

AniFame

An anime popularity predictor

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O1.

Motivation

What drove us to embark on
a journey into anime analysis

Motivation:
High cost of producing anime

\$2 million

"an average 13-episode anime season costs around 250 million yen (or \$2 million)" (Eric, 2015)



Motivation:
High cost of producing anime

Maximise Profits



Dataset used

MyAnimeList.net API

- Animes from 2000 to 2021
- Scrap and clean for EDA & ML

The screenshot shows the MyAnimeList.net homepage. At the top, there's a navigation bar with links for Anime, Manga, Community, Industry, Watch, Read, Help, and a green button with a rabbit icon. Below the navigation is a banner for "MALxJAPAN -More than just anime-". The main content area includes a section for "TOKYO REVENGERS ANIME LIST DESIGNS" featuring a character from the show. Another section shows "N-ko tries out MAL!" with an image of a character from Tokyo Revengers. There's also a "The results through MA Yearbook" section. Below these are sections for "Spring 2022 Anime" featuring posters for "Tate no Yuusha no Nariagari Season 2", "Spy x Family", "Kaguya-sama wa Kokurasetai: Ultra Romantic", and "Kawaii san". The bottom section is titled "Latest Updated Episode Videos" with thumbnails for "Gaikotsu Kishi-sama, Deaimon", "Tomodachi Game", "Otome Game Sekai w.", and "Digimon Ghost Ga".

Presentation Outline

1. Motivation

- a. Problem Definition
- b. Dataset

2. Setting the Stage

- a. Data Collection
- b. Data Cleaning and Preprocessing
- c. Exploratory Data Analysis & Visualization
- d. Data-driven recommendations

3. Core Analysis

- a. Machine Learning
- b. Regression
- c. Classification

4. Project Outcomes

- a. Outcomes
- b. Interesting Things to Note
- c. More Data-driven Insights + Recommendations
- d. Conclusion
- e. Learning Points

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O2.

Setting the stage

EDA, data collection and
data preparation

2.1

Data Collection



[2.1 Data Collection]

Animes from 2000-2021 (100/season)

```

def get_anime_season(year, season):
    # fetch 250 animes from a particular {season} of a particular {year}
    response = requests.get(f'https://api.myanimelist.net/v2/anime/season/{year}/{season}?limit=100',
                           headers={'X-MAL-CLIENT-ID': '6114d00ca681b7701d1e15fe11a4987e'})
    print(f'Status ({year}/{season})', response.status_code)

    for anime in response.json()['data']:
        anime_id = anime['node']['id']

        # query for anime details
        response_details = requests.get(f'https://api.myanimelist.net/v2/anime/{anime_id}?fields=id,title,start_date,end_date,synopsis,mean,rank,popularity,num_episodes,genres,broadcast'
                                         headers={'X-MAL-CLIENT-ID': '6114d00ca681b7701d1e15fe11a4987e'})

        # add anime details to list
        anime_list.append(response_details.json())

    print(f'({year}/{season}) done!')
    print('---')

```

	id	title	main_picture	start_date	end_date	synopsis	mean	rank	popularity	num_list_users	...	genres	num_episodes	start_season	broadcast
0	95	Turn A Gundam	{'medium': 'https://api-cdn.myanimelist.net/im...}	1999-04-09	2000-04-14	It is the Correct Century, two millennia after...	7.71	1049	2892	40743	...	[{"id": 1, "name": 'Action'}, {"id": 2, "name":...]	50	{"year": 1999, "season": 'spring'}	{"day_of_the_week": 'friday', "start_time": "1..."}

Function to scrap by year and season

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2.2

Data Cleaning & Preprocessing



[2.2a Data Cleaning & Preprocessing]

Missing values

```
# No synopsis information available
data_clean["synopsis"].fillna(value = "no_Synopsis", inplace = True)

# Anime still airing/ongoing
data_clean["end_date"].fillna(value = "airing", inplace = True)

# Anime not broadcasted, replace missing value with the same format for easy sorting
data_clean["broadcast"].fillna(value = {"day_of_the_week": 'NIL', 'start_time': 'NIL'}, inplace = True)

# Source not known
data_clean["source"].fillna(value = "unknown", inplace = True)

# Not rated
data_clean["rating"].fillna(value = "no_rating", inplace = True)

# No genre information
data_clean["genres"].fillna(value = "[{'id': -1, 'name': 'no_genre'}]", inplace = True)

# Animes that do not have enough user giving their scorings, so replace null with value -1
data_clean["mean"].fillna(value = "-1", inplace = True)

# Check null values after cleaning
data_clean.isnull().sum()
```

Filling in NaN values with domain-specific values

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[2.2b Data Cleaning & Preprocessing]

JSON Manipulation

Converting columns to JSON and splitting into individual columns for manipulation and feature engineering

- start_season
- broadcast
- statistics
- studios
- genres

```
# Splitting start_season column into individual year and season columns
def split_start_season(data_clean):
    # create NaN columns
    data_clean['start_season_year'] = np.nan
    data_clean['start_season_season'] = np.nan

    for row in range(0, len(data_clean)):
        if data_clean['start_season'][row] == float('NaN'):
            continue

        # convert from string to json
        start_season = (json.loads(data_clean['start_season'][row].replace("'", "\\")))
        year = start_season['year']
        season = start_season['season']

        data_clean['start_season_year'][row] = year
        data_clean['start_season_season'][row] = season

    # drop original column
    data_clean.drop(columns=['start_season'], inplace=True)

    return data_clean
```

```
# Convert genres into json format
def json_genres(data_clean):
    # Convert genres string to json
    for row in range(0, len(data_clean)):
        genres = json.loads(data_clean['genres'][row].replace("'", "\\"))

        data_clean['genres'][row] = genres

    return data_clean
```

```
# Splitting statistics column into watching, completed, on hold, plan to watch and num of user columns
def split_statistics(data_clean):
    # create NaN columns
    data_clean['statistics_watching'] = np.nan
    data_clean['statistics_completed'] = np.nan
    data_clean['statistics_on_hold'] = np.nan
    data_clean['statistics_dropped'] = np.nan
    data_clean['statistics_plan_to_watch'] = np.nan
    data_clean['statistics_num_list_users'] = np.nan

    for row in range(0, len(data_clean)):
        # convert from string to json
        statistics = (json.loads(data_clean['statistics'][row].replace("'", "\\")))

        data_clean['statistics_watching'][row] = statistics['status']['watching']
        data_clean['statistics_completed'][row] = statistics['status']['completed']
        data_clean['statistics_on_hold'][row] = statistics['status']['on_hold']
        data_clean['statistics_dropped'][row] = statistics['status']['dropped']
        data_clean['statistics_plan_to_watch'][row] = statistics['status']['plan_to_watch']
        data_clean['statistics_num_list_users'][row] = statistics['num_list_users']

    # drop original column
    data_clean.drop(columns=['statistics'], inplace=True)

    return data_clean
```

```
# Splitting broadcast column into individual day and time columns
def split_broadcast(data_clean):
    # create NaN columns
    data_clean['broadcast_day_of_the_week'] = np.nan
    data_clean['broadcast_start_time'] = np.nan

    for row in range(0, len(data_clean)):
        # convert from string to json
        broadcast = (json.loads(data_clean['broadcast'][row].replace("", "\\")))

        data_clean['broadcast_day_of_the_week'][row] = broadcast['day_of_the_week']

    try:
        data_clean['broadcast_start_time'][row] = broadcast['start_time']
    except:
        data_clean['broadcast_start_time'][row] = 'NIL'

    # drop original column
    data_clean.drop(columns=['broadcast'], inplace=True)

    return data_clean
```

```
# Convert studios into json format
def json_studios(data_clean):
    # Convert studios string to json
    for row in range(0, len(data_clean)):
        try:
            studios = (json.loads(data_clean['studios'][row].replace("", "\\")))
        except:
            studios = (json.loads(data_clean['studios'][row].replace("", "\\").replace("\\"s", '\\'s').replace('\'N', "N\\'")))

        data_clean['studios'][row] = studios

    return data_clean
```

Functions to convert and splitting JSON columns

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Feature Engineering

New Features Generated:

- **From 'broadcast':**
 - broadcast_day_of_the_week
 - broadcast_start_time
- **From 'start_season'**
 - start_season_year
 - start_season_season
- **From 'statistics'**
 - statistics_watching
 - statistics_completed
 - statistics_on_hold
 - statistics_dropped
 - statistics_plan_to_watch
 - statistics_num_list_users
 - **Aggregation:**
 - positive_viewership_fraction: statistics_watching + statistics_completed + statistics_plan_to_watch
 - negative_viewership_fraction: statistics_on_hold + statistics_dropped

Creating positive/negative viewership feature

```
# Create percentage fraction positive/negative viewship --> Range: [0, 1]
# "function to be called after split_statistics() function"

def get_pos_neg_viewership(anime, viewership_types_list):
    # single anime
    total_pos_neg_views = 0

    for viewership_type in viewership_types_list:
        total_pos_neg_views += data_clean[viewership_type][anime]

    return total_pos_neg_views

def create_viewership_fraction(data_clean):
    # create NaN columns
    data_clean['positive_viewership_fraction'] = np.nan
    data_clean['negative_viewership_fraction'] = np.nan

    positive_viewership = [
        'statistics_watching',
        'statistics_completed',
        'statistics_plan_to_watch'
    ]
    negative_viewership = [
        'statistics_on_hold',
        'statistics_dropped'
    ]

    for anime in range(0, len(data_clean)):
        total_views = data_clean['statistics_num_list_users'][anime]

        # calculating the total positive and total negative views respectively
        total_pos_views = get_pos_neg_viewership(anime, positive_viewership)
        total_neg_views = get_pos_neg_viewership(anime, negative_viewership)

        # calculate percentage fraction & create a new column
        data_clean['positive_viewership_fraction'][anime] = round(total_pos_views/total_views, 4)
        data_clean['negative_viewership_fraction'][anime] = round(total_neg_views/total_views, 4)

    return data_clean
```

Feature Engineering - ‘success’

‘success’ (1: successful, 0: not successful)

- Top 500 rank
- Top 500 popularity
- mean above 8.5
- positive_viewership_fraction above 0.975

```
# create 'success' column
anime_df['success'] = np.nan

for row in range(len(anime_df)):
    success = (anime_df['rank'][row] <= 500 or
               anime_df['popularity'][row] <= 500 or
               anime_df['mean'][row] >= 8.5 or
               anime_df['positive_viewership_fraction'][row] >= 0.975)

    if success:
        anime_df['success'][row] = 1
    else:
        anime_df['success'][row] = 0
```

[2.2e Data Cleaning & Preprocessing]

Time Series - Genres

Using start_season_year and genres to create genre time series dataframe for analysis

```

for row in range(len(genres_time_series_df)):
    skip = False

    single_year_row = {}

    start_season_year = genres_time_series_df['start_season_year'][row]

    # skip years earlier than 1999
    if start_season_year < 1999.0:
        continue

    # if start season year already exists in the dataframe, just add
    for year in new_genres_time_series_df['Start Season Year']:
        if start_season_year == year:
            # add to dataframe
            genre = genres_time_series_df['genre'][row]
            genre_count = genres_time_series_df['count'][row]

            new_genres_time_series_df.loc[new_genres_time_series_df['Start Season Year'] == start_season_year, genre] += genre_count
            skip = True
            break

    if skip:
        continue

    single_year_row['Start Season Year'] = [start_season_year]

    for genre in genres_list:
        # add to dictionary the start season year and count
        if genre == genres_time_series_df['genre'][row]:
            single_year_row[genre] = [genres_time_series_df['count'][row]]
        else:
            single_year_row[genre] = [0]

    # add to dataframe
    new_genres_time_series_df = new_genres_time_series_df.append(pd.DataFrame(single_year_row), ignore_index=True)

new_genres_time_series_df

```

	Start Season Year	School	Suspense	Mystery	Adventure	Slice of Life	Sports	Martial Arts	Space	Comedy	...	Shounen	Game	Shoujo	Sci-Fi
0	1999.0	3	1	20	127	35	0	0	6	167	...	103	0	1	38
1	2000.0	14	0	18	144	12	10	4	12	172	...	88	26	22	76
2	2001.0	34	0	14	110	36	41	8	15	161	...	95	6	25	88
3	2002.0	40	0	27	149	51	23	25	19	234	...	111	21	32	127
4	2003.0	18	0	20	148	26	26	6	8	168	...	110	12	20	126
5	2004.0	31	13	34	155	23	23	9	20	223	...	169	23	34	127
6	2005.0	24	3	24	102	30	23	5	9	202	...	139	16	32	124
7	2006.0	33	6	31	112	23	6	13	8	212	...	108	15	33	82
8	2007.0	41	8	35	112	24	19	48	10	166	...	86	8	23	58
9	2008.0	54	11	25	81	35	17	7	8	167	...	79	21	31	62
10	2009.0	49	13	31	87	60	22	15	12	206	...	77	6	21	49
11	2010.0	42	5	19	67	38	30	9	14	194	...	61	17	21	46
12	2011.0	53	10	26	68	45	15	11	2	155	...	97	16	32	43
13	2012.0	75	6	28	44	74	26	9	12	159	...	72	17	23	53
14	2013.0	69	4	18	51	59	29	5	10	157	...	67	23	21	27
15	2014.0	80	5	23	71	66	18	12	13	174	...	83	22	37	49
16	2015.0	70	4	23	56	64	22	13	14	158	...	81	19	27	47
17	2016.0	77	2	29	47	90	25	4	11	151	...	61	18	29	33
18	2017.0	50	3	23	41	56	28	5	4	128	...	60	27	14	31
19	2018.0	41	6	22	60	88	20	19	5	142	...	49	22	24	29
20	2019.0	52	5	18	58	60	17	17	10	133	...	47	21	21	53
21	2020.0	38	5	19	80	51	14	26	0	120	...	29	14	13	31
22	2021.0	38	8	24	64	59	11	25	8	110	...	52	7	13	38

23 rows x 41 columns

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One Hot Encoding

One hot encoding of categorical variables:

- media_type
- source
- rating
- start_season_season
- start_season_year
- status
- nsfw
- genres
- studios

```
# Import the encoder from sklearn
from sklearn.preprocessing import OneHotEncoder

ohe = OneHotEncoder()

# OneHotEncoding of categorical predictors (not the response)
cat_variables = [
    'media_type', 'source', 'rating', 'start_season_season',
    'start_season_year', 'status', 'nsfw'
] + [f"genre-{i}" for i in genres_expanded.columns] + [f"studio-{i}" for i in studios_expanded.columns]
anime_cat = anime_expanded_df[cat_variables]

ohe.fit(anime_cat)
anime_cat_ohe = pd.DataFrame(ohe.transform(anime_cat).toarray(),
                             columns=ohe.get_feature_names(anime_cat.columns))

# Check the encoded variables
anime_cat_ohe.info()
```

media_type_movie
 media_type_music
 media_type_ona
 media_type_ova
 media_type_special
 media_type_tv
 source_4_koma_manga
 source_book
 source_card_game
 source_digital_manga
 source_game
 source_light_novel
 source_manga
 source_mixed_media
 source_music
 source_novel
 source_original
 source_other
 source_picture_book
 source_radio
 source_unknown
 source_visual_novel
 source_web_manga
 source_web_novel
 rating_g
 rating_no_rating
 rating_pg
 rating_pg_13
 rating_r
 rating_rt
 start_season_season_fall
 start_season_season_spring
 start_season_season_summer

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2.3

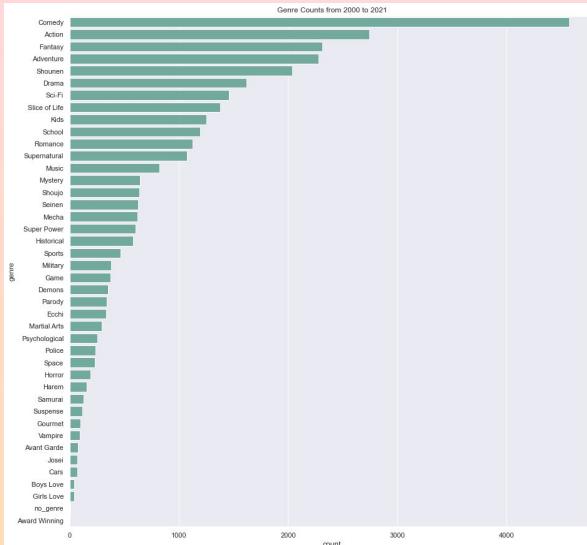
Exploratory Data Analysis & Visualization

[2.3a Exploratory Data Analysis & Visualization]

Genres

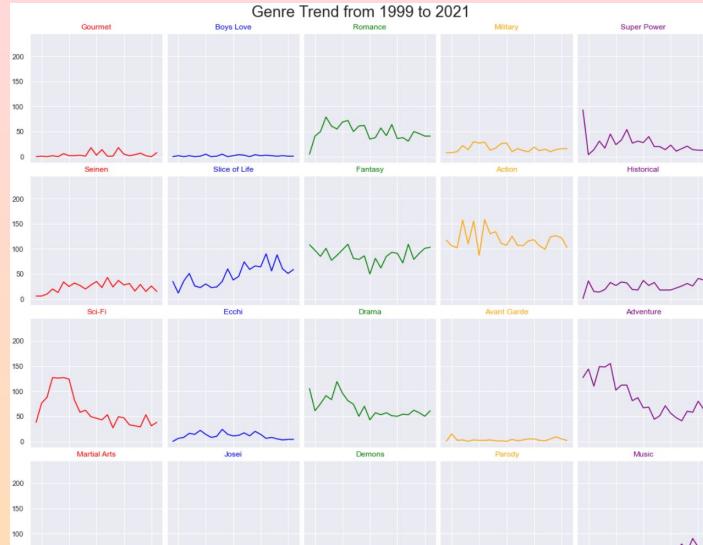
Top 5 genres from 2000 to 2021:

- Comedy, action, fantasy, adventure and shounen



Genres trend from 2000 to 2021:

- [Decreasing Trend] 'Shounen', 'Comedy' and 'Adventure'
- [Increasing Trend] 'Slice of Life', and 'Music'



Genres

- It is surprising to see that 'Shounen', 'Comedy' and 'Adventure' have a decreasing trend

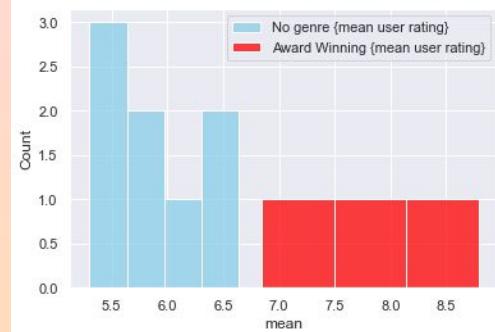
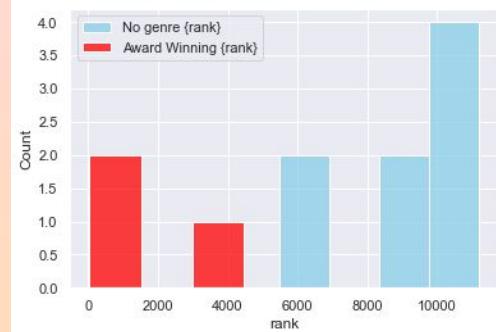
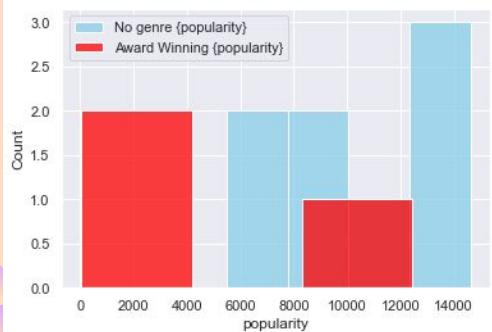


Award Winning vs No Genre

Comparing animes with 'Award Winning' and 'no_genre' genres

'Award Winning' animes:

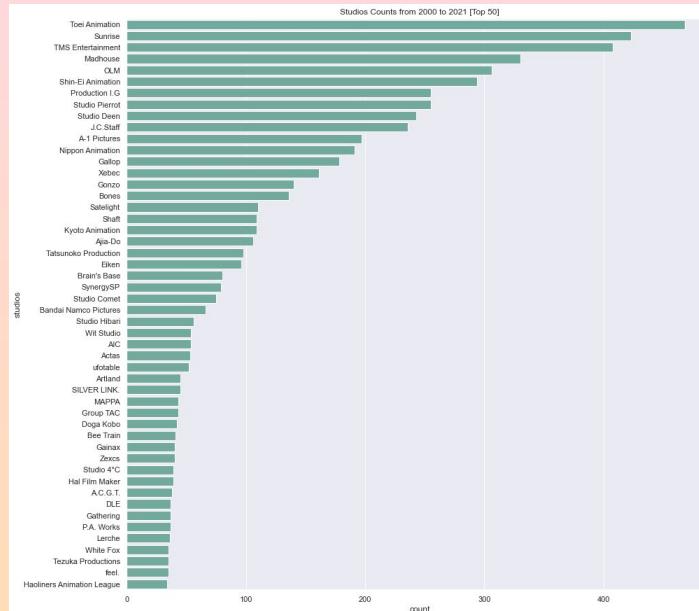
- Higher popularity
- Higher ranked
- Higher ratings



Studios

Top 5 anime studios from 2000 to 2021:

- Toei Animation, Sunrise, TMS Entertainment, Madhouse, OLM

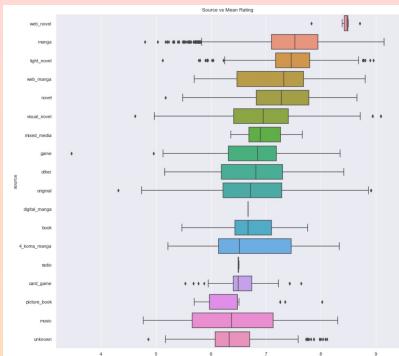


Mean rating vs various features

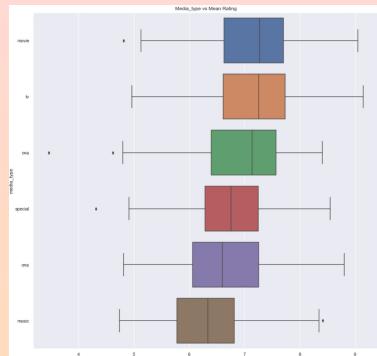
Mean rating compared with:

- 'source'
- 'media_type'
- 'rating'
- 'genres'
- 'studios'

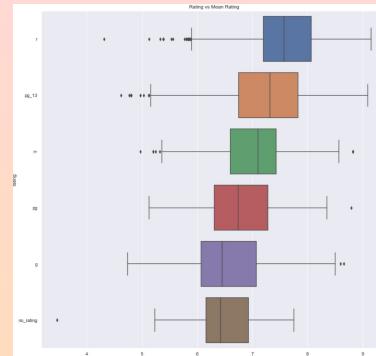
Source vs Mean



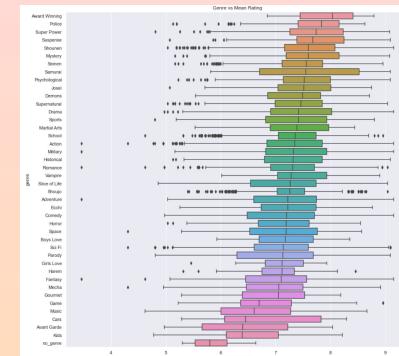
Media Type vs Mean



Rating vs Mean



Genres vs Mean

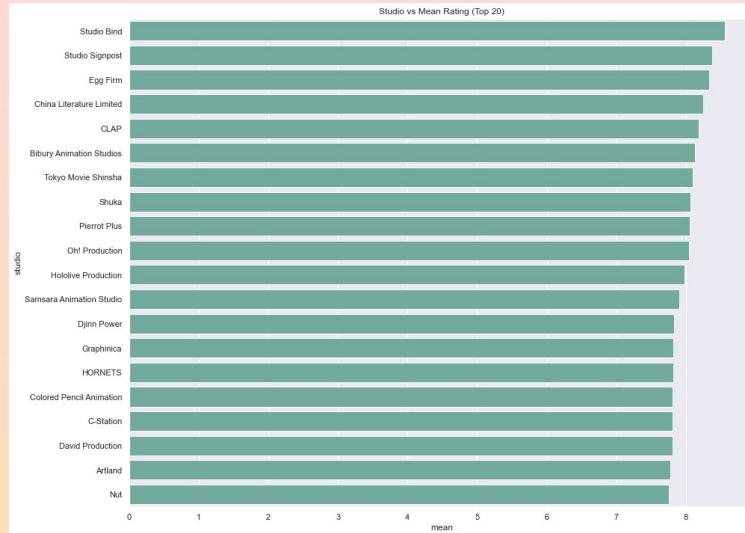


[2.3d Exploratory Data Analysis & Visualization]

Mean rating vs Studios

Studio of the anime vs mean rating of the anime:

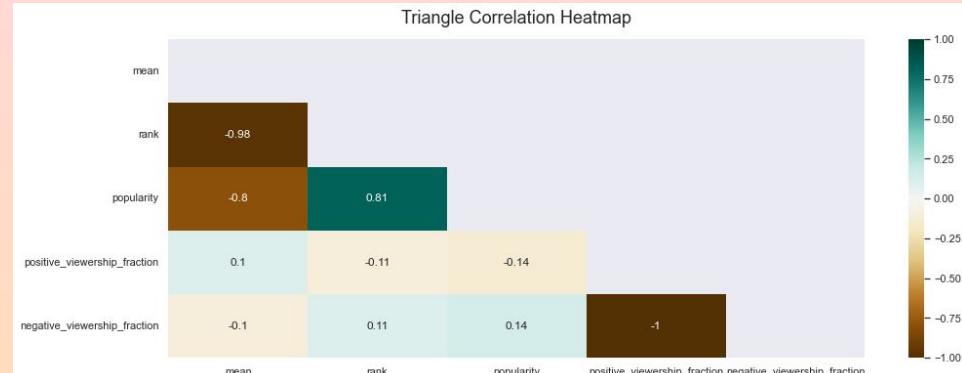
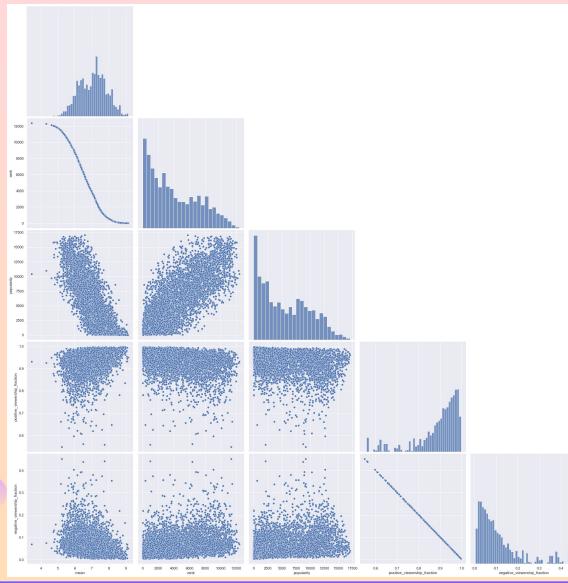
- **Quality** is better than quantity
- The top 5 most common studios are not seen in top 20 studios with highest mean ratings



Multivariate Relationships

Relationship between mean, rank, popularity, positive/negative viewership:

- mean, rank and popularity are **correlated**
- negative/positive viewership have **no significant correlation** with mean, rank, popularity



More EDA

More EDA found in Jupyter notebook:

- num_episodes
- average_episode_duration
- start_season_season
- Previous EDA in details

6. start_season_season EDA

6.1 start_season_season vs mean

```
In [7]: start_season_season_df = pd.DataFrame(anime_df_cleaner.groupby('start_season_season')[['mean']].mean().sort_values(by='mean', ascending=False).reset_index())
```

start_season_season	mean
0	fall 7.094447
1	winter 7.057072
2	spring 7.054733
3	summer 6.995623

```
In [8]: # Set the figure size  
plt.figure(figsize(15, 8))
```

```
# Make a barplot  
sb.barplot  
    .x="start_season_season",  
    .y="mean",  
    .data=start_season_season_df,  
    .ci=None,  
    .color="#69b3a2"  
).set(title="Start Season 'Season' vs Mean Rating");
```

Start Season 'Season' vs Mean Rating



Data-driven recommendations

Data-driven Recommendations:

- Studios should
 - a. Focus on quality instead of quantity of anime
 - b. Broadcast anime regardless of the season
 - c. Not focus on producing anime that generate more positive views through fan-services

O3. Core Analysis

Regression + Classification

Machine Learning



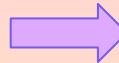
Classification

- Determine **probability** of success of an anime (**Yes/No**)



Regression

- **Predict** mean rating
- High mean rating == anime well-received (positive correlation with ranking & popularity)



Objective

- Studios can predict the mean rating and classify the probability of success of the anime before production
- Maximizing profits from viewership, events and merchandise sales from pre-production anime fine-tuning



Regression

Goal:

- Estimate 'mean' rating of an anime based on the features of animes before they are produced

Models:

- Linear Regression
- Lasso Regression
- **Ridge Regression [Best]**

Best regression model

Ranking of regression models:

1. Ridge regression (~0.7)
2. Lasso regression (~0.6)
3. Linear regression (~0.4)

Why ridge regression worked better:

- We had an enormous amount of variables in our dataset (900+ variables) and using normal linear regression to fit all the variables may result in overfitting
- Ridge regression helps minimise overfitting by regularising the coefficients. This causes some coefficients to be near 0.
- This helps us to select relevant features by making the coefficients of irrelevant features to be almost 0.
- Hence, ridge regression reduces overfitting and increases the performance of the model.

Why lasso regression performed slightly worse than ridge regression:

- Lasso regression made the coefficients of some variables 0.
- This could have reduced the accuracy as the variables might have had some impact on the prediction as well
- Hence, it performed slightly worse than ridge regression

Classification

Goal:

- **Classify** future success based on features of animes before they are produced

How:

- Predicting the probability of '1' in the '**'success'** feature

Models:

- LinearSVC
- Decision Trees
- **Random Forest [Best]**

Performance Metrics:

- K-fold cross validation (K = 5)
 - TPR, TNR, Confusion Matrix
 - Precision, Recall (TPR), F1 score
 - ROC AUC Score
 - Out-of-bag (oob) score for random forest models
 - Performance consistency (standard deviation)

```
In [22]: def model_performance(random_forest, X_train, X_test, y_train, y_test):
    # Import libraries
    from sklearn.model_selection import cross_val_predict
    from sklearn.model_selection import cross_val_score

    # K-Fold Cross Validation
    y_train_pred = cross_val_predict(random_forest, X_train, y_train, cv=5)
    y_test_pred = cross_val_predict(random_forest, X_test, y_test, cv=5)

    train_scores = cross_val_score(random_forest, X_train, y_train, cv=5, scoring = "accuracy")
    test_scores = cross_val_score(random_forest, X_test, y_test, cv=5, scoring = "accuracy")

    # Performance metrics
    #confusion_matrix,TPR,TNR(y_train, y_test, y_train_pred, y_test_pred, train_scores, test_scores)

    print("-----\n>> Train Dataset")
    confusion_matrix,TPR,TNR(y_train, y_train_pred, train_scores, "Train")
    get_precision_recall(y_train, y_train_pred)
    get_f1_score(y_train, y_train_pred)

    print("\n-----\n>> Test Dataset")
    confusion_matrix,TPR,TNR(y_test, y_test_pred, test_scores, "Test")
    get_precision_recall(y_test, y_test_pred)
    get_f1_score(y_test, y_test_pred)
    ROC_AUC(random_forest, X_test, y_test, "Test")
    print("-----\n")

try:
    get_oob_score(random_forest)
except:
    pass
```

[Classification]

LinearSVC

Reason for trying:

- Large dataset with many rows and features

Performance:

- **[Poor]** Very low classification accuracy (~0.6), true positive rate, precision, recall, and f1_score (~0.2) for both train and test dataset

Reason for performance:

- LinearSVC more suited for **text classification** instead of categorical and continuous dataset

```
-> Train Dataset  
Goodness of Fit of Model (Train Dataset)  
Classification Accuracy: 0.5658134238815472  
True Positive Rate: 0.47112462006079026  
True Negative Rate: 0.7542561065877128
```

```
Precision: 0.47112462006079026  
Recall: 0.18925518925518925  
f1_score: 0.2700348432055749
```

```
-----  
-> Test Dataset  
Goodness of Fit of Model (Test Dataset)  
Classification Accuracy: 0.6525811471765229  
True Positive Rate: 0.4298642533936652  
True Negative Rate: 0.7304457527333894
```

```
Precision: 0.4298642533936652  
Recall: 0.12907608695652173  
f1_score: 0.19853709508881923  
-----
```

[Classification]

Decision Tree

Reason for trying:

- Categorical and continuous dataset

Performance:

- [Decent]
-  Classification accuracy (~0.8)
-  ROC AUC Score (~0.8)
-  True positive rate, precision, recall, and F1 score

Reason for performance:

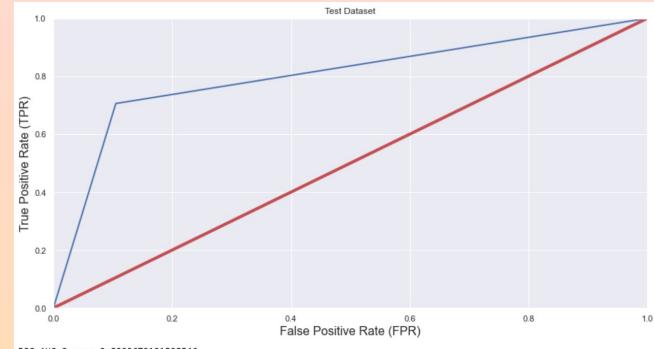
- Categorical and continuous dataset suited

-> Train Dataset
Goodness of Fit of Model (Train Dataset)
Classification Accuracy: 0.8330556757242089
True Positive Rate: 0.6963657678780774
True Negative Rate: 0.8939393939393939

Precision: 0.6963657678780774
Recall: 0.72
f1_score: 0.7079856972586411

-> Test Dataset
Goodness of Fit of Model (Test Dataset)
Classification Accuracy: 0.810316436934934
True Positive Rate: 0.6642547033285094
True Negative Rate: 0.8611111111111112

Precision: 0.6642547033285094
Recall: 0.6339779005524862
f1_score: 0.648763250833923



[Classification]

Random Forest VI

Reason for trying:

- Ensemble of decision trees (Many trees built)

Performance:

- [Good]
-  Classification accuracy, TPR, F1 Score
-  ROC AUC Score (~0.8 to ~ 0.94)

Reason for performance:

- Random Forest builds multiple decision trees and merge them together to get a more accurate and stable prediction
- Random Forest prevent overfitting on datasets

-> Train Dataset

Goodness of Fit of Model (Train Dataset)
Classification Accuracy: 0.8812277064474792
True Positive Rate: 0.8696356275303644
True Negative Rate: 0.8848145846281334

Precision: 0.8696356275303644

Recall: 0.6588957055214724
f1_score: 0.7497382198952879

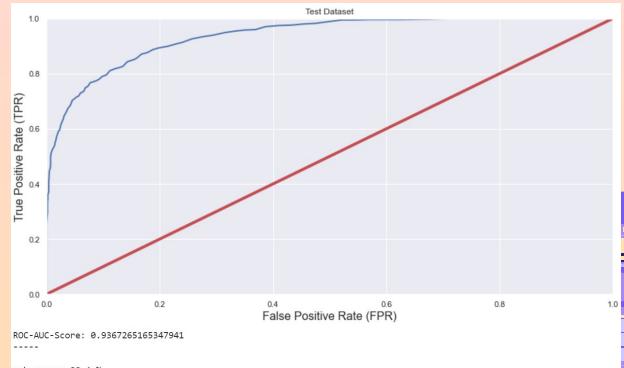
-> Test Dataset

Goodness of Fit of Model (Test Dataset)
Classification Accuracy: 0.8464784348599377
True Positive Rate: 0.8163265306122449
True Negative Rate: 0.8524271844660194

Precision: 0.8163265306122449

Recall: 0.5913978494623656
f1_score: 0.6858924395947

Standard Deviation: 0.008283311261719373



[Classification Feature Importance]

Random Forest V2

Random Forest Improvement:

- [Feature Importance]
- Removing 600+ features with '0' importance

Performance:

- [Great]
- Classification accuracy, TPR, TNR, F1 Score
- ROC AUC Score
- Performance speed & consistency (s.d. 0.00409)
- Oob score

Reason for performance:

- Dimensionality of the model is reduced → Model speed & Performance since only important features are considered.
- Prevents overfitting, however performance only increase slightly as random forest models tend not to overfit

-> Train Dataset

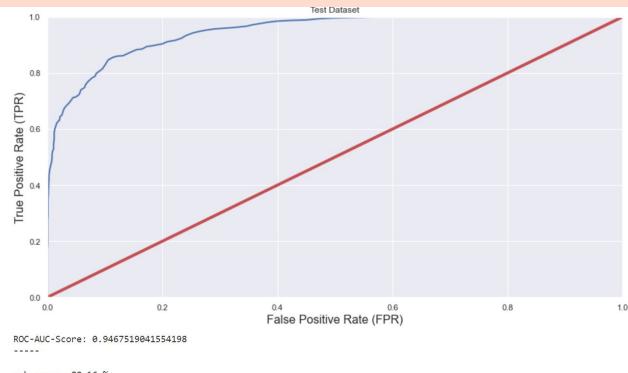
Goodness of Fit of Model (Train Dataset)
Classification Accuracy: 0.8785870343011218
True Positive Rate: 0.8598425196850393
True Negative Rate: 0.8831385642737897

Precision: 0.8598425196850393
Recall: 0.6610169491525424
f1_score: 0.7474332648870635

-> Test Dataset
Goodness of Fit of Model (Test Dataset)
Classification Accuracy: 0.8630287535200829
True Positive Rate: 0.8403041825095057
True Negative Rate: 0.8649300530631935

Precision: 0.8403041825095057
Recall: 0.6121883656509696
f1_score: 0.7083333333333334

Standard Deviation: 0.004094974463354793



[Classification Feature Importance]

Random Forest V3

Random Forest Change:

- [Feature Importance]
- Top 50 important features

Performance:

- [Good but decreased performance]
- Classification accuracy, precision, recall, F1 Score
- ROC AUC Score
- Performance consistency
- Oob score
- Performance speed

Reason for performance:

- Only 50 out of about 250+ important features were considered before splitting a node
- Reducing large number of features reduces the performance but increases the speed

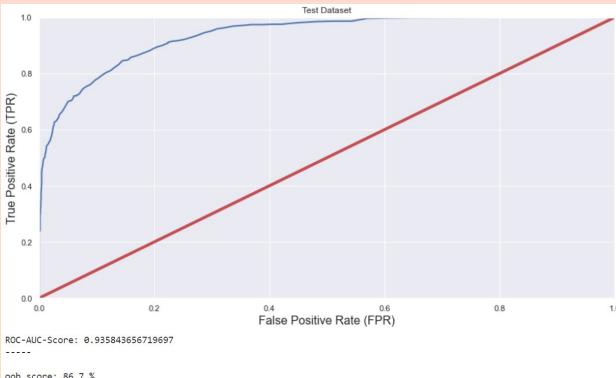
-> Train Dataset
Goodness of Fit of Model (Train Dataset)
Classification Accuracy: 0.862422627258604
True Positive Rate: 0.7997021593447505
True Negative Rate: 0.879423606696334

Precision: 0.7997021593447505
Recall: 0.6536822884966524
f1_score: 0.7193569993302077

-> Test Dataset
Goodness of Fit of Model (Test Dataset)
Classification Accuracy: 0.841476211649622
True Positive Rate: 0.7504105090311987
True Negative Rate: 0.8623115577889447

Precision: 0.7504105090311987
Recall: 0.625170998632011
f1_score: 0.682089552238806

Standard Deviation: 0.0066373903265731235



[Classification Hyperparameter Tuning]

Random Forest V4

Random Forest Improvement:

- [Hyperparameter Tuning]
- 'criterion': 'entropy'
- 'n_estimators': 700

Performance:

- [Excellent]
-  Classification accuracy, precision, recall, F1 Score, ROC AUC Score, Oob score, and performance consistency
- ↔ TPR, TNR
- Performance speed between v1 & v2

Reason for performance:

- Entropy 'criterion':
 - Measures the *disorder of features*
 - Dataset is more suited for using entropy
- 'n_estimators':
 - *Number of trees* built before taking the maximum voting or averages of prediction
 - Having a value of 700 over the default 100 is used as building more trees leads to better performance

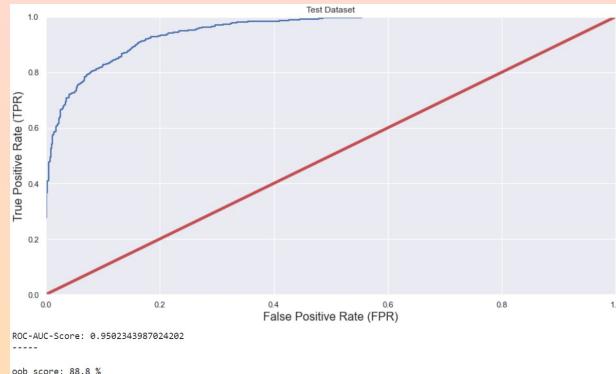
-> Train Dataset
Goodness of Fit of Model (Train Dataset)
Classification Accuracy: 0.8792495490274502
True Positive Rate: 0.861244019138756
True Negative Rate: 0.8839434276206323

Precision: 0.861244019138756
Recall: 0.6593406593406593
f1_score: 0.7468879668049794

-> Test Dataset
Goodness of Fit of Model (Test Dataset)
Classification Accuracy: 0.8518734252260265
True Positive Rate: 0.8305084745762712
True Negative Rate: 0.8573500967117988

Precision: 0.8305084745762712
Recall: 0.5991847826086957
f1_score: 0.6961325966850828

Standard Deviation: 0.004661087566371556



[Classification]

Model Comparison

Models Built:

- LinearSVC
- Decision Tree
- Random Forest V1
- Random Forest V2
- Random Forest V3
- Random Forest V4

Model to Use:

- **Random Forest V4**
 - Classification accuracy of **89%** on the test dataset
 - Excellent performance consistency and performance speed
 - Great performance metrics

	Model	Score
0	Random Forest V4	89.15
1	Random Forest V2	88.76
2	Random Forest V1	88.00
3	Random Forest V3	87.88
4	Decision Tree	84.22
5	Support Vector Machines	71.91

04.

Project Outcomes

Outcome, Insights,
Recommendations, Learning
Points

Outcomes

Important Features:

- 'average_episode_duration'
- 'num_episodes'
- 'source_manga'
- 'media_type_movie'
- 'rating_pg_13'

Classification:

- Classify anime's success probability with high accuracy of **89%** [Random Forest V4]

Regression:

- Estimate 'mean' rating of anime's reliably with about **0.7 R^2** [Ridge Regression]

Solving original Problem:

- Studios can **fine-tune** the anime before production and **maximize** their **profits** after production, ensuring their survivability in the industry

Interesting Things to Note

- Shounen, Comedy, and Adventure genres have a decreasing trend since they are among the top 5 genres commonly seen. Instead, Slice of Life and Music genres have an increasing trend. Thus, there is a **shift in the genres trend** that studios can take note of.
- **Quality > quantity** for increasing mean rating and thus profits.
- Random forest models have determined that over 70% of total number of features are not important.
 - This shows that **feature engineering** and **selection** is important in building machine learning models.

Data-driven Insights + Recommendations

More Insights:

- Important features that determine the success of an anime
 - ‘average_episode_duration’
 - ‘num_episodes’
 - ‘source_manga’
 - ‘media_type_movie’
 - ‘rating_pg_13’

More Recommendations:

- Studios should try to produce anime that originates from manga, has a pg_13 rating, and as a movie, which have a low number of episodes and long average episode duration.
- Movie franchises will likely be more successful than just regular anime. Therefore, studios should produce **anime movie franchises** too.

Data-driven Recommendations:

[From EDA presented previously]

- Studios should
 - Focus on quality instead of quantity of anime
 - Broadcast anime regardless of the season
 - Not focus on producing anime that generate more positive views through fan-services

[Project Outcomes]

Conclusion



Anime fine-tuning &
Maximize studios' profits

Learning Points

Data collection:

- Scraping data using API calls

Data cleaning and preprocessing:

- Feature Engineering & Feature generation
- JSON manipulation techniques
- Generating time-series data

EDA & Visualization:

- Visualization plots with large number of datapoints
 - By reducing the data point size,
 - By reducing the opacity of data points, or
 - By introducing random sampling
- 'genres' time-series EDA

Machine Learning:

- Machine Learning Models:
 - Ridge Regression, Lasso Regression, Random Forest, LinearSVC
- Classification Performance Metrics:
 - F-score (Precision & Recall), out-of-bag (obb) score, ROC AUC score



Thank You!

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