

BC2406 Business Analytics I: Predictive Techniques

Seminars 10 & 11 Text-mining and Applications

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Outline

- Overview of Text-mining
- Mobile App Analytics with TM
 - Business Problem
 - Data Structure in Text-mining
 - Data Selection & Creating Corpus
 - Preparation for Text-mining
 - Parsing & Stemming
 - Mining Textual Information
 - Document Term Matrix (DTM)
 - Evaluation
 - Frequency & Associations
 - Visualization
 - Applications
 - Clustering
 - Regressions



Overview of Text-mining



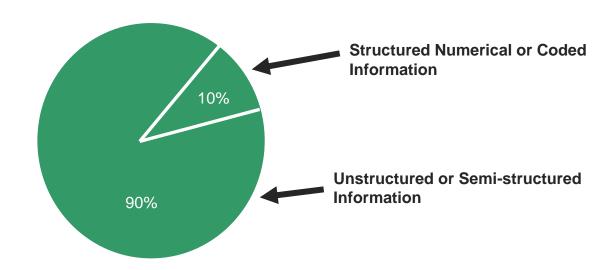
Text-Mining (TM)

Definition

- A process of identifying novel information from a collection of texts
- Transform from unstructured textual data into structured data

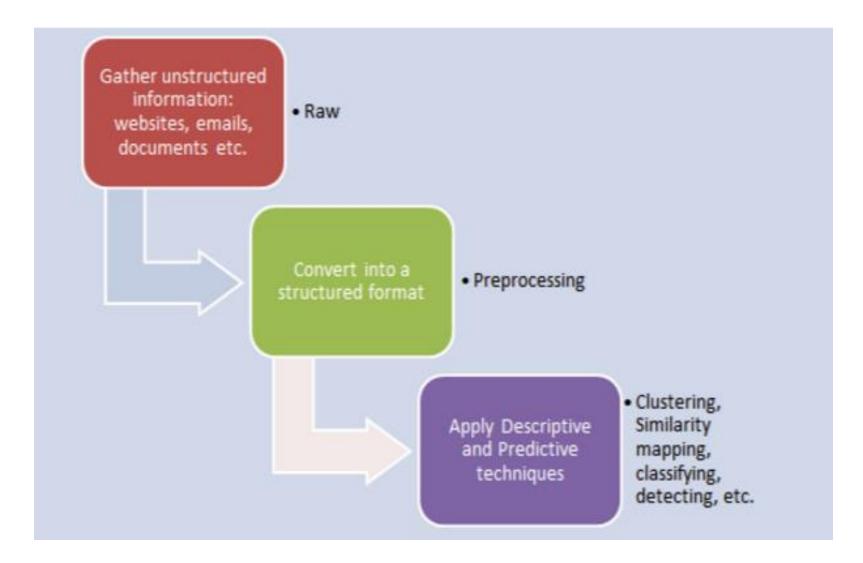
Motivation

- Approximately 90% of the world's data is held in unstructured formats (Oracle, 2015)
- Information intensive business processes demand that we transcend from simple document retrieval to "knowledge"





Text Mining Process





Natural Language Processing

• Natural language processing (NLP) is a subfield of artificial intelligence and linguistics. It studies the problems of automated generation and understanding of natural human languages.

- Natural language processing uses <u>probabilistic</u>, <u>statistical</u>, <u>and data-mining methods</u> to resolve some of the difficulties
 - e.g., text segmentation



Business Applications

Decision Support in CRM

- What are customers' typical complaints?
- What is the <u>trend in the number of satisfied customers</u>?

• Personalization in e-Commerce (Recommendations)

- Suggest products that <u>fit a user's interest profile</u> (even based on personal info).





Text-mining Tools

- Commercial SW Packages
 - IBM Intelligent Miner for Text
 - SAS Text Miner
 - Semio Map
 - InXight LinguistX / ThingFinder
 - LexiQuest
 - ClearForest
 - Teragram
 - SRA NetOwl Extractor
 - Autonomy
- Open-Source SW
 - R, Python, Pearl ...



Mobile App Analytics with TM



Mobile App Markets

Opportunities

- Users: Broaden customers' access to <u>a large database of Apps</u>
- Sellers: Create <u>a large network of customers</u> and accommodate heterogeneous customer preferences

Challenges

- Users: Many Similar Apps
 - Increased cognitive load searching for the right App
 - High transaction uncertainties related to the value/quality of an App
- Sellers: Severe Competition
 - 942 new Apps appeared every single day (October 2013, 148Apps.com)
 - "Over 30% Apps are never downloaded" (July 2012, PCMac.com
 - "Top 25 US developers account for half of App revenue" (December 2012, TechCrunch)

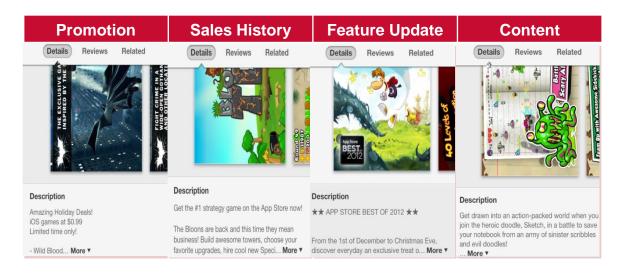






Motivation

Marketing Messages in App Product Descriptions



- Developers can deliver App information and marketing messages in the head of **App product descriptions**.
 - Price Promotion: "Now 50% OFF for a Limited Time"
 - Sales Performance: "#1 Downloaded Game App in 2013!"
 - Feature Update: "Feature Updates! Retina/HD Support! ..."
 - Content: "Minecraft is about placing blocks to build things..."



How to Write a Successful App Description?

- "Write your Application Description with a focus on what makes the functionality of design of your App unique (should be less than 4,000 characters" (Apple App Store)
- **Product Description Marketing (SEO Service, 2012)**
 - List Benefits, not Features!
 - Let Customer Describe it!
 - Make your Content Unique!
 - Provide Additional Value for the Price Customers Pay!



Step1: Identify Business Problem(s)

- Business Problem: How to write successful App product descriptions?
- Task1: Which terms/words are frequently appeared in App product descriptions?
 - Text-Mining
- Task2: What are the common patterns/styles in presenting App product descriptions?
 - Clustering Analysis
- **Task3:** What types of messages in the descriptions are associated with better sales performance?
 - Regression Analysis



Step1: Identify Business Problem(s)

Text-mining Procedure

- Extracting Keywords from App Descriptions
 - 250 descriptions over 20 weeks
 - Only first two sentences will be used for TM
- Preprocessing (Parsing and Stemming)
 - Converts Unstructured Data to Structured Data
- Keywords Selection (Task 1)
 - Selects the most frequently appearing key terms
- Clustering (Task 2)
 - Groups frequently used terms together
 - Identify the common patterns/styles in presenting App product descriptions
- Regression Analysis (Task 3)
 - Identify relationships between the messages in product descriptions and App sales



Required R Packages for TM

• To conduct Text-mining in R, we need the following packages:

```
## Required Packages ##
install.packages ("NLP") #NLP Functions
install.packages("tm") #Text-mining
install.packages ("SnowballC") #Stemming
install.packages ("gdap") #Sentence Split
install.packages ("wordcloud") #WordCloud
install.packages ("RColorBrewer") #Colours for WordCloud
## Activate Packages ##
library(NLP)
library(tm)
library (SnowballC)
library (qdap)
library (wordcloud)
library (RColorBrewer)
library(stats) # Clustering
```



Step2: Understand the Data

Data

- 250 App product descriptions in the Top Paid Games Apps from Apple App Store
- Games Category
 - Games Apps makes up 17.2 percent of the Apps on the Apple App Store in 2013*
 - It accounts for 40% of store downloads and covered 70% of App Store revenue in 2013**
- Paid Charts
 - No dominant zero-price effects (c.f., free and grossing charts)
 - Less inclusion of in-app-purchase options
- 20 weeks $(04/18/2012 \sim 08/17/2012)$
 - 250 App product descriptions were randomly selected



Step2: Understand the Data

- Load textual data
 - Download App_Games_Desc.csv from the course site

```
## Data Loading ##
Apps_data <- read.csv("App_Games_Desc.csv") #The original dataset is stored in your project folder.
Apps_desc <- Apps_data[,10]  #Descriptions are recorded in the 10th column.
n_desc <- length(Apps_desc)  #Check the number of app descriptions</pre>
```

n_desc													
1	Α	В С	D	Е	F G	Н	1	J	K	L	M	N	0
1	AppID F	Rank Name	ReleaseDate	Category	Price Devel	oper Screenshot	Size	Description	UpdatedDate	StarCurrentVersion	RatingCurrentVersion	TopInAppPurchases	DataDate
2	394716128	232 Urban Ninja	10,01,2010	Games	0.99 Donut 0	Sames 7	9.6 [u'	' #1 DOWNLOAD IN 28 COUNTRIES', u"	06,14,2011	4	4426	0	04,06,2012
3	535747605	183 Master of Dungeon	07,19,2012	Games	0.99 PLAYBE	AN 10	44.2 [u'	'\u2605\u2606 LIMITED TIME OFFER : SPEC	08,07,2012	4.5	139	5	08,10,2012
4	465072566	292 Galaxy on Fire 2??? HD	10,07,2011	Games	4.99 FISHLAE	3S 10	622 [u'	'\u2729 50% OFF \u2013 SPECIAL SALE: Bu	07,03,2012	4.5	122	7	07,27,2012
5	322852954	26 Words With Friends	07,19,2009	Games	2.99 Zynga	5	13.3 [u'	'Play the AD-FREE version of Words With	03,15,2012	4.5	13657	8	04,06,2012
6	337402021	211 Harry Potter: Spells	11,15,2009	Games	0.99 Warner	Bros. 5	102 [u'	'Now available at \$0.99 for a limited time	11,04,2010	4	2715	2	04,06,2012
7	404086528	56 LEGO Harry Potter: Years 1-4	11,19,2010	Games	0.99 Warner	Bros. 10	453 [u'	'Now available at \$0.99 for a limited time	01,18,2011	4	2749	0	04,06,2012
8	342842881	109 Where's Waldo???? The Fantastic Journe	12,09,2009	Games	0.99 Ludia	5	169 [u'	'***March Madness Limited Time Promo	04,05,2011	4	4631	0	04,06,2012
9	414723566	293 Smoothie Moves	01,19,2011	Games	0.99 Gamelo	oft 10	834 [u'	'New iOS game sale! Order & Chaos\	05,31,2012	4.5	2750	10	08,17,2012
10	441242571	118 RPG - Fantasy Chronicle	06,07,2011	Games	0.99 Kotobu	ki Soli 5	28.4 [u'	*** LIMITED OFFER: SPECIAL PRICE !!! 85%	01,19,2012	4.5	20	0	05,04,2012
11	489454710	294 Adventure Bar Story	03,08,2012	Games	0.99 Rideon.	Japan 5	19.4 [u'	'\u2605\u2605 Summer Sale! \u2605\u260	06,22,2012	4.5	66	7	07,20,2012
12	500428935	67 Brandnew Boy	03,08,2012		0.99 Oozoo I			'**** \$3.99 -> \$0.99 **** HOT SALE FOR	04,20,2012	4.5			04,20,2012
13	307132353		04,08,2009	Games	0.99 Games			'Apple\u2019s Rewind 2009! Apple featur	07,07,2011	4.5		0	04,06,2012
14	344186162	31 Grand Theft Auto: Chinatown Wars	01,18,2010	Games	0.99 Rocksta	r Gam 5	232 [u'	'**LIMITED TIME OFFER**', u'We\u2019re	03,28,2010	4	7922		05,25,2012
	365678365	97 CHAOS RINGS	04,20,2010	Games	3.99 SQUARE	E ENIX 5	700 [u'	'', u'The CHAOS RINGS series summer s	07,26,2012	4	3908	0	07,27,2012
16			05,27,2010		0.99 Activisi			'** To celebrate the release of the new SI	06,15,2010	3.5			04,27,2012
17			11,05,2010		0.99 PlayCre		-	'* LIMITED TIME OFFER - \$0.99 * ', u"Over :	10,04,2011	4.5			04,13,2012
18			12,16,2010	Games	0.99 Crescer		311 [u'	' For a limited time only, on sale for ov	01,09,2012	4.5			04,27,2012
19		1'	04,27,2011	Games	6.99 Gamelo			'Finally a true real-time, full-3D MMORPG		4.5	1253		04,13,2012
20	418520600	255 RPG???Eve of the Genesis	02,18,2011	Games	0.99 Kotobu		-	'** LIMITED OFFER: SPECIAL PRICE!!! 89% (12,09,2011	4	40	0	05,25,2012
		204 Sally's Studio	06,16,2011		0.99 Games			'\u222a EASTER WEEKEND SALE!!! \u222a	06,23,2011	4.5			04,06,2012
22		230 DrawRace 2	09,01,2011	Games	0.99 Chilling	_	-	'\u2605\u2605\u2605\u2605\u2605 MOTC	03,23,2012	4.5			05,18,2012
			12,15,2011	Games	2.99 SEGA			'Don\u2019t miss out on the Sonic Sale of		4.5			06,22,2012
			08,08,2011		0.99 Kairoso			'LIMITED TIME OFFER! 75% OFF!', u'Des		4.5			06,01,2012
25	456244246		11,10,2011		0.99 FDG Ent	tertair 5	55.6 [u'	'AN ENTIRELY NEW GAMING EXPERIENCE '	02,28,2012	5		2	04,06,2012
26	463928420	12 Are You Smarter Than a 5th Grader??? &a	06,11,2012	Games	0.99 Ludia	10	20.6 [u'	'LIMITED TIME SALE - GET THE AD FREE V	06,11,2012	4	188	6	06,16,2012
27	464308703	119 Prince of Persia?? Classic	02,29,2012	Games	0.99 Ubisoft	5	194 [u'	'LIMITED TIME OFFER!', u'Prince Of Persia	04,12,2012	4	104	1	04,13,2012
28	465918332	36 RPG - Symphony of Eternity	09,26,2011	Games	0.99 Kotobu	ki Soli 5	33.5 [u'	'** LIMITED OFFER: SPECIAL PRICE !!! 89%	10,25,2011	4.5	71	0	04,06,2012
29	473645314	161 RPG Alphadia	10,25,2011	Games	0.99 Kotobu	ki Soli 5	43.5 [u'	1** LIMITED OFFER: SPECIAL PRICE!!! 86%	10,26,2011	4	66	0	05,18,2012
30	479799035	141 MapleStory Live Deluxe	02,23,2012	Games	0.99 NEXON	MOB 5	35.2 [u'	'\u2605\u2605\u2605 Big Sale for 7 days! \	07,13,2012	4	86	6	07,27,2012
31	488627858	1 Draw Something by OMGPOP	02,01,2012	Games	0.99 OMGPC)P 10	12.9 [u'	1**LIMITED TIME ONLY SALE - UPGRADE TO	03,19,2012		105054	4	04,06,2012

Step3: Data Preparation

lity to play any level in Trainer mode -- Perfect for inexperienced gamers or if you'd like to practice!\","

Use the first two sentences

ames release!']"

 App developers are likely to deliver the key marketing messages in the head of App product descriptions.

```
## Use the First Two Sentences ##
# Test with the first Description #
Test sent <- sent detect nlp(Apps desc[1]) #Split a document into sentences
Test sent
[1] "[u'-- #1 DOWNLOAD IN 28 COUNTRIES --', u\"What's even better than Frenchmen, ninjas and heroes?\", u'A chubby Ninja Hero with a French accent of course!', u'Join
Francois in a wall climbing, roof jumping adventure as a secret agent.',"
[2] "u\"Wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.\","
[3] "u'Can you handle the dangerous rope swinging, pole slidning and acrobatics required to survive 40 breath-taking missions?',"
       [5] "\"Gameplay 20 / 20\"', u'- Apple: Rated \"New & Noteworthy\" in iTunes', u'- Apple: Rated \"Hot New Game\" in App Store', u'- Touch Arcade: \"It wouldn\\'t s
urprise me if I went back and ran the numbers that Donut Games is responsible for more favorable game reviews than any other developer\"', u'- GamePro: Score 4.5 / 5.0
in \"App Store Games of the Week\"', u'WHAT FANS SAY:', u'- \"Donut Games hits another one outta the park!\"', u'- \"This is an awesome game!"
[6] "Very addictive and challenging!"
[7] "My 6yo loves it too.\"',"
[8] "u'- \"Another great game from donut games!"
k, climb and slide your way through various locations', u'- 40 classified missions', u'- BONUS GAME: Ninja Slide', u'- BONUS GAME: Bubble Ride', u\"- TRAINER mode: Abi
```

Step3: Data Preparation

- Use the first two sentences
 - App users are also likely to read the first few sentences to evaluate Apps before downloading.

```
> Test_sent[1:2]
[1] "[u'-- #1 DOWNLOAD IN 28 COUNTRIES --', u\"what's even better than Frenchmen, ninjas and heroes?\", u'A chubby Ninja Hero with a French accent of course!', u'Join Francois in a wall
climbing, roof jumping adventure as a secret agent.',"
[2] "u\"wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.\","
> # Select the first two sentences #
> Apps_Sent <- list()
> for (i in 1:n_desc) {
     temp <- sent_detect_nlp(Apps_desc[i]) #Split a document into sentences</pre>
     Apps_Sent[[i]] <- temp[1:2] #Use the first 2 sentences
> Apps_Sent [[1]]
[1] "[u'-- #1 DOWNLOAD IN 28 COUNTRIES --', u\"What's even better than Frenchmen, ninjas and heroes?\", u'A chubby Ninja Hero with a French accent of course!', u'Join Francois in a wall
climbing, roof jumping adventure as a secret agent.',"
[2] "u\"Wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.\"."
> Apps_Sent[[2]]
```

[1] "[u'\\u2605\\u2606 LIMITED TIME OFFER: SPECIAL PRICE!!! \\u2606\\u2605', u'Appreciate customers event for only limited period on sale!"

[2] "', \$0.99 (75% Discount!!) ', u'Do not miss this chance!!! ', u':::::::::::: '. u"

Step3: Data Preparation

- Create a Corpus
 - Corpus is a collection of documents in linguistics
 - A list of text documents (e.g., news article, user reviews, books)
 - The Corpus function reads each text document as a vector

```
> ## Convert Vector/List to Corpus ##
> Apps <- Corpus(VectorSource(Apps_Sent))
>
> Apps
<<\vecVorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 250
> Apps[[1]]
<<\vecValinTextDocument>>
Metadata: 7
Content: chars: 347
> as.character(Apps[[1]])
[1] "[u'-- #1 DOWNLOAD IN 28 COUNTRIES --', u\"What's even better than Frenchmen, ninjas and heroes?\", u'A chubby Ninja Hero with a French accent of course!', u'Join Francois in a wall climbing, roof jumping adventure as a secret agent.',"
[2] "u\"Wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.\","
```

Step3: Data Preparation - Parsing

- The process of structuring the input text and deriving patterns within the structured data
 - Convert upper-case letters to lower-case letters
 - Remove unnecessary/less-important terms
 - Remove stop words
 - Remove numbers
 - Remove punctuations and symbols
 - Remove white space
- The tm_map function applies these NLP rules (mappings) to texts 21



- Convert Upper-case letters to Lower-case versions
 - e.g., from COUNTIRES to countries

```
> ## Upper-case Letters to Lower-case Letters ##
> Apps <- tm_map(Apps, content_transformer(tolower))
> as.character(Apps[[1]])
[1] "[u'-- #1 download in 28 countries --', u\"what's even better than frenchmen, ninjas and heroes?\", u'a chubby ninja hero with a french accent of co urse!', u'join francois in a wall climbing, roof jumping adventure as a secret agent.',"
[2] "u\"wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.\","
```

- Delete unnecessary/less-important terms
 - HTML operators

r hero keith t. maxwell tumbling through space and time.

```
> # Delete HTML Tags #
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2019", " ", Apps[[j]]) #delete "u2019"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u'", " ", Apps[[j]]) #delete u'
> for (j in 1:n_desc) Apps[[j]] <- gsub("u\"", " ", Apps[[j]]) #delete u"
> as.character(Apps[[1]])
[1] "[ -- #1 download in 28 countries --', what's even better than frenchmen, ninjas and heroes?\", a chubby ninja hero with a french accent of course
!', join francois in a wall climbing, roof jumping adventure as a secret agent.',
[2] "wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.\","
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
[1] [ -- #1 download in 28 countries --', what's even better than frenchmen, ninjas and heroes?", a chubby ninja hero with a french accent of course!'
   join francois in a wall climbing, roof jumping adventure as a secret agent.',
[2] wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.",
[[2]]
[1] [ \\u2605\\u2606 limited time offer : special price!!! \\u2606\\u2605', appreciate customers event for only limited period on sale!
[[3]]
[1] [\\u2729 50% off \\u2013 special sale: buy galaxy on fire 2 hd for spectacular $ 4,99 / \\u20ac 3,99 / \\xa3 2,99 for a limited time only!
```

[2] \u2729', galaxy on fire 2\u2122 hd is the completely remodeled hd-version of the award-winning saga that set the standard for sci-fi on the app s tore, now available for iphone 4s, ipad 2 and retina display of the new ipad!', story', a hyperdrive malfunction sends intergalactic adventurer and wa

- Delete unnecessary/less-important terms
 - Additional HTML operators

```
> # Delete HTML Tags #
 > for (j in 1:n_desc) Apps[[j]] <- gsub("u2605", " "
                                                                                                     Apps[[j]]) #delete "u2605"
 > for (j in 1:n_desc) Apps[[j]] <- gsub("u2606",
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2606", " ", Apps[[j]]) #delete "u2606"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u201c", " ", Apps[[j]]) #delete "u201c"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u201d", " ", Apps[[j]]) #delete "u201d"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2011", " ", Apps[[j]]) #delete "u2011"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2013", " ", Apps[[j]]) #delete "u2013"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2014", " ", Apps[[j]]) #delete "u2014"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2022", " ", Apps[[j]]) #delete "u2022"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2026", " ", Apps[[j]]) #delete "u2026"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2028", " ", Apps[[j]]) #delete "u2028"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u2028", " ", Apps[[j]]) #delete "u2028"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u20ac", " ", Apps[[j]]) #delete "u20ac"
> for (j in 1:n_desc) Apps[[j]] <- gsub("u20ac", " ", Apps[[j]]) #amp
> for (j in 1:n_desc) Apps[[j]] <- gsub("xae", " ", Apps[[j]]) #xae
> for (j in 1:n_desc) Apps[[j]] <- gsub("xae", " ", Apps[[j]]) #xa0
> for (j in 1:n_desc) Apps[[j]] <- gsub("xa3", " ", Apps[[j]]) #xa3
> inspect(Apps[1:3])
                                                                                                  , Apps[[j]]) #delete "u2606"
 > for (j in 1:n_desc) Apps[[j]] <- gsub("u201c", " ",
 > inspect(Apps[1:3])
  <<VCorpus>>
 Metadata: corpus specific: 0, document level (indexed): 0
 Content: documents: 3
  [[1]]
  [1] [ -- #1 download in 28 countries --', what's even better than frenchmen, ninjas and heroes?", a chubby ninja hero with a french accent of course!'
       join francois in a wall climbing, roof jumping adventure as a secret agent.',
   [2] wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.",
  [[2]]
  [1] [ \\ \\ limited time offer : special price!!! \\ \\ ', appreciate customers event for only limited period on sale!
  [1] [ \\ 50% off \\ special sale: buy galaxy on fire 2 hd for spectacular $ 4,99 / \\ 2,99 for a limited time only!
```

[2] \\ ', galaxy on fire 2\\ hd is the completely remodeled hd-version of the award-winning saga that set the standard for sci-fi on the app store, no w available for iphone 4s, ipad 2 and retina display of the new ipad!', story', a hyperdrive malfunction sends intergalactic adventurer and war hero k eith t. maxwell tumbling through space and time.

- Delete unnecessary/less-important terms
 - Device-related terms: Frequently appeared but less-informative

```
> # Remove less important terms: Device names #
> # Remove less important terms: Device names #
> for (j in 1:n_desc) Apps[[j]] <- gsub("apple", " ", Apps[[j]]) #Apple
> for (j in 1:n_desc) Apps[[j]] <- gsub("iphone", " ", Apps[[j]]) #iphone
> for (j in 1:n_desc) Apps[[j]] <- gsub("touch", " ", Apps[[j]]) #ipod
> for (j in 1:n_desc) Apps[[j]] <- gsub("ipad", " ", Apps[[j]]) #ipod
> for (j in 1:n_desc) Apps[[j]] <- gsub("ags", " ", Apps[[j]]) #ipohne 3GS
> for (j in 1:n_desc) Apps[[j]] <- gsub("3rd", " ", Apps[[j]]) #3rd Gen. ipod
> for (j in 1:n_desc) Apps[[j]] <- gsub("2nd", " ", Apps[[j]]) #2nd Gen. ipod
> for (j in 1:n_desc) Apps[[j]] <- gsub("4th", " ", Apps[[j]]) #4th Gen. ipod
> inspect(Apps[1:2])
 > inspect(Apps[1:3])
 <<VCorpus>>
 Metadata: corpus specific: 0, document level (indexed): 0
 Content: documents: 3
  [[1]]
 [1] [ -- #1 download in 28 countries --', what's even better than frenchmen, ninjas and heroes?", a chubby ninja hero with a french accent of course!'
  , join francois in a wall climbing, roof jumping adventure as a secret agent.',
 [2] wrapped in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.",
 [[2]]
 [1] [ \\ \\ limited time offer : special price!!! \\ \\ ', appreciate customers event for only limited period on sale!
 [[3]]
 [1] [ \\ 50% off \\ special sale: buy galaxy on fire 2 hd for spectacular $ 4.99 / \\ 2.99 for a limited time only!
```

[2] \\ ', galaxy on fire 2\\ hd is the completely remodeled hd-version of the award-winning saga that set the standard for sci-fi on the app store, no w available for 4s, 2 and retina display of the new !', story', a hyperdrive malfunction sends intergalactic adventurer and war hero keith t. max well tumbling through space and time.



ng through space and time.

- Delete unnecessary/less-important terms
 - App Store-related terms: Frequently appeared but less-informative

```
> # Remove less important terms: App, Game, Play #
> for (i in 1:n_desc) Apps[[i]] <- qsub("world", " ", Apps[[i]]) #new
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
[1] [ -- #1 download in 28 countries --', what's even better than frenchmen, ninjas and heroes?", a chubby ninja hero with a french accent of course!'
 , join francois in a wall climbing, roof jumping adventure as a secret agent.',
[2] wr ed in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.",
[[2]]
[1] [ \\ \\ limited time offer : special price!!! \\ \\ ', reciate customers event for only limited period on sale!
[[3]]
[1] [ \\ 50% off \\ special sale: buy galaxy on fire 2 hd for spectacular $ 4,99 / \\ 3,99 / \\ 2,99 for a limited time only!
[2] \\ ', galaxy on fire 2\\ hd is the completely remodeled hd-version of the award-winning saga that set the standard for sci-fi on the
lable for 4s, 2 and retina dis of the !', story', a hyperdrive malfunction sends intergalactic adventurer and war hero keith t. maxwell tumbli
```



ng through space and time.

- Convert important/meaningful numbers to characters (terms)
 - #1 App in 30 courtiers
 - \$0.99 for a limited time only
 - Limited Time Sale! 50% off!

```
> # Convert Important numbers to words/terms #
> for (j in 1:n_desc) Apps[[j]] <- gsub("#1", "numberone", Apps[[j]]) #1
> for (j in 1:n_desc) Apps[[j]] <- gsub("99", "nintyninecent", Apps[[j]]) #$0.99</pre>
> for (j in 1:n_desc) Apps[[j]] <- gsub("%", "percent", Apps[[j]]) #percent</pre>
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
[1] [ -- numberone download in 28 countries --', what's even better than frenchmen, ninjas and heroes?", a chubby ninja hero with a french accent of c
ourse!', join francois in a wall climbing, roof jumping adventure as a secret agent.',
[2] wr ed in a tight latex suit, he's ready to take on a list of classified missions entrusted him by his agency.",
[[2]]
[1] [ \\ \\ limited time offer : special price!!! \\ \\ ', reciate customers event for only limited period on sale!
[[3]]
[1] [ \\ 50percent off \\ special sale: buy galaxy on fire 2 hd for spectacular $ 4, nintyninecent / \\ 3, nintyninecent / \\ 2, nintyninecent for a li
mited time only!
```

[2] \\ ', galaxy on fire 2\\ hd is the completely remodeled hd-version of the award-winning saga that set the standard for sci-fi on the , now available for 4s, 2 and retina dis of the !', story', a hyperdrive malfunction sends intergalactic adventurer and war hero keith t. maxwell tumbli

Delete Stop words

- By removing the words that are very commonly used (but less informative) in a given language, we can focus on the important words instead.
- Articles (the, a, an...)
- Prepositions (for, after, above, across, before, under...)
- Conjunctions (and, but, nor, yet, so, than...)
- Pronouns (she, he, I, you, they, them...)
- Auxiliary Verbs (can, will, could, would, must) and Linking Verbs (is, are, am)
- When, where, how, what, which

```
> # Remove stopwords #
> Apps <- tm_map(Apps, removeWords, stopwords("english"))</pre>
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
[1] [ -- numberone download 28 countries --', even better frenchmen, ninjas heroes?", chubby ninja hero french accent course!', join francois
  wall climbing, roof jumping adventure secret agent.',
[2] wr ed tight latex suit, ready take list classified missions entrusted
[[2]]
[1] [ \\ \ limited time offer : special price!!! \\ \\ ', reciate customers event limited period sale!
[[3]]
[1] [ \\ 50percent \\ special sale: buy galaxy fire 2 hd spectacular $ 4, nintyninecent / \\ 3, nintyninecent / \\ 2, nintyninecent limited time !
[2] \\ ', galaxy fire 2\\ hd completely remodeled hd-version award-winning saga set standard sci-fi , now available 4s, 2 retina di
      !', story', hyperdrive malfunction sends intergalactic adventurer war hero keith t. maxwell tumbling space time.
```

• <u>Delete Stop words</u>

```
# You can define stopwords #
newstopwords <-c("and", "for", "the", "to", "in", "when", "then", "he", "she", "than", "can", "get", "one");
Apps <- tm map(Apps, removeWords, newstopwords)
> for (j in 1:n_desc) Apps[[j]] <- gsub("com", " ", Apps[[j]]) # com
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
[1] [ -- numberone download 28 countries --', even better frenchmen, ninjas heroes?", chubby ninja hero french accent course!', join francois
  wall climb, roof jump adventure secret agent.',
[2] wr ed tight latex suit, ready take list classified missions entrusted agency.",
[[2]]
[1] [ \\ \\ limited time offer : special price!!! \\ \\ ', reciate customers event limited period sale!
[[3]]
[1] [ \\ 50percent \\ special sale: buy galaxy fire 2 hd spectacular $ 4, nintyninecent / \\ 3, nintyninecent / \\ 2, nintyninecent limited time!
[2] \\ ', galaxy fire 2\\ hd pletely remodeled hd-version award-winn saga set standard sci-fi , now available 4s, 2 retina dis
   !', story', hyperdrive malfunction sends intergalactic adventurer war hero keith t. maxwell tumbl space time.
```

Delete Numbers

if numeric values are not important.

```
> # Remove Numbers #
> Apps <- tm_map(Apps, removeNumbers)</pre>
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
[1] [ -- numberone download countries --', even better frenchmen, ninjas heroes?", chubby ninja hero french accent course!', join francois wall climb, r
oof jump adventure secret agent.',
[2] wr ed tight latex suit, ready take list classified missions entrusted agency.",
[[2]]
[1] [ \\ \\ limited time offer : special price!!! \\ \\ ', reciate customers event limited period sale!
[[3]]
[1] [ \\ percent \\ special sale: buy galaxy fire hd spectacular $ ,nintyninecent / \\ ,nintyninecent / \\ ,nintyninecent |
[2] \\ ', galaxy fire \\ hd pletely remodeled hd-version award-winn saga set standard sci-fi
                                                                                          . now available s. retina dis
                                                                                                                              !', story',
hyperdrive malfunction sends intergalactic adventurer war hero keith t. maxwell tumbl space time.
```

- Delete Punctuations and Symbols
 - Punctuations and Symbols (!, ?, \$, @, . ;, , :, "", [,], ()...)

```
> # Remove Punctuations and Symbols #
> Apps <- tm_map(Apps, removePunctuation)</pre>
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
    numberone download countries even better frenchmen ninjas heroes chubby ninja hero french accent course join francois wall climb roof jump adven
ture secret agent
[2] wr ed tight latex suit ready take list classified missions entrusted
                                                                        agency
[[2]]
[1]
       limited time offer special price reciate customers event limited period sale
[2] nintyninecent percent discount miss chance
[[3]]
     percent special sale buy galaxy fire hd spectacular nintyninecent nintyninecent nintyninecent limited time
      galaxy fire hd pletely remodeled hoversion awardwinn saga set standard scifi now available s retina dis
                                                                                                                            story hyperdrive malf
unction sends intergalactic adventurer war hero keith t maxwell tumbl space time
> # You can also manually delete non-characters #
> for (j in 1:n_disc) Apps[[j]] \leftarrow gsub("['*|&|-|/|\\|()|\\.,!-_]", " ", Apps[[j]]) # remove non-characters
```

• Remove White Space(s)

```
> # Remove Extra White Space #
> Apps <- tm_map(Apps, stripWhitespace)
> inspect(Apps[1:3])
<<VCorpus>>
Metadata: corpus specific: 0, document level (indexed): 0
Content: documents: 3
[[1]]
    numberone download countries even better frenchmen ninjas heroes chubby ninja hero french accent course join francois wall climb roof jump adventure secret agent
     wr ed tight latex suit ready take list classified missions entrusted agency
[[2]]
[1] limited time offer special price reciate customers event limited period sale inintyninecent percent discount miss chance u
[[3]]
[1] percent special sale buy galaxy fire hd spectacular nintyninecent nintyninecent nintyninecent limited time
    galaxy fire hd pletely remodeled hdversion awardwinn saga set standard scifi now available s retina dis story hyperdrive malfunction sends intergalactic adventure
r war hero keith t maxwell tumbl space time
```

Step3: Stemming

- Reduce inflected (or sometimes derived) words to their word stem (i.e., root form)
 - work: works, worked, working, worker
 - countri: country, countries,

```
> ## Stemming ##
> Apps <- tm_map(Apps, PlainTextDocument) # Remove common word endings ("es", "ed", "s", "ing")
> Apps <- tm_map(Apps, stemDocument)
>
> as.character(Apps[[1]])
[1] " numberon download countri even better frenchmen ninja hero chubbi ninja hero french accent cours join francoi wall climb roof jump adventur secret agent"
[2] " wr ed tight latex suit readi take list classifi mission entrust agenc"
> as.character(Apps[[3]])
[1] " percent special sale buy galaxi fire hd spectacular nintyninec nintyninec limit time"
```

[2] " galaxi fire hd plete remodel hdversion awardwinn saga set standard scifi now avail s retina dis stori hyperdr malfunct send intergalact adventur war hero keith t maxwel tumbl space time"

Step3: Convert Texts to Numbers

- Create a Document Term Matrix (DTM) from a corpus
 - DTM represents the relationship between terms and documents
 - Rows: Documents, Columns: Terms
 - An entry is the number of occurrences of the term in the document.
 - Unstructured data is converted into structured/quantitative data for further data-mining analyses.

```
> # Original DTM #
> dtm_Apps <- DocumentTermMatrix(Apps)</pre>
> dtm_Apps
<<DocumentTermMatrix (documents: 250) terms: 2114)>>
Non-/sparse entries: 5636/522864
Sparsity
Maximal term length: 21
                               : term frequency (tf)
Weighting
> inspect(dtm_Apps)
                                                             > as.character(Apps[[1]])
<<DocumentTermMatrix (documents: 250, terms: 2114)>>
                                                             [1] " numberon download countri even better frenchmen ninja hero chubbi ninja hero french accent cours join francoi wall climb roof jump adventur secret agent"
Non-/sparse entries: 5636/522864
                                                             [2] " wr ed tight latex suit readi take list classifi mission entrust agenc"
Sparsity
                 : 99%
Maximal term length: 21
Weighting
                : term frequency (tf)
             aban abil absolut absorb academi acceleromet accent access accessori acclaim accord accuraci acdc achiev across action actionpack activis
Docs
  character(0)
  character(0)
  character(0)
  character(0)
```

Step3: Convert Texts to Numbers

- Create a Document Term Matrix (DTM) from a corpus
 - To remove less-important and sparse terms,
 - Enforce lower and upper limits to the length of the words included (between 3 and 20 characters)
 - Select the terms occurred in 15 to 200 app descriptions

```
> dtm_Apps_Ctrl <- DocumentTermMatrix(Apps, control=list(wordLength=c(3,20), bounds=list(global=c(15,200))))</pre>
 > dtm_Apps_Ctrl
 <<DocumentTermMatrix (documents: 250, terms: 45)>>
 Non-/sparse entries: 1123/10127
 Sparsity
                            : 90%
 Maximal term length: 10
 Weighting
                            : term frequency (tf)
> inspect(dtm_Apps_Ctrl) # Display DTM for the descriptions
                                                                        > as. character (Apps [[1]])
<<DocumentTermMatrix (documents: 250, terms: 45)>>
                                                                        [1] " numberon download countri even better frenchmen ninja hero chubbi ninja hero french accent cours join francoi wall climb roof jump adventur secret agent"
Non-/sparse entries: 1123/10127
                                                                        [2] " wr ed tight latex suit readi take list classifi mission entrust agenc"
                    90%
Sparsity
Maximal term length: 10
                   : term frequency (tf)
Weighting
               action addict adventur arcad avail award back best challeng classic control countri creat download experi featur first fun gam graphic hit includ
Docs
  character(0)
                                                                                                                                                             0
  character(0)
  character(0)
  character (0)
  character(0)
  character(0)
  character(0)
  character(0)
  character(0)
  character (0)
  character(0)
  character(0)
  character(0)
```

Step3: Convert Texts to Numbers

Create a Document Term Matrix (DTM) from a corpus

> as.character(Apps[[1]])

```
[1] " numberon download countrieven better frenchmen minia hero chubbi minia hero french accent cours join francoi wall climb roof jumc adventur secret agent"
 [2] " wr ed tight latex suit readi take list classifi mission entrust agenc"
> inspect(dtm_Apps_Ctrl[1:5,1:15]) # DTM for the first 5 descriptions with the first 15 terms
<<DocumentTermMatrix (documents: 5, terms: 15)>>
Non-/sparse entries: 8/67
Sparsity
Maximal term length: 8
Weighting
                        : term frequency (tf)
                   action addict adventur arcad avail award back best challeng classic control countri creat download experi
Docs
  character (0)
  character(0)
                                  0
                                                                                                                                   0
                                                                                                                                               0
                                                                                                                                                       0
  character(0)
                                                                                 0
   character(0)
  character(0)
```



Task 1: Identify the most frequently used terms in the descriptions



Create a Frequency Table for the terms

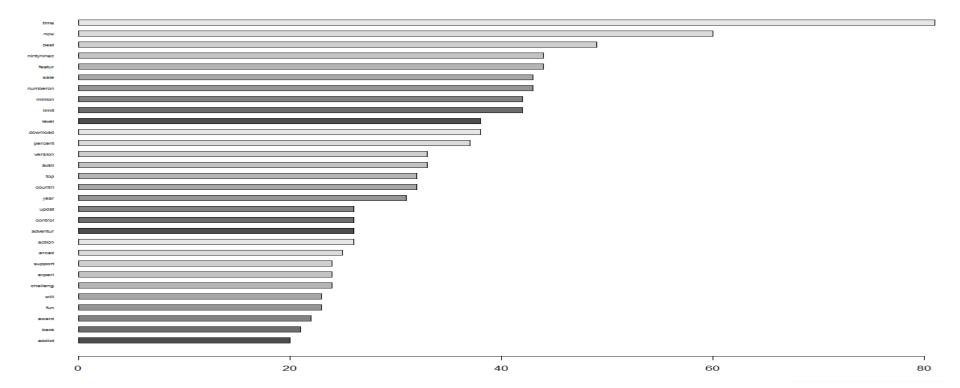
```
> # Find the terms that occur at least 30 times #
> findFreqTerms(dtm_Apps_Ctrl, 30)
  [1] "avail"
                                                           "featur"
                                                                         "level"
                                                                                      "limit"
                    "best"
                                 "countri"
                                              "download"
                                                                                                   "million"
                                                                                                                "nintyninec" "now"
                                                                                                                                           "numberon"
                                                                                                                                                         "percent"
 [13] "sale"
                    "time"
                                 "top"
                                              "version"
                                                           "vear"
> Freq_term <-colSums(as.matrix(dtm_Apps_Ctrl))</pre>
> Order_Freq_term <- order(Freq_term, decreasing = TRUE)
> Freq_term[Order_Freq_term]
      time
                                       featur nintyninec
                                                            numberon
                                                                                      limit
                                                                                                million
                                                                                                          download
                                                                                                                         level
                                                                            sale
                                                                                                                                   percent
                                                                                                                                                avai1
                                                                                                                                                          version
                             best
                   now
                               49
                                           44
                                                                                         42
                                                                                                     42
                                                                                                                            38
        81
                    60
                                                       44
                                       action
                                                adventur
                                                             control
                                                                                               challeng
                                                                                                                                                 will
   countri
                             year
                                                                           updat
                                                                                      arcad
                                                                                                             experi
                                                                                                                       support
                                                                                                                                                            award
                  top
                    32
                               31
                                           26
                                                       26
                                                                  26
                                                                              26
                                                                                         25
                                                                                                     24
                                                                                                                            24
      back
               addict
                                                               multi
                                                                                                                           hit
                          classic
                                        like
                                                                           price
                                                                                       take
                                                                                                  uniqu
                                                                                                                                                first
                                                                                                                                                          graphic
                                                     way
                                                                                                                gam
                                                                                                                                     creat
                    20
                                                                                         18
                                                                                                                17
                                                                                                                            17
                                                                                                                                        16
                                                                                                                                                   16
                                           20
                                                       20
                                                                              18
                                                                                                     18
                                                                                                                                                               16
                includ
                           retina
      make
                   15
        16
                               15
```



Create a Frequency Diagram for the terms

```
# Frequency Diagram #
library(grDevices); # for colours
Apps DTM DF = as.data.frame(as.matrix(dtm Apps Ctrl))
numwords <- 30; # the most frequent 30 terms
# sum each column and sort by descending order #
Terms Freq <- as.matrix(sort(sapply(Apps DTM DF, FUN=sum), decreasing=TRUE)[1:numwords], colnames=count)
x <- sort (Terms Freq[1:numwords,], decreasing=FALSE)
barplot(x, horiz=TRUE, cex.names=0.5, space=1, las=1, col=grey.colors(10), main="Frequency of Terms")
                                                Frequency of Terms
```

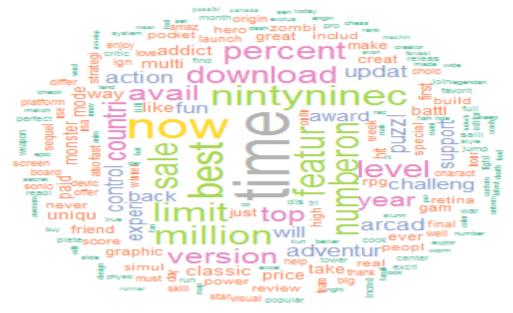




- Create a Word Cloud
 - The larger the word in the visual the more common the word was in the document(s).

```
# For Original DTM #
set.seed(2406) #set the same seed each time ensures consistent look across clouds
m <- as.matrix(t(dtm_Apps)) # Convert it to a matrix
v <- sort(rowSums(m), decreasing=TRUE) # Sort the terms in a descending order
w <- data.frame(word = names(v), freq=v) # Create a data frame indicating the name&frequency of terms

WC_color <- brewer.pal(8, "Set2")
wordcloud(w$word, w$freq, scale=c(3,.1), min.freq=1, max.words=200, random.order=F, rot.per=.3, colors=WC_color)</pre>
```





Create a Word Cloud

```
# For DTM with Controls #
dev.off()
set.seed(2406) #set the same seed each time ensures consistent look across clouds
m <- as.matrix(t(dtm_Apps_Ctrl)) # Convert it to a matrix
v <- sort(rowSums(m), decreasing=TRUE) # Sort the terms in a descending order
w <- data.frame(word = names(v), freq=v) # Create a data frame indicating the name&frequency of terms

WC_color <- brewer.pal(8, "Set2")
wordcloud(w$word, w$freq, scale=c(3,.1), min.freq=1, max.words=200, random.order=F, rot.per=.3, colors=WC_color)</pre>
```

```
addict support control in control
```



- Find associated terms
 - Check for correlations between terms
 - Measure the co-occurrence of terms in multiple documents
 - "time" is used together with "limit", "percent", and "sale" at a correlation of 56%, 32%, and 31% respectively
 - Limited time sales! 50% off

```
> ## Find Associated Terms ##
> findAssocs(dtm_Apps_Ctrl, "time", .3);
$time
  limit percent
                   sale
   0.56
           0.32
                   0.31
> findAssocs(dtm_Apps_Ctrl, "now", .2);
$now
avail
0.26
> findAssocs(dtm_Apps_Ctrl, "best", .2);
$best
award
0.21
```



Task 2: Identify the <u>common</u> <u>patterns/styles</u> in presenting App product descriptions?



K-means Clustering



• Select the number of terms for clustering

dtm Apps Sparse <- removeSparseTerms(dtm Apps Ctrl, 0.89)

Select the number of Terms for Clustering

Remove sparse terms

```
#remove the terms which have at least a 89 percentage of sparse
      nrow(dtm Apps Sparse); ncol(dtm Apps Sparse)
      inspect (dtm Apps Sparse)
<<DocumentTermMatrix (documents: 250, terms: 14)>>
Non-/sparse entries: 532/2968
Sparsity
Maximal term length: 10
                 : term frequency (tf)
Weighting
             Terms
             avail best countri download featur level limit million nintyninec now numberon percent sale time
Docs
 character(0)
                                      1
                                                                                     1
 character(0)
                      0
 character(0)
 character(0)
```

Step4: Build a Clustering Model

- Problem: Identify the <u>common patterns/styles</u> in presenting App product descriptions?
- Variables
 - 14 terms
 - time, nintyninec, sales, limit, percent
 - featur, level, best, avail, now
 - download, million, countri, numberon
- Expected Clusters
 - Price Promotion
 - Sales Performance
 - Update Information



Step5: Train a Model on the Data

• K-means Clustering (K=3)

```
> ## K-means Clustering ##
> dtm_Apps_cluster <-as.matrix(dtm_Apps_Sparse)
> library(stats) # Clustering
>
> set.seed(2406)
> Apps_KM <- kmeans(t(dtm_Apps_cluster), 3)</pre>
```

• K-means Clustering Output (K=3)

```
> Apps_KM
K-means clustering with 3 clusters of sizes 4, 5, 5
Cluster means:
  character(0) character(0)
          0.75
                        0.0
                                      0.0
                                                  0.25
                                                                0.0
                                                                              0.0
                                                                                           0.5
                                                                                                         0.0
                                                                                                                                   0.5
          0.00
                        1.2
                                      1.6
                                                  0.00
                                                                1.2
                                                                              1.2
                                                                                           1.0
                                                                                                         0.8
                                                                                                                                   1.0
          0.00
                        0.0
                                      0.4
                                                  0.00
                                                                0.4
                                                                              0.4
                                                                                           0.0
                                                                                                         0.2
                                                                                                                                   0.2
  character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0)
           0.0
                        0.0
                                                                0.5
                                                                              0.0
                                                                                           0.0
                                                                                                         0.0
                                                                                                                                  0.25
           1.0
                        0.8
                                      0.8
                                                   0.8
                                                                0.8
                                                                              0.8
                                                                                           0.4
                                                                                                         0.8
                                                                                                                      0.8
                                                                                                                                  0.80
                                                                                                                                                0.8
           0.6
                        0.4
                                      0.2
                                                   0.0
                                                                0.0
                                                                              0.0
                                                                                           0.0
                                                                                                         0.0
                                                                                                                      0.2
                                                                                                                                  0.40
                            character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0)
  character(0) character(0)
           0.0
                        0.0
                                                                              0.0
                                                                                           0.0
                                                                                                                     0.25
                                                                0.0
           0.8
                        0.8
                                      0.8
                                                   0.8
                                                                              0.8
                                                                                           0.8
                                                                                                         0.8
                                                                                                                     0.80
                                                                                                                                   0.8
                                                                                                                                                0.8
                                                                0.8
                                      0.2
                                                                0.2
                                                                              0.0
                                                                                                         0.0
                                                                                                                     0.00
  character(0) character(0)
           0.0
                                                                             0.25
                                                                                                       0.25
                                                                                                                      0.0
           0.8
                        0.8
                                                                                           0.2
                                                                                                        0.00
                                                   0.8
                                                                0.8
                                                                             0.80
                                                                                                                      0.6
                                                                                                                                   0.6
                                                                                                                                                0.6
                        0.0
                                                   0.0
                                                                             0.40
                                                                                           0.0
                                                                                                        0.60
                                                                                                                      0.0
                                                                                                                                   0.2
                                                                0.0
                                                                                                                                                0.0
               character(0)
                            character(0) character(0)
                                                       character(0)
                                                                    character(0)
                                                                                  character(0) character(0) character(0) character(0)
           0.0
                        1.5
                                     0.75
                                                                0.5
                                                                              0.0
                                                                                           0.0
                                                                                                        0.25
                        0.4
                                     0.40
                                                                                           0.2
                                                                                                       0.40
           0.6
                                                                0.4
                                                                              0.4
                                                                                                                      0.4
                                                                                                                                   0.4
                                                                                                                                                0.4
           0.0
                        0.6
                                     0.00
                                                                              0.4
                                                                                           0.0
                                                                                                       0.40
                                                                                                                      0.6
                                                                0.4
  character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0) character(0)
           0.0
                        0.0
                                      0.0
                                                   0.0
                                                               0.25
                                                                              0.0
                                                                                           1.5
                                                                                                       1.25
                                                                                                                     0.75
                                                                                                                                  0.75
                                                                                                                                                0.5
                                                                                                       0.20
           0.4
                        0.4
                                      0.4
                                                   0.4
                                                               0.60
                                                                              0.4
                                                                                           0.2
                                                                                                                     0.20
                                                                                                                                  0.00
                                                                                                                                                0.2
                                                                              0.2
                                                                                                       0.20
                        0.0
                                                               0.60
                                                                                           0.4
                                                                                                                     0.00
                                                                                                                                  0.00
                                                                                                                                                0.0
Clustering vector:
     avai1
                                     download
                                                  featur
                                                              level
                                                                          limit
                                                                                   million nintyninec
                                                                                                                                               sale
                  best
                                                                                                                    numberon
                                                                                                                                percent
                                1
                                                                                                                           1
      time
Within cluster sum of squares by cluster:
[1] 112.25 136.40 182.80
 (between_SS / total_SS = 31.0 \%)
```

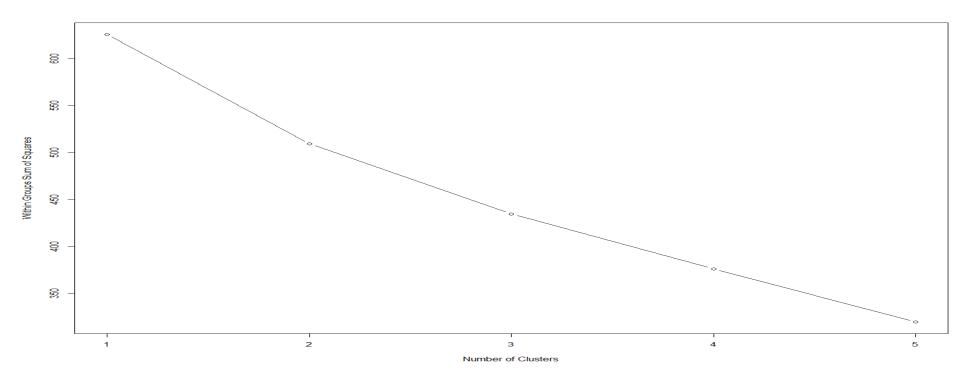
- Look at the size of the clusters (i.e., #terms for each cluster)
- Look at the memberships of 14 terms

- Characterize the Clusters
 - Expected Clusters: Price Promotion, Sales Performance, and Update Info.

	Cluster 1	Cluster 2	Cluster 3
N	4	5	5
Terms	countri download million numberon (#1)	limit nintyninec (\$0.99) percent (%) sale time	avail best feature level now
Example	"#1 App in 30 countries" "Downloaded over 10 million times in 2012"	"Limited Time SALE! 50% OFF!" "\$ 0.99 for a limited time only"	"Screen rotation and zoom are now available "NEW FEATURES: Retina / HD support', "Play all 60 levels, then take on 60 tests in Challenge mode"
Label	Sales Performance	Price Promotion	Update Info.

• Evaluate the number of K (Elbow Method)

```
## Identify the optimal k ##
#Within Groups Sum of Squares#
wss <- 1:5
for(i in 1:5) {wss[i] <- sum(kmeans(t(dtm_Apps_cluster),i)$withinss)}
plot(1:5, wss[1:5], type="b", xlab="Number of Clusters", ylab="Within Groups Sum of Squares")
# type="b" creates a plot with lines between points #
> wss
[1] 625.5714 509.2889 434.6143 376.3167 319.8000
```



Hierarchical Clustering



Step5: Train a Model on the Data

Hierarchical Clustering

Hierarchical Clustering

8.544004

9.165151 10.295630

percent sale

time

8.544004

9.110434 9.327379 9.643651 10.049876

8.888194

9.110434

Measure distance between records

```
dtm Apps cluster <-as.matrix(dtm Apps Sparse)
   # Calculate the Distance between Terms #
   distance <- dist(t(dtm Apps cluster), method="euclidean")</pre>
   distance
                          countri download
                                                                    million nintyninec
                                            featur
                                                     level
                                                             limit
            avail
                                                                                            numberon
                                                                                                                sale
                                                                                                     percent
         9.273618
best
countri
         9.000000 10.148892
download
         9.000000 9.433981 7.615773
featur
         8.888194 9.643651 9.486833
                                  9.486833
level
         9.327379 10.344080
                         9.486833 9.380832
limit
         8.544004 10.440307
                         8.944272 9.165151 9.591663
million
         9.539392 10.049876 8.944272 6.928203 10.295630
nintyninec 10.246951 11.704700 10.295630 10.770330 11.401754 11.575837 7.071068 11.575837
                                          9.899495 10.392305 9.273618
now
numberon
                                  9.746794 11.000000 11.445523 10.630146 10.535654
```

6.403124 10.246951

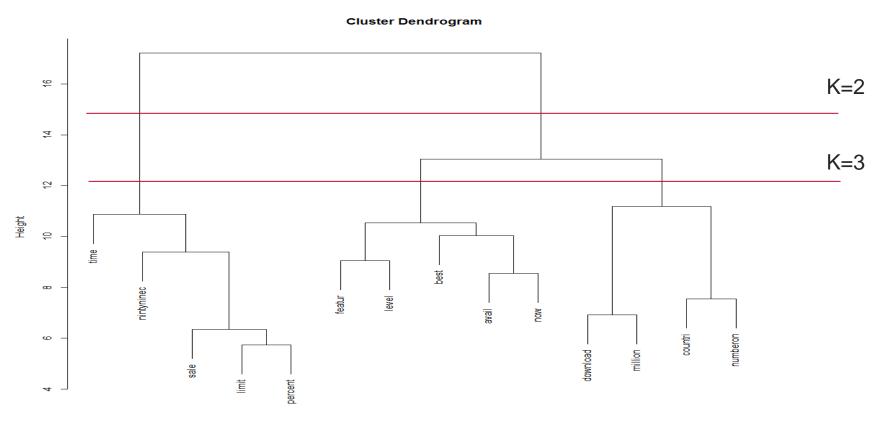
10.677078 11.401754 11.090537 11.357817 11.180340 12.041595 7.937254 11.874342 10.908712 10.816654 12.247449 9.380832 9.695360

8.888194 9.000000 10.099505

8.888194 9.327379 10.677078

Display the clustering output in a dendrogram

```
Apps_HC <- hclust(distance, method = "ward.D")
plot(Apps HC)</pre>
```

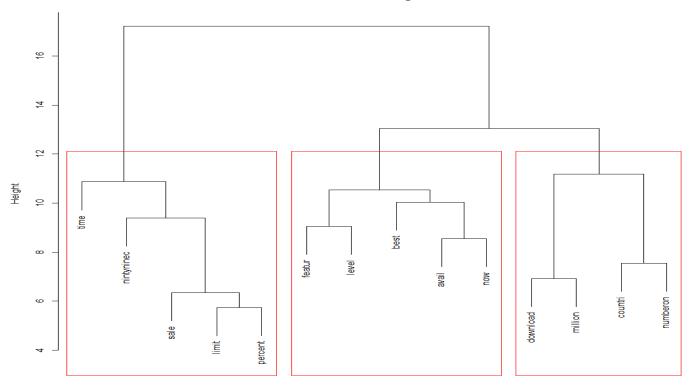




• With 3 Clusters

Draw dendrogram with red borders around the 3 clusters
rect.hclust(Apps_HC, k=3, border="red")

Cluster Dendrogram





- Cut off the tree at the desired number of clusters (k=3)
 - Examine the clusters for 14 terms

Characterize the Clusters

	Cluster 1	Cluster 2	Cluster 3
N	5	4	5
Terms	avail best feature level now	countri download million Numberon (#1)	limit nintyninec (\$0.99) percent (%) sale time
Example	"Screen rotation and zoom are now available "NEW FEATURES: Retina / HD support', "Play all 60 levels, then take on 60 tests in Challenge mode"	"#1 App in 30 countries" "Downloaded over 10 million times in 2012"	"Limited Time SALE! 50% OFF!" "\$ 0.99 for a limited time only"
Label	Update Info.	Sales Performance	Price Promotion

Task 3:

Identify what types of messages in the descriptions are associated with better sales performance



Linear Regression



Build a Regression Model from TM

- Problem: Identify what types of messages in the descriptions are associated with better sales performance
- Dependent Variable
 - Sales: Continuous variable
- Independent Variables
 - Key predictors from app product descriptions (from HC)
 - *Update_Info* (# terms in Cluster1)
 - Sales_Performance (#terms in Cluster 2)
 - *Price_Promotion* (#terms in Cluster 3)
 - *Content* (# terms not appeared in the clusters 1,2, and 3)
 - Other predictors
 - Price, #Screenshots, Size, StarRating, #Ratings, #IAP



Cluster Scores: Example

Cluster(s)	App	Description	Cluster 1	Cluster 2	Cluster 3
1. Update Info.	Batman Arkham City	UPDATED WITH NEW <u>LEVELS</u> & <u>FEATURES</u> - OPTIMIZED FOR THE NEW iPAD! The inmates have escaped and Batman has his hands full defeating an army of henchmen and some of his most iconic villains.	2	0	0
2. Sales Performance	Bridge Constructor	#1 in the game charts for iPad & iPhone in 24 countries. #1 in the overall app charts for iPad in 19 countries Already #1 in the overall app charts for iPhone in 4 countries	0	6	0
3. Price Promotion	Infinity Blade	Super Summer <u>Sale!</u> INFINITY BLADE IS NOW ONLY <u>\$0.99</u> . FOR A <u>LIMITED TIME!</u> The critically acclaimed best seller is celebrating a <u>limited time</u> <u>\$0.99 sale</u> .	8	0	0
4. Content	Epic Astro Story	Ready to test your mettle against the final frontier? Pioneer an untamed planet, building roads and houses for your fellow denizens of the future.	0	0	0

Cluster Score

- The number of terms used for a cluster in an App's product description
- Common Patterns: commonly appearing terms in hit Apps:
 - Terms used for 'Update Info.', 'Sales Performance', and 'Price Promotion'
- Content: characterizes an App's key feature/uniqueness of 'Content'
 - Terms that did not appear in other three clusters but used in the description



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- Count the number of terms in a description
 - The number of terms appeared in the identified clusters will be used for a regression.

```
## Count the number of terms in a description ##
library(stringr) # counting the number of terms
Num_Terms <- matrix(data=0 , n_desc,1);

for (j in 1:n_desc){
    str1 <- Apps[[j]]
    str2 <- str_match_all(str1, "\\S+" )
    Num_Terms[j] <- length(str2[[1]]) + length(str2[[2]])
}
head(Num_Terms)

[,1]
[1,] 35
[2,] 17
[3,] 43
[4,] 33</pre>
```

Compute Cluster Scores from HC output

```
## Compute Cluster Scores ##
 # Identify the terms for each cluster #
 cluster1 <- dtm Apps cluster[,c("avail", "best", "featur","level","now")]</pre>
 cluster2 <- dtm Apps cluster[,c("countri", "download", "million", "numberon")]</pre>
 cluster3 <- dtm Apps cluster[,c("limit", "nintyninec", "percent", "sale", "time")]</pre>
> head(cluster1)
                                             > head(cluster2)
                                                         Terms
            Terms
                                                          countri download million numberon
             avail best featur level now
Docs
                                             Docs
                                               character(0)
                                                                1
 character(0)
  character(0)
                                               character(0)
                                                                0
                                                                                       0
                                               character(0)
  character(0)
  character(0)
                                               character(0)
  character(0)
                                               character(0)
                                               character(0)
  character(0)
```

> head(cluster3)

٦	Terms				
Docs	limit	nintyninec	percent	sale	time
character(0)	0	0	0	0	0
character(0)	2	1	1	1	1
character(0)	1	3	1	1	2
character(0)	0	0	0	0	0
character(0)	2	2	0	0	2
character(0)	2	2	0	0	2

Compute Cluster Scores

```
# Sums #
C1 Sum <- rowSums(cluster1)
C2 Sum <- rowSums(cluster2)
C3 Sum <- rowSums(cluster3)
C4 Sum <- Num Terms - (C1 Sum + C2 Sum + C3 Sum)
# Create a Score table #
Score <- matrix(data=0 , n desc,4);
Score[,1] <- as.matrix(C1 Sum)
Score[,2] <- as.matrix(C2 Sum)
Score[,3] <- as.matrix(C3 Sum)
Score[,4] <- as.matrix(C4 Sum)
# Name the Columns/Clusters #
colnames (Score) <- c("Cluster1", "Cluster2", "Cluster3", "Cluster4")
head (Score)
       Cluster1 Cluster2 Cluster3 Cluster4
   [1,]
   [2,]
                                 33
                                  32
                                  18
                                                      62
```

Create a new dataset for a regression

```
## Add a Score matrix to the original Data ##
Apps_new <- cbind(Apps_data, Score)
str(Apps_new)</pre>
```

```
'data.frame':
               250 obs. of 19 variables:
$ AppID
                      : int 394716128 535747605 465072566 322852954 337402021 404086528 342842881 414723566 441242571 489454710 ...
$ Rank
                      : int 232 183 292 26 211 56 109 293 118 294 ...
                      : Factor w/ 250 levels "???Solitaire+",..: 227 124 85 241 95 112 238 192 175 5 ...
$ Name
                      : Factor w/ 198 levels "01,14,2011","01,14,2012",..: 143 112 149 111 168 174 189 4 81 31 ...
$ ReleaseDate
                      : Factor w/ 1 level "Games": 1 1 1 1 1 1 1 1 1 1 ...
$ Category
                      : num 0.99 0.99 4.99 2.99 0.99 0.99 0.99 0.99 0.99 ...
$ Price
$ Developer
                      : Factor w/ 165 levels "[adult swim]",...: 41 119 54 165 160 160 95 67 90 130 ...
                      : int 7 10 10 5 5 10 5 10 5 5 ...
$ Screenshot
$ Size
                      : num 9.6 44.2 622 13.3 102 453 169 834 28.4 19.4 ...
                      : Factor w/ 250 levels "[u'---', u'The CHAOS RINGS series summer sale is here for one week only!', u'Chaos Rings
$ Description
6 168 26 74 ...
                      : Factor w/ 174 levels "01,03,2012","01,05,2011"...: 93 126 107 37 153 6 56 86 9 101 ...
$ UpdatedDate
$ StarCurrentVersion : num 4 4.5 4.5 4.5 4 4 4 4.5 4.5 4.5 ...
$ RatingCurrentVersion: int 4426 139 122 13657 2715 2749 4631 2750 20 66 ...
$ TopInAppPurchases
                      : int 05782001007...
                      : Factor w/ 20 levels "04,06,2012","04,13,2012",...: 1 19 17 1 1 1 1 20 5 16 ...
$ DataDate
$ cluster1
                      : num 0020220101...
$ cluster2
                      : num 3 0 0 1 0 0 2 0 0 2 ...
$ cluster3
                      : num 0680665455...
$ cluster4
                      : num 32 11 33 32 18 16 19 30 13 24 ...
```

A Summary of Variables

```
> summary(Apps_new[,c('Rank','Price','Screenshot','Size','StarCurrentVersion', 'RatingCurrentVersion', 'TopInAppPurchases','Cluster1','Cluster2','Cluster3','Cluster4')])
                  Price
                               Screenshot
                                                 Size
                                                           StarCurrentVersion RatingCurrentVersion TopInAppPurchases
                                                                                                                Cluster1
                                                                                                                                 Cluster2
                                                                                                                                              Cluster3
     Rank
                                                                                                                                                            Cluster4
                                                                                               Min. : 0.000
Min. : 1.0 Min. :0.990
                            Min. : 3.000 Min. : 0.80 Min. :1.000
                                                                                        5.0
                                                                                                               Min. :0.000
                                                                                                                             Min. :0.00
                                                                                                                                           Min. :0.000
                                                                                                                                                         Min. : 2.00
1st ou.: 74.5 1st ou.:0.990
                             1st Qu.: 5.000 1st Qu.: 17.93 1st Qu.:4.000
                                                                            1st Qu.:
                                                                                       66.0
                                                                                               1st Qu.: 0.000
                                                                                                               1st Qu.:0.000
                                                                                                                             1st Qu.:0.00
                                                                                                                                           1st Qu.:0.000
                                                                                                                                                         1st Qu.: 15.00
              Median :0.990
                             Median: 5.500 Median: 36.45 Median: 4.500
                                                                            Median: 324.5
                                                                                                                             Median :0.00
                                                                                                                                           Median :0.000
Median :171.5
                                                                                               Median : 0.000
                                                                                                               Median :0.000
                                                                                                                                                         Median : 23.00
     :161.1 Mean :1.838
                             Mean : 7.264
                                            Mean :102.46 Mean :4.322
                                                                            Mean : 3773.8
                                                                                             Mean : 2.332
                                                                                                                                           Mean :0.988
                                                                                                               Mean :0.896
                                                                                                                             Mean :0.62
                                                                                                                                                          Mean : 25.63
                                                                             3rd Qu.: 2259.8
                                                                                                                             3rd Qu.:1.00
3rd Qu.:243.0
              3rd Qu.:1.990
                             3rd Qu.:10.000
                                            3rd Qu.: 97.47
                                                           3rd Qu.:4.500
                                                                                               3rd Qu.: 4.000
                                                                                                               3rd Qu.:1.000
                                                                                                                                           3rd Qu.:1.000
                                                                                                                                                          3rd Qu.: 32.00
      :300.0
              Max.
                    :6.990
                             Max. :10.000
                                            Max.
                                                  :962.00
                                                           Max. :5.000
                                                                                   :192624.0
                                                                                                      :10.000
                                                                                                                      :6.000
                                                                                                                              Max.
                                                                                                                                    :6.00
                                                                                                                                           Max. :8.000
                                                                                                                                                                :101.00
                                                                                               Max.
```

Variable Transformation

```
# Variable Transformation #
Sales <- -log(Apps_new$Rank)
Log_Rating_Num <- log(Apps_new$RatingCurrentVersion+1)
Apps_new <-cbind(Apps_new, Sales)
Apps_new <-cbind(Apps_new, Log_Rating_Num)</pre>
```



Step4: Build a Regression Model

Multiple Regression Model

$$-\log(Rank) = \beta_0 + \beta_1 Price + \beta_2 Screenshot + \beta_3 Size + \\ \beta_4 Rating_Score + \beta_5 \log(Rating_Num) + \beta_6 IAP + \\ \beta_7 Cluster 1 + \beta_8 Cluster 2 + \beta_9 Cluster 3 + \beta_{10} Cluster 4 + \\ \varepsilon$$

- Cluster1: Score for Update Info.
- Cluster2: Score for Sales Performance
- Cluster3: Score for Price Promotion
- Cluster4: Score for Content



Step5: Estimate the Regression Model

Model Estimation by OLS

```
# Build a regression model #
Apps Reg <- lm(Sales ~ Price + Screenshot + Size + StarCurrentVersion + Log Rating Num + TopInAppPurchases + Cluster1 + Cluster2 + Cluster3 + Cluster4, data=Apps_new)
summary(Apps_Reg)
                call:
                lm(formula = Sales ~ Price + Screenshot + Size + StarCurrentVersion +
                    Log_Rating_Num + TopInAppPurchases + Cluster1 + Cluster2 +
                    Cluster3 + Cluster4, data = Apps_new)
                Residuals:
                    Min
                             1Q Median
                -1.5491 -0.7224 -0.3135 0.4260 4.8633
                Coefficients:
                                     Estimate Std. Error t value Pr(>|t|)
                (Intercept)
                                   -6.675e+00 5.763e-01 -11.581 < 2e-16
                Price
                                   -4.225e-02 5.170e-02 -0.817 0.41461
                Screenshot
                                   -1.115e-02 2.823e-02 -0.395 0.69337
                                   -4.106e-05 4.832e-04 -0.085 0.93235
                StarCurrentVersion 3.186e-01 1.326e-01 2.403 0.01701
                Log_Rating_Num
                               1.036e-01 3.151e-02 3.288 0.00116
                TopInAppPurchases 1.108e-02 2.047e-02 0.541 0.58899
                         -5.277e-02 5.844e-02 -0.903 0.36746
                Cluster1
                Cluster2
                                 -5.167e-02 6.086e-02 -0.849 0.39671
                Cluster3
                                   8.384e-03 4.159e-02 0.202 0.84041
                cluster4
                                    5.394e-03 4.687e-03 1.151 0.25090
                Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' '1
                Residual standard error: 1.027 on 239 degrees of freedom
                Multiple R-squared: 0.09102, Adjusted R-squared: 0.05299
                F-statistic: 2.393 on 10 and 239 DF, p-value 0.01008
```

- Problem: How to write successful App product descriptions?
- Task1: Which terms/words are most frequently appeared in App product descriptions?



• Task2: What are the common patterns/styles in presenting App

product descriptions?

K-means Clustering

	Cluster 1	Cluster 2	Cluster 3
N	4	5	5
Terms	countri download million numberon (#1)	limit nintyninec (\$0.99) percent (%) sale time	avail best feature level now
Example	"#1 App in 30 countries" "Downloaded over 10 million times in 2012"	"Limited Time SALE! 50% OFF!" "\$ 0.99 for a limited time only"	"Screen rotation and zoom are now available "NEW FEATURES: Retina / HD support', "Play all 60 levels, then take on 60 tests in Challenge mode"
Label	Sales Performance	Price Promotion	Update Info.

Hierarchical Clustering

	Cluster 1	Cluster 2	Cluster 3
N	5	4	5
Terms	avail best feature level now	countri download million Numberon (#1)	limit nintyninec (\$0.99) percent (%) sale time
Example	"Screen rotation and zoom are now available "NEW FEATURES: Retina / HD support', "Play all 60 levels, then take on 60 tests in Challenge mode"	"#1 App in 30 countries" "Downloaded over 10 million times in 2012"	"Limited Time SALE! 50% OFF!" "\$ 0.99 for a limited time only"
Label	Update Info.	Sales Performance	Price Promotion

- Task3: What types of messages in the descriptions are associated with better sales performance?
 - With the current sample and model specification, the significant impacts of certain messages in App product descriptions on App sales are not identified.
 - WHY?



Findings

- There are commonly used product description patterns for hit Apps in App store markets.
 - Price Promotion, Sales Performance, Update Information
- App product descriptions solely do not have significant impact on App sales
 - Low prediction for App sales
- Managerial Implications/Insights
 - Assists App developers to formulate a successful product description
 - Provides guidelines to new market entrants and enable them to improve sales performance