

## **About the Project – Twitter Sentiment Analysis**

This project focused on analyzing sentiments expressed in user comments from Twitter related to various game titles. The objective was to classify comments into positive or negative sentiments using machine learning. The process began with data cleaning, which involved removing null values, links, mentions, hashtags, and stopwords to ensure high-quality input. Only positive and negative sentiment labels were retained for focused analysis. Text data was transformed into numerical form using a TF-IDF Vectorizer, selecting the top 5000 words to represent features. An 80/20 train-test split was applied, and a Logistic Regression model (with a 2000 iteration cap) was trained on this data. The model achieved an impressive 87% accuracy with balanced precision, recall, and F1-scores for both sentiment classes. Visualizations like bar plots, pie charts, and confusion matrices supported insights. The project demonstrates effective use of NLP techniques for sentiment classification and paves the way for real-time opinion monitoring.

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### **Project Overview and challenges**

- This Twitter Sentiment Analysis project aims to identify whether users express positive or negative opinions about video games on social media. Using a dataset of user comments and associated sentiments, we applied natural language processing (NLP) techniques to clean, transform, and analyze the textual data effectively.
- The model was trained using a TF-IDF vectorizer and Logistic Regression, achieving an accuracy of 86.71%. Visualization tools like bar graphs, pie charts, and confusion matrices were used to interpret results. This project demonstrates how machine learning can be applied to social media data for real-time sentiment monitoring and brand feedback analysis.
- During the project, I faced challenges such as identifying the correct text and sentiment columns, cleaning and preprocessing inconsistent data, and handling model warnings like convergence issues in Logistic Regression. Visualizing the confusion matrix also required fixing label mismatches. These obstacles improved my understanding of data handling, model tuning, and visualization techniques in machine learning.



## **Tools and Technologies Used**

- In this project, several powerful tools and libraries were used to perform sentiment analysis on Twitter data. The entire project was developed and executed in **Google Colab**, a cloud-based Python environment that provides a convenient platform for writing, testing, and sharing code. **Python** served as the core programming language due to its versatility and rich ecosystem of data science libraries. For data manipulation and preprocessing, **Pandas** and **NumPy** were employed to efficiently handle tabular data and numerical operations.
- To process and analyze textual data, **NLTK (Natural Language Toolkit)** was used, especially for removing stopwords and cleaning the user comments. **Scikit-learn** played a central role in machine learning tasks, including data splitting, feature extraction using **TF-IDF Vectorizer**, training the **Logistic Regression** model, and evaluating performance metrics like accuracy, precision, and recall. For data visualization, **Matplotlib** and **Seaborn** were used to create plots such as sentiment distributions and confusion matrices. Finally, the **Pickle** library was used to save the trained model and vectorizer for future use, allowing the sentiment analysis system to be easily reused or deployed.

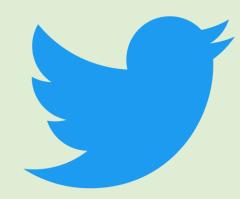


# Importing important libraries

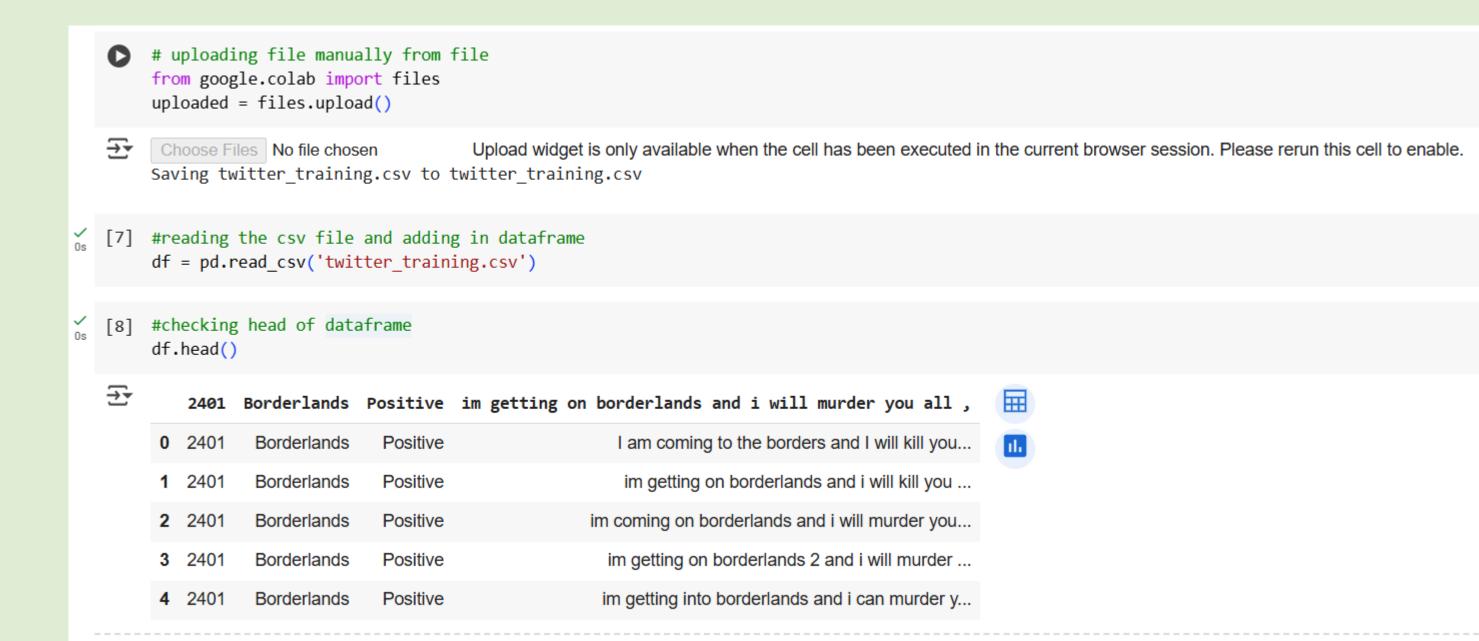
```
# Importing the necessary libraries
import pandas as pd
import numpy as np
import seaborn as sns
import matplotlib.pyplot as plt
import nltk
import re
from sklearn.model_selection import train_test_split
from sklearn.feature_extraction.text import TfidfVectorizer
from sklearn.linear_model import LogisticRegression
from sklearn.metrics import classification_report, confusion_matrix
from sklearn.metrics import confusion_matrix, ConfusionMatrixDisplay
from nltk.corpus import stopwords
import pickle
```

```
[4] # Download NLTK stopwords
nltk.download('stopwords')

[nltk_data] Downloading package stopwords to /root/nltk_data...
[nltk_data] Unzipping corpora/stopwords.zip.
True
```



# **Data Preparation and Cleaning**



# **Data Preparation and Cleaning**





#### **Sentiment Filtering**

Kept only Positive and Negative labels

```
[10] #considering two column for the further analysis
    df = df[['User_Comment', 'Sentiment']]

    df['Sentiment'] = df['Sentiment'].astype(str).str.strip().str.title()

    df = df[df['Sentiment'].isin(['Positive', 'Negative'])]

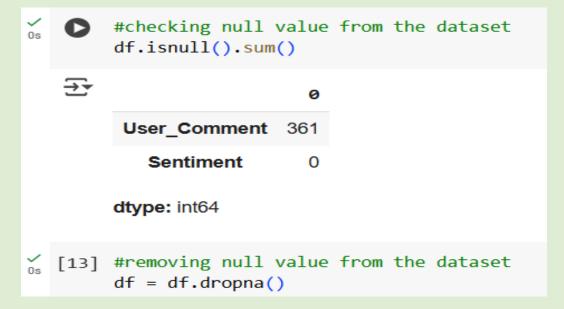
    df = df.reset_index(drop=True)
```

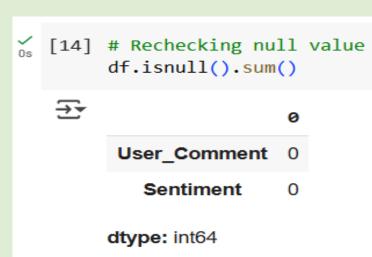




Removed rows with missing User\_Comment

User\_Comment





# **Data Preparation and Cleaning**

## Cleaning

```
#cleaning the dataset
    stop words = set(stopwords.words('english'))
    def clean text(text):
        text = re.sub(r"http\\S+|www\\S+|https\\S+", '', text)
                                                                 # Remove links
        text = re.sub(r'@\\w+', '', text)
                                                                 # Remove @mentions
        text = re.sub(r'#', '', text)
                                                                 # Remove # symbol
        text = re.sub(r'[^A-Za-z0-9]+', '', text)
                                                                 # Remove special characters
                                                                 # Lowercase everything
        text = text.lower()
        text = " ".join(word for word in text.split() if word not in stop words) # Remove stopwords
        return text
    # Apply cleaning
    df['cleaned comment'] = df['User Comment'].astype(str).apply(clean text)
    # Show cleaned data
    df.head()
```



#### **Cleaning Steps**

Remove links, mentions, hashtags, hashtags, special chars

#### **Stopwords Removal**

Filtered common English stopwords using NLTK



	User_Comment	Sentiment	cleaned_comment
0	I am coming to the borders and I will kill you	Positive	coming borders kill
1	im getting on borderlands and i will kill you	Positive	im getting borderlands kill
2	im coming on borderlands and i will murder you	Positive	im coming borderlands murder
3	im getting on borderlands 2 and i will murder	Positive	im getting borderlands 2 murder
4	im getting into borderlands and i can murder y	Positive	im getting borderlands murder









#### **Train-Test Split**

80% training, 20% testing data

```
#Spliting the Data for Train/Test
X = df['cleaned comment'] # Features (inputs)
y = df['Sentiment']
                         # Labels (outputs)
# Split: 80% train, 20% test
X train, X test, y train, y test = train test split(X, y, test size=0.2, random state=42)
```

#### **TF-IDF Vectorizer**

Converts text to

numerical features

#### **Max Features**

Limited to 5000 most

important words

#### **Training Data**

Model trained on TF-IDF

features

## #Converting Text to Numbers (TF-IDF Vectorizer) tfidf = TfidfVectorizer(max features=5000) # Limit to 5000 words X train tfidf = tfidf.fit transform(X train) X test tfidf = tfidf.transform(X test)

#### **Algorithm**

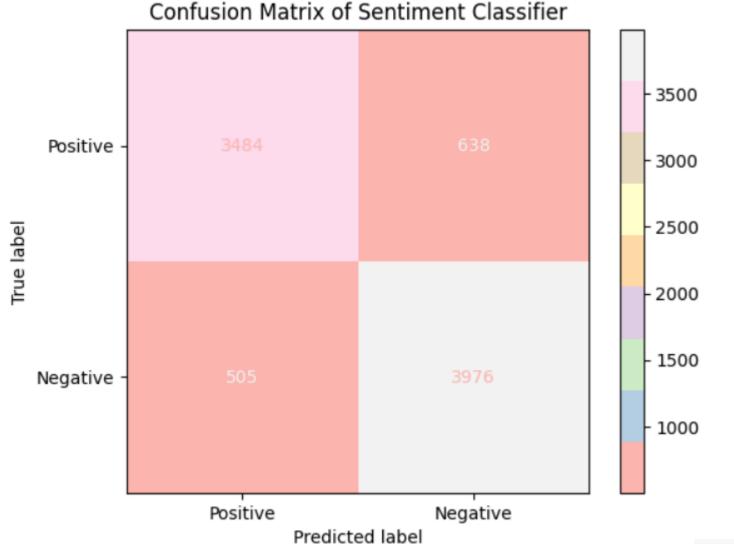
Logistic Regression with 2000 max

#### iterations

```
_{0s}^{\checkmark} [18] #Training the Model (Logistic Regression)
        model = LogisticRegression(max iter=2000)
                                                         # Increased iterations
        model.fit(X train tfidf, y train)
```



LogisticRegression 0 0 LogisticRegression(max iter=2000)





# **Confusion Matrix Analysis**

Shows true vs predicted sentiment counts for Positive and and Negative classes.

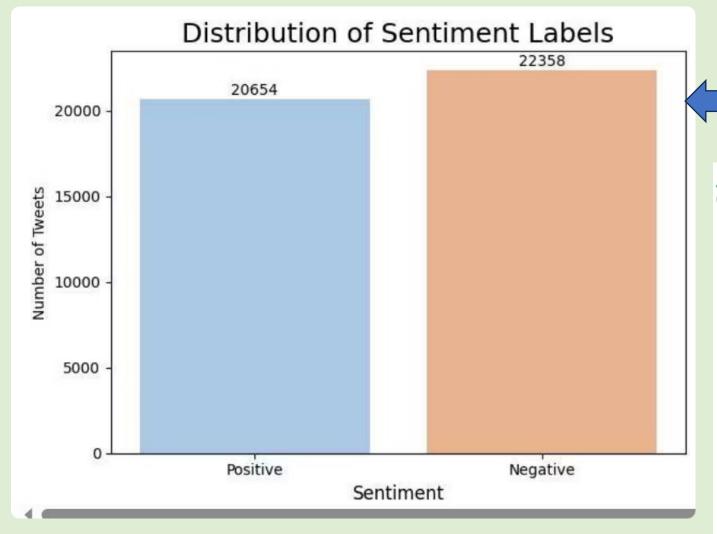
```
# Predict on Test Data
y_pred = model.predict(X_test_tfidf)

# Confusion Matrix
labels = ['Positive', 'Negative'] # You can adjust based on your dataset
cm = confusion_matrix(y_test, y_pred, labels=labels)

# Plot
disp = ConfusionMatrixDisplay(confusion_matrix=cm, display_labels=labels)
disp.plot(cmap='Pastel1')
plt.title('Confusion Matrix of Sentiment Classifier')
plt.show()
```

## **Sentiment Distribution**

Count plot showing number of Positive and Negative tweets in tweets in dataset.

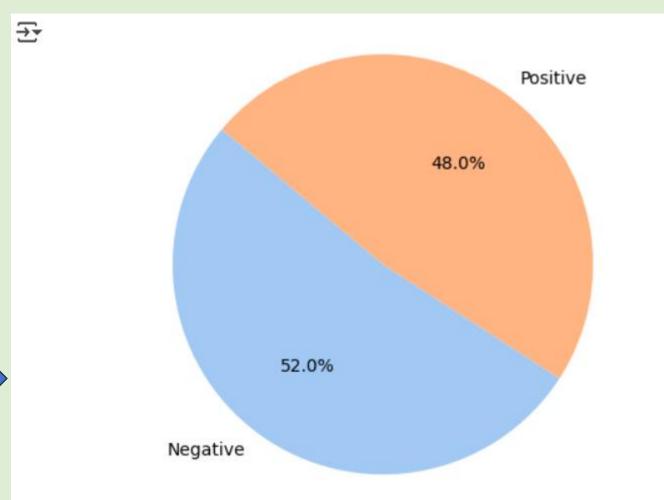






# **Sentiment Proportions**

Pie chart visualizing percentage share of Positive vs Negative tweets.



```
# 2. Pie Chart
sentiment_counts = df['Sentiment'].value_counts()
plt.pie(sentiment_counts, labels=sentiment_counts.index, autopct='%1.1f%%', startangle=140, colors=sns.color_palette('pastel'))
plt.axis('equal')
plt.show()
```

## **Evaluating the Model**



Balanced performance across sentiments

sentiments

#### **Accuracy**

87% overall accuracy

```
[29] from sklearn.metrics import accuracy_score
accuracy = accuracy_score(y_test, y_pred)
print("Accuracy: {:.2f}%".format(accuracy * 100))

Accuracy: 86.71%
```

#### **Precision & Recall**

Both classes around 86-87%

```
##Evaluating the Model
# Classification report
print(classification_report(y_test, y_pred))

# Confusion matrix
cm = confusion_matrix(y_test, y_pred)
print(cm)
```



<b>→</b>		precision	recall	f1-score	support
	Negative Positive	0.86 0.87	0.89 0.85	0.87 0.86	4481 4122
	accuracy macro avg weighted avg	0.87 0.87	0.87 0.87	0.87 0.87 0.87	8603 8603 8603
	[[3976 505] [ 638 3484]]				



## **Project summary**

The Twitter Sentiment Analysis project aimed to classify user comments on video games as either Positive or Negative. The dataset was cleaned by removing neutral and irrelevant sentiments, eliminating stopwords, and standardizing text formats. TF-IDF vectorization was used to convert text into numerical features suitable for model training. A Logistic Regression model was applied, and after tuning parameters, it achieved an accuracy of 86.71%. Various visualizations, including sentiment distribution graphs and a confusion matrix, were generated to assess model performance. The project demonstrated the practical use of natural language processing and machine learning techniques for analyzing real-time social media feedback.

Thank You.

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