Real Time Analysis of Social Media Text Using Stream Computing

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Abstract: Social media measurement or ‘social media monitoring’ is an active monitoring of social media channels for information about a company or organization, usually tracking of various social media content such as blogs, wikis, news sites, micro-blogs such as Twitter, social networking sites, video/photo sharing websites, forums, message boards, blogs and user-generated content in general as a way to determine the volume and sentiment of online conversation about a brand or topic. Real time analysis of social media application requires methodology which can speedup processing and reduce latency. By using stream computing concept, this goal can be achieved.

Keywords: Data stream computing, Event stream Computing, processing node, processing elements, events

1. Introduction

Many social media sites are available these days. Among various micro blogging sites, twitter and Facebook are very much popular. Many users post millions of messages on such sites. Using these millions of messages, we can understand what is going on at various locations and areas. Social media monitoring allows users to find insights into a brand's overall visibility on social media, measure the impact of campaigns, identify opportunities for engagement, assess competitor activity and share of voice, and be alerted to impending crises. It can also provide valuable information about emerging trends and what consumers and clients think about specific topics, brands or products.

This is the work of a cross-section of groups that include market researchers, PR staff, marketing teams, social engagement and community staff, agencies and sales teams. Several different providers have created tools to facilitate the monitoring of a variety of social media channels from blogging to internet video to internet forums. This allows companies to track what consumers are saying about their brands and actions. Companies can then react to these conversations and interact with consumers through social media platforms.

There is a large class of existing and newly emerging applications that require sophisticated, real-time processing of high-volume data streams. Although these applications have traditionally been served by “point” solutions through custom coding, infrastructure software that specifically target them have also recently started to emerge in the research labs and marketplace. Stream computing is a new paradigm necessitated by new data-generating scenarios, such as the ubiquity of mobile devices, location services, and sensor pervasiveness. A crucial need has emerged for scalable computing platforms and parallel architectures that can process vast amounts of generated streaming data.

The stream processing computational paradigm consists of assimilating data readings from collections of software or hardware sensors in stream form (i.e., as an infinite series of tuples), analysing the data, and producing actionable results, possibly in stream format as well. In a stream processing system, applications typically act as continuous queries, ingesting data continuously, analysing and correlating the data, and generating a stream of results.

There are two types of stream computing mechanism that is Data stream computing and event stream computing.

A. Data Stream Computing

Data stream computing is able to analyze and process data in real time to gain an immediate insight, and it is typically applied to the analysis of vast amount of data in real time and to process them at a high speed. Many application scenarios require big data stream computing.

Figure 1 describes the architecture of stream processing. Here storage is optional which keep state of processed data.

Figure 1: Straight through processing paradigm [1]

System S is data stream computing platform developed by IBM. In June 2007, IBM announced its stream computing system, called System S [2][8]. This system runs on 800 microprocessors and the System S software enables software applications to split up tasks and then reassemble the data into an answer.
System S supports applications written using the Streams Processing Language (SPL)[2][8]. System S runtime provides an execution substrate for streaming applications, which includes services such as high performance data transport, resource allocation and scheduling, advanced job management, high availability, and security. System S provides an eclipse-based IDE for developing streaming applications using the SPL language. The development environment also includes support for interacting with the System S runtime via application launch capabilities and visualization of running jobs.

System S[2][8] includes web-based interfaces as well as command line tooling for configuring and administering System S instances in multi-user environments.

B. Event Stream Computing

Complex event processing (CEP) delivers high-speed processing of many events across all the layers of an organization, identifying the most meaningful events within the event cloud, analyzing their impact, and taking subsequent action in real time. Esper[5] is an Event Stream Processing (ESP) and event correlation engine (CEP, Complex Event Processing). Complex event processing (CEP) is an emerging network technology that creates actionable, situational knowledge from distributed message-based systems, databases and applications in real time or near real time. CEP can provide an organization with the capability to define, manage and predict events, situations, exceptional conditions, opportunities and threats in complex, heterogeneous networks.
In above data flow diagram of system, system creates connections with twitter streaming API. After that, tweets are fetched in system. Tweets then processed by CEP engine by searching specific keyword in it. Tweets with specific keyword are stored in CSV file with id, text and date.

In sentiment process, data from previously saved CSV file is fetched by system. Then sentiment calculation is done on each text. Results of each text calculation are stored in CSV file with user id.

In visualization layer, plotting of twitter sentiment results are take place.

4. Report and Analysis

Following chart diagrams explain twitter sentiment analysis of president Obama. This algorithm is implemented by using event stream computing. This application is implemented using java and esper. Esper is event stream processing engine. It increases speed of fetching data and processing data.

![Pie diagram of twitter sentiment analysis](image)

**Figure 5:** Pie diagram of twitter sentiment analysis

![Chart diagram of date vs polarity](image)

**Figure 6:** Chart diagram of date vs polarity

5. Conclusion

This paper focuses on real time stream computing which can be good option for traditional relational database system or even to batch processing. Real time twitter analysis not only stream twitter messages in real time but also calculate sentiments of tweets in real time.

This paper even describes about different type of stream computing processors. We can use different stream computing processor for different applications. Selection of processor depends on requirements of application and how complex that application is.

To implement real time application stream computing can be good option as it reduce latency and save storage space.

In traditional twitter sentiment analysis, data is first collected in database. Then data is fetched according to query followed by pre-processing, classifying and further steps. But in this aspect collecting and processing had done at the same time which saves lot of time.

References


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