# Myanmar Spell Correction

**MANGO AI** 

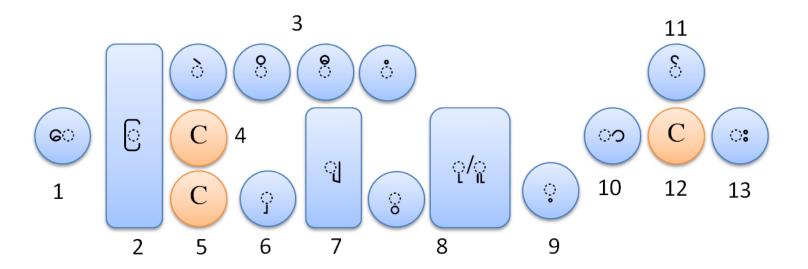
### Myanmar Language

- Myanmar Languages are made up of different glyphs, derived from Brahmic Scripts. Each separable syllable constitutes different combination of glyphs, following the well-defined syllabic rules (Maung & Mikami, 2008).
- In addition, Myanmar Languages do not specifically define Word-Boundary, unlike Latin Languages.
- Therefore, spell-checking and correction pose different challenges for Myanmar Languages.
- Naturally, grammatical analysis starts with validation of individual syllable, which comprises of different glyphs. Invalid glyphs will always result in invalid syllables, which in turn results in Invalid Words.

# Myanmar Unicode

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# Myanmar Syllable



#### **Fundamental Problems**

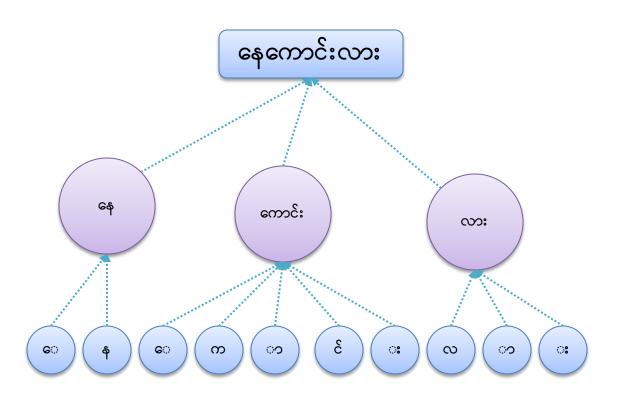
- The basic idea of Spell-Checking itself is pretty much straight-forward.
- There is a collection of words (dictionary), and we can check every word in the text to check against the dictionary.
- However, there are 3 major problems:
  - Out of Dictionary Words: some words in the text may not appear in the dictionary.
  - Speed: if we have M Words in the text and N words in the dictionary, then we will have to check M x
    N times, which is practically impossibly slow.
  - Accuracy: Some words may be similar but not particularly the same.

#### Specific Problems

- In addition to Fundamental Problems of Spell Checking, Myanmar Languages pose additional specific problems.
- Firstly, Myanmar Languages do not define specific Word Boundary, which makes it quite challenging to extract individual words in Myanmar Sentences.

Secondly, Myanmar Languages are agonistic to Word Orders.

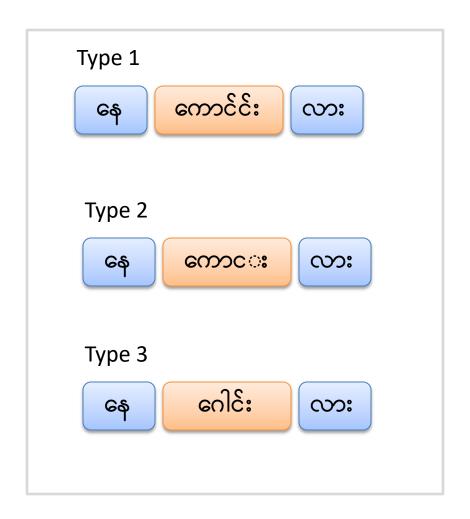
# Glyphs to Words



Glyphs

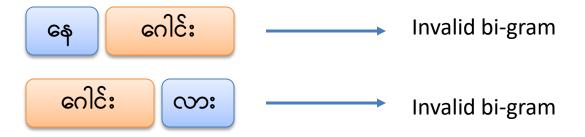
## Simplification

- However, if we assume
   Myanmar Spelling Errors are
   the result of Glyph Errors to
   Syllables, namely:
- Glyph Addition
- Glyph Subtraction
- Glyph Change



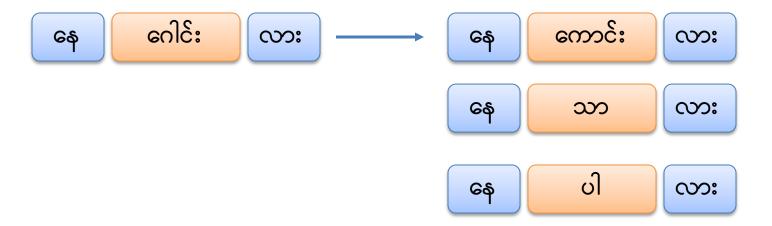
# Spell Checking

- Sentences in the text are segmented into Syllables. If there are some errors in Glyphs, they will result in some improper Syllables, which does not follow Syllabic Rules. Then, we will know that there are spelling errors. This will solve Type 1 and Type 2 Errors.
- Type 3 Errors are a bit more challenging to detect, as they all have Proper Syllables. However, if we have well-defined Collection of bi-grams, then it is relatively straight-forward to detect as well.



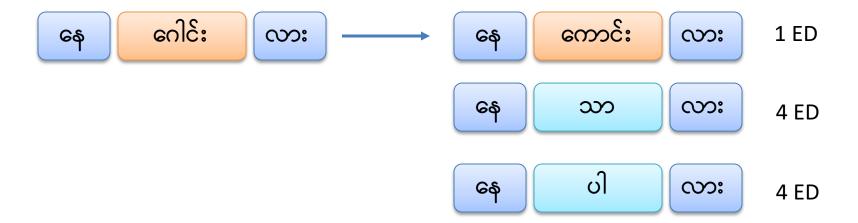
## **Spell Correction**

- Once spelling errors are detected, it is possible to correct such errors.
- However, Spell Correction is altogether a challenging problem as well, as there are many possibilities.



#### Minimum Edit Distance

• Out of many possibilities, the most likely corrections are calculated from Minimum Edit Distance, which defines how many Inserts, Deletes or Edits (Edit Distance) are necessary for the words to be the same.



### Optimization

- However, calculating Minimum Edit Distance is a really time-consuming process, and therefore, a simple MED Computation is not enough.
- Fortunately, we have a really fast MED Computation Algorithm, known as SymSpell, developed by Wolf Garbe[1].
- For SymSpell to work, we need a collection of words along with their relative frequency.

#### Results

