

先端科学技術研究科 修士論文要旨

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論文題目	Offensive Language Detection in Live Streaming Chats Using Active Learning アクティブ・ラーニングを用いたライブ・ストリーミング・チャットにおける攻撃的な言葉の検出		
要旨			
<p>Given the growing popularity of online games and eSports, the young generation is increasingly enjoying its video live streaming service. Streaming channels are usually combined with chat rooms, where offensive conversations often appear against the streamer or audience. Such offensive language may cause many severe impacts on a victim's life and even lead to teen suicide. This research aims to detect offensive language appearing in live streaming chats. Focusing on Twitch, the most popular live streaming platform, we created a dataset containing ten games with a total of 10,000 data for the task of detecting offensive language. As the classifier, we adopted RoBERTa, a transformers-based pre-trained model. In particular, we used active learning to address the scarcity of well-labeled data on emerging platforms. Additionally, we proposed to expand the training data pool by using merged datasets to address the problem of limited model performance when active learning strategies select data from only one dataset. Our results showed that the use of active learning enhances the performance in detecting offensive language in live streaming chats with pre-trained models.</p>			