



APPOMANIA

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INTRODUCTION

- Analysis of Google Play Store and iOS App Store datasets
- Comparison of apps between these two markets

Datasets

<https://www.kaggle.com/ramamet4/app-store-apple-data-set-10k-apps#AppleStore.csv>

<https://www.kaggle.com/lava18/google-play-store-apps#googleplaystore.csv>



DATASETS



Google

- App
- Category
- Rating
- Reviews
- Size
- Installs
- Type
- Price
- Content Rating
- Genres
- Last Updated
- Current Ver
- Android Ver
- Translated Review
- Sentiment
- Sentiment Polarity
- Sentiment Subjectivity



Apple

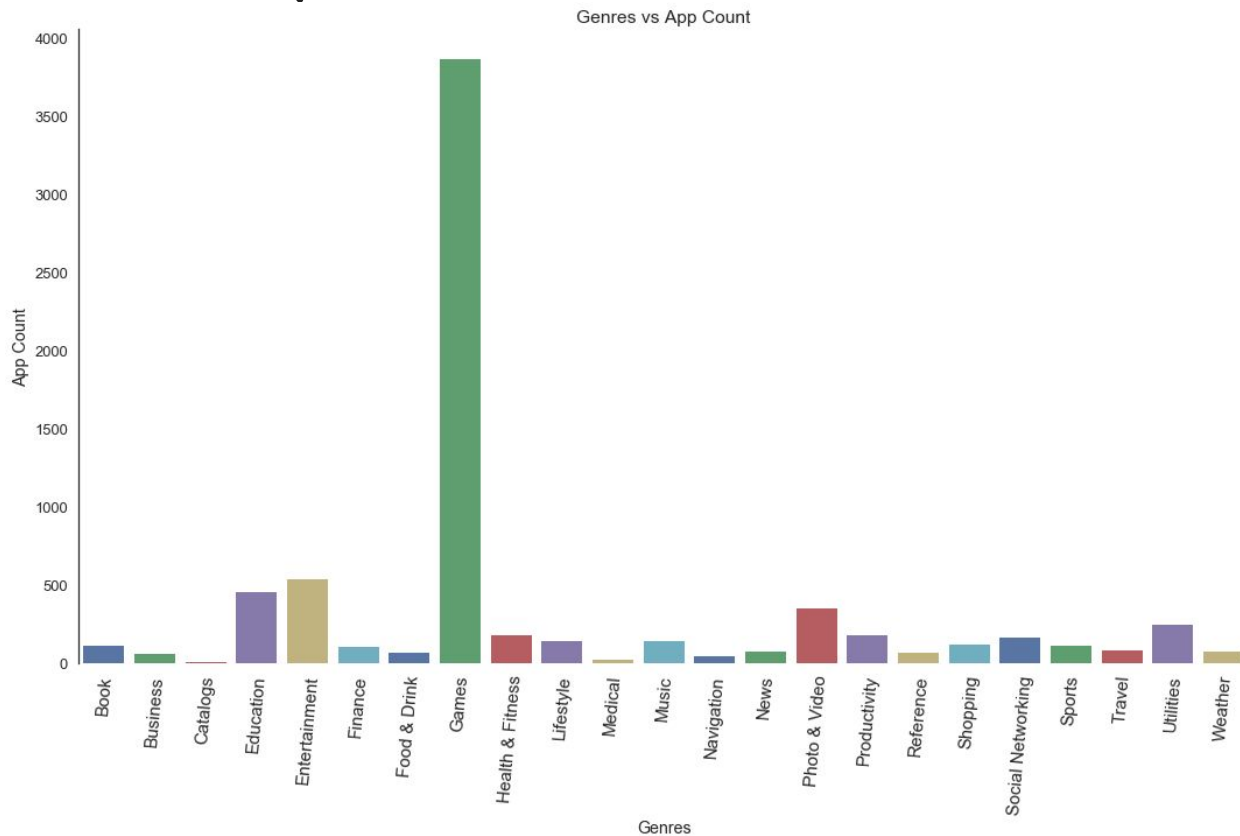
- id
- track_name
- size_bytes
- currency
- price
- rating_count_tot
- rating_count_ver
- user_rating
- user_rating_ver
- ver
- cont_rating
- prime_genre
- sup_devices.num
- ipadSc_urls.num
- lang.num
- vpp_lic
- track_name
- app_desc

DATASET INFOGRAPHICS

CLASSIFYING APPS BASED ON THE DESCRIPTION - APPLE

- Purpose
 - Aid the developers and App Stores to **correctly** classify the Apps based on the description.
 - Also to **recommend a genre** for a new App.
- Columns Used
 - **App Description** - An elaborate description of the app given by the App developers.
 - **Category** - Actual category/genre of the app.

CLASSIFICATION(GENRE) - DISTRIBUTION



CLASSIFICATION(GENRE) - FEATURE ENGINEERING

- Description

- It is a **text** column.
- Need a way to weigh each words in the description appropriately.

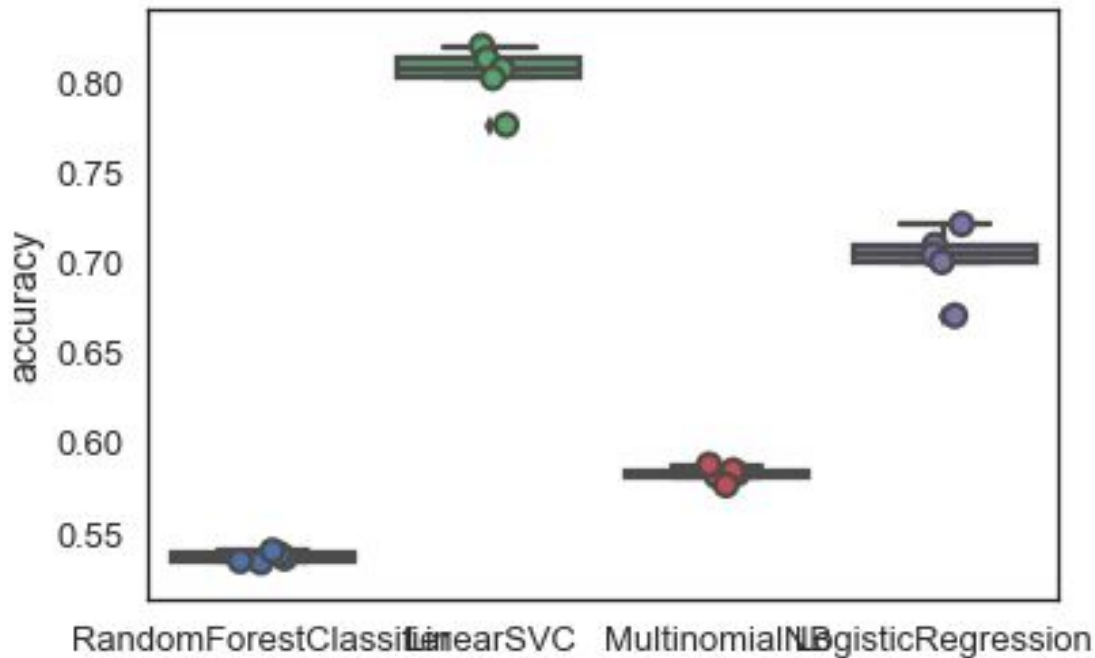


- tf-idf Vectorization

- term frequency-inverse document frequency
- It is a measure used to evaluate the **importance** of a word in a text/document.
- Converts strings to **features** based on its importance.
- Used in Text mining and Searching. (Also in EECS 767)

CLASSIFICATION(GENRE) - RESULT

Model Name	Prediction Rate
Linear SVC	80.3460
Logistic Regression	70.1049
Multinomial NB	58.2739
Random Forest Classifier	53.6624



Prediction Rate using Cross Validation

CLASSIFICATION(GENRE) - RESULT CNTD

- Generated Data Set

- Randomly selected 31 recently released apps from Google Store.
- Retrieved its app description and corresponding genre.
- Predicted the genre of the apps using the trained Linear SVC model.
- Compared the results between the actual vs predicted.

- Results

- Prediction rate was 80.64%.
- Model correctly predicted 25 out of 31.

CLASSIFICATION(GENRE) - RESULT CNTD

Incorrectly Classified	App name	App Description	Actual Category	Predicted Category
	City Coach Bus Simulator 2019	City Coach Bus Simulator 2019 is interesting, ...	Travel	Games
	Video Status and Quotes (videostatus.net)	Short 30 Seconds videos that you can download ...	Entertainment	Photo & Video
	Premium Stickers For WhatsApp	Do you also want to share some cool stickers w...	Lifestyle	Social Networking
	Hey Duggee: The Squirrel Club	The Squirrel Club app enables fans to create t...	Entertainment	Education
	Jio Tv Live Cricket Game	Jio TV Live Finger Cricket Game- IPL is just a...	Entertainment	Games
	iTranslator - Smart Translator - Voice & Tex	iTranslator - Voice & Text Smart Translate is ...	Productivity	Utilities

CLASSIFICATION(CONTENT RATING)

- Purpose

- Aid the developers and App Stores to **correctly** label the Apps for Content Rating.
- Also to **recommend Content Rating** for a new App.

- Columns Used

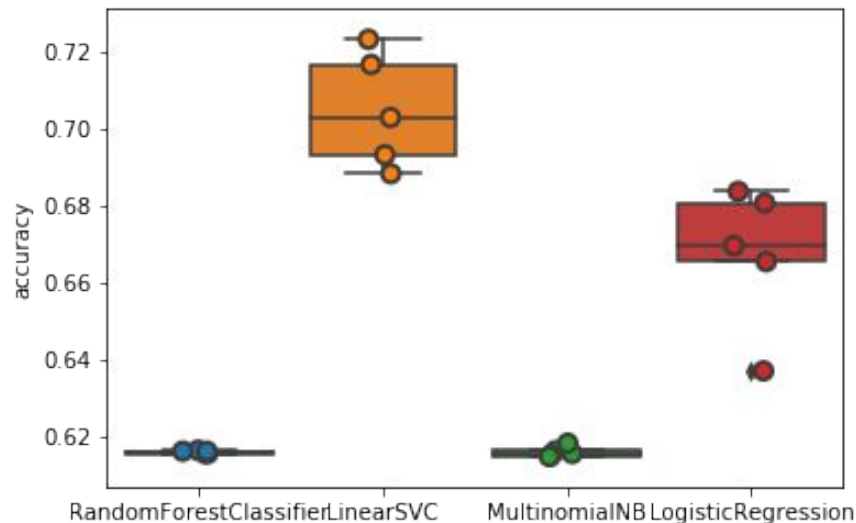
- **App Description** - An elaborate description of the app given by the App developers.
- **Category** - Category/genre of the app.
- **Content Rating**- Content Rating of the App. For Ex: 4+, 12+,19+

- Feature Engineering

- Tf-idf Vectorization and Label Encoding

CLASSIFICATION(CONTENT RATING) - RESULT

Model Name	Prediction Rate
Linear SVC	70.5015
Logistic Regression	66.7371
Multinomial NB	61.5951
Random Forest Classifier	61.5951



Prediction Rate using Cross Validation

CLUSTERING BASED ON USER REVIEWS - GOOGLE

- Purpose

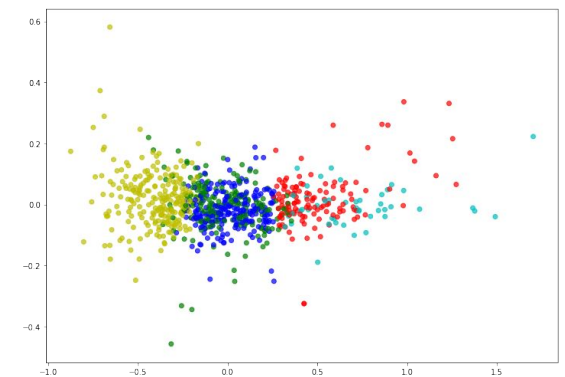
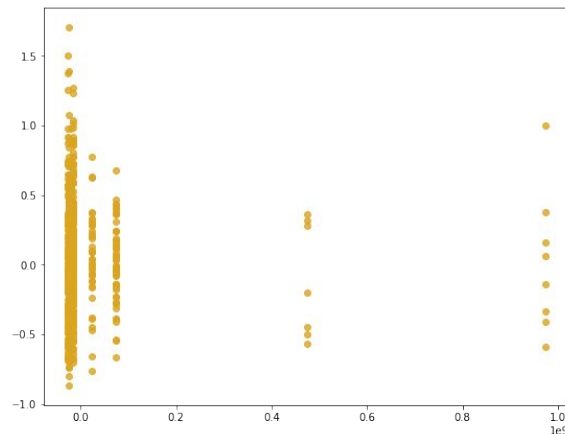
- Cluster the apps based on User Reviews.
- Rank the apps in each cluster.

- Columns Used

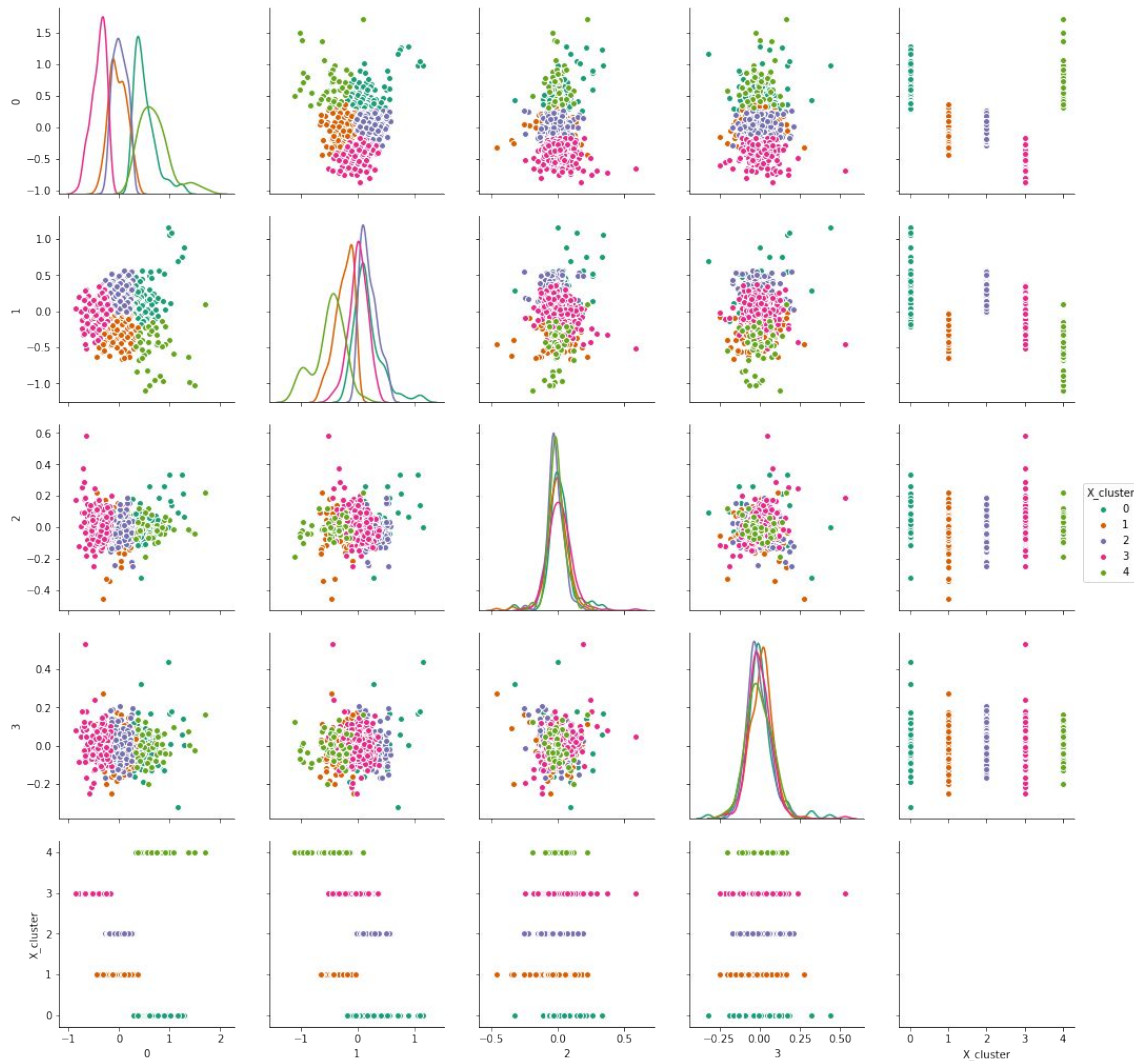
- Sentiment - Sentiment for each comments. Ex. Positive/Negative.
- Sentiment Polarity - Denotes Sentiment Orientation.
- Sentiment Subjectivity - Denotes peoples feeling.
- Ratings - App Rating

- Feature Engineering

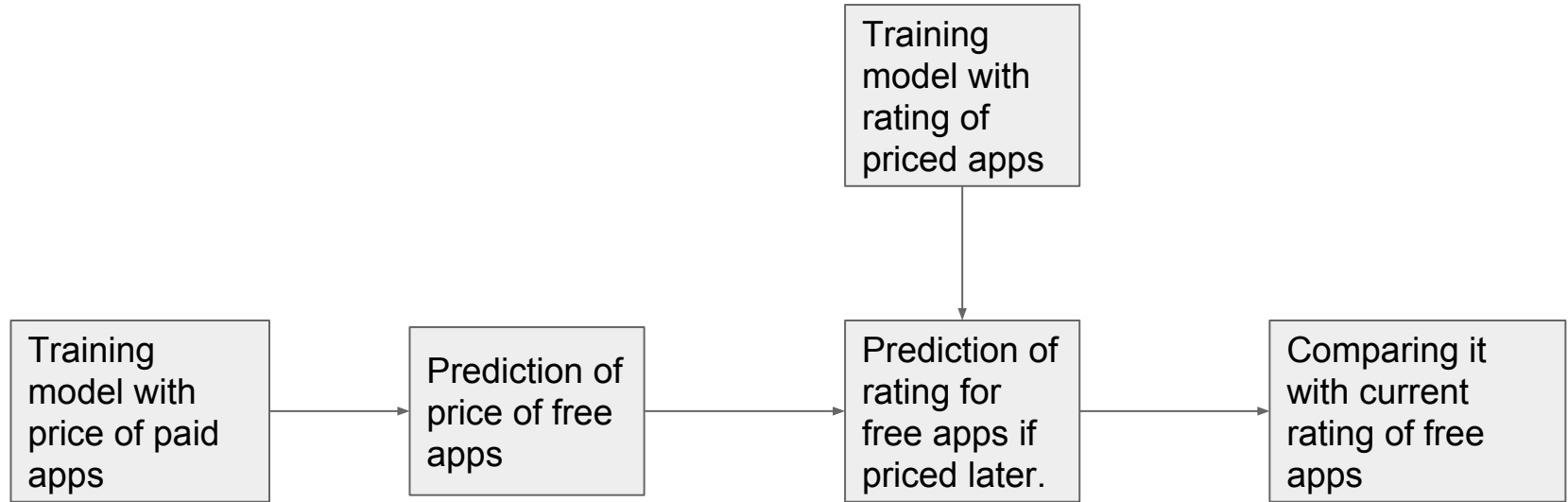
- PCA - To Extract features



Pair Plot - Variations between 4 Principal Component



PRICE AND RATING PREDICTION

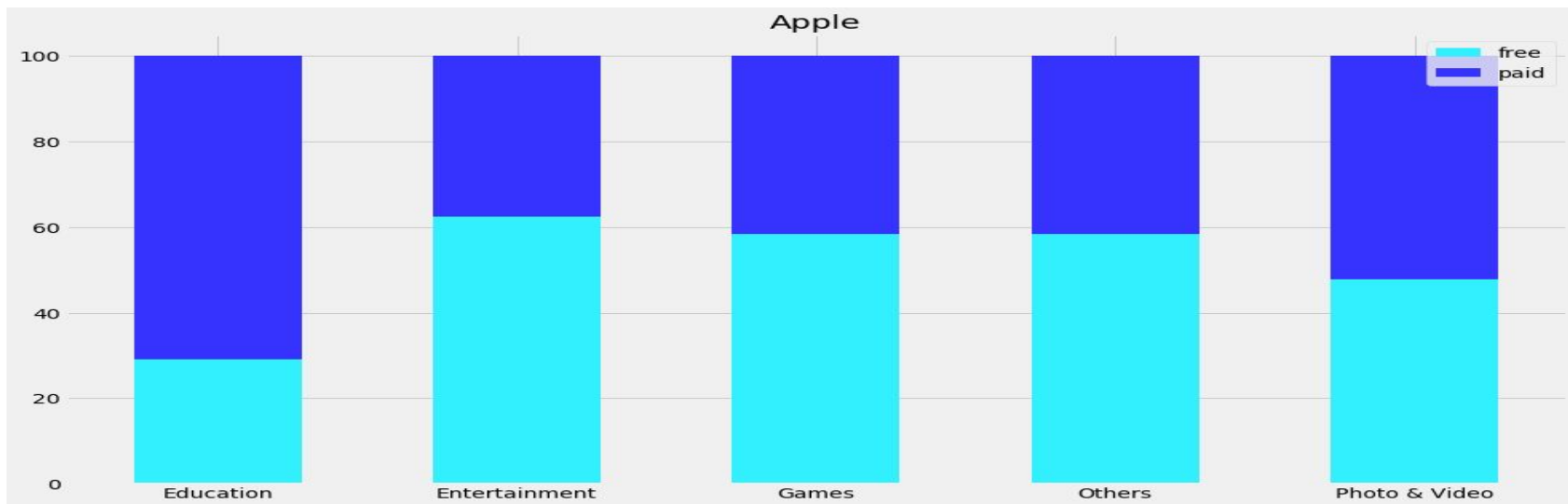


Implementation model of prediction system

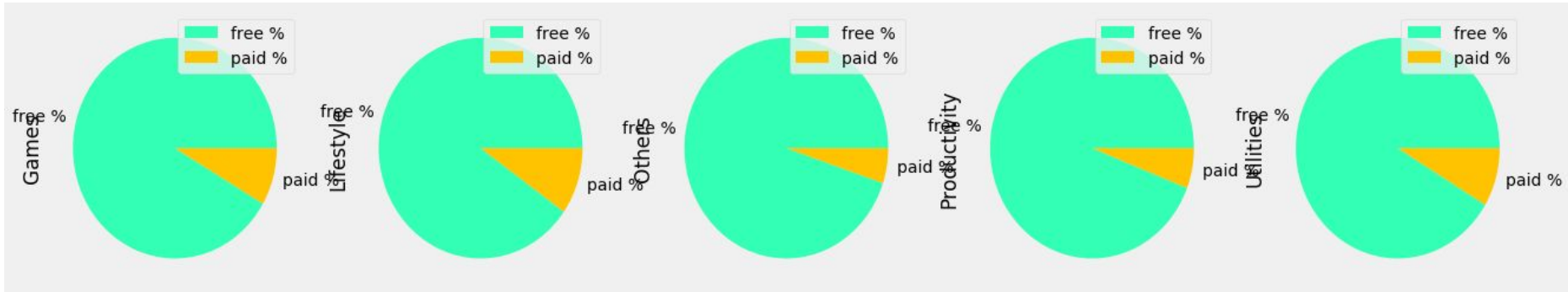
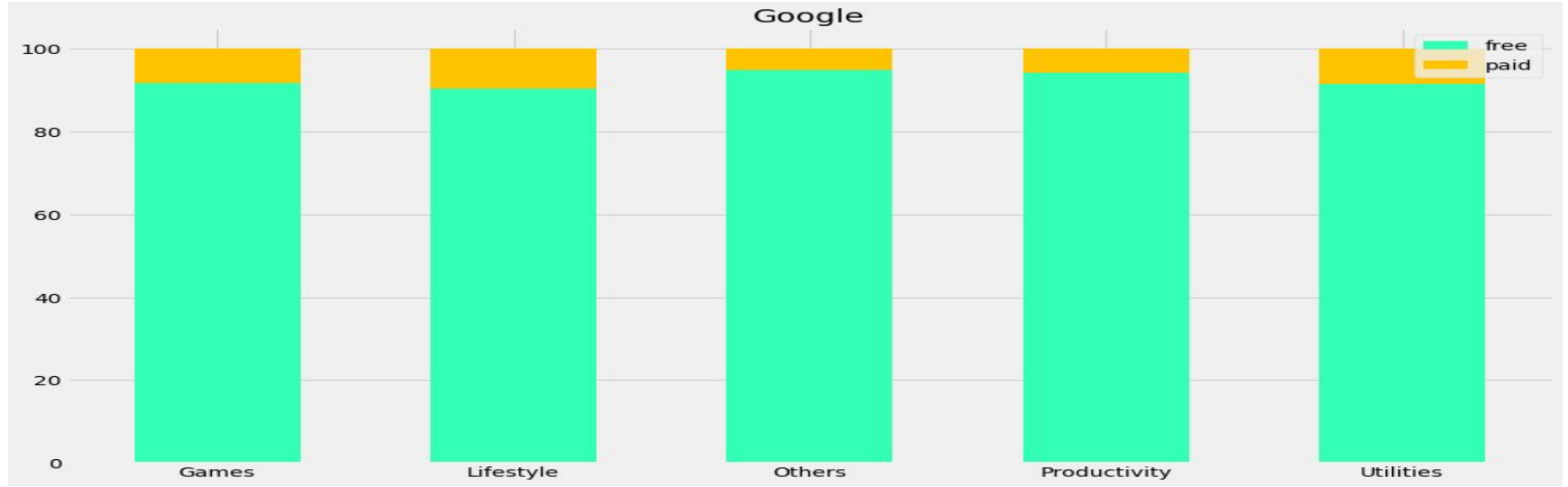
PRICE DISTRIBUTION OF PAID APPS



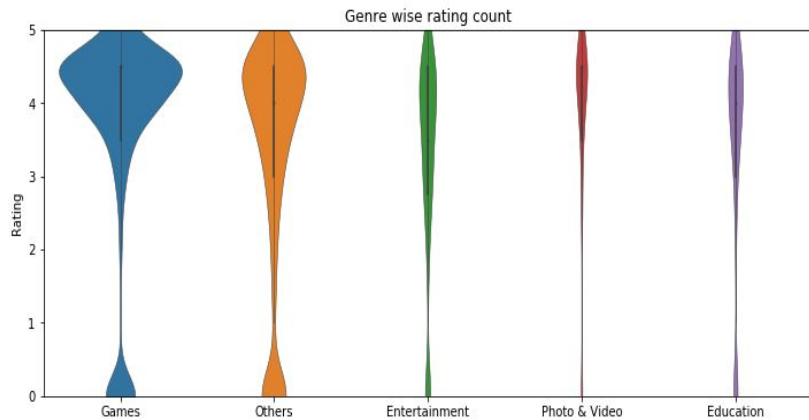
PAID APPS VS FREE APPS - APPLE



PAID APPS VS FREE APPS - GOOGLE

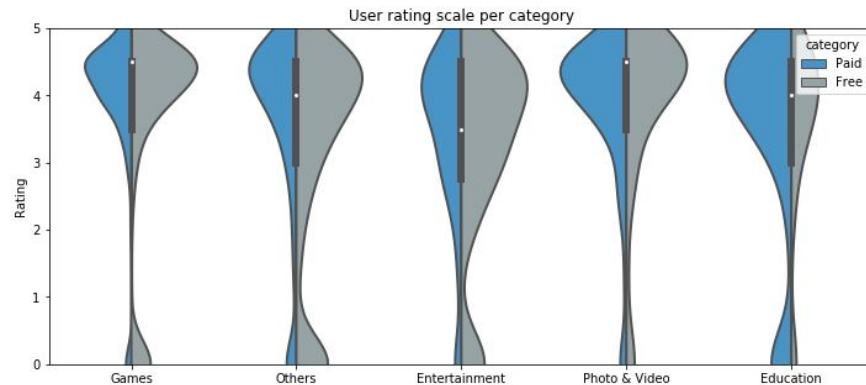


PREDICTING POPULARITY IF FREE APP IS PRICED - APPLE

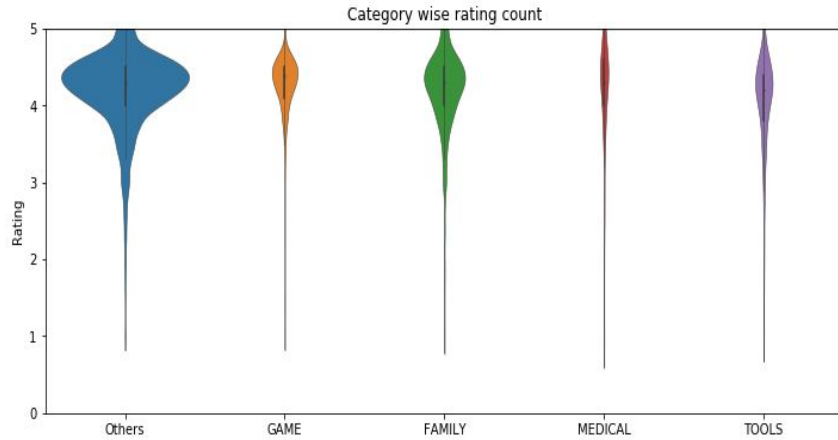


- In most of the categories, free apps are more popular

- More number of apps in rating range 4 - 5.

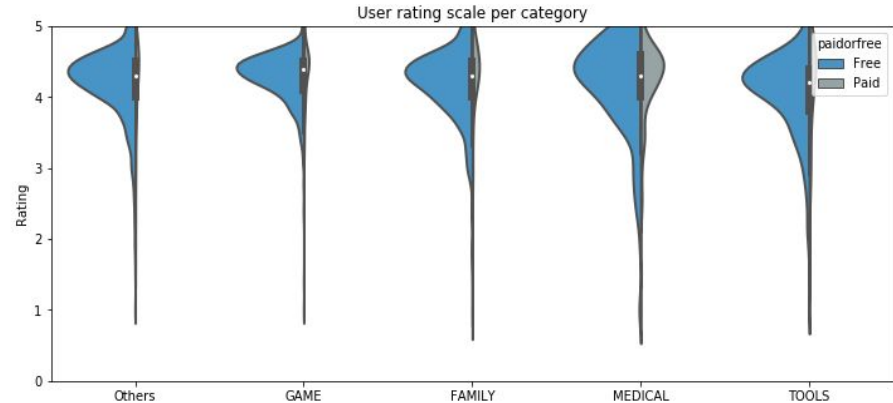


PREDICTING POPULARITY IF FREE APP IS PRICED - GOOGLE



- Almost all free apps are more popular than priced apps.

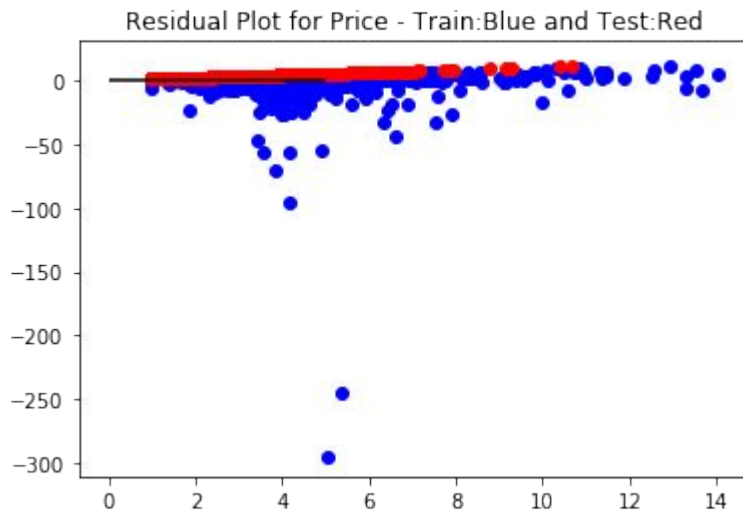
- More number of apps in rating range 4 - 5.



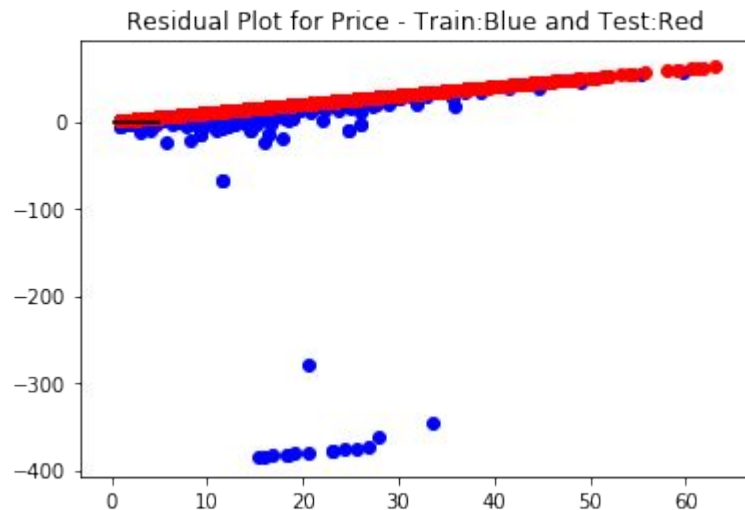
PREDICTING PRICES FOR FREE APPS

- Using **Linear Regression Model** we tried to predict the price of free apps of both android and apple stores by training the model with the price of paid apps

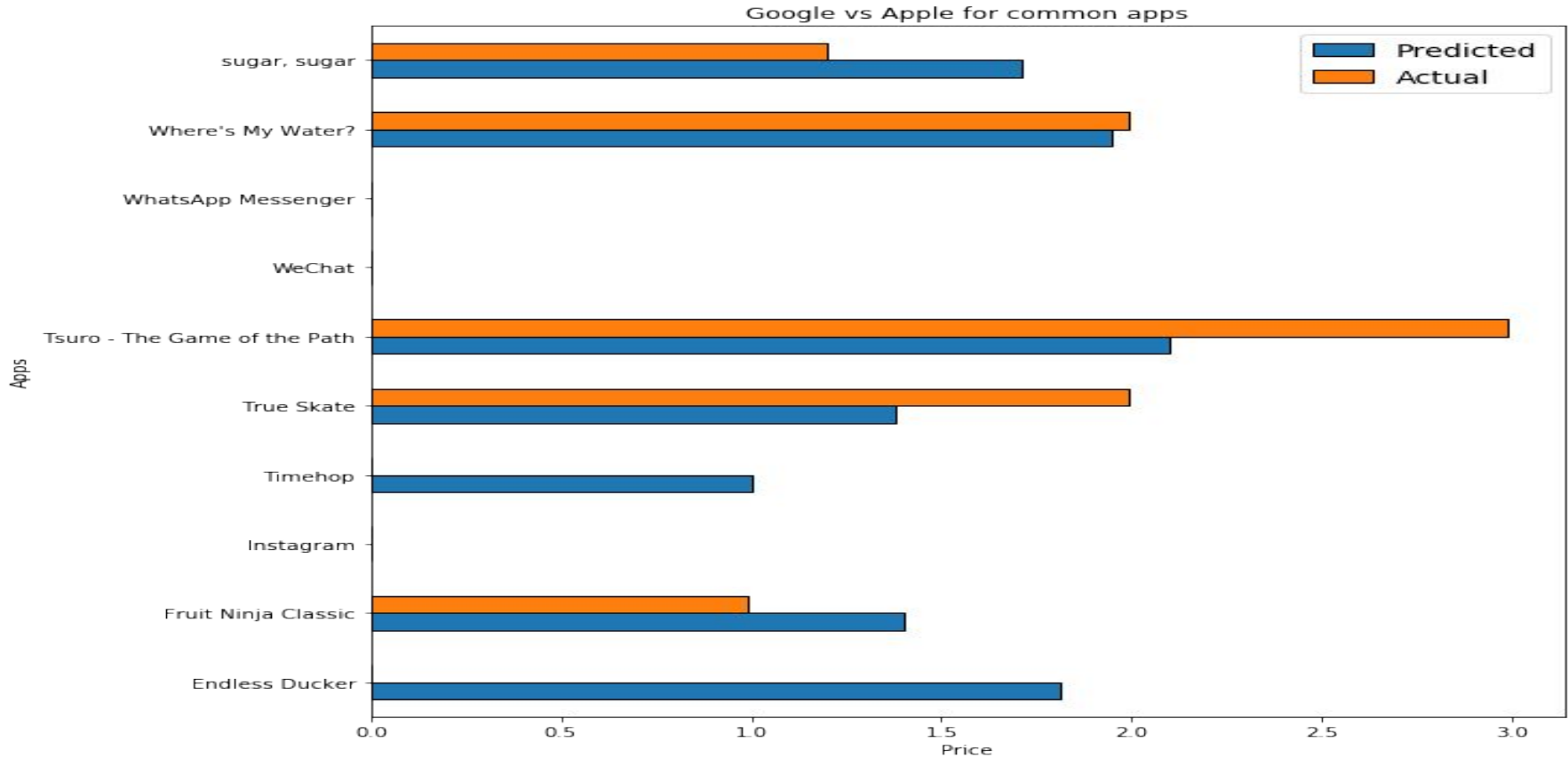
APPLE



Google



COMPARING THE APPLE STORE AND PLAY STORE BY PRICES

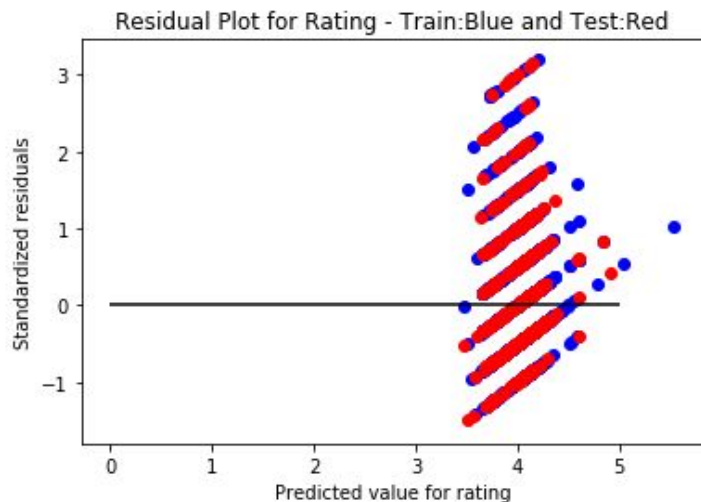


- Apple store is 26% more expensive than the Google Play store.

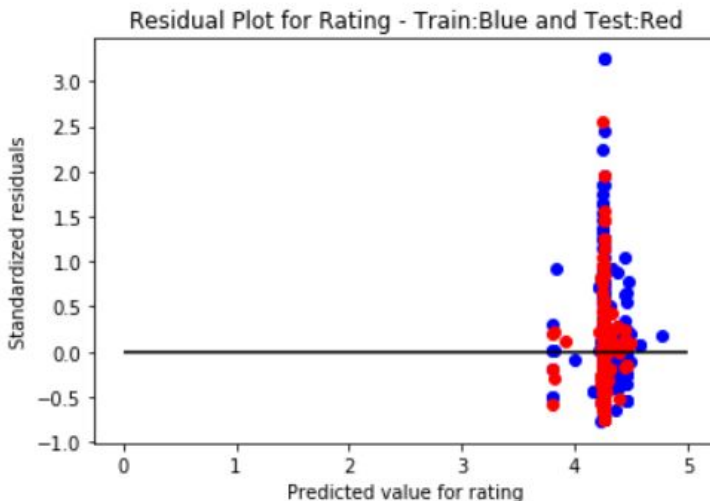
PREDICTING POPULARITY IF FREE APP IS PRICED

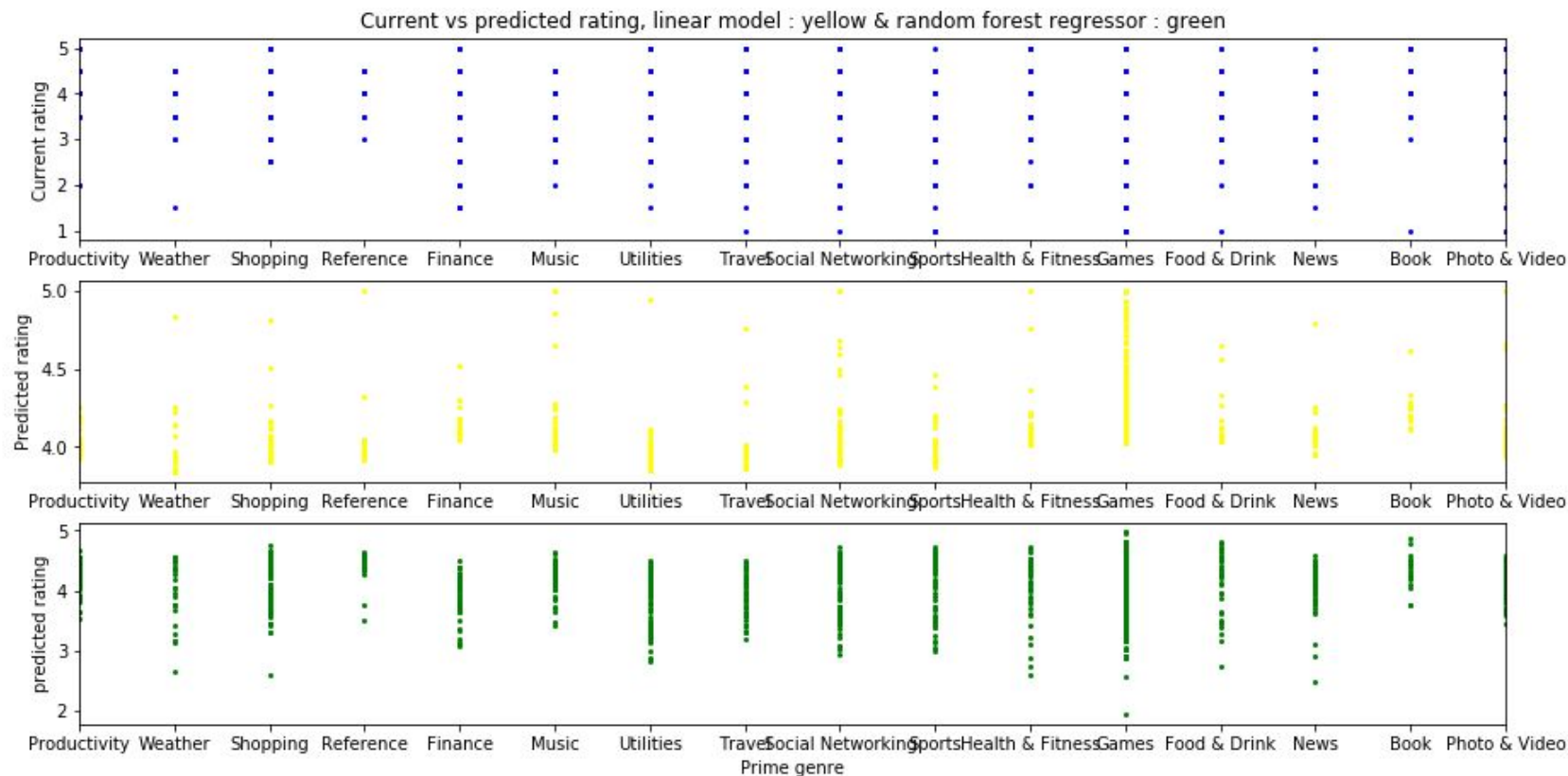
- Model used : **Linear regression** model and **Random forest** regressor.
- Trained model with the ratings of paid apps.

Apple



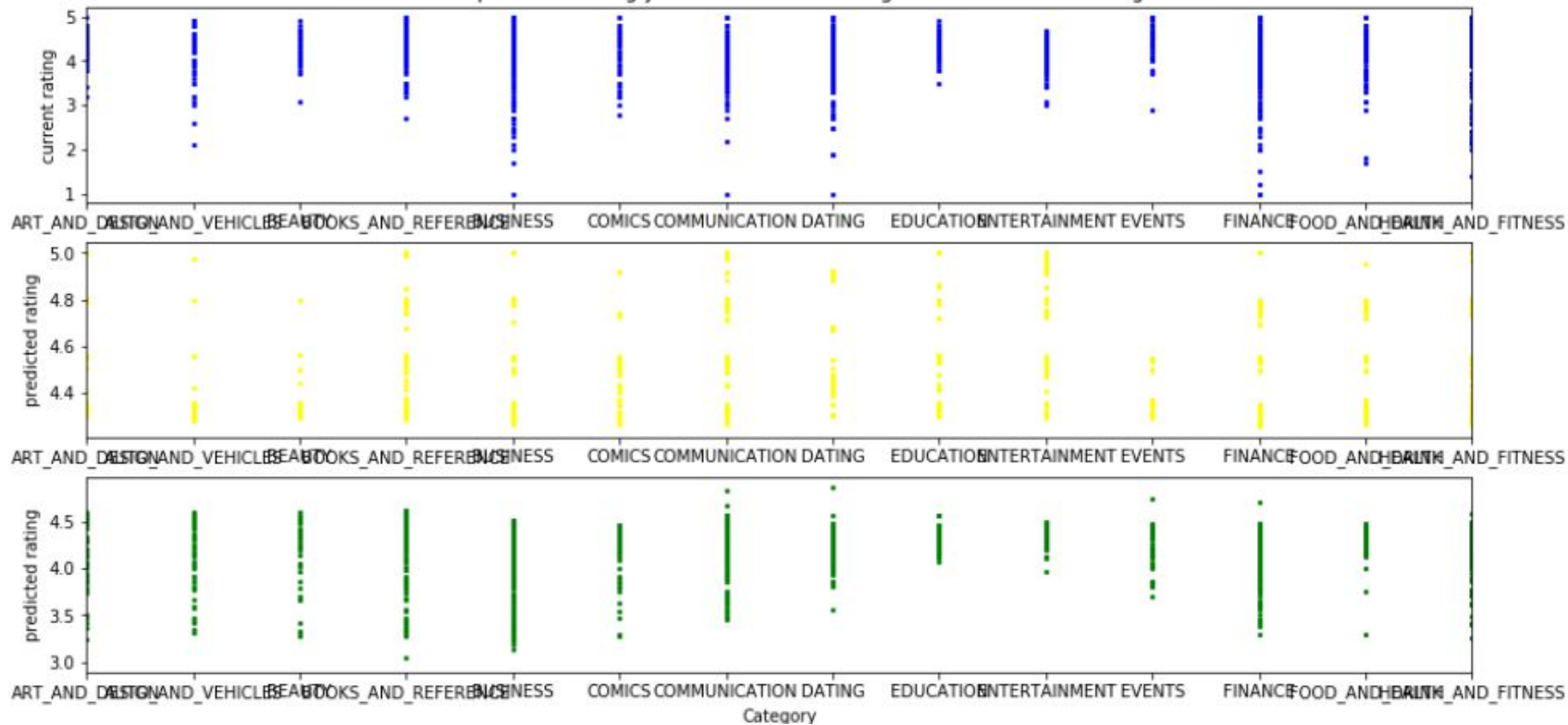
Google





RATING PREDICTION FOR FREE APPS IN APPLE STORE

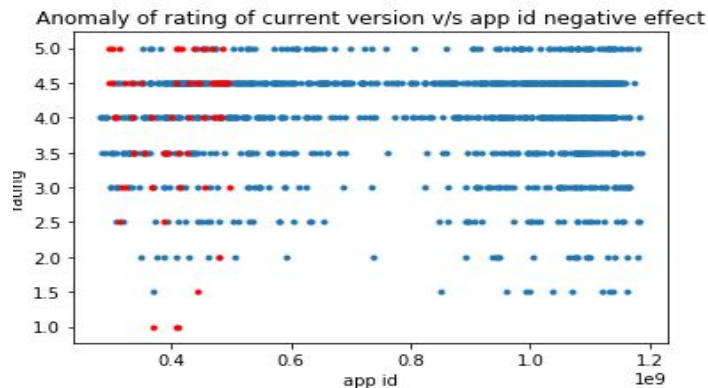
Current and predicted rating yellow : linear model & green : Random forest regressor



RATING PREDICTION FOR FREE APPS IN GOOGLE PLAY STORE

RATING ANOMALY

- **Outlier detection:** User rating compared to previous version rating for apps of Applestore.
- **Model used:** Isolation forest



id	track_name	size_bytes	currency	price	rating_count_tot	rating_count_ver	user_rating	user_rating_ver
429851711	Flashlight !	14336000	USD	0.0	35769	21	4.5	2.0

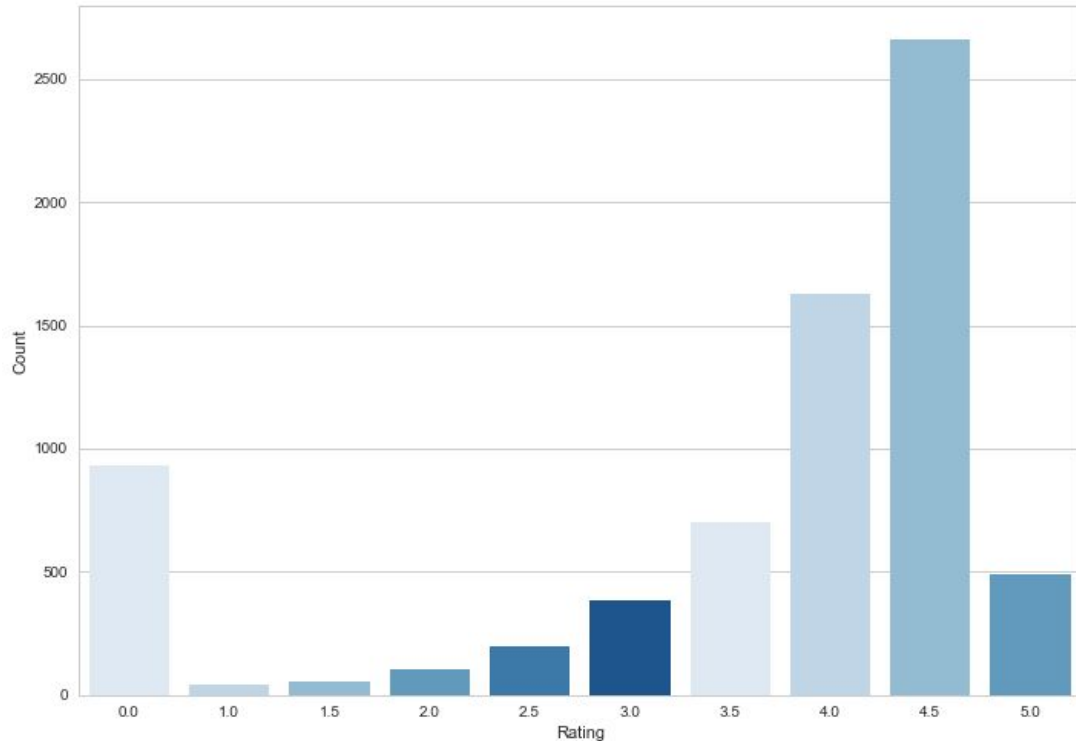
RECOMMENDER SYSTEMS

- Two different types of recommender systems built for Google and Apple App stores
 - Simple Recommender
 - Content-Based Recommender
 - Collaborative-Filtering Based Recommender

SIMPLE RECOMMENDER

Returns top 15 apps based on weighted metrics

- Weighted rating computed for each app based on average rating per app and number of reviews
 - **Pros** - Easy to implement
 - **Cons** - Only provides generalized recommendations



	id	track_name	user_rating	rating_count_tot	score
1104	487119327	Head Soccer	5.0	481564	4.985514
302	350642635	Plants vs. Zombies	5.0	426463	4.983664
3086	930574573	Sniper 3D Assassin: Shoot to Kill Gun Game	5.0	386521	4.981996
2177	698255242	Geometry Dash Lite	5.0	370370	4.981221
498	387428400	Infinity Blade	5.0	326482	4.978733
1877	625334537	Geometry Dash	5.0	266440	4.974025
810	436491861	Domino's Pizza USA	5.0	258624	4.973254
2731	887947640	CSR Racing 2	5.0	257100	4.973099
1802	600674056	Pictoword: Fun 2 Pics Guess What's the Word Tr...	5.0	186089	4.963090
350	363282253	Plants vs. Zombies HD	5.0	163598	4.958160
1484	552039496	The Room	5.0	143908	4.952620
1817	606190854	Iron Force	5.0	141634	4.951884
1918	635573390	Sniper Shooter: Gun Shooting Games	5.0	134080	4.949267
467	381471023	Flashlight ☉	5.0	130450	4.947905
884	448639966	Pic Collage - Picture Editor & Photo Collage M...	5.0	123433	4.945054

Fig: Table showing the top 15 Play store apps based on weighted score

CONTENT BASED RECOMMENDER

Recommends apps similar to other apps

- Computes pairwise similarity scores based on app description
- Calculate TF-IDF vectors for each app
- Different measures of similarity applied- cosine similarity, Euclidean
- Applied a popularity filter to improve recommendations - based on ratings
 - **Pros** - Does a good job recommending apps that belong to the similar categories
 - **Cons** - Does not take user input(rating per app etc) into consideration

```

In [56]: get_recommendations('Evernote - stay organized')

Out[56]: 4354          FastEver 2 - Quick memo app for Evernote
          535          Noteshelf
          2318       Notepad+: Take Notes, Annotate and Write on PDF
          3931       Whink - Note taking, Annotate & Record Lectures
          654          Microsoft OneNote
          344          Notability
          3359       Carbo - Handwriting in the Digital Age
          228       ScanBizCards Business Card Reader
          4019          Bear
          508       CamScanner +| PDF Document Scanner and OCR
          1213       Paper by FiftyThree - Sketch, Diagram, Take Notes
          426          Notes Plus
          188          Epson iPrint
          1522       MetaMoJi Note - note taking and PDF annotation...
          5481          Jottit
          639       SecurityCam for iPhone
          3607       Scanner For Me - PDF Scan with OCR for Documents
          4962       WatchNotes - Display notes on watch face
          1173       ALON Dictaphone - Voice Recorder
          1637       InstaLogo Logo Creator - Graphic design maker
          220       Scanner Pro - PDF document scanner app with OCR
          399       AudioNote - Notepad and Voice Recorder
          184          My Measures PRO
          2522       Scanbot - Scanner App & Fax
          820       TextGrabber - image to text: OCR & translate p...
          Name: track_name, dtype: object

```

Fig: Recommendations for Play store using cosine similarity

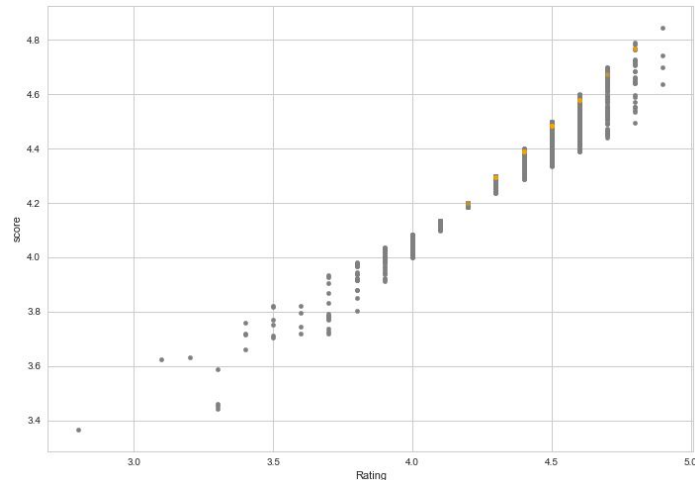
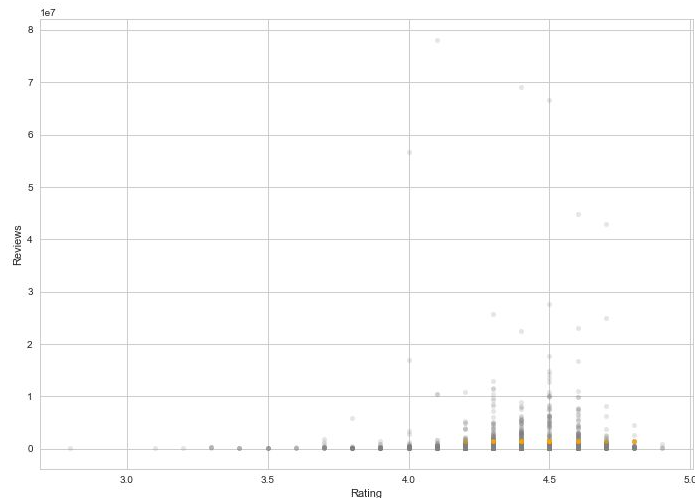
```
improved_recommendations('Evernote - stay organized')
```

	track_name	user_rating	rating_count_tot	score
654	Microsoft OneNote	4	39638	3.949069
220	Scanner Pro - PDF document scanner app with OCR	4	31912	3.938346
1213	Paper by FiftyThree - Sketch, Diagram, Take Notes	4	18219	3.901642
344	Notability	4	17594	3.898895
535	Noteshelf	4	7562	3.816731
2318	Notepad+: Take Notes, Annotate and Write on PDF	4	6288	3.795641
1637	InstaLogo Logo Creator - Graphic design maker	4	6263	3.795178
426	Notes Plus	4	6257	3.795067
508	CamScanner + PDF Document Scanner and OCR	4	5482	3.779594
2522	Scanbot - Scanner App & Fax	4	3936	3.740511

Fig: Improved recommendations using popularity filter

COLLABORATIVE-FILTERING

- **User-based filtering**
 - Recommendations based on similar interests with other users
- **Item-based filtering**
 - Similar to content-based
 - Recommend based on past ratings from users



CONCLUSION

- Successfully trained and tested classifiers based on multiple criterion
- Built regression models for price/rating prediction
- Grouped apps based on user reviews using clusters
- Developed recommender systems to suggest most suitable apps to any user

THANK YOU !

QUESTIONS?