

Faculty of Technology School of Computer Science PROMO6 – Research Project

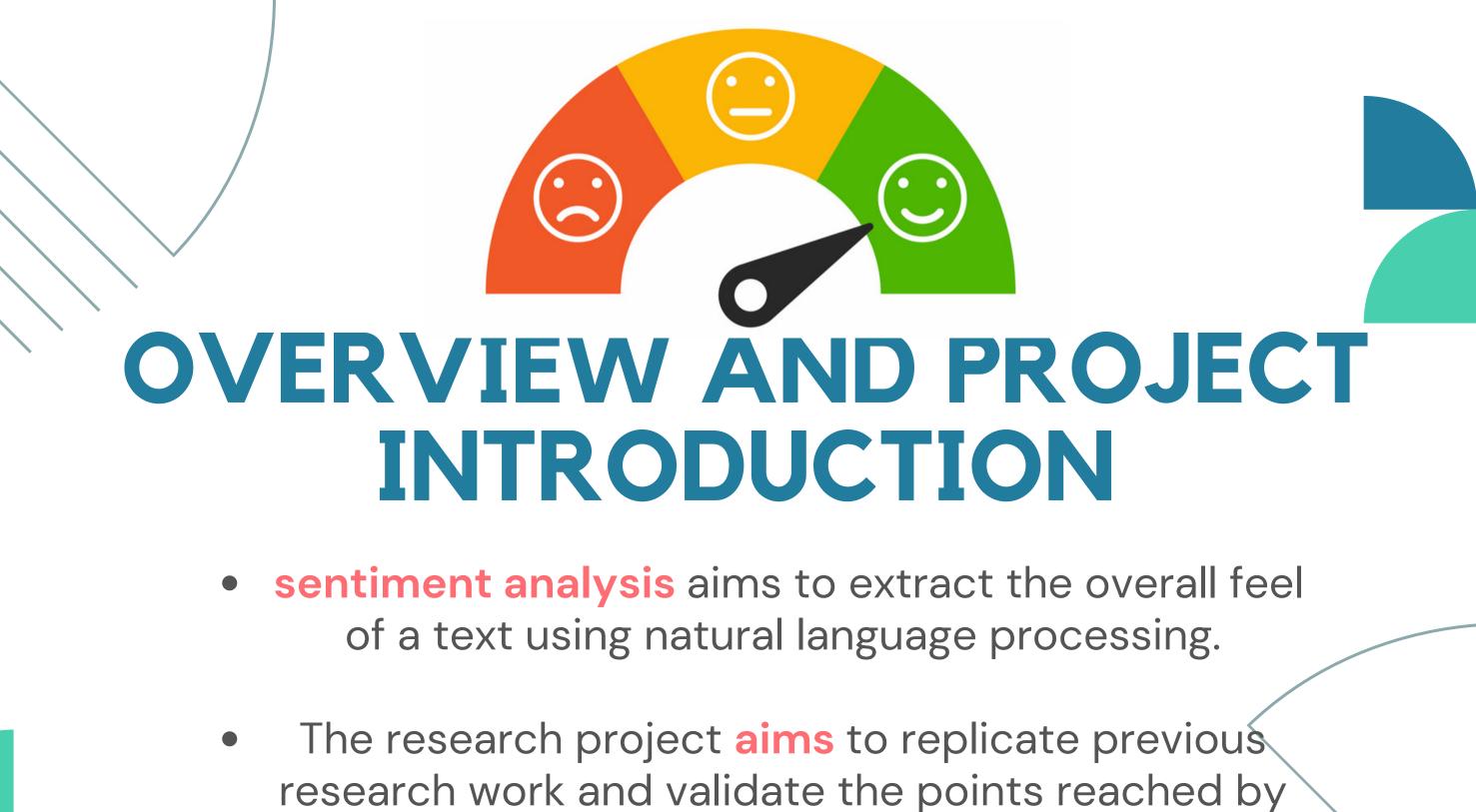
# SENTIMENT ANALYSIS IN SOCIAL MEDIA USING MACHINE LEARNING

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conducting experiments and making

recommendations.



# SIGNIFICANCE AND OBJECTIVES



This study seeks to contribute to the growing body of research on sentiment analysis in social media by examining the accuracy and effectiveness of various classification algorithms that are used in sentiment analysis through the machine learning approach.



Building a machine learning sentiment analysis model that is capable of classifying texts' sentiment as either positive or negative with a 65–80% classification accuracy is the primary objective.

# RESEARCH QUESTIONS

#### **RESEARCH Q1:**

What impact does the choice of the feature extraction technique have on the performance metrics?

1- TF-IDF.

2-Word2vec.

#### **RESEARCH Q2:**

What impact does the choice of the machine learning algorithm have on the performance metrics?

- 1- Random Forest.
- 2- SVM.
- 3-Logistic Regression.

### SENTIMENT ANALYSIS PIPELINE

The development of the sentiment analysis models follows a quantitative (objective) approach that aims to specifically answer the research questions through adopting secondary data.





**%80** 

Word2Vec

#### **ACCURACY**

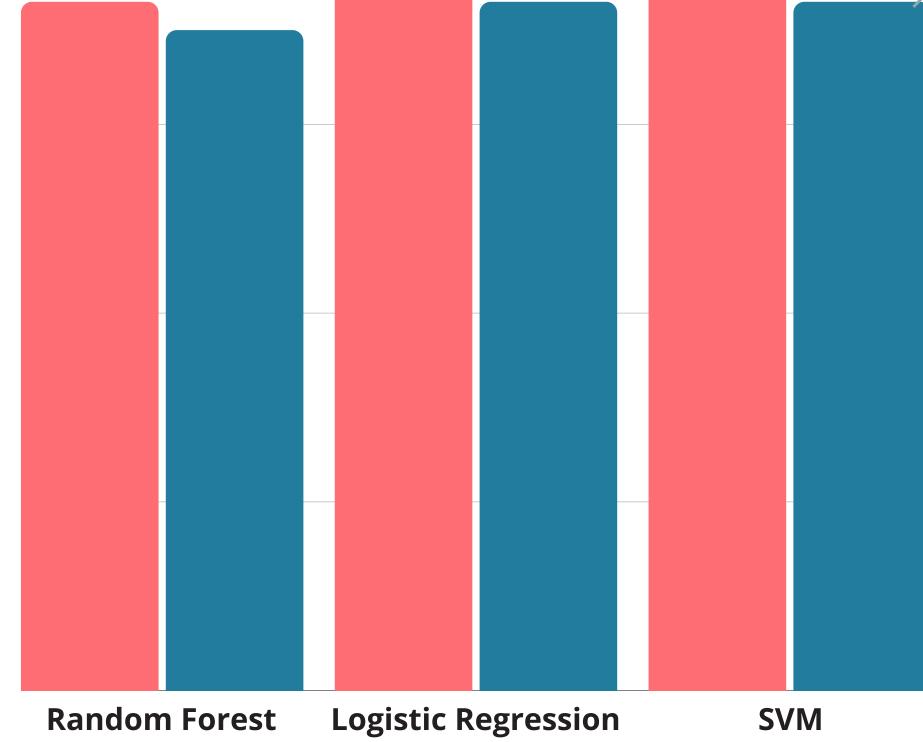
%60

#### TRAINING TIME

%40

%0

it was found through testing that Logistic Regression accompanied with TF-IDF yield the highest text classification accuracy (75%) and the significantly shortest training time (0,03 minute). %20



TF-IDF

## RESEARCH OUTCOMES



6 sentiment analysis prototypes have been developed. Logistic Regression accompanied with TF-IDF yields the highest text classification accuracy (75%) and the significantly shortest training time (0,03 minute).



Ethical and legal considerations which have been a key element of this research project, they safeguard user privacy, mitigate biases, and ensure fair data usage, aligning with regulations like GDPR.





The research project encountered constraints in data utilization, employing only 100,000 data points out of the available 6 million.

Computational limitations restricted the thorough exploration of resource-intensive techniques such as SVM and Word2Vec.



