

## SOCIAL MEDIA CONTENT MODERATOR

### Introduction

Social media platform needs automated moderation of the posts that users create.

This project uses:

- Regex: Extract Mentions, Hashtags and URLs.
- DFA: Classify posts as safe, review and violation.
- FST: Censor offensive words and hate speech
- CFG: Validate structure and format the post with html.

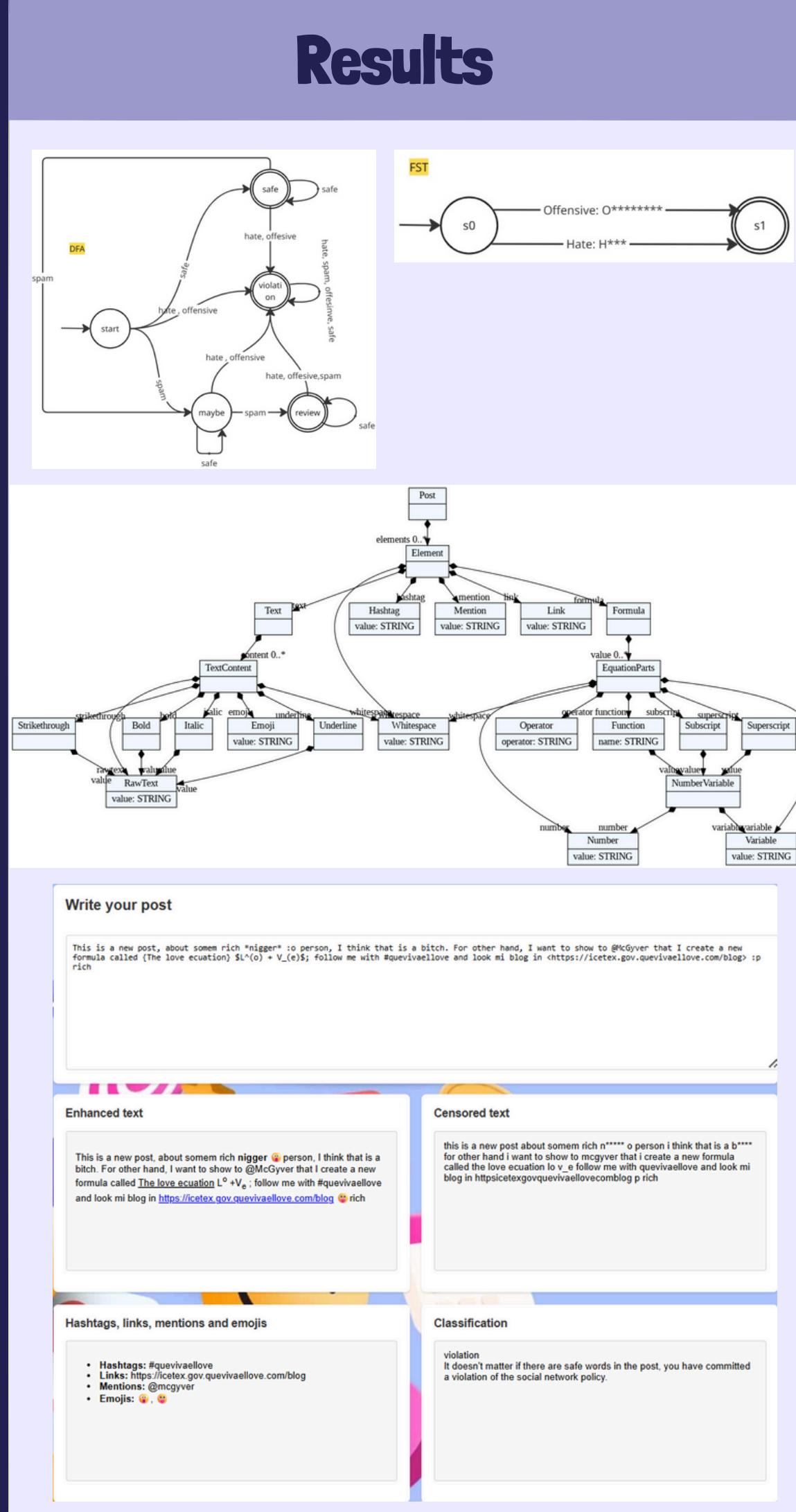
### Objective

Develop a post moderator that detects policy violations, classifies posts and transforms texts using formal language theory

### Methodology

1. Regex preprocessing considering common hashtags, mentions and URLs using python's module re.
2. Post classification using pyformlang DFA:
  - Determine list of classifiable words
  - Filter known and unknown words
  - Replace spam words with generic classifiable words
  - Every known word changes the DFA state
3. Transform offensive words with pyformlang FST
  - Import all considered offensive and hate words
  - Store censored version of the word within the FST
  - Filter unknown words so the FST words appropriately
4. CFG post enhancement using textX library
  - Define the general structure of a post using textX
  - Implement a compiler to structure an HTML file

### Results



### Limitations

- DFA relies on predefined word lists, slang or subtle changes in words are not detected.
- FST reduces the expressiveness
- CFG considers only basic formulas with no recursive structures

### What we learned

- Formal languages are a powerful tool but they can be restrictive and need constant updates.
- Automata are useful to classify strings (DFA) and to transform them (FST)
- Python is a great language to work the backend using re and pyformlang and is easily integrated with FastAPI.

### Conclusions

- Formal Language theory is a good starting point for written content moderation.
- Regex + DFA + FST + CFG was a great combination to make the post moderator.
- We learned the basics of a new framework called FastAPI to do the web app with UI and manage the communication across the web.