Predicting YouTube Comedy Slam Winners

STAT 222 Class 2013

Department of Statistics
University of California, Berkeley

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YouTube Comedy Slam Data

- from UCI ML Repository; donated by Google employee
- a trial is an ordered pair of video IDs (v_i, v_j)
- data: (v_i, v_j) + "left" or "right" found funnier by viewer
- order of the pair in each trial was random
- repository has training data and test data
- YouTube has metadata about videos
- no data about viewers

Goal

Predict which video in a pair will be funnier, from metadata

(Not OK to use video IDs as features.)

Tools

- Github
- IPython notebook
- numpy, scipy, matplotlib, nltk, scikit-learn

Descriptive statistics of training data

- 912,969 records
- 18,474 distinct video IDs
- 267,211 distinct video ID pairs
- 359,874 distinct ordered pairs of video IDs
- right video won 51.8% of the time. P-value: nil
- judgments often discordant:
  e.g., '-iuk0PbfaHY wDx28Y2RcCI' left and right each "funnier" 119 times
- accuracy of ideal classifier for training data: 73.4% (includes videos with no comments)
- if order is ignored, accuracy of ideal classifier drops to 65%

PageRank

- for individual videos, directed graph of "funnier than"
- can summarize that graph by PageRank
- PageRank algorithm:
  Assign each video ID (node) in the graph a numerical value between 0 to 1, known as its *PageRank*.

At $t = 0$, $PR(p_i; 0) = \frac{1}{N}$, N is the total number of nodes.
$PR(p_i; t+1) = \frac{1-d}{N} + d \sum_{p_j \in M(p_i)} \frac{PR(p_j;t)}{L(p_j)}$
Algorithm ends when $\lvert PR(t+1) - PR(t) \rvert \leq \epsilon$
d is a damping factor, default 0.85 in scikit-learn.

- Amounts to using the power method to estimate the top eigenvector of incidence matrix

Prediction using metadata: Feature selection

- Acquired metadata: queried YouTube with video IDs using Google APIs w/i Python
- Compute mutual information:

Variable	Mutual Info (bits)
average rating	0.00227
number of views	0.00431
number of votes	0.00468
views per day	0.00382

- Logistic regression of log score of average rating, # views, and # votes had negligible "lift"
- Comments more promising

Issues with comments

- Data Encoding: encoded the words to ASCII format and omit the garbled words
- Inconsistent Spellings
  - Correct Spelling: tried Norvig's spelling corrector, ported to AWS.
    (e.g.: "speling" $\rightarrow$ "spelling")
    drawback: not accurate on this corpus
    (e.g.: "youtube" $\rightarrow$ "couture", "lol" $\rightarrow$ "ll", "haha" $\rightarrow$ "hata")
  - Text-speak: used RegExp to standardize words

Patterns	As
lol, lolll, llol, lollololl	lol
ha, hahahh, ahaha, jhajha	ha

  - Stemming: used Porter Stemmer from NLTK package
- Addressing Emoticons: used RegExps to replace happy faces (e.g., ":-]") with "happyface" before stripping other punctuation

Bags of Bags of Words

- ordered pair of videos reduced to two "bags of bags of words" each comment is a bag, each video has a bag of bags
- features derived from bags of bags:
  - presence of a word among video ids
  - frequency of comments with a given word
  - relative frequency of comments with a given word
  - logOdds of frequencies and relative frequencies
- another derived feature: PageRank predicted by linear regression using (among other things) arctan(difference in LOL counts)/($\pi/2$)

Models

Logistic regression with Log Bayes Factor

Binary Output (Left v.s. Right) as response variable
log bayes factor of the two ordered ids and a constant term as features

Logistic regression Wenchang

Explain

CART

Explain

Page Rank

Binary Ouput and "LOL" Count as link's weight indicators
Each node represents a video, if a video A is funnier than B, than a directed link with weight = # of A funnier than B + arctan (# of lol(A-B))/($\pi/2$)
(Implemented arctan to shrink an integer to $(0, 1)$, small modification)

Features for Logistic Regression 1

Log Bayes Factors

1. determine whether video v_i won more than it lost, or vice versa.
   if v_i won more than lost, it's a "winner"
   if v_i lost more than won, it's a "loser"

2. for each word w, find:
   $\mathbb{P}_1(w)$ = percentage of winner comments that contain w
   $\mathbb{P}_0(w)$ = percentage of loser comments that contain w
   (pad to avoid zeros)
   (Only used comments of "significant" winners/losers)

3. derive new feature:
   $logOdds(v) = \sum_w m_w \log(\frac{\mathbb{P}_1(w)}{\mathbb{P}_0(w)}) + (n - m_w) \log(\frac{1-\mathbb{P}_1(w)}{1-\mathbb{P}_0(w)})$

   n: number of comments on video v
   m_w: number of comments on video v containing w.

Logistic regression 2 Data preprocessing

- Clean comments: only keep meaningful words.
  nltk.tokenize, nltk.corpus
- Build Dictrionary: order words by frequency. (Top frequent words: like, love, lol,funni, video)
  Structure of dictionary, *dict*() and Set, *set*()
- Building X matrix blockwise: divide 20000 rows as a block and save all the blocks to disk.

$$X = \begin{pmatrix} X_1 \\ X_2 \\ \dots \\ X_B \end{pmatrix}$$

logistic regression 2

- Model: treating high frequency (≥ 1500) words as features

$$Logit\ Y = \beta_0 + \beta_1 x_1 + ... + \beta_m x_m = \beta^T X$$

- $Logit\ Y$: log odds of each ID pair, i.e $log(\frac{No.\ left\ funnier}{No.\ right\ funnier})$
- x_i: difference of appearence of word i in each ID pair.
- Size of matrix X: 359874×3392

$$X^T X = \sum_{b=1}^{Block\ No.} X_b^T X_b$$

$$X^T Y = \sum_{b=1}^{Block\ No.} X_b^T Y_b$$

Regression Tree

- Model

$$f(x) = \sum_{k=1}^{K} c_k I(x \in R_k)$$

  R_k: partition of feature space. (still treat high frequency words as features)

- By minimizing MSE, we get

$$\hat{c}_k = ave(y_i | x_i \in R_k)$$

- How to find region R_k?

Regression Tree

- Greedy algorithm to find partitions

$$R_1(j,s) = \{X | x_j \leq s\} \text{ and } R_2(j,s) = \{X | x_j > s\}$$

Seek the splitting variable j and split point s by solving

$$\min_{j,s}[\min_{c_1} \sum_{x_i \in R_1(j,s)} (y_i - c_1)^2 + \min_{c_2} \sum_{x_i \in R_2(j,s)} (y_i - c_2)^2]$$

Inner minimization is solved by

$$\hat{c}_1 = ave(y_i | x_i \in R_1(j,s)), \ \hat{c}_2 = ave(y_i | x_i \in R_2(j,s))$$

Scan through all of the inputs to determinate the best pair (j,s). Repeat the splitting process on each of the two regions.

- Python package: *mlpy*.

Performance on the training set

Common criterion to measure performances

$$\text{score} = \frac{Number of Correct Prediction}{Number of Predictable Pairs}$$

- Logistic with bayes odds: 53.3%

The Test data

- 225,593 records
- 75,447 distinct ordered pairs of videos
- Accuracy of the ideal classifier: 0.6946 (excluding pairs with no comments)
- right video won: 51.62% of the time

Performance on test data

- Bayes classifier from training data applied to test data: 52.3%
- logistic regression: 52.17%
- CART: 52.79%

Conclusions

- Quantitative metadata: not informative
- Comments:
  - Logistic Regression with Bayes Classifier
  - Logistic Regression with LogOdds
  - CART
  - PageRank
- Results
- Goal achieved?

Improvements

- Make better use of GitHub
- Having data that are of higher quality
- Incorporate personal preference in the dataset

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