



Problem statement

Using NLP, we created a classification model that can accurately identify social media posts into basketball and baseball interest groups to assist a VR gaming company in:

1 cost savings on their advertising campaign

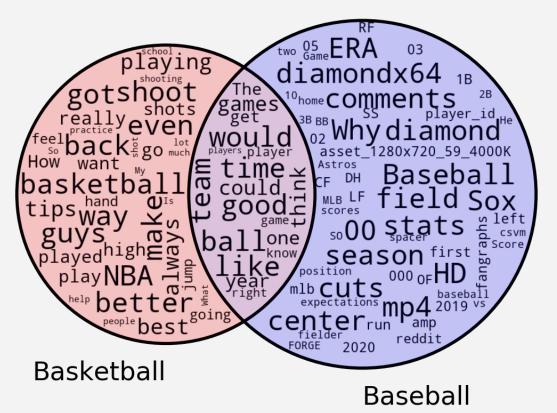
formation of B2B partnerships



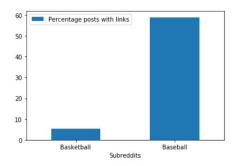


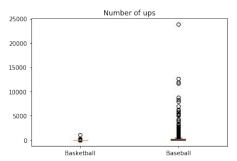
- Dropping of duplicate posts (title)
- Removing admin posts
- Joining of selftexts and title

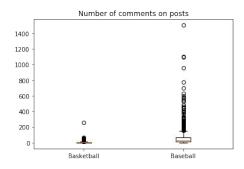
Most Frequent Words from Basketball & Baseball Corpus







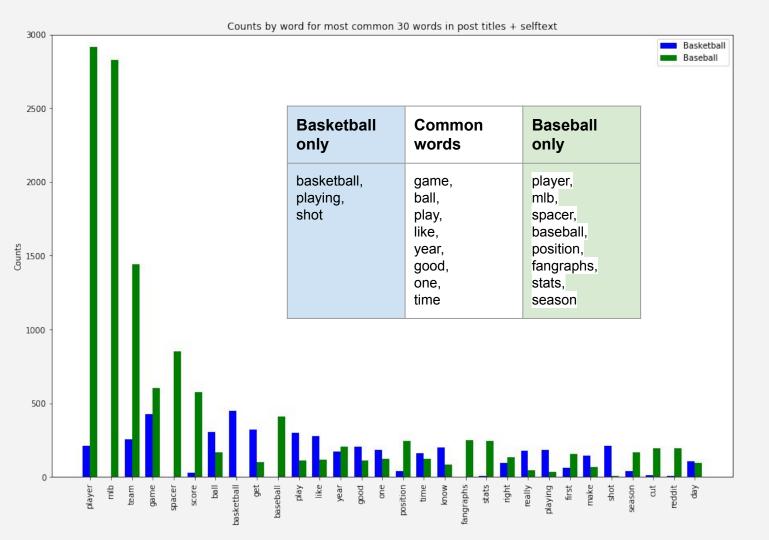




EDA - General observations

 Baseball posts are more popular than basketball (1.1m vs 51k members)

 Baseball posts contain more links, while basketball posts contain more original texts



EDA -High word counts





- 1. Converted HTML links to text
- 2. Removed non-letters
- 3. Converted to lowercase, split into individual words
- 4. Removed stop words (included extra words: 'http', 'www', 'com', 'id')
- 5. Lemmatized words

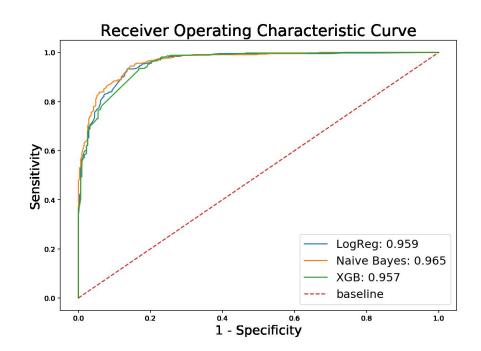


- Logistic regression: Classification via a linear equation like algorithm that produces a binary output
- Naive Bayes: Classification via a probabilistic classifier like algorithm
- XGBoost: Classification via a decision tree like algorithm

Which model to choose?

	Logistic regression		Multinomial Naïve Bayes		XGboost	
	Count vectorizer	TF*IDF vectorizer	Count vectorizer	TF*IDF vectorizer	Count vectorizer	TF*IDF vectorizer
Accuracy Scores	RanSearch CV scores: 0.899 train score: 0.953 test score: 0.896	RanSearch CV scores: 0.764 train score: 0.819 test score: 0.815	RanSearch CV scores: 0.871 train score: 0.878 test score: 0.872	RanSearch CV scores: 0.899 train score: 0.926 test score: 0.900	RanSearch CV scores: 0.876 train score: 0.930 test score: 0.894	RanSearch CV scores: 0.875 train score: 0.943 test score: 0.881
True Negatives: False Positives: False Negatives: True Positives:	True Negatives: 259 False Positives: 52 False Negatives: 25 True Positives: 406	True Negatives: 180 False Positives: 131 False Negatives: 6 True Positives: 425	True Negatives: 229 False Positives: 82 False Negatives: 13 True Positives: 418	True Negatives: 253 False Positives: 58 False Negatives: 16 True Positives: 415	True Negatives: 248 False Positives: 63 False Negatives: 16 True Positives: 415	True Negatives: 245 False Positives: 66 False Negatives: 22 True Positives: 409
Sensitivity: Specificity: Precision: F1:	Sensitivity: 0.942 Specificity: 0.833 Precision: 0.886 F1: 0.913	Sensitivity: 0.986 Specificity: 0.579 Precision: 0.764 F1: 0.861	Sensitivity: 0.97 Specificity: 0.736 Precision: 0.836 F1: 0.898	Sensitivity: 0.963 Specificity: 0.814 Precision: 0.877 F1: 0.918	Sensitivity: 0.963 Specificity: 0.797 Precision: 0.868 F1: 0.913	Sensitivity: 0.949 Specificity: 0.788 Precision: 0.861 F1: 0.903
AUC:	AUC: 0.959	AUC: 0.953	AUC: 0.926	AUC: 0.965	AUC: 0.957	AUC: 0.950

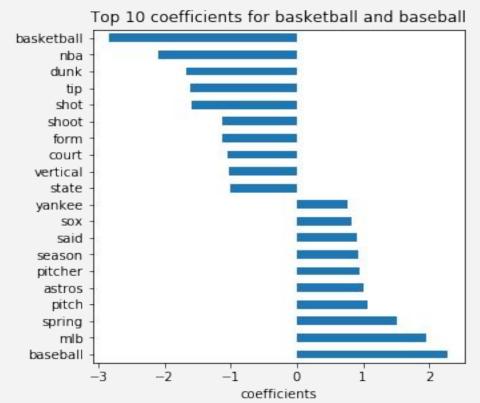
Baseline: 0.58



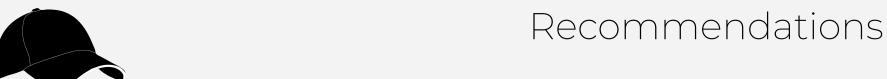
Which model to choose?



What words were the best discriminators?







Insights

- We created an accurate Naive Bayes classifier to identify social media posts into basketball and baseball interest groups.
- Basketball posts techniques in improving the skills as evidenced by popular words such as dunk, shoot & jumpshot.
- Baseball posts baseball teams and games eg fangraphs, 'Mets', 'Astros', 'SOX', 'Red', 'Yankee', 'Angels' etc.





Applications

VR content/ add-on modules : basketball techniques, baseball teams and players

Partnerships with:

- 1 Trainers/coaches for techniques
- 2 Sports merchandisers to target baseball team-centered merchandise
- 3 Teams to feature player dialogues, snippets, tips and techniques





1 Our model predicts very well with text

- 2) Our insights provide :
 - Scope for business opportunities to offer specific products
 - Targeted cost effective emplacement of advertisements
 - Future improvements detect images and videos in posts to further sharpen advertising edge.