

Fourth Data science School

AI & Education (Nov. 6 - 10, 2023)

Leveraging NLP for Educational Empowerment

Dr. John Aoga, Data scientist & Programmers



MINISTÈRE
DE L'ENSEIGNEMENT SUPÉRIEUR
ET DE LA RECHERCHE SCIENTIFIQUE
RÉPUBLIQUE DU BENIN



BIOGRAPHY

4th Data Science School
AI & Education
6th - 10th nov. 2023



Dr. John Aoga

Who am I?

Doctor & Engineer in Science and Technology
Specialist in Data science & AI
Online Content author and Teacher
Co Founder of MIFY SARL start-up

Goals and Aspirations

Promote and develop AI 4 Africa In Africa
Promote and develop Education tools

Domains & Interests

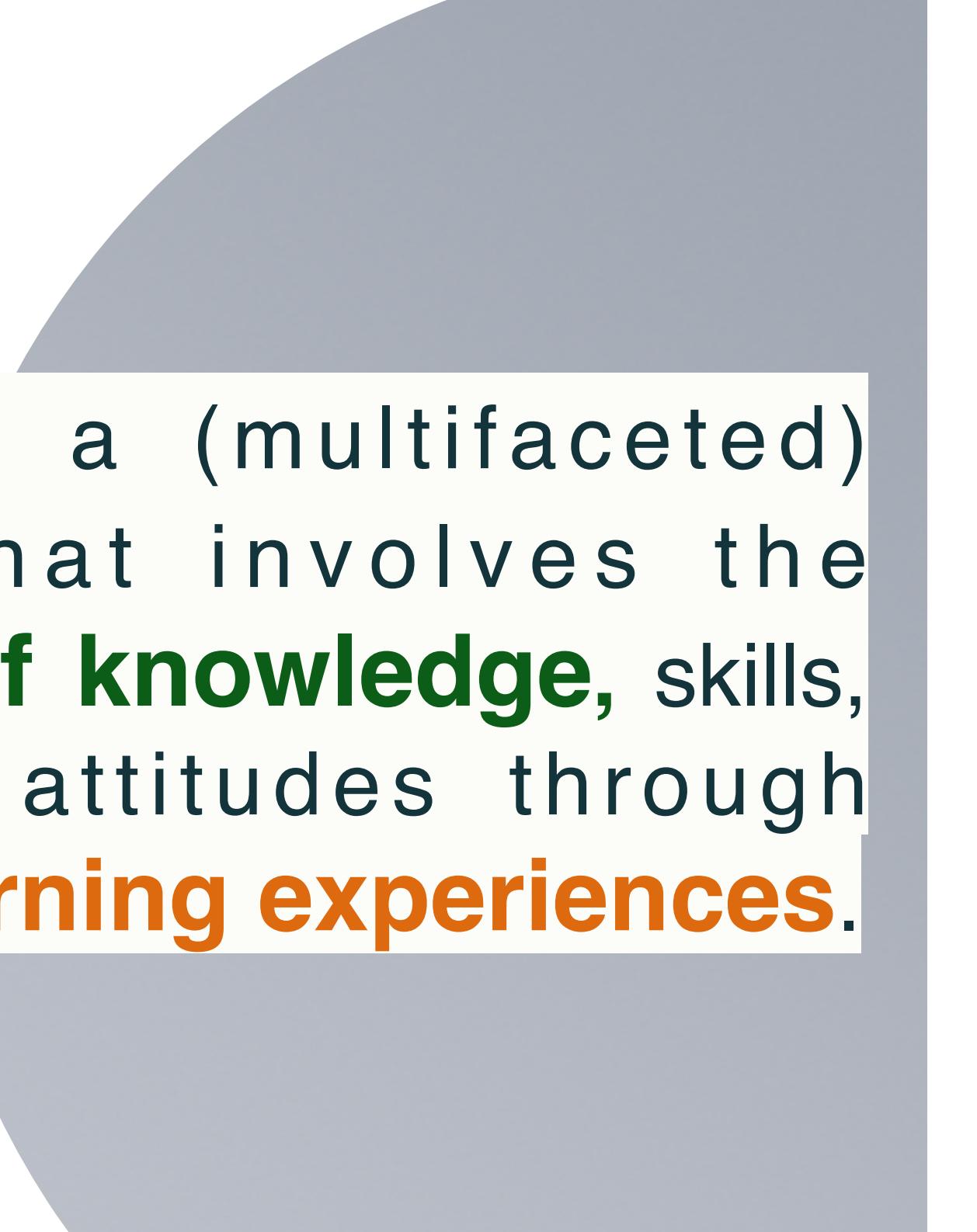
Algorithms and Optimization
Data/Pattern Mining Approches and applications
Deep Learning & NLP for local languages
Social Data Analysis

Scientific References





Criteria of Quality Education



Education is a (multifaceted) **process** that involves the **acquisition of knowledge**, skills, values, and attitudes through (structured) **learning experiences**.



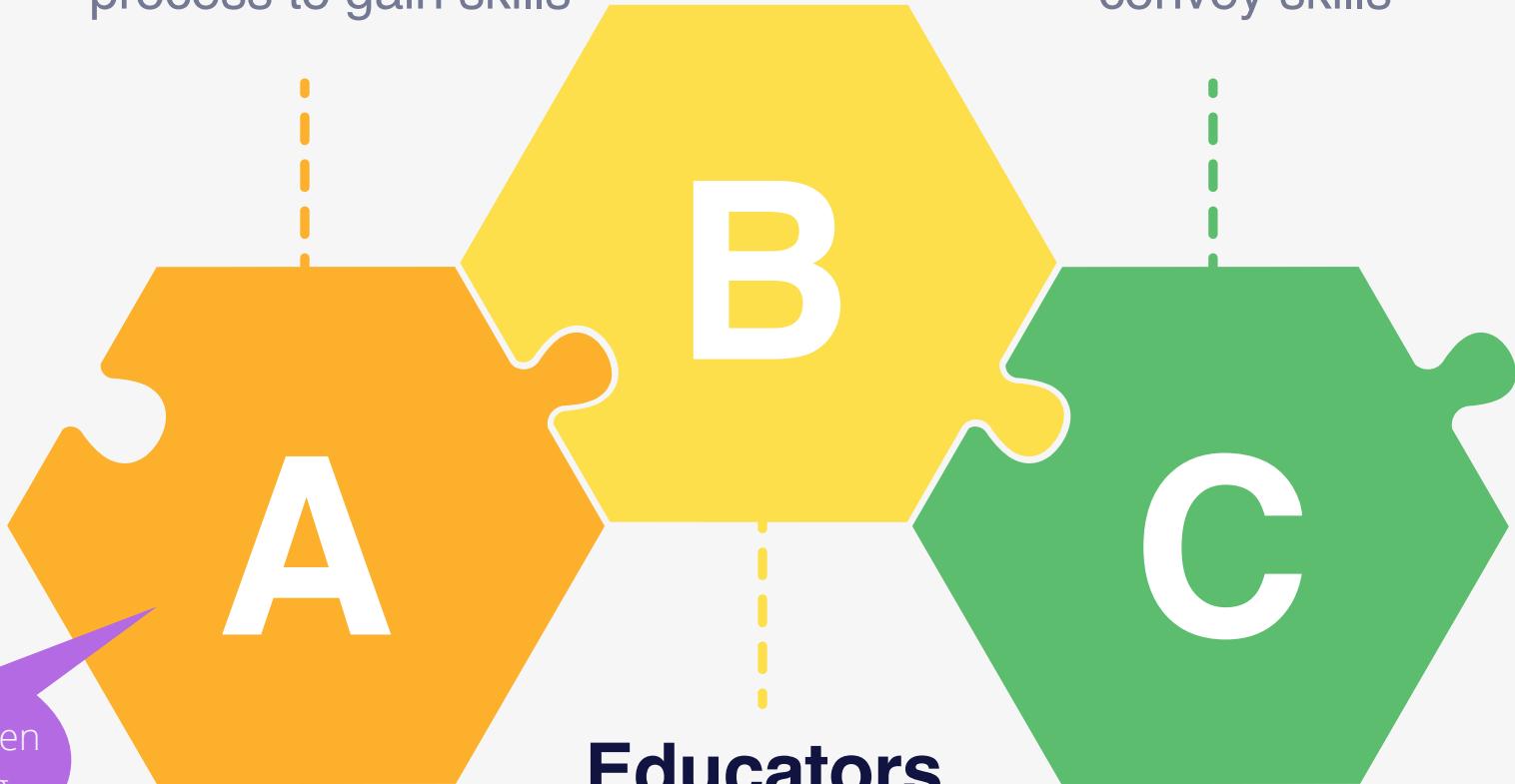
EDUCATION COMPONENTS

The main ones

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Leaners

Focus on learning
process to gain skills



Aoga John (johnaoga@gmail.com) - <https://johnaoga.github.io/>

NLP Apps in Education - DSS (06-11-2023)



SUSTAINABLE DEVELOPMENT GOALS

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01

SDG principle

Sustainable Development Goals

02

No Poverty

Food sustainability, Outcome optimization, reduce inequalities

03

Quality Education

Online courses (+ create educational content)

04

Clean resources

Clean water and sanitation,
Affordable and clean energy
Responsible consumption

05

Suitable Cities

Well design roads, transportation flows and optimization

06

Suitable Services

Digitalization of administration
(Quick and efficient services)

07

Production

Optimization of production, Use of suitable Tools

08

Health

New ways to efficiently tackles healthcare problems

<https://sdgs.un.org/goals>



**United
Nations**

Department of Economic and Social Affairs
Sustainable Development



[Home](#) [SDG Knowledge ▾](#) [Intergovernmental Processes ▾](#) [HLPF](#) [SIDS ▾](#) [SDG Actions ▾](#) [Engage ▾](#) [News](#) [About](#)

Goals

4

**Ensure inclusive and equitable quality education
and promote lifelong learning opportunities for
all**

[Previous](#)

[Next](#)



AI & NLP can help here!

Home

SDG Knowledge

Intergovernmental Processes

HLPF

SIDS

SDG Actions

Engage

News

About

Goals

Relevant and Equitable

Tailored the needs of learners and society offering equal opportunities

Supportive Learning Environment

Physically safe and emotionally supportive, allowing students to learn without fear or discrimination



← Previous

Next →



EDUCATION'S CURRENT STATUS

The main ones

THE PANDEMIC
CAUSED
LEARNING
LOSSES
IN **4 IN 5** OF
104 COUNTRIES
STUDIED

Not Helping
conditions



LOW- AND LOWER-MIDDLE-INCOME COUNTRIES FACE A NEARLY \$100 BILLION ANNUAL FINANCING GAP TO REACH THEIR EDUCATION TARGETS

DESPITE SLOW PROGRESS,

THE WORLD IS FALLING FAR BEHIND IN ACHIEVING QUALITY EDUCATION

WITHOUT ADDITIONAL MEASURES, BY 2030:



84 MILLION
CHILDREN AND YOUTH
WILL BE OUT OF SCHOOL

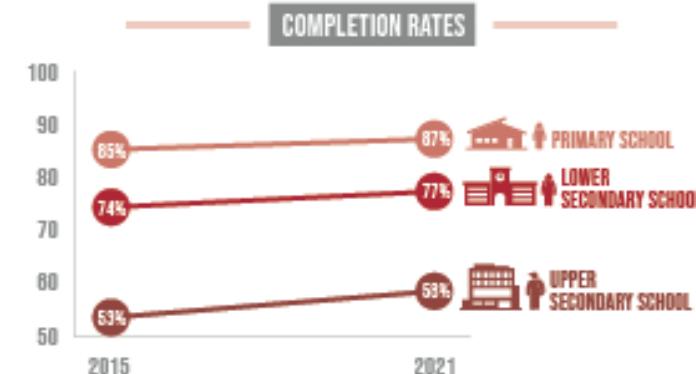


300 MILLION
STUDENTS WILL LACK
BASIC NUMERACY/LITERACY
SKILLS



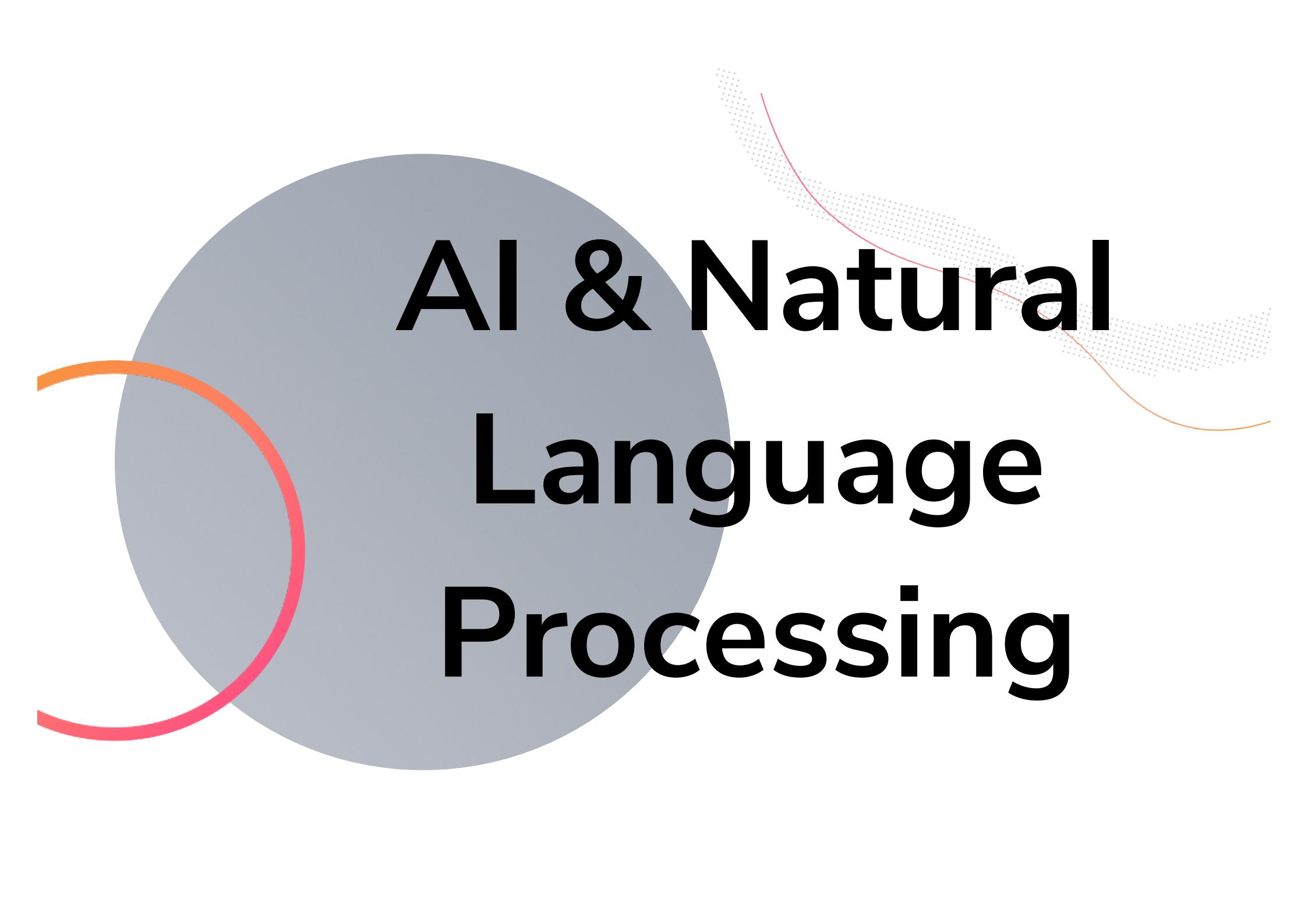
ONLY 1 IN 6
COUNTRIES WILL
ACHIEVE UNIVERSAL
SECONDARY SCHOOL
COMPLETION TARGET

PRIMARY AND SECONDARY SCHOOL COMPLETION RATES ARE **RISING**, BUT THE PACE IS SLOW AND UNEVEN





How AI and NLP can Help?



AI & Natural Language Processing

Humain & Computer communication



Before: Programming Language

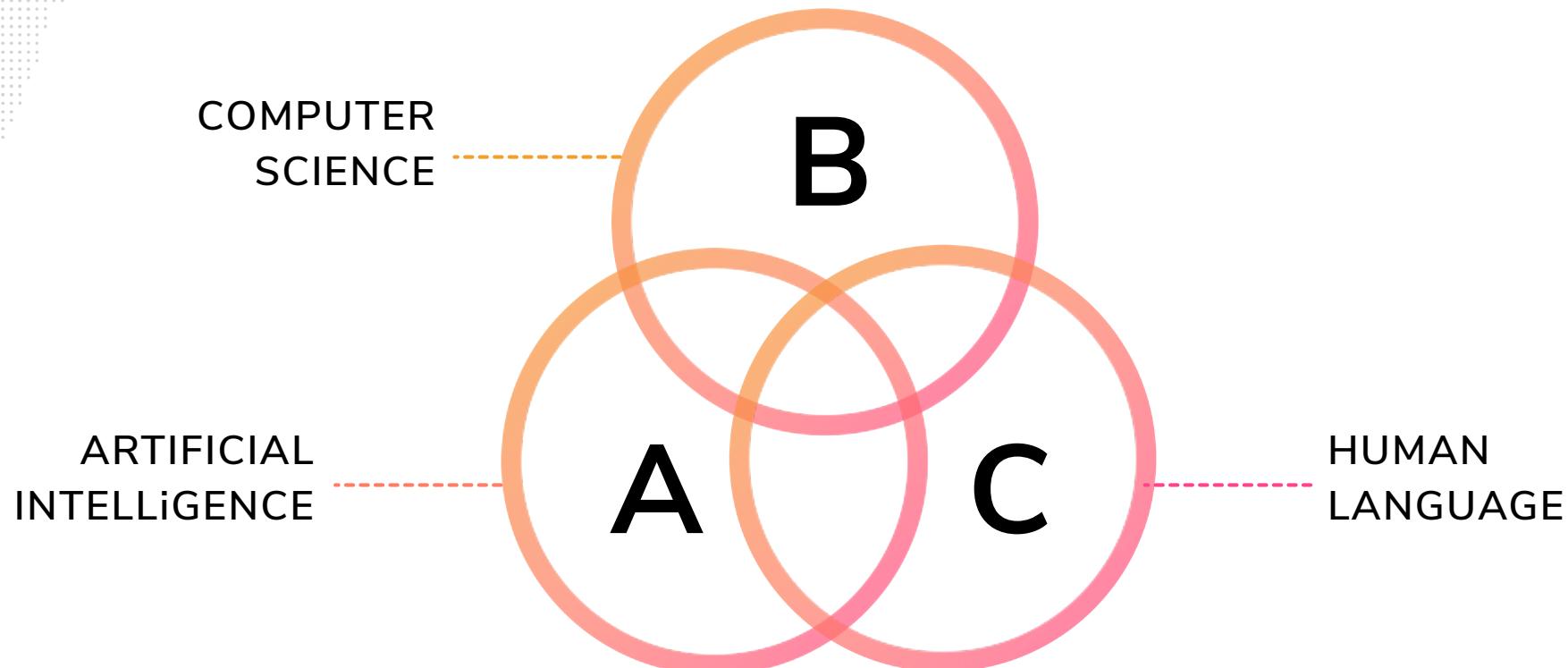
```
1 def play_audio_file(fname):\n2     """Simple callback function to play a wave file.\n3\n4     :param str fname: wave file name\n5     :return: None\n6     """\n7\n8     ding_wav = wave.open(fname, 'rb')\n9     ding_data = ding_wav.readframes(ding_wav.getnframes())\n10    audio = pyaudio.PyAudio()\n11    stream_out = audio.open(\n12        format=audio.get_format_from_width(ding_wav.getsampwidth()),\n13        channels=ding_wav.getnchannels(),\n14        rate=ding_wav.getframerate(), input=False, output=True)\n15    stream_out.start_stream()\n16    stream_out.write(ding_data)\n17    time.sleep(0.2)\n18    stream_out.stop_stream()\n19    stream_out.close()\n20    audio.terminate()
```



After: Natural Language

What's NLP

Make computers «understand» and parse Natural (Human) Languages



Basic Apps of NLP

Two main components

@NL Understanding

Mapping input to useful representation and
Analyzing different of languages

1 Question and Answering

2 Sentiment analysis

@NL Generation

Produce meaningful phrases following a structure of a
languages

1 Text Summarization

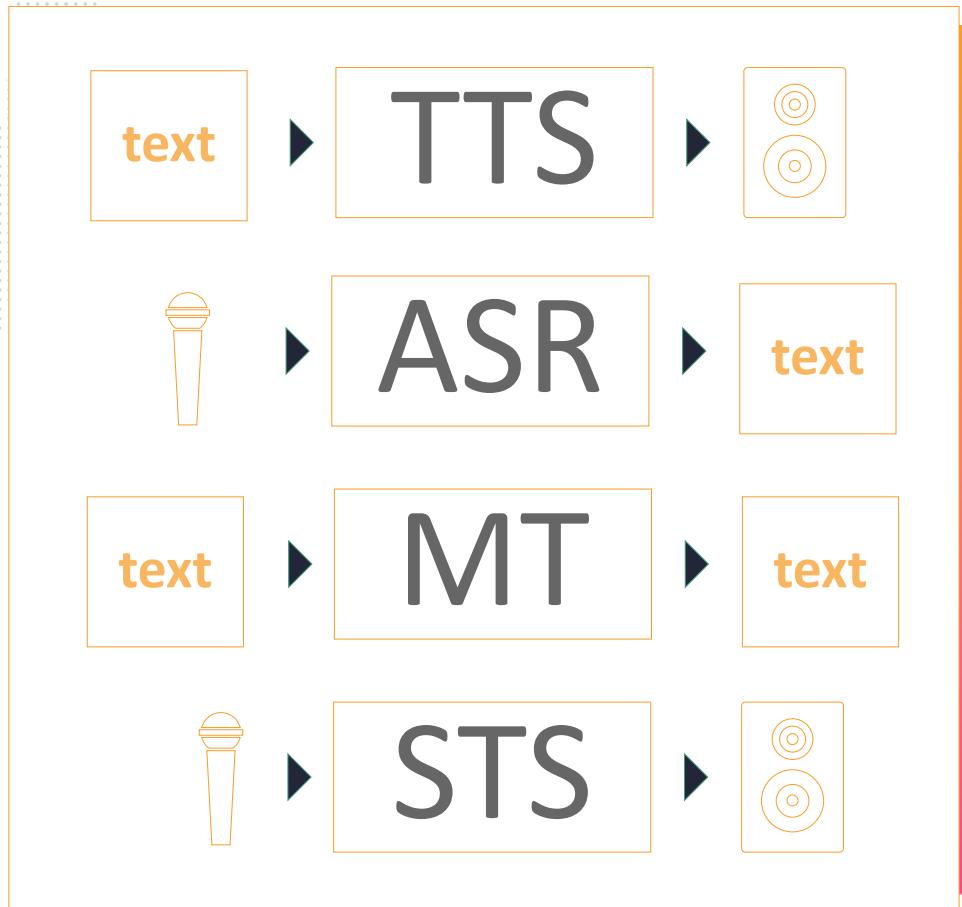
2 Text To Speech / Speech to Text

3 Machine Translation (Text & Speech)

4 Auto-completion / Story completion

Basic Apps of NLP

Four apps



NL Generation

Produce meaningful phrases following a structure of a language

- 1 Text Summarization
- 2 Text To Speech / Speech to Text
- 3 Machine Translation (Text & Speech)
- 4 Auto-completion / Story completion

NLP vs Large Language Models

0 4 key points highlights here

16

1

LLM is part of broad NLP field

2

LLMs are deep learning models
trained to generate text and perform
various NLP tasks

LLMs = advanced deep learning models
(transformers) for massive language datasets

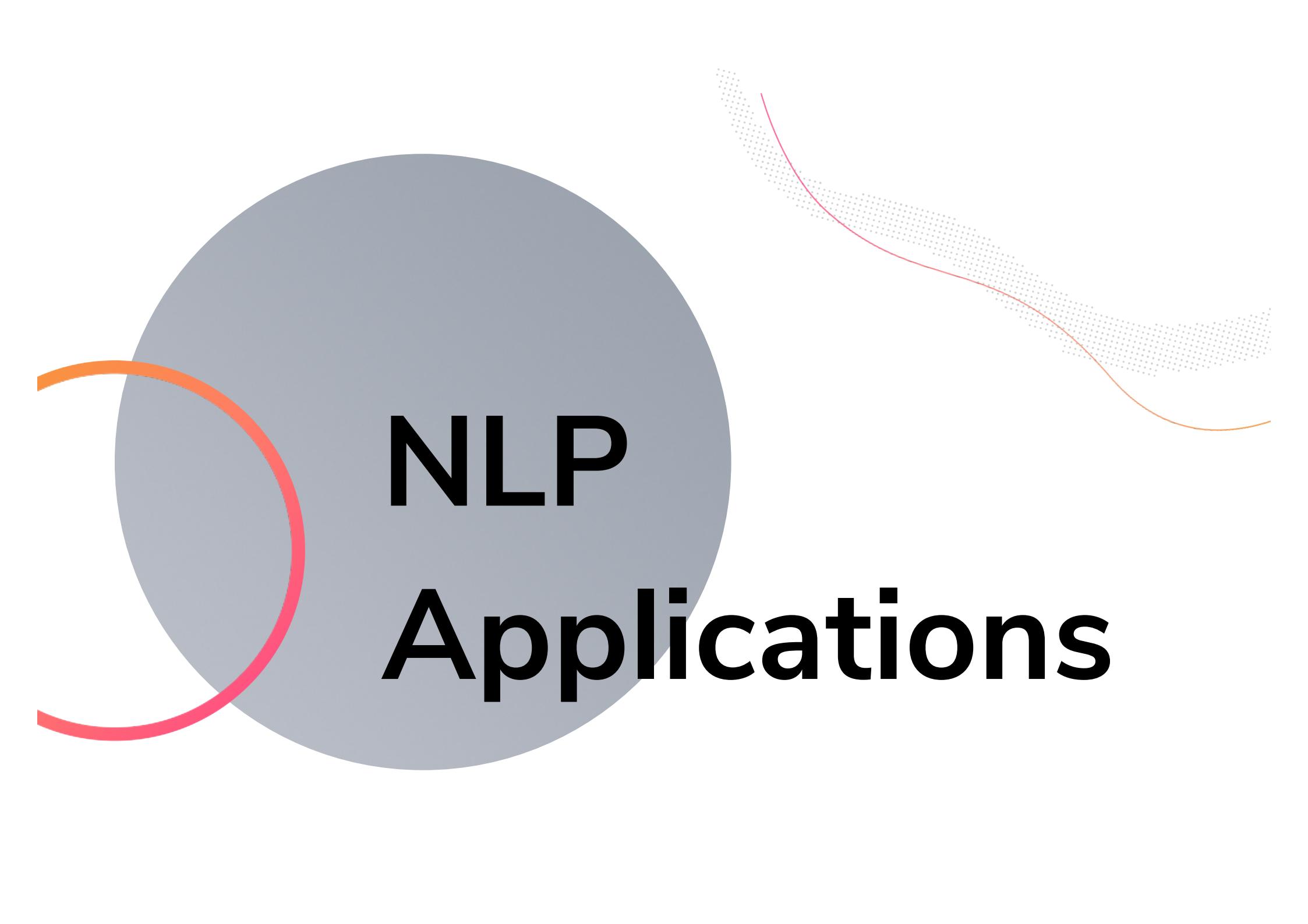
3

Text generation oriented

Design to mainly generate text

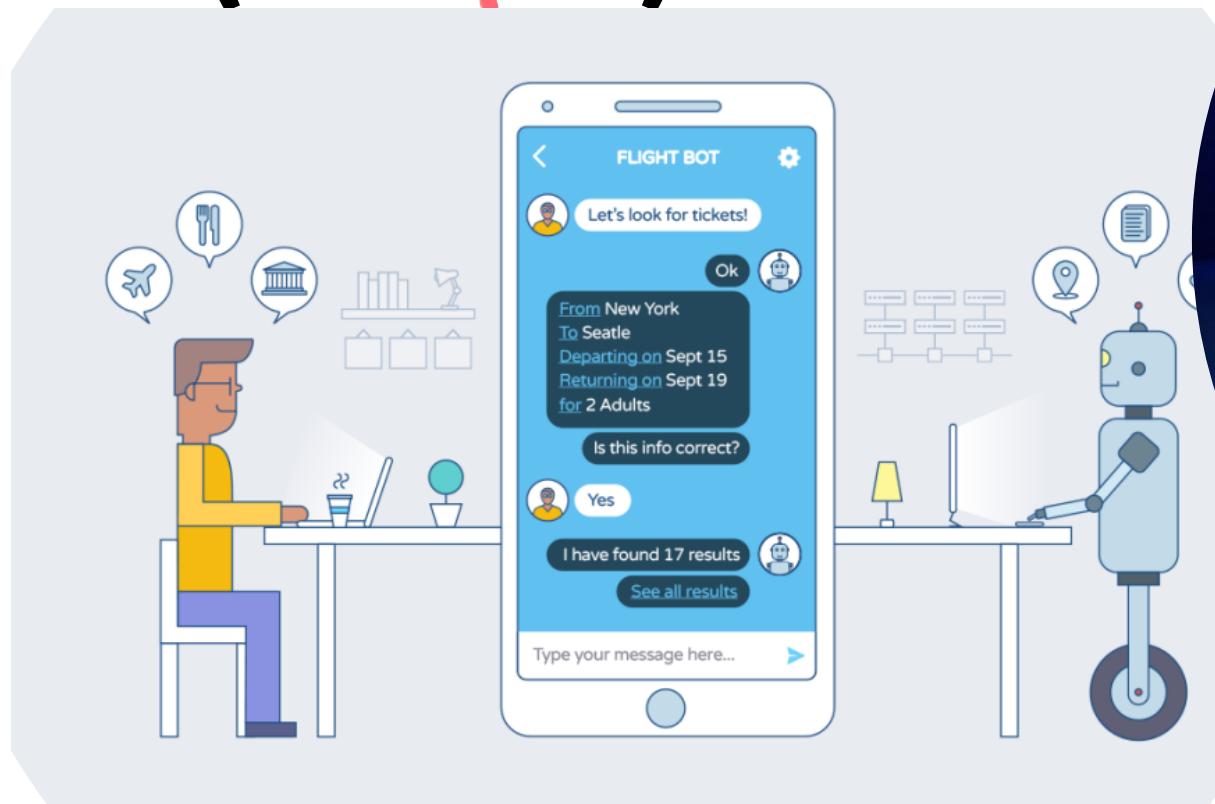
4

#Deep learning
#Transformers
#Attention mechanism
#Massive datasets
#Advanced Algorithms



NLP **Applications**

(Chat)bots



Voice Assistant

Natural Language Processing

Writing aids in a foreign language

Reading printed text and correcting reading errors

Find and Replace

Correction of spelling mistakes

Development of writing aids

Foreign language reading aids

Question and answer systems

Computer conversation

Understanding text

Access to information

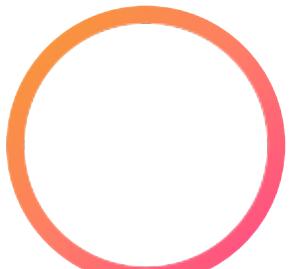
Extracting the information contained in the text

Understanding speech

Voice interaction with computer

Summary of a text

Interlingual translation





Many more: Be creative!

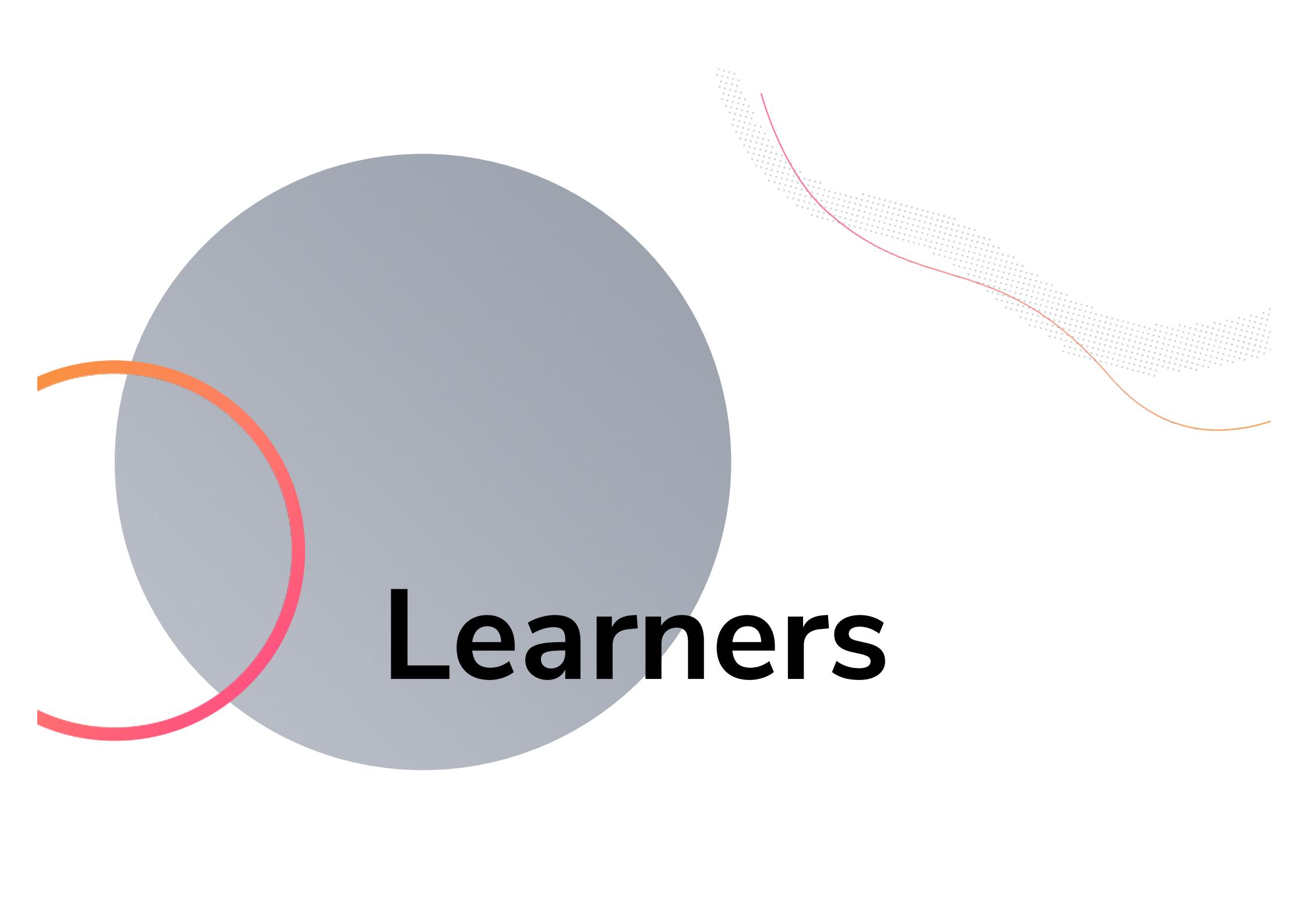
The diagram consists of five colored hexagons labeled 01 through 05, each connected by a line to one of four main themes:

- 01** (Red) points to **Accessible and Inclusive**: Language Translation & comprehension (in local languages)
- 02** (Blue) points to **High-Quality Teaching and Learning**: Enhanced learning experiences (develop interactive and personalized learning platforms)
- 03** (Yellow) points to **Lifelong Learning and Skills Development**: Online platforms, self-learning platform, interactive experience,
- 04** (Green) points to **Supportive Learning Environment**: Language learning support (assist individuals in learning new languages)
- 05** (Purple) points to **Relevant and Equitable**: Voice-based interfaces (make it easier for individuals with limited digital skills to interact with technology)

Navigation buttons at the bottom left: ← Previous and Next →



NLP apps for each
components



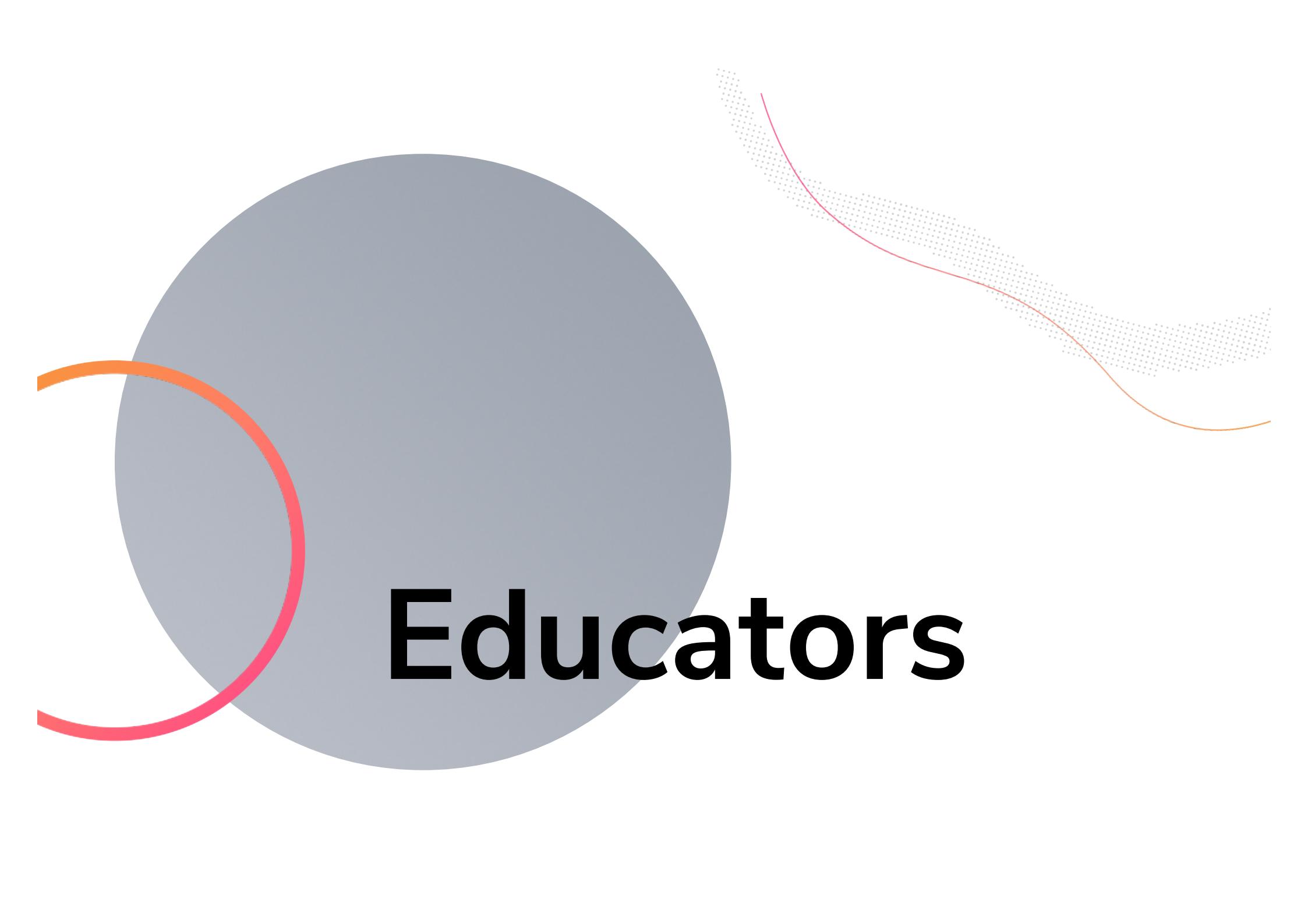
Learners



EXAMPLE: AI & NLP SUPPORTING LEARNING

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- ▶ Customized learning (recommends specific lessons, exercises, or resources tailored to each student's needs, optimizing their learning experience)
- ▶ Automated Grading and Feedback (immediate feedback allows students to identify their mistakes and improve their performance)
- ▶ Chatbots for Tutoring (students can ask questions, seek explanations, or request assistance with homework...providing instant support)
- ▶ Content Recommendation and Search (suggest relevant educational content, such as articles, videos, or online courses, to help students explore topics aligned with their interests and educational goals)

An abstract graphic element is positioned on the left side of the image. It features a large, solid grey circle. A thick, curved line starts from the bottom left, curves upwards and to the right, then downwards again, ending near the center. This line is composed of two colors: a bright red on the left and a vibrant orange on the right. Behind the circle, a series of small, light-grey dots form a curved trail that follows the path of the main line.

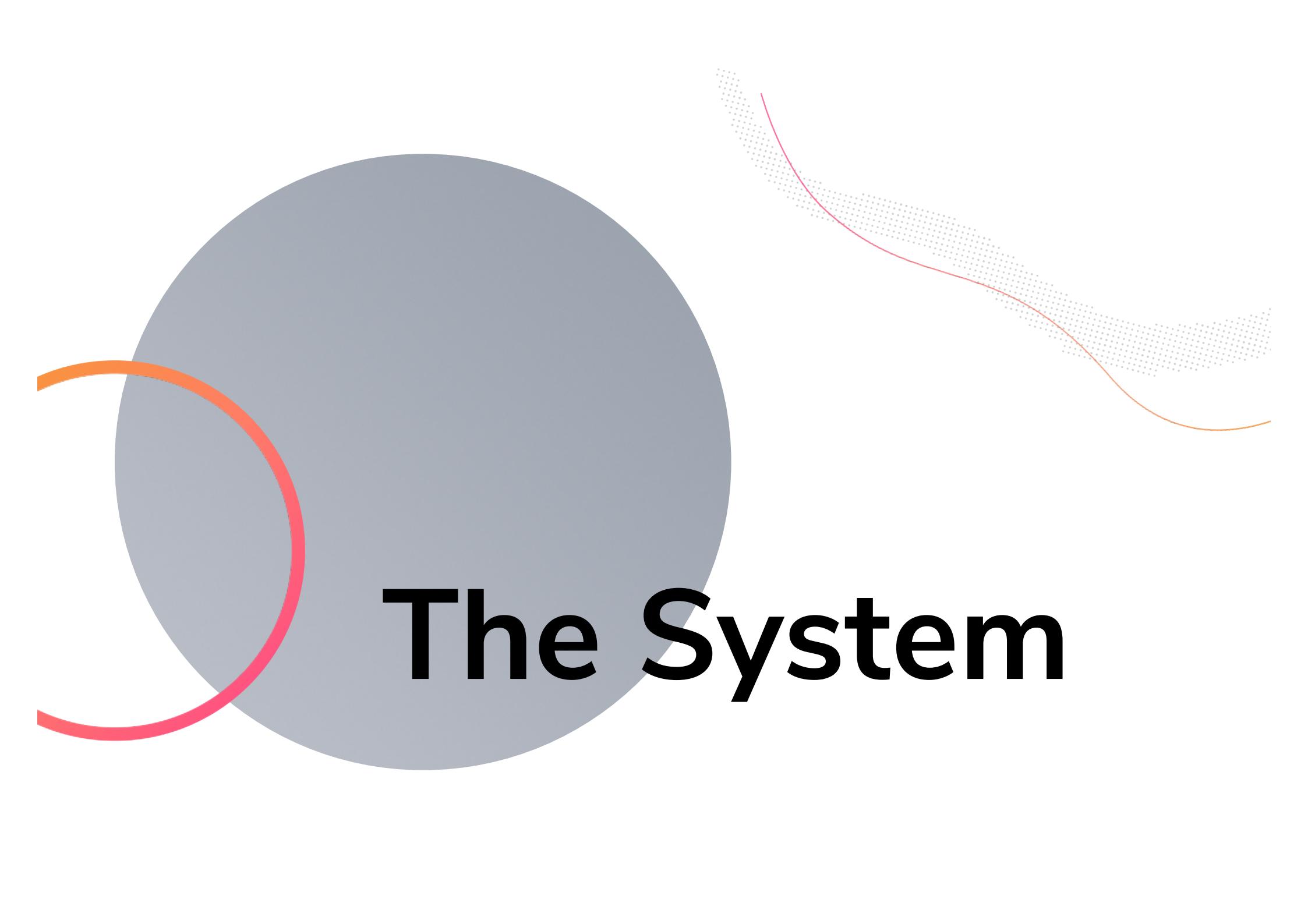
Educators



EXAMPLE: AI & NLP SUPPORTING (ONLINE) TEACHING

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- ▶ Provide Tools to share work (virtual classroom,)
- ▶ Produce content (remove audio/video noise, correct video, add caption in other language, video summary, translate into another language)
- ▶ Build Exercises and Evaluate Students (Auto grading, promote interactions)
- ▶ Knowledge acquisition diagnostics and student profiling
- ▶ Breaking barriers (easy-to-use platforms, drive motivation in using platform, ...)

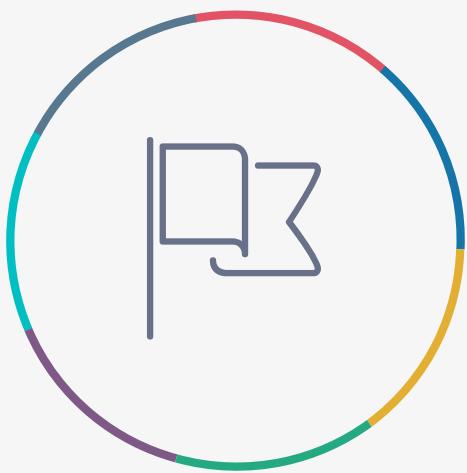


The System



- ▶ Content Creation and Generation
- ▶ Adaptive Learning Resources
- ▶ Textbook Summarization and Annotation
- ▶ Language Translation and Accessibility
- ▶ Sentiment Analysis in Educational Content
- ▶ Plagiarism Detection
- ▶ Content Enhancement for Special Needs Students

text-to-speech applications convert text-based materials into audio format,
helping visually impaired students.



Strategy



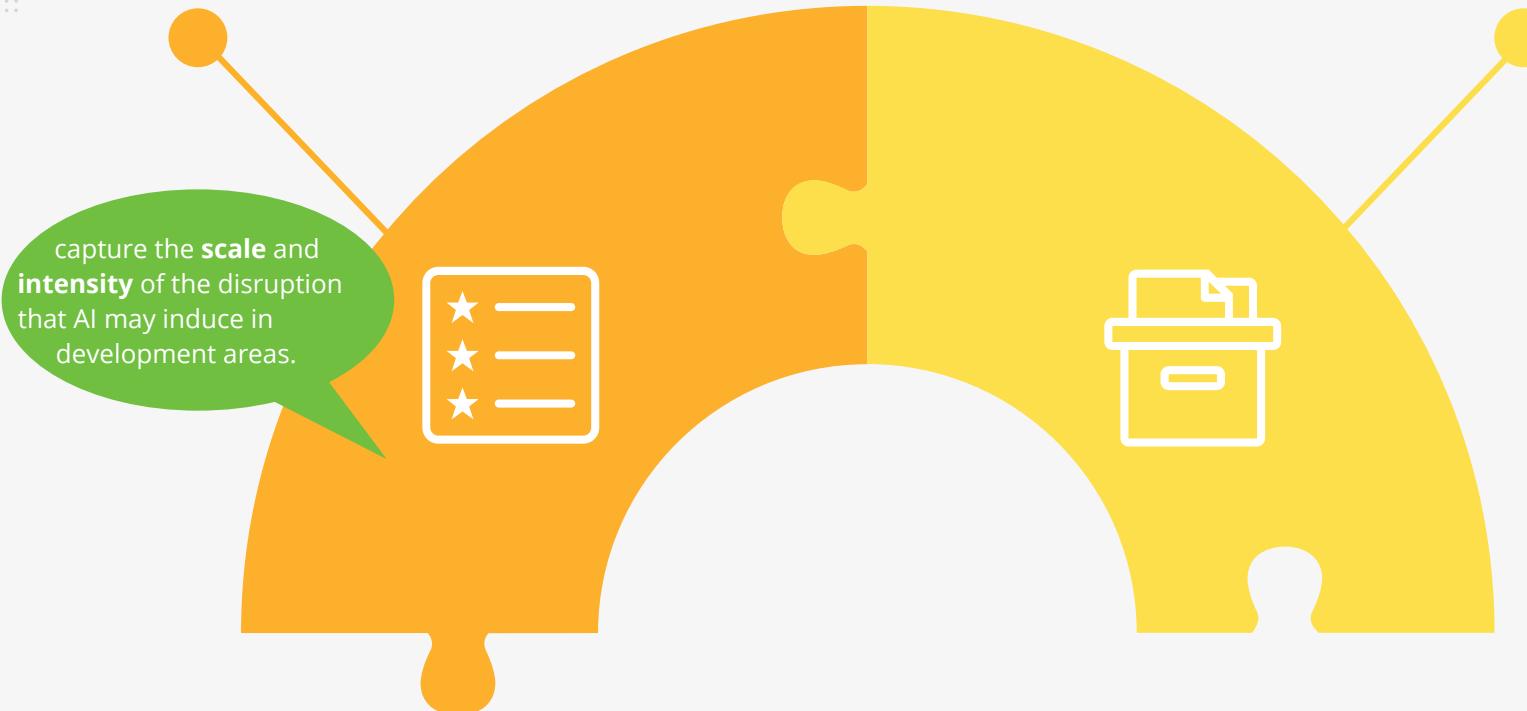
RESEARCH STRATEGIES

Two ways

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PARADIGMATIC

Existing research on development issues =>
Uncover the specific contributions



CRITICAL

Investigate the normative implications entailed by the AI disruption of the field of development





DATA



ALGORITHMS





Feasibility of applying to development issues

- ▶ Existing of appropriate data
- ▶ Challenge of scholars and policy makers to tailor AI to needs and priorities

Performance gaps

- ▶ AI promises vs AI delivers
- ▶ (COVID-19 as accelerator) Easy-to-use platforms



Invest in Education (For AI & in AI)

- ▶ Use NLP tools to convert existing educational content and other in our languages
- ▶ Use NLP and other AI approaches to make online education effective (auto-grading, peer evaluation, community handling)

Promote Cross-Fields Research

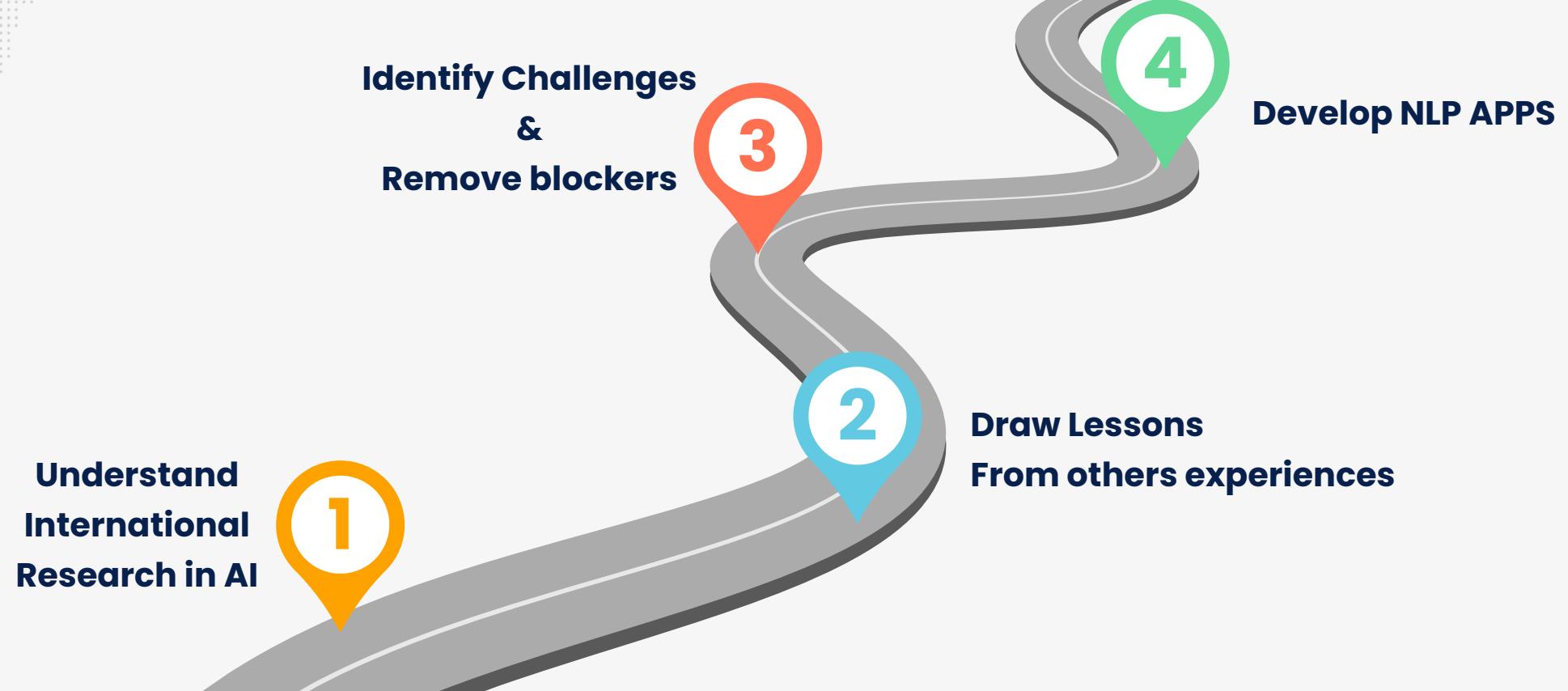
- ▶ Weather, Economy & AI
- ▶ Food Sustainability & AI



Ethics Considerations!



Takeaways



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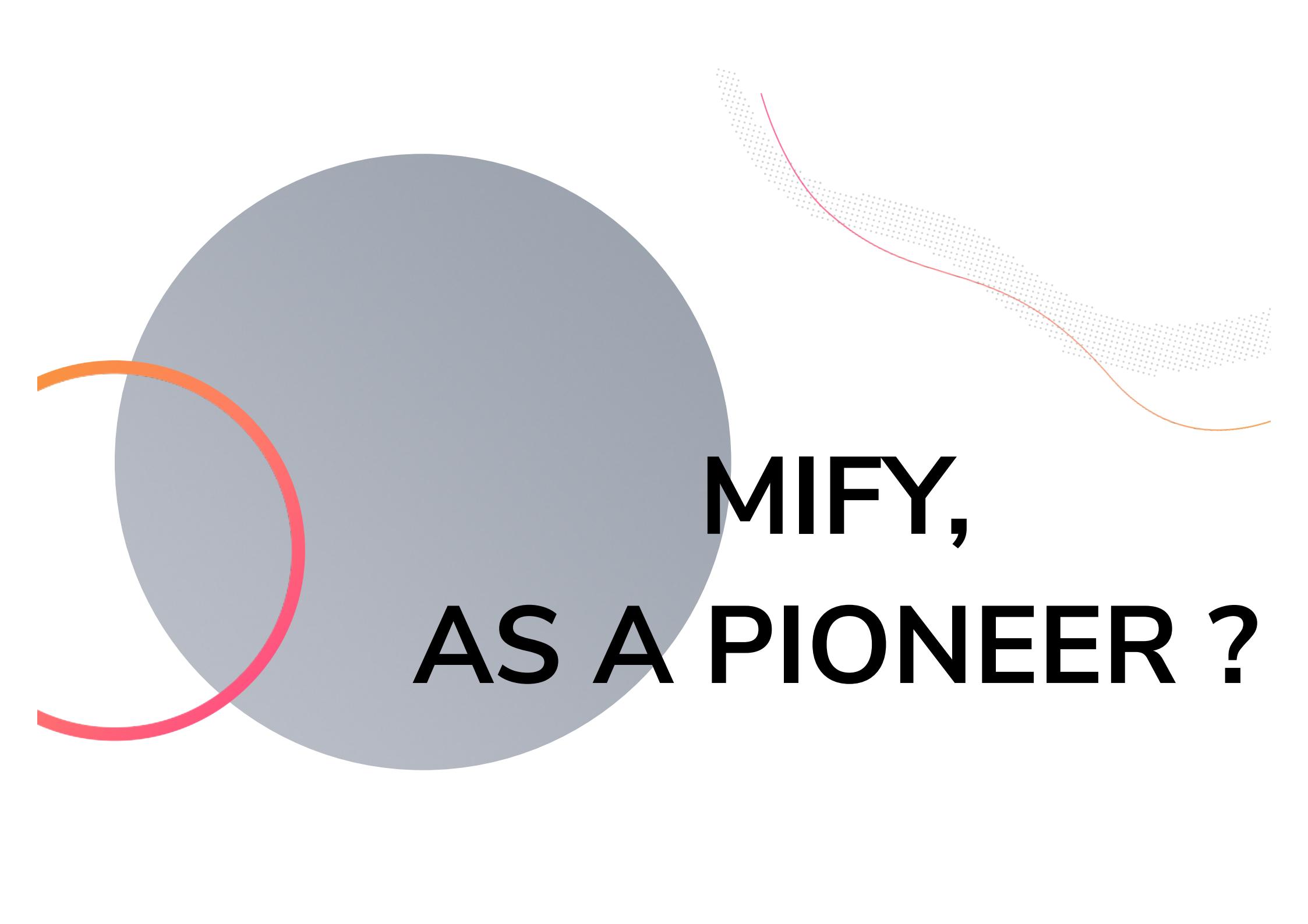


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Techs Adventure



**MIFY,
AS A PIONEER ?**



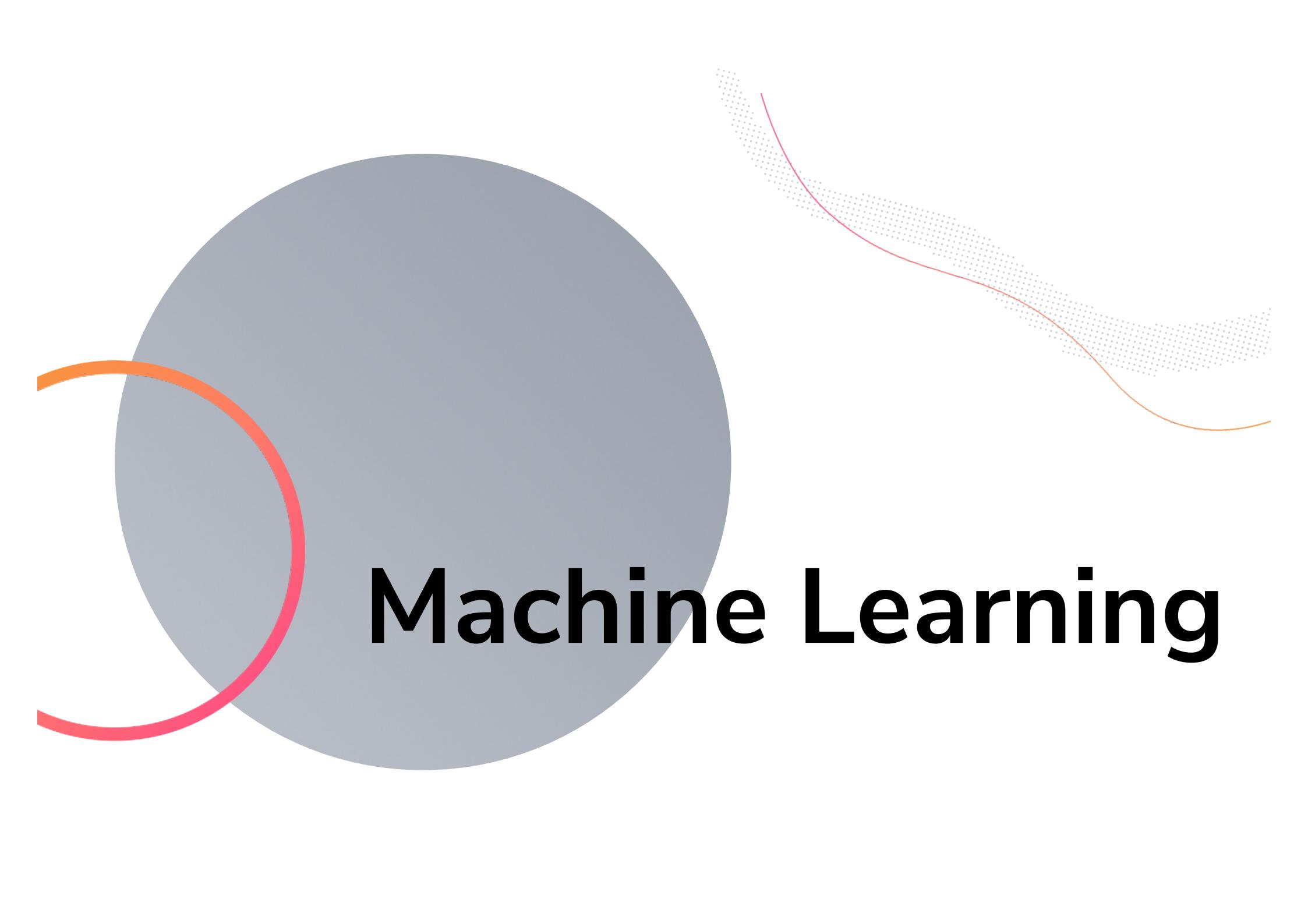
ASSISTANT VOCAL CICA

PERMET DE LANCER DES COMMANDES
SUR SON PC OU TÉLÉPHONE



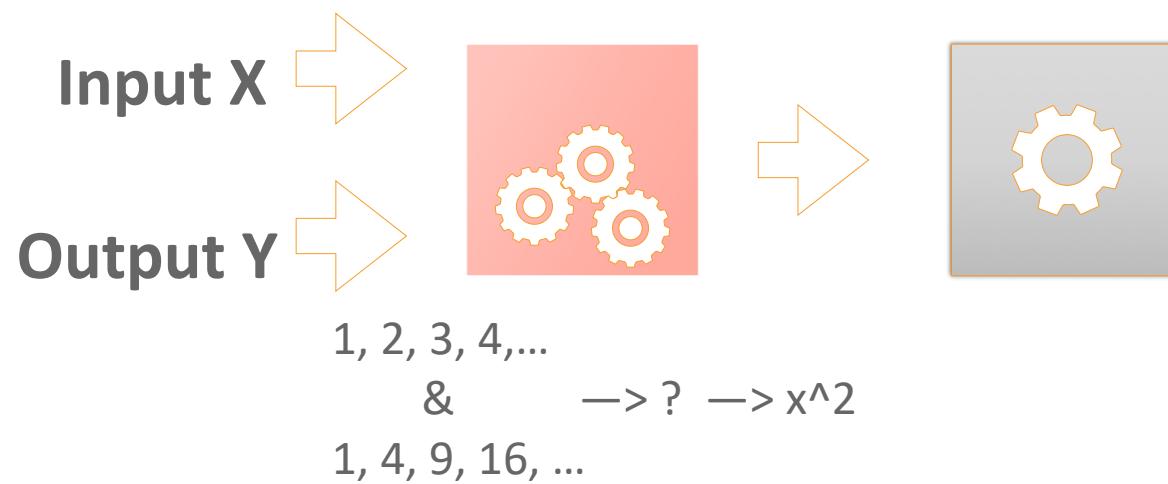
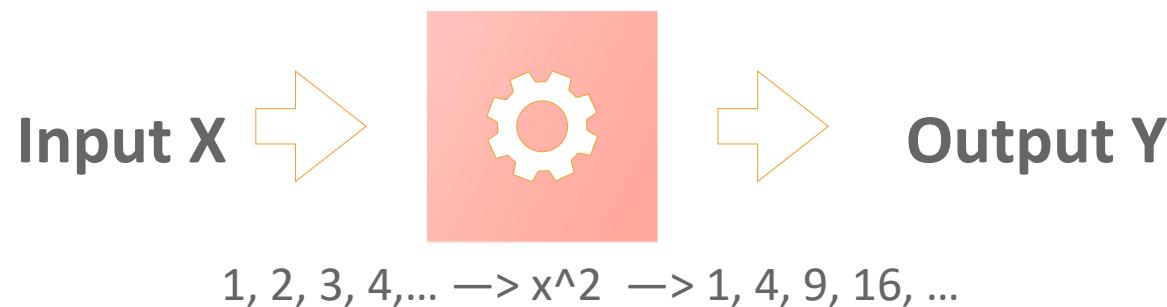
ASSISTANT VOCAL CICA

PERMET DE LANCER DES COMMANDES
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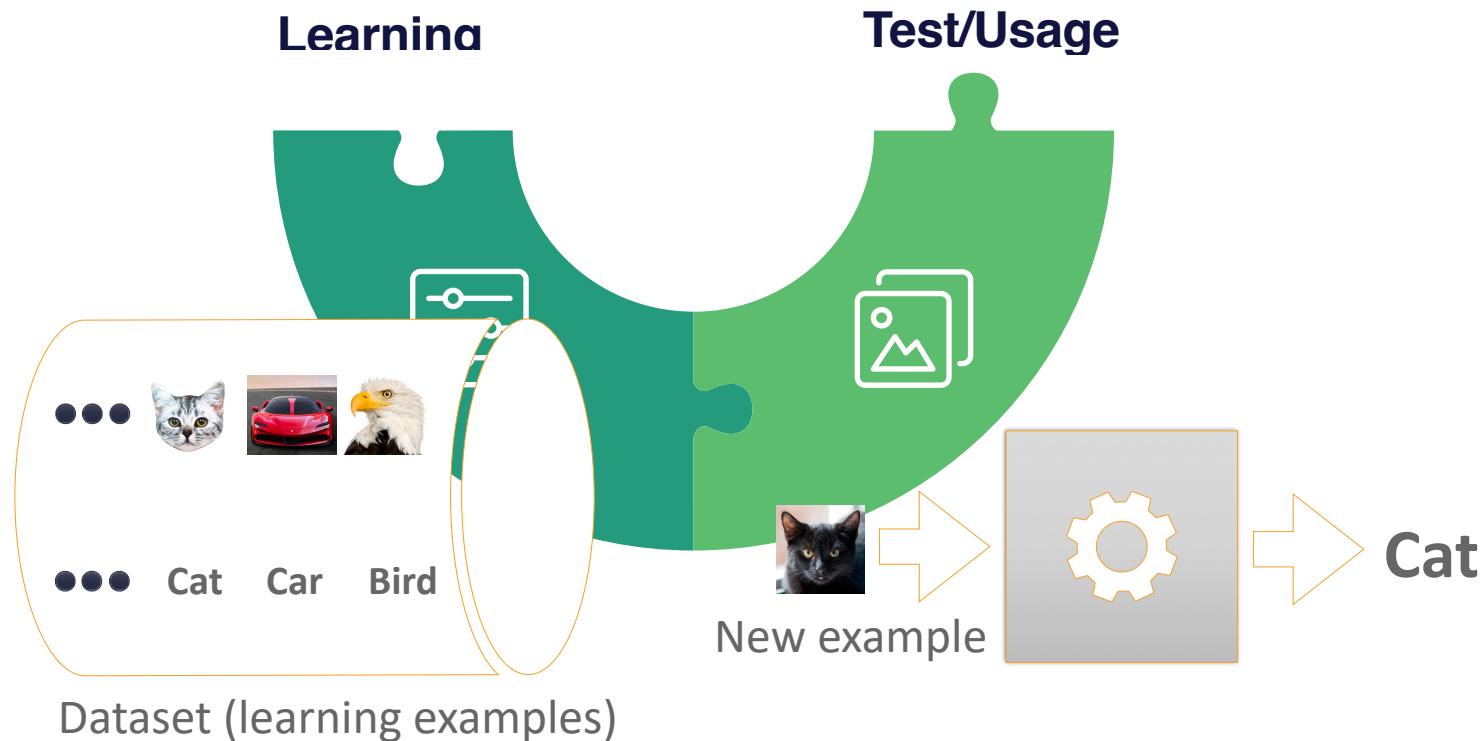
Machine Learning

ML principles



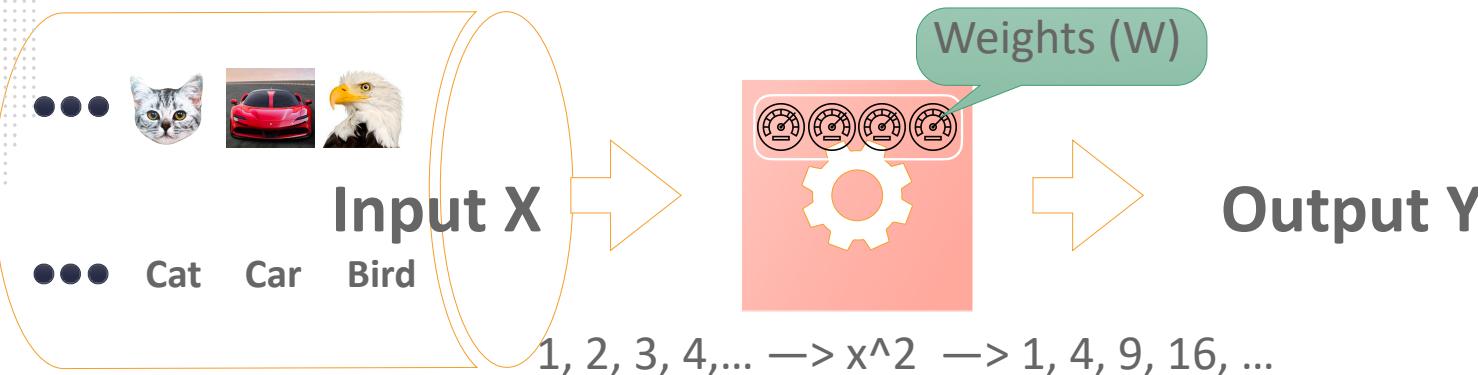
ML Phases

Learning & tests

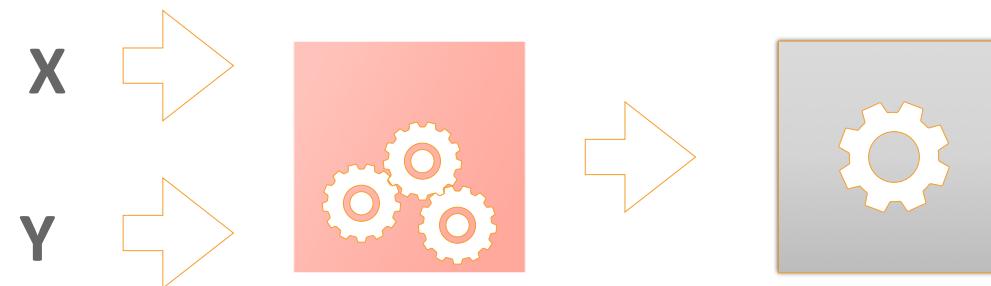


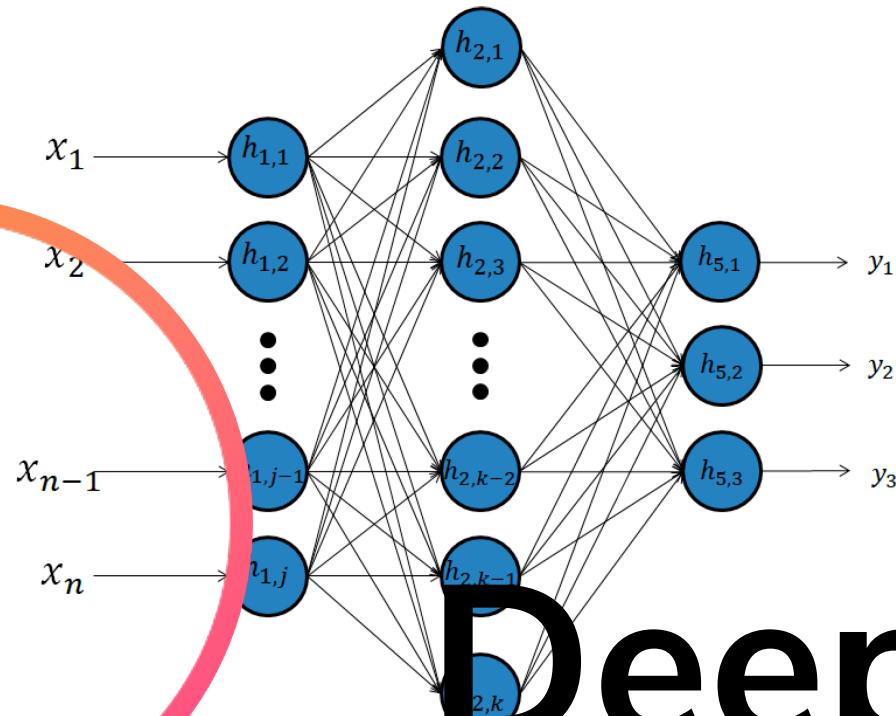
ML Phases

Learning & tests



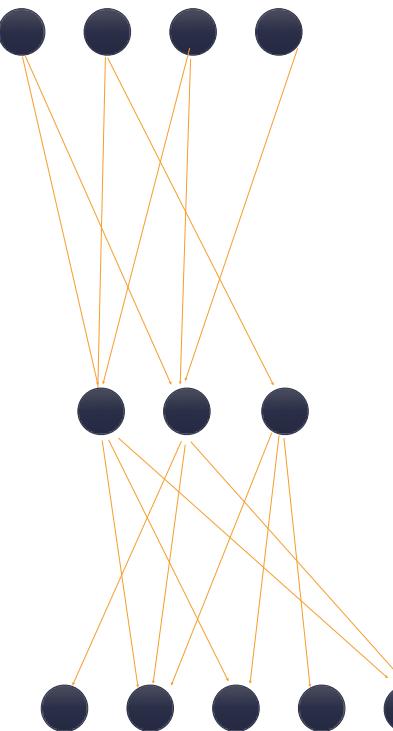
How to
Adjust these
Weights ?





Deep Learning

Convolutional Neural Network



Pixels

Vectors

Shapes



Pixels differences

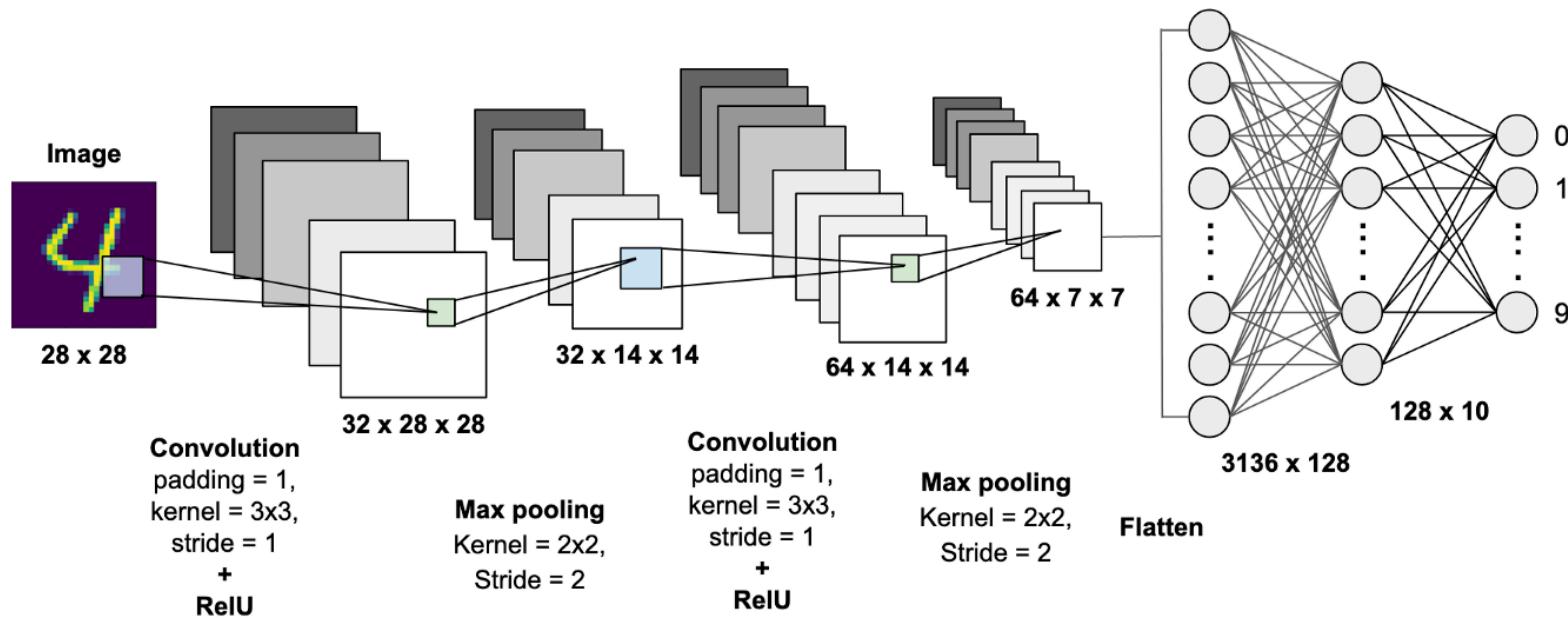
Combines pixels (vectors)

Combine vectors (shapes)

Combine Shape to
identify the CAT

Convolutional Neural Network

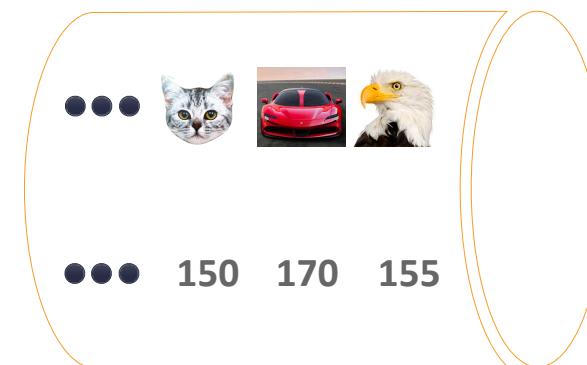
Cnn



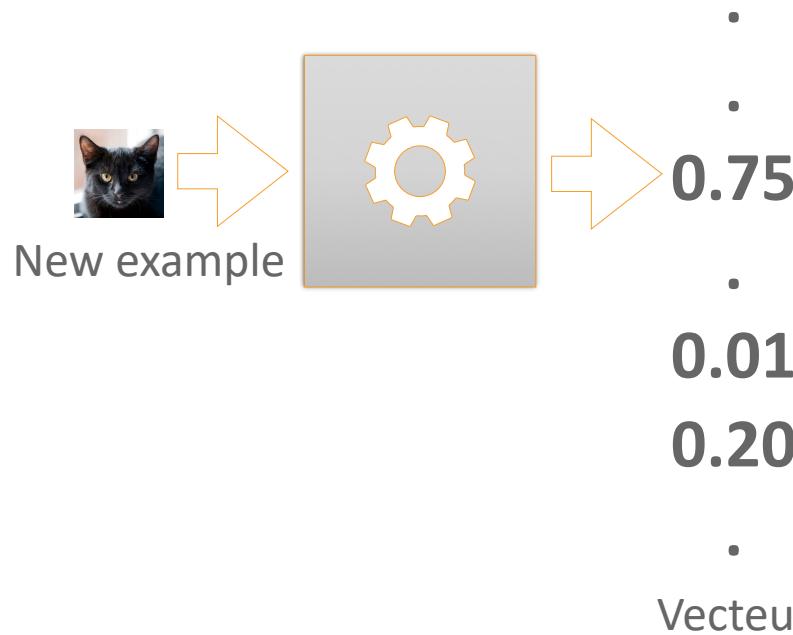
Supports only numbers

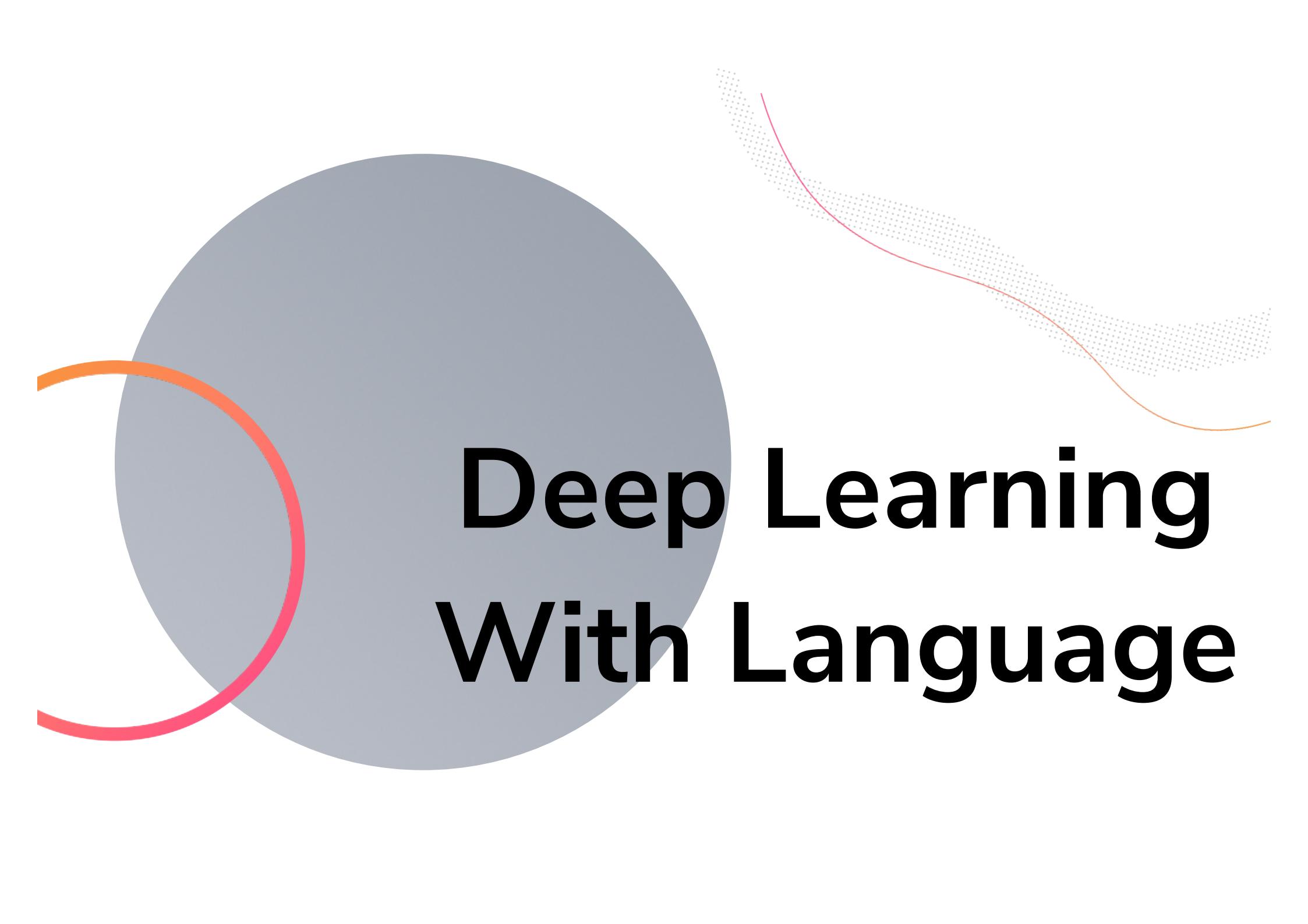
Solve number's Problems

	165	187	209	58	7
	14	125	233	201	98
253	144	120	251	41	147
67	100	32	241	23	165
209	118	124	27	59	201
210	236	105	169	19	218
35	178	199	197	4	14
115	104	34	111	19	196
32	69	231	203	74	



Solve number's Problems





Deep Learning With Language

Language Processing Pain Points

04 pain points highlights here

1 Text -> numbers

4 Meaning

Emotion detection in a sentence

2 Text with different sizes

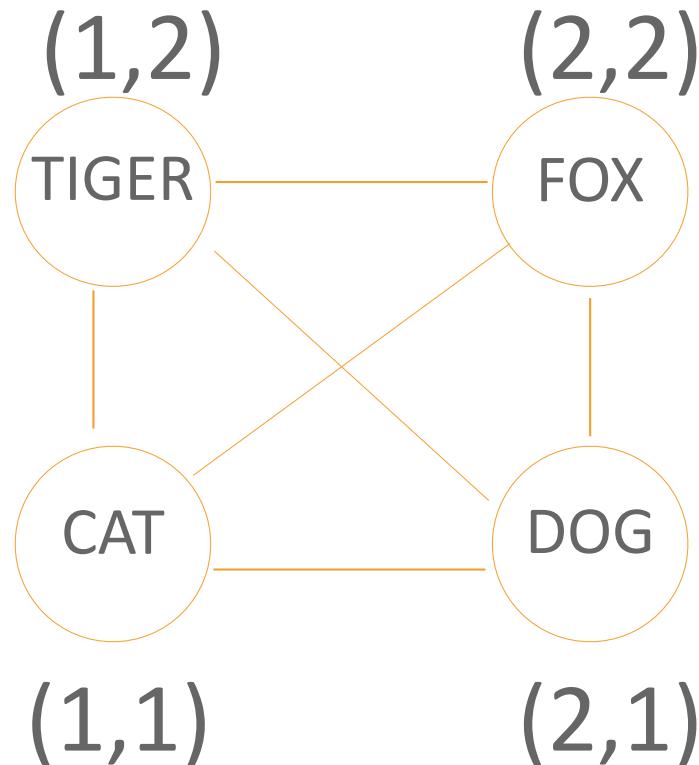
Image with fix size at the begin, if not
resize

3 Order is really important

Difficult to split the sentence without
loosing information

Text to numbers

NLP



In Real,
more than 300
dimensions

Word2vec
GloVe

Glove - Google

N L P

GloVe: Global Vectors for Word Representation

Jeffrey Pennington, Richard Socher, Christopher D. Manning

Introduction

GloVe is an unsupervised learning algorithm for obtaining vector representations for words. Training is performed on aggregated global word-word co-occurrence statistics from a corpus, and the resulting representations showcase interesting linear substructures of the word vector space.

Getting started (Code download)

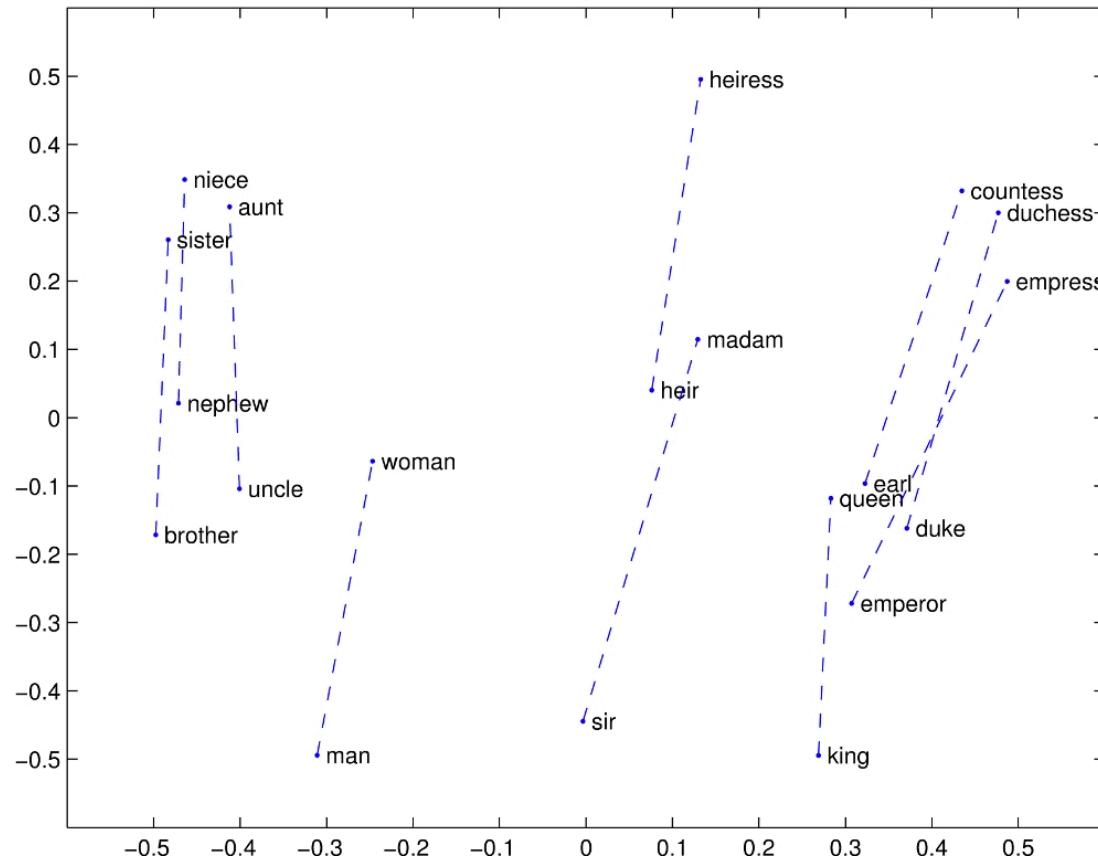
- Download the latest [latest code](#) (licensed under the [Apache License, Version 2.0](#)).
Look for "Clone or download"
- Unpack the files: unzip master.zip
- Compile the source: cd GloVe-master && make
- Run the demo script: ./demo.sh
- Consult the included README for further usage details, or ask a [question](#)

Download pre-trained word vectors

- Pre-trained word vectors. This data is made available under the [Public Domain Dedication and License](#) v1.0 whose full text can be found at: <http://www.opendatacommons.org/licenses/pddl/v0/>
 - [Wikiword_5](#) (6B tokens, 400K vocab, uncased, 50d, 100d, 200d, & 300d vectors, 822 MB download); [glove.6B.zip](#)
 - Common Crawl (42B tokens, 1.9M vocab, uncased, 300d vectors, 1.75 GB download); [glove.42B.300d.zip](#)
 - Common Crawl (840B tokens, 2.2M vocab, cased, 300d vectors, 2.03 GB download); [glove.840B.300d.zip](#)
 - Twitter (2B tweets, 27B tokens, 1.2M vocab, uncased, 25d, 50d, 100d, & 200d vectors, 1.42 GB download); [glove.twitter.27B.zip](#)
- Ruby [script](#) for preprocessing Twitter data

<https://nlp.stanford.edu/projects/glove/>

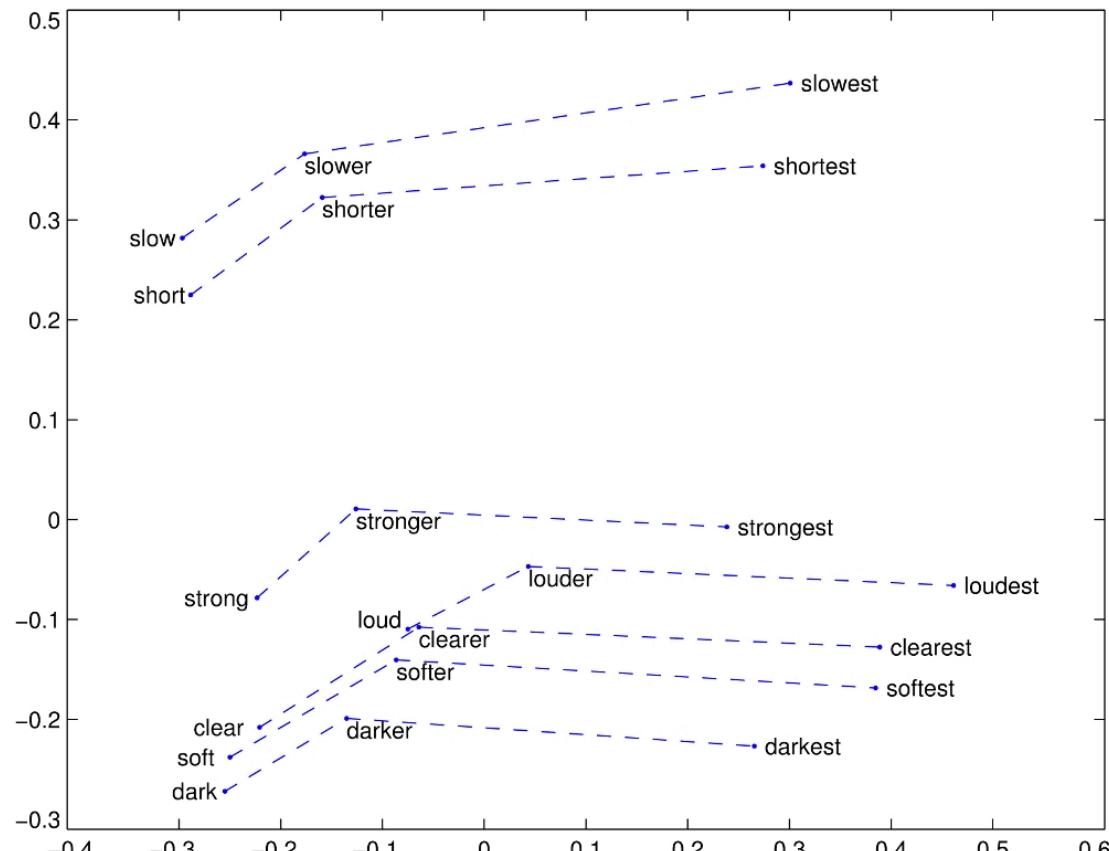
Glove - Gooble



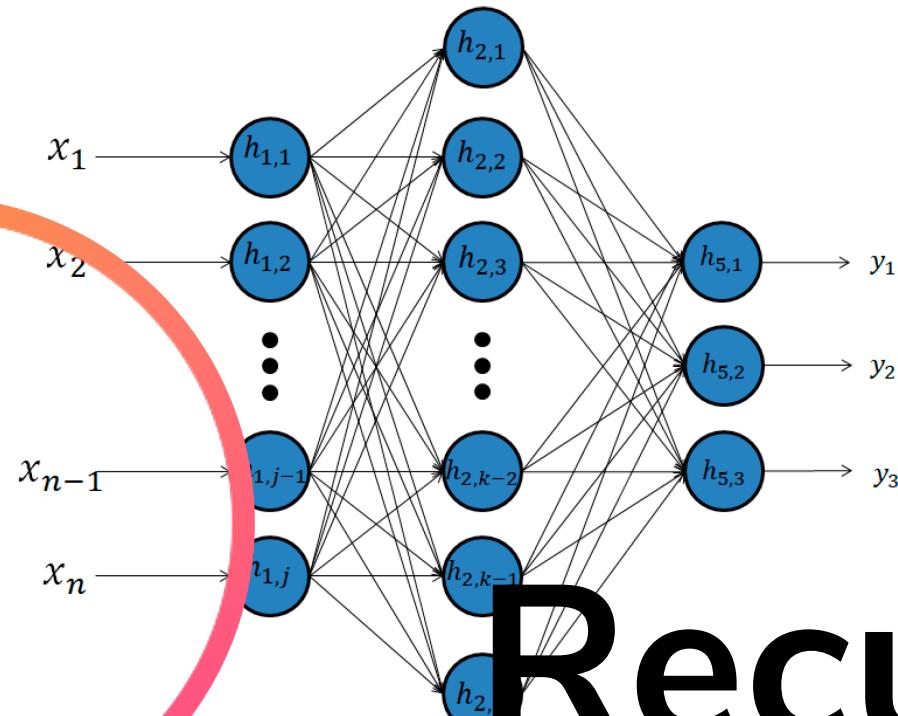
<https://nlp.stanford.edu/projects/glove/>

Glove - Google

NLP

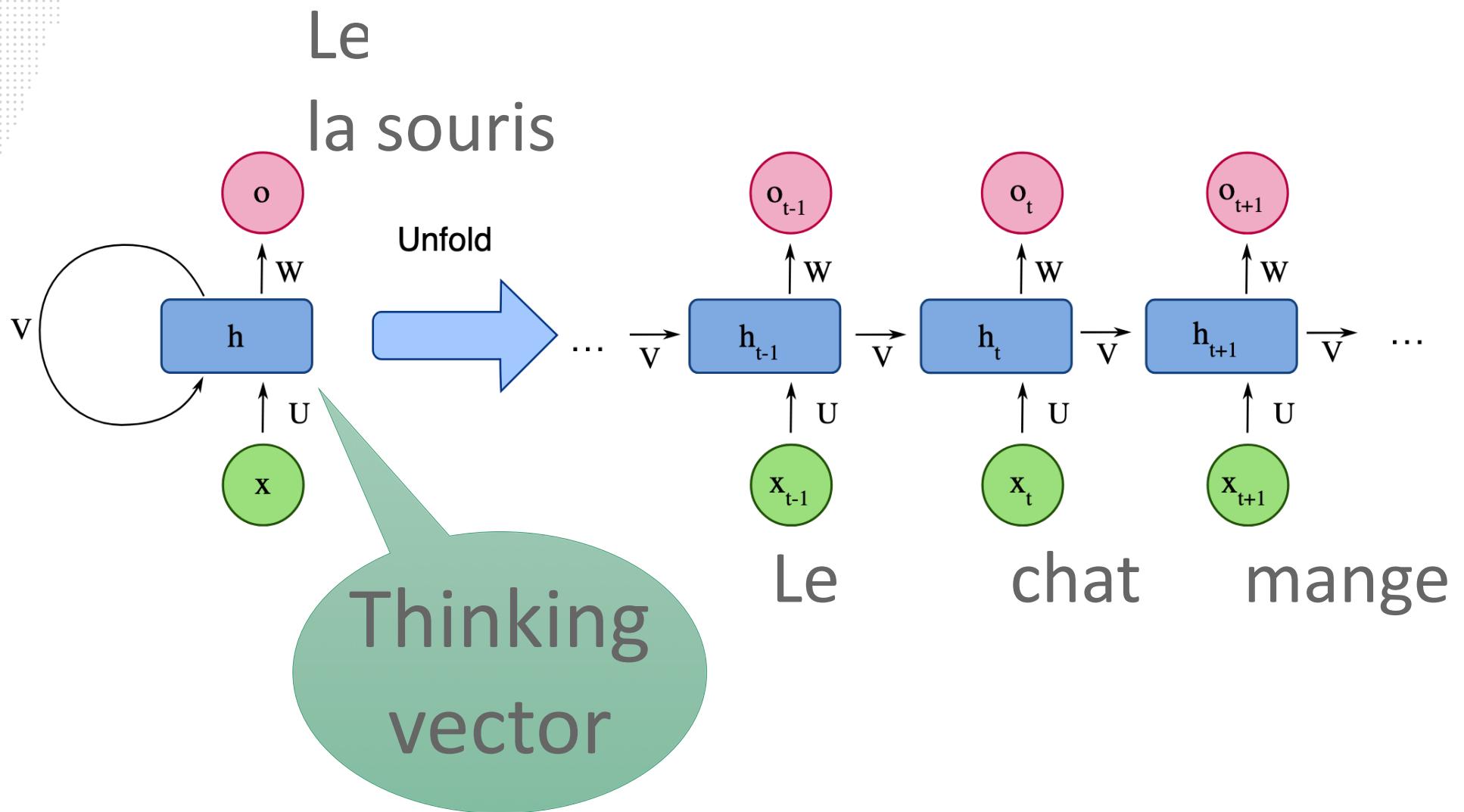


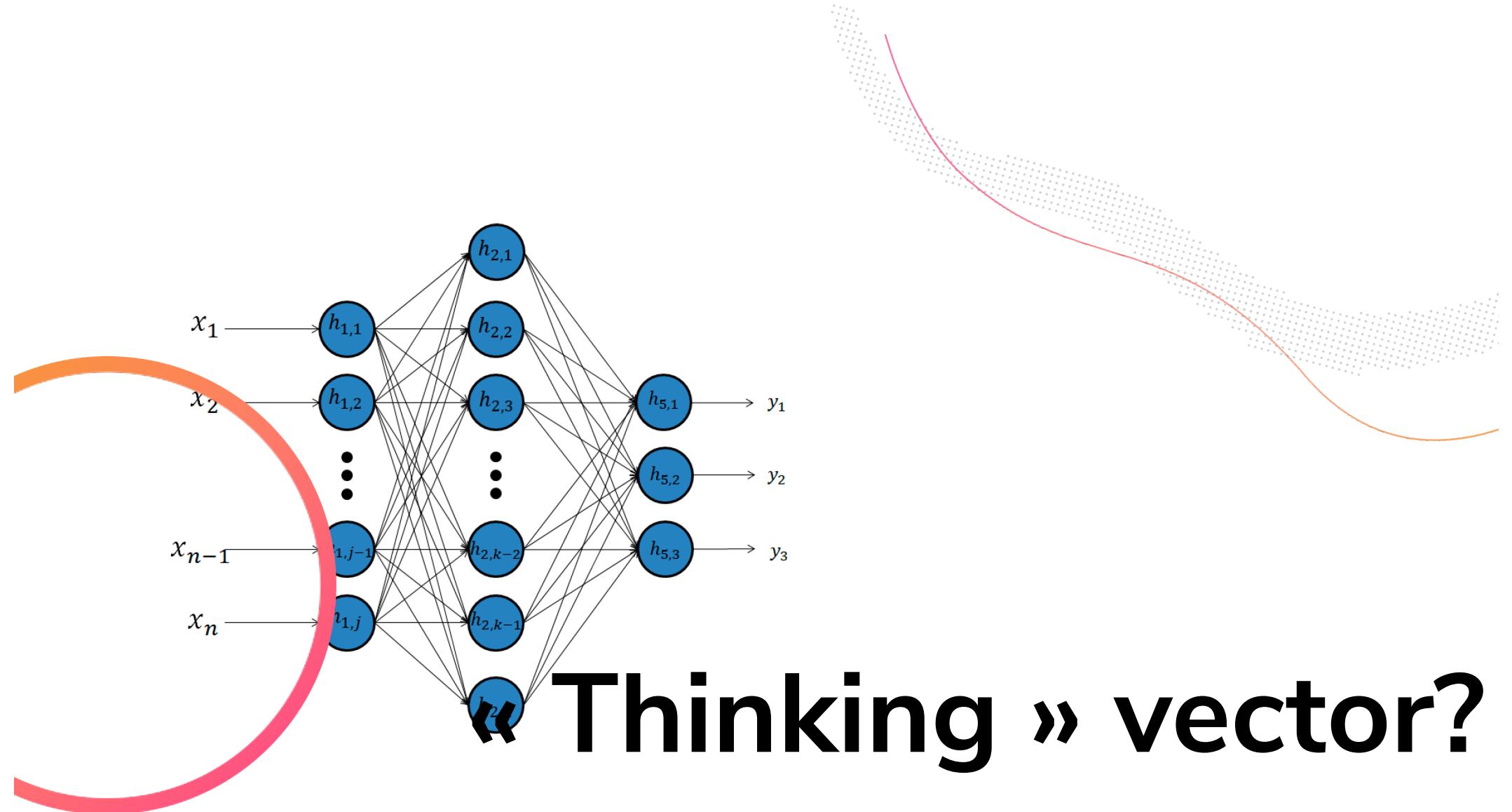
<https://nlp.stanford.edu/projects/glove/>



Recurrent NN

Recurrent Neural Network

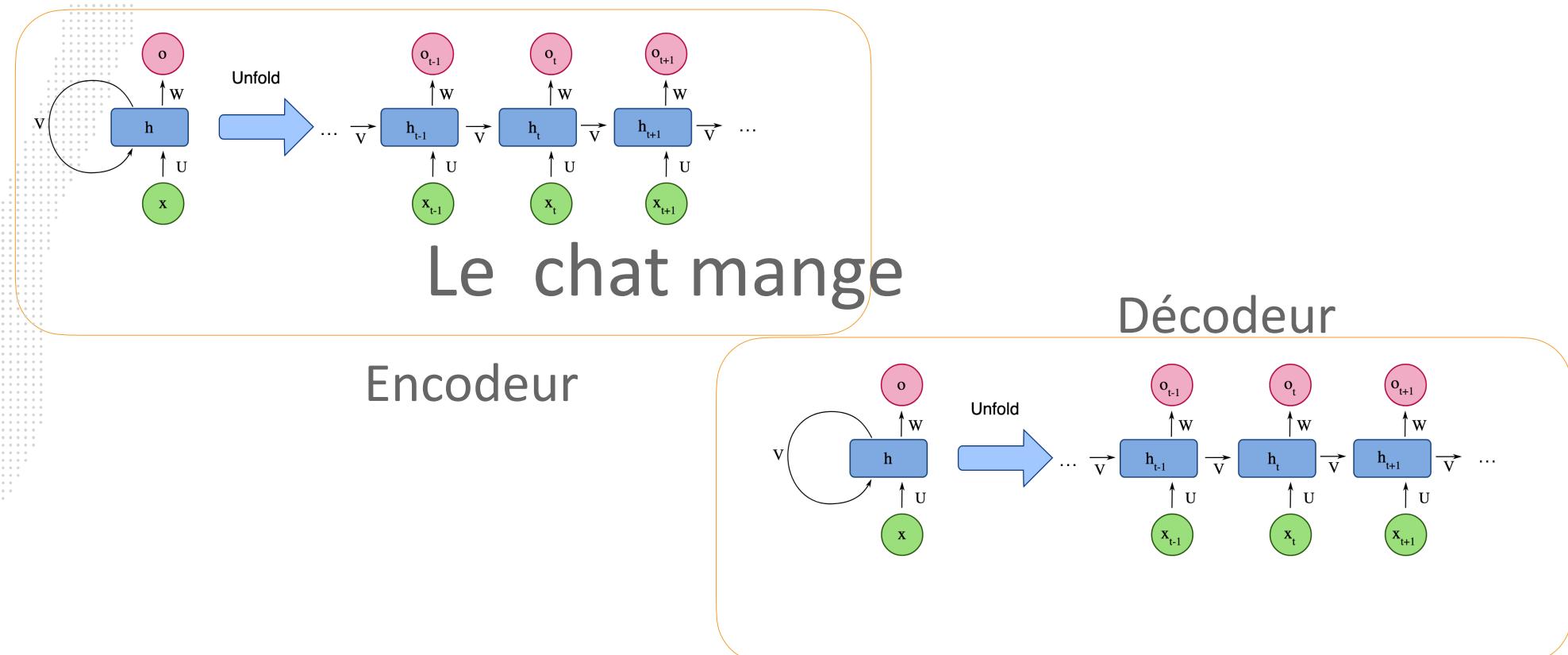




« Thinking » vector?

Recurrent Neural Network

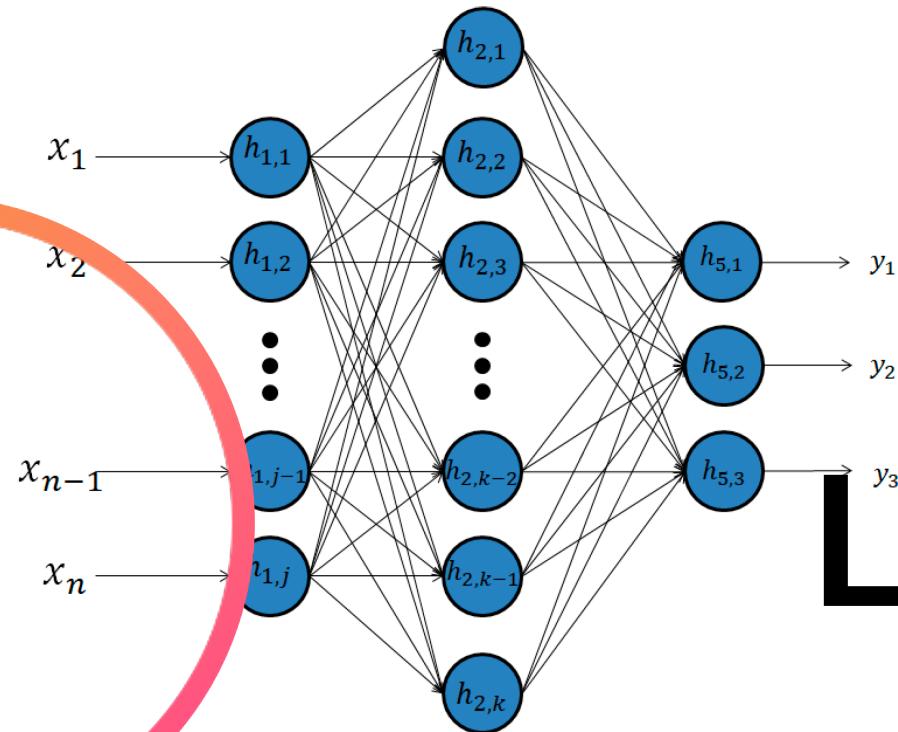
RNN



Recurrent Neural Network

Issue

Bohicon est une
très belle ville du
Benin, j'est vécu
cinq et c'est là j'ai
apris à parler ...



**Long short
term memory**