Final Project Data Mining Jobaidul Alam Boni

Introduction

Text analysis is one of the great achievements of Artificial Intelligence and in last few years it has become an important and most popular from of data mining. Text data analysis has become an important part in every analytical fields from social media analytics to fraud detection to spam identification even to the analysing traffic congestion to disaster analysis. In this project we will try to understand how different data mining techniques can help to classify text of a big set of data.

Board Game Geek Rating Predictor

Board Game Geek is an online platform that discusses content, idea and thoughts of different board games around the world. It has more than two million registered users and one of the largest hub of this kind. BGG includes reviews, ratings, images, play-aids, translations, and session reports from board game enthusiast around the world. Based on all those discussion we will try to predict the rating of the games based on thier reviews and thoughts. We have collected the data of 15 millions reviews from

https://www.kaggle.com/jvanelteren/boardgamegeek-reviews

(https://www.kaggle.com/jvanelteren/boardgamegeek-reviews). We will try different data minining techniques and will try to find out which techniques will provide the best

Data Description

Data consist of two sets of data set we will read each data set and will try to understand different data set

```
In [1]: import pandas as pd
import numpy as np
df=pd.read_csv('E:/data mining/bgg-15m-reviews.csv')
df
```

Out[1]:

	Unnamed: 0	user	rating	comment		name
0	0	Torsten	10.0	NaN	30549	Pandemic
1	1	mitnachtKAUBO- I	10.0	Hands down my favorite new game of BGG CON 200	30549	Pandemic
2	2	avlawn	10.0	I tend to either love or easily tire of co-op	30549	Pandemic
3	3	Mike Mayer	10.0	NaN	30549	Pandemic
4	4	Mease19	10.0	This is an amazing co-op game. I play mostly	30549	Pandemic
15823264	15823264	Fafhrd65	8.0	Turn based preview looks very promising. The g	281515	Company of Heroes
15823265	15823265	PlatinumOh	8.0	KS	281515	Company of Heroes
15823266	15823266	BunkerBill	7.0	NaN	281515	Company of Heroes
15823267	15823267	Hattori Hanzo	6.0	NaN	281515	Company of Heroes
15823268	15823268	Richie2000	1.0	NaN	281515	Company of Heroes

In [2]: info=pd.read_csv('E:/data mining/games_detailed_info.csv')
info

Out[2]:

iı	thumbnail	id	type	Unnamed: 0	
https://cf.ge images.com/original/img,	https://cf.geekdo- images.com/thumb/img/HEKrtpT	30549	boardgame	0	0
https://cf.ge images.com/original/img/o	https://cf.geekdo- images.com/thumb/img/kqE4YJS	822	boardgame	1	1
https://cf.ge images.com/original/img/ <i>l</i> -	https://cf.geekdo- images.com/thumb/img/g8LvJsd	13	boardgame	2	2
https://cf.ge images.com/original/img/3[https://cf.geekdo- images.com/thumb/img/Grz-qM9	68448	boardgame	3	3
https://cf.ge images.com/original/img/oN	https://cf.geekdo- images.com/thumb/img/iPITR5c	36218	boardgame	4	4
https://cf.ge images.com/original/img/L	https://cf.geekdo- images.com/thumb/img/EMAGbmG	246345	boardgame	19225	19225
https://cf.ge images.com/original/img/o	https://cf.geekdo- images.com/thumb/img/y2EuGgf	195623	boardgame	19226	19226
https://cf.ge images.com/original/img/o	https://cf.geekdo- images.com/thumb/img/LUyoD4j	235943	boardgame	19227	19227
https://cf.ge images.com/original/img/V	https://cf.geekdo- images.com/thumb/img/b_ckSKO	284862	boardgame	19228	19228
https://cf.ge images.com/original/img/pt	https://cf.geekdo- images.com/thumb/img/QnvFHRq	281515	boardgame	19229	19229

We have 15823269 reviews of 19230 games. But there are some ratings that does not have any comments or reviews. So we will remove those comments.

Out[3]:

	Unnamed: 0	user	rating	comment	ID	name
1	1	mitnachtKAUBO- I	10.0	Hands down my favorite new game of BGG CON 200	30549	Pandemic
2	2	avlawn	10.0	I tend to either love or easily tire of co-op	30549	Pandemic
4	4	Mease19	10.0	This is an amazing co-op game. I play mostly	30549	Pandemic
5	5	cfarrell	10.0	Hey! I can finally rate this game l've been pl	30549	Pandemic
8	8	gregd	10.0	Love it- great fun with my son. 2 plays so far	30549	Pandemic
15823242	15823242	ChiefMe	10.0	KS Collector's Bundle with a friend of mine	281515	Company of Heroes
15823247	15823247	Mukaz	10.0	Belekokio Gerumo	281515	Company of Heroes
15823253	15823253	jpaquila	10.0	Excelente!! lo mejor que probé.	281515	Company of Heroes
15823264	15823264	Fafhrd65	8.0	Turn based preview looks very promising. The g	281515	Company of Heroes
15823265	15823265	PlatinumOh	8.0	KS	281515	Company of Heroes

2995022 rows × 6 columns

After removing the empty rows we have 2995022 reviews and ratings. Next we will shuffle the data so that we have a good homogenous mix of data

In [4]: from sklearn.utils import shuffle
 df1=shuffle(df1,random_state=0)
 df1

Out[4]:

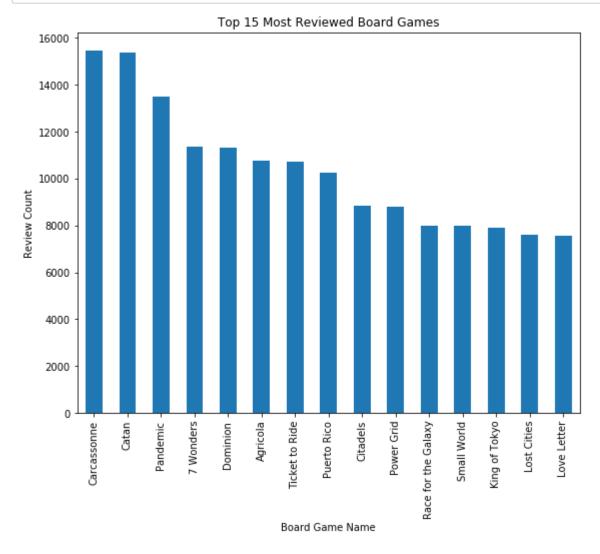
	Unnamed: 0	user	rating	comment	ID	name
40545	40545	chessduffer	10.0	Believe the Hype, This game is completely awes	31260	Agricola
11354135	11354135	seaapple	6.5	Fun card game that plays like a board game. F	72	Verräter
866088	866088	ingmen	9.0	Light family game with a deep gameplay.	230802	Azul
5392690	5392690	Phoenixio	9.0	Calgary	176396	Quadropolis
6860438	6860438	Sops	8.0	When this is great, this is really really grea	27708	1960: The Making of the President

12793936	12793936	_The_Inquiry_	3.0	Prior to 2020: 1 play	22889	Pictureka!
6256575	6256575	Khexhu	5.0	Prefer the 1942 edition greatly over this one.	98	Axis & Allies
12637155	12637155	billymoustache	8.0	Solo'd	245961	Fleet: The Dice Game
9142174	9142174	R3DSH1FT	5.0	Once the novelty wears off there's not a whole	72321	The Networks
1979742	1979742	wmshub	7.0	Nice two player card game. Reminds me a bit of	54043	Jaipur

2995022 rows × 6 columns

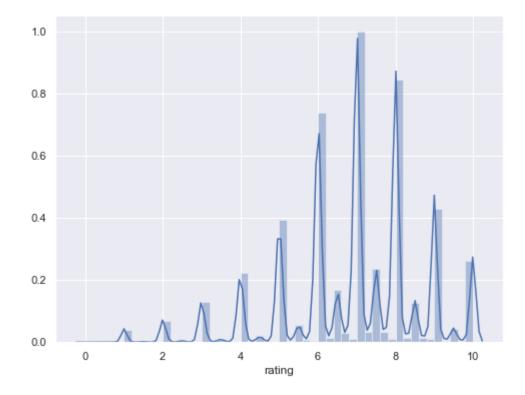
In [5]: import matplotlib.pyplot as plt

```
In [6]: plt.figure(figsize=(9, 7))
    df.loc[df['comment'].notna()]['name'].value_counts()[:15].plot(kind='bar')
    plt.xlabel('Board Game Name')
    plt.ylabel('Review Count')
    plt.title('Top 15 Most Reviewed Board Games')
    plt.show()
```



```
In [7]: import seaborn as sns
plt.figure(figsize=(8, 6))
sns.set(color_codes="True")
sns.distplot(df1["rating"])
```

Out[7]: <matplotlib.axes._subplots.AxesSubplot at 0x1c483855308>



From the two figure we can see the most reviewed board game are- Carcassonne, Catan, Pandemic, 7 Wonders and Dominion. 2nd figure shows that the most common ratings are in between 6 and 9

Next we will divide the data set as follows- Train data set=60% Development data set =20% Test Data set=20%

```
In [8]: print('Train Data Set ')
    df1_train=df1[:1797013]
    df1_train
```

Train Data Set

Out[8]:

	Unnamed: 0	user	rating	comment	ID	name
40545	40545	chessduffer	10.0	Believe the Hype, This game is completely awes	31260	Agricola
11354135	11354135	seaapple	6.5	Fun card game that plays like a board game. F	72	Verräter
866088	866088	ingmen	9.0	Light family game with a deep gameplay.	230802	Azul
5392690	5392690	Phoenixio	9.0	Calgary	176396	Quadropolis
6860438	6860438	Sops	8.0	When this is great, this is really really grea	27708	1960: The Making of the President
11507198	11507198	ravenme	8.0	Good game, one of the best worker placement ga	173442	Empires: Age of Discovery
4330642	4330642	MikeTuna	8.0	This is a game that I feel like I'm trying rea	154203	Imperial Settlers
7447203	7447203	gumbomasta	9.3	What a wild and wooly experience.	105551	Archipelago
361422	361422	goldeneyeace	9.0	A deceptively simple 2-player game, which expe	54043	Jaipur
1637414	1637414	h_zeera	7.0	The teach is a bit long, but the theme and mec	158899	Colt Express

In [9]: print('Development Data Set')
 df1_dev=df1[1797013:2396017]
 df1_dev

Development Data Set

Out[9]:

	Unnamed: 0	user	rating	comment	ID	name
3946069	3946069	bigmac33070	9.5	Just epic in its scope, which I adore on so ma	12493	Twilight Imperium (Third Edition)
7907007	7907007	pavin	6.0	Jeu du "trou-de-cul"	929	The Great Dalmuti
9476696	9476696	JohnRayJr	6.0	Middle Earth Quest seems to follow a recent (?	31563	Middle-Earth Quest
8703813	8703813	ansonvergens	9.0	Greek Edition	194880	Dream Home
6732511	6732511	fraludico	7.0	Italian edition.	140	Pit
14915469	14915469	stefanmiker	6.8	A Great Boardgame about the American Civil War	14701	The Price of Freedom: The American Civil War 1
10064164	10064164	alexgrant	7.5	A little unsure after the first game; enjoyabl	141517	A Study in Emerald
10087684	10087684	Roarket	7.0	Components a little fiddly to setup at start	217085	Unearth
15816828	15816828	David Ells	8.0	Kickstarter!	171500	El Dorado Canyon
5263014	5263014	denngeki	6.0	2-4/4	2653	Survive: Escape from Atlantis!

Test Data Set

Out[10]:

	Unnamed: 0	user	rating	comment	ID	name
10257598	10257598	Large Deviator	9.0	For details, look at my review: http://www.boa	43022	Yomi
13993328	13993328	oskari	5.0	A boring deduction game. Way too little hidden	756	Black Vienna
13246020	13246020	zonk67	9.0	Update: I stand corrected. 2nd edition is the	221769	Bios: Megafauna (Second Edition)
15078008	15078008	Kaixo	4.0	Mass market nonsense. Theme implementation is	232944	Where in the World is Carmen Sandiego? Card Game
3471856	3471856	alarii	2.0	Solo Rating!	167791	Terraforming Mars
12793936	12793936	_The_Inquiry_	3.0	Prior to 2020: 1 play	22889	Pictureka!
6256575	6256575	Khexhu	5.0	Prefer the 1942 edition greatly over this one.	98	Axis & Allies
12637155	12637155	billymoustache	8.0	Solo'd	245961	Fleet: The Dice Game
9142174	9142174	R3DSH1FT	5.0	Once the novelty wears off there's not a whole	72321	The Networks
1979742	1979742	wmshub	7.0	Nice two player card game. Reminds me a bit of	54043	Jaipur

Data Pre-processing

We will do multiple steps to preprocess the text data.

Lowercasing: It is one of effective prepocessing way of the text data. It helps to provide consistent data for different reviews and will help to provide more accurate data set.

Stop words removal: Stop words is a set of of common words that are very common in almost all type of sentences. One of the example of stop words are- "a", "the", "is", "are" and etc. Stop words often provide misleading results and is a very important tool for text data analysis.

Remove Punctuations: Removing different punctuations i.e. http//, @, different symbols(",',?,!) will also provide more accurate results

Tokenization: Tokenization is the process of tokenizing or splitting a string, text into a list of tokens. One can think of token as parts like a word is a token in a sentence, and a sentence is a token in a paragraph. It helps to calculate the frequency of words

In [11]: pip install wordcloud

Requirement already satisfied: wordcloud in c:\users\jxb5105\appdata\local\continuum\anaconda3\lib\site-packages (1.8.1)

Requirement already satisfied: matplotlib in c:\users\jxb5105\appdata\local\c ontinuum\anaconda3\lib\site-packages (from wordcloud) (3.1.1)

Requirement already satisfied: pillow in c:\users\jxb5105\appdata\local\continuum\anaconda3\lib\site-packages (from wordcloud) (6.2.0)

Requirement already satisfied: numpy>=1.6.1 in c:\users\jxb5105\appdata\local \continuum\anaconda3\lib\site-packages (from wordcloud) (1.16.5)

Requirement already satisfied: cycler>=0.10 in c:\users\jxb5105\appdata\local \continuum\anaconda3\lib\site-packages (from matplotlib->wordcloud) (0.10.0) Requirement already satisfied: kiwisolver>=1.0.1 in c:\users\jxb5105\appdata \local\continuum\anaconda3\lib\site-packages (from matplotlib->wordcloud) (1.1.0)

Requirement already satisfied: pyparsing!=2.0.4,!=2.1.2,!=2.1.6,>=2.0.1 in c:\users\jxb5105\appdata\local\continuum\anaconda3\lib\site-packages (from ma tplotlib->wordcloud) (2.4.2)

Requirement already satisfied: python-dateutil>=2.1 in c:\users\jxb5105\appda ta\local\continuum\anaconda3\lib\site-packages (from matplotlib->wordcloud) (2.8.0)

Requirement already satisfied: six in c:\users\jxb5105\appdata\local\continuu m\anaconda3\lib\site-packages (from cycler>=0.10->matplotlib->wordcloud) (1.1 2.0)

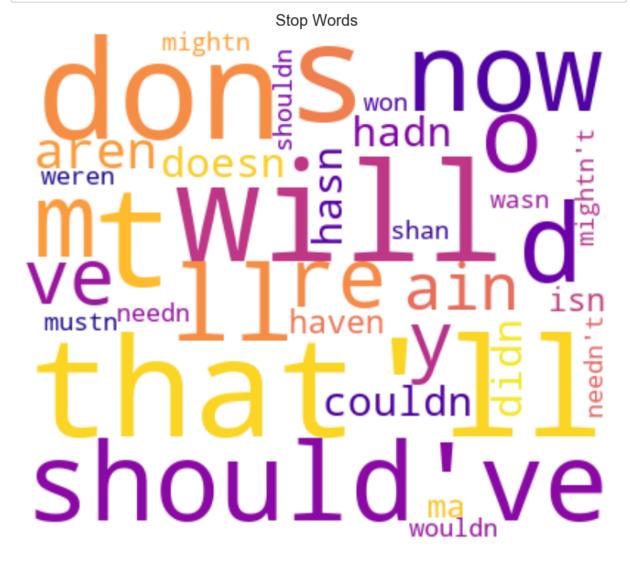
Requirement already satisfied: setuptools in c:\users\jxb5105\appdata\local\c ontinuum\anaconda3\lib\site-packages (from kiwisolver>=1.0.1->matplotlib->wor dcloud) (41.4.0)

Note: you may need to restart the kernel to use updated packages.

```
In [12]:
         import nltk
         from nltk.corpus import stopwords
         from nltk.stem.porter import PorterStemmer
         from wordcloud import WordCloud,STOPWORDS
         from nltk.stem import WordNetLemmatizer
         from nltk.tokenize import word_tokenize,sent_tokenize
         from bs4 import BeautifulSoup
         import re,string,unicodedata
         from sklearn.metrics import classification_report,confusion_matrix,accuracy_sc
         ore
         from sklearn.model_selection import train_test_split
         from string import punctuation
         import matplotlib.pyplot as plt
         import seaborn as sns
         nltk.download('stopwords')
```

Out[12]: True

```
In [21]: stop_word = stopwords.words('english')
    new=' '.join([str(elem) for elem in stop_word])
    from wordcloud import WordCloud
    import matplotlib.pyplot as plt
    wc = WordCloud(width=400, height=350,colormap='plasma',background_color='whit
    e').generate(new)
    plt.figure(figsize=(15,12))
    plt.imshow(wc, interpolation='bilinear')
    plt.title('Stop Words', fontsize=20)
    plt.axis('off');
    plt.show()
```



```
In [14]: def clean(text):
    text = re.sub(r'http\S+', " ", text)
    text = re.sub(r'@\w+',' ',text)
    text = re.sub(r'#\w+', ' ', text)
    text = re.sub(r'\d+', ' ', text)
    text = re.sub('r<.*?>',' ', text)
    text = text.split()
    text = " ".join([word for word in text if not word in stop_word])
return text
```

```
train=df1_train['comment'].str.lower()
In [15]:
         train
Out[15]: 40545
                     believe the hype, this game is completely awes...
         11354135
                     fun card game that plays like a board game. f...
         866088
                                light family game with a deep gameplay.
         5392690
         6860438
                     when this is great, this is really really grea...
         11507198
                     good game, one of the best worker placement ga...
         4330642
                     this is a game that i feel like i'm trying rea...
         7447203
                                      what a wild and wooly experience.
         361422
                     a deceptively simple 2-player game, which expe...
                     the teach is a bit long, but the theme and mec...
         1637414
         Name: comment, Length: 1797013, dtype: object
         train new=train.apply(lambda x:clean(x))
In [16]:
         train new
Out[16]:
         40545
                     believe hype, game completely awesome. reminds...
         11354135
                     fun card game plays like board game. feels lik...
                                       light family game deep gameplay.
         866088
         5392690
                                                                calgary
         6860438
                     great, really really great! card mechanic to-i...
         11507198
                     good game, one best worker placement games the...
         4330642
                     game feel like i'm trying really hard like. th...
         7447203
                                                 wild wooly experience.
                     deceptively simple -player game, expertly side...
         361422
         1637414
                     teach bit long, theme mechanics pair well usua...
         Name: comment, Length: 1797013, dtype: object
```

```
In [17]: def tokenize remove punctuations(x):
                                                              # Tokenize the text into t
         okens and count their frequencies
             wordfreq = {}
             for txt in x:
                 tokens = nltk.RegexpTokenizer(r"\w+").tokenize(txt)
                                                                        # we could use
         .lower().split()
                 for token in tokens:
                                                                          # and remove t
         he punctuations
                     if token not in wordfreq.keys():
                         wordfreq[token] = 1
                     else:
                         wordfreq[token] += 1
             return wordfrea
         def sort_words_freq(wordfreq_X):
                                                             # Sort words frequency in
          reverse order
             wordfreq sorted = dict(sorted(wordfreq X.items(), key=lambda x: x[1], reve
         rse=True))
             return wordfreq sorted
         def delete threshold(wordfreq sorted):
             delete = []
             for key, val in wordfreq_sorted.items():
                 if val < 1000 :
                     delete.append(key)
             for i in delete:
                 del wordfreq sorted[i]
             return wordfreq_sorted
```

```
In [18]: wordfreq_X = tokenize_remove_punctuations(train_new)
    wordfreq_X2 = sort_words_freq(wordfreq_X)
    wordfreq_X3=delete_threshold(wordfreq_X2)
```

```
In [24]: words=[k for k in wordfreq_X3.keys()]
    word=words[:50]
    new=' '.join([str(elem) for elem in word])
    from wordcloud import WordCloud
    import matplotlib.pyplot as plt
    wc = WordCloud(width=400, height=350,colormap='plasma',background_color='whit
    e').generate(new)
    plt.figure(figsize=(15,12))
    plt.imshow(wc, interpolation='bilinear')
    plt.title('Common Words', fontsize=20)
    plt.axis('off');
    plt.show()
```



```
In [30]: x_train=train_new
y_train=df1_train['rating']
```

```
dev=df1 dev['comment'].str.lower()
In [25]:
          dev_new=dev.apply(lambda x:clean(x))
          x dev=dev new
          y dev=df1 dev['rating']
          print(x_dev)
          print(y_dev)
         3946069
                      epic scope, adore many levels. really enjoy ra...
         7907007
                                                    jeu du "trou-de-cul"
                      middle earth quest seems follow recent (?) tre...
         9476696
         8703813
                                                           greek edition
                                                        italian edition.
         6732511
         14915469
                      great boardgame american civil war!!!incredibl...
                      little unsure first game; enjoyable however. d...
         10064164
                                   components little fiddly setup start
         10087684
         15816828
                                                            kickstarter!
         5263014
                                                                      - /
         Name: comment, Length: 599004, dtype: object
         3946069
                      9.5
         7907007
                      6.0
         9476696
                      6.0
         8703813
                      9.0
         6732511
                      7.0
                     . . .
         14915469
                      6.8
                      7.5
         10064164
         10087684
                      7.0
         15816828
                      8.0
         5263014
                      6.0
         Name: rating, Length: 599004, dtype: float64
```

```
In [26]:
         test=df1 test['comment'].str.lower()
         test_new=test.apply(lambda x:clean(x))
         x test=test new
         y test=df1 test['rating']
         print(x_test)
         print(y_test)
         10257598
                                                   details, look review:
                      boring deduction game. way little hidden infor...
         13993328
                      update: stand corrected. nd edition better ove...
         13246020
         15078008
                      mass market nonsense. theme implementation dec...
                                                           solo rating !
         3471856
         12793936
                                                            prior : play
         6256575
                                            prefer edition greatly one.
         12637155
                                                                  solo'd
         9142174
                      novelty wears there's whole lot going games fe...
         1979742
                      nice two player card game. reminds bit traders...
         Name: comment, Length: 599005, dtype: object
         10257598
                      9.0
         13993328
                      5.0
                      9.0
         13246020
         15078008
                      4.0
         3471856
                      2.0
                     . . .
         12793936
                      3.0
         6256575
                      5.0
         12637155
                      8.0
         9142174
                      5.0
                      7.0
         1979742
         Name: rating, Length: 599005, dtype: float64
```

Model Selection for Text Classification

Naive Bayes Classifier

Naive Bayes methods are a set of supervised learning algorithms based on applying Bayes' theorem with the "naive" assumption of conditional independence between every pair of features given the value of the class variable. Bayes' theorem states the following relationship, given class variable y and dependent feature vector x_1 through x_n :

$$P(y \mid x_1, \dots, x_n) = \frac{P(y)P(x_1, \dots, x_n \mid y)}{P(x_1, \dots, x_n)}$$

Using the naive conditional independence assumption that

$$P(x_i|y, x_1, \ldots, x_{i-1}, x_{i+1}, \ldots, x_n) = P(x_i|y),$$

for all i, this relationship is simplified to

$$P(y \mid x_1, \ldots, x_n) = rac{P(y) \prod_{i=1}^n P(x_i \mid y)}{P(x_1, \ldots, x_n)}$$

Since $P(x_1, \ldots, x_n)$ is constant given the input, we can use the following classification rule:

$$P(y \mid x_1, \dots, x_n) \propto P(y) \prod_{i=1}^n P(x_i \mid y)$$

$$\downarrow \hat{y} = \arg \max_{y} P(y) \prod_{i=1}^n P(x_i \mid y),$$

and we can use Maximum A Posteriori (MAP) estimation to estimate P(y) and $P(x_i \mid y)$; the former is then the relative frequency of class y in the training set.

The different naive Bayes classifiers differ mainly by the assumptions they make regarding the distribution of $P(x_i \mid y)$.

Multinomial Naive Bayes

MultinomialNB implements the naive Bayes algorithm for multinomially distributed data, and is one of the two classic naive Bayes variants used in text classification (where the data are typically represented as word vector counts, although tf-idf vectors are also known to work well in practice). The distribution is parametrized by vectors $\theta_y = (\theta_{y1}, \dots, \theta_{yn})$ for each class y, where n is the number of features (in text classification, the size of the vocabulary) and θ_{yi} is the probability $P(x_i \mid y)$ of feature i appearing in a sample belonging to class y.

The parameters θ_y is estimated by a smoothed version of maximum likelihood, i.e. relative frequency counting:

$$\hat{ heta}_{yi} = rac{N_{yi} + lpha}{N_{yi} + lpha n}$$

where $N_{yi} = \sum_{x \in T} x_i$ is the number of times feature i appears in a sample of class y in the training set T, and $N_y = \sum_{i=1}^n N_{yi}$ is the total count of all features for class y.

The smoothing priors $\alpha \geq 0$ accounts for features not present in the learning samples and prevents zero probabilities in further computations. Setting $\alpha = 1$ is called Laplace smoothing, while $\alpha < 1$ is called Lidstone smoothing.

Complement Naive Bayes

Complement NB implements the complement naive Bayes (CNB) algorithm. CNB is an adaptation of the standard multinomial naive Bayes (MNB) algorithm that is particularly suited for imbalanced data sets. Specifically, CNB uses statistics from the *complement* of each class to compute the model's weights. The inventors of CNB show empirically that the parameter estimates for CNB are more stable than those for MNB. Further, CNB regularly outperforms MNB (often by a considerable margin) on text classification tasks. The procedure for calculating the weights is as follows:

$$\hat{ heta}_{ci} = rac{lpha_i + \sum_{j:y_j
eq c} d_{ij}}{lpha + \sum_{j:y_j
eq c} \sum_k d_{kj}} \ w_{ci} = \log \hat{ heta}_{ci} \ w_{ci} = rac{w_{ci}}{\sum_j |w_{cj}|}$$

where the summations are over all documents j not in class c, d_{ij} is either the count or tf-idf value of term i in document j, α_i is a smoothing hyperparameter like that found in MNB, and $\alpha = \sum_i \alpha_i$. The second normalization addresses the tendency for longer documents to dominate parameter estimates in MNB. The classification rule is:

$$\hat{c} = rg \min_{c} \sum_{i} t_i w_{ci}$$

i.e., a document is assigned to the class that is the poorest complement match.

Bernoulli Naive Bayes

BernoulliNB implements the naive Bayes training and classification algorithms for data that is distributed according to multivariate Bernoulli distributions; i.e., there may be multiple features but each one is assumed to be a binary-valued (Bernoulli, boolean) variable. Therefore, this class requires samples to be represented as binary-valued feature vectors; if handed any other kind of data, a BernoulliNB instance may binarize its input (depending on the binarize parameter).

The decision rule for Bernoulli naive Bayes is based on

$$P(x_i \mid y) = P(i \mid y)x_i + (1 - P(i \mid y))(1 - x_i)$$

which differs from multinomial NB's rule in that it explicitly penalizes the non-occurrence of a feature i that is an indicator for class y, where the multinomial variant would simply ignore a non-occurring feature.

In the case of text classification, word occurrence vectors (rather than word count vectors) may be used to train and use this classifier. BernoullinB might perform better on some datasets, especially those with shorter documents. It is advisable to evaluate both models, if time permits.

```
In [27]: | from sklearn.feature extraction.text import TfidfVectorizer, CountVectorizer,
         TfidfTransformer
         from sklearn.naive bayes import MultinomialNB
         from sklearn.naive bayes import ComplementNB
         from sklearn.naive bayes import BernoulliNB
         from sklearn.pipeline import Pipeline
         from sklearn.metrics import r2 score, mean squared error, mean absolute error
         from math import sqrt
         from sklearn.metrics import confusion matrix
         from sklearn.model selection import train test split, cross val score, cross v
         al predict
         from sklearn.ensemble import VotingClassifier
         sns.set(color codes=True)
         from sklearn.preprocessing import PolynomialFeatures
         from sklearn.pipeline import make pipeline
         from sklearn.model selection import KFold, cross val score, train test split
         import random
         from sklearn.metrics import accuracy score
         from collections import Counter
         from sklearn.metrics import accuracy score
```

At first we will use Multinomial Naive Bayes model with different values of alpha and will check accuracy using development data set

Alpha=1

Test accuracy is 28.264919766812906

Mean Squared Error 2.8898271130075925

Alpha=2

****Test accuracy is 27.531535682566393

Mean Squared Error 3.0038230128680277

Alpha=3

****Test accuracy is 27.196646433078914

Mean Squared Error 3.055039699234062

Alpha=0.1

****Test accuracy is 29.870418227591134

Mean Squared Error 2.6779654226015186

Alpha=0.01

****Test accuracy is 30.18777837877543

Mean Squared Error 2.614611922457947

Alpha=0.001

****Test accuracy is 30.17893035772716

Mean Squared Error 2.637055846037756

Highest Accuracy we found using Multinomial Naive Bayes with an alpha =0.01

Now we will check Complement Naive Bayes model

Alpha=1

****Test accuracy is 29.041375349747245

Mean Squared Error 4.373144419736763

Alpha=2

****Test accuracy is 29.534360371550108

Mean Squared Error 4.261423963779874

Alpha =3

****Test accuracy is 29.45122236245501

Mean Squared Error 4.249492490868175

Alpha=0.1

****Test accuracy is 27.23771460624637

Mean Squared Error 4.844814058002951

Alpha=0.01

****Test accuracy is 26.889803740876523

Mean Squared Error 4.952601318188193

Alpha=0.001

****Test accuracy is 26.829703975265605

Mean Squared Error 4.967287363690393

Highest Accuracy we found using Complement Naive Bayes with an alpha =2

Now we will check Bernoulli Naive Bayes model

****Test accuracy is 29.502807994604375

Mean Squared Error 2.8365186209107116

Among all the Naive Bayes model with different hyperparameter we found the best model to be Multinomial Naive Bayes with an alpha =0.01 and accuracy of 30.18777837877543 %

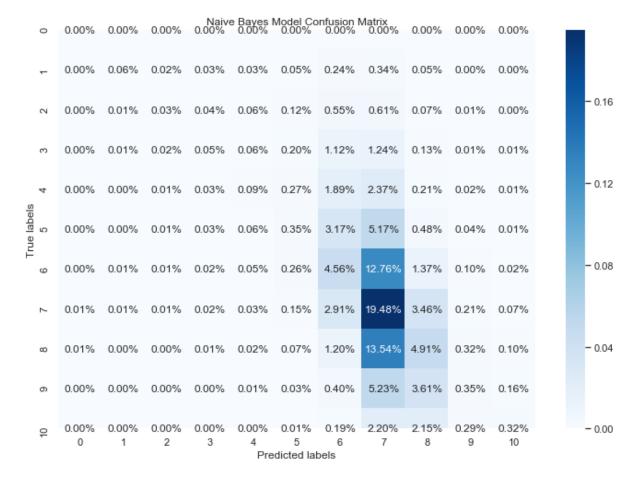
Confusion Matrix, Accuracy and MSE for Naive Bayers Model

```
In [42]:
         model mb = Pipeline([
              ('count vectorizer', CountVectorizer(lowercase = True, stop words = stopwo
         rds.words('english'))),
              ('tfidf transformer', TfidfTransformer()), #weighs terms by importance to
         help with feature selection
              ('classifier', MultinomialNB(alpha=0.01)) ])
         model mb.fit(x train,y train.astype('int'))
         y pred=model mb.predict(x dev)
         accuracy5=accuracy_score(y_dev.astype('int'),y_pred, normalize=True) * float(1
         00)
         print('\n****Test accuracy is',(accuracy5))
         MSE5=mean_squared_error(y_dev.astype('int'),y_pred)
         print('\n Mean Squared Error', (MSE5))
         cm=confusion matrix(y dev.astype('int'),y pred)
         fig= plt.figure(figsize=(9,6))
         ax = fig.add_axes([1,1,1,1])
         sns.heatmap(cm/np.sum(cm), annot=True,ax = ax,fmt='0.2%', cmap='Blues')
         ax.set_xlabel('Predicted labels');ax.set_ylabel('True labels');
         ax.set title('Naive Bayes Model Confusion Matrix')
```

****Test accuracy is 30.18777837877543

Mean Squared Error 2.614611922457947

Out[42]: Text(0.5, 1, 'Naive Bayes Model Confusion Matrix')



Support Vector Machine

Support Vector Machine Algorithm requires longer time. That is why we use 10000 train data and 2,000 development data.

Support vector machines (SVMs) are a set of supervised learning methods used for classification, regression and outliers detection.

The advantages of support vector machines are:

- · Effective in high dimensional spaces.
- Still effective in cases where number of dimensions is greater than the number of samples.
- · Uses a subset of training points in the decision function (called support vectors), so it is also memory efficient.
- Versatile: different Kernel functions can be specified for the decision function. Common kernels are provided, but it is also
 possible to specify custom kernels.

The disadvantages of support vector machines include:

- If the number of features is much greater than the number of samples, avoid over-fitting in choosing Kernel functions and regularization term is crucial.
- SVMs do not directly provide probability estimates, these are calculated using an expensive five-fold cross-validation (see Scores and probabilities, below).

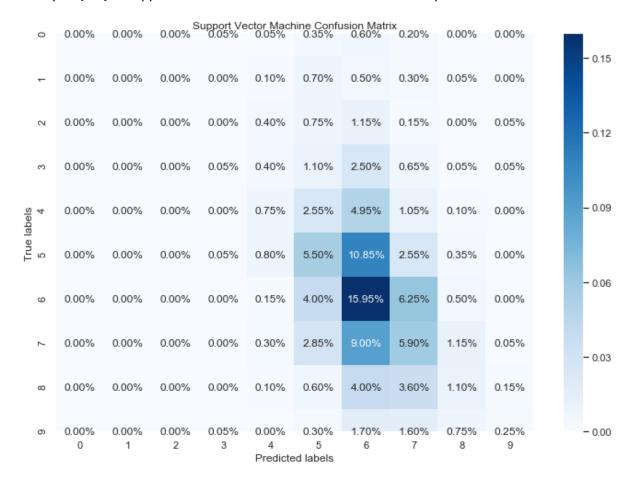
```
In [46]: model_svc = make_pipeline(TfidfVectorizer(ngram_range=(1,3)), svm.SVC(kernel=
   "linear",probability=True))
   model_svc.fit(x_train2, y_train2.astype('int'))
   y_pred = model_svc.predict(x_dev2)
   accuracy14=accuracy_score(y_dev2.astype('int'),y_pred, normalize=True) * float
   (100)
   print('\n***Test accuracy is',(accuracy14))
   MSE14=mean_squared_error(y_dev2.astype('int'),y_pred)
   print('\n Mean Squared Error', (MSE14))
```

```
****Test accuracy is 29.5
```

Mean Squared Error 3.0465

```
In [47]: cm=confusion_matrix(y_dev2.astype('int'),y_pred)
    fig= plt.figure(figsize=(9,6))
    ax = fig.add_axes([1,1,1,1])
    sns.heatmap(cm/np.sum(cm), annot=True,ax = ax,fmt='0.2%', cmap='Blues')
    ax.set_xlabel('Predicted labels');ax.set_ylabel('True labels');
    ax.set_title('Support Vector Machine Confusion Matrix')
```





Best model we have is the Multinomial Naive Bayes with an alpha =0.01

Final Model Accuracy with test data set

```
In [33]:
         model mb = Pipeline([
              ('count vectorizer', CountVectorizer(lowercase = True, stop words = stopwo
         rds.words('english'))),
              ('tfidf transformer', TfidfTransformer()), #weighs terms by importance to
         help with feature selection
              ('classifier', MultinomialNB(alpha=0.01)) ])
         model mb.fit(x train,y train.astype('int'))
         y pred=model mb.predict(x test)
         accuracy5=accuracy_score(y_test.astype('int'),y_pred, normalize=True) * float(
         100)
         print('\n****Test accuracy is',(accuracy5))
         MSE5=mean_squared_error(y_test.astype('int'),y_pred)
         print('\n Mean Squared Error', (MSE5))
         cm=confusion matrix(y test.astype('int'),y pred)
         fig= plt.figure(figsize=(9,6))
         ax = fig.add_axes([1,1,1,1])
         sns.heatmap(cm/np.sum(cm), annot=True,ax = ax,fmt='0.2%', cmap='Blues')
         ax.set_xlabel('Predicted labels');ax.set_ylabel('True labels');
         ax.set_title('Naive Bayes Model Confusion Matrix')
```

****Test accuracy is 30.27220140065609

Mean Squared Error 2.601590971694727

Out[33]: Text(0.5, 1, 'Naive Bayes Model Confusion Matrix')



Resulting accuracy is still low. One of the main reason of low accuracy might be the huge data set. Also if there was enough time to complete SVC with more data set there is a possibility of higher accuracy

Challenges and Improvements

One of the main challenges of this project was the big amount of data. It really took a long time run because of the 15 million data. Due to this longer time period data has to confinded into reasonable amount for support vector machine. There wasn't enought time to run more models than the Naive Bayes model and Support Vector Machine. Althrough we tried different naive bayes model type and calculated accuracy with different hyper parameter. As we used a lot of data as a train set for naive bayes model it gives us a more generate idea. Also as we shuffled the data at the beginning, it gave us a good homogenous mix of results.

References:

- https://scikit-learn.org/stable/modules/naive_bayes.html (https://scikit-learn.org/stable/modules/naive_bayes.html)
- 2. https://scikit-learn.org/stable/auto_examples/model_selection/plot_confusion_matrix.html (https://scikit-learn.org/stable/auto_examples/model_selection/plot_confusion_matrix.html)
- 3. https://scikit-learn.org/stable/modules/svm.html (https://scikit-learn.org/stable/modules/svm.html)
- 4. https://www.geeksforgeeks.org/python-program-to-convert-a-list-to-string/ (https://www.geeksforgeeks.org/python-program-to-convert-a-list-to-string/)
- https://www.geeksforgeeks.org/generating-word-cloud-python/ (https://www.geeksforgeeks.org/generating-word-cloud-python/)

In []:	