

Literature Survey: Identifying anomalies within social media textual data

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Abstract — These instructions give you guidelines for preparing the design paper. DO NOT change any settings, such as margins and font sizes. Just use this as a template and modify the contents into your design paper. Do not cite references in the abstract.

The abstract must be a Structured Abstract with the headings **Context/Background**, **Aims**, **Method**, and **Proposed Solution**. This section should not be no longer than a page, and having no more than two or three sentences under each heading is advised.

Keywords — Put a few keywords here.

I INTRODUCTION

A *Problem Background*

Social media can facilitate collaboration, education and the forming of meaningful relationships. However, it can also aid the propagation of fake news, hatred and propaganda. In recent years, social networks have come under mounting pressure to constrain the growth of this problem. Traditionally, users have been able to flag inappropriate comments, some of which are manually removed by the social network. As systems grow in size, traditional reporting techniques do not scale effectively, therefore gathering feedback about user behaviour becomes an expensive task. The aim of this project is to survey anomaly detection techniques in order to develop an effective tool with which to detect anomalies among social media textual data. Such anomalies may include ...

B *Terms*

Anomaly: inconsistent with or deviating from what is usual, normal, or expected [1]

Unsupervised: whereby training data is not labelled

Text corpus: Large and structured set of texts [2]

II THEMES

A Text Data Vectorization

In order to extract meaningful data from large bodies of text, it must first undergo a pre-processing stage whereby the data is converted from its textual form into numerical data, known as vectorization.

B Anomaly Detection Techniques

In order to extract meaningful data from large bodies of text, it must first undergo a pre-processing stage whereby the data is converted from its textual form into numerical data, known as vectorization.

C References

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References

Budgen, D. (2003), *Software Design*, 2nd edn, Addison Wesley.

Euther, K. (2006), Title of paper. unpublished.

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