Multiclass Tweet Classification

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Project Goal

- Predict domain/category of a tweet given its text
 - o 1M tweets (80-20 split)
- Architectures:
 - o RNN
 - o LSTM
- Hyperparameters:
 - Learning Rate
 - Epochs
 - Word Embedding Size, Hidden Layer Size
 - Number of linear layers, LSTM layers
- NLTK TweetTokenizer

| 3 - TV Shows | 46 - Brand Category | 79 - Video Game Hardware | 115 - Video Game Conference |
|-------------------------------|-----------------------------------|-----------------------------|--------------------------------|
| 4 - TV Episodes | 47 - Brand | | |
| 6 - Sports Events | 48 - Product | 84 - BookMusic Genre | 116 - Video Game Tournament |
| 10 - Person | 49 - Product Version | 85 - Book Genre | 117 - Movie Festival |
| 11 - Sport | 54 - Musician | 86 - Movie | 118 - Award Show |
| 12 - Sports Team | 55 - 56 - Actor | 87 - Movie Genre | 119 - Holiday |
| 26 - Sports League | 58 - Entertainment Personality | 88 - Political Body | 120 - Digital Creator |
| 27- American Football Game | 60 - Athlete | 89 - Music Album | 122 - Fictional |
| damo | oo minoto | 90 - Radio Station | Character |
| 28 - NFL Football | 65 - Interests and | oo maalo otation | 130 - Multimedia |
| Game | Hobbies Vertical | 91 - Podcast | Franchise |
| 35 - Politicians | 66 - Interests and | 92 - Sports | 132 - Song |
| 38 - Political Race | Hobbies Category | Personality | 102 - 3011g |
| 36 - Political Race | 67 - Interests and | 93 - Coach | 136 - Video Game |
| 39 - Basketball Game | Hobbies | 55 - Coacii | Personality |
| 40 - Sports Series | Tiobbles | 94 - Journalist | 137 - eSports Team |
| 40 Oports delles | 68 - Hockey Game | 110 - Viral | ior - coports ream |
| 45 - Brand Vertical | 71 - Video Game | Accounts | 138 - eSports Player |
| | 78 - Video Game | 114 - Concert | 139 - Fan Community |
| | Publisher | | |
| | | | |

RNN

- Fixed hyper-parameters
 - Number of epochs = 5
 - ReLU layer
 - Number of linear layers = 2
- Variables hyper-parameters
 - Learning Rate [0.03, 0.01, 0.001, 0.0001]
 - Word embedding size [50, 100, 150]
 - o Hidden layer size [50, 100, 150]

RNN - Results

| Learning Rate | Emb Size | Hidden Size | Accuracy |
|---------------|----------|-------------|----------|
| 0.03 | 150 | 100 | 0.29 |
| 0.01 | 50 | 50 | 0.24 |
| 0.01 | 150 | 100 | 0.32 |
| 0.001 | 50 | 50 | 0.24 |
| 0.001 | 150 | 100 | 0.30 |

LSTM

- Fixed hyper-parameters
 - \circ Dropout = 0.3
 - Learning rate = 0.01
 - o ReLU
- Variables hyper-parameters
 - Word embedding size
 - Hidden layer size
 - Number of LSTM layers
 - o Number of linear layers

LSTM

| Emb Size | Hidden Size | LSTM Layers | Linear Layers | Accuracy |
|----------|-------------|-------------|---------------|----------|
| 100 | 50 | 1 | 2 | 0.73 |
| 100 | 50 | 2 | 2 | 0.72 |
| 200 | 100 | 2 | 2 | 0.74 |
| 200 | 100 | 1 | 4 | 0.52 |
| 200 | 100 | 2 | 4 | 0.55 |

Project Outcome

- Model performance was decent
- Training time was very long (3+ min per epoch)
- Best Model: LSTM (0.74 accuracy)

| Emb Size | Hidden Size | LSTM Layers | Linear Layers | Accuracy |
|----------|-------------|-------------|---------------|----------|
| 200 | 100 | 2 | 2 | 0.74 |