Project 3: THINK ABOUT THE KIDS!



Malcolm Lau • 22.01.2022

<Total Slides:20>

Background

 Common for inappropriate content such as illegal/undesirable activities to be posted online on Reddit before those posts can be removed.

 Reddit is quite hands-off with moderating subreddits, leaving it completely to the moderators to do so



Problem Statement



WHO ARE WE

Tech Consultants engaged by moderators of the r/Football subreddit

Our Task

To detect whether a post is related to soccer betting in the subreddit and flag it for removal for the benefit of users who are minors

Deliverable

To build a <u>binary classification</u>

<u>model</u> that would classify whether a
post belonged to r/Football or
r/Soccerbetting.

The classification result will be used as a proxy to detect posts that contain betting/gambling content.

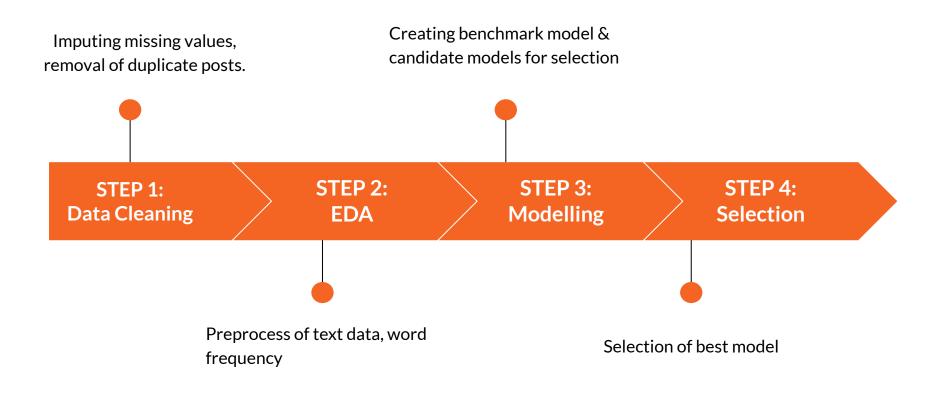
Scope

- 1. Methodology
 - a. Data Cleaning
 - b. EDA
 - c. Modelling
 - d. Selection

2. Results & Observations

3. Future Work

Methodology



S	ΓEP 1:	
Data	Cleaning	,

STEP 2: EDA

STEP 3: Modelling

STEP 4: Selection

	subreddit	selftext	title
0	football	How many other current footballers (age 19 to	Alex Ferguson said "Give me Zidane and 10 piec
1	football	NaN	let me present the worst rating system in foot
2	football	I want to inspire myself. I would prefer answe	Who are some footballers with a great hard wor
3	football	[removed]	Who are some players with the best mentalities
4	football	[removed]	African Cup of Nation 2022 kicked off in Camer

(4000, 3)

4000 posts obtained

1308 posts missing values

1230 posts removed/deleted

<u>64</u> duplicate posts

STEP 1: Data Cleaning

STEP 2: EDA

STEP 3: Modelling

STEP 4: Selection

	subreddit	selftext	title
0	football	How many other current footballers (age 19 to	Alex Ferguson said "Give me Zidane and 10 piec
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(4000, 3)

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Merge content from 'title' to 'selftext' for completeness

Missing values filled with content from 'title'

Removed/Deleted posts dropped

Duplicate posts dropped

STEP 2: EDA

STEP 3: Modelling

STEP 4: Selection

	subreddit	selftext	title
0	football	How many other current footballers (age 19 to	Alex Ferguson said "Give me Zidane and 10 piec
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(4000, 3)

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DataFrame Size After Cleaning

(2706, 3)

BAM!!

64 duplicate posts

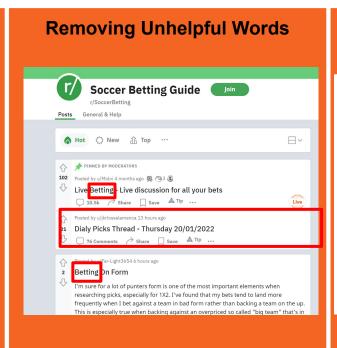
Removing non-text characters



Best place to get jerseys for cheap?

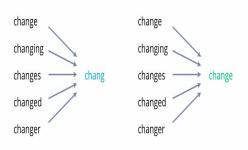
r/football · Posted by u/elmoismywaifu 10 days ago

I want some player jerseys but \$100+ is a hefty price. Where are the best places to get them?



Lemmatization, Stemming

Stemming vs Lemmatization

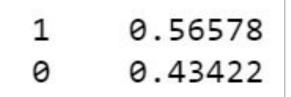


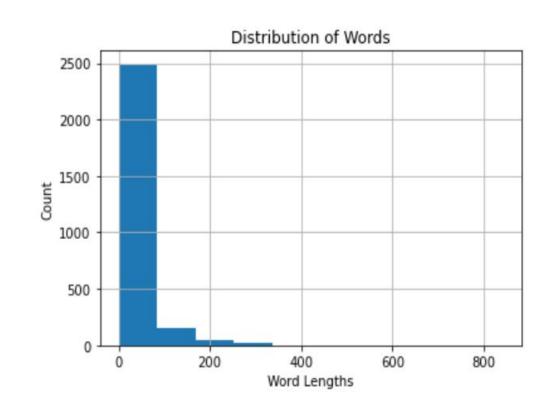
STEP 1:	STEP 2:
Data Cleaning	EDA

STEP 3:

STEP 4: Selection

count	2706.000000
mean	27.090909
std	49.774499
min	1.000000
25%	5.000000
50%	11.000000
75%	27.000000
max	839.000000

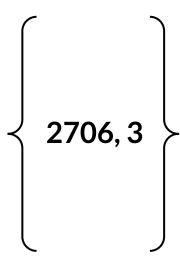




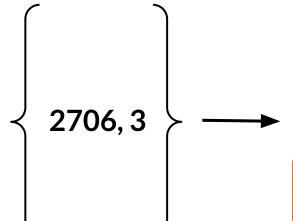


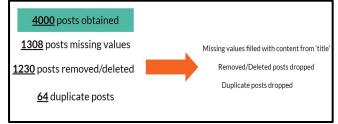
Frequency

Frequency



Clean Data





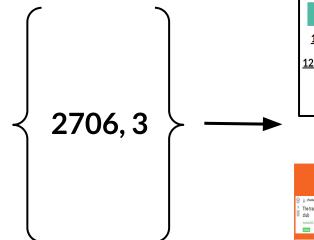
Preprocess

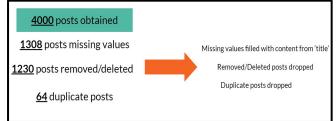


characters

Best place to get iersevs for cheap?

Clean Data





Preprocess





Model	Text Vectorization
Multinomial Naive Bayes	TF-IDF Vectorization
K Nearest Neighbors	TF-IDF Vectorization
Random Forest	TF-IDF Vectorization
Logistic Regression	Count Vectorization

Performance Metrics to optimize for



$$Sensitivity = \frac{True\ Positives}{True\ Positives + False\ Negatives}$$



$$Specificity = \frac{True \ Negatives}{True \ Negatives + False \ Positives}$$

STEP 3: Modelling

STEP 4: Selection

Performance Metrics to optimize for



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STEP 1:	STEP 2:	STEP 3:	STEP 4:	
Data Cleaning	EDA	Modelling	Selection	

Model	Text Vectorization	Train Score	Test Score	Specificity	Recall	Precision	F1	AUC
Multinomial Naive Bayes	TF-IDF Vectorization	0.972	0.913	0.867	0.948	0.875	0.925	0.966
K Nearest Neighbors	TF-IDF Vectorization	0.916	0.897	0.823	0.953	0.875	0.913	0.952
Random Forest	TF-IDF Vectorization	1	0.897	0.806	0.966	0.867	0.914	0.957
Logistic Regression	Count Vectorization	0.989	0.894	0.816	0.953	0.871	0.910	0.957

STEP 1:	STEP 2:	STEP 3:	STEP 4:
Data Cleaning	EDA	Modelling	Selection

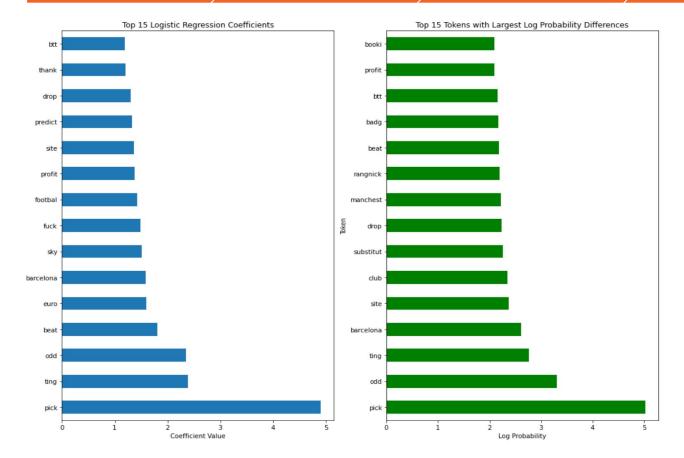
Model	Text Vectorization	Parameters
Multinomial Naive Bayes	TF-IDF Vectorization	{'tvecmax_features': 8000, 'tvecmin_df': 1, 'tvecngram_range': (1, 1), 'tvecstop_words': None}
		Multinomial NB Parameters: Default
K Nearest Neighbors	TF-IDF Vectorization	{'knnmetric': 'euclidean', 'knnn_neighbors': 15, 'knnp': 'uniform', 'tvecmax_features': 8000, 'tvecmin_df': 1, 'tvecngram_range': (1, 1), 'tvecstop_words': 'english'}
Random Forest	TF-IDF Vectorization	{'rfmax_depth': None, 'rfmax_samples': None, 'rfn_estimators': 100, 'tvecmax_features': 8000, 'tvecmin_df': 1, 'tvecngram_range': (1, 1), 'tvecstop_words': 'english'}
Logistic Regression	Count Vectorization	Default

STEP 1: Data Cleaning

STEP 2: EDA

STEP 3: Modelling

STEP 4: Selection



Observations

- 60% of the features are common, which is expected. This is why the performance metrics are very close.
- In fact, the top 3 contributors for both models are identical. We can infer that the tokens: pick, ting & odd are the most important contributors to the model.

Next steps

Increase Model Vocabulary

Data can be obtained from other subreddits which centre on gambling in general such
as r/Gambling, this will increase the model's ability to generalize when exposed to
more generic words associated with gambling.

Improve Data Quality

- One of the likely reasons for misclassification is typo errors from the user. Rectifying spelling mistakes will enable improve lemmatization and stemming performance, which will likely contribute to improvements in model performance as well.
 - Possible solution: Use Word module from Textblob Library
- Enhance the stop words to further obtain the more important features

End of Presentation