

# Team GW-Music

Learning Algorithms for Music Classification

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# Why classify music with AI?

## There's too much!

Classifying into genres allows stakeholders to narrow their search for music, saving on time.

Such stakeholders could be those creating and maintaining:

- Music databases for advertisers and content creators
- Sample libraries for music production

# Our Goal

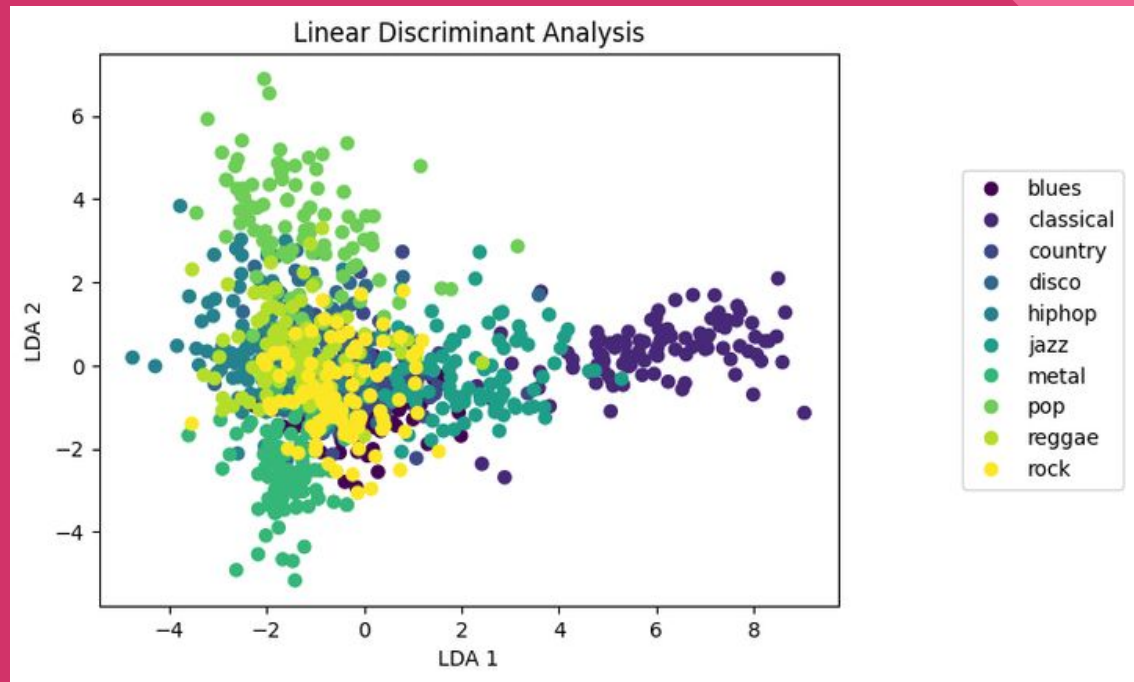
Leverage the power of state of the art learning algorithms to classify large quantities of music data.

We experimented with:

- Network architecture
- Distance function
- Data augmentation
- Feature extraction

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# The Data



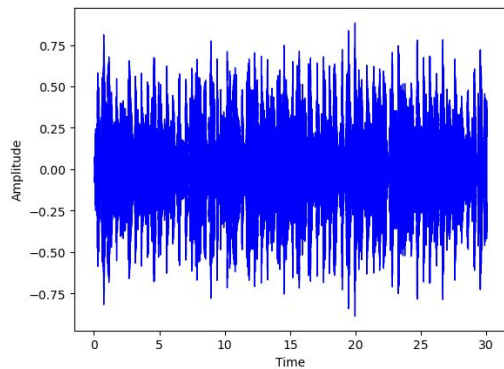
We used the publicly available GTZAN dataset which provides 30 second samples of music from a variety of genres (blues, pop, country, etc.)

We processed the data using **Librosa**, a python library designed for processing audio signals



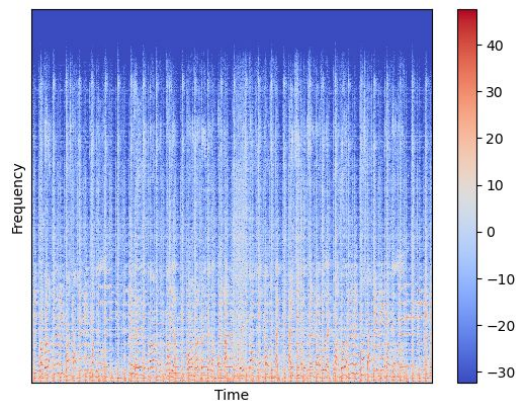
# Processing the data:

## Audio file



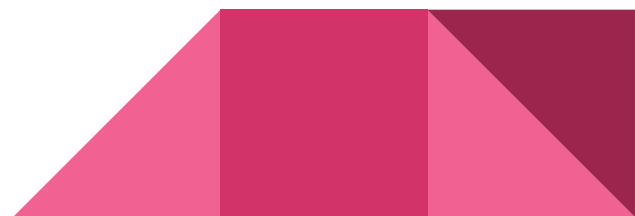
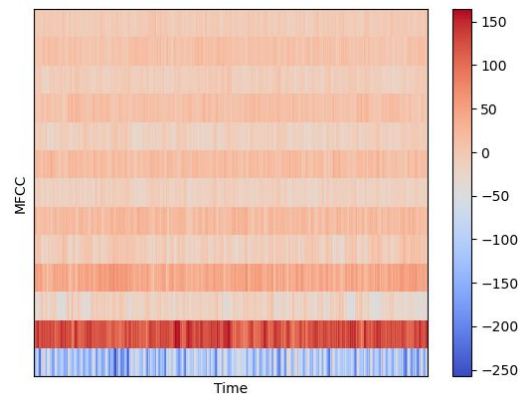
fast fourier  
transform

feature  
extraction



## Spectrogram

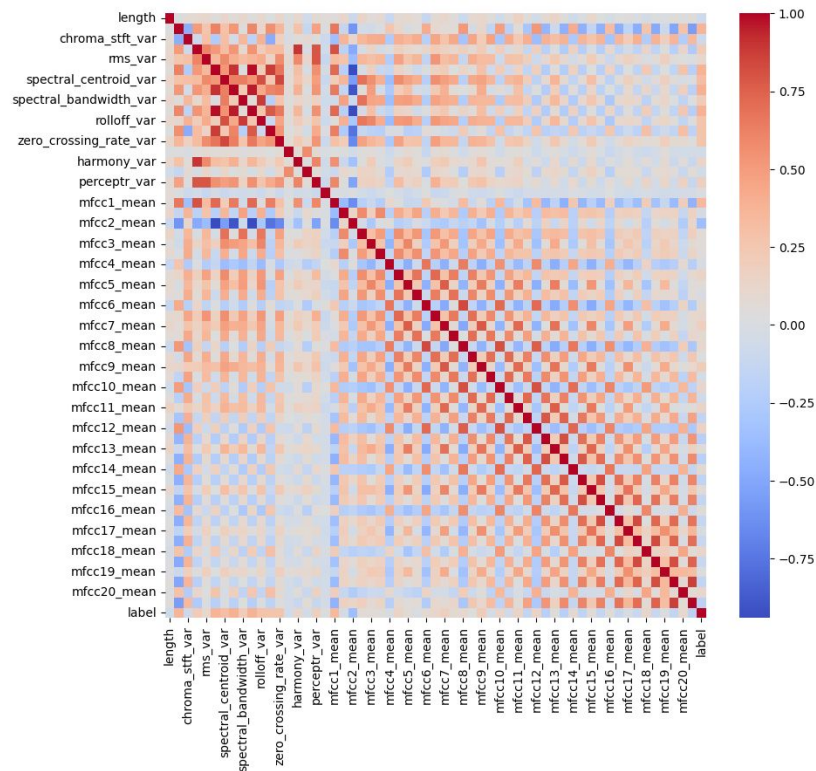
## Mel-Frequency Cepstral Coefficients MFCCs: A “picture of the song”



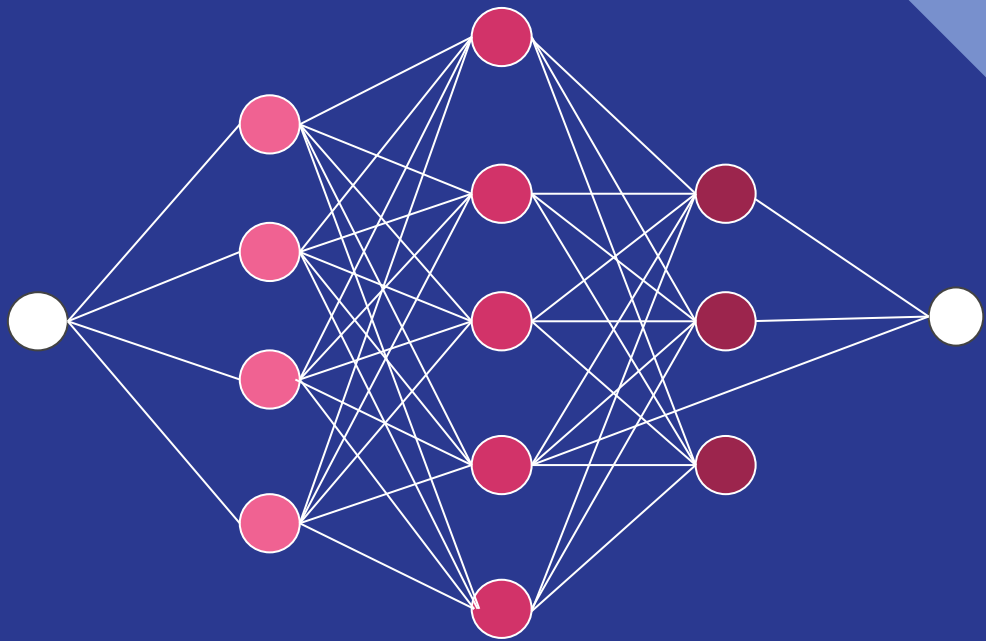
# Extracting the most important features from the data.

In addition to the MFCCs, there are attributes which greatly impacted the distance computed between data points. We found that those with the greatest impact were:

- RMS amplitude (how loud is the song?)
- Chroma (captures harmonic information)



# The Models





# The process

1. Prepare the data and implement an 80-20 train test split.

2. Build/adjust the model using **Tensorflow**.

3. Train the model

4. Test the accuracy of the model

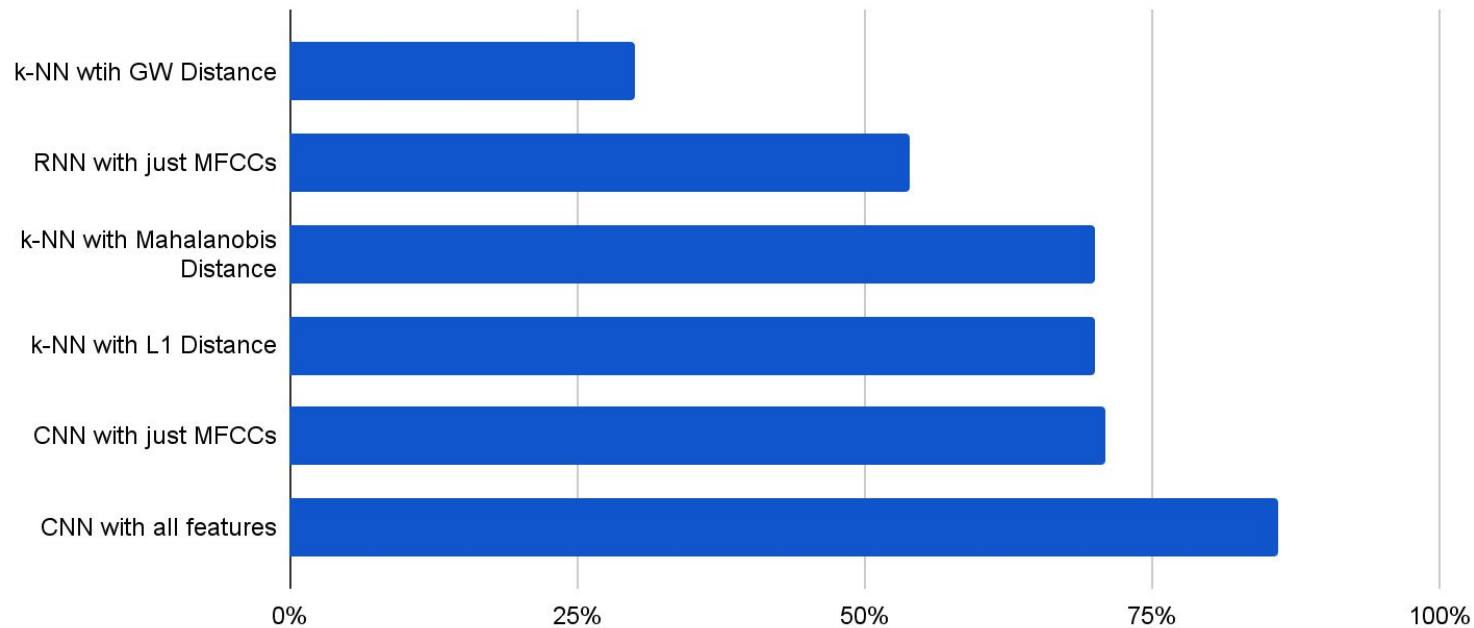


# Parameters of the model



# Model Comparison

Test Accuracy of our different models



After testing, the model which provided the best result was CNN with a test accuracy of

86%

# Summary

We were able to, given a large and unwieldy set of music samples, accurately classify them (up to 86%) according to pre-prescribed genres.

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