



Detecting Aggressors and Bullies on Twitter



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Abstract

Online social networks constitute an integral part of people's every day social activity.

The existence of **aggressive** and **bullying** phenomena in such spaces is inevitable.



Contributions:

- novel methodology to **collect**, **analyze**, and **label** aggressive and bullying behavior on Twitter
- analysis of bullying and aggressive behavior and extraction of **features** differentiating them from regular users
- **machine learning** approach to automatically detect bullies and aggressors on Twitter

Facts

- ✓ In 2014, **over 50%** of young people who use social media have reported being cyberbullied.
- ✓ **Racist** and **sexist** attacks have been reported on Twitter.
- ✓ The research community has recently focused on detecting **bully** and **aggressive behavior** across various social platforms.
- ✓ Few works have focused on characterizing **the bullying users** themselves and not only their abusive content.

Definitions

Cyberbullying: repeated and hostile behavior by a group or an individual, using electronic forms of contact.

Cyberaggression: intentional harm delivered by the use of electronic means to a person or a group of people who perceive such acts as offensive, derogatory, harmful, or unwanted.



BULLYING

Tweet 1 your profile pic sucks! U should wear a mask to hide from the sun ☹️☹️☹️

Tweet 2 Our class prom night just got ruined because u showed up. Who invited u anyway?

Tweet 3 Some1 should stalk u and have fun with u..:)

Tweet 4 Don't cry... U can do shit about it...No matter what u do, your pics are out there.:D

Tweet 5 Why do you even show up at school?Nobody cares and neither should u!

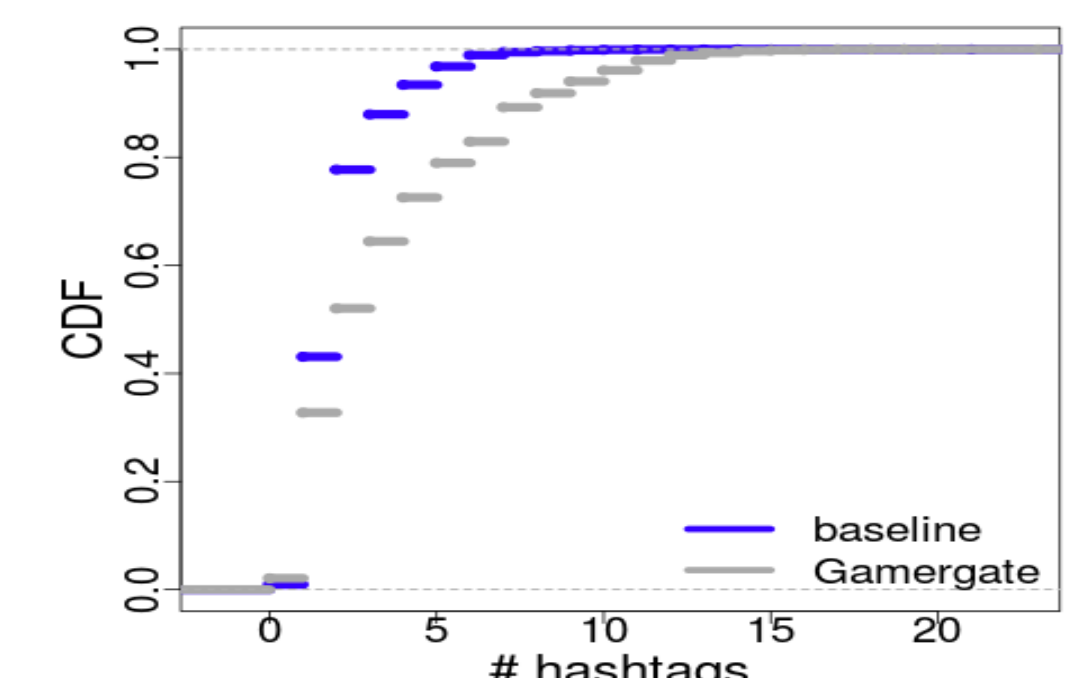
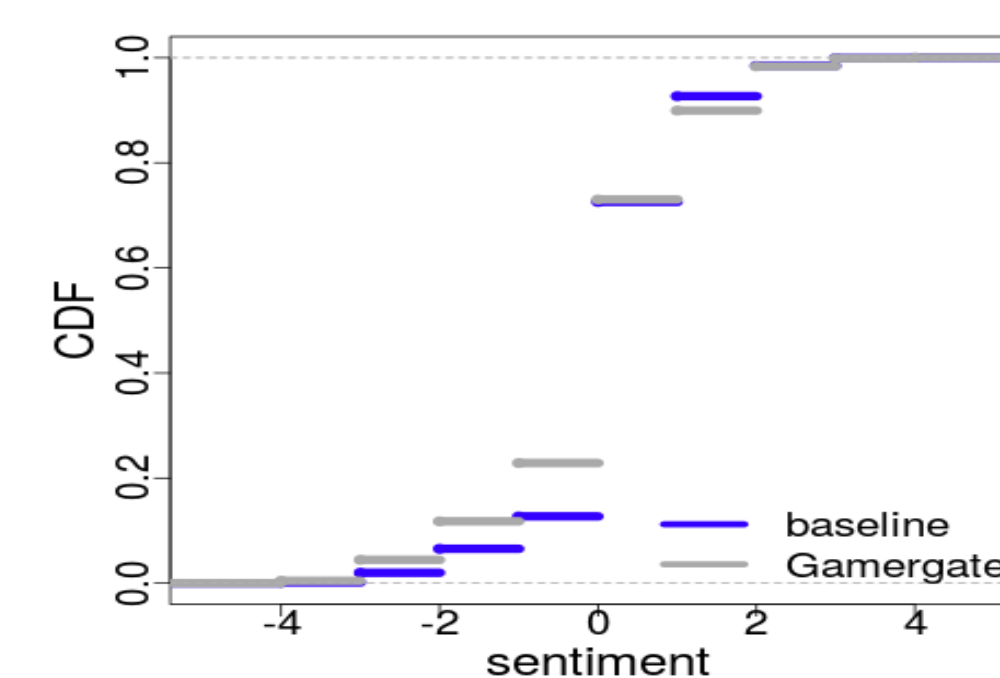
Datasets and Ground truth

The data collection process took place from June to August 2016.

Hate-related: set of 650k tweets based on 309 hashtags associated with bullying and hateful speech.

309 hashtags: **#GamerGate** & 308 hashtags that coexisted within the tweets with the #GamerGate, e.g., #IStandWithHateSpeech, #KillAllNiggers.

Baseline: 1M random tweets.



Ground truth: Crowdsourcing based on the crowdflower.com platform

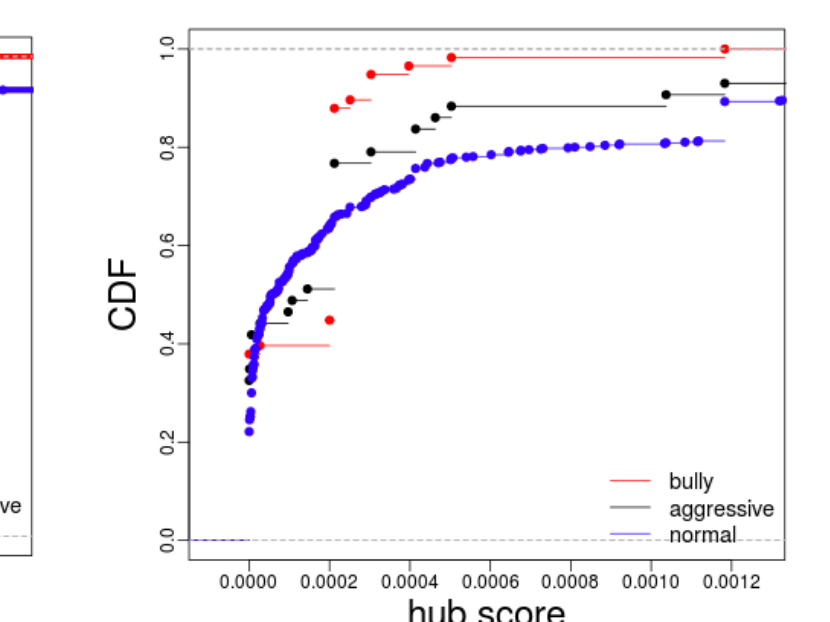
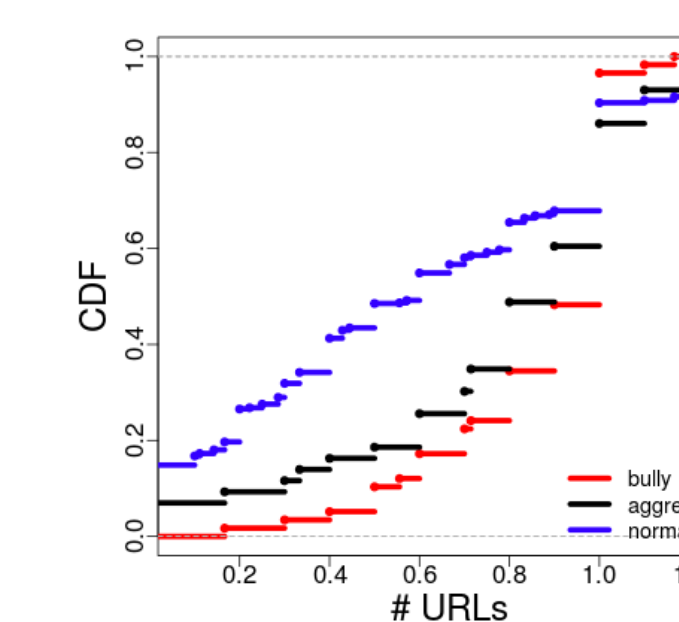
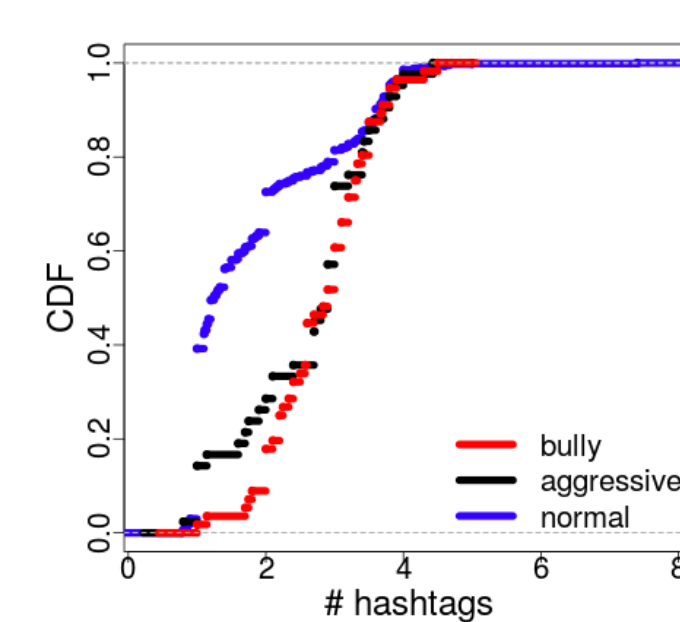
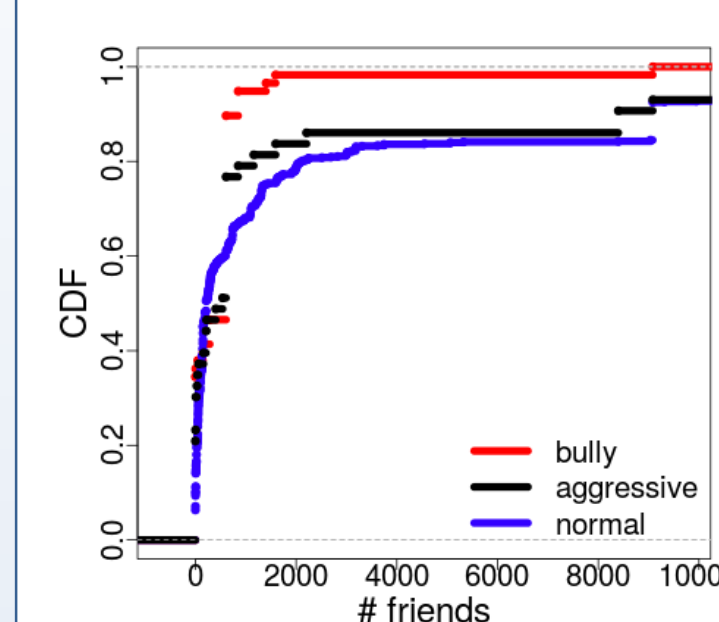
- ✓ 1,307 users / 9,484 tweets
- ✓ 4.5% bully users, 3.4% aggressors, 31.8% spammers, 60.3% normal

Feature Extraction

Features categorization: **User-based**, **Text-based**, and **Network-based**.

Type	Feature
User (total: 10)	avg. # posts, # days since account creation, verified account, # subscribed lists, posts' interarrival time, default profile image? statistics on sessions: total number, avg., median, and STD. of their size
Textual (total: 9)	avg. # hashtags, avg. # emoticons, avg. # upper cases, # URLs, avg. sentiment score, avg. emotional scores, hate score, avg. word embedding score, avg. curse score
Network (total: 11)	# friends, # followers, hubs, (d=#followers/#friends), authority, avg. power diff. with mentioned users, clustering coefficient, reciprocity, eigenvector centrality, closeness centrality, louvain modularity

- ✓ Aggressors and bullies have a propensity to use **more hashtags** within their tweets.
- ✓ Bullies have **fewer friends** than the other categories.



Information gain: network-based features > user-based > textual ones.

Experimental Results

- ✓ We experimented with more than **15 machine learning algorithms**.
- ✓ **Random Forest classifier:** better performance considering both the time for training each classifier and the classification performance.

	Prec.	Rec.	ROC	bully	aggres.	normal	
bully	0.464	0.448	0.918	26	7	25	bully (GT)
aggressive	0.286	0.093	0.868	16	4	23	aggres. (GT)
normal	0.941	0.978	0.925	14	3	770	normal (GT)
Avg.	0.878	0.901	0.922				

Case study: Gamergate

- ✓ A coordinated campaign of **harassment** in the online world.
- ✓ It started with a blog post by an ex-boyfriend of independent game developer Zoe Quinn, alleging **sexual improprieties**.
- ✓ It quickly devolved into a polarizing issue, involving **sexism**, **feminism**, and **social justice**, taking place on social media like Twitter.



Discussion

- ✓ Various cases are documented where the content of (a set of) posts on online social platforms is **harsh**, **mean**, or **even cruel**.
- ✓ Detecting the warning signs of cyberbullying poses several difficulties.
- ✓ We succeed to distinguishing among bullies, aggressors, and typical Twitter user with an average **87.8% precision**, **90.1% recall** and **92.2% AUC**.