

Uncovering the Beats that move us

Exploring various factors behind the popularity of Hip-Hop Hits

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Presentation Overview

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2 First Model

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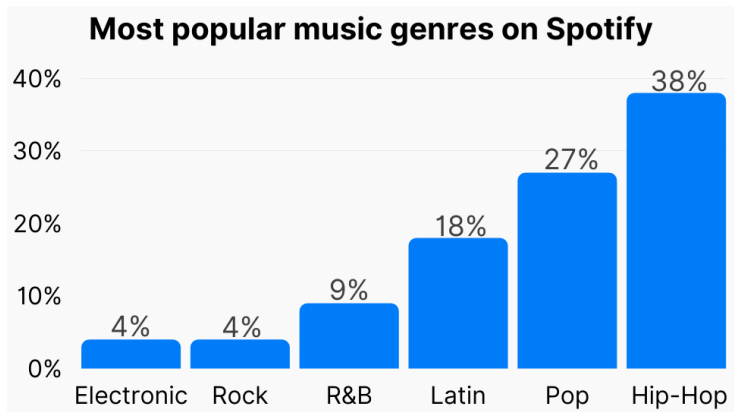


Figure: Spotify US 2022 data

Our Database

Spotify API

Database comes from an API of the leading musical streaming service, Spotify and was gathered via Kaggle.

Sample size

After filtering of the data the sample size is $N=547$.

Popularity Score : A black box

The popularity score (0-100) is calculated by Spotify's algorithm.

Genre Classification

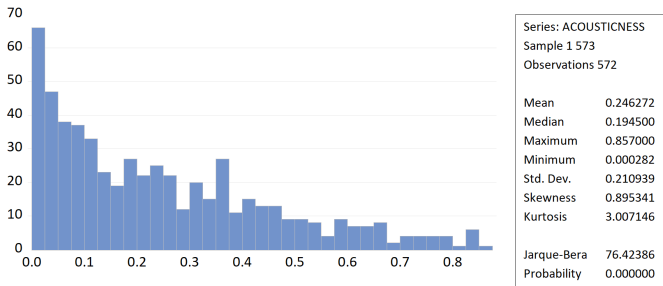
The genre classification may not be perfect due to the subjective nature of music genres.

Explanatory Variables

Musical Factors

Variable	Details
ACOUSTICNESS	Acoustic songs use more "real" instruments
DANCEABILITY	Describes how suitable is a track for dancing
DURATION	Duration of the track in milliseconds
ENERGY	Perceptual measure of intensity and activity
EXPLICIT_TRUE	1 if the track contains explicit content
INSTRUMENTALNESS	Detects presence of vocals
KEY	Key of the track using standard notation
LOUDNESS	Measured acoustic intensity in dB
MODE	1 if the track is in Major mode
SPEECHINESS	Detects presence of spoken words
TEMPO	Tempo of the track in BPM
TIME_SIGNATURE	1x4, 2x4, 3x4 and 4x4

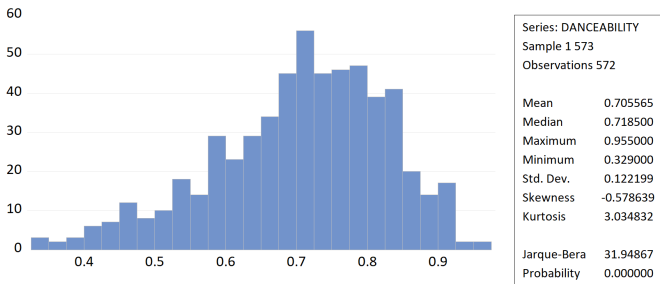
Acousticness



Positive Impact

The use of some real instruments (piano, guitar, drums, flute) in popular tracks is very common.

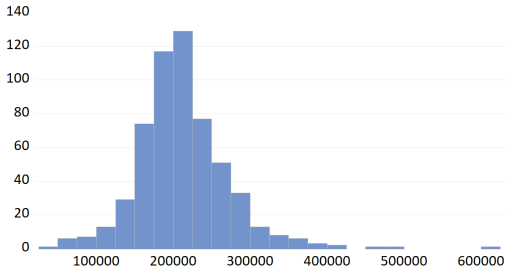
Danceability



Positive Impact

Popular music tends to be joyful and rhythmic.

Duration

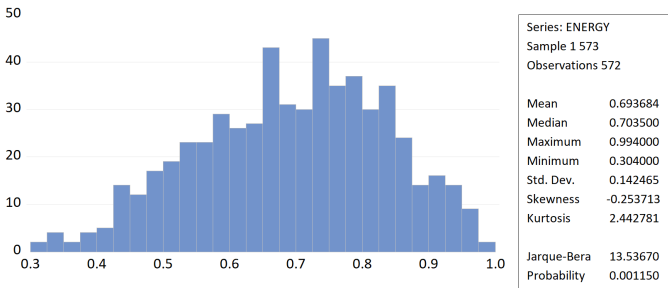


Series: DURATION_MS	
Sample 1 573	
Observations 572	
Mean	212743.3
Median	207746.5
Maximum	620320.0
Minimum	45055.00
Std. Dev.	59752.27
Skewness	1.111598
Kurtosis	8.201757
Jarque-Bera	762.6875
Probability	0.000000

Negative Impact

Longer songs are expected to be less popular.

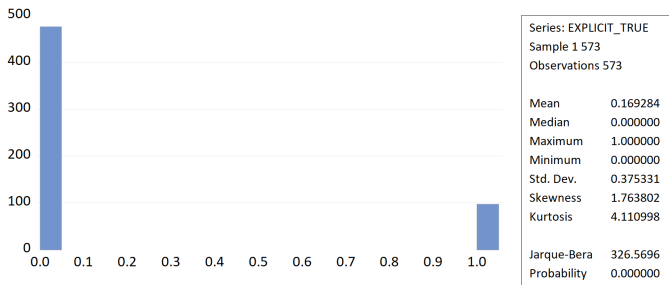
Energy



Negative Impact

Energy is associated with speed and loudness.

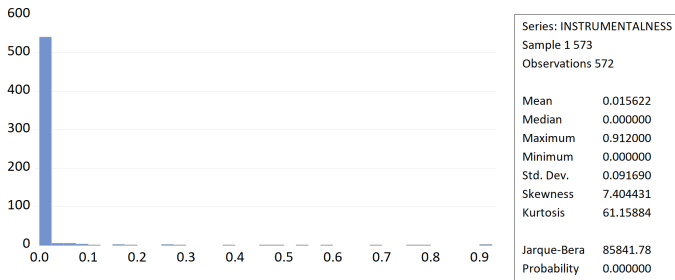
Explicit



Negative Impact

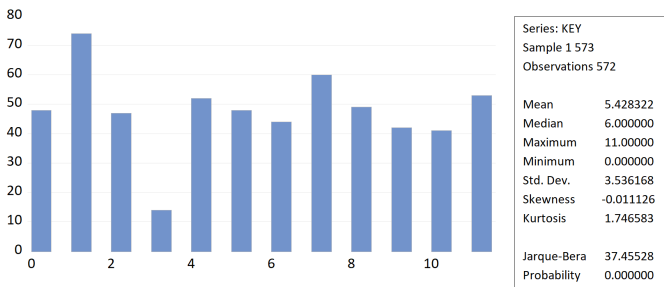
Explicit songs are usually less referenced in playlists, events...

Instrumentalness



Negative Impact

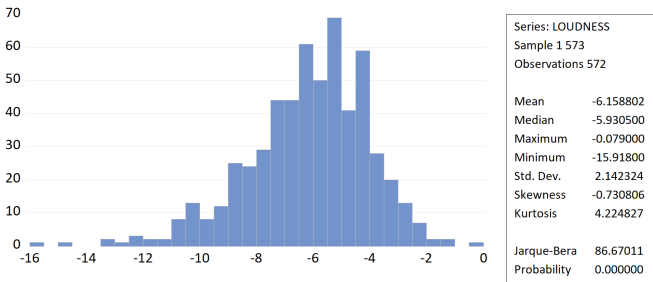
Very few Hip-Hop tracks are considered instrumental.



Unknown Impact

It is possible that some keys are more suited for popular tracks.

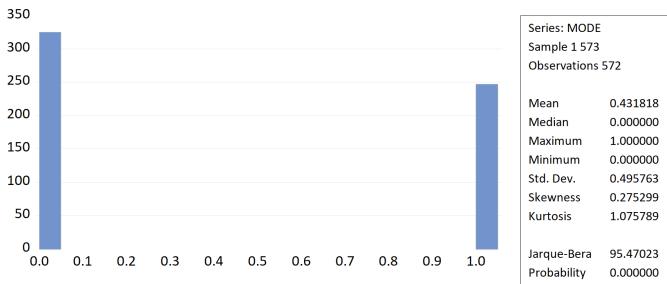
Loudness



Negative Impact

Very loud tracks are not expected to be popular in this genre.

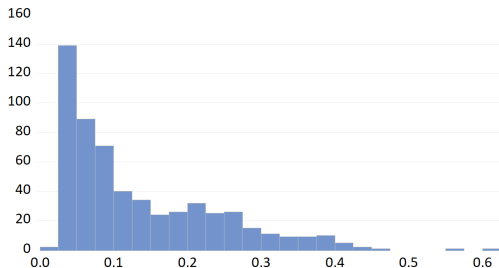
Mode



Positive Impact

Popular songs are often associated with good mood.

Speechiness

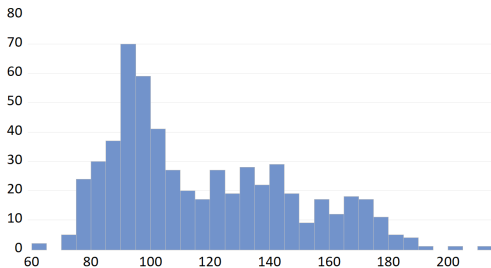


Series: SPEECHINESS	
Sample	1 573
Observations	572
Mean	0.133880
Median	0.091200
Maximum	0.621000
Minimum	0.024100
Std. Dev.	0.104302
Skewness	1.198488
Kurtosis	4.051685
Jarque-Bera	163.2949
Probability	0.000000

Unknown impact

Most songs are in the 0-0.1 range

Tempo

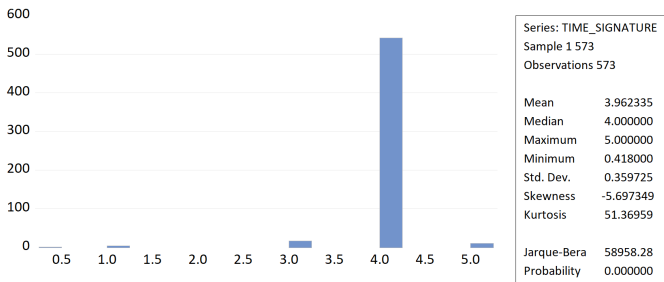


Series: TEMPO	
Sample 1 573	
Observations 572	
Mean	117.4909
Median	109.0090
Maximum	214.0160
Minimum	62.99500
Std. Dev.	30.12967
Skewness	0.621136
Kurtosis	2.378311
Jarque-Bera	45.99209
Probability	0.000000

Unknown impact

Tempo is often used as an indicator of subgenre.

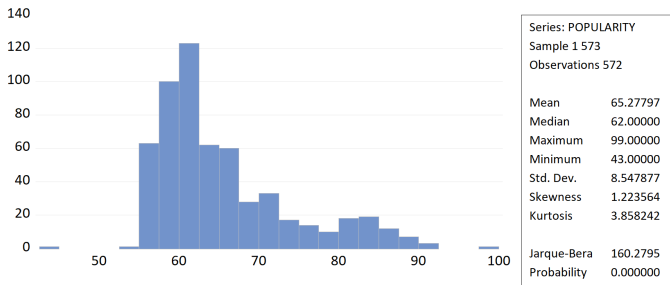
Time Signature



Positive impact

Vast majority of tracks with 4/4 time signature.

Popularity



Dependant Variable

Low popularity tracks and very high popularity tracks are not very well represented.

First Regression

Global Overview

Dependent Variable: POPULARITY
Method: Least Squares
Date: 04/24/23 Time: 09:06
Sample: 1 573
Included observations: 572

Variable	Coefficient	Std. Error	t-Statistic	Prob.
C	74.03503	4.611915	16.05299	0.0000
ACOUSTICNESS	-5.216179	1.526956	-3.416064	0.0007
DANCEABILITY	4.181314	2.831792	1.476561	0.1404
DURATION_MS	-1.62E-05	5.29E-06	-3.063406	0.0023
ENERGY	-9.178202	2.340842	-3.920897	0.0001
EXPLICIT_TRUE	11.79353	0.826824	14.22923	0.0000
INSTRUMENTALNESS	-1.423983	3.365196	-0.423150	0.6723
LIVENESS	-1.050668	1.966049	-0.534406	0.5933
MODE	-0.122710	0.631158	-0.194420	0.8459
SPEECHINESS	-10.79439	2.992538	-3.607102	0.0003
TEMPO	0.014412	0.010211	1.411359	0.1587
TIME_SIGNATURE	-0.507648	0.923476	-0.549715	0.5827
KEY	-0.012445	0.087528	-0.142181	0.8870
VALENCE	-0.904088	1.609986	-0.561550	0.5746
R-squared	0.344363	Mean dependent var	65.27797	
Adjusted R-squared	0.329089	S.D. dependent var	8.547877	
S.E. of regression	7.001496	Akaike info criterion	6.754296	
Sum squared resid	27353.69	Schwarz criterion	6.860743	
Log likelihood	-1917.729	Hannan-Quinn criter.	6.795822	
F-statistic	22.54469	Durbin-Watson stat	1.321160	
Prob(F-statistic)	0.000000			

Figure: First Regression Results

First Regression

Result Analysis

- Popularity as the dependent variable
- Jointly significant model:
 - F-Statistic [21.49263; 0.00000]
- Model captures more than a third of the variability of the popularity :
 - $R^2=0.34$
 - Adjusted $R^2 =0.33$

First Regression

Variable Analysis

- **Significant at 99% level:**

- Speechiness > Negative impact (importance of lyrics)
- Explicit_True > Increases popularity by 11,7
- Energy > Negative impact (hip-hop is not associated with energy)
- Duration > Negative impact
- Acousticness > Negative impact (electronic sounds)

- **Significant at 90% level:**

- Danceability > Positive impact (song played in the club)
- Key=1 >(C#)

- **Insignificant:**

- Tempo > Still a good way to differentiate sub-genres
- Mode > Popular rap songs are not always "joyful"
- Liveness > the dataset contains few live played songs
- Instrumentalness > Hip-hop songs are not instrumental
- Time Signature > Most songs are 4x4

First Regression

Fitted popularity analysis

- Comparison with a perfect regression:
 - Global underestimation
 - Large underestimation for songs with a popularity > 80

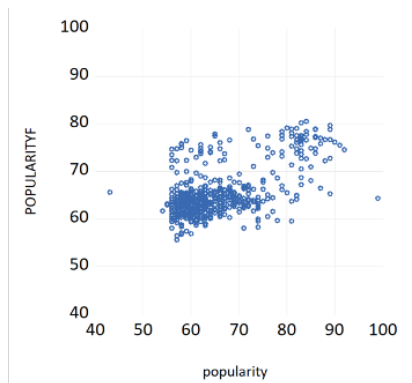


Figure: Fitted popularity plot

Improving our first regression

Global Overview

Dependent Variable: POPULARITY
Method: Least Squares
Date: 04/24/23 Time: 08:53
Sample: 1 573
Included observations: 572

Variable	Coefficient	Std. Error	t-Statistic	Prob.
C	76.25705	6.676490	11.42173	0.0000
ACOUSTICNESS	-5.434199	1.515615	-3.585473	0.0004
DANCEABILITY	4.649815	2.702755	1.720398	0.0859
DURATION_MS	1.14E-05	1.76E-05	0.645441	0.5189
DURATION_MS^2	-5.35E-11	3.42E-11	-1.561566	0.1190
ENERGY	-29.68701	16.86847	-1.759911	0.0790
ENERGY^2	14.65888	12.33472	1.188425	0.2352
EXPLICIT_TRUE	11.90951	0.812940	14.74833	0.0000
SPEECHINESS	-10.80697	2.943995	-3.670852	0.0003
TEMPO	0.013059	0.009980	1.308447	0.1913
TIME_SIGNATURE=4	-1.913584	1.389184	-1.377488	0.1689
KEY=1	1.556367	0.884939	1.758728	0.0792
R-squared	0.353117	Mean dependent var	65.27797	
Adjusted R-squared	0.340411	S.D. dependent var	8.547877	
S.E. of regression	6.942167	Akaike info criterion	6.733861	
Sum squared resid	26988.47	Schwarz criterion	6.825102	
Log likelihood	-1913.884	Hannan-Quinn criter.	6.769455	
F-statistic	27.79002	Durbin-Watson stat	1.324774	
Prob(F-statistic)	0.000000			

Figure: Second Regression Results

Second Model

First regression Improvement

- KEY=1, TIME SIGNATURE=4
- Taking into account factors beyond acoustics
- Studying the impact of popularity by adjusting the tempo variable:
 - Tempo < 100BPM = Rap
 - Tempo > 100BPM = Trap
- Studying the impact of the artist's popularity using the Spotify API:
 - New variable: artist_popularity
- Studying the impact of featuring:
 - New variable: Featuring_true
 - New variable: Ethnicity

Explanatory Variables

Social Factors

Variable	Details
FEATURING_TRUE	1 if the production has a featuring artist
ETHNICITY	1 if the artist is from a minority group
ARTIST_POPULARITY	A score from 0-100 determined from Spotify

Conclusion

Musical Factors

Our results suggest that it is possible to partially explain the popularity of a Hip Hop song by looking at musical parameters from Spotify.

Social Factors

Initial results show that the model can improve by taking in account the popularity of the artist (featuring and ethnicity appear to be insignificant).

Database problem

The database contains a large amount of Indian Hip-Hop, it would be interesting to see how this model performs with a different database.

The End

Questions? Comments?