## **Deception Detection: QANTA Diplomacy**

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001	Abstract	functions (Focal loss, wighted corss en-	038
002	The Deception Detection project or QANTA	tropy) and learning rate scheduling (Re-	039
003	Diplomacy project is a classification project	duceLRonPlateau)	040
004	where in-game messages between players are	2 Danilla Edda Cantanta	
005	to be identified as either deceptive or truthful.	3 Baseline Folder Contents	041
006	Goal is to develop model that uses conversa-	• Working Code: Jupyter Notebook contain-	042
007	tional text and metadata to predict deception in	ing data preprocessing, model training, and	043
800	the message, with dataset of 17,249 messages.	evaluation.	044
009	The model is then evaluated using accuracy.		
010	It has many implications in the field of NLP,	• Relevant Data: Preprocessed datasets with	045
011	decision making tasks and game theory.	labels.	046
012	1 Problem Definition	• Initial Results:	047
013	The project task is to develop model that detects de-	<ul> <li>Significant improvement with threshold</li> </ul>	048
014	ceptive messages in communication between play-	adjustments but class imbalance chal-	049
015	ers. The task involves analyzing text and metadata	_	
016	to classify deceptive or truthful messages.	lenge remains.	050
017	2 High-Level Plan and Approach	Metric Baseline	
018	1. Preprocessing	Accuracy 0.6702	
019	<ul> <li>Messages are converted to lowercase,</li> </ul>	F1-score 0.4781	
020	special characters-extra spaces are re-		
021	moved, vocabulary is made using fre-	Table 1: Initial Results Summary	
022	quent, embeddings and tokenization is		
023	used.	4 N 4 4 1 1 1 1 1	
024	• Dataset is split into training, validation	4 Next steps and improvement	051
025	and test sets, weighted samples are used	For improvements require:	052
026	to handle class imbalance in deception	F	
020	detection.	<ul> <li>Feature engineering: Exploring domain spe-</li> </ul>	053
027	detection.	cific linguistic features.	054
028	2. Model Selection And Optimization	Madal. Employing many advanced auchites	0==
000	• Changing a handing. Initial handling	Model: Exploring more advanced architec-	055
029	<ul> <li>Choosing a baseline: Initial baseline model used is Bidirectional LSTM with</li> </ul>	tures and ensemble methods.	056
030		Augmentation: Implementing Data Augmen-	057
031	Attention Mechanism.	tation Strategies.	058
000	• Factures Contactual tast un denstandina	the strategies.	

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• Features: Contextual text understanding,

dynamic attention, integration of meta-

data features, focal loss for class imbal-

• Optimization: Hyperparameter tuning,

regularizations (dropout, weights), loss