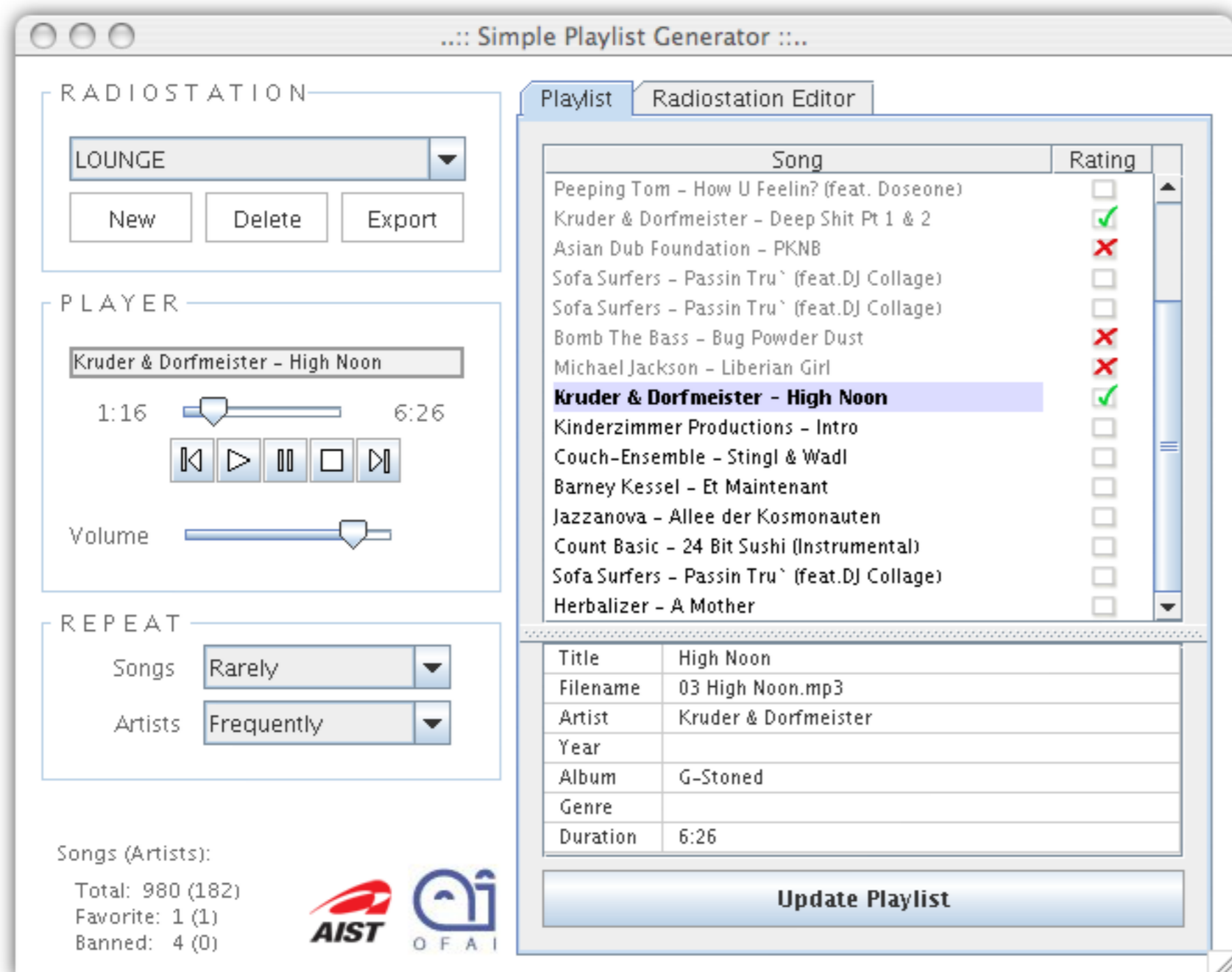


# An Implementation of a Simple Playlist Generator Based on Audio Similarity Measures and User Feedback

Elias Pampalk<sup>1</sup> and Martin Gasser<sup>2</sup>

<sup>1</sup>National Institute for Advanced Industrial Science and Technology (AIST)

<sup>2</sup>Austrian Research Institute for Artificial Intelligence (OFAI)

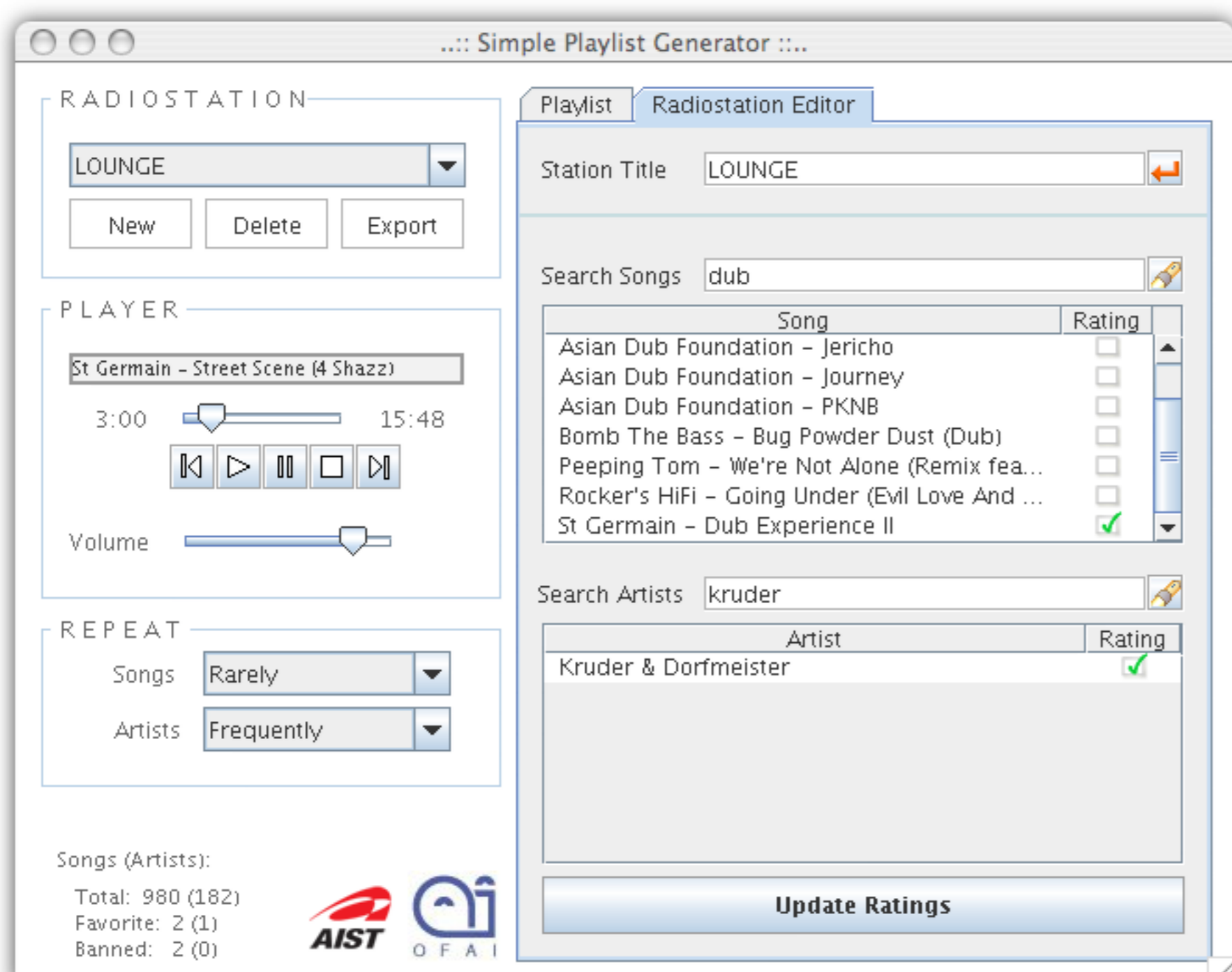


## Concept

- o Manage large personal music collections.
- o Minimum user input (replace random shuffling).
- o Support users who are willing to give lots of input.
- o Use radio station concept (similar to e.g. Pandora.com):
  - each radio station defines a playlist, and
  - user feedback only affects the current radio station.
- o Use an audio-based similarity measure.

## Prototype Implementation

- o Helped clarify specifications and usability issues (e.g. repetition frequency and variance of the playlist).
- o Intended for first field studies.



## User Input

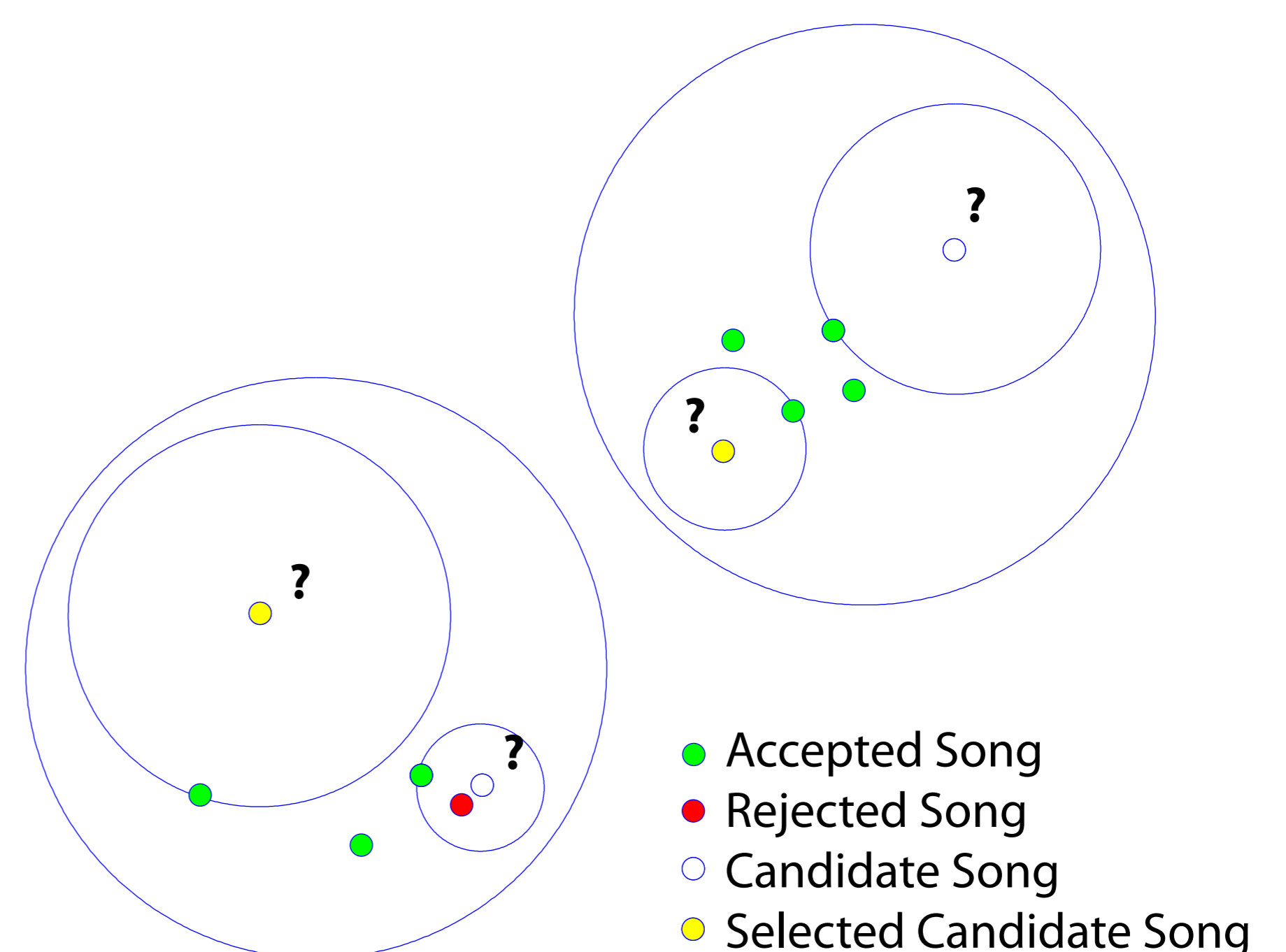
- o Rate songs and artists (positive, negative, neutral).
- o To control the variance of the playlist:
  - define the maximum frequency with which a piece or pieces from the same artist should be repeated (frequently, sometimes, rarely).
- o Define radio station name.

## Technique

- o For each piece in the collection find the 100 most similar pieces using an audio-based music similarity measure [1].
- o Use a simple heuristic to select songs based on user ratings (the same as in [2] with an extension for rated artists).

## Playlist Generation Heuristic

- o Let A be the set of songs belonging to positively rated artists.
- o Let B be the set of songs belonging to negatively rated artists.
- o Remove from B all positively rated songs.
- o Remove from A all negatively rated songs.
- o Let C be the set of all candidate songs (songs which were not played recently, or whose artist was not recently played).
- o Remove from C all songs from set B.
- o For each song in C,
  - let  $d_a$  be the distance to the nearest song in A, and
  - let  $d_b$  be the distances to the nearest song in B.
  - if  $d_b < d_a$  then remove the song from C.
- o from the remaining songs in C:
  - select the song with the smallest  $d_a$  value.
  - if C is empty, select the song with the smallest  $d_a/d_b$  ratio.



## References

- [1] E. Pampalk, *Computational Models of Music Similarity and their Application in Music Information Retrieval*, TU Wien, Austria, March 2006.
- [2] E. Pampalk, T. Pohle, and G. Widmer, *Dynamic Playlist Generation Based on Skipping Behaviour*, in Proceedings of ISMIR 2005.