

# **PALLAV ANAND**

A report on Hollywood Blockbuster Case Study

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## Hollywood blockbuster data mining challenge

The challenge is to use the training data set to build a model to predict the target variable 'Category' in the training file. The prediction accuracy will be tested by applying the model to the scoring data set.

### **Data Exploration**

I started by converting the files into csv and reading the files into R

The training data has 1196 rows and 15 columns.

We have a multi-class classification problem at hand where the target variable "Category" has 9 levels.

The clues are in the summaries.

```
> summary(training)
                                                               display_name production_year movie_sequel
                                                                                                                               creative type
      id
                                      name
             70115 10,000 B.C.
                                     : 1
                                               Death at a Funeral : 2 Min. :2007 Min. :0.00000
                                                                                                                 Contemporary Fiction:638
                                     : 1 (500) Days of Summer: 1 1st Qu.:2008
: 1 10,000 B.C. : 1 Median :2009
: 1 12 Rounds : 1 Mean :2009
1st Qu.: 48080115 12 Rounds
Median: 93910115 127 Hours
                                                                                              1st Qu.:0.00000
                                                                                                                  Fantasy
                                                                                              Median :0.00000
                                                                                                                 Historical Fiction :100
                                                                                                                                       : 95
 Mean : 89282030 1408
                                                                                              Mean :0.09783
                                                                                                                 Dramatization

    3rd Qu.:135432615
    2010 Oscar Shorts:
    1
    127 Hours
    :
    1
    3rd Qu.:2010
    3rd Qu.:0.00000

    Max.
    :176970115
    2011 Oscar Shorts:
    1
    1408
    :
    1
    Max.
    :2011
    Max.
    :1.00000

    (Other)
    :1190
    (Other)
    :1189

                                                                                                                  Science Fiction
                                                                                                                                       : 89
                                                                                                                 Factual
                                                                                                                                       : 60
                                                                                                                  (Other)
                                                                                                                                       : 83
                               source
                                                             production_method
                                                                                                genre
                                                                                                              language
                                :629 Animation/Live Action : 36 Drama
                                                                                                  :321 English :1144
 Original Screenplay
 Based on Fiction Book/Short Story:218 Digital Animation
                                                                      : 53
                                                                                                 :260 Hindi : 16
                                                                                 Comedy
                                          Hand Animation : 6
Live Action :1093
 Based on Real Life Events :128
                                                                                Thriller/Suspense:131 French: 14
                                                                               Action :124 Spanish :
 Remake
                                   : 65
                                          Live Action
 Based on TV
                                          Multiple Production Methods: 3 Adventure
                                                                                                  :107 German :
                                  : 38
 Based on Comic/Graphic Novel : 36
                                          Stop-Motion Animation : 5 Romantic Comedy : 80
                                                                                                         Japanese:
 (Other)
                                   : 82
                                                                                 (Other)
                                                                                                  :173 (Other): 11
                     board_rating_reason movie_board_rating_display_name movie_release_pattern_display_name
                                                                                                                                          Category
                                                                                                         Min. : 1.0 Min. :1.000
                                                                                                . 1.0 Min. :1.000
. 21 1st Qu.: 11.0 1st Qu.:2.000
: 3 Median : 40.5 Median :3.000
:342 Mean : 104.7 Mean
 International - to be excluded: 83
                                                                           Exclusive
                                                    : 39
 General
                                : 34
                                           NC-17
                                                    : 3
                                                                            Expands Wide
 for language
                                           Not Rated: 83
                                                                            IMAX
                                : 7
                                          PG
                                                   :182
                                                                            Limited
 for language.
 for brief strong language
                                    6
                                          PG-13
                                                    :441
                                                                            Oscar Qualifying Run: 3
 for some language.
                                : 6
                                                                             Special Engagement : 2
                                                                                                                    Max. :2784.0 Max. :9.000
                                :1051
                                                                                                 : 795
 (Other)
```

The scoring data has 91 rows.

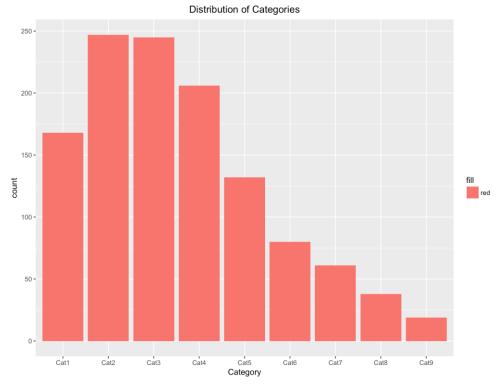
```
> scoring=read.csv('/Users/04pallav/Downloads/Scoring\ Sheet1.csv',header=TRUE)
```

> dim(scoring)

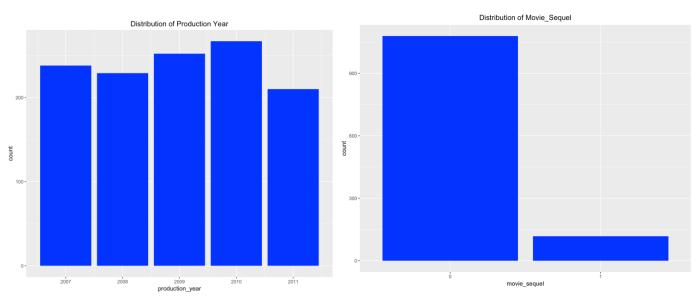
[1] 91 14

# DATA EXPLORATION

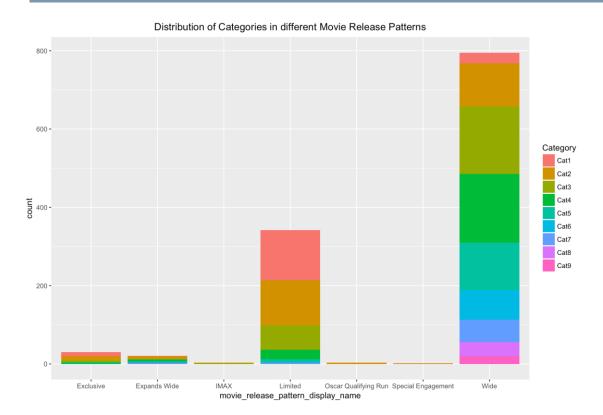
Let us have a look at the distribution of the classes. We find that the distribution is right skewed and they are few movies belonging to the "Blockbuster" category.



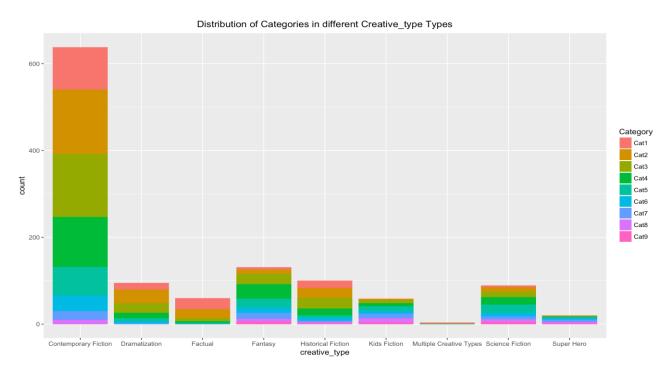
## **Exploration of features**



# DATA EXPLORATION



We see that a lot of high Grossing movies are "Wide". It seems that this is an important predictor for our data. A lot of Category 1, Category 2 and Category 3 movies are "Limited"



We find that "Dramatization", "Factual" are some categories which don't have Cat8 and Cat9 movies.

## **Support Vector Machines**

Using the "Caret" package, I train a SVM with a radial kernel. I am using **5-fold cross validation** And **tuning the parameters** to choose the best model.

### Fitting the SVM

```
ctrl <- trainControl(method = "repeatedcv", number=5, repeats =1, savePredictions = TRUE, classProbs = TRUE)
grid \leftarrow expand.grid(sigma = c(.01, .015, 0.2),
                 C = c(0.75, 0.9, 1, 1.1, 1.25))
mod_fitSVMRadial <- train(Category~production_year+movie_sequel+creative_type+source+production_method+genre+
                   language+movie_board_rating_display_name+movie_release_pattern_display_name,
                 data=train,method="svmRadial",trControl = ctrl,tuneGrid=grid)
mod_fitSVMRadial
pred = predict(mod_fitSVMRadial, newdata=test,type='raw')
Results
> mod_fitSVMRadial
Support Vector Machines with Radial Basis Function Kernel
960 samples
  9 predictor
  9 classes: 'Cat1', 'Cat2', 'Cat3', 'Cat4', 'Cat5', 'Cat6', 'Cat7', 'Cat8', 'Cat9'
No pre-processing
Resampling: Cross-Validated (5 fold, repeated 1 times)
Summary of sample sizes: 766, 769, 769, 768, 768
Resampling results across tuning parameters:
  sigma C
               Accuracy
                          Kappa
  0.010 0.75 0.2822358 0.1451166
  0.010 0.90 0.2926527 0.1558460
  0.010 1.00 0.2884267 0.1511340
  0.010 1.10 0.2832720 0.1435072
  0.010 1.25 0.2874443 0.1487639
  0.015 0.75 0.2843301 0.1451358
  0.015 0.90 0.2895277 0.1509106
  0.015 1.00 0.2811507 0.1389087
  0.015 1.10 0.2874227 0.1459888
  0.015 1.25 0.2853554 0.1411172
  0.200 0.75 0.2697624 0.1178955
  0.200 0.90 0.2791269 0.1290876
  0.200 1.00 0.2729469 0.1195801
  0.200 1.10 0.2677546 0.1133867
  0.200 1.25 0.2760288 0.1242038
```

Accuracy was used to select the optimal model using the largest value. The final values used for the model were sigma = 0.01 and C = 0.9.

### **Performance**

- > pred = predict(mod\_fitSVMRadial, newdata=test,type='raw')
- > confusionMatrix(pred, test\$Category)\$overall[1]

### Accuracy

0.2627119

- > cm=table(pred,test\$Category)
- > d <- row(cm) col(cm)
- > away1error=sum(split(cm, d)\$'0',split(cm, d)\$'1',split(cm, d)\$'-1')/sum(cm)
- > away1error

[1] 0.6737288

### **Confusion Matrix SVM**

Confusion Matrix and Statistics

### Reference

Prediction	Cat1	Cat2	Cat3	Cat4	Cat5	Cat6	Cat7	Cat8	Cat9
Cat1	20	29	15	4	0	0	1	0	0
Cat2	5	2	2	1	0	0	1	0	0
Cat3	8	4	7	7	1	1	1	1	0
Cat4	0	12	23	27	22	13	5	1	0
Cat5	0	1	1	1	3	1	3	0	0
Cat6	0	0	1	1	0	1	0	2	1
Cat7	0	0	0	0	0	0	0	1	0
Cat8	0	0	0	0	0	0	0	0	0
Cat9	0	1	0	0	0	0	1	2	2

## **Random Forests**

Next I fit random forest model for classification

### **Training the forest**

```
########## Random Forests
set.seed(1)
 ctrl <- trainControl(method = "repeatedcv",number=5,repeats = 1,savePredictions = TRUE,classProbs = TRUE)</pre>
mod_fitRF <- train(Category~production_year+movie_sequel+creative_type+source+production_method+genre+</pre>
                   language1+movie_board_rating_display_name+movie_release_pattern_display_name,
                 data=train,method="rf",trControl = ctrl)
mod_fitRF
Results
> mod_fitRF
Random Forest
960 samples
  9 predictor
  9 classes: 'Cat1', 'Cat2', 'Cat3', 'Cat4', 'Cat5', 'Cat6', 'Cat7', 'Cat8', 'Cat9'
No pre-processing
Resampling: Cross-Validated (5 fold, repeated 1 times)
Summary of sample sizes: 769, 768, 766, 769, 768
Resampling results across tuning parameters:
  mtry Accuracy
                    Kappa
   2
        0.2781448 0.10724047
  28
        0.2375078 0.09542081
  54
        0.2468669 0.10754985
```

### **Performance**

> confusionMatrix(pred, test\$Category)\$overall[1]
Accuracy
0.220339

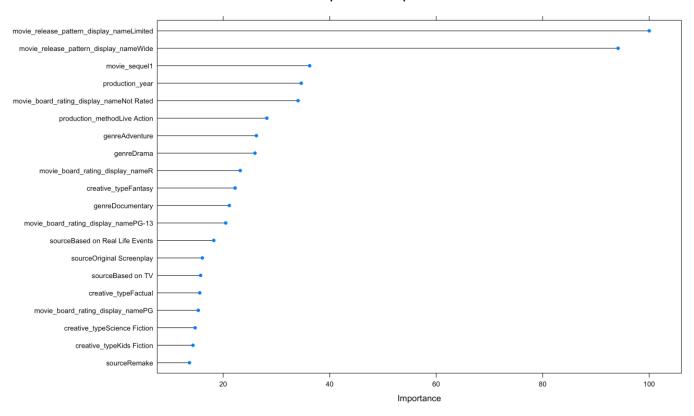
The final value used for the model was mtry = 2.

Accuracy was used to select the optimal model using the largest value.

## 1-Away Error

> away1error
[1] 0.6355932

#### Variable Importance of Top 20



As we had noticed earlier from exploratory analysis Movie\_release\_pattern\_display\_nameLimited and Wide are one of the most important variables!

## **Recursive Feature Elimination with Random Forests**

Recursive feature selection uses backward elimination to build models with different features

### > rfProfile

Recursive feature selection

Outer resampling method: Cross-Validated (10 fold, repeated 5 times)

Resampling performance over subset size:

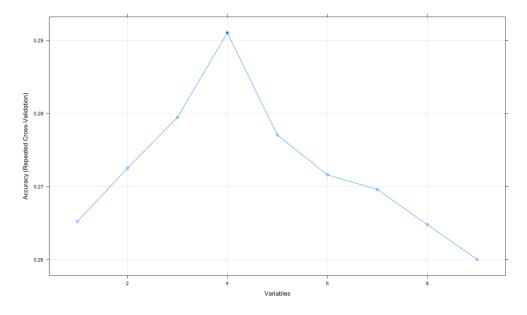
Variables Accuracy Kappa AccuracySD KappaSD Selected

```
0.2652 0.1013
1
                     0.02423 0.02773
2
   0.2725 0.1205
                     0.02647 0.03213
                     0.02998 0.03646
3
   0.2795 0.1311
   0.2910 0.1505
4
                     0.03050 0.03693
5
   0.2771 0.1351
                     0.03122 0.03808
   0.2716 0.1277
                     0.03518 0.04328
   0.2696 0.1255
                     0.04013 0.04757
7
   0.2648 0.1187
                     0.04168 0.05109
   0.2600 0.1160
                     0.03593 0.04447
```

The top 4 variables (out of 4):

movie\_release\_pattern\_display\_name, movie\_sequel, creative\_type, production\_method

We find that 4 variable model is giving us the best results on the training data



Test set results

```
> away1error
[1] 0.690678
> confusionMatrix(pred, test$Category)$overall[1]
Accuracy
0.2754237
```

I get an Accuracy of 27.5% on the test data and an one-away error of 69.06%

## **Gradient Boosting Machine Classifier**

We can use boosting methods to build a classifier. gbm package in R provides a way to do this.

### Training XGB Classifier

mod\_fitGBM

### **Results**

```
> mod_fitGBM
```

Stochastic Gradient Boosting

```
960 samples
9 predictor
```

9 classes: 'Cat1', 'Cat2', 'Cat3', 'Cat4', 'Cat5', 'Cat6', 'Cat7', 'Cat8', 'Cat9'

No pre-processing

Resampling: Cross-Validated (5 fold, repeated 3 times) Summary of sample sizes: 769, 770, 767, 766, 768, 768, ... Resampling results across tuning parameters:

interaction.depth	n.trees	Accuracy	Карра
1	50	0.2819746	0.1361414
1	100	0.2812603	0.1372830
1	150	0.2784773	0.1346027
2	50	0.2882195	0.1463592
2	100	0.2795259	0.1389240
2	150	0.2767480	0.1355305
3	50	0.2805929	0.1388398
3	100	0.2732265	0.1329410
3	150	0.2735792	0.1340820

Tuning parameter 'shrinkage' was held constant at a value of 0.1 Tuning parameter 'n.minobsinnode' was held constant at a value of 10 Accuracy was used to select the optimal model using the largest value.

The final values used for the model were n.trees = 50, interaction.depth = 2, shrinkage = 0.1 and n.minobsinnode = 10.

## **Performance**

```
> confusionMatrix(pred, test$Category)$overall[1]
Accuracy
0.2881356
> away1error
[1] 0.6949153
```

Accuracy is 28.8% and One-Away Accuracy is 69.49%

## **Neural Nets Classifier**

### **Training the NN Classifier**

### **Results**

```
> mod_fitNN
Neural Network
960 samples
 9 predictor
 9 classes: 'Cat1', 'Cat2', 'Cat3', 'Cat4', 'Cat5', 'Cat6', 'Cat7', 'Cat8', 'Cat9'
No pre-processing
Resampling: Cross-Validated (5 fold, repeated 3 times)
Summary of sample sizes: 769, 768, 767, 769, 767, 768, ...
Resampling results across tuning parameters:
  size decay Accuracy
                         Kappa
       0e+00 0.2062544 0.00000000
 1
       1e-04 0.2062544 0.00000000
       1e-01 0.2506346 0.07803467
 1
  3
       0e+00 0.2062544 0.00000000
  3
       1e-04 0.2062544 0.00000000
       1e-01 0.2656275 0.10642617
  3
       0e+00 0.2062544 0.00000000
 5
  5
       1e-04 0.2062544 0.00000000
       1e-01 0.2982903 0.15991664
```

Accuracy was used to select the optimal model using the largest value. The final values used for the model were size = 5 and decay = 0.1.

### **Performance**

```
> confusionMatrix(pred, test$Category)$overall[1]
Accuracy
0.2754237
> away1error
[1] 0.690678
```

## **MODEL COMPARISION**

# **Comparison of different Classifiers**

Classifier	Bingo Accuracy	One Away Accuracy
Support Vector Machines	26.27%	67.37
Random Forests	27.5%	69.06%
<b>Gradient Boosting</b>	28.8%	69.49%
Neural Net	27.54%	69.06%

I see that boosting gives me the best results for classification.

## **Scoring data**

I used the gradient boosting classifier to score the final data.

Quantiphi: Data Science Challenge

# LOOKING AHEAD

There could be some improvements which could be done.

- 1. Ensemble models combining all these different models could be created
- 2. Better predictors like "Star Value" and "Competition" which are used in the paper but not provided in the data can help us to increase our accuracy rates.
- 3. Natural Language Techniques could be used to extract features from the column "board\_rating\_reason"

Quantiphi: Data Science Challenge