



ELO TRANSLATION PROJECT

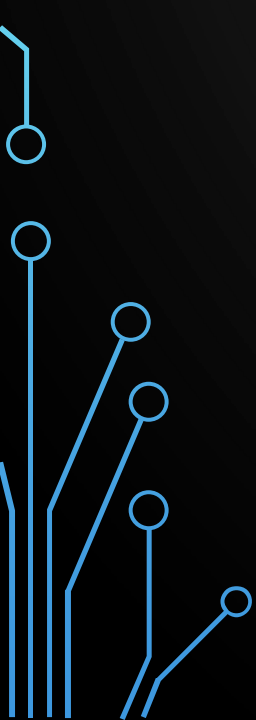
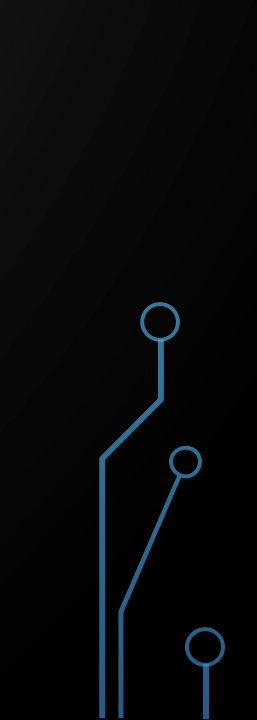
SARAH ****

SOME VOCAB

- Errors
 - Logic Errors
 - Runtime Errors
- Strings – ex. “This is a string”
- Data Structure – a particular way of organizing data for computers
 - Dictionary – type of data structure sorted by keyword
 - List – type of data structure sorted by index
- Library – Folders of folders or files (in this instance)

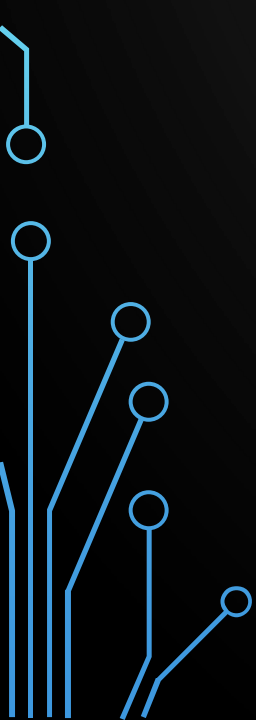

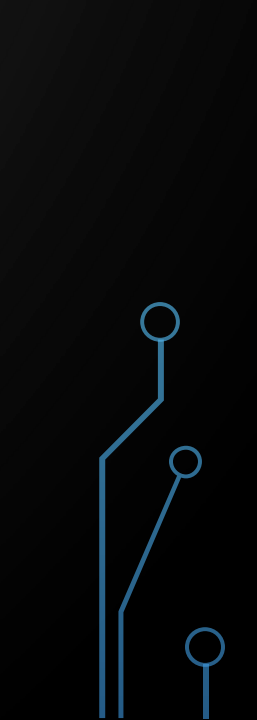


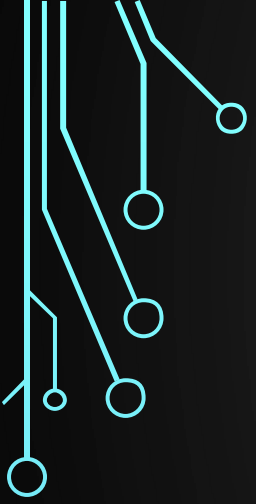
RESEARCH QUESTIONS

- What is involved in converting syntactic and semantics into a computer program?
 - How can irregularities and inconsistencies in language rules affect a translation and the coding behind it?
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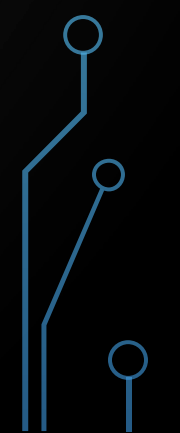
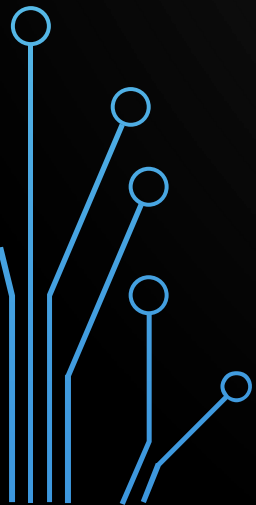


LEARNING GOALS

- To improve programming skills
 - To learn the programming language Python
 - To improve French skills
 - To study and research Linguistic Algorithms in relation to Computer Programming
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RESEARCH



TYPES OF MACHINE TRANSLATION

- Rule-Based (Rule-Based Machine Translation, RBMT)
 - Transfer-Based Machine Translation (TBMT/TBLT)
 - Inter-lingual Machine Translation
- Example-Based Machine Translation

INTERLINGUISTICS

- Study of interlinguae, “neutral language” (independent of any language).
- Interlingual Machine Translation
 - Source Language → Interlingual Language → Target Language

TRANSFER-BASED MACHINE TRANSLATION

- To make a translation, it is necessary to have an intermediate representation that captures the “meaning” of the original sentence in order to generate the correct translation.
- Inter-lingual → intermediate language can be *independent*.
- Transfer-Based → some dependence on language pair.



BASICS OF TBMT

Original Text →

1st Intermediate Representation in Original Language →

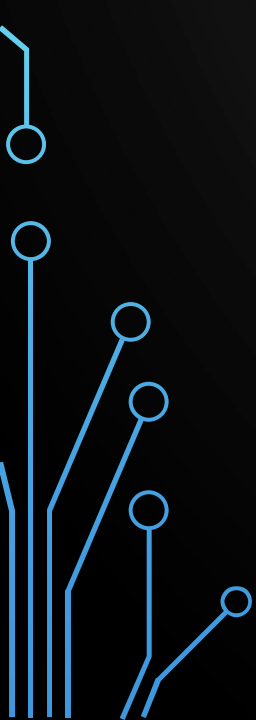
2nd Intermediate Representation in Target Language →

Final Text





TMBT'S MOST COMMON STAGES

- Morphological Analysis
 - Lexical Categorization
 - Lexical Transfer
 - Structural Transfer
 - Morphological Generation
- 



```
graph TD; A[Morphological Analysis] --> B[Lexical Categorization]; B --> C[Lexical Transfer]; C --> D[Structural Transfer]; D --> E[Morphological Generation];
```

Morphological Analysis

Lexical Categorization

Lexical Transfer

Structural Transfer

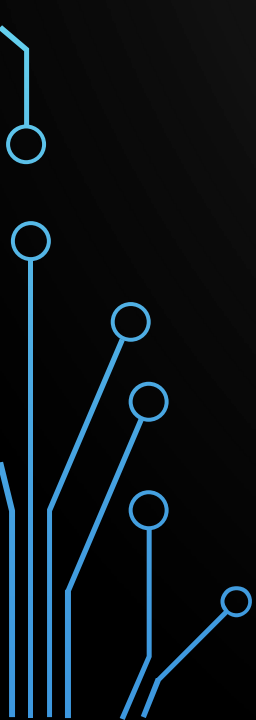

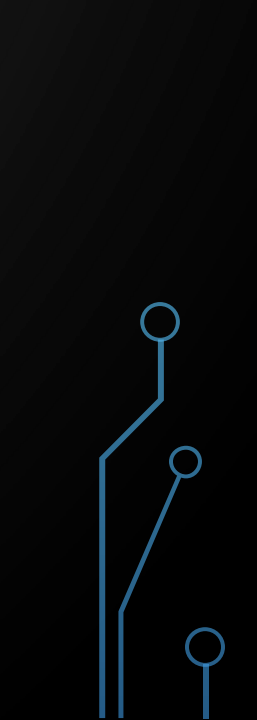
Morphological Generation

MORPHOLOGICAL ANALYSIS

- Surface forms of the input text are classified as to part-of-speech (e.g. noun, verb, etc) and subcategory (number, gender, tense, etc).
- All of the possible analyses of surface form are typically outputted at this stage along with *lemma* of each word.


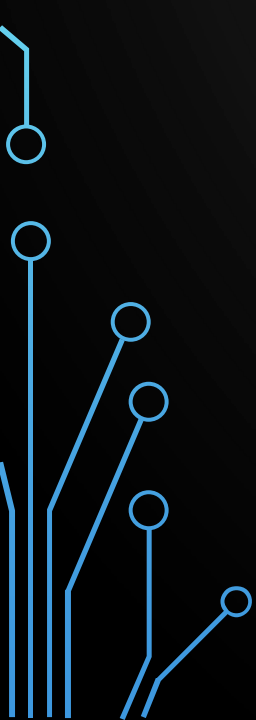
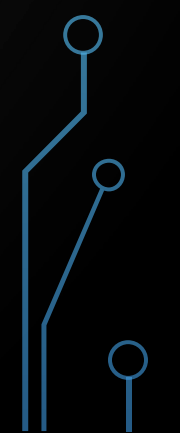


LEMMA

- Canonical form, dictionary form, or citation form of a set of words.
 - Ex: run, runs, ran, running → all the same *lexeme*, the *lemma* is run.
 - *Lemma* refers to a particular form that is chosen to represent the lexeme.
 - Lemmatization → determining (using an algorithm) the lemma for a given word.
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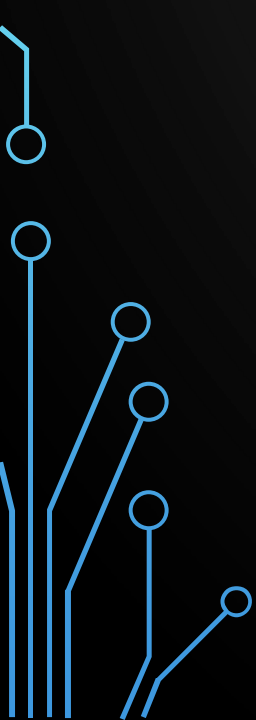


LEXICAL CATEGORIZATION

- Looks at the context of a word to try to determine the correct meaning in the context of the input.
 - Can involve part-of-speech tagging and word sense disambiguation.
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LEXICAL TRANSFER

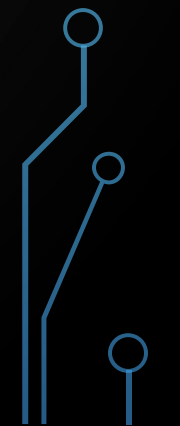
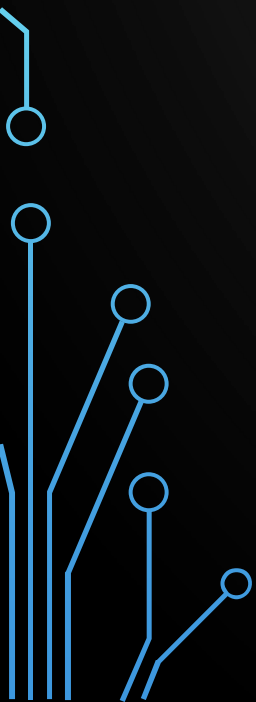
- Basically dictionary translation
 - Source language lemma is looked up in a bilingual dictionary and the translation is chosen.
- 





STRUCTURAL TRANSFER

- Deals with phrases and chunks, typical features include concordance of gender, number, and re-ordering of words or phrases.
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MORPHOLOGICAL GENERATION



- From output of structural transfer stage, the target language surface forms are generated.
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TBMT'S TWO TYPES

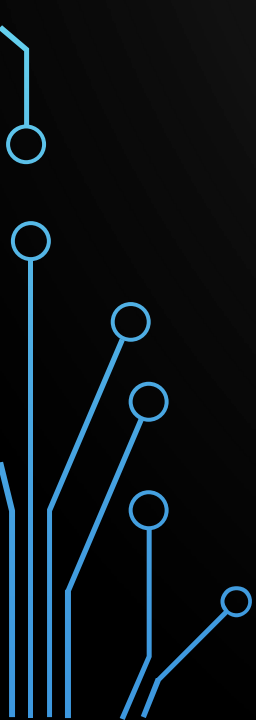
- **Superficial Transfer (or syntactic):**
 - This level is categorized by transferring “syntactic structures” between the source language and the target language.
 - Suitable for languages in the same family or type (ex. The Romance Languages).
- **Deep Transfer (or semantic):**
 - This level constructs a semantic representation that is dependent on the source language. The representation can consist of a series of structures which represent the meaning.
 - This level is used to translate more distantly related languages (ex. Spanish-English).

RESEARCHED RESOURCES

- Python and its packages
- WordNet Database
- Python's Natural Language Tool Kit (NLTK) package
 - Contains Linguistic tools and methods for analysis




WHY PYTHON?

- Flexible, intuitive language
 - Works extremely well with strings
 - Had the NLTK
 - WordNet works well with it
- 





OBJECTIVE OF PROJECT

- To create a translation program for French to English that is able to take in user input in French and convert and manipulate it into an English translation
- 

The image features a dark gray background with white, stylized circuit board traces in the corners. These traces form various geometric shapes and paths, some ending in small circles, resembling a network or data flow diagram. The patterns are located in the top-left, top-right, bottom-left, and bottom-right corners.

CODE WALKTHROUGH

SAMPLE RUNS

A user adding a word

```
Enter a phrase: add
Do you want to add a word to libraries? (Y or N) y
French word? vert
English translation? green
Part of speech? (NOUN, VERB, ADJECTIVE, OTHER) adjective
Is this an adjective for beauty, age, size, or quality? (Y or N) n
Word Added

Go Again? (Y or N) n

Press Enter to quit...
```

Translating a phrase

```
Enter a phrase: la fleur bleue

the blue flower

Go Again? (Y or N) n

Press Enter to quit...
```

Admin accepting a word into libraries

```
Enter a phrase: admin
Do you want to admin? (Y or N) y
Password: jedi
Access Granted
['vert', 'green', 'ADJ']
Add word to libraries? (Y or N) y
Word Added

Go Again? (Y or N) n

Press Enter to quit...
```

```
pathroot = 'C:\\Users\\Sarah.coffen\\AppData\\Local\\Programs\\Python\\Python35-32\\code'  
pathDET = '\\\\LIBRARY'  
pathNN = '\\\\LIBRARY\\NOUNS\\NOUNS'  
pathVR = '\\\\LIBRARY\\VERBSREG\\V'  
pathVIR = '\\\\LIBRARY\\VERBSIRREG\\V'  
pathADJREG = '\\\\LIBRARY\\ADJECTIVESREG\\ADJ REG '  
pathADJBAGS = '\\\\LIBRARY\\ADJECTIVESBAGS\\ADJ REG '  
pathWORDS = '\\\\LIBRARY\\WORDS\\'  
pathHOLD = '\\\\LIBRARY'
```

Directories to library files

```
alpha = ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T', 'U', 'V', 'W', 'X', 'Y', 'Z']  
  
determiners = {}  
os.chdir(pathroot + pathDET)  
  
determiners01 = open("DETERMINERS.txt", "r+")  
  
os.chdir(pathroot + pathHOLD)  
holding01 = open("HOLDINGFILE.txt", "r").close()  
  
hold01 = []  
hold = []  
  
os.chdir(pathroot)  
  
phrase_source1 = "null"  
wordLIST = "null"  
phrase_POS = "null"  
phrase_src_list = []
```

Declaring data structures and strings here expand their scope

```
loop_run()
```

The rest of the program runs from inside this method


```

def loop_run():
    fill_dictionaries()
    repeat = True
    phrase_source1 = "null"
    while(repeat == True):
        phrase_source1 = get_input(phrase_source1)
        admw = admin_phrase(phrase_source1)
        addw = user_test_holding(phrase_source1)
        if(admw == True):
            run_admin()
        elif(addw == True):
            user_add_holding()
        else:
            if(phrase_source1 == "admin" or phrase_source1 == "add"):
                phrase_source1 = get_input(phrase_source1)
            if(phrase_source1 != "admin" and phrase_source1 != "add"):
                phrase_source2 = tokenize_and_print(phrase_source1)
                print('\n' + display_translation(phrase_source2))
            repeat = go_again()
    ending()

```

There are 3 main tasks this allows the user to do:

1. Translate a phrase
2. Add a word to a holding file
3. Add words in holding file to libraries through admin control

```

def tokenize_and_print(phr1):
    whereL = []
    para1 = tokenize_sent_only(phr1)
    #print(para1)
    for index, sentence in enumerate(para1):
        sent1 = tokenize_words_only(sentence)
        (whereLis, sent1) = replace_token(sent1)
        sent1 = reorder_structure(whereLis, sent1)
        para1[index] = sent1
    #print(para1)
    return para1

```

Breaks up input into list format and sends it to be translated and restructured

```

def display_translation(phr1):
    phrase = ""
    for every in phr1:
        for eve in every:
            phrase = phrase + " " + str(eve)
    return phrase

```

Formats phrase as a simple string

```
def check_dict_quiet(word, lang):
    d = enchant.Dict(lang)
    d.check(word)
    returned = check_OTHER(word)
    working = False
    where = ''
    if (returned['Other'] == True):
        where = returned['Where']
        working == True
    elif (d.check(word) == True):
        where = 'wn'
        working == True
    else:
        while (d.check(word) == False and working == False):
            returned = check_OTHER(word)
            if (returned['Other'] == True):
                where = returned['Where']
                working = True
            else:
                sugg = d.suggest(word)
                print(word)
                print(sugg)
                word = input("What did you mean? ")
                where = 'wn'
    return {'Word':word, 'Where':where}
```

Checks libraries for word

```
def check_OTHER(word):
    isOTHER = False
    where = "null"
    let1 = word[0].upper()
    let2 = word[1].upper()
    wordSEARCH = {}
    path = pathroot + pathWORDS + '\\\\' + let1
    os.chdir(path)
    file01 = open(let2 + '.txt', "r")
    wordList = file01.read().split()
    inde = 0
    while(inde < len(wordList) - 1):
        (key, val) = wordList[inde:inde+2]
        wordSEARCH[key] = val
        inde = inde + 2
    for key in wordSEARCH:
        if(key == word):
            isOTHER = True
            where = wordSEARCH[word]
    os.chdir(pathroot)
    file01.close()
    return {'Other':isOTHER, 'Where':where}
```

Then checks WordNet libraries for word

Returns the word and where it was found

IDENTIFICATION FILE HIERARCHY

Library



Words



First Letter



Second Letter

{ Orange = Folders
Purple = .txt file }

```

def replace_token(sent1):
    whereLIST = []
    for index, word in enumerate(sent1):
        if(word == "" or word == "'"):
            sent1[index] = ""
        else:
            worddd = check_dict_quiet(word, "fr_FR")
            wrd = worddd['Word']
            if wrd in word:
                word = wrd
            else:
                word = word.replace(word, wrd)
            worddd['Word'] = word
            if (worddd['Where'] == 'wn'):
                word = lemmatizer_from_french(word)
                whereLIST.append('wn')
            else:
                where = worddd['Where']
                whereLIST.append(where)
                let1 = word[0].upper()
                let2 = word[1].upper()
                os.chdir(get_path(where, let1))
                filename = get_filename(where, let1, let2)
                file01 = open(filename + '.txt', "r")
                contents = {}
                posLIST = file01.read().split()
                inde = 0
                while(inde < len(posLIST) - 1):
                    (key, val) = posLIST[inde:inde+2]
                    contents[key] = val
                    inde = inde + 2
                word = contents[word]
                os.chdir(pathroot)
                file01.close()
            sent1[index] = word
    return whereLIST, sent1

```

Sends word to be found, then directs it to either the lemmatizer or the libraries to get a definition.

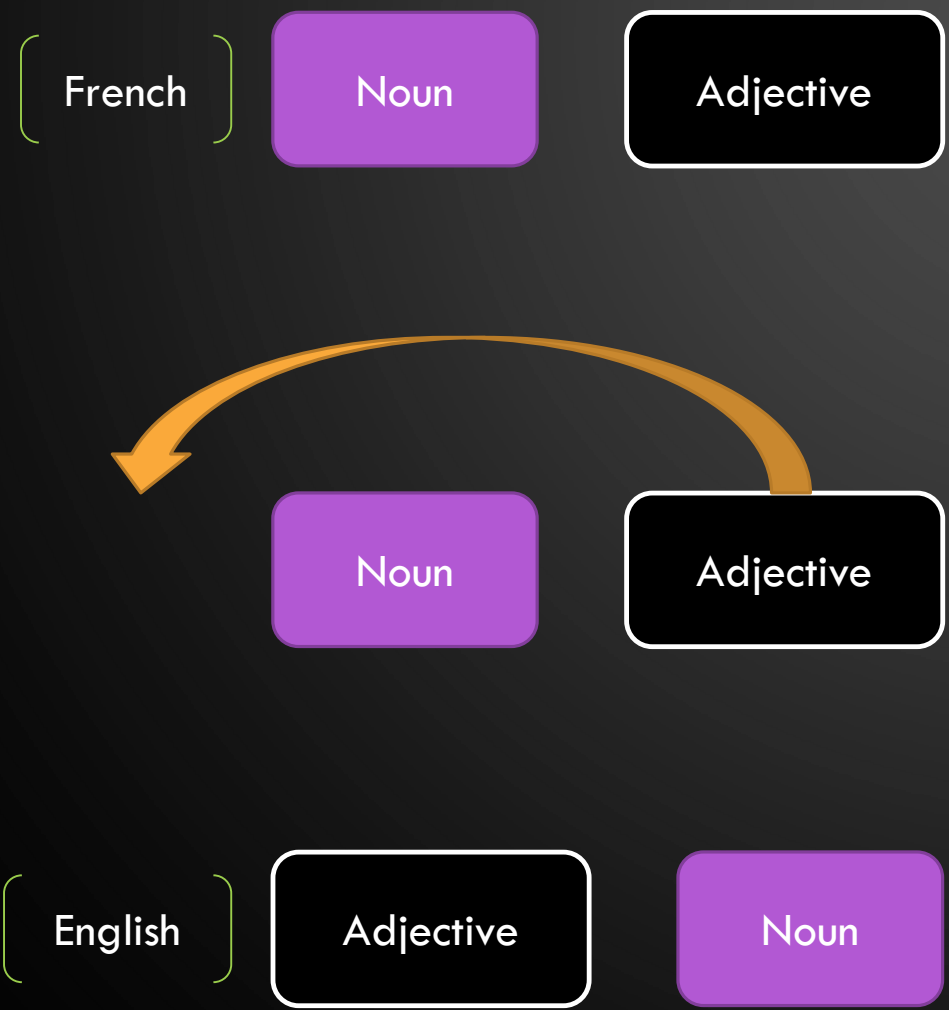
```
def lemmatizer_from_french(wrd1):
    wrd2 = "null"
    if (len(wn.lemmas(wrd1, lang='fra')) >=1):
        lemma_most_common = []
        lemmalist = []
        lems = ""
        lemmatized_word_formatted = wn.lemmas(wrd1, lang='fra')
        for lemm in lemmatized_word_formatted:
            lemst = str(lemm)
            to_ind = lemst.find('.')
            lems = lemst[7:to_ind]
            lemmalist.append(lems)
        lemma_most_common = most_likely_mode2(lemmalist)
        return lemma_most_common
    else:
        word2 = "'" + wrd1 + "'"
        return word2
```

Uses the lemmatizing methods that are a part of the WordNet package to return the most likely English lemma of a French word

```
def most_likely_mode(lst):
    counter = Counter(lst)
    _,val = counter.most_common(1)[0]
    return [x for x,y in counter.items() if y == val]

def most_likely_mode2(lst):
    vals = Counter(lst).most_common(1)
    most_common_formatted = str(vals)
    to_ind = most_common_formatted.find(',')
    most_common = most_common_formatted[3:(to_ind - 1)]
    return most_common
```

Uses the Counter class to find the most returned lemma of that word



```
def reorder_structure(wherelist, sentence):  
    indice = []  
    working = True  
    while(working == True):  
        if('ADJ' in wherelist):  
            inde02 = wherelist.index('ADJ')  
            inde01 = inde02 - 1  
            if(inde01 >= 0 and inde01 not in indice):  
                if(wherelist[inde01] == 'NN'):  
                    indice.append(inde01)  
                    indice.append(inde02)  
                    temp01 = sentence[inde01]  
                    sentence.remove(temp01)  
                    sentence.insert(inde02,temp01)  
                else:  
                    working = False  
            else:  
                working = False  
        else:  
            working = False  
    return sentence
```

```
def get_input(phrase_source1):
    phrase_source1 = input("Enter a phrase: ")
    phrase_source1 = phrase_source1.lower()
    return phrase_source1
```

Gets input

```
def valid_input_TF(quest):
    use = input(quest)
    use = use.upper()
    rep = True
    answer = ""
    while(rep == True):
        if(use == "Y" or use == "N"):
            rep = False
            if(use == "Y"):
                answer = True
            else:
                answer = False
        else:
            use = input(quest)
            use = use.upper()
    return answer
```

Returns True/False based on user's response

```
def go_again():
    going = True
    rep = True
    print("")
    while(rep == True):
        go_again = input("Go Again? (Y or N) ")
        go_again = go_again.upper()
        if(go_again == "Y" or go_again == "N"):
            rep = False
            if(go_again == "Y"):
                going = True
            else:
                going = False
    print("")
    return going
```

Returns True/False to repeat program based on user's response


```

def fill_holding():
    os.chdir(pathroot + pathHOLD)
    holding01 = open("HOLDINGFILE.txt", "r")
    hold = holding01.read()
    holdLIST = hold.split()
    inde = 0
    while(inde < len(holdLIST) - 1):
        wordLI = holdLIST[inde:inde + 3]
        hold01.append(wordLI)
        inde = inde + 3
    holding01.close()
    os.chdir(pathroot)

```

These methods are used to
place a user entered value—
based on certain questions—
into a holding file and to fill a
list with the holding file's
values

```

def user_test_holding(phrase_in):
    if(phrase_in == "add"):
        use = input("Do you want to add a word to libraries? (Y or N) ")
        use = use.upper()
        rep = True
        while(rep == True):
            if(use == "Y" or use == "N"):
                rep = False
                if(use == "Y"):
                    addmore = True
                else:
                    addmore = False
            else:
                use = input("Do you want to add a word to libraries? (Y or N) ")
                use = use.upper()
        return addmore
    else:
        return False

def user_add_holding():
    wordFR = input("French word? ")
    wordFR = wordFR.lower()
    wordEN = input("English translation? ")
    wordEN = wordEN.lower()
    whereW = False
    while(whereW == False):
        where = input("Part of speech? (NOUN, VERB, ADJECTIVE, OTHER) ")
        where = where.upper()
        if(where == "NOUN" or where == "VERB" or where == "ADJECTIVE" or
           where == "OTHER"):
            whereW = True
        else:
            whereW = False
    tag = where_get_tag(where)
    os.chdir(pathroot + pathHOLD)
    holding01 = open("HOLDINGFILE.txt", "a")
    holding01.write(wordFR + '\t' + wordEN + '\t' + tag + '\n')
    os.chdir(pathroot)
    holding01.close()
    print("Word Added")

```



```
def where_get_tag(wher):
    where = wher
    if(where == "NOUN"):
        tag = "NN"
    elif(where == "VERB"):
        isIR = input("Is this an irregular verb? (Y or N) ")
        isIR = isIR.upper()
        rep = True
        isir = False
        while(rep == True):
            if(isIR == "Y" or isIR == "N"):
                rep = False
                if(isIR == "Y"):
                    isis = True
                else:
                    isir = False
            else:
                isIR = input("Is this an irregular verb? (Y or N) ")
                isIR = isIR.upper()
        if(isir == True):
            tag = "VIR"
        else:
            tag = "V"
    elif(where == "ADJECTIVE"):
        isBAGS = input("Is this an adjective for beauty, age, size, or quality? (Y or N) ")
        isBAGS = isBAGS.upper()
        rep = True
        isbags = False
        while(rep == True):
            if(isBAGS == "Y" or isBAGS == "N"):
                rep = False
                if(isBAGS == "Y"):
                    isbags = True
                else:
                    isbags = False
            else:
                isBAGS = input("Is this an adjective for beauty, age, size, or quality? (Y or N) ")
                isBAGS = isBAGS.upper()
        if(isbags == True):
            tag = "ADJBAGS"
        else:
            tag = "ADJ"
    else:
        tag = "DET"
    return tag
```

This method uses information entered by user to get a part of speech tag for the word

```

def admin_phrase(phrase_in):
    if(phrase_in == "admin"):
        use = input("Do you want to admin? (Y or N) ")
        use = use.upper()
        rep = True
        while(rep == True):
            if(use == "Y" or use == "N"):
                rep = False
                if(use == "Y"):
                    adm = True
                else:
                    adm = False
            else:
                use = input("Do you want to admin? (Y or N) ")
                use = use.upper()
        return adm
    else:
        return False

```

Brings user to an administrative setting if they have the passcode

```

def run_admin():
    passed = pass_admin()
    if(passed == True):
        print("Access Granted")
        review_holding()
    else:
        print("Access Denied")

```

```

def pass_admin():
    passcode = input("Password: ")
    passcode = passcode.lower()
    if (passcode == "jedi"):
        return True
    else:
        return False

```

Asks admin what they wish to do with each word in the holding file

```

def review_holding():
    del hold[:]
    fill_holding()
    for eachLI in hold01:
        print(eachLI)
        doAdd = valid_input_TF("Add word to libraries? (Y or N) ")
        if(doAdd == True):
            add_to_files(eachLI)
            hold01.remove(eachLI)
        else:
            doRemove = valid_input_TF("Remove word from waiting list? (Y or N) ")
            if(doRemove == True):
                hold01.remove(eachLI)
    os.chdir(pathroot + pathHOLD)
    holding01 = open("HOLDINGFILE.txt", "w").close()
    holding01 = open("HOLDINGFILE.txt", "a+")
    for eachList in hold01:
        holding01.write(eachList[0] + '\t' + eachList[1] + '\t' + eachList[2] + '\n')
    holding01.close()

```

```

def add_to_files(wordL):
    word = wordL[0]
    eng = wordL[1]
    where = wordL[2]
    wh1 = word[0].upper()
    wh2 = word[1].upper()
    path = get_path(where, wh1)
    filename = get_filename(where, wh1, wh2)
    os.chdir(path)
    file01 = open(filename+'.txt', 'a+')
    file01.seek(0,0)
    infile = file01.read().split()
    contents = {}
    inde = 0
    while(inde < len(infile) - 1):
        (key, val) = infile[inde:inde+2]
        contents[key] = val
        inde = inde + 2
    isNEW = True
    for each in contents:
        if(each == word):
            isNEW = False
    if(isNEW == False):
        print("Already in libraries")
    else:
        file01.write(word + '\t' + eng + '\n')
        os.chdir(pathroot + pathWORDS + wh1)
        file02 = open(wh2 + '.txt', 'a+')
        file02.write(word + '\t' + where + '\n')
        file02.close()
        print("Word Added")
    os.chdir(pathroot)
    file01.close()

```

Adds word to file in library

Gets file name
based on it's
tag and it's first
two letters

Gets directory
path based on it's
tag and it's first
letter

```

def get_filename(where, l1, l2):
    whe = where
    let1 = l1.upper()
    let2 = l2.upper()
    name = ""
    fromAlpha = alpha.index(let2) + 1
    if(where == 'NN'):
        name = "NOUNS" + let1 + ' (' + str(fromAlpha) + ')'
    elif(where == 'VIR'):
        name = "V" + let1 + ' (' + str(fromAlpha) + ')'
    elif(where == 'V'):
        name = "V" + let1 + ' (' + str(fromAlpha) + ')'
    elif(where == 'ADJBAGS'):
        name = "ADJREG" + let1 + ' (' + str(fromAlpha) + ')'
    elif(where == 'ADJ'):
        name = "ADJREG" + let1 + ' (' + str(fromAlpha) + ')'
    else:
        name = "DETERMINERS"
    return name

```

```

def get_path(where, l1):
    path = pathroot
    let1 = l1.upper()
    if(where == 'NN'):
        path = path + pathNN + let1
    elif(where == 'VIR'):
        path = path + pathVIR + let1
    elif(where == 'V'):
        path = path + pathVR + let1
    elif(where == 'ADJBAGS'):
        path = path + pathADJBAGS + let1
    elif(where == 'ADJ'):
        path = path + pathADJREG + let1
    else:
        path = path + pathDET
    return path

```

PART OF SPEECH BASED FILE HIERARCHY

Library



Part of Speech



First Letter




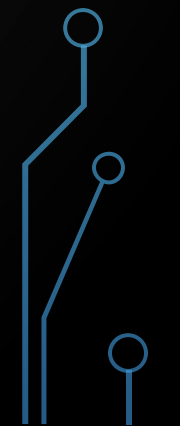
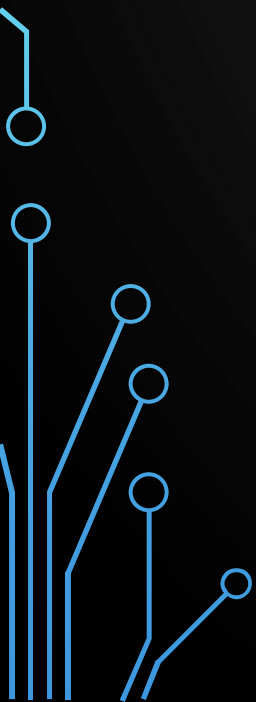
Second Letter

{ Orange = Folders
Purple = .txt file }



FUTURE PLANS FOR PROJECT

- Continue to evolve the tree-file system for libraries
 - Develop a more in depth verb stemmer than the one provided by NLTK
 - Use knowledge gained here in future projects and research
- 




OBSTACLES AND OVERCOMING THEM

- Learning a new programming language
 - Spent time just learning the basics
- Spent a month trying to adapt a NLTK type package to fit my needs that ultimately failed
 - Used methods as an example to work on own library design
- Hitting errors left and right
 - Debug as always



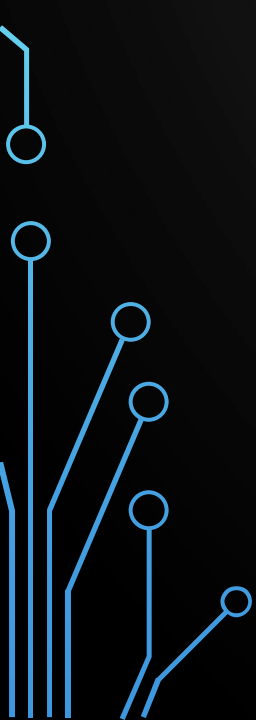
GOALS MET

- Researched Linguistics
 - Learned a new programming language
 - Reviewed French grammar, syntactic patterns
- 





FUTURE PLANS FOR MYSELF

- Majoring in Computer Engineering and Computer Science
 - Now I understand what independent research is like and can take what I've learned from this experience to future research opportunities.
- 



REFERENCES AND ACKNOWLEDGEMENTS

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The image features a dark gray background with white circuit board patterns in the corners. These patterns consist of thin white lines representing traces, which terminate in small white circles representing vias or components. The patterns are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

QUESTIONS?