

# **LITERATURE REVIEW**

## **INTRODUCTION**

This will provide a review about the previous research and existing project that have been made by using reference sources and guidelines as journals, internet, article writing, blog and scientific studies to get an idea about the project design, conception and any information that related to improve the project. With a differences concept and design, there are other creation and innovation of projects done by the other people. The research that is related to this project also covered in this chapter.

## **AUTHOR AND PROPSALS**

Colin Garvey[1] et.al presented focus on the negative news spreading awareness through out the news media in the country using Google Cloud Natural Language API Sentiment Analysis tool .The paper used all the news available from 1956 to 2018 to do the sentiment analysis using the tool mentioned above. In the process approximately 68.4% news are true whereas other news are fake.

Manish Agrawa[2] et.al presented focus on recommending news via a famous social media application Facebook. It uses content based recommendation system for the user who are in similar community, first it gives the normal daily newsletters to the user for similar search and based on that it starts the recommendation and also ask for the feedback for the news recommended and request the user to give the rating which is used for news filtration and after filtering it the news will recommend to the other user.

Vamsidhar Talasila[3] et.al presented this paper intend to frame a novel text-to-image synthesis approach, which includes two major phases namely Text to image encoding and GAN(Generative adversarial network). The fundamental plan of GAN is basically a “minimax game mechanism” among 2 player. The main contribution of this paper is to introduces a new text-to-image synthesized approach using the GAN-CMFA (Generative Adversarial Network-Cross-Modal Feature Alignment) model, where text and image features are considered and the image synthesis is done by GAN. The next one is text embeddings are converted to feature vectors using BI-LSTM (Bidirectional long short term memory). The

image is created in the second step based on the encoding. As a result, the text feature group is fed into GAN, which outputs the final synthesized images.

Hong Chen[4] presented the paper where PicToon means a cartoon system which can generate a personalized cartoon face from an input image. PicToon is very easy to use and just requires little user interaction. First to capture an artistic style, the cartoon generation is done into two processes sketch generation and stroke rendering. Firstly an inhomogeneous non-parametric flexible facial template is employed to extract the vector-based facial sketch. Second, with the pre-designed templates in Cartoon Editor Pictoon), the user can easily make the cartoon exaggerated or more expressive. Third, a real time lip-syncing algorithm is also developed by recovering a statistical audio-visual mapping between the character's voice and the corresponding lip configuration, then the sketch is made which is almost feels likes an artist painting.

## **INFERENCE OF LITERATURE SURVEY**

The literature review of the papers that were referenced and those that serve as base paper and supporting paper helped to narrow down the main challenges that the proposed application might face. Also, it has served as a guide for the development of the application in the right way, using the necessary tools. The following were inferred from the literature survey

### **[1]Colin Garvey and Chandler Maska**

Sentiment Analysis of the News Media on Artificial Intelligence Does Not Support Claims of Negative Bias Against Artificial Intelligence, 2018

### **2]Manish Agrawa, Maryam Karimza dehgan and Cheng Xiang Zha**

An Online News Recommender System for Social Networks, 2016

### **[3]Vamsidhar Talasila and M. R. Narasingarao**

BILSTM Based Encoding and GAN for Text to Image Synthesis, 27 May 2019

### **[4]Hong Chen, Lin Liang, Yan Li, Ying-Qing Xu, Heung-Yeung Shum**

PicToon: A Personalized Image-based Cartoon System, 2017

