





PLAN



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THE CONTEXT

This project was conceptualized and developed as part of our "Traitement automatique du text en Intelligence Artificielle" class.



VISUAL

The expressiveness of emojis in everyday life.

NLP

Explore applications of Natural Language Processing.

USE CASE

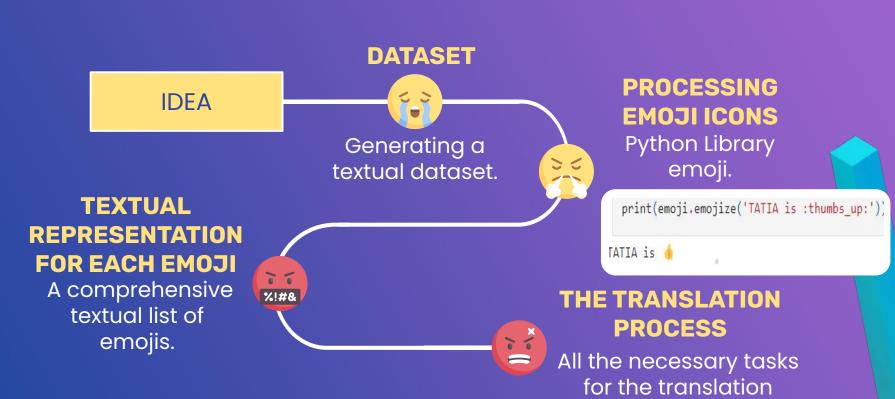
A Real-world application scenario.



THE PROCESS!

The technical process behind the Emojislation project.

THE PROCESS



THE TRANSLATION PROCESS

THE SPACY



SpaCy library was used to process all words. By allowing us to implement the GloVe model.

THE GLOVE



Global Vectors for Word Representation facilitates the comparison of their semantic similarities.

COSINE SIMILARITY

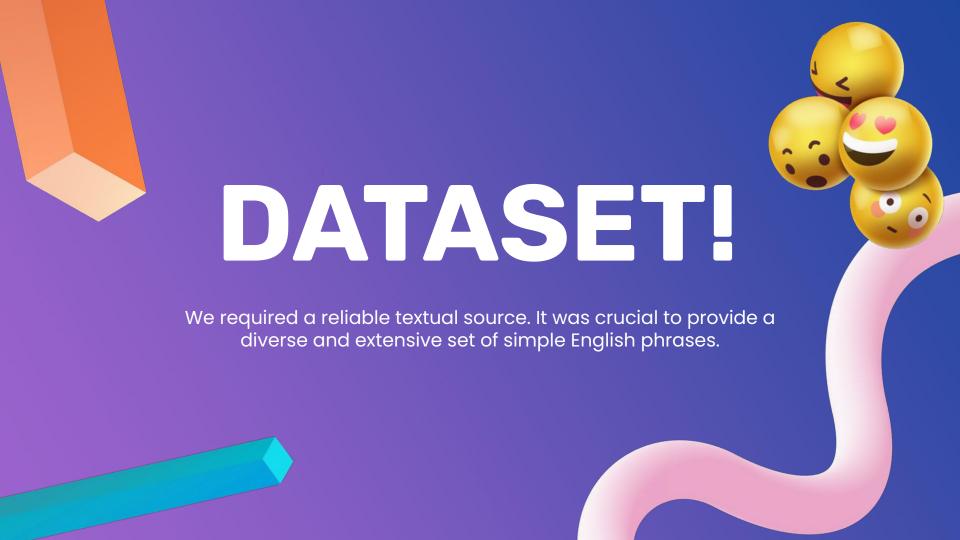


The core of our translation. For each word vector, we computed its cosine similarity with a predefined set of emoji vectors.

THE THRESHOLD



Set a similarity threshold as a filter and test the best value to have better results.



GENERATING DATA

GPT-4 Generated a total of 400 phrases. The focus was on creating simple, generic English phrases, like those typically found in language textbooks.

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"They are playing soccer.",
"I am eating an apple.",
"She is drinking water.",
"The baby is crying.",
"We are watching a movie.",
"The birds are singing.",
"He is running fast.",
"The door is closed.",
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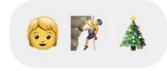




CONCLUSION







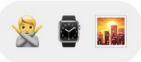
The kids climbing the tree.



The wind blowing the leaves.



Birds building nest.



They watching the sunset.



The sun setting.



The clock ticking loudly.





GitHub

EMOJISLATION

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