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# App Store Fake Review Detection

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# Online Reviews

- Online reviews are an important and inevitable aspect of e-commerce.
- Similar to online reviews, before downloading an app, users often read through the reviews.

### Ratings & Reviews

4.7

out of 5

420 Ratings

★★★★★

★★★★

★★★

★★

★

[See All](#)

**This is good BUT.....**

★★★★☆

May 29

Curtijb

This is good but not as good as the original. I bought and paid for the first original Angry Birds for both my iPhone and my MacBook Pro thinking thinking the purchases made them mine for ever and I liked it a lot and played it often, but after the iphone and mac updates, it stopped working. It said it was not supported for the new OS X and IOS any more. This is like the original Angry Birds but nothing will match the original.

[more](#)

**Welcome back, old friends!**

★★★★★

Apr 4

Walterate69

So glad to have this level of play back again. Went for too long with iPad, iPhone versions, but they don't have this kind of play. So nice to play on Apple TV, iMac, all across the board.

# The Problem

- Positive reviews promote the download and sales of applications.
- Some app developers mislead users by posting fake and high-rating reviews.
  - Misguide users into making wrong decisions
  - Cause economic damage to other application owners
- **Goal:** Build a classifier that can accurately classify the App Store review as genuine and fake

# Data

- The Apple App Store reviews dataset is created by Martens and Maalej (2019).

## Features Data



- 19 features
- 8696 unique users
- 5624 unique apps
- Review labels as fake and real

## Reviews Data



- 31 features
- 16000 reviews (8000 fake & 8000 real)
- 10 features related to reviews such as review body, title, posting time

## Applications Data

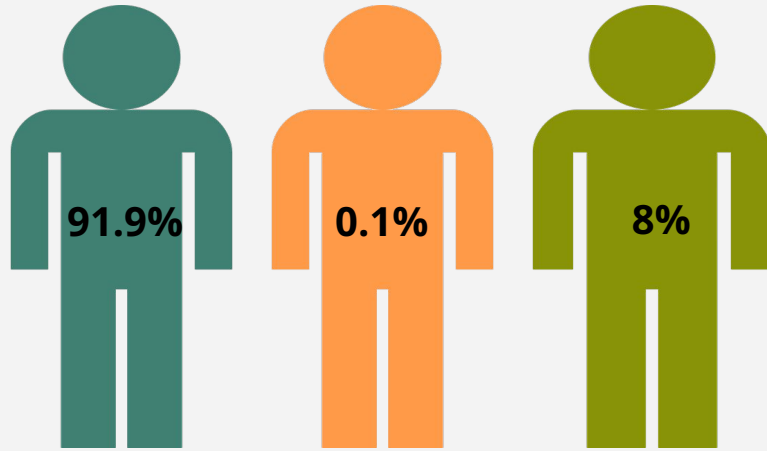


- 31 features
- Meta-data of apps
- 5563 unique apps
- 61 apps info is missing

# Data Wrangling

Regular Steps	<ul style="list-style-type: none"><li>• Shape, Data Types, NaNs, Duplicates etc.</li></ul>
Dropped Columns	<ul style="list-style-type: none"><li>• Columns with just unique value</li><li>• Identical columns (i.e. <code>contentAdvisoryRating</code> , <code>trackContentRating</code> )</li><li>• Non-imputable columns (Advisories columns with 10.7% NaNs)</li><li>• Columns have same mission (i.e. <code>Genres</code>, <code>GenresId</code>)</li><li>• Irrelevant data (i.e creator name)</li></ul>
Create New Features	<ul style="list-style-type: none"><li>• Price ⇨ Paid - Free</li><li>• Version ⇨ Major version (i.e. 8.7.26 ⇨ 8 )</li><li>• Datetime Objects ⇨ Year, Month, Day</li><li>• <code>languageCodesISO2A</code> ⇨ # of languages</li><li>• <code>supportedDevices</code> ⇨ # of supported devices</li></ul>
Merge DataFrames	<ul style="list-style-type: none"><li>• All features dataframe</li><li>• Ready for EDA!</li></ul>

## 8696 Unique Users



No fake reviews

At least 1 fake review

All reviews are fake

## 5624 Unique Apps



66.4%

No fake reviews

1.2%

At least 1 fake review

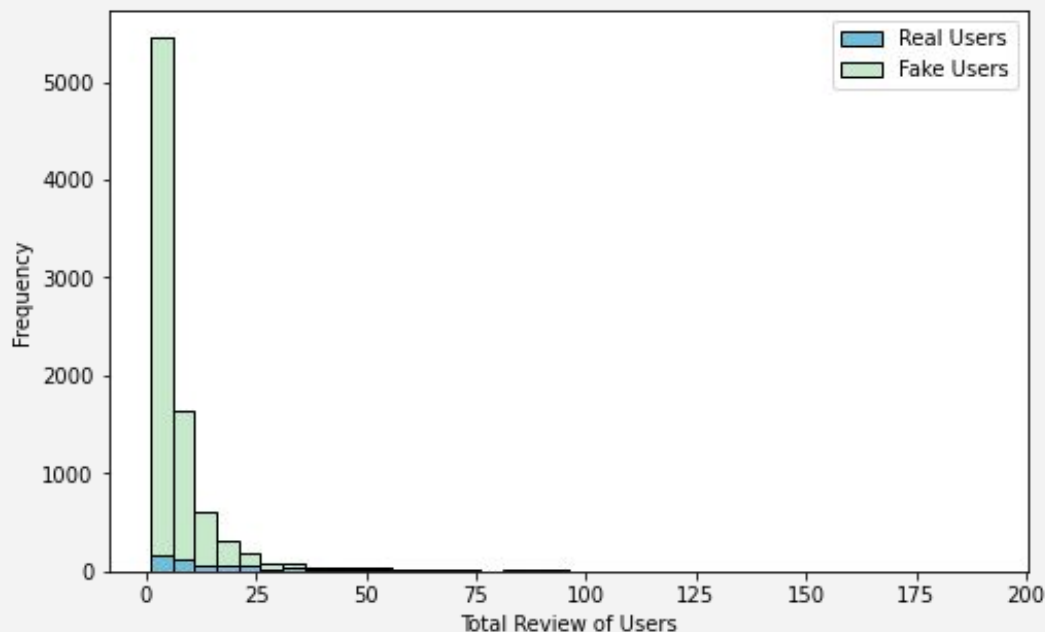
32.4%

All reviews are fake

**Labeling criteria:** If an app/user has at least one fake review, this app/user is unreliable.

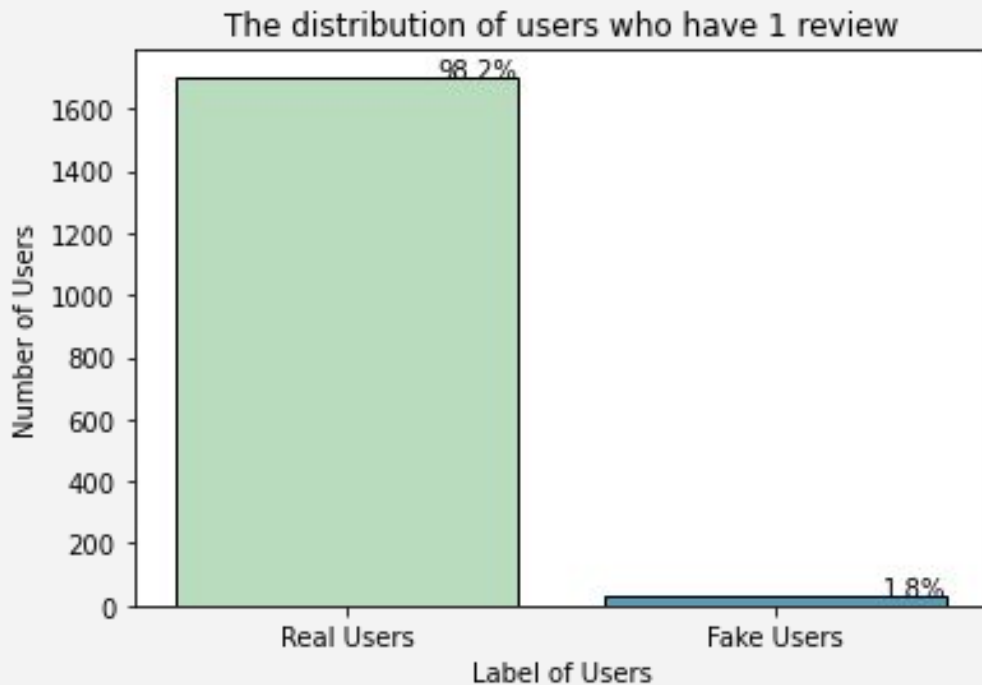
# Users' Total Reviews

Fake users ( $\bar{X} = 31.6$ ) have posted more reviews than real users ( $\bar{X} = 6.85$ ). This difference is statistically significant ( $t = -29.3, p < .05$ ).



# Users' with Just One Review

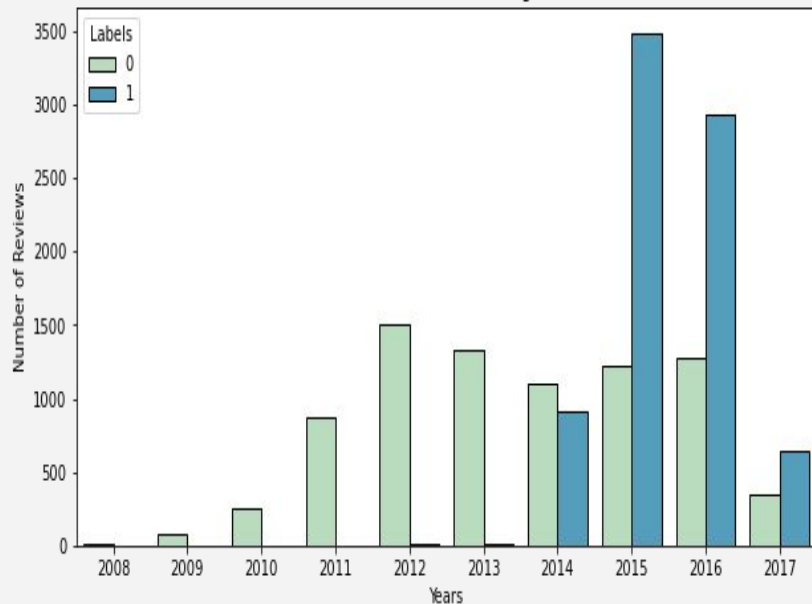
- 1734 users (19.9%) out of total users
- Important indicator of not being fake



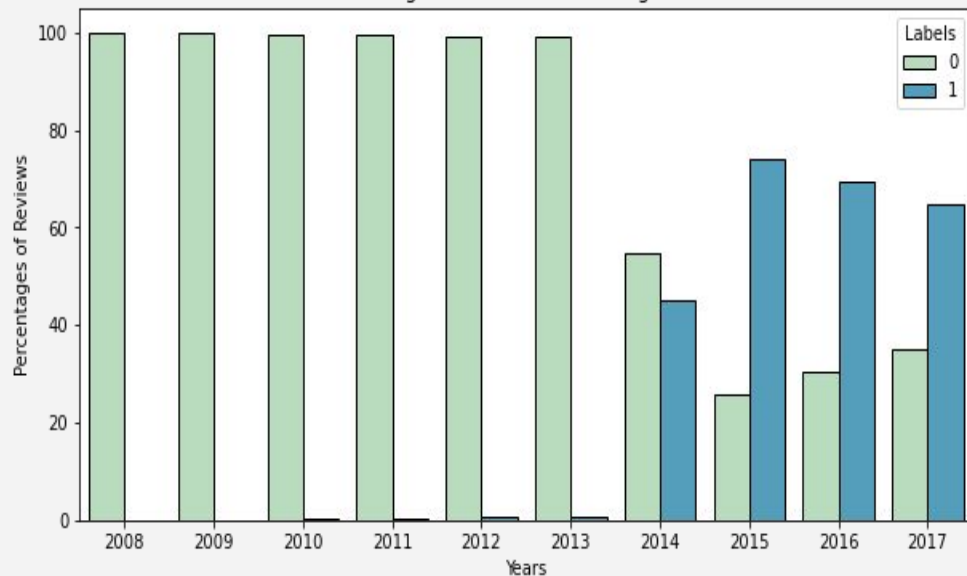


# Distribution of Reviews According to Years

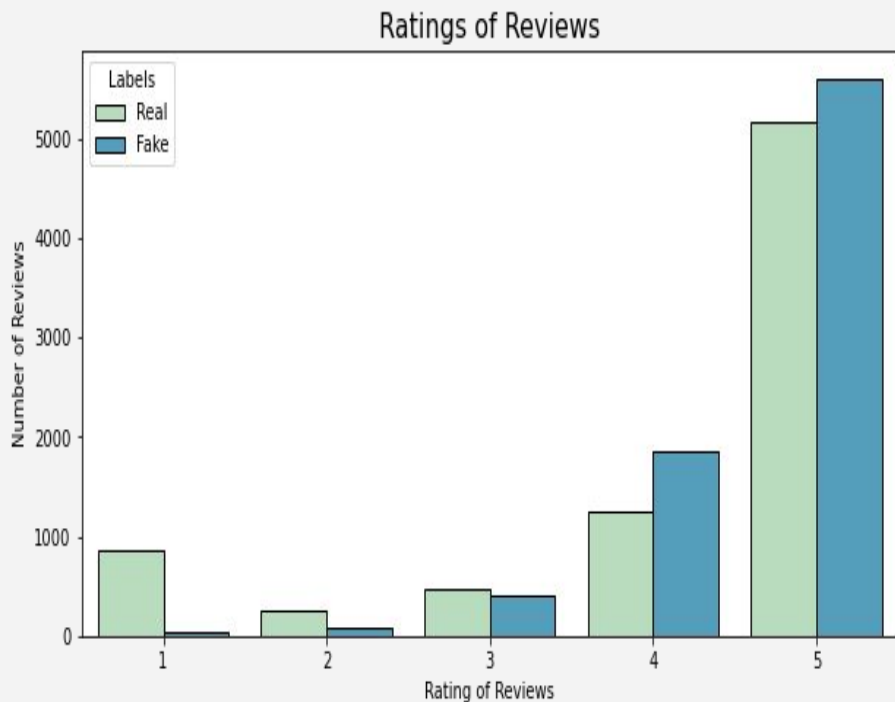
Number of Reviews According to Years



Percentages of Reviews According to Years

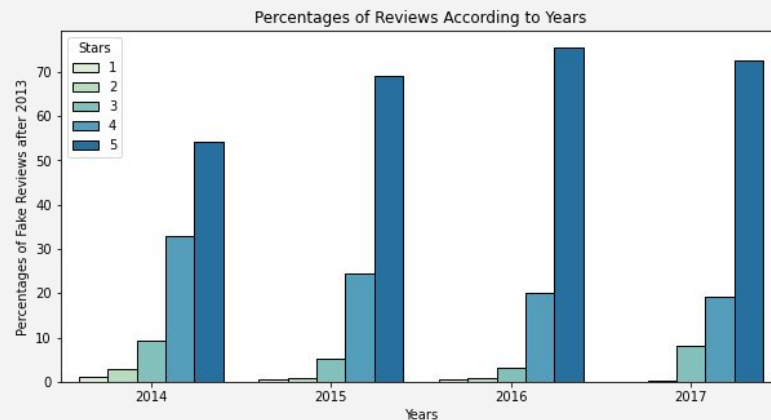


# Rating of Reviews

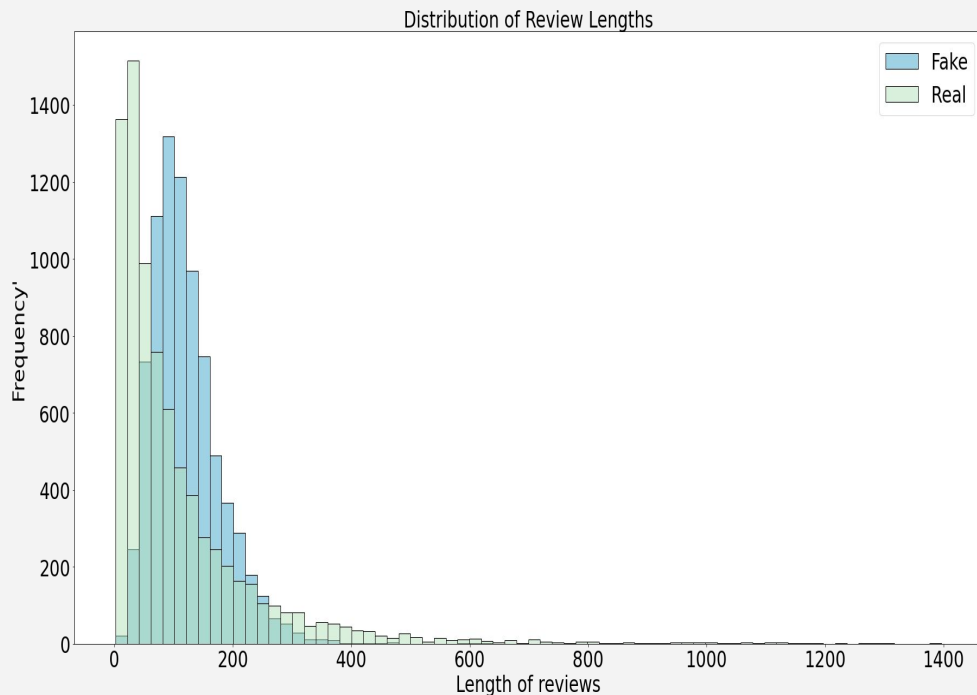


Unreliable apps can get fake reviews for two reasons:

- Promote their application, or
- Sabotage rival applications.



# Length of Reviews



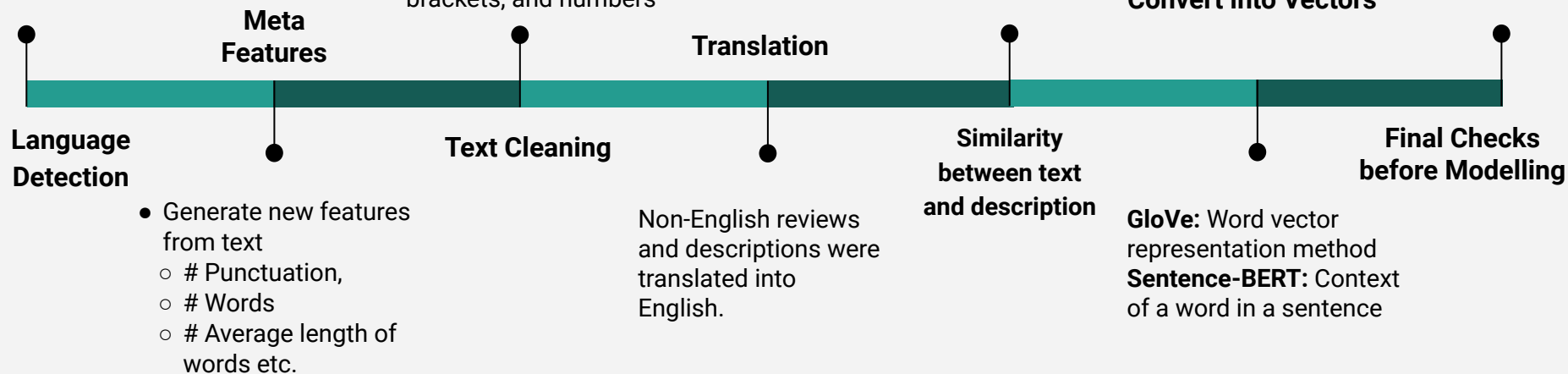
- The review body length is longer in fake reviews ( $\bar{X}=121.18$ ) than in real ones ( $\bar{X}=111.83$ ).
- 35.1% of real reviews' review length is 40 or less.
- The 3.15% of fake reviews' lengths are 40 or less.
- Fake reviews may be written longer to be more convincing, but in real life, reviews are shorter.

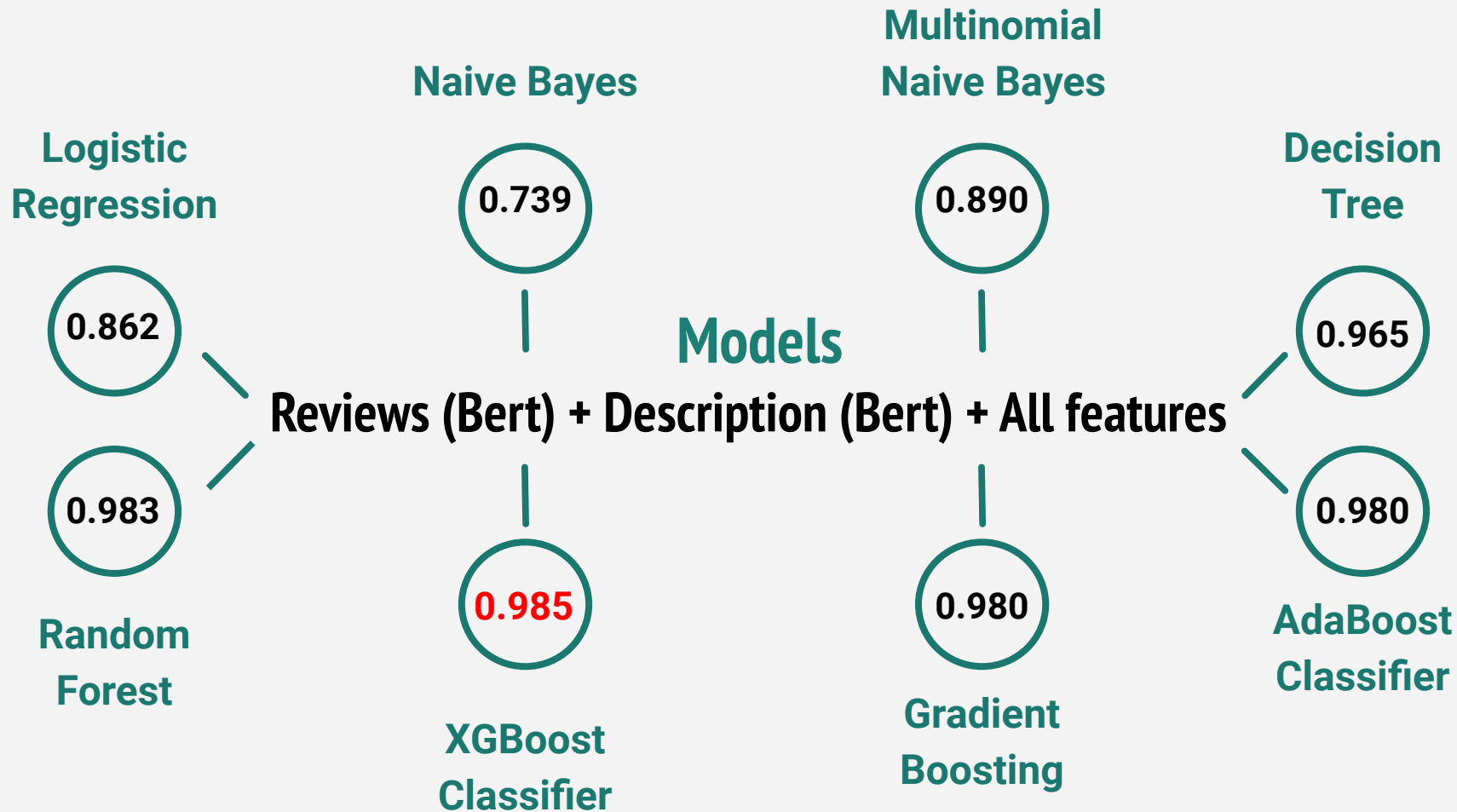
94.2% of review text,  
98.7% of app descriptions  
were written in English.

- Convert into lowercase
- Removed items:
  - Punctuation,
  - HTML,
  - Emoji,
  - URL,
  - White spaces,
  - Text in the square brackets, and numbers

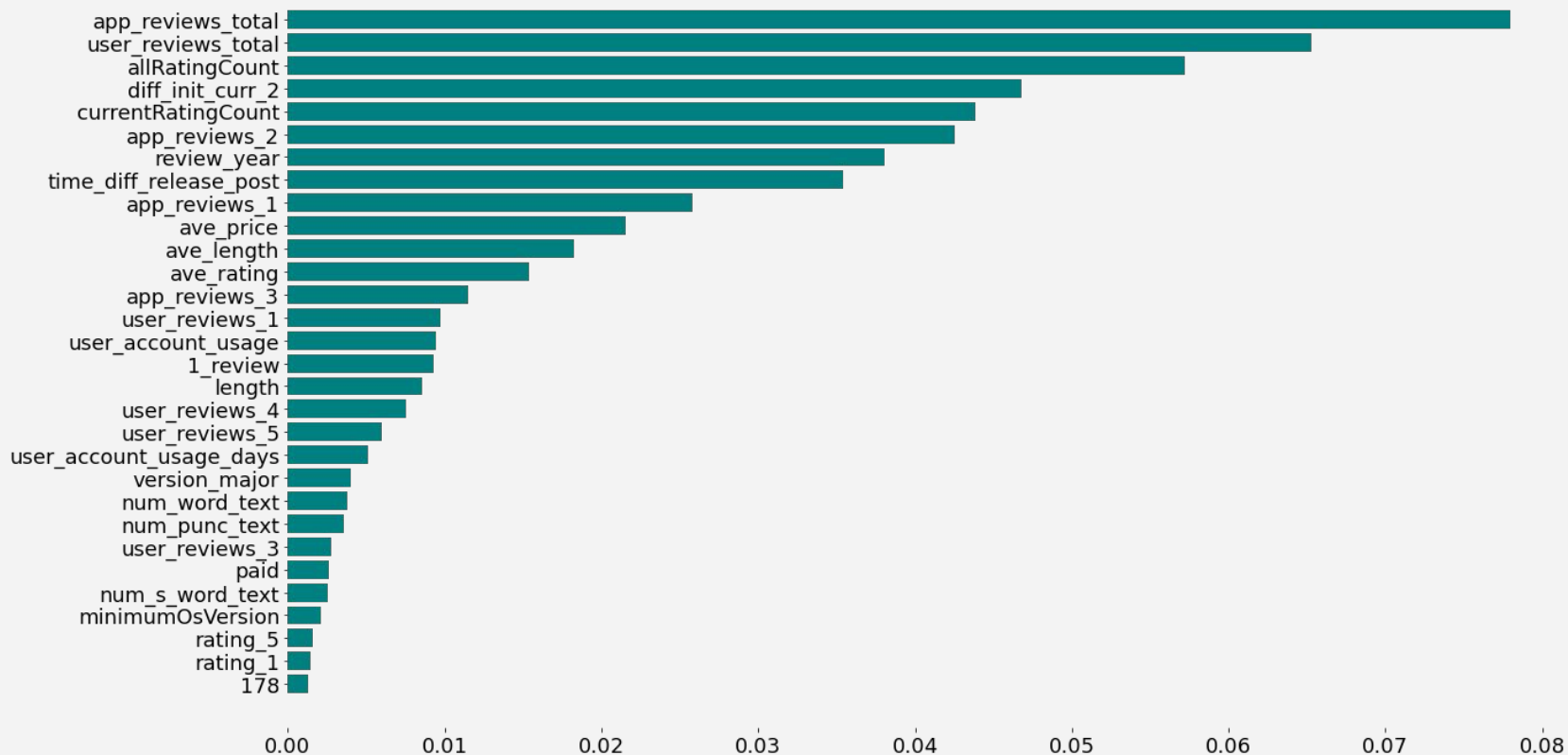
- Stop words were removed
- Tokenization
- Stemming
- TF-IDF vectorizer
- Cosine similarity

- Train-test split
- Encoding
- Imputing NaNs





# Feature Importances



Random Forest with All Features - Feature Importance Plot -

**Models**  
**Reviews (Bert)**

Logistic  
Regression

0.824

0.786

Random  
Forest

Naive Bayes

0.743

0.813

XGBoost  
Classifier

Multinomial  
Naive Bayes

0.732

0.799

Gradient  
Boosting

Decision  
Tree

0.683

0.774

AdaBoost  
Classifier

- Features related to users, reviews, and apps play a significant role in detecting fake reviews.
- Models with just review text gave worse metrics than models with all features.
- As expected, BERT works better than GloVe.
- Assuming we do not have any data about reviews, users, and apps, we have just reviews.
- Optimize models with review text (BERT).



# Hypermeter Optimization

Model	Optimization Type	Mean AUC	Performance on Unseen Test
Logistic Regression	Grid Search	.901	.824
XGBoost Classifier	Random Search	.884	.811
Gradient Boosting		.879	0.811
Random Forest		.858	.784

# Conclusion

- XGBoost classifier identifies fake reviews with an AUC/ROC value of 98%.
- Information about users, applications, and reviews should be considered in fake review detection.
- Factors such as the business problem, the aim of the model, and text type should be considered when deciding which vectorization method to use.

**For questions, suggestions and feedback**

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<https://github.com/hangulde>