GROUP 🌥



WEBSITE CATEGORIZATION

CAPSTONE PROJECT PRESENTATION

OUTLINE

- I. INTRODUCTION
- II. DATA SCIENCE METHODOLOGY
 - 1. DATA CRAWLING
 - 2. DATA PREPROCESSING
 - 3. DATA VISUALIZATION
 - 4. MODEL TRAINING
- III. RESULT
 - 1. FINAL RESULT
 - 2. EVALUATE
 - 3. FUTURE IMPROVEMENT

I. ABOUT OUR PROJECT

CATEGORIZATION CAN BE DEFINED AS "THE PROCESS BY WHICH INDIVIDUALS GROUP OBJECTS OR EVENTS INTO CATEGORIES".

WEBSITE CATEGORIZATION:

- INPUT INFORMATION IS THE CONTENT OF WEBSITES IN TEXT FORM.
- **OUTPUT** LABEL FOR EACH CONTENT

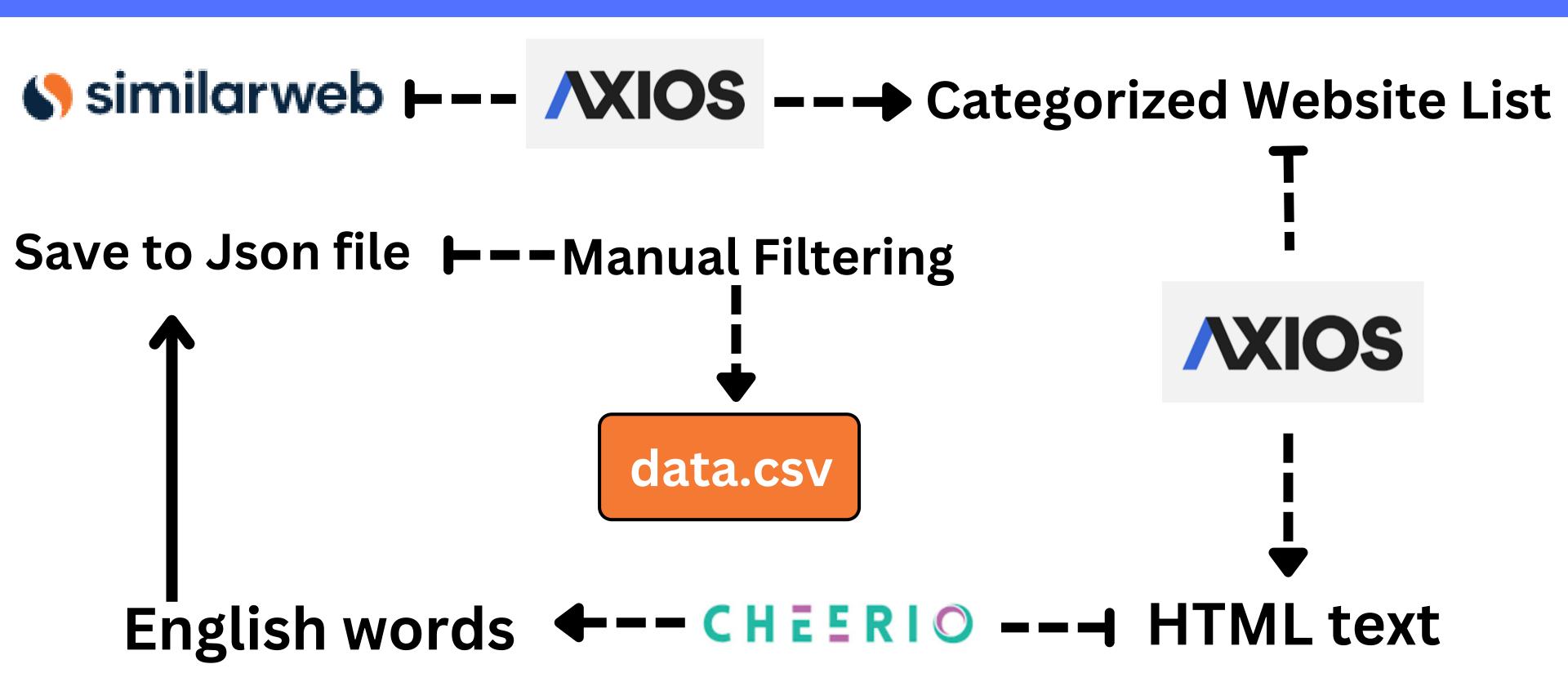
II. DATA SCIENCE METHODOLOGY 1. DATA CRAWLING

- Source list of websites: https://www.similarweb.com
- 11 categories
- Average **50–60 websites** per topic

We only select websites from nations where English is widely spoken:

```
const categoriesSimilarWeb = [
  "adult",
 "arts-and-entertainment",
 "business-and-consumer-services",
 "computers-electronics-and-technology",
 'sports',
  'science-and-education',
 'food-and-drink',
 'travel-and-tourism',
  'health',
  'pets-and-animals',
  'law-and-government'
```

II. DATA SCIENCE METHODOLOGY 1. DATA CRAWLING



II. DATA SCIENCE METHODOLOGY 1. DATA CRAWLING

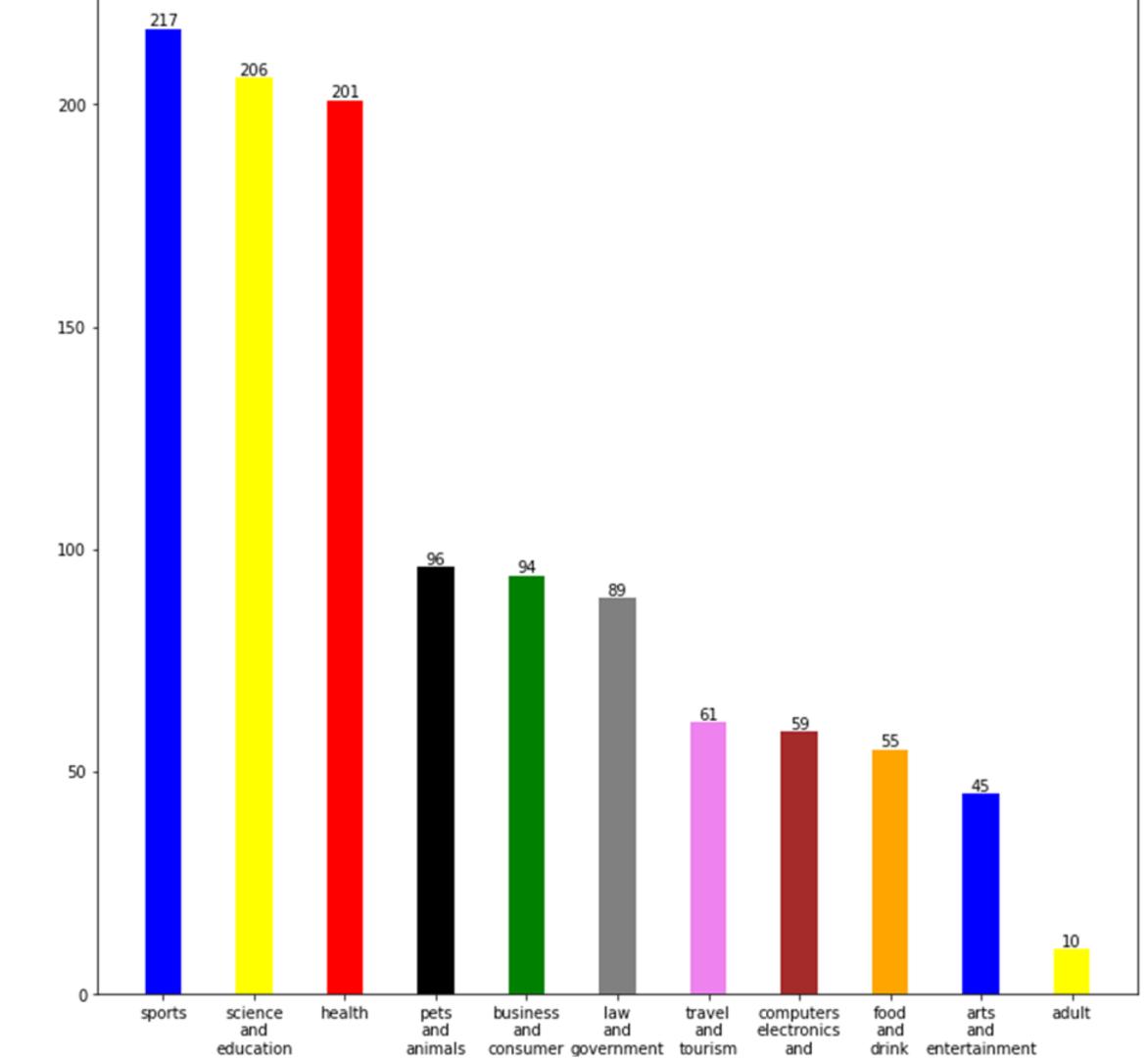
Note:

- Only use Javascript library to crawl website for convenience
- Only crawl landing page or homepage of each website
- We don't handle Javascript implementation and only focus on SSR website, which has plenty of HTML text (> 1000 English words)
- Remove noise: Manual filtering to remove unreadable and non-English content.

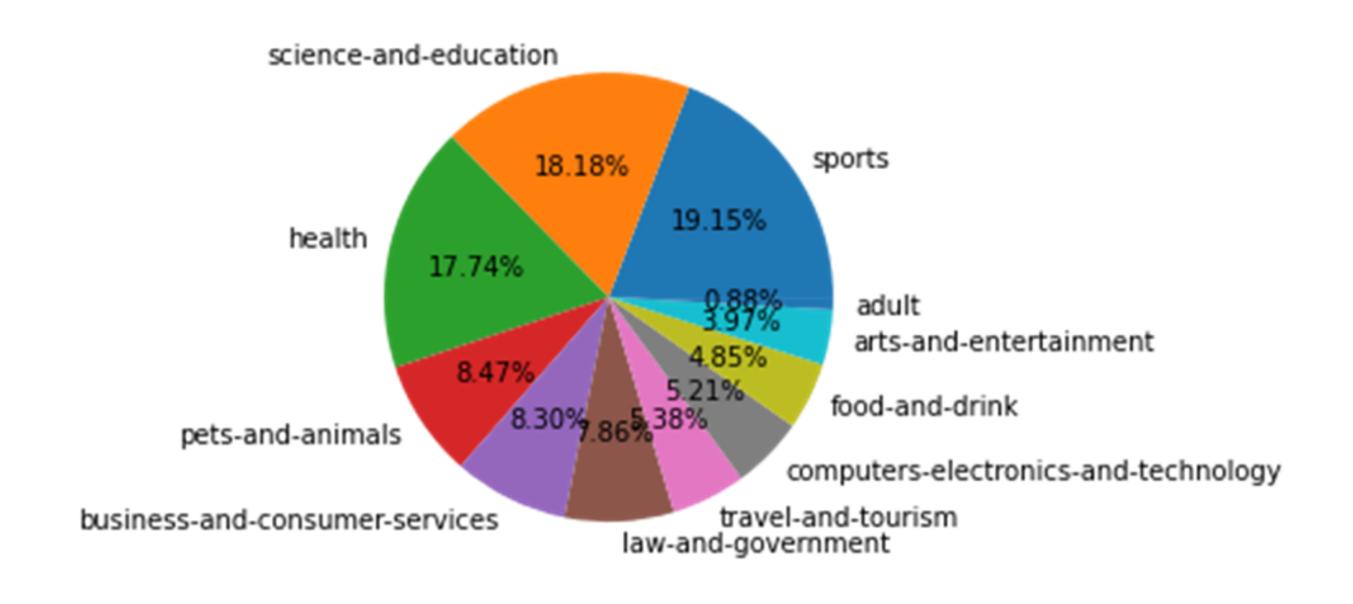
2. DATA PROCESSING

- *LOWERING ALL THE TEXT
- *REMOVE ALL HYPERLINK, URL IN ALL DOCUMENTS
- *REMOVE ALL PUNCTUATION SUCH AS ";", "?", "!" AND OTHER UNNECESSARY CHARACTER OR SYMBOL
- *REMOVE ALL HTML TAG
- *REMOVE ALL STOP WORD SUCH AS A, AN, THE,....
- *USING SNOWBALLSTEMMER TO STEM THE ALL THE WORD

The bar chart illustrates the amount of crawled websites.



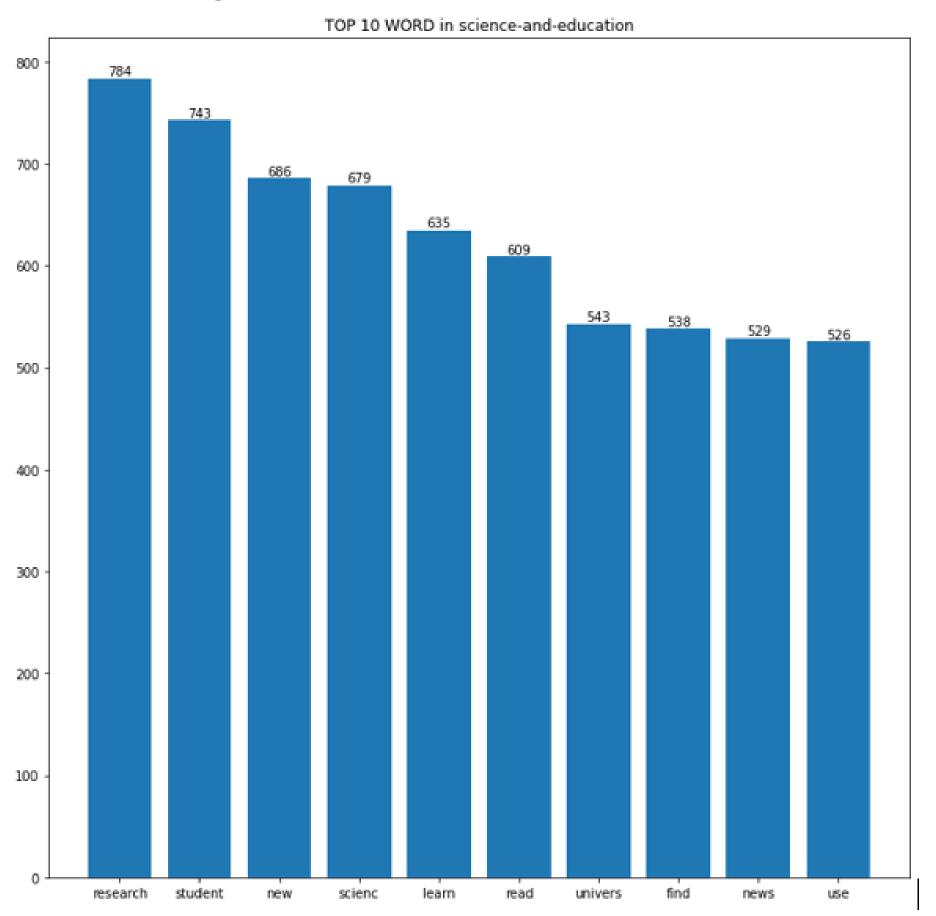
The pie chart representing the percentage of the number of websites in each topic





pets-and-animals





4. FEATURE EXTRACTION

TF(TERM FREQUENCY):

$$TF = \frac{\text{Number of times word appear in a document}}{\text{Total number of word in that document}}$$

IDF(INVERSE DOCUMENT FREQUENCY)

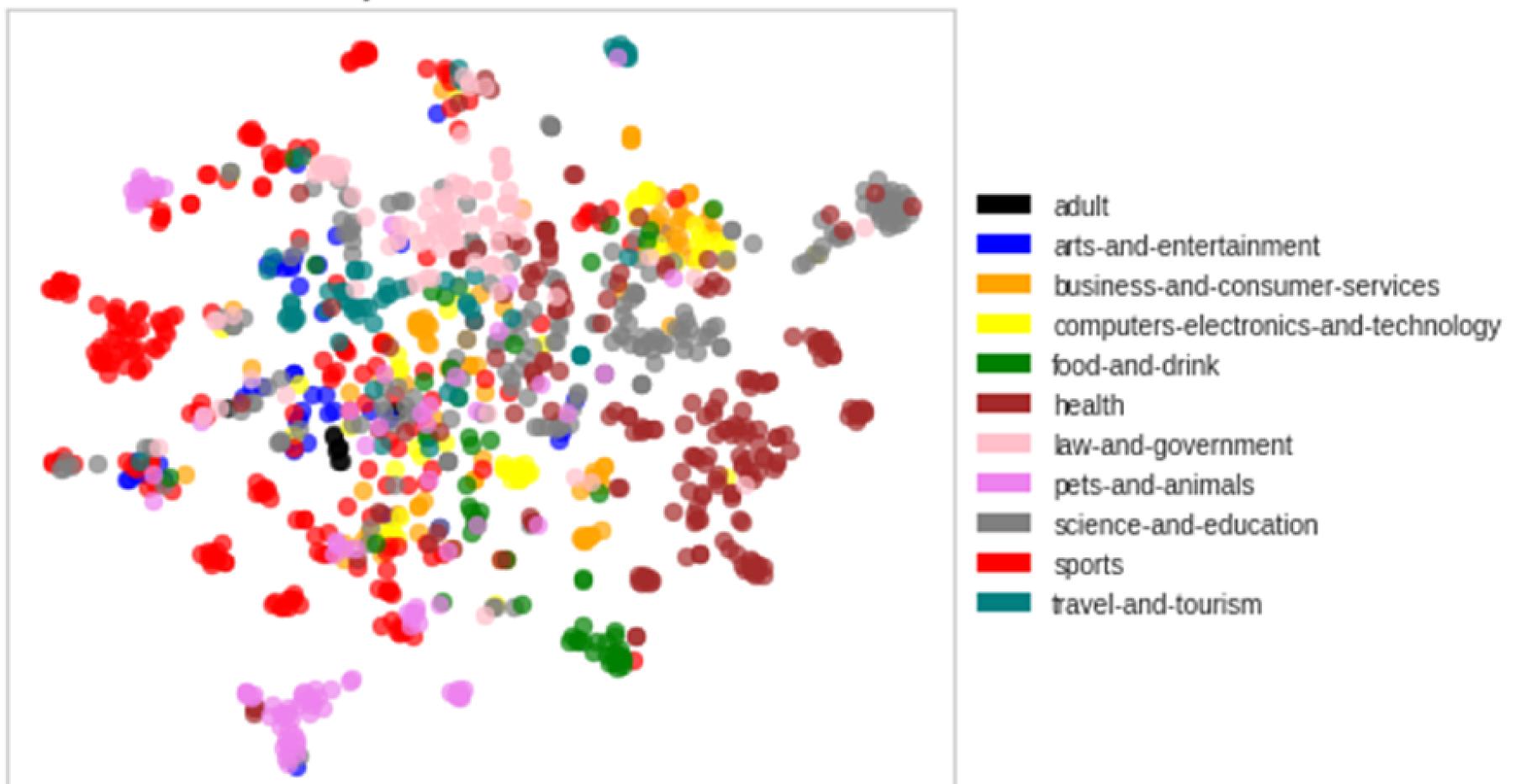
$$IDF = log(\frac{Total number of documents}{Document that contain word W})$$

=> TF-IDF SCORE= TF*IDF

TF-IDF VECTORIZER:

tfidf = TfidfVectorizer(min_df=0.01,max_df=0.85,max_features = 1500,ngram_range=(1,3))
docs = tfidf.fit_transform(df.clean_text)

TSNE Projection of 1133 Documents

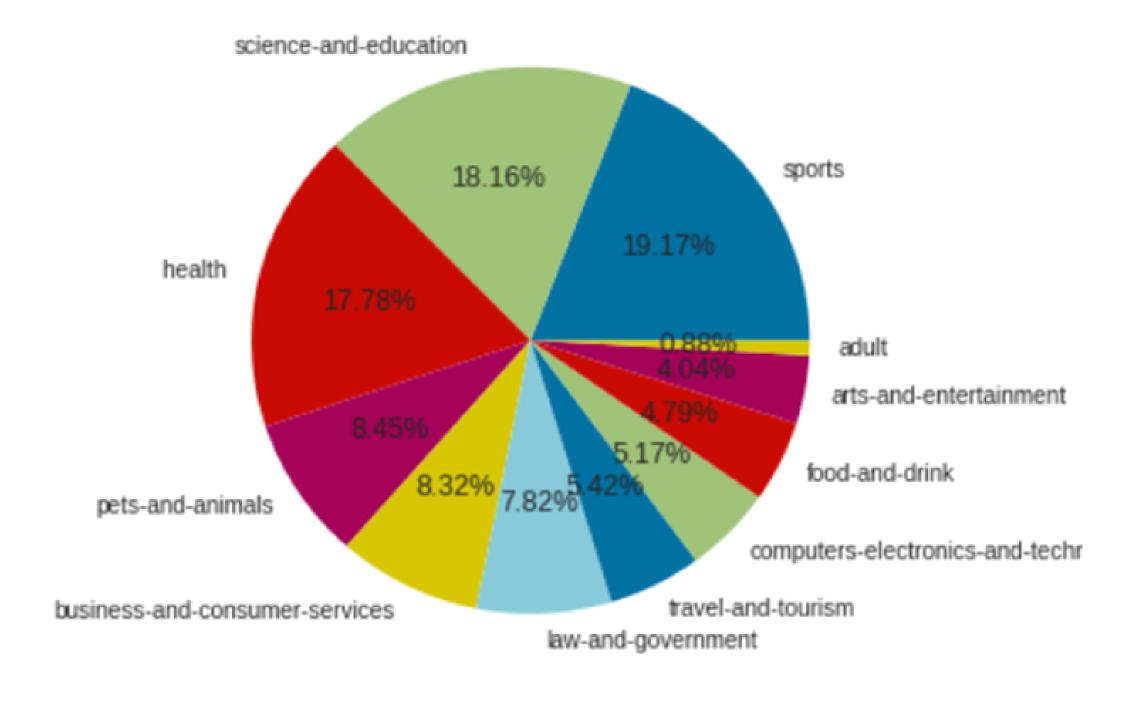


Divide the data set into 2 subsets:

• Train set: 70%

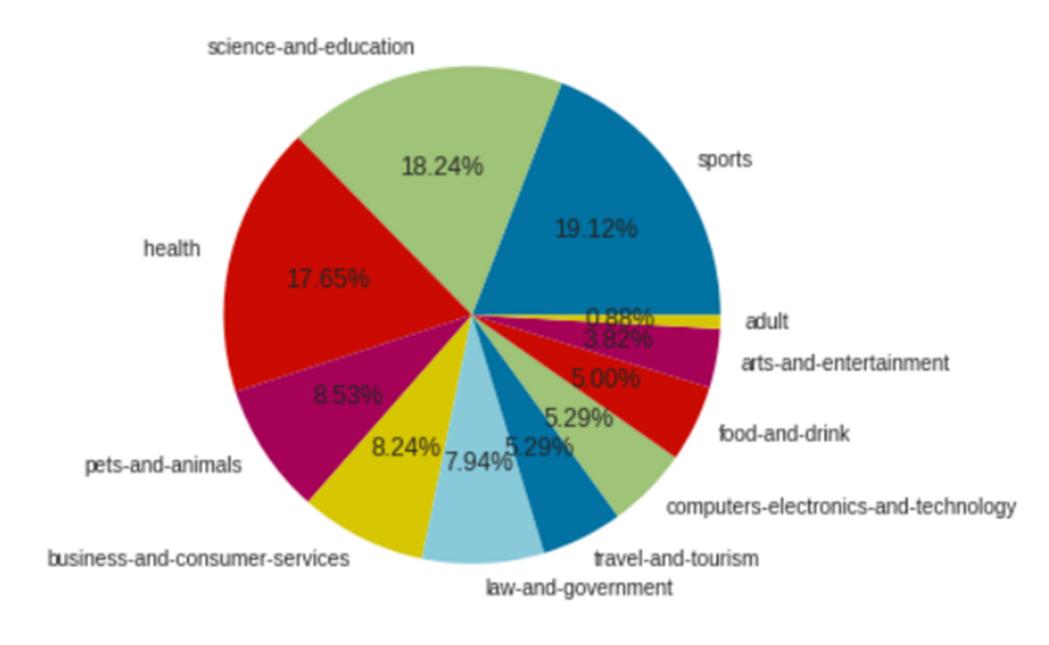
• Test set: 30 %

The percentage of websites crawled by topic in training set and test set:



Training set(793 rows)

The percentage of websites crawled by topic in training set and test set:



Test set(340 Rows)

NAIVE BAYES:
$$P(A|B) = \frac{P(B|A) P(A)}{P(B)}$$

THE ATTRIBUTES ARE CONDITIONALLY INDEPENDENT GIVEN CLASSIFICATION

$$c_{MAP} = \arg \max_{c_i \in C} P(c_i) \cdot \prod_{j=1}^n P(z_j | c_i)$$

1. FINAL RESULT

1. I IIIAE REGEL											
adult	7	0	0	0	0	0	0	0	0	0	0
arts-and-entertainment	0	29	0	1	0	0	1	1	0	0	0
business-and-consumer-services	0	0	62	1	2	0	1	0	1	1	0
computers-electronics-and-technology	0	0	0	38	0	0	0	1	0	0	0
food-and-drink	0	0	0	0	34	0	0	0	0	1	0
health	0	1	0	1	1	135	0	2	2	0	2
law-and-government	0	0	1	0	0	0	58	1	2	0	0
pets-and-animals	0	0	0	0	0	1	0	55	3	1	0
science-and-education	0	2	1	0	0	4	1	2	134	3	1
sports	0	0	2	0	0	0	0	4	2	145	1
travel-and-tourism	0	0	0	0	1	1	1	1	0	1	39
	adult	ntertainment	mer-services	d-technology	od-and-drink	health	-government	and-animals	nd-education	sports	-and-tourism

*TRAINING:

-ACCURACY:93%

1. FINAL RESULT

adult	2	0	0	0	0	0	0	0	0	0	0
arts-and-entertainment	0	5	0	1	0	0	0	1	4	0	0
business-and-consumer-services	0	1	17	0	3	2	0	0	1	2	2
puters-electronics-and-technology	0	2	2	14	0	0	0	0	2	0	0
food-and-drink	0	0	0	0	12	0	0	1	1	0	0
health	0	0	0	1	1	54	4	1	1	0	0
law-and-government	0	0	0	0	0	1	19	0	4	0	0
pets-and-animals	0	1	2	0	0	1	1	18	0	0	0
science-and-education	0	1	5	2	0	2	2	2	47	3	0
sports	1	3	2	0	0	0	1	6	1	59	1
travel-and-tourism	0	0	0	0	1	0	0	0	1	1	15
	adult	d-entertainment	sumer-services	and-technology	food-and-drink	health	nd-government	sts-and-animals	-and-education	sports	vel-and-tourism

*TEST ACCURACY:77%

2. DIFFICULTY

*CRAWL WEB

*MODEL ACCURACY



3. FUTURE IMPROVEMENT

- *FIND AND CRAWL MORE WEB TO INCREASE DATASET
- *HANDLE MULTI-LABLE PROBLEM
- *TRY ANOTHER MODEL

THANKS FOR LISTENING OUR PRESENTATION

