

Sentiment Analysis of Video Game Reviews using ML

Multinomial Naive Bayes Classifier

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In [3]: # Importing packages
import pandas as pd
import numpy as np
import matplotlib.pyplot as plt
import seaborn as sns; sns.set()
from sklearn.model_selection import train_test_split
from sklearn.feature_extraction.text import TfidfVectorizer
from sklearn.feature_extraction.text import CountVectorizer
from sklearn.naive_bayes import MultinomialNB
from sklearn.linear_model import Perceptron
from sklearn.linear_model import RidgeClassifier
from sklearn.linear_model import PassiveAggressiveClassifier
from sklearn.ensemble import RandomForestClassifier
from sklearn.svm import LinearSVC
from sklearn.linear_model import SGDClassifier
from sklearn.pipeline import make_pipeline
```

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In [4]: # Visualize y_train file (categories / labels)
ytr = np.load("y_train.npy")
y = ytr.ravel()          # Note: the .ravel will convert that array shape to (n,) (transpose it)
#y
```

```
In [5]: # Visualize X_train file
#with open('X_train.txt', 'r', encoding = 'utf8') as f:
#    for line in f:
#        print(line)
```

Pre-processing

```
In [6]: # Assigning each review comment into an element of an array
x = np.array([])
x = open('X_train.txt','r',encoding = 'utf8')
x = x.read().splitlines()
#x
```

```
In [7]: #Splitting the X_train data into train and test using 70%/30% split
x_train, x_test, y_train , y_test = train_test_split(x, y, test_size = 0.30 , random_state = 123, shuffle = True)
```

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In [8]: # Checking Length of the subsets
len(x_train)
#len(x_test)
#len(y_train)
#len(y_test)
```

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Out[8]: 700
```

```
In [9]: # Defining categories: Positive Review = 1 , Negative Review = 0
categories = np.array(["1", "0"])
```

```
In [10]: # Creating a model based on Multinomial Naive Bayes
model = make_pipeline(TfidfVectorizer(min_df=1,stop_words = 'english'),MultinomialNB(alpha = 0.5, class_prior=None, fit
```

```
In [11]: # Train model
nbmodel = model.fit(x_train, y_train)
```

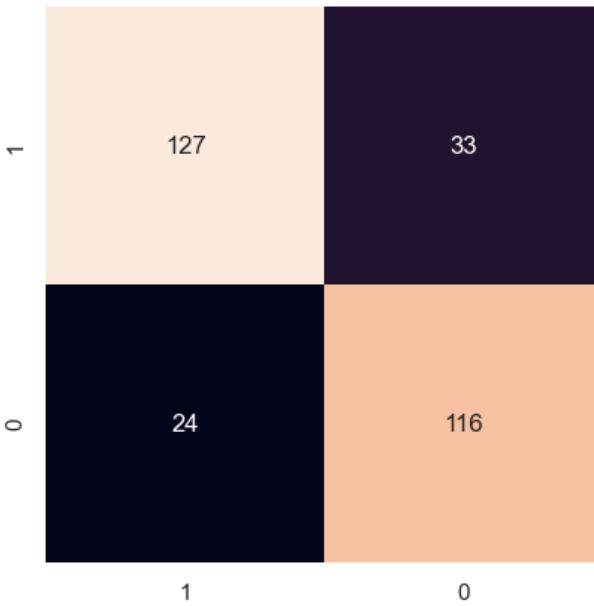
```
In [12]: # Test the model (predict)
y_pred = nbmodel.predict(x_test)
len(y_pred)
```

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Out[12]: 300
```

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In [11]: # Display predicted labels for x_test
y_pred
```

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In [13]: # Creating confusion matrix and heat map
from sklearn.metrics import confusion_matrix
mat = confusion_matrix(y_test, y_pred)
sns.heatmap(mat.T, square = True, annot = True, fmt = 'd', cbar = False, xticklabels = categories, yticklabels = cate
```

Out[13]: <AxesSubplot: >



```
In [14]: # Evaluate model accuracy
from sklearn.metrics import accuracy_score
accuracy_score(y_test, y_pred)
```

Out[14]: 0.81

```
In [15]: # Test the 792 reviews from the X_test file with unknown labels.

x2 = np.array([[])
x2 = open('X_test.txt','r',encoding = 'utf8')
x2 = x2.read().splitlines()
x2

y_pred2 = nbmodel.predict(x2)
len(y_pred2)
```

Out[15]: 792

```
In [16]: # Display prediction of the 7  
v pred2
```

```
In [17]: # Convert array to csv file using pandas  
# pd.DataFrame(y_pred2).to_csv("C:/Users/Checo/Desktop/projectum/github_repos/2022/gameVibe/predictions.csv", header = [
```

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