TEXT GENERATION FOR STORY COMPLETION

### DreamWeaver Al

**BEN AND KHAL** 



### What is DreamWeaver?

### **HOW DOES IT WORK?**

Al Model

Context Management

Generated Text Evaluation

The Product







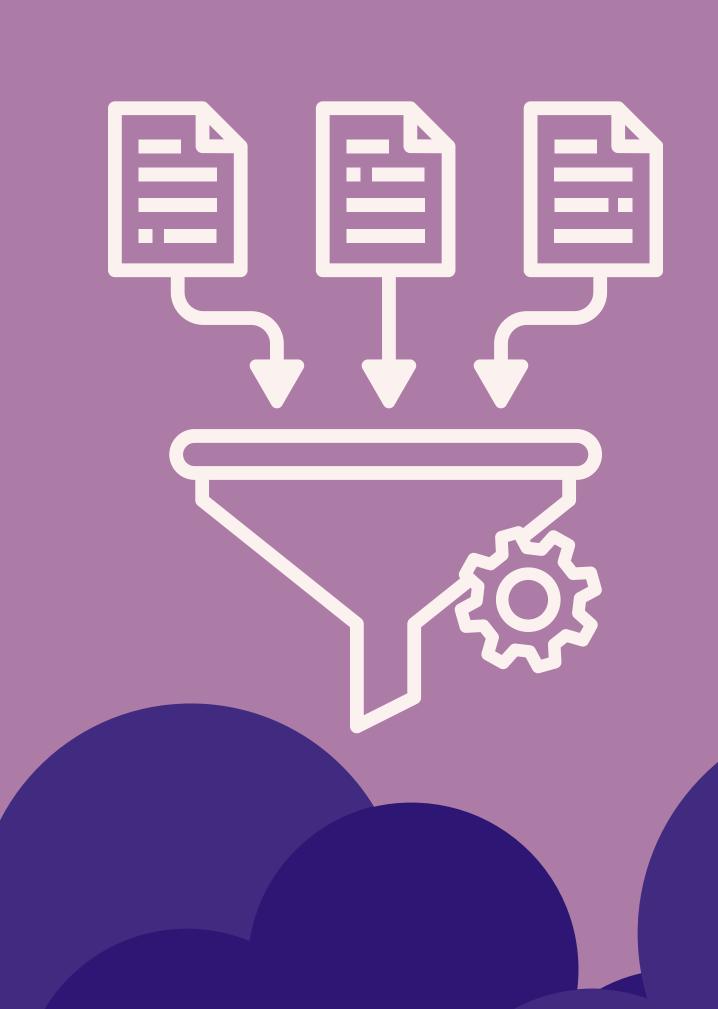
### AI MODEL

Based from

<u>Mistral-7B-Instruct</u>

MISTRAL AI





### Context Management WHAT IS EXACTLY CONTEXT?

Context

/'kɒntεkst/

noun

The circumstances that form the setting for an event, statement, or idea, and in terms of which it can be fully understood.

### Flowchart

SIMPLE.





### MISTRAL 7B



### **TROUBLED**

Confused, mixed up, no context awareness.

#### GPT-4



### NOT (QUITE) TROUBLED

Aware, not confused, has somewhat context awareness



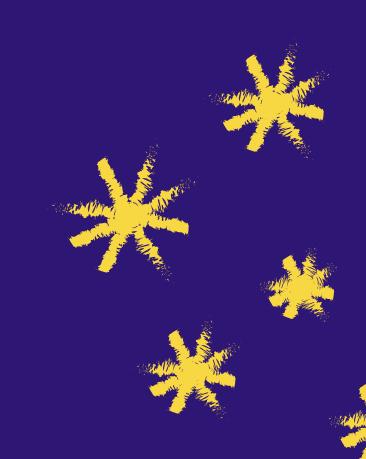
### GENERATED TEXT EVALUATION

Using NLTK, BLEU and SpaCy



## NLTK NATURAL LANGUAGE TOOLKIT

- **Tokenization**: cutting up a sentence or paragraph into smaller pieces. For example, you can break it into words or sentences so the computer can understand and work with them.
- Stemming and Lemmatization: Both of these are ways to simplify words by reducing them to their "core" or "base" form.
  - **Stemming**: It chops off the ends of words. It's not always perfect but works fast.
  - **Lemmatization**: It's smarter and uses a dictionary to find the proper root form of a word.
- **Text Classification**: This is like sorting text into categories or labels. For example, you could teach a program to decide if a piece of text is about sports, news, or entertainment.





- N-gram Matching: Think of "N-grams" as small chunks of words.
  - A 1-gram is just one word, like "cat".
  - A 2-gram is two words in a row, like "the cat".
  - A 3-gram is three words in a row, like "the cat jumped".

BLEU checks how many chunks of words (like 2-grams or 3-grams) match between the computer's text and the human's text. Longer matches mean the computer's sentences are more natural.

For example:

Human: "The cat jumped over the wall."

Computer: "The cat jumped the fence."

BLEU compares pairs like "The cat" and "cat jumped" to measure similarity.

### BLEU BILINGUAL EVALUATION UNDERSTUDY

Check how good a computer's generated text is compared to a human's text.





- Tokenization
- Part-of-Speech (POS) Tagging: This labels each word with its role in the sentence, like whether it's a noun, verb, or adjective.
- Named Entity Recognition (NER): It finds specific names in the text and figures out what they are, like a person, place, or company.
- **Dependency Parsing**: It analyzes how words are connected in a sentence, showing relationships like which word is the subject and which is the object.
- Word Embeddings: This is a way to represent words as numbers (vectors) in a mathematical space. Words with similar meanings are placed closer together, which helps the computer understand relationships between words.

## Vectorization: Representing Text as Numbers

Converts text
into numerical
representations
(vectors) for
machine
processing.

### **Techniques**

#### **One-Hot Encoding:**

Binary representation for each word.

#### Word Embeddings:

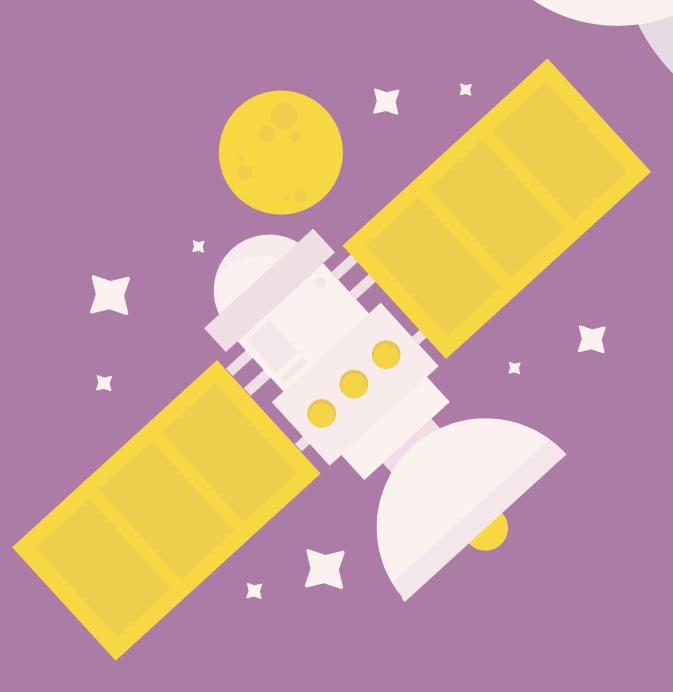
Dense vectors
capturing word
meanings (e.g.,
Word2Vec, GloVe,
BERT).

### Why?

- Machine Learning Compatibility:
  - Converts text for model training.
- Similarity Measurement:
   Compares text using vector distances.
- Feature Engineering: Generates features for models.

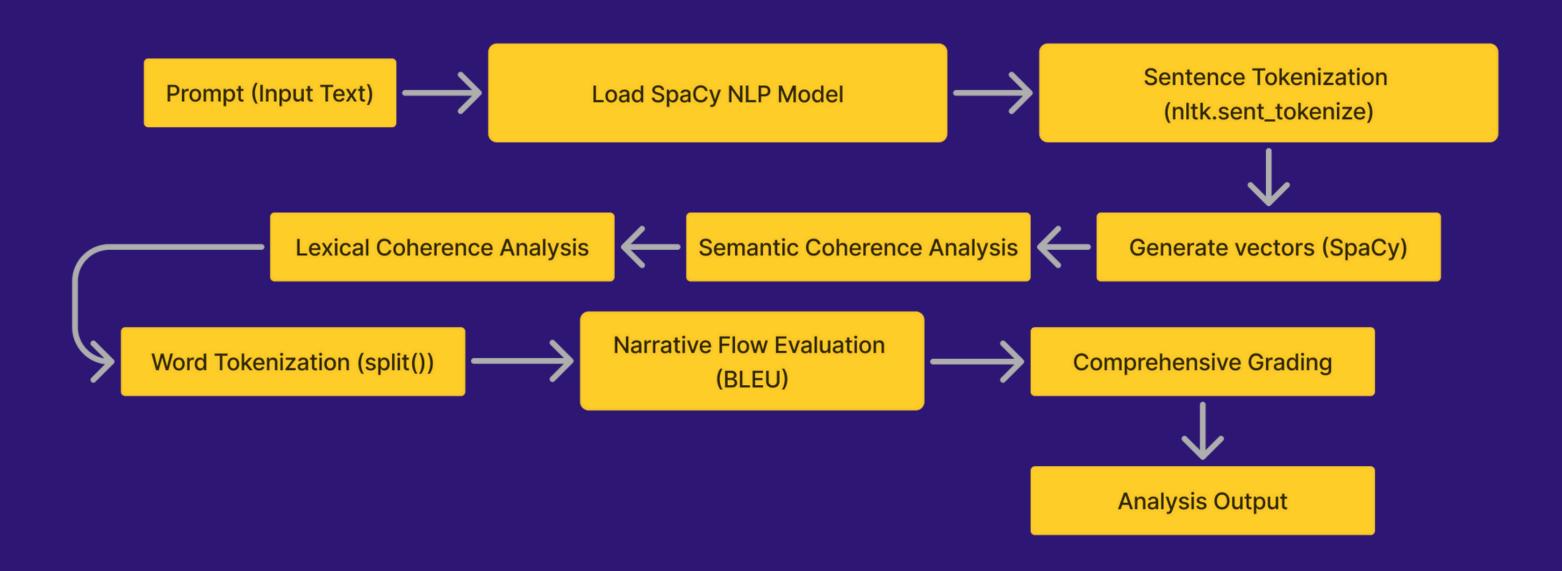


# Let's try it out!!



### Comprehensive Analysis Flowchart





### COHERENCE TEST

breaks down the story's coherence into different categories like meaning, word choice, and overall flow, then organizes and displays the results.

### OUTPUT

- Overall Coherence Score: A number representing how coherent the story is overall.
- Semantic Coherence: Scores or details about the meaning connections in the story.
- Lexical Coherence: Scores for the consistency of words and phrasing.
- Narrative Flow: Scores for how logically the story unfolds.



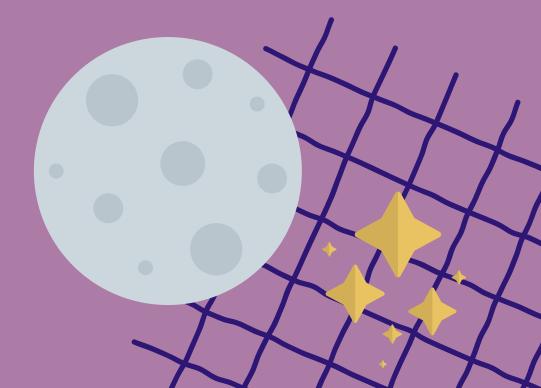




HTTPS://DREAMWEAVERAI.STREAMLIT.APP

### the difference

- instead of using the same LLM (mistral 7b) we are using google gemini's 1.5-flash model.
- it can generate a picture alongside the prompt that you feed it!



# Let's try it out !! (again)



# Thank you for your time.



