

# Automatic Sampling and Analysis of YouTube Data

## The YouTube API

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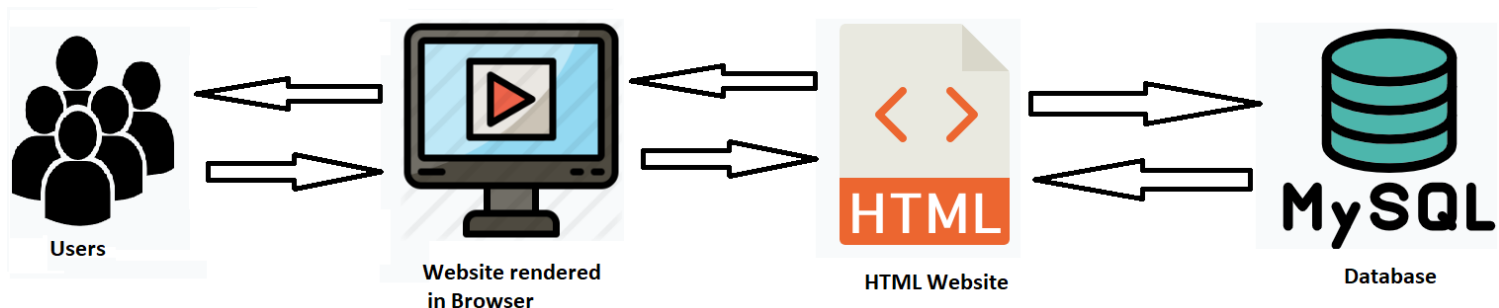
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# The YouTube API

# Overview

- All data on *YouTube* is stored in a **MySQL** database
- The website itself is an HTML page, which loads content from this database
- The HTML is rendered by a web browser so the user can interact with it
- Through interacting with the rendered website, we can either retrieve content from the database or send information to the database
- The YouTube website is
  - built in **HTML**,
  - uses **CSS** for the "styling"
  - dynamically loads content using **Ajax** from the Database



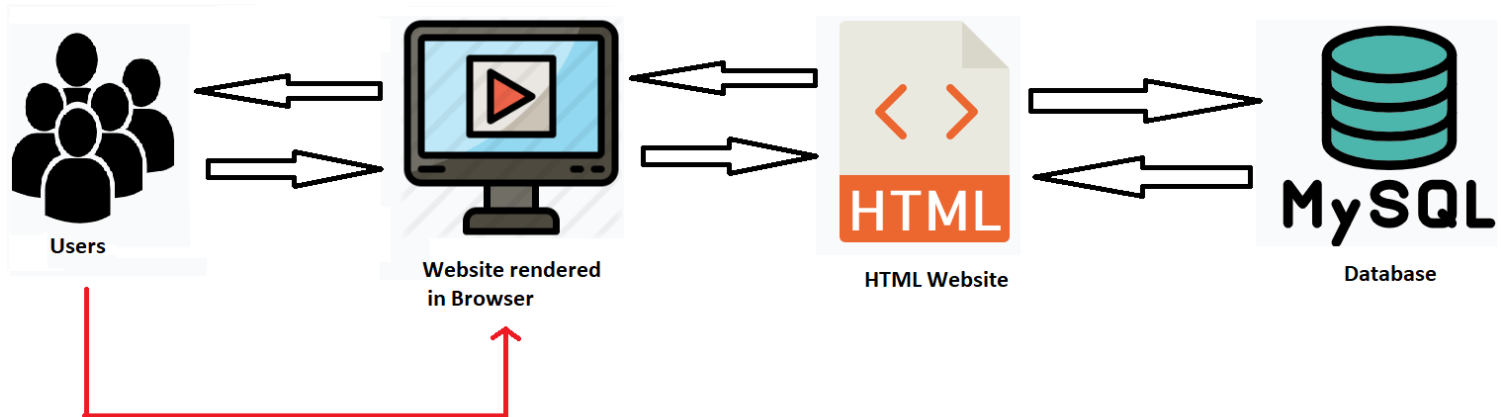
# How do we get Data From Websites?

- Theoretically, we could gather all the information manually by clicking on the things that are interesting to us and copy/pasting them. However, this is tedious and time-consuming. **We want a way of automatizing this task.** The solution to our problem is...
- **Webscraping**
  - 1) **Screenscraping:** Getting the HTML-code out of your browser, parsing & formatting it, then analyzing the data
  - 2) **API harvesting:** Sending requests directly to the database and only getting back the information that you want and need

# Screenscraping

# Screenscraping

- Screenscraping means that we are downloading the HTML text file, which contains the content we are interested in but also a lot of unnecessary clutter that describes how the website should be rendered by the browser



[illegible]



# Screenscraping

- To automatically obtain data, we can use a so-called **GET request**
- A GET request is an HTTP method for asking a server to send a specific resource (usually an HTML page) back to your local machine
- You can try it out in your console
- This is the basic principle that all the scraping packages build-on
- We will not use this directly and will let the higher-level applications handle this under the hood

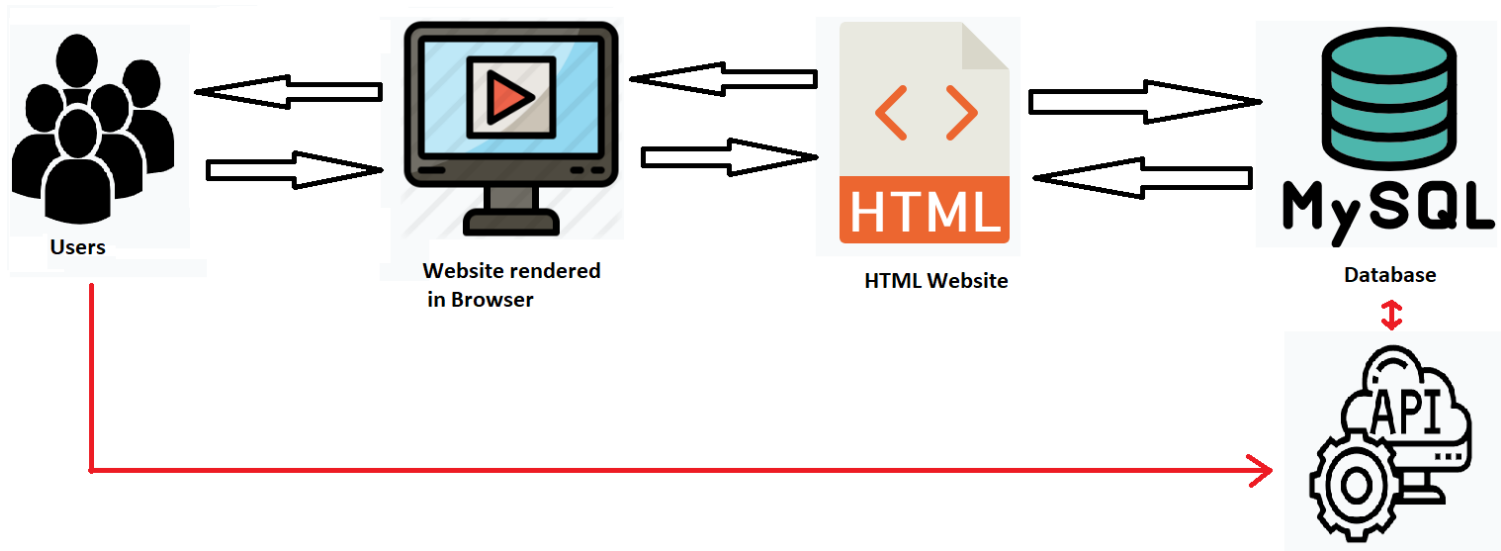
# Screenscraping

- Advantages of Screenscraping:
  - You can access everything that you are able to access from your browser
  - You are (theoretically) not restricted in how much data you can get
  - (Theoretically) Independent from API-restrictions
- Disadvantages of Screenscraping:
  - Extremely tedious to get information out of HTML-pages
  - You have to manually look up the Xpaths/CSS/HTML containers to get specific information
  - Reproducibility: The website might be tailored to stuff in your Cache, Cookies, Accounts etc.
  - There is no guarantee that even pages that look the same have the same underlying HTML structure
  - You have to manually check the website and your data to make sure that you get what you want
  - If the website changes anything in their styling, your scripts won't work anymore
  - **Legality** depends on country

# API-Harvesting

# API Harvesting

- An **Application Programming Interface...**
  - is a system built for developers
  - directly communicates with the underlying database(s)
  - is a voluntary service of the website
  - controls what information is accessible, to whom, how, and in which quantities



# API-Harvesting

- APIs can be used to:
  - embed content in other applications
  - create bots that do something automatically
  - scheduling/moderation for content creators
  - collect data for (market) research purposes
- Not every website has their own API. However, most large social media Websites, e.g.:
  - Facebook
  - Twitter
  - Instagram
  - Wikipedia
  - Google Maps

# API Harvesting

- Advantages of API Harvesting:
  - No need to interact with HTML files, you only get the information you asked for
  - The data you get is already nicely formatted (usually **JSON** files)
  - You can be confident that what you do is legal (if you adhere to the Terms of Service and respect data privacy and copyright regulations)
- Disadvantages of API Harvesting:
  - Not every website has an API
  - You can only get what the API allows you to get
  - There are often restricting quotas (e.g., daily limits)
  - Terms of Service can restrict how you may use the data (e.g., with regard to sharing or publishing it)
  - There is no standard language to make queries, you have to check the documentation
  - Not every API has a (good) documentation

# Screenscraping vs. API-Harvesting

If you can, use an API, if you must, use screenscraping instead

# The YouTube API



# Summary

- Fortunately, *YouTube* has its own, well-documented API that developers can use to interact with their database (most *Google* services do)
- To find an API for a given website, **Programmable Web** is a good starting point
- We will use the **YouTube API** today

# Let's Check Out the API!

- Google provides a sandbox for their API that we can use to get a grasp of how it operates
- We can, for example, use our credentials to get search for videos with the keyword "Brexit"
- **Example**
- Keep in mind: We have to log in with the *Google* account we used to create the app to use the API
- What we get back is a JSON-formatted response with the formats and information we requested in the API sandbox

# What is JSON?

- **Java Script Object Notation**
- Language-independent data format (like .csv)
- Like a nested List of Key:Value pairs
- Standard data format for many APIs and web applications
- Better than tabular formats (.csv / .tsv) for storing large quantities of data by not declaring missing data
- Represented in R as a list of lists that typically needs to be transformed into a regular dataframe (this can be tedious)

# What is JSON?

```
'{  
  "first name": "John",  
  "last name": "Smith",  
  "age": 25,  
  "address": {  
    "street address": "21 2nd Street",  
    "city": "New York",  
    "postal code": "10021"  
  },  
  "phone numbers": [  
    {  
      "type": "home",  
      "number": "212 555-1234"  
    },  
    {  
      "type": "mobile",  
      "number": "646 555-4567"  
    }  
  ],  
  "sex": "male"  
}'
```

# Most Important Parameters

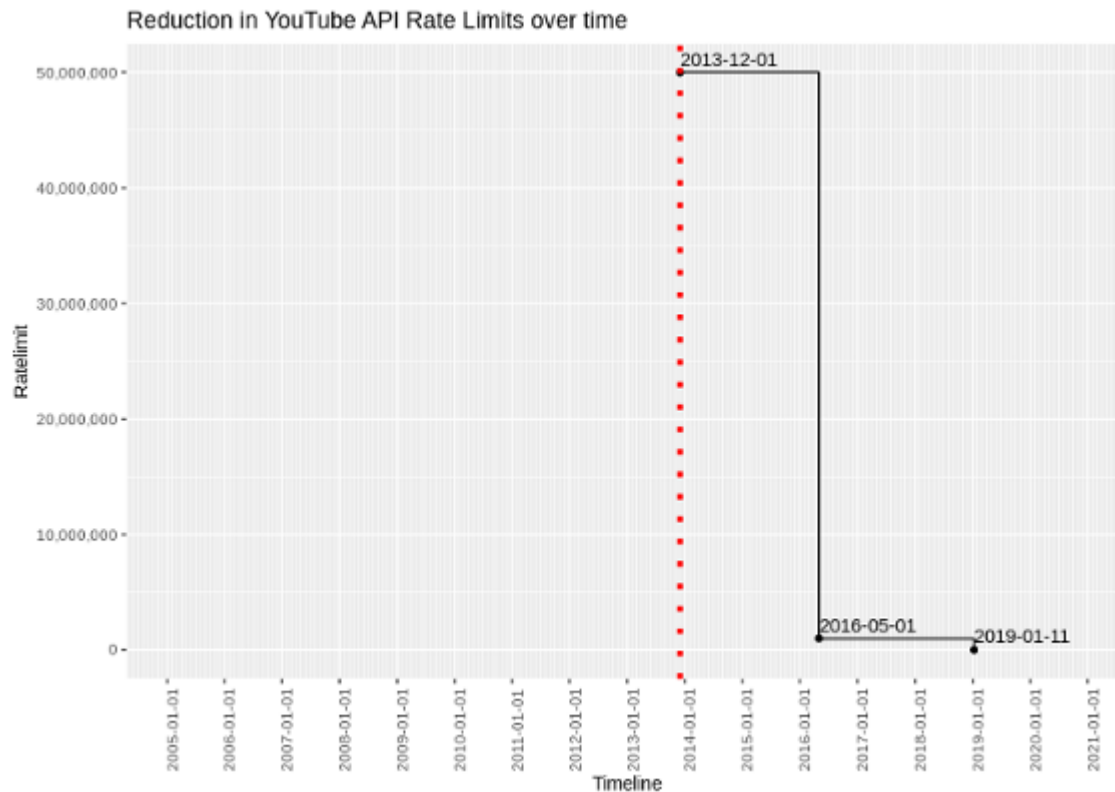
- All possible parameters for the *YouTube* API are listed [here](#)
- Keep in mind that some information is only visible to owners of a channel or author of a video
- Keep in mind that not all information is necessarily available for all videos (e.g., live videos)

# Using it from R

- We can simplify the process of interacting with the YouTube API by using a dedicated R package
- The package handles the authentication with our credentials and translates R commands into API calls
- It also simplifies the JSON response to a standard dataframe automatically for many requests
- In essence, we can run R commands and get nicely formatted API results back
- For this workshop, we will thus use the **tubeR package**

# Rate Limits

- With the API, you have a limit of how much data you can get
- This limit has constantly decreased over the last decade



# Rate Limits

- Currently (02.2021), you have a quota of **10.000** units per day
- Each request (even invalid ones) costs a certain amount of units
- There are two factors influencing the quota cost of each request:
  - different types of requests (e.g., write operation: 50 units; video upload: 1600 units)
  - how many parts the requested resource has (playlist:2 ; channel:6 ; video:10)
- **You should only request parts that you absolutely need to make the most of your units. More on that in the data collection session.**

**NB: Also sending incorrect requests can fill up your daily quota**



# Rate Limits

- You can check the rate limits in the [YouTube API Documentation](#)
- You can see how much of your quota you have already used up in the [Google Developer Console](#)

## Quotas

Request more quota limits or view quotas for your other services on the [Quotas page](#), found in IAM & admin.

Daily quotas reset at midnight Pacific Time (PT).

### Queries

Queries per day ▾



Quota Name	Limit	
Queries per day ?	10,000	
Queries per 100 seconds per user ?	300,000	
Queries per 100 seconds	3,000,000	

### Methods

Method ↑	Requests	Errors
youtube.comments.list	4	0
youtube.commentThreads.list	292	0
youtube.videos.list	4	0





# Can I Increase my Rate Limit?



# Trying to Raise the *YouTube* API Quota

- Study that needs large datasets in a short amount of time
- RQ: Is there a u-shaped relationship between success and number of uploads?
- Sample: 600 popular channels (identified via SocialBlade)
- Request for higher quota (October 11, 2019)
- Problem: Same application form for (web) apps and research
- Hard to figure what applies to research and what to write into the form
- Experience: Stuck in an infinite loop with e-mails from *Google* support on this issue

**Any questions?**

Exercise time    

Solutions