

Sentiment Analysis on Twitter : Effects in a Social Network

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Our purpose is to build a powerful platform for real-time data analysis of tweets on twitter trends. We also want to analyse all the tweets of 2017 based on a downloaded sample of data (average of 6To). All this data analysis will be accessible via a web interface that will be developed. We want to build a powerful system of sentiments analysis by making a database structure of tweets which is relevant about impacts and effects. The system should provide a faster way to execute Machine Learning methodologies behind data extracted from Twitter. Analysis news actuality by getting an analysis on actual trends with real stream data by building an efficient web interface to get results easily and build a system without false accounts and keep a control on data continuously.

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1. INTRODUCTION

The main subject is Sentiment Analysis on Twitter, a microblogging platform where people can easily share their thought on anything and their habits too. We have a lot of publications on sentiment analysis but not so much research about impacts and their effect on society. The maximum characters are 140 which can be a good thing for the process of analysis because it will make it faster in a way to perform on small messages but in the other hand we should pay attention on accuracy of results. Even its an enormously continuous stream of data, Twitter is a good extra sentiment though an online community. Therefore, how to optimize all this stream-

Jason Scott Sadofsky acknowledges a Jason Scott, is an American archivist, historian of technology, and film-maker. Archive Team is a group dedicated to preserving digital history that was founded by Jason Scott in 2009. Data was collected from the website of The Archive Team.

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ing data and build a web interface for users who want to get data. We will use in our project will use many methodologies from Machine Learning like unsupervised methods to make a classification of sentiments, and supervised method to predicate psychological profile. Finally, one big step will be and efficient system about control of massive data incoming, a check on false account and spam messages that will destroy our results for example.

The best way to engage honestly with the marketplace via Twitter is to never use the words "engage," "honesty," or "marketplace."

(Jeffrey Zeldman)

In this study, we introduce to the readers, a problem of Data Processing and Cloud Computation, which have been rapidly a trend over the last decade.

2. RELATED WORK

To begin, ye can refer to this article [Themis Palpanas and Mikalai Tsytsarau 2011] because we can relate that it is a point of start, it gives us a theoretical review on the development of Sentiment Analysis. The interested reader can also refer to previous surveys in the area, like [Öztürka and Ayvazb 2017] for their data process about tweets in Turkish and English because most of free API have their fonctionnality in English. We also base on a previous work of [Gupta et al. 2017], that helped us on machine learning techniques but they did not implement a real stream fonctionnality on their publication as we did, because they only use Tweepy and store their tweet fetched from it. One of the publication that helped us to analyse only English tweets was the W2VLDA and the work of [Aitor García-Pablos 2017], they clearly have better results on English tweets. As an active research field that has emerged for a long time now, sentiment analysis is now been greatly implement but it is also with a cost (for example, IBM Watson Tone Analyzer). Sentiment analysis is a discipline that extracts peoples feelings, opinions, thoughts and behaviors from users text data using Natural Language Processing (NLP) methods. For methodologies on preprocessing, and feature generation, we based our work on process. Then we can also cite for a reason, they removed numbers from theirs tweet thinking that in general, numbers are of no use when measuring sentiment and are removed from tweets to refine the tweet content but we wanted to keep them thinking the contrary. We had over 800 million tweets in English and all that data to analyze where possible just because of the MapReduce Model in majority but there also a weakness for this model in our case.

3. CLOUD COMPUTING

Cloud computing was used for the project with Amazon Web Service (AWS) for helping developer making machine learning built systems quickly. Amazon Elastic MapReduce is a cloud-based Hadoop solution that Amazon has been offering since 2009. It is hosted on Amazon EC2's scalable cloud infrastructure and leverages the Amazon S3 storage service. The main interest of such a service in cloud mode is its elasticity. There is no need to plan in

advance the necessary processing and storage capacity, this can be increased on the fly and the pricing is based on the resources actually consumed. An example, with Brown clusters can really be usefully Marquez16 in cloud computing service due to this complexity of this hierarchical clustering of words based on the contexts. Some of the potential disadvantages to be aware of are the high latency times for I / O on S3, which is inevitably greater than on a Hadoop home installation. Some of the scripts (see repositories) were launched on desktop, the config used at was:

```
—i7 6700K @4.20Ghz
—16GO DDR4 @2400Mhz
—NVIDIA GTX 1060
—128Go SSD / 3TO HDD
—Debian 9.4 (Stretch) kernel version: 4.9.0-6-amd64
```

For the read operations, the SSD was used to load the JSON files by hundreds or thousands, later calculations, the recording will be done on the HDD.

3.1 MapReduce Model and Spark Framework

In 2015, Spark was used in more than one thousand Airbus companies at Toyota, Netflix or EBay. Spark is a distributed computing framework. MapReduce [Alexandros Baltas and Andreas Kanavos and Athanasios K. Tsakalidis 2017] as they explain under their Cloud computing section, greatly simplified Big Data analysis on large clusters of machines that could fail. But MapReduce has become a victim of its success users are always asking more with applications, such as iterative operations (ML for example) or interactive operations (several requests is not suitable) for these types of operations. The only way for MapReduce (for example, two steps of the same algorithm) is through stable storage, physically writing to HDFS for example. But writing on a large volume of data data on HDFS is already taking a long time since it is necessary to replicate this data to be able to cope with any failures and to reload several times the same data from HDFS in the following jobs will be very slow. An algorithm that repeats the same operation in a loop will therefore quickly have a prohibitive calculation cost in MapReduce. Some Hadoop MapReduce applications thus pass the priority of their execution times on read and write operations.

4. METHODOLOGY

First, we will talk about scripts using Spark with Scikit-learn and TextBlob. Scikit-learn provides us with efficient tools for data mining and data analysis, its usable in various contexts and can be downloaded on their website as an open-source program. TextBlob is a library for processing textual data with natural language processing (NLP) tasks such as sentiment analysis, classification, translation, and more. TextBlob use Google translate for sentences that are not in English, so in free and anonymous usage are limited 1000 words/day which is why we could not have analyzed every tweet on the database. The Spark Python API (PySpark) exposes the Spark programming model to Python. We used it because it is simpler and we have a gain of productivity against language such as Scala (In some cases like counting the number of languages or doing some basic statistics we used Scala, source is available in the Github repository of the project) or Java. Python is dynamically type, so RDDs can hold objects of multiple types. To run all those libraries, we used Amazon EMR, an Amazon EMR. For the real-stream part, we created a module for Data Stream with Kinesis and MQTT. We used a StreamListener that will permanently get data from Twitter and a consumer which analysed each tweet with

TextBlob and Scikit-Learn. MQTT is a publish-subscribe messaging protocol based on the TCP / IP protocol, it was originally developed by Andy Stanford-Clark (IBM) and Arlan Nipper (EuroTech), then offered to the Open Source community (For information, MQTT v3.1.1 is now an OASIS standard). We developed the website using React.js, we could design simple views for each state in our application, and React efficiently update and render just the right components when your data changes. Text from tweets are inherently noisy. They contain twitter specific words along with hashtags and username mentions. Cleaning the text before further processing helps to generate better features and semantics. Machine learning approach relies on statistical algorithms in one hand to solve the Sentiment Analysis as a regular text classification problem that makes use of syntactic and/or linguistic features. Text Classification Problem Definition: We have a set of training records D where each record is Sentiment analysis algorithms and applications: A survey labeled to a class. The classification model was written in Python and we used TextBlob for sentiment analysis. Then for a given instance which mean an input of tweet coming via a StreamListener with Kinesis or in the Archive of unknown class, the model is used to predict in what label it should be. The hard classification problem about tweets is that we can't really be sure about results only if tweet were confirmed by a human being or every user of Tweeter will have to add information like sentiment and emotion for his tweet before sending it but, how can we be sure it is true?

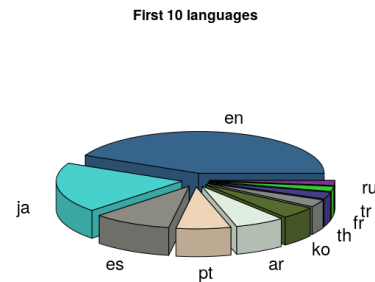


Fig. 1. Results for 1 208 516 638 tweets analysed (deleted tweet was not count).

4.1 Pre-processing

In this paper we introduce two new resources for pre-processing twitter data [Zhao Jianqiang and Gui Xiaolin 2017], we used some of their ideas like removing URL, as you can see in the repository, an emoticon dictionary is available in Python and we can remove them from any tweets. Unsure and irrelevant label was not used for this classification Poddar16 because we think that it is more relevant to detect bots and not adding them into the analyse process rather than put a tag on them and lose time of computation for sentiment analysis. It is powerful because even it is relevant, we can't take them for computing them after due to a problem of time. Positive, Negative, and Neutral are the three labels for Sentiment Analysis and Joy, Fear, Anger, Surprise and Sadness are the fifth labels for Emotion Analysis. We pre-process all the tweets as follows: 1) We

remove all the emoticons 2) We remove all URLs with a regular expression 3) Replace targets (e.g. @John) by also removing them 4) Removing RT for most of the tweet, because it doesn't mean something for the application. Tweets in a general way contain a lot of opinions but they are expressed in different ways by users, as they did [Apoorv et al. 2011] by keeping emoticons. It deals with the preparation that removes the repeated words and punctuations and improves the efficiency of the data. Forward other process is doing like converting upper case to lower case. User names and URLs are not important from the perspective of future processing; hence their presence is futile. All usernames and URLs are removed to improve the real result.

4.2 Machine learning for Emotion and Sentiment classification

In order to predict the feeling (Positive, negative, neutral) and emotion (joy, anger, sadness, fear, surprise) for each tweet, we used 2 methods. They used other label for emotions that we did not. To determine the feeling of the tweet, we used the TextBlob library which provides a simple API of Natural Language processing and thus allows us to make the sentiment analysis. For this, TextBlob calculates a Polarity rate of -1 to +1 or -1 corresponds to an extremely negative tweet and an extremely positive +1. To determine the emotion, we had to create our own classification model (classification in English) with scikit-learn. To do this we took a tweet dataset that we labelled (after having data cleaned as indicated in the previous paragraph) thanks to Indico. We then transform this dataset into a term document matrix and apply a TF-IDF standardization to evaluate the importance of the term content in each tweet. Finally we applied a SVM for the classification because like they said [Walaa Medhat and Ahmed Hassan and Hoda Korashy 2014], it is very suitable for text data. Once the model was extracted, we used it with Spark to predict the emotion of all the tweets.

4.3 Feature Generation

Take the example of a two-step algorithm, MapReduce will have to perform two jobs: At the first job: 1. Read the initial data. 2. Execute step 1 in a first job. 3. Save the intermediate result in a distributed way. In the second job: 1. Read this result 2. Execute step 2 3. Save the result in a distributed way. Spark shares the RDD with the initial data and, by applying step 1, will provide in step 2 a "virtual" intermediate RDD representing the result of step 1 without necessarily immediately rotating the calculation. When the result of step 2 is requested, Spark will combine the calculations required in steps 1 and 2 into one Spark job that will: 1. Read the initial data 2. Perform steps 1 and 2, the intermediate result remaining in memory. 3. Save the result in a distributed way. Spark thus avoids expensive distributed writing and replay and then only requires the execution of one job (each job having an incompressible structure cost). When the algorithm has several steps, the time saving becomes considerable! Two types of operations (In technical terms, Spark calculates a direct acyclic graph of the operations to be performed, like Apache Storm or Apache Tez) can be performed on RDDs: transformations and actions. Transformations return a new "virtual" RDD: nothing is then evaluated or persisted, while the actions evaluate and return a value. After an action, all the previous transformations are then computed (see the repository in the compute folder).

5. IMPLEMENTATION

We have used the following technologies for many reasons. Hadoop assumes that conventional approaches (consisting of developing ever more powerful centralized systems) have technical and financial limitations. The development of distributed systems consisting of machines or nodes, relatively affordable (commodity hardware) and scaling out is an alternative from a technical and financial point of view because a distributed system comprising tens, hundreds or thousands of nodes will regularly be confronted with hardware and/or software failures. Google has developed the Google File System (GFS), ancestor of the Hadoop Distributed File System (HDFS) Balas and The MapReduce Approach. A Hadoop program usually implements both map tasks and reduce tasks. Hadoop is particularly effective for dealing with problems that have one or more of the following characteristics: Volume of data to store or process very important. Need to perform processing on all data (batch rather than transactional, therefore). Heterogeneous data in terms of origin, structure, and format (JSON for example, Tweets collected via any Twitter API are sent in JSON because of the flexibility of this type of object. Several examples are in the repository for interested readers). Execute the tasks of a Hadoop job in parallel, without a pre-established order. A Hadoop cluster is made up of tens, hundreds, or thousands of nodes. It is the addition of the storage and processing capacities of each of these nodes which makes it possible to offer a storage space and a computing power yet to handle data volumes of several To or Po. To improve the performance of a read / write cluster, Hadoop's file management system, HDFS, writes and reads files in blocks of 64 MB or 128 MB. Working on such large blocks maximizes data transfer rates by limiting search time on hard drives (seek time). MapReduce is a programming model designed specifically to read, process and write very large volumes of data. A Hadoop program usually implements both map tasks and reduce tasks those programs are usually divided into three parts: The driver, which runs on a client machine, is responsible for configuring the job and submitting it for execution. The map is responsible for reading and processing data stored on disk. The reducer is responsible for consolidating the results from the map and write them on disk. Naturally, the implementation core uses Hadoop for these reasons.

6. RESULTS

6.1 English tweets monthly analyzed

We analyzed the set of English tweets on the year, dividing by month to see any evolution or regression during the year. A thorough American sociological study on the year 2017 could give the reasons for the graph. We were surprised at the symmetry between joy and sadness, proof that the emotional analysis is not as biased as one might think.

6.2 Psychological profile for any users

We have implemented a psychological profile by current user in the database (note that this feature is also available in the case of streaming too). Here we have taken the case of Donald Trump as an example since he is an active user of the social network. The problem of sentiment analysis from archive tweets is that there are not so many tweets as one does not imagine per user.

6.3 Impacts of tweets

In this section, we wanted to talk about the effect of tweets on the community, taking the utmost retweeting the tweet of Donald

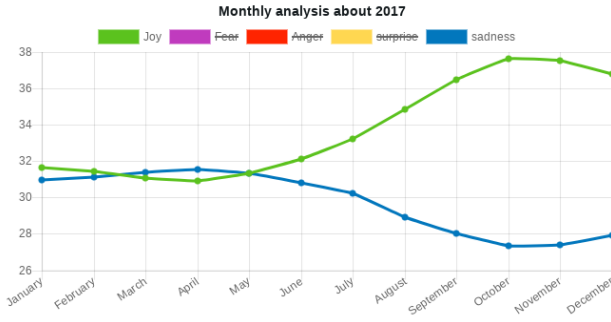


Fig. 2. Results by month for joy and sadness emotions during the 2017.

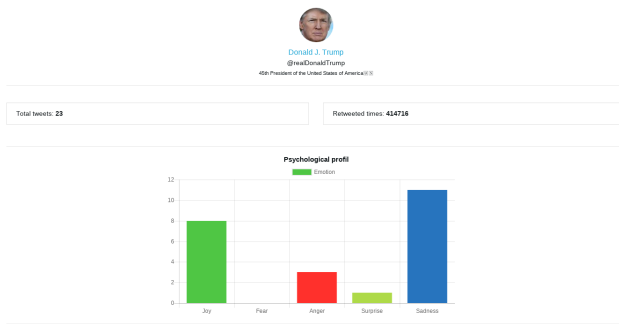


Fig. 3. Results predicted by our models with Donald John Trump (born June 14, 1946), the 45th and current President of the United States.

Trump. We have 414 716 retweet which allows to have a number of acceptable messages to use the word "impacts". In this publication, [Vyasa and V.Umab 2017], we found interesting their fought on what they call "influence" and tools used about that. It is interesting in the field of politics but also in the media world to have an analysis of what is said and done in the world today.

7. DISCUSSION

We now turn our attention to the following interesting question: whether the subjective data that exist on the web carry useful information. Information can be thought of as data that reduce our uncertainty about some subject. This is an example with a sample of 383 623 424 tweets in English.

Table I. Cross Tab between sentiments and emotions

S\E	Joy	Fear	Anger	Surprise	Sadness
<i>Positive</i>	63 559 579	9 296 846	27 861 247	7 768 707	42 382 993
<i>Neutral</i>	55 127 659	15 777 833	42 460 015	8 879 626	48 232 835
<i>Negative</i>	9 054 496	3 395 622	23 281 712	1 948 578	24 595 676

According to this view, the diversity and pluralism of information on different topics can have a rather negative role. It is well understood, that true knowledge is being described by facts, rather than subjective opinions. However, this diversity in opinions, when analyzed, may deliver new information and contribute to the overall knowledge of a subject matter. This is especially true when the object of our study is the attitude of people. In this case, opinion native data can be useful to uncover the distribution of sentiments across time, or different groups of people. However, data mining differs

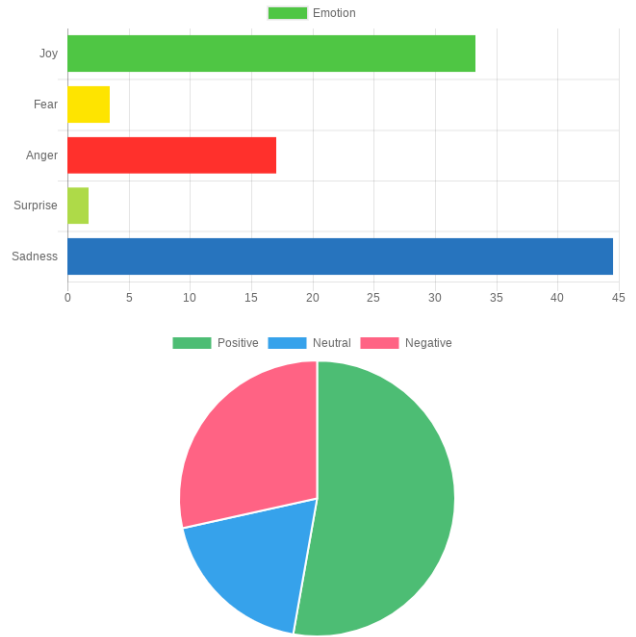


Fig. 4. Results for the emotions ratio on the 414 716 retweeted Donald Trump tweets computed.

from machine learning and statistics in that it deals with large volumes of data, stored primarily on disk. Some types of knowledge discovered from a database can be represented by a set of rules. The following is an example of a rule, stated informally: Donald Trump and his totals of retweets incomes are greater than the average with the most sadly effects on users. Of course, such rules are not universally true, and have degrees of support and confidence. Other types of knowledge are represented by equations relating different variables to each other, or by other mechanisms for predicting outcomes when the values of some variables are known. There are a variety of possible types of patterns that may be useful, and different techniques are used to find different types of patterns. Usually there is a manual component to data mining, consisting of preprocessing data to a form acceptable to the algorithms and post-processing of discovered patterns. For this reason, data mining is really a semiautomatic process in real life. The mode widely used applications are those that requires some sort of prediction. In our case, we want to predict emotions and sentiments, then a psychological profile. We outline what is classification, study techniques for building one type of classifiers, called decision-tree classifiers, and then study other predication techniques. Abstractly, the classification problem is this: Given that user in the archive, and given his tweet. We use a given instances of items along with the classes to which they belong, the problem is to predict the class. Since we associate several classes together, then we come to conflicting analyzes.

First non-surprising results like Joy/Positive at 49.75 % and Joy/Negative at 7.08 %. We can see that we normally associate sadness with something negative, for example, but here we see that positive feelings are predominant, just as anger has a majority of positive feelings. One publication can also be referred [Alm et al. 2005] because accordly to this addition between emotion and sentiment, they also have other results.

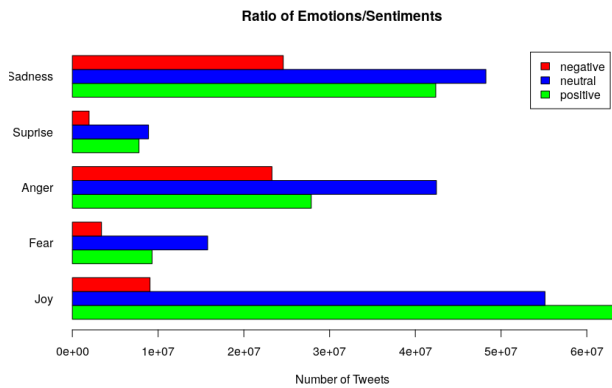


Fig. 5. Results for ratio Emotion/Sentiment with Number of tweets

8. CONCLUSION AND FUTURE WORK

In this report we have presented a sentiment analysis tool on a Web interface, in one hand we used data from an archive end in the other we used real time stream analysis. Due to the absence of labelled data we couldn't argue on reliability of data. This recent publication really question us about the limit on software engineering [Bin Lin and Fiorella Zampetti and Gabriele Bavota and Massimiliano Di Penta and Michele Lanza, and Rocco Oliveto 2018], but they did not explored deep learning [Hardik Meisheri and Rupsa Saha and Priyanka Sinha and Lipika Dey 2017] and what we could achieve with this learning techniques using neural network fully connected that we always only get better with time because of optimized function behind and great computation that we have nowadays due to GPU. There are also other features for the real stream such as geolocation of people, we could then generate a graph as a center to any user and know its impact on an interactive map, this would allow among other things to know the influence for example.

9. REFERENCES

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