

Living with Code

`doAllTheThings()`

Richard Littauer

What do I do?

- Open Source Community Facilitator
- Podcast host
- Full-stack developer
- Birdwatcher
- Linguist

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Tûn Boá

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Welcome to Llama!

[Information](#)

Welcome to my site. You may be wondering why you're here. Well, you probably have heard of Richard Littauer (or Taronyu or Lajaki), and stumbled upon this site through one of his ridiculous self-assertive scrawlings on the great spider web. This site is exclusively for showcasing Richard's linguistic work, in particular and mostly dealing with artificially constructed languages. There's not much yet to show, but there may be enough to amuse for a while. You'll see above a few links. I'll go through what they are below.

P.S. If you don't want to be here, you can always go back to [Richard's main site](#).

P.P.S. Tûn Boá, if you're wondering, is Llárriésh for "Hello", more or less. It means, more generally, "I hope that we can share information, that our minds can become one through the process of sharing ideas."

[The Links Above:](#)

The first is an about page. That's a pretty good place to start, as well.

One is to a blog, which I just started. It's going to be the centre of this site. All new information, from any of my languages or anything else linguistic that I find interesting, will be gathered through there. Take a look, grab the RSS, and comment if something rubs you the wrong (or the right) way.

The next is to something inscrutably called "Llárriésh". This is part of the reason that the domain name is llama. (Well, the other reason is that llamas are awesome, which isn't much of a reason.) Llama, also called Llárriésh, is a language I worked on for a month as a kind of personal bet with myself - could I create a functioning conlang in one month? The answer was - sorta. Go check it out!

Na'vi and Dothraki are other things. I've been very present in the Na'vi fan community - under the name Taronyu. If you know me, you probably already knew that (perhaps - sadly?). I wrote the dictionary that most people use. Dothraki is a language that is coming out in the spring with the HBO series 'A song of Ice and Fire', and it has been made by David Peterson, who is a pretty cool dude and also part of the LCS (Language Creation Society. They manage [conlang.org](#).) I'm one of the forerunning fans of that language, and have set up [Dothraki.org](#) with my friend Seabass, in order to start the fan base. Go check it out!

There is, of course, a links page. It's not really done yet. If you want to suggest something I should link, feel free to email me. My email is at the bottom. Please email me about anything! Questions, comments, money you can give me, even comments

Welcome to Learn Dothraki and Valyrian!

We are an unofficial fan-site for the **Dothraki** and **Valyrian** (and perhaps more to come) languages, used in HBO's **Game of Thrones** series, and derived from words used in the original *A Song of Ice and Fire* book series by George R.R. Martin. **David Peterson** of the **Language Creation Society** (LCS) was hired to create full languages out of the small snippets used in the books. This site is dedicated to the languages and learners of the language. We hope to be the fan base for these languages, allowing fans to learn, document, and speak them together. *Tongues of Ice and Fire* is hosted by another well-known constructed language site, [LearnNavi.org](#) who graciously provides us with server space and many other things. This site would not exist without LearnNavi's help! We are frequently in contact with the LCS and David Peterson, but we're not officially a part of them - everything here is for fans, by fans.

Learning Dothraki?

Dothraki is the language of the nomadic horse warriors who populate the Dothraki Sea: a vast grass plain in the center of the continent of Essos, which lies to the east of Westeros, across the Narrow Sea. Their language differs greatly from the Common Tongue of Westeros and the languages of the Free Cities, which descend from High Valyrian. For more, check the wiki, or watch our YouTube channel, or better yet, read the books. For a description of the language itself, you'll find no better place to start looking than here. If you are interested in learning to speak Dothraki, check out the dictionary, the wiki and our forum:

- The Unofficial Dothraki Dictionary (Updated frequently)
- Dothraki/Valyrian Language wiki
- Tongues of Ice and Fire Forums

Learning Valyrian?

Valyrian is actually a family of languages, stemming from **High Valyrian**, a language spoken in the ancient Valyrian Freehold. As they conquered various cities on the Continent of Essos, they would require the people there to at least speak a little High Valyrian. After the **doom of Valyria**, about 400 years before the time of the War of the Five Kings (the time of the books), High Valyrian ceased to be widely spoken. It became a dead language, much like our Latin is a dead language today. Although spoken by a few families, scholars, and priests, it is not in common use. Instead, High Valyrian was assimilated into the local languages of the people who were once under the subjugation of the Freehold of Valyria. The result was a wide range of 'bastard Valyrian' languages which were more or less incomprehensible from town to town. In the area of Astapor, High Valyrian mixed with the old **Ghiscari** language, plus the local language to create **Astapor Valyrian**, another language featured in this site. Although the High Valyrian influence can clearly be seen in Astapor Valyrian, it is very much a different language.

- The Unofficial High Valyrian dictionary Coming soon!
- The Unofficial Astapor Valyrian dictionary Coming soon!
- Dothraki/Valyrian Language wiki
- Tongues of Ice and Fire Forums

We sincerely hope you enjoy exploring all three of these languages (and likely, more to come in the future)!

Learn Na'vi

Learn the Na'vi Language

 Search



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Kaltxi! Welcome to Learn Na'vi



Greetings! Na'vi is a constructed language spoken by the Na'vi people in the world of James Cameron's *Avatar*.

LearnNaVi exists to share the Na'vi language with all who want to learn, as well as to promote and assist in its continuing development. Whether you are brand-new to Na'vi, or speak it like one of the People, all are welcome!

The official source for all aspects of the Na'vi language is the blog of its creator, Dr. Paul

F

fa: [fa] prep. *with, by means of*
faheu: ['fa.hε.u] v. *smell*
faketuan: [fa.'ke.tu.an] n. *alien, non-Na'vi*
***fi:** [fi] adp. *this derived from fipo this one and fi'u this thing*
fifya: ['fi.fja] pn. *this, this way, like this*
fikem: ['fi.kεm] pn. *this (action)*
fitseng(e): [fi.'tseŋ(ε)] pn. *this, here, this place*
fkarut: ['fka.rut] v. *peel*
fkeu: [fkeu] adj. *mighty*
fko: [fko] adj. *one*
fmawn: [fmawn] n. *news, something to report*
fmetok: ['fme.tok] v. *test (or n. test (definite))*
fmi: [fmi] v. *try*
fngap: [fn.gap] n. *metal*
fngapsutxwll: [fn.gap.su.txwll] n. *metal-following plant (Pandoran flora)*
fnu: [fnu] v. *quiet, be quiet*
fo: [fo] pn. *he/she derived from po he/she*
fpak: [fpak] v. *hold off, suspend action*
fpe': [fpe?] v. *send*
fpeio: [fpe.'i.o] v. *challenge (ceremonial)*
fpi: [fpi] intj. *for the sake of*

fpom: [fpom] n. *well-being, peace*
fpxafaw: ['fp'a.faw] n. *medusa (Pandoran fauna)*
fpxäkìm: ['fp'æ.kim] v. *enter*
***fra:** [fra] adp. *every derived from frapo everyone and fra'u everything*
fra'u: [fra.?u] n. *everything derived from 'u thing*
frapo: [fra.po] n. *po derived from everyone he/she*
ftang: [ftan] v. *stop*
fte: [ftε] conj. *so that*
fteke: ['fte.ke] conj. *so that not, lest (c.w. from fte so that and ke not*
ftia: ['fti.a] v. *study*
ftu: [ftu] prep. *from (direction)*
ftue: ['ftu.ε] adj. *easy*
***ftxavang:** ['ft'a.van] n. *passion, heart derived from nìftxavang passionately*
ftxey: [ft'ej] v. *choose*
fu: [fu] conj. *or*
***fyá:** [fja] n. *path, direction derived from fyá'o path and fyape how*
fyá'o: ['fja.?o] n. *path, way*
fyape: ['fja.pe] conj. *how*
fyawìntxu: [fja.wm.'t'u] n. *guide*



SAARLAND UNIVERSITY
DEPARTMENT OF COMPUTATIONAL LINGUISTICS

MASTER'S THESIS

**Open Source Code
and
Low Resource Languages**

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Supervisors:
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Prof. Dr. Alexis PALMER

June 16, 2018

The screenshot shows a LaTeX editor window titled "thesis.tex". The menu bar includes "Typeset", "LaTeX", "Macros", "Tags", "Labels", and "Templates". The code is color-coded for syntax highlighting:

```
10 \begin{document}
11 \hypersetup{pageanchor=false}
12
13 \include{title-page}
14
15 \pagenumbering{roman}
16 \setcounter{page}{2}
17
18 \onehalfspacing
19
20 \include{abstract}
21 \include{declaration}
22 \include{acknowledgements}
23
24 % Table of Contents section
25 \newpage
26 \tableofcontents
27 \newpage
28 \listoffigures
29 \listoftables
30 \newpage
31
32 % Start page numbers again, using arabic this time
33 \hypersetup{pageanchor=true}
34 \pagenumbering{arabic}
35 \setcounter{page}{1}
36
37 \include{introduction}
38 \include{low-resource-languages}
39 \include{resources}
40 \include{floss}
41 \include{open-source-for-lrls}
42 \include{case-studies}
43 \include{methods}
44 \include{discussion}
45 \include{future-work}
46 \include{conclusion}
47
48 \singlspacing
49
```

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...

[master](#)

1 branch

0 tags

[Q](#)

+

Code



RichardLitt Merge branch 'master' of github.com:RichardLitt/wired-in

9f86133 on Jun 20, 2013

84 commits

temp
Changed the source folder, added temp folder.

9 years ago

wired-in.wiki
Added the wiki, modified the ical() function

9 years ago

.gitignore
Cleaned gitignore further.

10 years ago

README.md
Edited description of the screenshot.

10 years ago

__init__.py
Added screenshot and init for modularity.

10 years ago

example_oxygen.csv
Added all of the files.

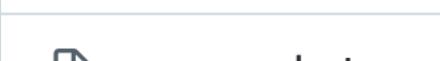
10 years ago

example_tasks.csv
Added all of the files.

10 years ago

gcal_convert.py
Started a conversion script, modified file.

9 years ago

screenshot.png
Added screenshot and init for modularity.

10 years ago

sql_attempt.py
Added all of the files.

10 years ago

wired_in.py
Merge branch 'master' of github.com:RichardLitt/wired-in

9 years ago

README.md

Wired In

A time-tracker and task organisation [⚙️](#)
program.

[8 stars](#)[3 watching](#)[2 forks](#)
Python 100.0%



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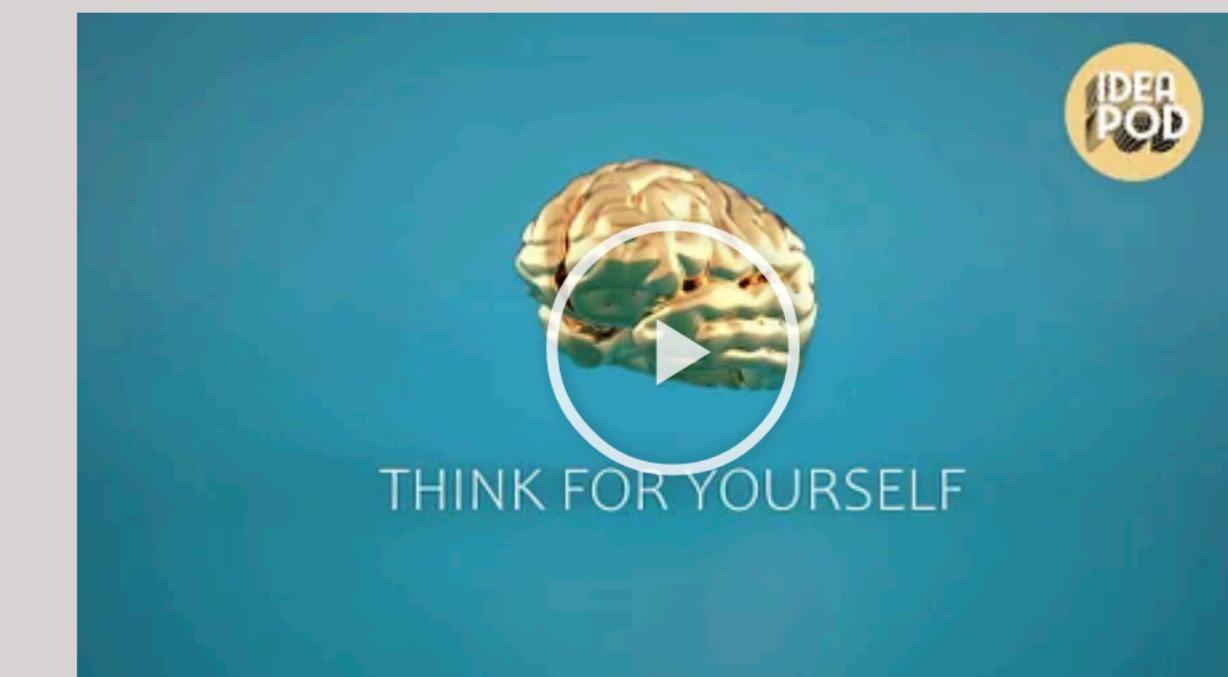
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Sustain

Holding a space for conversations about sustaining Open Source

Listen

Sustain has an official podcast, where Richard Littauer, Eric Berry, Justin Dorfman, Allen Gunner, and Pia Mancini talk with guests regularly about sustaining open source.

[Tune in](#)

Events

Sustain started as a regular event. Now, we've branched out: we not only host the main Sustain Summit, but also encourage satellite events under the sustain brand.

[Learn more](#)

Working Groups

Sustainers who've attended the Summit in 2020 are working hard to produce content to help other members of the ecosystem sustain their software in the long haul.

[Take a look](#)

Newsletter



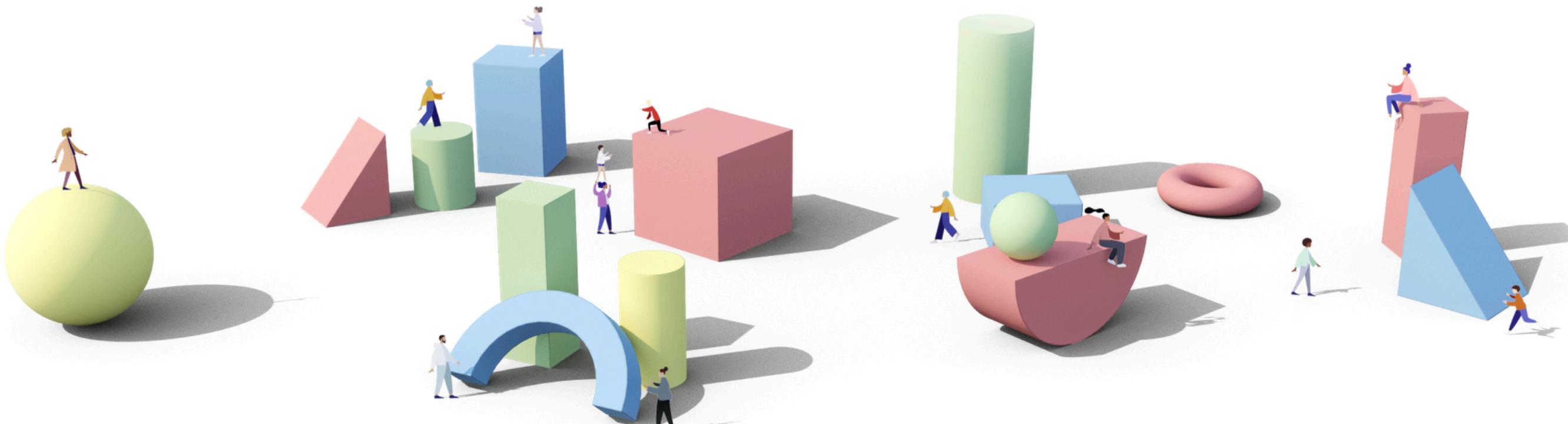
OSPO++

OSPO++ is a network and a community of collaborative open source program offices in universities, governments, and civic institutions. We're building resources to help create OSPOs, actively engaging in discussions on how to best manage and grow open source programs, and how to garden sustainable communities that last.

Interested in joining us? [Get in touch](#). Register and Attend our [Working Group Discussions](#)

Digital Infrastructure Research and Development

Creating a sustainable future for the technology that powers our world



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What is
Digital Infrastructure



Combining technology and research to make birding more rewarding.

Welcome to Birding in Vermont! This site is dedicated to helping birders by providing tools and resources on how to bird, better.

Note: This site is not optimized for usage on a phone. Try it on your computer.

- [Vermont Towns](#): Upload your eBird data to see what towns you've birded in, and what birds you have or haven't seen there. As well, you can look at what birds you've seen in Vermont's biophysical regions.
- [Nocturnal Flight Calls \(NFCs\)](#): We're building a database of pages about specific species of birds identifiable by their nocturnal calls that they give in migration. Our goal here is to be a definitive resource for helping NFC enthusiasts learn more about how to identify birds and approach NFC research.