



Problem statement

Using NLP, we created a classification model that can accurately identify social media posts into basketball and baseball interest groups to assist a VR gaming company in:

1 cost savings on their advertising campaign

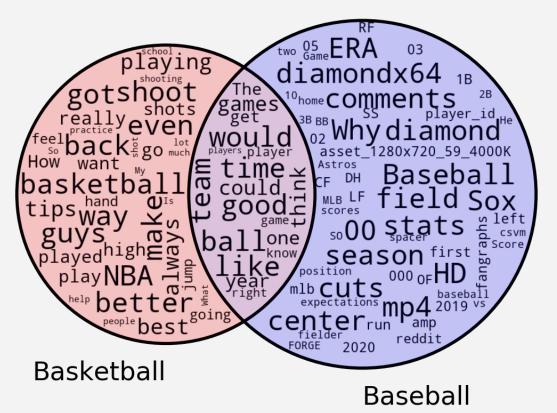
formation of B2B partnerships



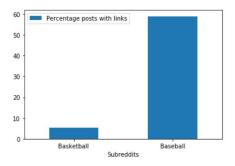


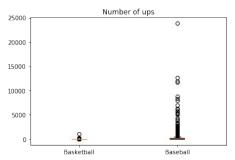
- Dropping of duplicate posts (title)
- Removing admin posts
- Joining of selftexts and title

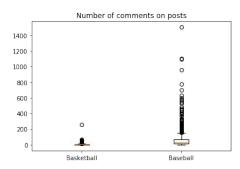
Most Frequent Words from Basketball & Baseball Corpus







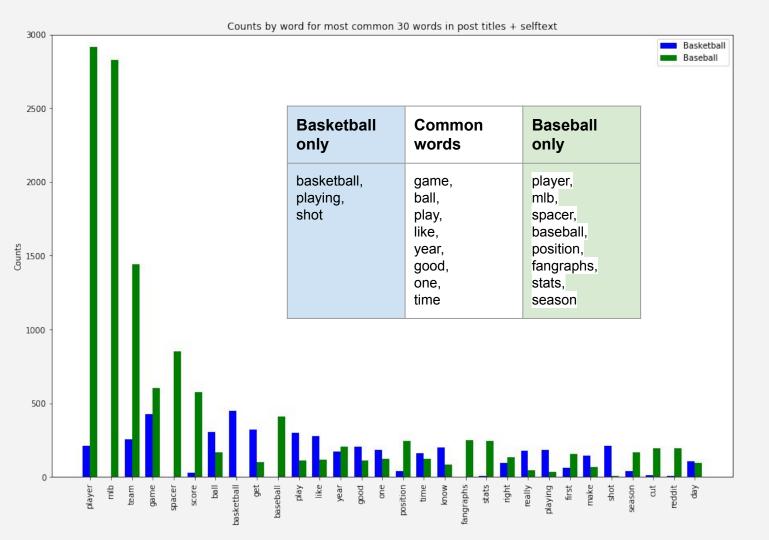




EDA - General observations

 Baseball posts are more popular than basketball (1.1m vs 51k members)

 Baseball posts contain more links, while basketball posts contain more original texts



EDA -High word counts





- 1. Converted HTML links to text
- 2. Removed non-letters
- 3. Converted to lowercase, split into individual words
- 4. Removed stop words (included extra words: 'http', 'www', 'com', 'id')
- 5. Lemmatized words

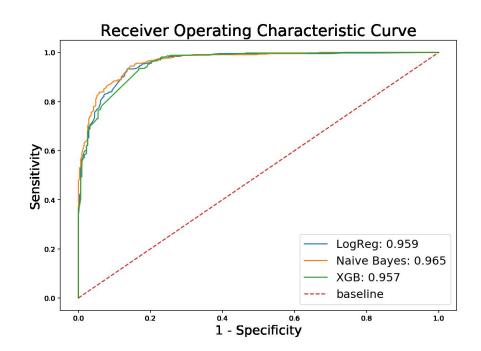


- Logistic regression: Classification via a linear equation like algorithm that produces a binary output
- Naive Bayes: Classification via a probabilistic classifier like algorithm
- XGBoost: Classification via a decision tree like algorithm

Which model to choose?

	Logistic regression		Multinomial Naïve Bayes		XGboost	
	Count vectorizer	TF*IDF vectorizer	Count vectorizer	TF*IDF vectorizer	Count vectorizer	TF*IDF vectorizer
Accuracy Scores	RanSearch CV scores: 0.899 train score: 0.953 test score: 0.896	RanSearch CV scores: 0.764 train score: 0.819 test score: 0.815	RanSearch CV scores: 0.871 train score: 0.878 test score: 0.872	RanSearch CV scores: 0.899 train score: 0.926 test score: 0.900	RanSearch CV scores: 0.876 train score: 0.930 test score: 0.894	RanSearch CV scores: 0.875 train score: 0.943 test score: 0.881
True Negatives: False Positives: False Negatives: True Positives:	True Negatives: 259 False Positives: 52 False Negatives: 25 True Positives: 406	True Negatives: 180 False Positives: 131 False Negatives: 6 True Positives: 425	True Negatives: 229 False Positives: 82 False Negatives: 13 True Positives: 418	True Negatives: 253 False Positives: 58 False Negatives: 16 True Positives: 415	True Negatives: 248 False Positives: 63 False Negatives: 16 True Positives: 415	True Negatives: 245 False Positives: 66 False Negatives: 22 True Positives: 409
Sensitivity: Specificity: Precision: F1:	Sensitivity: 0.942 Specificity: 0.833 Precision: 0.886 F1: 0.913	Sensitivity: 0.986 Specificity: 0.579 Precision: 0.764 F1: 0.861	Sensitivity: 0.97 Specificity: 0.736 Precision: 0.836 F1: 0.898	Sensitivity: 0.963 Specificity: 0.814 Precision: 0.877 F1: 0.918	Sensitivity: 0.963 Specificity: 0.797 Precision: 0.868 F1: 0.913	Sensitivity: 0.949 Specificity: 0.788 Precision: 0.861 F1: 0.903
AUC:	AUC: 0.959	AUC: 0.953	AUC: 0.926	AUC: 0.965	AUC: 0.957	AUC: 0.950

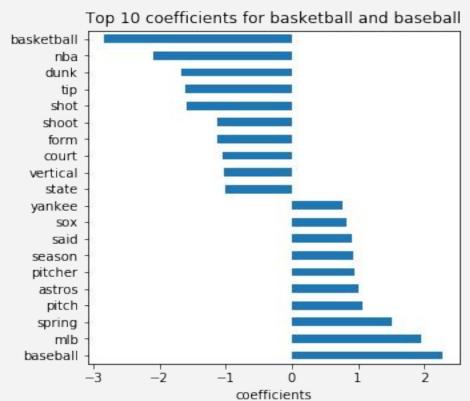
Baseline: 0.58



Which model to choose?



What words were the best discriminators?









Insights

We created an accurate Naive Bayes classifier to identify social media posts into basketball and baseball interest groups.

Basketball posts - techniques in improving the skills as evidenced by popular words such as dunk, shoot & jumpshot.

Baseball posts - baseball teams and games eg fangraphs, 'Mets', 'Astros', 'SOX', 'Red', 'Yankee', 'Angels' etc.





Applications

VR content/modules : basketball techniques, baseball teams and players

Partnerships with:

Trainers/coaches for techniques

Sports merchandisers to target baseball team-centered merchandise

Teams to feature player dialogues, snippets, tips and techniques





Our model predicts very well with text

Our insights provide:

Scope for business opportunities to provide specific products

Targeted cost effective emplacement of advertisements

Future improvements - detect images and videos in posts to further sharpen advertising edge.