

Leveraging the structure of musical preference in content-aware music recommendation

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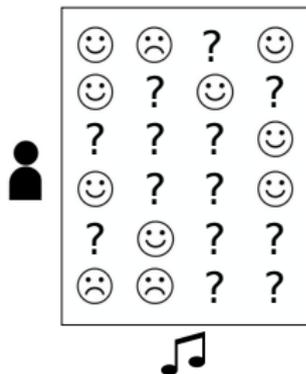
ICASSP2021



Introduction

Music recommendation

- ▷ Predict items (=songs) that a user might be interested in.
- ▷ A task at the core of many commercial platforms (Spotify, Deezer...).
- ▷ Main idea: exploiting *similarities* between users and/or items.



Challenges [Schedl, 2018]

- ▷ Playlist continuation (sequential recommendation).
- ▷ Context-aware (situation, personality, demography).
- ▷ **Cold-start recommendation.**

Recommendation approaches

Collaborative filtering: Users with similar tastes in the past (collected data) will have similar tastes in the future (predictions).

	Performance	Cold-start
Collaborative filtering	✓	✗

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Content-based approaches: Users who liked some songs (collected data) will like songs with a similar content (predictions).

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Content-aware filtering	✓	✓

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Proposed approach

Leverage content information with a clear **music-related** meaning.

Baseline method

Music preference attributes

Experiments

Baseline method

Matrix factorization

Data $\mathbf{Y} = \{y_{u,i}\} \in \mathbb{R}_+^{U \times I}$ = users / items interactions.

- ▷ explicit, e.g., likes, ratings...
- ▷ implicit, e.g., playcounts.

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Matrix factorization $\mathbf{Y} \approx \mathbf{W}^T \mathbf{H}$

- ▷ $\mathbf{W} = \{w_{k,u}\} \in \mathbb{R}^{K \times U}$: users preferences.
- ▷ $\mathbf{H} = \{h_{k,i}\} \in \mathbb{R}^{K \times I}$: songs attributes.

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Content-aware factorization: $\mathbf{Y} \approx \mathbf{W}^T \mathbf{H}$ with $\mathbf{h}_i \approx \phi(\mathbf{z}_i)$

- ▷ \mathbf{z}_i is a latent content vector extracted from low-level features \mathbf{x}_i .

Generative process for the data (binarized playcounts \mathbf{R}):

- ▷ Observed binarized playcount: $r_{u,i} \sim \mathcal{N}(\mathbf{w}_u^\top \mathbf{h}_i, c_{u,i}^{-1})$.
- ▷ User preference factor: $\mathbf{w}_u \sim \mathcal{N}(0, \lambda_W^{-1} \mathbf{I}_K)$.
- ▷ Item attribute factor: $\mathbf{h}_i \sim \mathcal{N}(\phi(\mathbf{z}_i), \lambda_H^{-1} \mathbf{I}_K)$.

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Content

- ▷ Pre-calculate content vector $\mathbf{z}_i \in \mathbb{R}^L$ from low-level features \mathbf{x}_i .
- ▷ Linear mapping to the item attributes : $\phi(\mathbf{z}_i) = \mathbf{B}\mathbf{z}_i$ with $\mathbf{B} \in \mathbb{R}^{K \times L}$.

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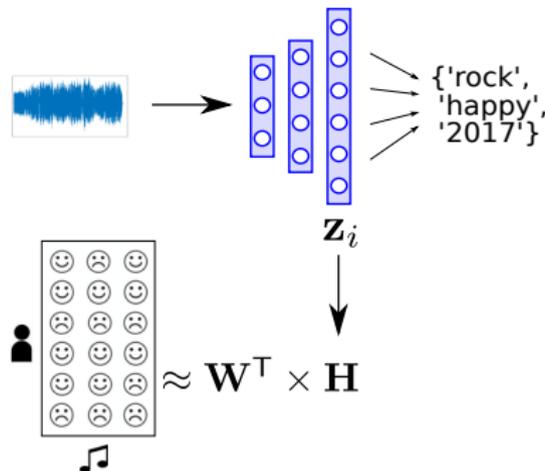
Estimation

$$\min_{\mathbf{W}, \mathbf{H}, \mathbf{B}} \sum_{u,i} c_{u,i} (r_{u,i} - \mathbf{w}_u^\top \mathbf{h}_i)^2 + \lambda_W \sum_u \|\mathbf{w}_u\|^2 + \lambda_H \sum_i \|\mathbf{h}_i - \mathbf{B}\mathbf{z}_i\|^2$$

- ▷ Iterative procedure with closed-form updates.

Baseline content features

Extract latent factors \mathbf{z}_i from a deep-tagging system.



- ▷ A DNN maps low-level features to tags.
- ▷ \mathbf{z}_i is the last hidden layer output.
- ✗ No clear meaning of the content feature.

Music preference attributes

The AVD model

Music preference [Fricke, 2019]

Stemming from studies in music psychology, musical preference can be conceptualized using three factors:

- ▷ *Arousal*: is it energetic/intense or calm?
- ▷ *Valence*: is it sad or happy?
- ▷ *Depth*: is it “sophisticated” or simple?

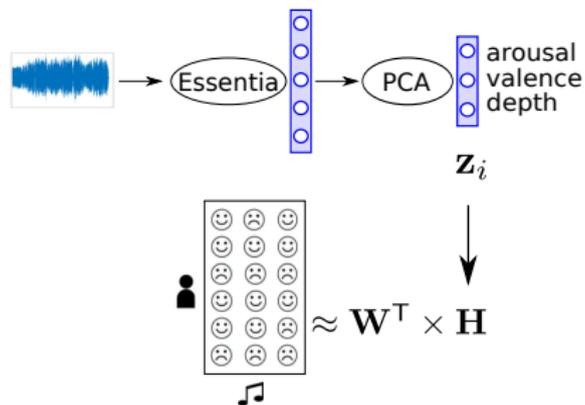
Computing AVD

- ▷ Collect features using the Essentia toolbox (121 features).
- ▷ Keep the most “high-level” ones (17 features).
- ▷ PCA on this set of features ($L = 3$) with oblimin rotation.

AVD - correlations with high-level features

	Arousal	Valence	Depth
Mirex clusters			
1 (Rousing, Passionate)	0.56	-0.11	-0.12
2 (Fun, Cheerful)	-0.03	0.78	0.01
4 (Humorous, Witty)	-0.05	0.63	0.12
5 (Aggressive, Intense)	0.34	-0.55	0.30
Mood-related			
Aggressive	0.63	-0.48	-0.02
Happy	0.52	0.37	-0.36
Party	0.69	0.05	0.40
Relaxed	-0.84	0.01	0.14
Sad	-0.80	0.07	-0.21
Sound-related			
Acoustic	-0.78	0.04	-0.25
Average loudness	0.59	0.14	-0.07
Danceable	0.23	0.42	0.52
Dissonance	0.86	-0.03	-0.04
Dynamic complexity	-0.57	0.07	0.21
Electronic	0.08	-0.01	0.74
Instrumental	-0.35	-0.06	0.23
Tonal	0.04	0.15	-0.60

Method



Training

- ▷ Extract the AVD factors for all song.
- ▷ Incorporate it as content feature \mathbf{z}_i in weighted matrix factorization.
- ▷ Train the model to learn \mathbf{W} and \mathbf{B} (and \mathbf{H}).

Testing (for cold-start recommendation)

- ▷ For a novel song, extract its AVD factors \mathbf{z}_i .
- ▷ Perform predictions through: $\hat{r}_{u,i} = \mathbf{w}_u^T \mathbf{B} \mathbf{z}_i$.

Experiments

Million song dataset

- ▷ Songs whose Essentia features are available.
- ▷ Filter out inactive user/songs.

# users	9,132
# songs	7,674
# playcounts	247,414
% playcounts	0.35

In-matrix recommendation = traditional collaborative filtering.

- ▷ Keep songs (95 %) for which some listening history is available.
- ▷ In-matrix playcounts split: Train/val/test (70/20/10).

Out-of-matrix recommendation = cold-start scenario.

- ▷ 5 % songs on which the model is not trained (no listening history).

Metric: NDCG (normalized discounted cumulative gain), higher is better.

	In-matrix
Collaborative filtering (no content)	0.35
Proposed (content-aware)	
Essentia (before PCA)	0.36
AVD (after PCA)	0.35

- ▷ Similar performance for in-matrix recommendation.

Results

	In-matrix	Out-of-matrix
Collaborative filtering (no content)	0.35	–
Pure content (no user similarities)	–	0.19
Proposed (content-aware)		
Essentia (before PCA)	0.36	0.22
AVD (after PCA)	0.35	0.21

- ▷ Similar performance for in-matrix recommendation.
- ▷ The AVD features allows to address the cold-start problem.
- ▷ Content-aware filtering > pure content-based approach.

Music preference attributes are relevant for cold-start recommendation.

Perspectives

- ▷ Combination with other types of content (e.g., tags, lyrics).
- ▷ Alternative content/attributes mappings (e.g., non-linear, deep), see our extended paper:

P. Magron, C. Févotte, “Neural content-aware collaborative filtering for cold-start music recommendation”, 2021,
<https://arxiv.org/abs/2102.12369>

 <https://github.com/magronp/mus-reco-avd>