are now present in a lot of commercial equipment.

The survey moves on to describe the two techniques, AR or MIR, relative to 'musical data' structured on notes and 'audio data' in general. For musical data it is still necessary to distinguish between 'monophonic and polyphonic melodies'. The most important issues in both cases are measuring differences between the compared data of the notes, which the system must be able to carry out automatically, and the construction of the data index, automatically or semi-automatically. 'Distance measure' and 'indexing' are processes closely linked to the degree of matching, set each time for the document's retrieval, and the more broad and generic it is, the more the system can easily estimate the similarity between

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the parameters of the notes being compared, or between a parameter and indexing terms used.

For audio data not based on systems of notes, other features need to be singled out, even by 'segmenting' sound tracks into parts representative of their structure. These automatically detectable features are those typical to each sound object, namely tempo, frequency, amplitude, timbre, tone etc. The problem is in finding a scheme capable of composing the results of a track's analysis in order to obtain a satisfactory and reliable enough model of its audio features. This is feasible, for example, by composing vectors such as audio-fingerprint, or as it is known, a 'Self-organizing Map (SOM)'. This panorama continues with quick descriptions and comparisons of the 17 most advanced AR systems, and the differing needs and characteristics of users. The authors take into account three classes of user, namely 'industrial, professional, and general consumers'. These classes, to varying degrees of research, need single sound outputs, full tracks, information about composers, musical genres and classes of sounds. Objectives can be varied: copyright protection; search for music based on tastes and styles; search for the works of a given artist; and identification of tracks, etc.

2. The bach doodle: Approachable music composition with machine learning at scale

Authors: Cheng-Zhi Anna Huang, Curtis Hawthorne, Adam Roberts, Monica Dinculescu, James Wexler, Leon Hong, Jacob Howcroft

To make music composition more approachable, we designed the first AI-powered Google Doodle, the Bach Doodle, where users can create their own melody and have it harmonized by a machine learning model Coconet (Huang et al., 2017) in the style of Bach. For users to input melodies, we designed a simplified sheet-music based interface. To support an interactive experience at scale, we re-implemented Coconet in TensorFlow.js (Smilkov et al., 2019) to run in the browser and reduced its runtime from 40s to 2s by adopting dilated depth-wise separable convolutions and fusing operations. We also reduced the model download size to approximately 400KB through post-training weight quantization. We calibrated a speed test based on partial model evaluation time to determine if the harmonization request should be performed locally or sent to remote TPU servers. In three days, people spent 350 years worth of time playing with the Bach Doodle, and Coconet received more than 55 million queries. Users could choose to rate their compositions and contribute them to a public dataset, which we are releasing with this paper. We hope that the community finds this dataset useful for applications ranging from ethnomusicological studies, to music education, to improving machine learning models.

3. Deep learning techniques for music generation A survey

Authors: Jean-Pierre Briot, Gaëtan Hadjeres, François-David Pachet

This paper is a survey and an analysis of different ways of using deep learning (deep artificial neural networks) to generate musical content. We propose a methodology based on five dimensions for our analysis: Objective - What musical content is to be generated? Examples are: melody, polyphony, accompaniment or counterpoint. - For what destination and for what use? To be performed by a human(s) (in the case of a musical score), or by a machine (in the case of an audio file). Representation - What are the concepts to be manipulated? Examples are: waveform, spectrogram, note, chord, meter and beat. - What format is to be used? Examples are: MIDI, piano roll or text. - How will the representation be encoded? Examples are: scalar, one-hot or many-hot. Architecture - What type(s) of deep neural network is (are) to be used? Examples are: feedforward network, recurrent network, autoencoder or generative adversarial networks. Challenge - What are the limitations and open challenges? Examples are: variability, interactivity and creativity. Strategy - How do we model and control the process of generation? Examples are: single-step feedforward, iterative feedforward, sampling or input manipulation. For each dimension, we conduct a comparative analysis of various models and techniques and we propose some tentative multidimensional typology. This typology is bottom-up, based on the analysis of many existing deep-learning based systems for music generation selected from the relevant literature. These systems are described and are used to exemplify the various choices of objective, representation, architecture, challenge and strategy. The last section includes some discussion and some prospects.

4. Piano automatic computer composition by deep learning and blockchain technology

To explore the automatic computer composition, investigate the copyright protection and management of digital music, and expand the application of deep learning and blockchain technologies in the generation of digital music works, piano composition was taken as a sample. First, through the elaboration of the neural network methods based on deep learning, the Recurrent Neural Network (RNN), Long-Short-Term Memory (LSTM), and Gated Recurrent Unit (GRU) networks were introduced, and the deep learning-based GRU-RNN automatic composition model was constructed. Second, the blockchain technology was analyzed and expressed, and the problems in the traditional copyright protection and management of digital music were analyzed. The three aspects, i.e., ownership, right of use, and right protection, were fully considered, and the blockchain technology was integrated into the copyright protection and management of digital music. Finally, the manual analysis evaluation and pause analysis were selected as the indicators to analyze and characterize the music composition quality of the GRU-RNN model, as well as analyzing the development of the digital music market integrated with blockchain technology. The results show that the GRU-RNN model shows satisfactory effects in manual analysis evaluation or in the pause analysis of the passage. The deep learning method has great potential for application in automatic computer composition of digital music; the integration of blockchain technology has played a promotive role in the expansion and popularization of the digital music market. However, in the meantime, it still faces some technical and policy challenges. The results have a positive effect on promoting the development and application of deep learning methods and blockchain technology in digital music

5. musical genre classification of audio signals

Musical genres are categorical labels created by humans to characterize pieces of music. A musical genre is characterized by the common characteristics shared by its members. These characteristics typically are related to the instrumentation, rhythmic structure, and harmonic content of the music. Genre hierarchies are commonly used to structure the large collections of music available on the Web. Currently musical genre annotation is performed manually. Automatic musical genre classification can assist or replace the human user in this process and would be a valuable addition to music information retrieval systems. In addition, automatic musical genre classification provides a framework for developing and evaluating features for any type of content-based analysis of musical signals. In this paper, the automatic classification of audio signals into an hierarchy of musical genres is explored. More specifically, three feature sets for representing timbral texture, rhythmic content and pitch content are proposed. The performance and relative importance of the proposed features is investigated by training statistical pattern recognition classifiers using real-world audio collections. Both whole file and real-time frame-based classification schemes are described. Using the proposed feature sets, classification of 61% for ten musical genres is achieved. This result is comparable to results reported for human musical genre classification.

## Existing System:

we have used classiers from distinct Machine Learning paradigms: Probabilistic Graphical Models (Naive Bayes), Feed-forward and Recurrent Neural Networks and Support Vector Machines (SVMs). All these models were trained in a multi-label classication scenario. Because genres may vary along a song's timeline, we perform classication in chunks of ten seconds. This capability is enabled by Audioset, which offers 10-second samples. The visualization output presents this temporal information in real time, synced with the music video being played, presenting classication results in stacked area charts, where scores for the top-10 labels obtained per chunk are shown. We briey explain the theoretical and scientic basis of the problem and the proposed classiers. Subsequently, we show how the application works in practice, using three distinct songs as cases of study, which are then analyzed and compared with online categorizations to discuss models performance and music genre classication challenges.

### DISADVANTAGES OF EXISTING SYSTEM :

1) Less accuracy

2)low Efficiency

## Proposed System:

In this paper author is using various machine learning algorithms such as Linear SVM and Ensemble Decision Tree and have also experiment with deep learning algorithms such as Feed Forward Neural Networks and LSTM (long short term memory) to classify music genre (type of music like HIP HOP, JAZZ, Disco or etc. In all algorithms LSTM is giving better accuracy. To implement this project author has used YouTube dataset called AUDIODATASET and we are also using same dataset to implement this project.

### ADVANTAGES OF PROPOSED SYSTEM :

1) High accuracy

2)High efficiency

### SYSTEM ARCHITECTURE :

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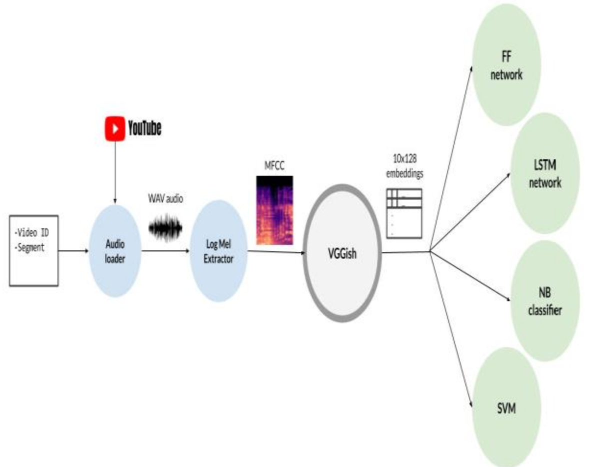



FIGURE 4. Classification flow. Given a video ID and a segment, the audio is downloaded, pre-processed by converting it to MFCCs, then to VGGish embeddings, and finally it is passed to the models for classification.

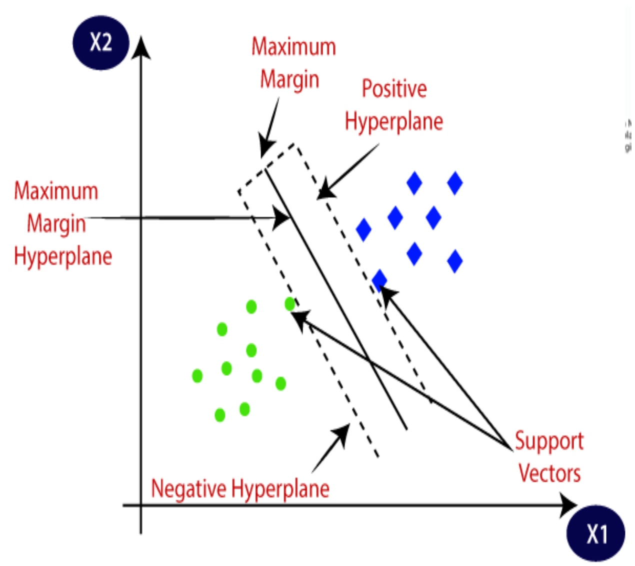
## Methodology :

## SVM :

Support Vector Machine or SVM is one of the most popular Supervised Learning algorithms, which is used for Classification as well as Regression problems. However, primarily, it is used for Classification problems in Machine Learning.

The goal of the SVM algorithm is to create the best line or decision boundary that can segregate n-dimensional space into classes so that we can easily put the new data point in the correct category in the future. This best decision boundary is called a hyperplane.

SVM chooses the extreme points/vectors that help in creating the hyperplane. These extreme cases are called as support vectors, and hence algorithm is termed as Support Vector Machine. Consider the below diagram in which there are two different categories that are classified using a decision boundary or hyperplane:




**Example:** SVM can be understood with the example that we have used in the KNN classifier. Suppose we see a strange cat that also has some features of dogs, so if we want a model that can accurately identify whether it is a cat or dog, so such a model can be created by using the SVM algorithm. We will first train our model with lots of images of cats and dogs so that it can learn about different features of cats and dogs, and then we test it with this strange creature. So as support vector creates a decision boundary between these two data (cat and dog) and choose extreme cases (support vectors), it will see the extreme case of cat and dog. On the basis of the support vectors, it will classify it as a cat. Consider the below diagram:

## LSTM :

This tutorial discusses the issues with conventional RNNs resulting from

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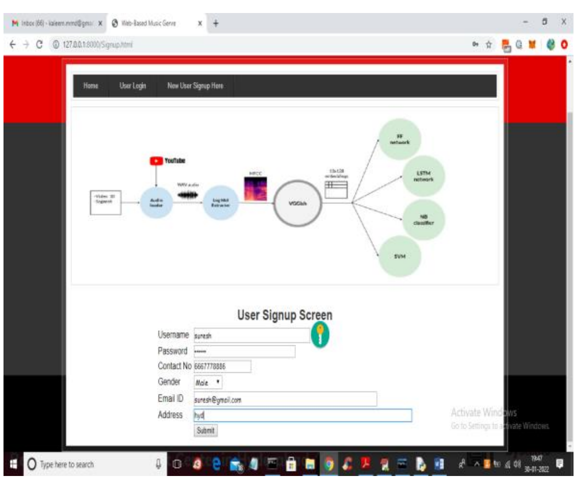
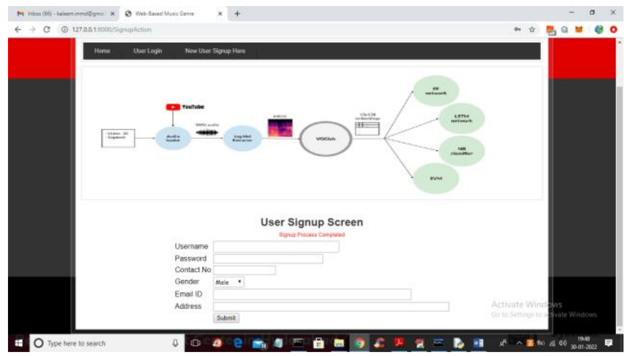
increasing and decreasing gradients. It also proposes a solution that solves these problems through Long Short-Term Memory (LSTM). LST Memory is a sophisticated version of the recurrent neural networks (RNN) design that was created to represent chronological sequences and their long-range dependencies more precisely than traditional RNNs. Its main features are the internal design of an LSTM cell and the various modifications introduced into the LSTM structure, and a few applications of LSTMs that are in high demand. The article also provides an examination of LSTMs as well as GRUs. The tutorial ends with a list that outlines the drawbacks associated with the LSTM network and a description of the new models based on attention, which are swiftly replacing LSTMs in the real world.

## Results

In screen click on 'New User Signup Here' link to get below screen

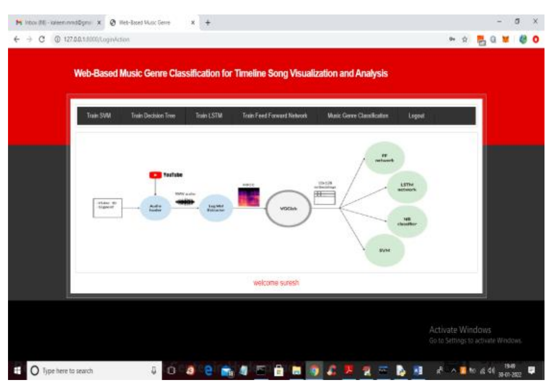



In above screen user is entering signup details and then click on 'Submit' button to get below screen




In above screen signup task completed and now click on 'User Login' link to get below login screen


In above screen user is login and after login will get below screen



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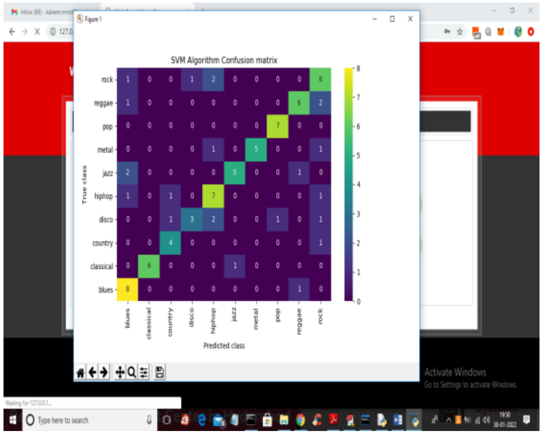
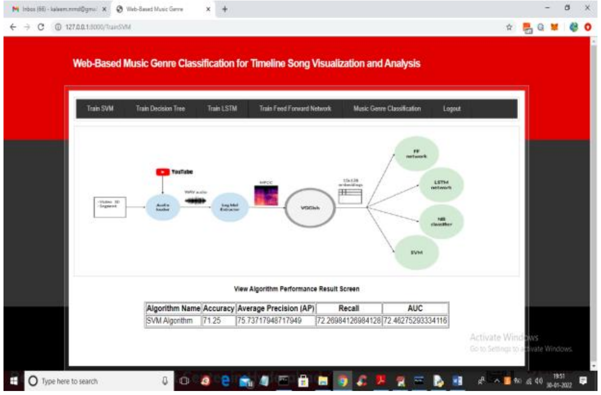
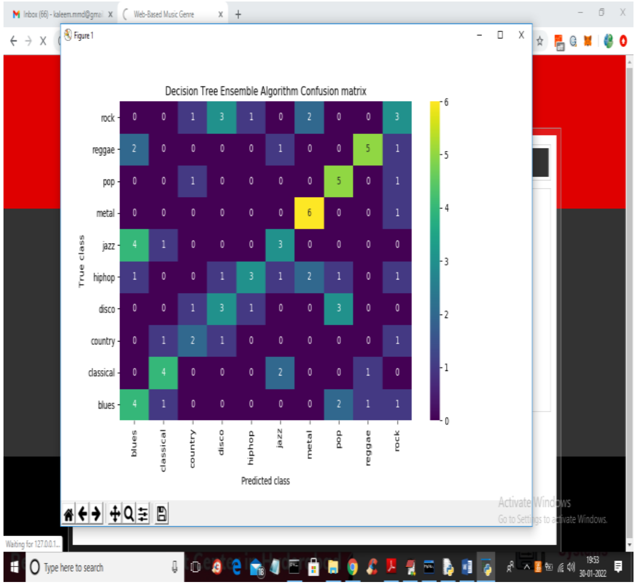
In above screen user can click on 'Train SVM' link to train SVM algorithm and get below classification result on test data using SVM




In above SVM confusion matrix graph x-axis represents predicted music genre classes and y-axis represented TRUE test classes and all values in horizontal part are correct prediction by SVM remaining values greater than 0 in other boxes are the wrong prediction and we can see SVM has predicted so many wrong classes and now close above graph to get below SVM precision value




In above screen with SVM we got precision value as 75% and now click on 'Train Decision Tree' link to train decision algorithm and get below graph




In above screen with decision tree also so many wrong classes are predicted and now close above graph to get decision tree precision

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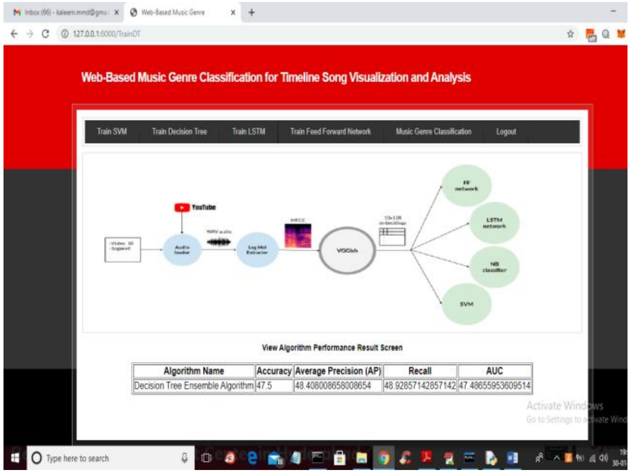
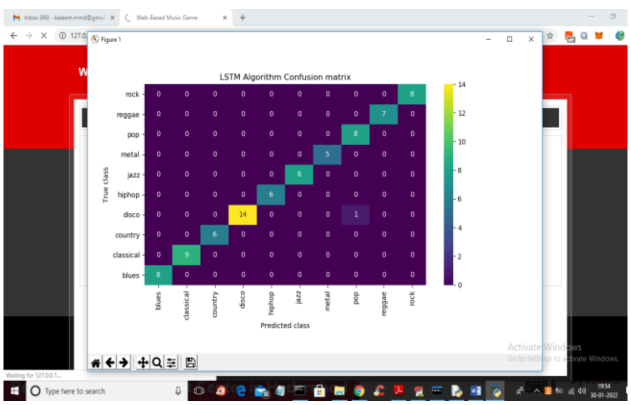
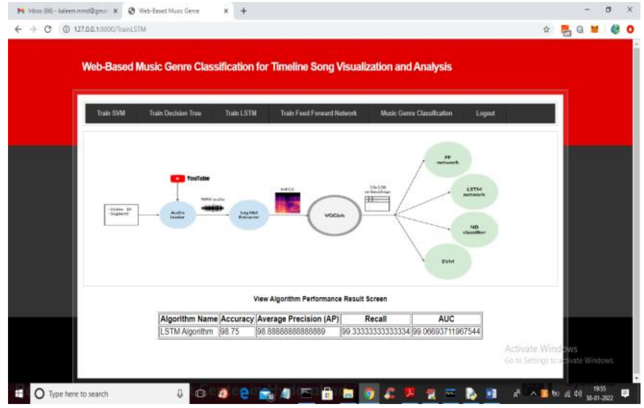


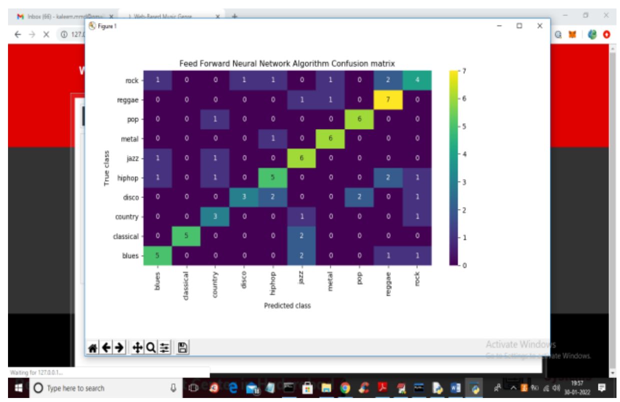

In above screen with decision tree algorithm we got 48% precision so its performance is not good and now click on 'Train LSTM' to train LSTM and get below output




In above LSTM confusion matrix in diagnol boxes all classes are correctly predicted and only 1 class in other boxes is wrongly predicted so LSTM is good in performance and now close above graph to get below LSTM precision




In above screen with LSTM we got 98% precision so its performance is best compare to other algorithm and now click on 'Train Feed Forward Network' link to get below output




In above screen with feed forward neural network we can see in diagnol only few classes are correctly predicted so its performance also not good and now close above graph to get feed forward output

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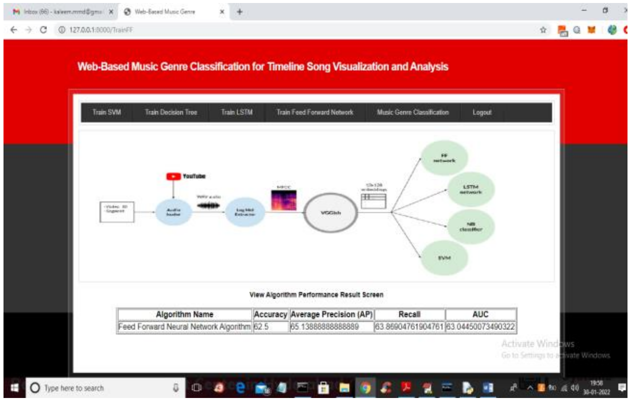
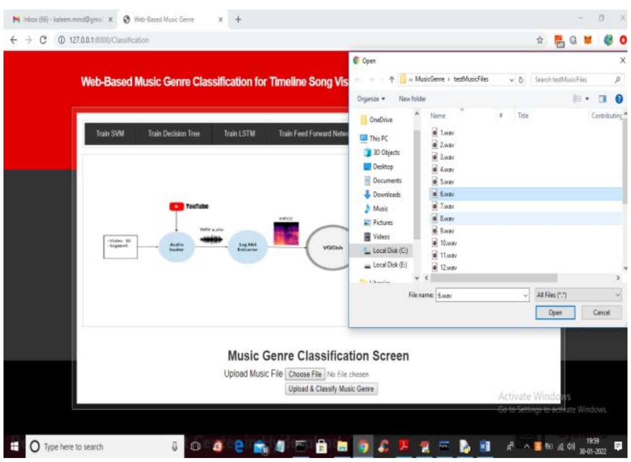
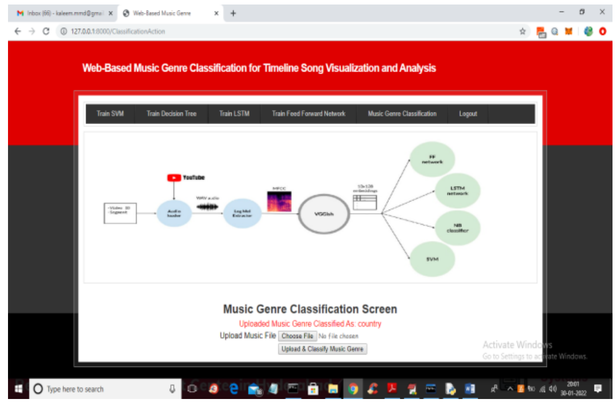


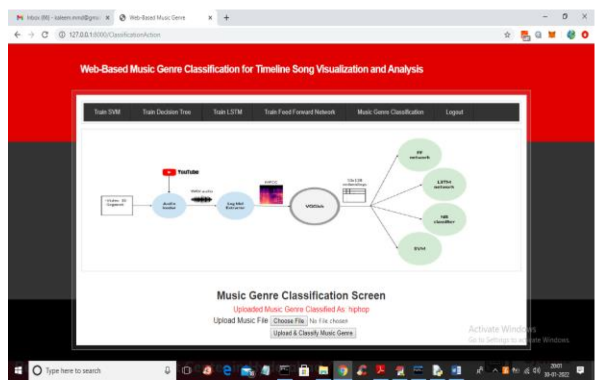

In above screen with Feed Forward we got precision as 65% and we can see in all algorithms LSTM got better performance and in paper also author saying LSTM is better in performance and now click on 'Music Genre Classification' link to get below screen




In above screen browsing and uploading '6.wav' file and then click on 'Open' button to load audio file and then click on 'Upload & Classify Music Genre' button so LSTM can predict or classify music Genre from uploaded audio like below screen




In above screen in red colour text we can see uploaded music genre classified as 'Country' and now test other files




In above screen another audio genre classified as 'hiphop' and similarly you can upload other files and classified them

## CONCLUSION

The article presents a web application to discover music genres present in a song, along its timeline, based on a previous experimentation with different machine learning models [6]. By identifying genres in each 10-second fragment, we can get an idea of how each model perceives each part of a song. Moreover, by presenting those data in a stacked area timeline graph, the application is also able to quickly show the behavior of the models, which at the same time, is an interesting way to detect undesired or rare predictions.

We believe that this application could be a supporting tool for the traditional evaluation metrics in MGC, especially when manual introspection of questionable results is required beyond classic performance metrics, such as average precision or AUC.

It is, in any case, a challenge to establish a formal way to validate genre predictions, particularly when trying to compare them with categorizations from other sources, such as online music platforms, because there is no standard or formal way of dening genres. Last.fm, to name an example, has a completely different set of tags, which, in many cases, do not correspond or exist in the Audioset ontology.

The application is also a rst step towards an eventual user-centered MGC tool, in which the users can submit feedback about the correctness of the predictions. To our knowledge, there is no visual tool that provides this level of verication on genre classication results for different fragments of the song.

The design of the precision/sensitivity metric, and its use for comparing the models' results, is an additional contribution of this paper. The incorporation of available tags from public and online services enabled the proposed evaluation method.We believe that the extension and renement of these metrics and matching algorithms is a promising future line of work and deserves attention. As mentioned throughout the paper, a consensus for a standardized taxonomy for music genre categorization is an open challenge for MGC. We plan to open a research line approaching this issue, and we feel we should incorporate semantic elements and ontology-based information to properly tackle the genre-mapping problem across different taxonomies.

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