# **LEMONS:** Listenable Explanations for Music recommender Systems Alessandro B. Melchiorre,<sup>1,2</sup> Verena Haunschmid,<sup>1</sup> Markus Schedl,<sup>1,2</sup> Gerhard Widmer<sup>1,2</sup> <sup>1</sup>Institute of Computational Perception, Johannes Kepler University <sup>2</sup>Linz Institute of Technology (LIT)

## Introduction

Different types of explanations in recommender system research have been proposed. However, none of the existing approaches provides explanations in the same modality of music itself, i.e. **lis**tenable. We address this shortcoming in LEMONS by:

(1) Adopting an audio-based music recommender system. (2) Providing listenable explanations of the recommended tracks.

## **System Overview**

## (1) Audio-based Recommender System:

We train a convolutional neural network on mel-spectrograms of the input audios to predict the relevance of a specific track for each user separately. We consider tracks that have been listened to as relevant, and randomly select tracks that have never been listened to as non-relevant.

## (2) Listenable explanations:

We use audioLIME to generate explanations on the predicted relevant tracks. audioLIME assigns a score to each interpretable feature of the audio. The higher the score, the more important the interpretable feature is for the prediction.

### (3) **Dataset**:

We train and evaluate on 7 users with different music tastes from the Million Song Dataset. We also test on musdb18.

### **LEMONS:** Listenable Explanations for Music recOmmeNder Systems

#### User/Persona Selection

Below you can explore the 7 users/personas of our demo. Each user is characterized by a distinctive music preference

Which user?

Elizabeth - (rock, alternative metal, heavy metal)

| elected | user | profil |
|---------|------|--------|
|         |      |        |

| h | Elizabeth |
|---|-----------|
|   |           |

Her top 3 genres she likes are rock, alternative metal, and heavy metal listened to 826 tracks (shown below sorted by playcount) for a total of 1918 listening events.

|       |        |                        |                         |                              | _    |
|-------|--------|------------------------|-------------------------|------------------------------|------|
| count | playco | album                  | artist                  | title                        |      |
| 37    |        | Big Sexy Land          | Revolting Cocks         | You Often Forget (malignant) | 679  |
| 23    |        | The Way Of The Fist    | Five Finger Death Punch | Never Enough                 | 536  |
| 17    |        | Entertainment          | Gang Of Four            | 5.45                         | 209  |
| 14    |        | War Is The Answer      | Five Finger Death Punch | Crossing Over                | 1553 |
| 14    |        | An Ånswer Can Be Found | CKY                     | Dressed In Decay             | 655  |
| 13    |        | Iowa                   | Slipknot                | Skin Ticket (Album Version)  | 238  |
| 13    |        | Escena Alterlatina     | Delinquent Habits       | Return of the Tres           | 903  |
| 13    |        | The Way Of The Fist    | Five Finger Death Punch | Salvation                    | 595  |
| 12    |        | Sinner                 | Drowning Pool           | Bodies                       | 1555 |
| 12    |        | Sinner                 | Drowning Pool           | Sermon                       | 551  |
|       |        |                        |                         |                              | 440  |

Fig. 1: Landing page of the demo.



TRWYUZT128F931167 TRPQNV0128F933B56 TRILVCI12903CCC9D TRLNLRD12903CCC9F

## **Listenable Explanations**

We offer three explanations based on different types of interpretable features: (1) **Time-based explanations** 



Fig. 2: The input audio is split into equally sized time segments. (2) Source-based explanations



Fig. 3: The input audio is separated into 5 instrumental sources. (3) **Time and Source-based explanations** 



Fig. 4: The input audio is separated into 5 instrumental sources and segmented into equally sized time segments.







## **Explanation Interface**

## We show the listenable explanations by displaying the **Top High**light and the Top-3 Components.

#### Top Highlight

What is the component of the audio that influenced the recommendation the most?



#### **Top-3 Components**

What are the top-3 components of the audio that influenced the recommendation the most?



## **Future Work & Discussion**

We presented a novel approach to generate listenable explanations for music recommender systems (LEMONS). As future work, we plan to use a more meaningful time segmentation scheme (e.g. chorus vs. verse), to incorporate collaborative filtering data, and to investigate the usefulness and quality of the explanations through a user study.

(1) Thinking about your favourite song, what would be a reasonable listenable explanation of it? Would you listen to it after hearing the explanation? (2) Do you think listenable explanations would make the recommendation more transparent? Would you be more satisfied of the recommendation? (3) Generally, in which context would you expect a listenable explanation?



|    |                |    |    |    | <b> </b>      | <b>0 -0 0 -</b> +++ | -  |
|----|----------------|----|----|----|---------------|---------------------|----|
| 1  | Time (s)       |    | I  | •  | 1             |                     |    |
|    |                |    |    |    |               |                     |    |
|    | Time (s)       |    |    |    |               |                     |    |
| 16 | 18<br>Time (s) | 20 | 22 | 24 | 26            | 28                  | 30 |
|    |                |    |    |    | — 0:00 / 0:24 | <b>4</b> 0          | •  |

Fig. 5: Explanation interface.