

ABSTRACT

Music genre is a label used by humans to classify and describe the vast world of music. Today, many music listeners do not know the genre of the music they listen to. So to find out the type of music that might also be liked made a genre classification system that takes data samples from the GTzan Genre Collection.

This system uses one of the machine learning algorithms, Support Vector Machine (SVM). SVM is an algorithm that is often used but it is difficult to use large-scale problems, in this case it is intended by the number of samples processed. The reason is because the working principle of SVM is only able to handle the classification of two classes. Therefore from this system the Support Vector Machine is used which uses the One Against All and One Against One strategy. By implementing these two strategies, it is expected to be able to solve problems with more than two classes that still have a high degree of accuracy.

In this study, the author decides the number of genres that can be supported, namely classical, country, hiphop, jazz, reggae and rock. The best accuracy that can be obtained is 75%.

Keywords: *machine learning, Support Vector Machine, One Against All, One Against One*