

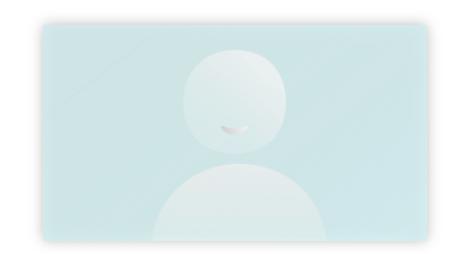
## **OBJECTIVE**





- To develop an NLP-based program that parses input sentences, identifies grammatical components, and visualizes the sentence structure using advanced tools and libraries.
- Tools Used: JavaScript (using Compromise.js), Node.js (with Stanford CoreNLP on Docker).





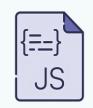
### PROGRAM STRUCTURE

- Tokenization (breaking the sentence into tokens/words).
- Part-of-Speech (POS) Tagging (identifying grammatical roles).
- Syntactic Parsing (building a sentence structure, identifying subject-verb-object relationship
- Visualization (Generate mind maps using jsMind for Compromise.js and structure through Stanford CoreNLP).

### PROGRAMMING LANGUAGE CHOSEN

#### Language Used

- JavaScript (Compromise.js & jsMind):
  - o **Compromise.js**: A lightweight JavaScript NLP library that handles to kenization, parts-of-speech tagging, and sentence analysis on the frontend.
  - o **jsMind**: A JavaScript library used for creating visual mind maps to represent the parsed sentence structure in a tree format.
- Node.js (Stanford CoreNLP via Docker):
  - o **Stanford CoreNLP**: A powerful Java-based NLP library running in a Docker container that provides deeper syntactic and semantic analysis of sentences.
  - Axios/Express: Used to handle HTTP requests and create a simple API to interact with the CoreNLP server.







#### Reason for Choice

- JavaScript (Compromise.js & jsMind):
  - o Familiarity with web-based interfaces.
  - o Lightweight and easy integration into client-side applications.
  - Provides quick, real-time parsing and visualization on the frontend.

#### Node.js (Stanford CoreNLP):

- o Offers advanced NLP features such as Named Entity Recognition (NER) and dependency parsing.
- o Running CoreNLP in a Docker container makes it easy to manage and scale.
- Node.js provides a robust backend solution to connect with CoreNLP and handle sentence parsing at a deeper level.

## JAVASCRIPT(JS) LIBRARY USED

#### Compromise.js

- Lightweight, fast JavaScript library for Natural Language Processing (NLP).
- Used for tokenizing input sentences and performing parts-of-speech tagging.
- Provides sentence breakdown, making it ideal for frontend applications where speed is essential.

#### jsMind

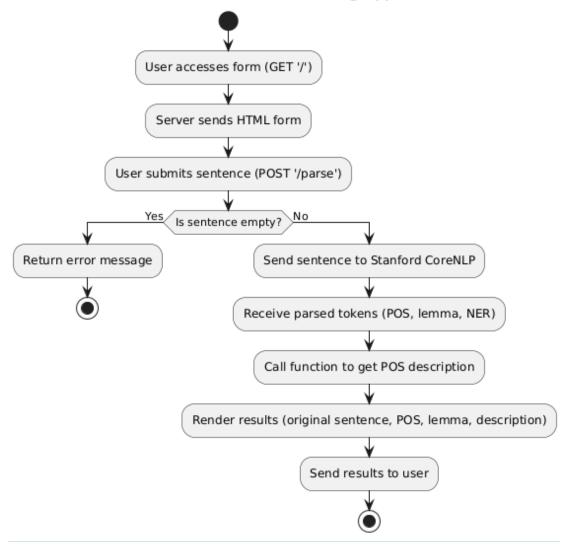
- JavaScript library for creating mind maps.
- Utilized to visualize the sentence structure in a tree format, making it easier to understand sentence components.
- Offers an interactive and user-friendly way to display parsed sentence structures dynamically on the web.

## CODE IMPLEMENTATION

- 1. User inputs sentence and submits.
- 2. Server checks if sentence is empty.
  - o If empty, returns error.
- 3. CoreNLP parses the sentence.
- 4. POS descriptions are generated.
- 5. Results are displayed to the user.



#### Flowchart for Sentence Parsing Application



### MIND MAP VISUALIZATION

## How the sentence structure is visualized using jsMind.

- Parsed Data: Sentence is broken into tokens (words, POS tags).
- Mind Map: Each token becomes a node in the mind map.
- Root Node: The sentence is the root, with words branching out.
- **Display**: jsMind displays the sentence structure visually.

# How terms are processed and mapped into a hierarchical structure.

- Tokenize: Sentence is broken into terms (words).
- Root Node: Sentence becomes the root.
- Term Mapping: Each term is a child node with its POS tag.
- Hierarchy: Terms branch out, forming a structured map.

## Example of how jsMind is used for visualization.

- Initialize Mind Map: Set the sentence as the root node.
- Add Terms: Each word is added as a child node with its POS tag.
- Display Structure: jsMind visualizes the sentence as a tree-like structure with words branching from the root.

### INTERACTIVE INTERFACE

#### Planning

Design the input interface for users to enter sentences.

Ensure error handling for invalid input.

#### UI/UX

Visualize parsed data in a way that makes grammatical structures easy to understand for non-experts.

Promote usability by enabling users to interact with sentence breakdowns (e.g., showing POS tags, lemmas, and NERs).

#### Design

Create real-time parsing via Node.js backend interacting with the Stanford CoreNLP server.

Build a Mind Map visualization using jsMind for displaying the sentence structure.

#### Strategy

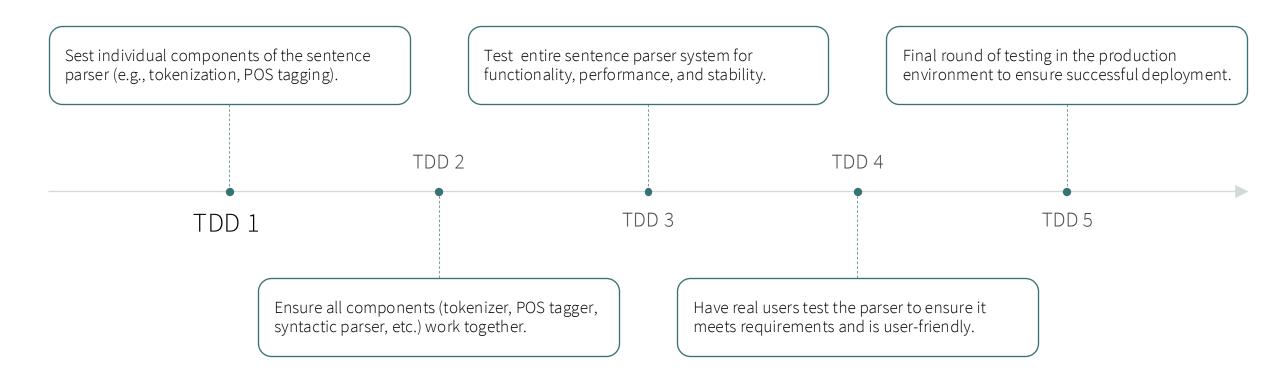
Implement a stepby-step process that handles sentence tokenization, POS tagging, lemmatization, and entity recognition.

Use interactive elements like buttons and live sentence parsing to enhance user engagement.

#### Deploy

Allow the final product to be deployed on both local and remote servers (through Docker), ensuring accessibility from multiple interfaces.

### TESTING THE PROGRAM



## CHALLENGES AND ENHANCEMENTS

#### Compromise.js

- Compromise.js is faster and simpler but lacks detailed grammatical analysis.
- Improvements needed for better accuracy using advanced NLP techniques.
- Expand to support multi-language parsing.
- Enhance visual representation of sentence structure with more flexibility.

#### Stanford CoreNLP

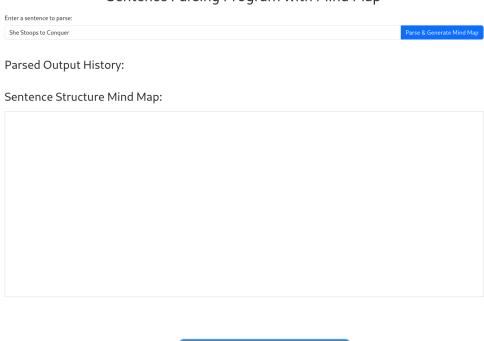
- Stanford CoreNLP offers deeper and more accurate parsing but requires complex setup and significant computational resources.
- Focus on optimizing resource usage for better scalability in practical appl

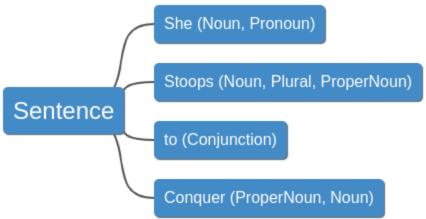
## CONCLUSION

 This project explores two distinct ways of implementing sentence parsing—using both lightweight JavaScript solutions and a more advanced Stanford CoreNLP server setup for comprehensive NLP analysis.



#### Sentence Parsing Program with Mind Map





### **CONCLUSION**

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#### Sentence Parsing Tool

Enter a sentence Parse Sentence

#### Parsed Sentence Result

Original Sentence:

She Stoops to conquer

POS Tags, Lemma, and NER:

Word: She
Part of Speech: Pronoun (a word that replaces a noun, e.g., he, she, they) (PRP)
Lemma: she
Named Entity Recognition (NER): Not a recognized entity

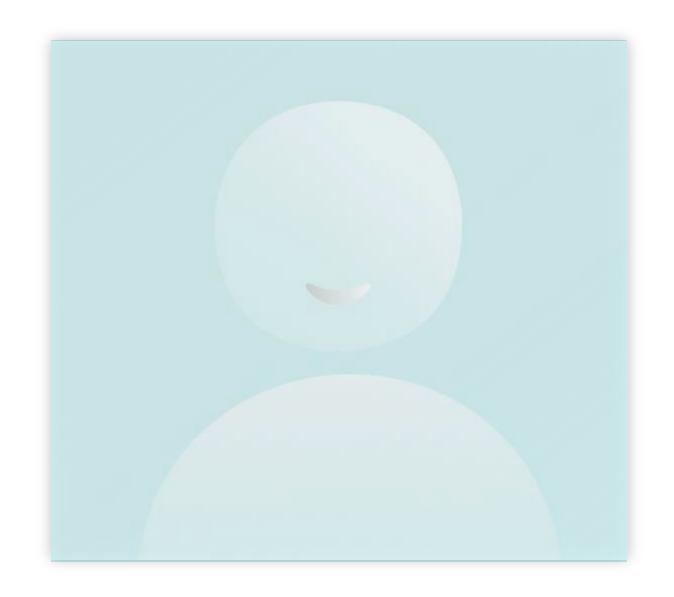
Word: Stoops
Part of Speech: Verb (present, 3rd person singular, e.g., he goes) (VBZ)
Lemma: stoop
Named Entity Recognition (NER): Not a recognized entity

Word: to
Part of Speech: To (used for infinitive verbs, e.g., to go) (TO)
Lemma: to
Named Entity Recognition (NER): Not a recognized entity

Word: conquer
Part of Speech: Verb (a base form of a verb, e.g., go, eat) (VB)
Lemma: conquer
Named Entity Recognition (NER): Not a recognized entity



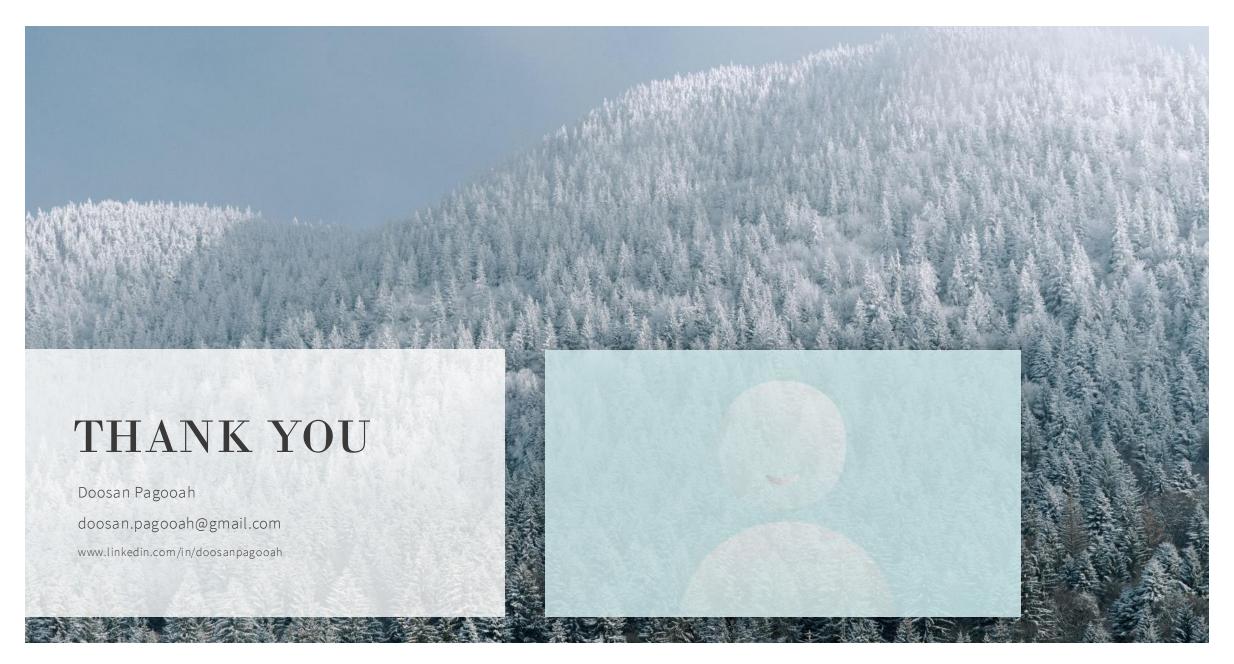
## DEMO





## QUESTION?





## REFERENCE

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