

NLP Tools for Low-Resource Languages

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Why do we care?

- ◆ practical reasons
- ◆ theoretical reasons



Language loss

- Current estimated rate of language death: one every 2 weeks (Crystal 2000)
- Half of world's languages extinct by end this century
- UNESCO Endangered Languages Programme (under auspices of Section on Intangible Cultural Heritage)
- UN General Assembly: 2008 was International Year of Languages

UNESCO endangerment status

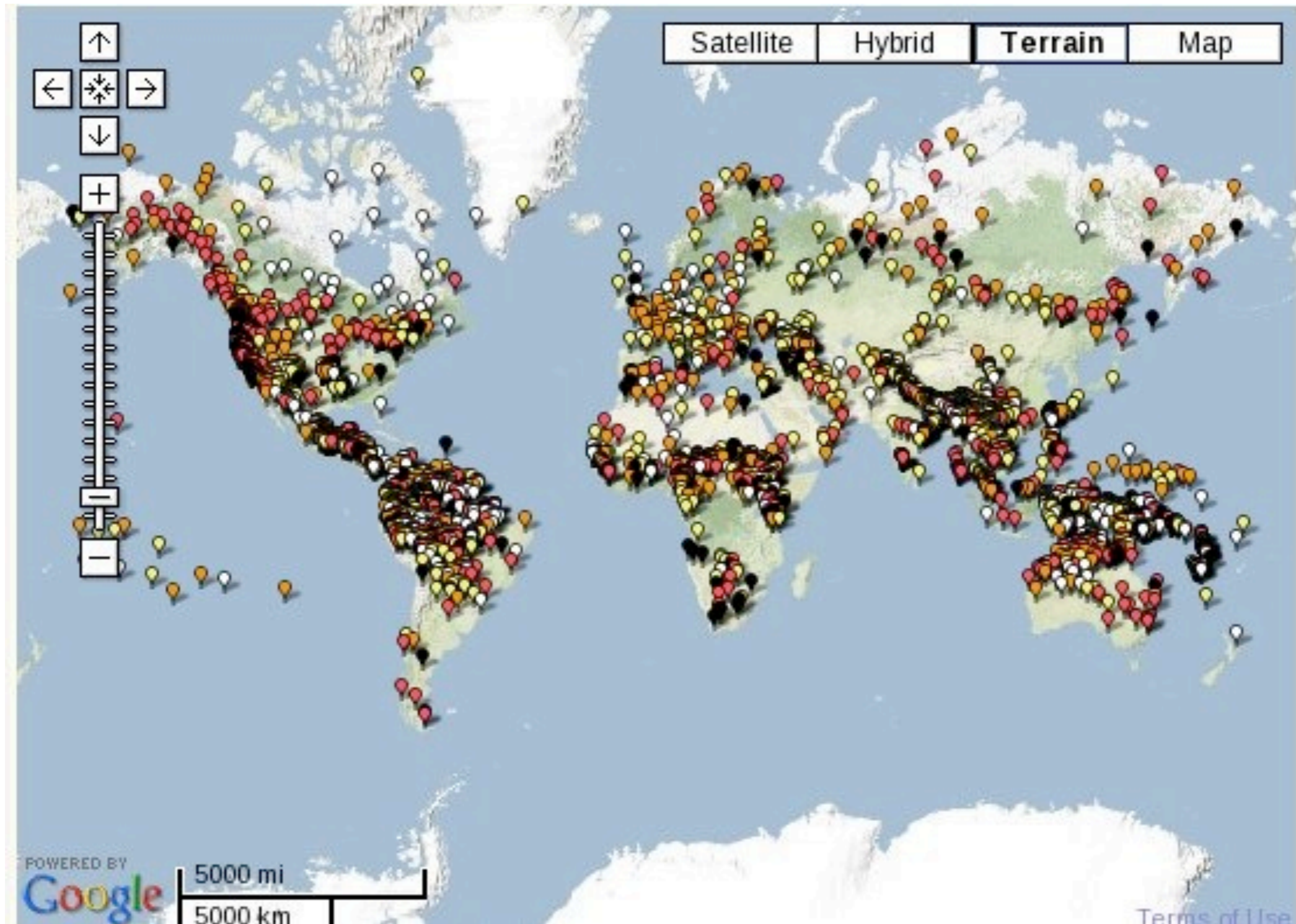
- six levels: safe, unsafe (or vulnerable), definitively endangered, severely endangered, critically endangered
- criteria go beyond number of speakers



Criteria to consider (UNESCO 2003)

- Intergenerational language transmission
- Absolute number of speakers
- Proportion of speakers within the total population
- Trends in existing language domains
- Response to new domains and media
- Materials for language education and literacy
- Governmental and institutional attitudes and policies, including official status and use
- Community members' attitudes toward their own language
- Amount and quality of documentation

Globally, 2488 languages in danger



source: UNESCO Interactive Atlas of the World's Languages in Danger, 2009 edition

528 'severely endangered' languages



source: UNESCO Interactive Atlas of the World's Languages in Danger, 2009 edition

Germany: 13 endangered languages



source: UNESCO Interactive Atlas of the World's Languages in Danger, 2009 edition



Having to do with insufficiency of data

- create more data?
- leverage resource-rich languages
- use semi- or unsupervised methods
- use rule-based methods
- ...

Having to do with the nature of the data

- use linguistic knowledge to seed unsupervised models
- use linguistic knowledge to adapt models/approaches
- change the data to look more like familiar languages
- ...

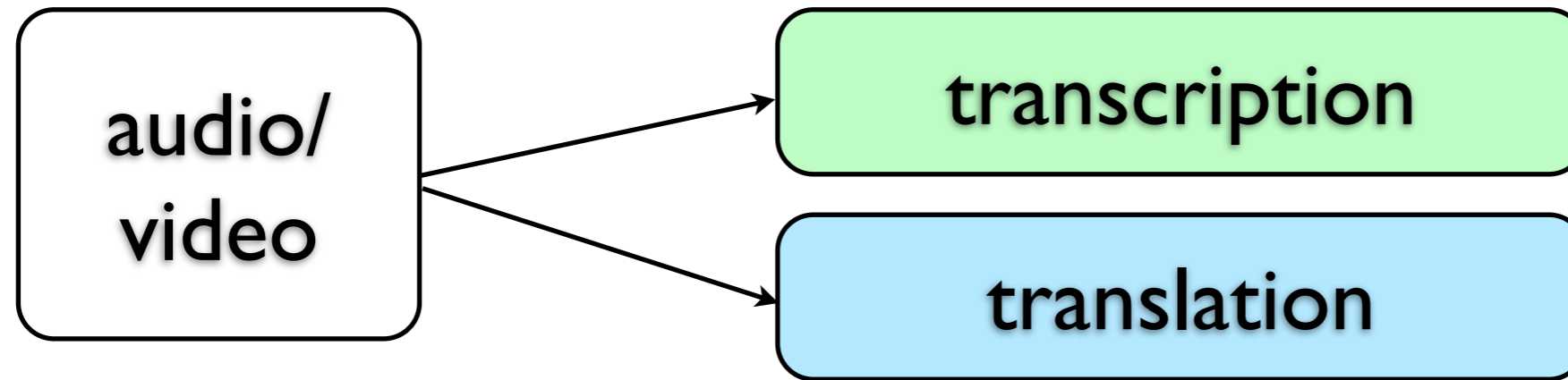


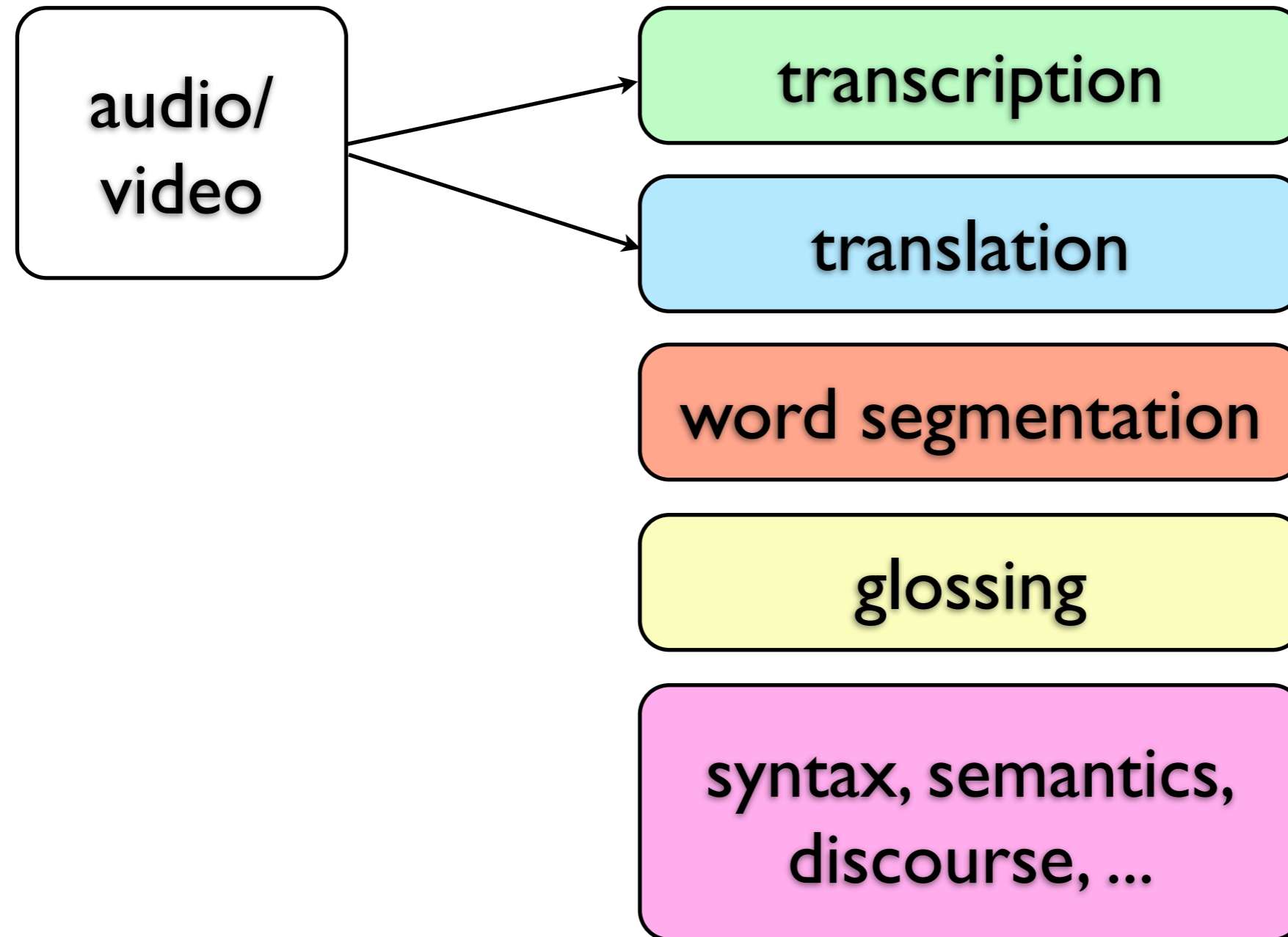
Some major concerns

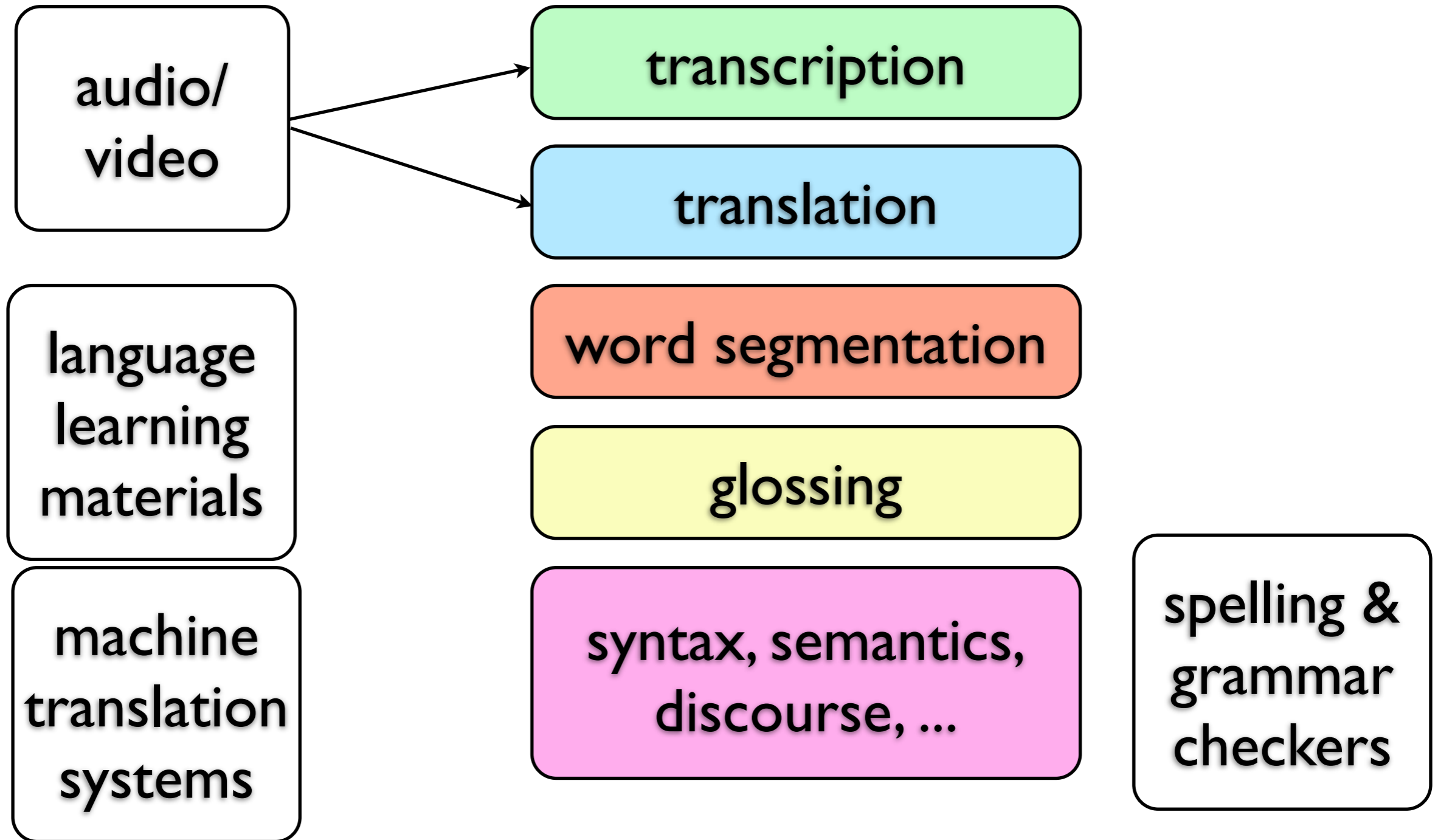
- More annotated data, with “better” annotations
- Less time spent on low-level aspects of producing this data

Related themes

- Accessible technologies, easy to use
- Privacy, security of data, access and archiving
- Avoiding proprietary formats
- Funding, always









Access to data is the #1 challenge

- data may not exist
- data may be inaccessible
- data may not be machine readable
- data may be inconsistently transcribed, translated, annotated

Linguistic knowledge not always complete

- changes/differences in orthography
- ongoing analysis
- multiple sources or annotators



The realities

- Most projects are individual or small-group endeavors with very small budgets
- Each project seems to find its own workflow
- Basic workflow: collection, transcription, translation, detailed linguistic annotation (NOT a pipeline)
- Tangible end products: orthographies, grammars, dictionaries, language teaching and learning materials, collections of stories, websites, etc.
- Such materials support survival of the language
- Do they support CL/NLP???

Project ideas and teams



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◆ **course homepage:**

www.coli.uni-saarland.de/courses/cl4Irl-swp

◆ **our wiki:**

wiki.coli.uni-saarland.de/cl4Irl/swproject

◆ **access credentials:**

- username: cl4Irl
- password: Aid1 aiji

◆ **make an account to edit wiki**



Data

- primary: audio, video, texts (archiving)
- machine-readable corpora
- data with annotations
- parallel corpora, comparable corpora

Linguistic resources

- traditional: grammars, dictionaries, word lists
- WordNet, other ontological resources
- treebanks, etc.

Tools

- user-oriented: spell checkers, input systems, etc.
- for NLP: tokenization, POS tagging, parsing, etc.



Data sources:

- Four Mayan languages: annotated with translations into Spanish, POS tags, morphological segmentation and glosses
- Pali: POS labels, ongoing annotation project in Trier
- Speech: for 10 different languages, 10h recorded speech plus transcription and pronunciation lexicon
- others that you find (or create?)



Just a few ideas:

- Specific tool for specific language: POS tagger, morphological analyzer, spell checker, etc.
- Speech recognition for a given language
- Annotation tool or interface
- Corpus interface tool
- Wikipedia-based tools: e.g. named entity recognition, ontology creation, etc.
- Something with Twitter, blogs, Facebook, etc.
- Something else.....



- ◆ rough project proposal from each team
 - what you want to develop
 - what resources & tools you might require
 - availability of those resources & tools
- ◆ wiki page for each team