Games classifier

Team name

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Goal and motivation

Use case example:
Imagine that you run a online game store where users can add their games to your library. Instead of manually checking if user tagged correctly the game, you can use our model to do that job for you.

Goal:
We want to be able to automatically assign tags (or genres) to games, based on their (text) description.

Additionally, in aspect of ML project, we want to make a small comparison of different models and methods for solving such multilabel classification problem.

Info about the dataset

Steam has its own official API, from which we downloaded games, their descriptions, tags and genres. That resulted in a bit over *200'000* games.

To clean the data we:

- Converted descriptions to alphanumeric lowercase
- Removed html tags
- Removed empty descriptions or tags
- (optional) Removed tags/genres that occured at most n times

After that we ended up with a dataset of size around *50'000* games and *400* unique tags or *100* unique genres.

Data preprocessing

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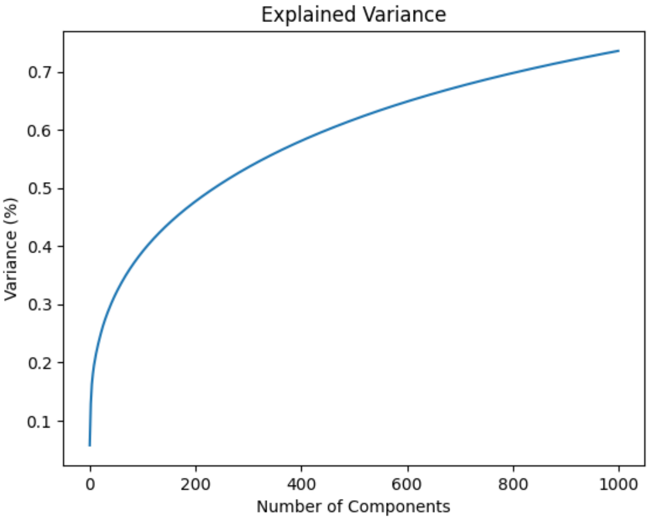
For input preprocessing we tried:

- Bag of Words
- TF-IDF
- Hashing vectorizer

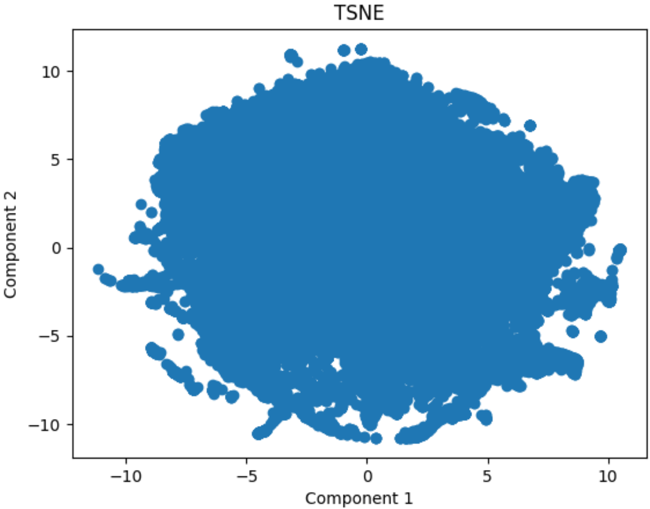
We decided to check if there are some patterns in the data that we can use to improve our model.

Figure: PCA analysis on Bag of Words



Data preprocessing

Figure: t-SNE 300 iterations + PCA to 50 on Bag of Words



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- Support Vector Machine
  Interesting concept

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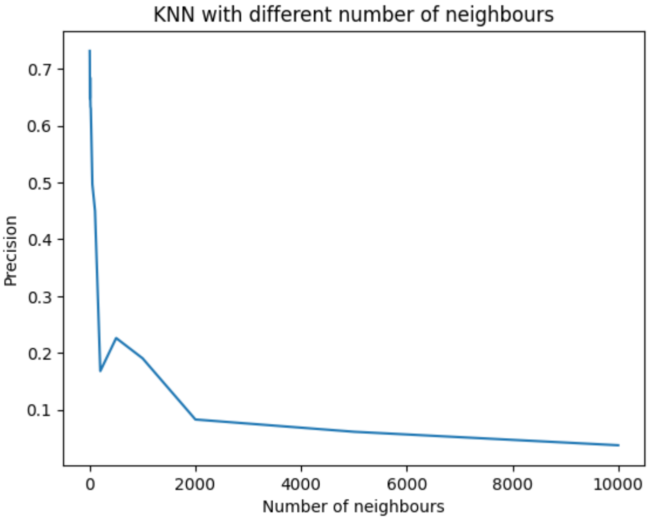
- Hamming loss
  How would a loss function compare to score functions

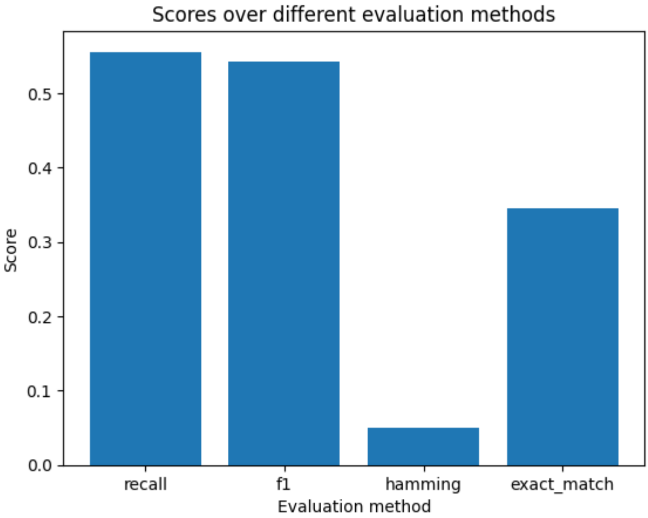
Results - KNN

Figure: Different number of neighbors

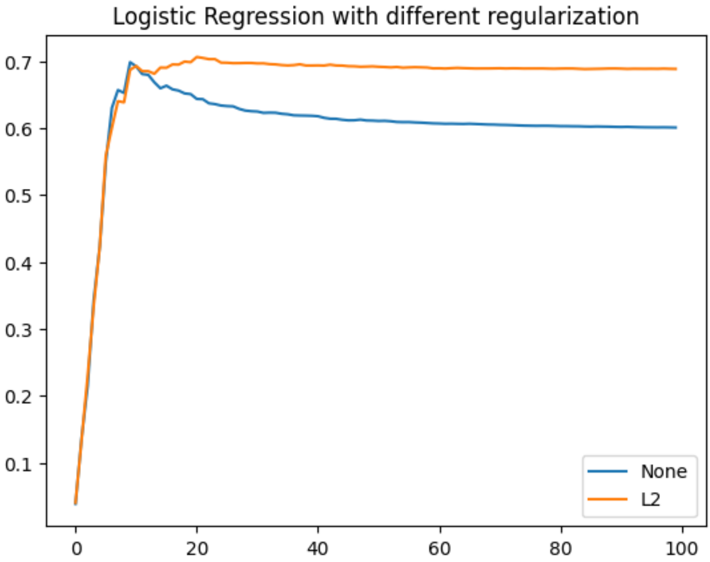


Results - KNN

Figure: Comparison of evaluations



Results - Logistic Regression



Results - Decision Tree

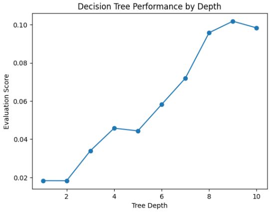


Figure: Exact match

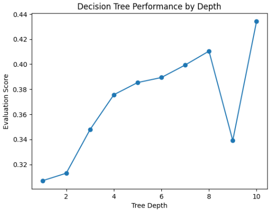


Figure: F1-score

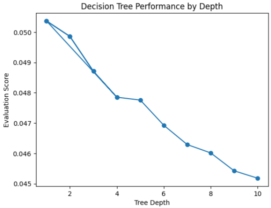


Figure: Hamming loss

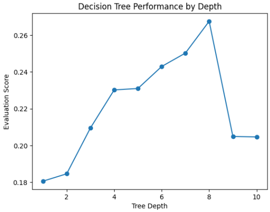


Figure: Intersection

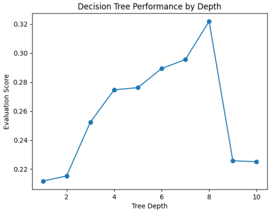
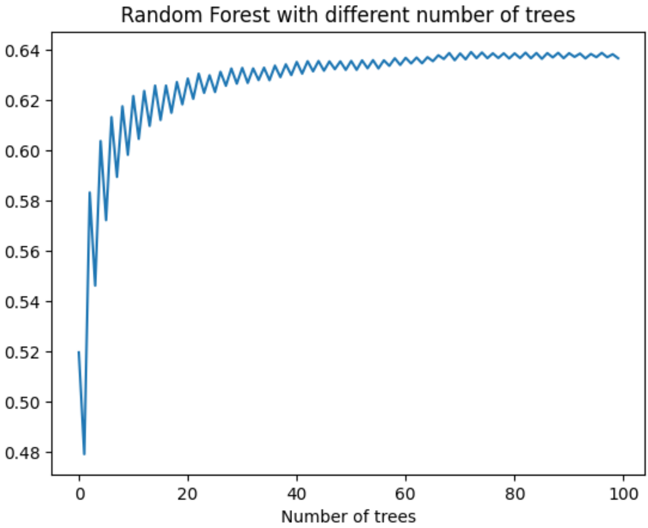


Figure: Recall

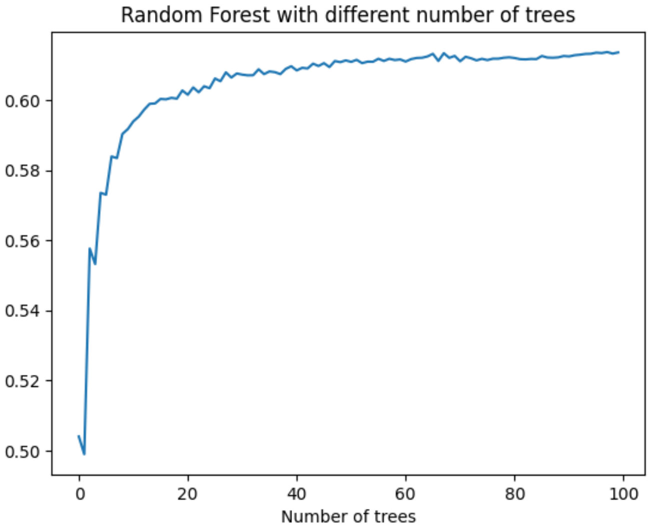
Results - Random Forest

Figure: Different number of trees, no depth limit

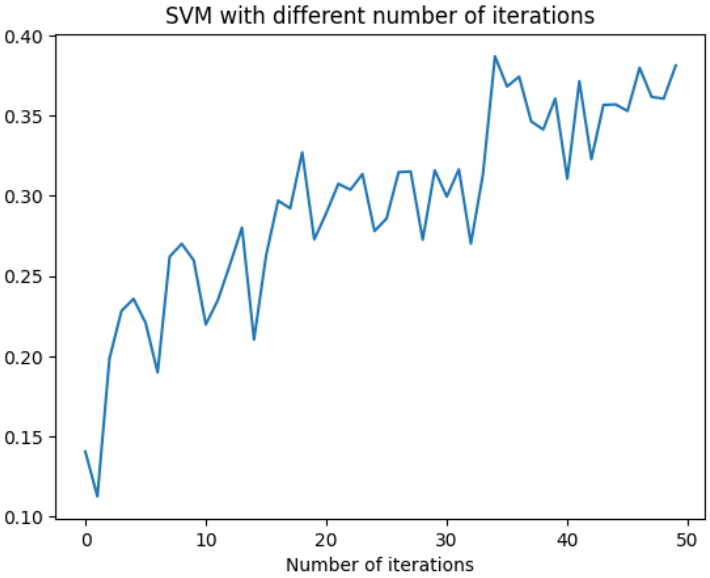


Results - Random Forest

Figure: Different number of trees, depth limited to 100

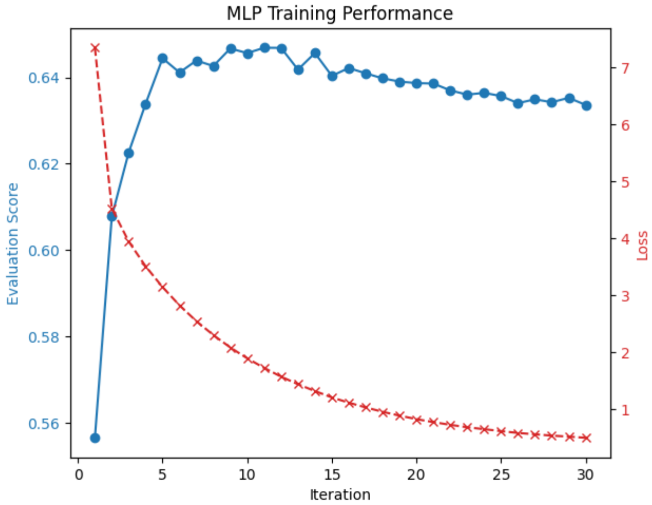


Results - Support Vector Machine



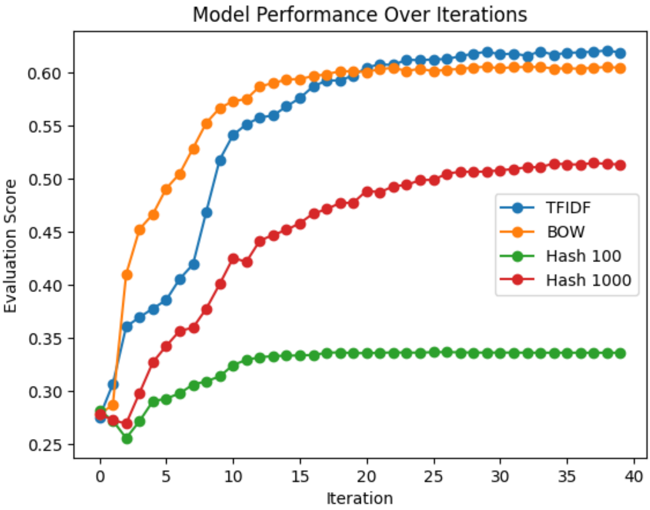
Results - Neural Network

Figure: Multilayer Perceptron



Input preprocessing

Figure: Logistic Regression, F1-score



Evaluation metrics

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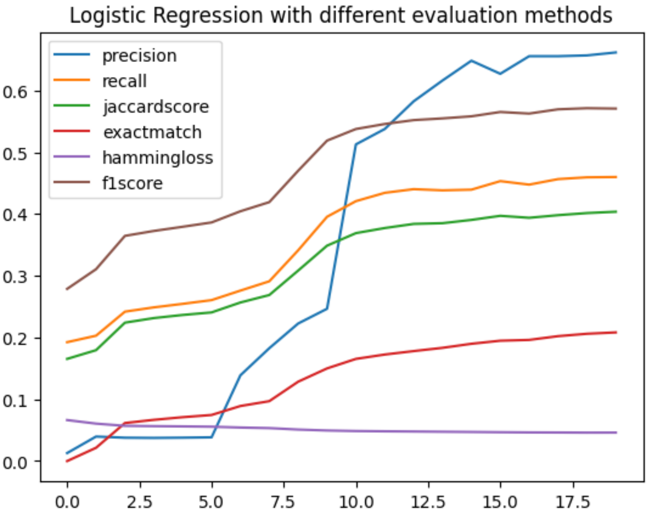
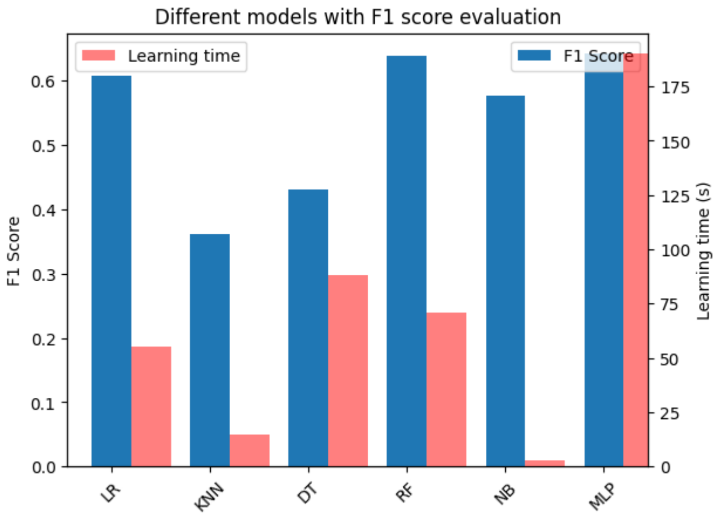


Models Comparison



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- **KNN** indeed was far from beeing the best model but **naive bayes**, which was the fastest, was quite good
- **Decision trees** were empirically proven (again) that they are not the best choice
- **SVM** did not perform too bad, nor too good we suspect that, based on how it works, it could **eventually** perform way better (but that would require a lot of time)