| **Sr. No.** | **Title** | **Author Name** | **Year** | **Published At** | **Findings** | **GAP** | **Future Direction** |
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| 1 | **Dual-Mode User Interfaces for Web-Based Interactive 3D Virtual Environments Using Three.js** | Matthew Stanton, Thomas Hartley, Fernando Loizides, and Adam Worrallo | 2017 | Springer | The paper discusses the integration of 3D objects into HTML web pages without requiring additional software, such as browser plug-ins. It presents a prototype of a dual-mode user interface that allows users to seamlessly switch between a traditional 2D hypertext interface and an immersive 3D environment incorporating 2D HTML elements. The results from an initial user study indicate that dual-mode interfaces (combining 2D and 3D) enable quicker information retrieval compared to 3D websites alone and lead to higher user satisfaction. | The paper discusses the integration of 3D objects into HTML web pages without requiring additional software, such as browser plug-ins. It presents a prototype of a dual-mode user interface that allows users to seamlessly switch between a traditional 2D hypertext interface and an immersive 3D environment incorporating 2D HTML elements. The results from an initial user study indicate that dual-mode interfaces (combining 2D and 3D) enable quicker information retrieval compared to 3D websites alone and lead to higher user satisfaction. | The research suggests the promise of dual-mode interfaces for 3D virtual environments. Future work involves improving the integration of 3D and 2D views, expanding 2D annotations within 3D content, and conducting further studies to assess the merits of dual-mode interfaces. This research aims to enhance user interaction with web content in the context of 3D virtual environments. |
| 2 | **Robust Real-Time Shadows for Dynamic 3D Scenes on the Web** | Tim Nicolas Eicke, Yvonne Jung, and Arjan Kuijper | 2014 | Springer | The paper addresses the challenge of displaying high-quality real-time shadows in dynamic 3D scenes on the web. It discusses the importance of shadows in enhancing the authenticity of virtual worlds and aiding in spatial event classification. The paper focuses on the open-source JavaScript framework X3DOM, which extends HTML5 to provide declarative 3D content on the web. X3DOM, as of the paper's writing, had limited shadow rendering capabilities, despite the significance of shadows in 3D scenes. The authors developed and implemented a concept for improving shadow display in X3DOM. They considered both general shadow mapping issues and web-specific limitations. The paper presents practical implementation results, and the proposed approach became a part of X3DOM | The limitations of WebGL, on which X3DOM is based, are discussed. WebGL has constraints such as limited support for Shader Model 2.0, restrictions on render targets, and varying extension support on different devices, especially mobile ones. Conceptual weaknesses of shadow mapping, including bias problems, surface acne, light leaking, and aliasing, are highlighted as challenges that need to be addressed for high-quality shadow representation. | The paper proposes the use of Variance Shadow Maps and Parallel Split Shadow Maps (PSSM) to overcome the identified challenges in shadow mapping. PSSM is suggested as a way to enhance shadow map sampling and improve shadow quality, especially in large scenes. The authors compare their approach with the Three.js JavaScript library, which offers an alternative way to create 3D content for the web using WebGL, emphasizing the different operating concepts between X3DOM and Three.js.  The paper concludes that despite the limitations of WebGL compared to more advanced graphics libraries like OpenGL 4.\* or Direct3D, WebGL still provides a practical means of achieving high-quality shadows in web-based 3D scenes with some necessary adjustments. |
| 3 | **3D Rubik's Cube - Online 3D Modeling System Based on WebGL** | Buyun Sheng, Feiyu Zhao, Chenglei Zhang, Xiyan Yin, Yao Shu | 2017 | IEEE | The paper introduces an online 3D modeling system called "3D Rubik's Cube" that aims to address the limitations of existing 3D printing cloud service platforms, which lack 3D model design functions. This system utilizes WebGL and HTML5 technologies, including the Three.js graphics library and Node.js, to achieve online 3D modeling. Several enhancements are made, including an improved Phong reflection model, Constructive Solid Geometry (CSG) tree-based boolean operations, and triangular patches intersection testing and division algorithms. The system's stability and performance are tested by deploying it on a 3D printing cloud service platform and comparing it with Clara.io in terms of frames per second (FPS) and load times. | The paper doesn't explicitly mention any gaps or disadvantages in the research. | The future direction of the research includes supporting multi-sensory human interactive devices such as tablets, 3D scanners, Kinect, VR/AR devices, and enhancing the 3D modeling functions. The paper also mentions plans to support virtual assembly based on geometric features and complex 3D modeling in the future. |
| 4 | **Evaluating Devices for Object Rotation in 3D** | Sean DeLong, I. Scott MacKenzie | 2018 | Springer | The mouse had the highest throughput (4.09 bps) and the lowest error rate (0.88%) for the 3D rotation task. The mobile phone accelerometer had the lowest throughput (2.05 bps) and the highest error rate (3.46%). The joystick had a throughput of 2.42 bps and an error rate of 1.76%. The mobile phone accelerometer did not appear to conform to Fitts' law, as task index of difficulty had no apparent relationship with movement time. | The mobile phone accelerometer had the lowest throughput and the highest error rate.  The mobile phone accelerometer did not appear to conform to Fitts' law. | Future research could investigate ways to improve the throughput and accuracy of 3D rotation tasks using mobile phone accelerometers.  Future research could also investigate the usability of other input devices for 3D rotation tasks, such as wearable devices and virtual reality controllers. |
| 5 | **React Apps with Server-Side Rendering: Next.js** | Ashwini Kumar, Dr. P. K. Bhat | 2023 | JTEC | Next.js is a lightweight React framework used to develop static and server rendered applications.  Next.js utilizes a folder directory as the routing method for the web pages. The app is the default page. By using the pages directory, the Next.js provides the page with automatic routing, while the server-side renders fetches and data for each request. Next.js offers several benefits over client-side rendering, including:  Improved performance: Server-side rendering can improve performance by sending pre-rendered HTML to the client, which reduces the amount of JavaScript that needs to be executed.  Enhanced SEO: Search engines can more easily index and crawl server-rendered pages, which can improve SEO.  Better user experience: Server-side rendering can provide a better user experience by making pages load faster and by reducing the amount of flicker on the page. | Next.js is a relatively new framework, and there is still a lot of room for improvement.  One of the main challenges with Next.js is configuring it correctly to get the best performance and SEO benefits.  Another challenge is that Next.js can be complex to learn, especially for developers who are not familiar with React. | The future of Next.js is bright. The framework is still under active development, and new features are being added all the time.  One area where Next.js is likely to improve in the future is ease of use. The Next.js team is working to make the framework more accessible to developers of all skill levels.  Another area where Next.js is likely to improve is performance. The Next.js team is constantly working to optimize the framework for speed. |
| 6 | **React JS – An Emerging Frontend Javascript Library** | Pratik Sharad Maratkar and Pratibha Adkar | 2021 | IRE | React JS is an open-source JavaScript library for building user interfaces. It is known for its speed, performance, and scalability. React JS uses a component-based architecture, which makes it easy to create and maintain complex UIs. It also uses a virtual DOM, which is a lightweight representation of the real DOM, to improve performance. React JS is used by many popular websites and applications, including Facebook, Instagram, and Netflix. | React JS only deals with the View layer of the MVC architecture, so you will need other tools to handle the Model and Controller layers.  JSX, which is a JavaScript extension used with React JS, can be difficult for beginners to learn.  The React JS ecosystem changes rapidly, so it can be difficult for developers to stay up-to-date. | React JS is constantly evolving, and new features and improvements are being added all the time.  One area of focus is on making React JS easier to learn and use.  Another area of focus is on improving the performance of React JS applications. |
| 7 | **Web 2.0 and Virtual World Technologies: A Growing Impact on IS Education** | Albert L. Harris and Alan Rea | 2009 | Journal of Information Systems Education | Web 2.0 and virtual world technologies are increasingly being used in IS education.  There are many different types of Web 2.0 technologies, including wikis, blogs, podcasts, social networks, and virtual worlds.  Wikis can be used in IS education for project development, group authoring, tracking group projects, collecting data, and tracking research groups.  Blogs can be used in IS education for question blogging, learning logs, and class discussions. | The authors note that there is a need for more research on how to best use Web 2.0 and virtual world technologies in IS education. | The authors suggest that future research focus on developing best practices for using Web 2.0 and virtual world technologies in IS education, as well as on studying the impact of these technologies on student learning. |
| 8 | **Investigating Web3D topics on StackOverflow: a preliminary study of WebGL and Three.js** | Farag Almansoury, Sègla Kpodjedo, and Ghizlane El Boussaidi | 2020 | Web3D ’20 | The authors studied the popularity and community support for WebGL and Three.js on Stack Overflow. They found that Three.js gets significantly more community attention (measured by the number of questions and views) than WebGL. However, WebGL gets slightly more community support (measured by the failure rate and median wait time) than Three.js. The authors also found that the most popular topics for both WebGL and Three.js are related to 3D graphics programming, such as shaders, textures, and lighting. | The study is limited to a single dataset (Stack Overflow) and a single time period (2015-2019).  The authors do not explore the reasons for the differences in community attention and support between WebGL and Three.js. | The authors suggest that future research could investigate the reasons for the differences in community attention and support between WebGL and Three.js.  They also suggest that future research could study the popularity and community support for other Web3D technologies, such as Babylon.js and A-Frame. |
| 9 | **A Framework for Browser-based Multiplayer Online Games using WebGL and WebSocket** | Bijin Chen, Zhiqi Xu | 2011 | IEEE | The authors implemented a framework for browser-based multiplayer online games using WebGL and WebSocket. They evaluated the performance of their framework using three clients and one game server. The results showed that the framework could support the interaction of a small group of users with low latency. | The framework was tested using a small number of clients and it is not clear how well it would scale to a larger number of users. Additionally, the authors did not evaluate the security of the framework. | The authors suggest that future work could focus on scaling the framework to support more users and evaluating its security. Additionally, they suggest that future work could explore the use of WebGL and WebSocket to develop more complex and immersive browser-based games. |
| 10 | **Comprehensive Analysis of React-Redux Hybrid App Development Framework** | Shravan G V, Prof. Anitha Sandeep | 2020 | IJCRT | React-Redux is a hybrid app development framework that can be used to create cross-platform applications for both iOS and Android.  It uses React for building the user interface and Redux for managing the state of the application.  React-Redux offers a number of advantages over other hybrid app development frameworks | One of the main disadvantages of React-Redux is that it can be difficult to debug complex applications.  Another disadvantage is that it can be slow to render complex UIs. | The future of React-Redux is bright. It is a popular and growing framework, and it is constantly being improved.  Some of the future directions for React-Redux include:  Improved support for debugging complex applications.  Faster rendering of complex UIs.  Better support for native features on iOS and Android. |
| 11 | **Survey And Analysis Of Rendering Realtime 3D Object On Cross-Browser & Cross-Platform Using Web-GL** | Yogiraj Patil, Kirti Wanjale | 2020 | IJCRT | Web-GL is a JavaScript API that allows real-time 3D rendering in web browsers. Web-GL is based on OpenGL ES 2.0 and is platform independent. Web-GL can be used to create complex 3D objects and scenes. Web-GL is still under development, but it is already being used to create a variety of web-based 3D applications, including games, simulations, and educational tools. | Web-GL can be difficult to learn and use, especially for those who are not familiar with OpenGL.  Web-GL applications can be slow and resource-intensive, especially on older devices.  There is a lack of support for Web-GL in some browsers. | The development of new Web-GL libraries and frameworks will make it easier to create and deploy Web-GL applications.  The improvement of hardware performance will make Web-GL applications faster and more responsive.  The adoption of Web-GL by more browsers will make it possible to reach a wider audience with Web-GL applications. |
| 12 | **React JS (Open Source JavaScript Library)** | Alok Kumar Srivastava, Vaishnavi Laxmi, Payal Singh, Km Pratima, Vibha Kirti | 2022 | IJIRT | React is an open-source JavaScript library for building user interfaces.  It is used by Facebook, Instagram, and other companies to build their web applications.  React has many advantages over other frameworks | React can be difficult to debug, especially for complex applications.  React is not suitable for all types of applications, such as very simple or very complex applications. | The React team is working on improving the debugging experience for React applications.  The React team is also working on making React more accessible to developers of all skill levels. |
| 13 | **Modern Web-Development using ReactJS** | Bhupati Venkat Sai Indla and Yogeshchandra Puranik | 2018 | IJRRA | ReactJS is a lightweight library that provides a number of features that make it ideal for developing large and complex web applications.  ReactJS uses a virtual DOM, which makes it very efficient at updating the UI.  ReactJS has a simple learning curve and is easy to use, even for beginners. | ReactJS can be difficult to debug, especially for large and complex applications.  ReactJS can be slow to render complex UIs.  ReactJS can be difficult to learn for developers who are not familiar with JavaScript. | ReactJS is constantly being updated and improved. The React team is working on making ReactJS faster, easier to debug, and more accessible to developers of all skill levels. |
| 14 | **Review on React JS** | Dimpy Bansal | 2020 | IJERT | React (also known as React.js or ReactJS) is an open-source front-end JavaScript library for building user interfaces or UI components. It is maintained by Facebook and a community of individual developers and companies. React can be used as a base in the development of single-page or mobile applications. However, React is only concerned with state management and rendering that state to the DOM, so creating React applications usually requires the use of additional libraries for routing, as well as certain client-side functionality. | While React JS has proven to be a valuable tool for building dynamic and interactive web interfaces, there is a need for further investigation into its scalability and performance when applied to large-scale applications with extensive data processing and complex user interactions. Additionally, exploring strategies to optimize React-based applications for search engine optimization (SEO) remains an area of interest. | In the coming years, it is expected that React JS will continue to evolve, addressing scalability challenges and further enhancing its capabilities for building cross-platform applications. Researchers and developers should explore advancements in optimizing server-side rendering (SSR) techniques to improve initial page load times in React applications. Additionally, as the web development landscape evolves, React's adaptability to emerging technologies and frameworks should be a focus of ongoing research and development efforts. |
| 15 | **Role of Node.js in Modern Web Application Development** | Ghansham Jadhav1, Flavia Gonsalves2 | 2020 | IJRET | In conclusion, Node.js has become a popular choice for web developers due to its efficient handling of I/O operations, real-time capabilities, and the ability to use JavaScript end-to-end. It has gained widespread adoption among major companies and offers a wide range of applications in web development. | The article does not explicitly mention specific research gaps, but it emphasizes the advantages and features of Node.js without delving into potential limitations or areas for improvement. A gap in the research might be the need for further exploration of challenges, drawbacks, or scenarios where Node.js might not be the best choice. | n-depth performance comparisons with other server-side technologies.  Security considerations and best practices for Node.js applications.  Advanced use cases and optimizations for real-time applications. |
| 16 | **Frontend Development with React.js** | Anjali Rananavare | 2022 | IRJET | React.js plays a vital role in frontend development, providing new opportunities for developers to create web and mobile applications. It is widely used, with 46.4% of all websites using React.js, including major companies like Facebook, PayPal, and Instagram. | The article does not explicitly mention specific research gaps, but it emphasizes the advantages and features of React.js without delving into potential limitations or areas for improvement. A research gap could be the need for further exploration of challenges, drawbacks, or scenarios where React.js might not be the best choice. | In-depth performance comparisons with other server-side technologies.  Security considerations and best practices for React.js applications.  Advanced use cases and optimizations for real-time applications |
| 17 | **Movie Data Visualization Based on WebGL** | Min Li, Chunfang Li | 2021 | IEEE | The paper discusses the use of WebGL and Three.js to achieve 3D data visualization, including various types of charts like histograms, pie charts, maps, earth, and force-oriented graphs. These visualizations are applied to display film-related data. | The paper does not explicitly mention a "GAP" or gap in existing knowledge or research. However, based on the content, a potential gap could be the need for further exploration of the practical applications and limitations of 3D data visualization in the context of film data or other domains. Additionally, there may be room for research into optimizing the performance and user interaction aspects of such visualizations. | Enhancing Performance: Research could focus on optimizing the rendering and interaction performance of 3D data visualizations in web environments to handle larger datasets or more complex scenes efficiently.  Usability Studies: Conducting user studies to evaluate the effectiveness and user-friendliness of 3D data visualizations in conveying information, especially in comparison to traditional 2D visualizations.  Application Diversification: Exploring other application areas beyond film data where 3D data visualization can provide unique insights and benefits, such as scientific data analysis or architectural visualization. |
| 18 | **NLP-NG - A New NLP System for Biomedical Text Analysis** | Robert P. Futrelle, Jeff Satterley, Tim McCormack | 2012 | IEEE | The research literature of Biology comprises billions of words in full text papers and abstracts. Many techniques are now available that can extract protein and gene entities, as well as protein interaction and pathway information. The goals of the work are generally to populate databases with facts. Only a modest fraction of the published text is mined by these techniques and only certain types of data are recovered. Scientists working on cutting edge research do not look at the literature as a collection of facts. Rather, they explore outstanding questions and new avenues of inquiry | As large dataset will be stored the system may have a risk of slowing down and will take a lot of time when they require it. | Normalization has to be implemented on a large scale. Extensive statistics will be generated to identify important constructions. It will take some time to assess and understand the nature of the constructions we discover. Widespread distribution of the software and databases is another obvious goal.. |
| 19 | **Server-Based Rendering of Large 3D Scenes for Mobile Devices Using G-Buffer Cube Maps** | Juergen Doellne, Benjamin Hagedorn | 2020 | IEEE | Decoupling Data Complexity: The proposed approach successfully decouples the complexity of transmitted data from the complexity of 3D scenes. This means that even complex 3D scenes can be efficiently rendered on mobile devices without the need for excessive data streaming.  Server-Side Rendering: By performing 3D rendering on the server, the approach leverages known server environments and advanced 3D rendering techniques, resulting in efficient and controlled rendering processes. | User Experience Evaluation: The paper lacks a comprehensive user experience evaluation. While it discusses the technical aspects and performance of the system, a user study could provide insights into how well users interact with and perceive the 3D scenes on mobile devices.  Scalability Considerations: The scalability of the proposed approach in handling a massive number of concurrent users and large 3D scenes is not extensively discussed. Future research could explore scalability challenges and solutions. | User Studies: Conducting user studies to evaluate the effectiveness and usability of the system for various application domains, such as urban planning, gaming, or education, could provide valuable feedback for refinement.  Scalability Research: Investigate methods for efficiently scaling the server-based rendering system to accommodate a growing user base and increasingly complex 3D scenes.  Adaptive Streaming: Develop adaptive streaming techniques that dynamically adjust the quality and detail of cube map transmissions based on network conditions and client capabilities. |
| 20 | **The Research and Design Of 3D Web Guide System Based On WebGL** | Cui Peng | 2021 | IEEE | Rise of Virtual Reality: The text acknowledges the growing importance of 3D virtual reality technology across various industries, such as industrial, architectural design, education, healthcare, and entertainment.  3D Technology Integration: It mentions that well-known IT companies like Autodesk, Adobe, and others are actively involved in or collaborating with virtual reality technology, indicating a significant interest in integrating 3D technology into their products and services. | Lack of Hardware-Software Integration: The text points out that existing 3D virtual reality technologies often require specific hardware and software environments to run, limiting their practicality for users. This highlights the need for more accessible solutions.  Browser Compatibility: It mentions that some lower versions of Internet Explorer do not support technologies like three.js, indicating browser compatibility issues that need to be addressed for wider adoption. | WebGL and JavaScript Development: Given the focus on WebGL and JavaScript as enabling technologies, future work could involve advancing these technologies to support even more immersive 3D experiences on the web.  Cross-Platform Optimization: Further development could aim to improve cross-platform compatibility and performance, ensuring that 3D web experiences work seamlessly on various devices and browsers. |
| 21 | **Performance Optimization using MERN stack on Web Application** | Sourabh Mahadev Malewade, Archana Ekbot | 2021 | IJERT | The paper discusses the development of an e-commerce web application using the MERN (MongoDB, Express.js, React.js, Node.js) stack.  It emphasizes the importance of understanding client demands and the need for businesses to have an online presence.  The MERN stack is chosen as the technology stack for this project. | The abstract does not explicitly mention a gap in the research. However, it appears that the paper aims to address the gap between the demand for e-commerce web applications and the technologies needed to build and optimize them. | The abstract does not specify future directions for research. However, it mentions the importance of continued study and understanding of new technologies and frameworks, which could be an implied direction for future work. |
| 22 | **Efficient visualization of 3D models by web browser** | Bartosz Sawicki and Bartosz Chaber | 2013 | SPRINGER | The paper presents a software module written purely in JavaScript that enables efficient and convenient visualization of 3D models within a web browser environment, making use of HTML5 standards.  Special attention is given to mobile devices, emphasizing efficiency and low network usage.  The proposed solution uses progressive mesh streaming and is compared with server-side rendering approaches. | The main disadvantage is the additional computational effort required on the server side to prepare the mesh for displaying. | The paper suggests that further research should explore expanding the system's features to include different types of 3D models, such as scalar and vector fields or streamlines.  The authors recommend monitoring the popularity of WebGL technology and consider updating the system settings accordingly. |
| 23 | **WEBAPP SERVICE FOR BOOKING HANDYMAN USING MONGODB, EXPRESS JS, REACT JS, NODE JS** | Saundariya K, Prabakaran D, Abirami M, Srimathi B, Senthil Kumaran R, Nagarajan G (IEEE Member) | 2021 | IEEE | The paper introduces a web application that facilitates the booking of handyman services online, addressing the increasing demand for such services.  Users can easily book workers for home maintenance and repair tasks through the website, saving time and effort.  Handyman workers can showcase their skills and services on the platform, creating opportunities for them to earn money. | The paper does not mention specific challenges or disadvantages of the proposed system. It would be beneficial to highlight potential limitations or areas for improvement. | The paper suggests the possibility of adding a tracking system in the future for further user convenience.  It would be helpful to discuss potential areas of improvement or expansion, such as enhancing user experience, addressing scalability concerns, or incorporating user feedback for system refinement. |
| 24 | **3D Rubik's Cube - Online 3D Modeling System Based on WebGL** | Buyun Sheng, Feiyu Zhao, Chenglei Zhang, Xiyan Yin, Yao Shu | 2020 | IJERT | The paper introduces an online 3D modeling system called "3D Rubik's Cube" that aims to address the lack of 3D model design functionality in existing 3D printing cloud service platforms.  This system utilizes web front-end technologies, including WebGL (Three.js) and Node.js, to achieve online 3D modeling.  The paper describes enhancements to the Phong reflection model to improve 3D rendering effects. | The paper mentions that the system is still in the research and development stage, indicating that there may be limitations or areas for improvement that are not fully addressed.  It does not specify the publication date or platform where the research was published, which could limit its accessibility for further study. | The paper suggests that future work will focus on supporting multi-sensory human interactive devices such as tablets, 3D scanners, and VR/AR devices.  Additionally, the system aims to enable virtual assembly based on geometric features between different models, enhancing complex 3D modeling capabilities. |
| 25 | **Application of Logistic Regression in Natural Language Processing** | Dr. S. Anupama Kumar  And  Bhartendoo Vimal | 2013 | IJERT | Data Delicacy is one of the most important issue  now a days, not only storing it requires a lot of storage space  but even kills a lot of time. These generally happens in online  discussion forums mostly, Quora is one of them. This paper  gives an insight into handling the problem of actual  duplication of questions. So, to overcome the problem Quora  issued a public dataset in which users were asked to give a  solution to their problem which should be time efficient and  should categorize the dataset as duplicate or non-duplicate. | As this will use a lot of storage space the system might become slow. The system may also fail in case of high pressure. The speed of the processes will be slowed. | In this work, first of all data has been downloaded  from data source, Quora and uploaded. The total number of  data in the dataset is around 4 lacks sets of questions. Data  pre-processing has been carried out, which basically  involves like removal of stopwords, conversion of the text  into lower cases, removing punctuations. Subsequently  feature engineering is also performed on the cleansed  dataset. |
| 26 | **Text based Sentiment Analysis using NLP** | Dr. G. S. N. Murthy, Shanmukha Rao Allu, Bhargavi Andhavarapu, Mounika Bagadi, Mounika Belusonti | 2020 | IJERT | Analyzing the big textual information manually is tougher and time-consuming. Sentiment analysis is a automated process that uses computing (AI) to spot positive and negative opinions from the text. Sentiment analysis is widely used for getting insights from social media comments, survey responses, and merchandise reviews to create data-driven decisions. Sentiment analysis systems are accustomed to add up to the unstructured text by automating business processes and saving hours of manual processing. | Management analysis of large amounts of such data is very difficult to do in a short amount of time. A processor of high speed is required to carry out the process. | Reviews (from sources such as TripAdvisor, Amazon, and IMDB) and social network posts (mostly from Twitter and Facebook) are categories of textual documents that are the most interesting for sentiment analysis. DL methods such as LSTM show better performance of sentiment classification with 85% accuracy when there are more amounts of training data. |
| 27 | **A Review Paper on Applications of Natural Language Processing-Transformation from Data-Driven to Intelligence-Driven** | Aditi Pancholi , Ruchir Jain , Dhwani Jain , Margi Patel | 2021 | IJERT | Natural Language Processing (NLP) is a burgeoning technique used to produce many types of Artificial Intelligence (AI) that we see today, and it will remain a major priority for present and future works for more cognitive applications. In this work, we covered some of the most practical uses of NLP. Our objective is to create a theoretical analysis of various fields where NLP can play a major role and change the whole scenario by its automation techniques. Its a buzzing topic that is attracting everyone to invest in it. These applications are finalized by a refined and thorough study of NLP and its area. | As NLP is not 100 dependable it may show error in the result prediction. This makes nlp not a 100 percent dependable approach. | Natural Language Processing is one of the hottest topics in computer science right now. Companies are investing a lot of money in this field's science. All is attempting to grasp Natural Language Processing and its applications in order to pursue a career in this field. Any company needs to incorporate it into their operations in some way. In this paper we read few applications of NLP but there are many more in the list. |
| 28 | **FAKE NEWS DETECTION USING**  **NLP** | Abhishek Singh, Aditya Ugale, Niraj Shah, Prof. Amruta Sankhe | 2021 | IJERT | In today’s worlds where people are more reliable  on the news which are available online as it's convenient for  them. As the use of the internet is increasing so thus the spread  of fake news also. As the spread of such fake news can be  intentional or unintentional but this affects society. Thus, an  increasing number of fake news has to be controlled by using  the computational tool which predicts such misleading  information as if it is fake or real. In this article, we have  focused on developing such computational tool to help classify  news using two different algorithms. | . The  third group is poorly written news articles, which have some  degree of real news, but they are not entirely accurate. In  short, it is news that uses, for example, quotes from political  figures to report a fully fake story. It makes it difficult to carry out our process. | In this paper, we’ve used Logistic  Regression and Multinomial Naïve Bayes classifier which will  predict the truthfulness of user input news, here we have  presented a prediction model with feature selection used as  Count Vectorization, TF-IDF which helps the model to be  more accurate. |
| 29 | **White Paper on**  **Natural Language Processing** | Ralph Weiscbedel,  Jaime Carbonell | 2014 | BBN Systems and Technologies Corporation | We take the ultimate goal of natural language processing (NLP) to be the ability to use natural languages  as effectively as humans do. Natural language, whether spoken, written, or typed, is the most natural means of  communication between humans, and the mode of expression of choice for most of the documents they produce. As  computers play a larger role in the preparation, acquisition, transmission, monitoring, storage, analysis, and  transformation of information, endowing them with the ability to understand and generate information expressed in  natural languages becomes more and more necessary. | Invest in approaches to the azeas labeled further scientific work in Section 1.2.3, particularly in  high-payoff approaches. The goal is the creation and fostering of seminal ideas that could lead to  long-term breakthrough. | The impact of a breakthrough in computer use of natural languages will have as profound an effect on  society as would breakthroughs in superconductors, inexpensive fusion, or genetic engineering. The impact of NLP  by machine will be even greater than the impact of microprocessor technology in the last 20 years. The rationale is  simple: natural language is fundamental to almost all business, military, and social activities; therefore, the  applicability of NLP is almost limitless. |
| 30 | **Insurance Insights Dashboard** | William Wilt | 2019 | Amenity | We integrated our text analytics with Assured Research to present several years of financial text data from earnings sentiment related to the insurance industry into a dashboard format; presenting key trends in insurance lines and topics into interactive visual modules. This method of text visualization revolutionizes the way the insurance industry can consume and interpret earnings sentiment. | This project would require a fast processing system. Of not provided the system will either become slow or crash sometimes. | The Insurance Insights Dashboard leveraged Amenity Analytics NLP model to extract mentions of insurance lines and related topics such as hurricanes or other weather events to analyze trends across insurance lines. Of the several insurance lines involved in the extraction, the following were of note |