

1 LOST IN TRANSLATION: TRANSLATING GENERATION
2 Z INTERNET SLANG USING MACHINE LEARNING

3 A Special Problem Proposal
4 Presented to
5 the Faculty of the Division of Physical Sciences and Mathematics
6 College of Arts and Sciences
7 University of the Philippines Visayas
8 Miag-ao, Iloilo

9 In Partial Fulfillment
10 of the Requirements for the Degree of
11 Bachelor of Science in Computer Science by

12 FLAUTA, Neil Bryan
13 GIMENO, Ashley Joy
14 GIMENO, Carl Jorenz

15 Francis DIMZON
16 Adviser

17 April 30, 2025

Abstract

19 Internet slang is an informal variation of language that is prominent to the younger
20 generation. The usage of this language brought a generational divide between
21 them and the older generations. This study aimed to develop a translation tool
22 leveraging Large Language Models (LLMs) to bridge this issue. A dataset of
23 Generation Z slang sentences and their formal equivalents was used to fine-tune
24 Zephyr-7B-Beta model. The performance of the fine-tuned model was evaluated
25 against the base model using automatic metrics (BLEU and ROUGE-L) and man-
26 ual evaluations through online surveys involving Gen Z students. Results showed
27 that the fine-tuned model only slightly outperformed the base model in terms of
28 automatic metrics, and it was generally preferred by human evaluators. These re-
29 sults indicate the fine-tuned model's effectiveness in producing more contextually
30 appropriate and user-aligned formal translations.

31 **Keywords:** Internet Slang, Generation Z, Generational Divide, LoRA,
LLM

32

Contents

33	1 Introduction	1
34	1.1 Overview	1
35	1.2 Problem Statement	3
36	1.3 Research Objectives	3
37	1.3.1 General Objectives	3
38	1.3.2 Specific Objectives	3
39	1.4 Scope and Limitations of the Research	4
40	1.5 Significance of the Research	4
41	2 Review of Related Literature	5
42	2.1 Communication Gap between Generations	5
43	2.2 Generative AI	6
44	2.3 Existing Studies	6
45	2.4 LoRA for Fine Tuning	7
46	2.5 Chapter Summary	7
47	3 Research Methodology	10
48	3.1 Research Activities	10

49	3.1.1	Data Gathering	10
50	3.1.2	Data Preprocessing	11
51	3.1.3	Model Fine-Tuning	11
52	3.1.4	Model Evaluation	12
53	3.2	Calendar of Activities	13
54	4	Results & Discussions	14
55	4.1	Dataset	14
56	4.2	Model Evaluation	14
57	4.2.1	Model Training	14
58	4.2.2	Text Generation	17
59	4.2.3	Automatic Evaluation Metrics	17
60	4.2.4	Manual Evaluation Metrics	17
61	4.3	Summary	23
62	5	Conclusion	25
63	5.1	Limitations	25
64	5.2	Recommendations	26
65		References	27

66 List of Figures

67	4.1 Training Loss	15
68	4.2 Validation Loss	15
69	4.3 Evaluated using BLEU metric	16
70	4.4 Evaluated using ROUGE-L metric	16
71	4.5 Form 1 Evaluation	18
72	4.6 Form 2 Evaluation	19
73	4.7 Form 3 Evaluation	20
74	4.8 Form 4 Evaluation	21
75	4.9 Form 5 Evaluation	22
76	4.10 Summary Evaluation	23

⁷⁷ List of Tables

⁷⁸	2.1 Summary of Existing Studies	9
⁷⁹	3.1 Timetable of Activities	13

Chapter 1

Introduction

1.1 Overview

Language is how humans communicate and express themselves (Crystal & Robins, 2024). It evolves, adapting to the changing needs of users (Jeresano & Carretero, 2022). New words are borrowed or invented (Mantiri, 2010), and most linguistic changes are initiated by young adults and adolescents (Thump, 2016 as cited in (Jeresano & Carretero, 2022)). This demographic tends to focus on belonging to self-organized groups of peers and friends, forming what can be described as the "we" generation. Through their interactions, language changes differently, making them remarkably distinct from previous generations.

Slang is a great example of the dynamic nature of language. Slang is an informal language used by people in the same social group (Fernández-Toro, 2016). It serves multiple social purposes: identifying group members, communicating informally, and opposing established authority (McArthur, 2003). Slang is highly contextual and pervasive, even in non-standard English. Its figurative nature and how it twists the definitions of the words used make it difficult for outsiders to understand.

In recent years, the Internet has become a significant medium for the evolution and spread of language, giving rise to 'Internet slang' (J. Liu, Zhang, & Li, 2023). Internet slang is a collection of everyday language forms used by various online groups (Barseghyan, 2014). Ujang et al. (2018, as cited in (binti Sabri, bin Hamdan, Nadarajan, & Shing, 2020)) state that internet slang is not easily understood by people outside the social group or people who are not fluent in the language where the slang is used. This phenomenon is particularly prominent among the

105 younger generation (Maulidiya, Wijaya, Mauren, Adha, & Pandin, 2021), where
106 they use it to communicate and interact with friends.

107 Generation Z, individuals born between 1996 and 2009, are regarded as "dig-
108 ital natives" because technology is an integral part of their upbringing (Dua et
109 al., 2024). Even the language of this generation is greatly affected by technology,
110 where newly coined terms and phrases, called Gen Z slang, are tied to the me-
111 dia culture they've grown up with (Jeresano & Carretero, 2022). However, this
112 evolution of language often creates communication barriers with older generations
113 (Venter, 2017 as cited in (Ghazali & Abdullah, 2021)). Furthermore, studies show
114 that even within Generation Z, people with limited exposure to social media may
115 struggle to understand the prevalent slang (Vacalares, Salas, Babac, Cagalawan,
116 & Calimpong, 2023).

117 These gaps highlight the need for a tool that can bridge the generational di-
118 vide, making it easier for individuals to understand the language of Generation Z.
119 Multiple studies have tried translating slang into a formal language using machine
120 learning. Khazeni et al. achieved a 81.91% accuracy in translating Persian slang
121 to formal Persian language using deep learning. Another study by Nocon et al.
122 created a translator to translate Filipino colloquialisms into the Filipino language
123 using Tensorflow's sequence-to-sequence model and Moses' phrase-based statis-
124 tical machine translation. Furthermore, Ibrahim and Sharief developed a slang
125 translator using models from Hugging Face.

126 Building on these studies, this study proposes to create a translation tool
127 specifically to translate Gen Z slang. The tool will utilize Low Rank Adaptation
128 (LoRA) to a selected Large Language Model (LLM). The results will be evaluated
129 using the Recall-Oriented Understudy for Gisting Evaluation (ROUGE).

130 By fostering mutual understanding, this tool aims to promote more effective
131 and harmonious interactions across age groups, ultimately enhancing relationships
132 and reducing miscommunication.

133 The main contributions of this study are as follows:

- 134 • Enhance linguistic understanding between generations by using fine-tuning
135 a LLM to translate Gen Z slang to formal language, leveraging the strengths
136 of advanced NLP techniques
- 137 • Bridge communication gaps between generations using the proposed model
138 to foster better relationships
- 139 • Create a scalable framework that can be adapted to translate slang in other
140 languages

1.2 Problem Statement

Internet slang fosters informal, relatable communication within the younger generation (Ghazali & Abdullah, 2021), especially Generation Z, but it presents challenges in understanding for people outside this demographic. The gap in comprehension with older generations widens as internet slang evolves, often leading to miscommunication affecting social relationships that contribute to the generational divide (Vacalares et al., 2023). A more specific translation tool developed using language models can be used to bridge this divide.

By leveraging the ability of LLM to generate a more nuanced and properly constructed answer, a better tool can be made to translate the slang into proper sentences. It has already been proven by the likes of GPT being modified and tailored for use in several automated chatbots to provide customer service.

1.3 Research Objectives

1.3.1 General Objectives

This study aims to fine-tune the zephyr-7b LLM for use in the translation of Generation Z internet slang used by Filipinos in social media.

1.3.2 Specific Objectives

- To create a dataset of sentences containing Generation Z slang used in differing contexts and its formal translation
- To create a LoRA implementation for fine-tuning an existing model
- To fine-tune an existing LLM to translate sentences containing Generation Z slang into formal sentences
- To evaluate the performance of the trained model and compare it to the baseline model using several performance metrics

165 **1.4 Scope and Limitations of the Research**

166 This study focused on the use of internet slang by Filipino Generation Z, with
167 an emphasis on the English language, as it is widely used on different digital
168 platforms, such as social networks.

169 **1.5 Significance of the Research**

170 The study contributed to understanding the evolving linguistic landscape shaped
171 by Internet slang, especially as used by Generation Z. The insights gained from
172 this study aid educators, parents, and communication professionals in bridging
173 inter-generational communication gaps and fostering better understanding across
174 age groups.

Chapter 2

Review of Related Literature

2.1 Communication Gap between Generations

Language is dynamic in nature and thus, constantly evolving over time. One example of this behavior is the development of internet slang. Internet slang is a result of language variation and is often regarded as informal (S. Liu, Gui, Zuo, & Dai, 2019). In the study, *The Use of Online Slang for Independent Learning in English Vocabulary* (Ambarsari, Amrullah, & Nawawi, 2020), students used internet slang to express their feelings and emotions, and to align their communication style with their peers.

However, this development has its challenges. It is suggested that younger generation should use slang to communicate with each other instead of older generations because it might cause confusion between them (Jeresano & Carretero, 2022).

This miscommunication is prominent between generations with differences in linguistic familiarity as Suslak (Suslak, 2009) argues that age influences language use, noting that language evolves across generations. Supporting this, a study by Teng and Joo (Teng & Joo, 2023) found that the older a person is, the less likely they are to understand internet language.

Studies have shown that using internet slang improves relationships between those who use it. However, using internet slang for inter-generational communication can be a hindrance to proper and effective communication (Gonzaga, 2025).

198 2.2 Generative AI

199 Generative AI encompasses machine learning models that create new content,
200 such as text, images, and audio, based on patterns learned from extensive data
201 (Euchner, 2023). These models, including LLMs like those used in ChatGPT and
202 Bing AI, use neural networks to predict the next word or phrase in a sequence,
203 enabling them to generate human-like text (Brynjolfsson, Li, & Raymond, 2023).
204 The ability of generative AI to understand and produce diverse content, ranging
205 from creative writing code, makes it potentially useful for various applications,
206 such as language translation (Fui-Hoon Nah, Zheng, Cai, Siau, & Chen, 2023).

207 2.3 Existing Studies

208 Verghe et al. (Verghe, Godbout, Rabbany, & Pelrine, 2024) used multiple open
209 source LLMs and compared them with the latest version of GPT-3.5 and 4.0 models
210 at that time. They determined zephyr-7b-beta is a viable open-source alternative
211 to these models and is comparable with the latest GPT-4.0 model.

212 Khazeni et al. (Heydari, Albadvi, & Khazeni, 2024) used deep learning to
213 create a model for translating Persian slang text into formal ones. The researchers
214 explored the challenges of translating Persian slang into English within the context
215 of film subtitling, specifically focusing on the performance of three neural machine
216 translation (NMT) systems, namely Google Translate, Targoman, and Farazin.
217 The primary interest of the paper lies in the understanding of how these NMT
218 systems handle the complexities of slang translation. It was revealed that the
219 NMT systems often struggle to capture the nuances of slang, leading to unnatural
220 and inaccurate translations. Targoman performed best in naturalness, but it
221 fell short of human translation quality. This implies the need for specialized
222 algorithms or training data suitable for slang, and potentially human post-editing,
223 to achieve accurate and culturally appropriate translations in this domain.

224 The study by Nocon et al. (Nocon, Kho, & Arroyo, 2018) explores translating
225 Filipino colloquialisms, such as Conyo and Datkilab, into standardized Filipino,
226 addressing comprehension barriers for non-familiar speakers. Two machine
227 translation (MT) approaches were evaluated: Tensorflow’s Sequence-to-Sequence
228 model using Recurrent Neural Networks (RNNs) and Moses’ Phrase-based Statistical
229 MT. Moses outperformed Tensorflow on test data due to its handling of
230 phrase combinations and unfamiliar words, while Tensorflow excelled on training
231 data, indicating potential with refinement and more training data. The research
232 underscores the need for robust datasets and highlights the strengths of phrase-

233 based statistical MT in tackling slang translation challenges.

234 Ibrahim and Mustafa (Ibrahim & Sharief, 2023) developed a system to trans-
235 late slang into formal language, addressing challenges posed by slang’s informality
236 and variability. Using updated datasets of slang words, formal equivalents, and
237 contextual sentences, they fine-tuned pre-trained models from Hugging Face’s
238 Transformer library. While the T5-base model showed promise during training,
239 it performed poorly in testing. In contrast, the “facebook/bart-base” model ex-
240 celled, demonstrating high accuracy and low loss values. The study highlights the
241 importance of fine-tuning and updating datasets for effective slang translation
242 and emphasizes the potential of transformer models like “facebook/bart-base” in
243 bridging informal and formal language gaps.

244 2.4 LoRA for Fine Tuning

245 Low Rank Adaptation, or LoRA, is an efficient Parameter Efficient Fine Tuning
246 (PEFT) method proposed by Hu et al (Hu et al., 2021). This can significantly
247 decrease the required storage for training while producing comparable results and
248 in some cases even outperforming other adaptation methods. In addition, it has
249 minimal chance of catastrophic forgetting as the original weights are not being
250 tampered with, unlike other fine-tuning methods. These factors make it a suitable
251 option for slang translation as a quick yet accurate solution. In a study conducted
252 by Zhao et al. (Zhao et al., 2024), they determined that some LLMs using LoRA
253 for fine tuning can outperform GPT-4, one of the most advanced LLM models
254 currently. A study by Nguyen et al. (Nguyen, Wilson, & Dalins, 2023) used
255 LoRA in fine tuning a pre-trained Llama 2 7B model for text classification of
256 a dataset that contains slang. They were able to create a more accurate model
257 compared to models by existing studies at that time.

258 2.5 Chapter Summary

259 This chapter shows how generational differences create communication gaps, espe-
260 cially due to internet slang. Younger people tend to use slang to express emotions
261 and connect with friends, but this can confuse older generations who aren’t as
262 familiar with these terms. Research shows that as language changes over time,
263 older people are generally less likely to understand the newest internet language.
264 To bridge this gap, some recent studies have utilized machine learning to translate
265 slang into more standard language. For instance, Khazeni et al. (Heydari et al.,

266 2024) used deep learning to translate Persian slang, while Nocon et al. (Nocon et
267 al., 2018) created a Filipino slang translator using statistical models. Moreover,
268 Ibrahim and Mustafa (Ibrahim & Sharief, 2023) fine-tuned pre-trained models to
269 learn slang meanings. One promising technique for this is Low Rank Adaptation
270 (LoRA), which is a fine-tuning method that keeps the original model stable while
271 using less storage. Studies by Zhao et al. (Zhao et al., 2024) and Nguyen et al.
272 (Nguyen et al., 2023) show that LoRA models are not only efficient but can even
273 outperform advanced models like GPT-4 when it comes to slang translation and
274 text classification.

Table 2.1: Summary of Existing Studies

Author	Focus	Gaps	Problem Solved
Nocon et al.	Developing machine translators for Filipino colloquialisms using sequence-to-sequence models and statistical machine translation (Moses).	Tensorflow models had issues with unknown tokens and repetitions, and limited ability to generalize to unseen data.	Demonstrated the feasibility of machine translation for Filipino colloquialisms, with Moses as a viable solution.
Ibrahim et.al	Developing an intelligent system to transform English slang words into formal words.	The study noted that more powerful processors could improve the training and testing, and that previous datasets were outdated and needed updating.	Demonstrated an effective model for translating English slang to formal English and highlighted the importance of fine-tuning pre-trained models.
Khazeni et al.	Persian slang text conversion to formal and deep learning of Persian short texts on social media	The BERT models used did not align well with the informal data used in the sentiment analysis.	Created a tool to convert Persian slang to formal text and improved sentiment analysis of short texts using deep learning.

Chapter 3

Research Methodology

This chapter lists and discusses the specific steps and activities that will be performed to accomplish the project. The discussion covers the activities from pre-proposal to Final SP Writing.

3.1 Research Activities

3.1.1 Data Gathering

A dataset of sentences containing Generation Z slang and its formal translation was used in this study. This dataset was created using several source: data obtained from social media posts and manually translated by the researchers, existing datasets from HuggingFace, and machine generated and translated sentences using GPT-4o from OpenAI.

The data obtained from social media posts were from verified users of X whose ages are within the Generation Z, so that the dataset is accurate. The data was manually translated by the researchers to ensure that the translation is accurate and reflective of the target demographic. Data obtained from existing datasets and GPT-4o was checked manually to check if whether the sentence is one used by Generation Z. These processes ensured that the dataset is of high quality and representative of what and how Generation Z slang is used.

294 3.1.2 Data Preprocessing

295 The dataset used for the fine-tuning of the model was preprocessed to ensure opti-
296 mal performance of the model. Unnecessary information such as email addresses
297 and URLs was removed. The data was then manually cleaned up to remove
298 unnecessary characters such as emojis and fixed issues such as typos. A simi-
299 lar approach was done with existing and machine generated datasets to ensure
300 consistency within the training dataset.

301 The dataset is then split into train and test datasets in a 90/10 ratio to maxi-
302 mize the data learned by the model without compromising on the model’s ability
303 to generalize to new data. The train dataset is then split again into a 90/10 ratio
304 to ensure no overfitting while still allowing the model to adapt to the pattern
305 of slang. The cleaned up dataset was then tokenized through the Transformers
306 library provided by HuggingFace as the library already has tokenizers available
307 for their pretrained models. This ensures that the data is formatted properly as
308 required by the model to be used.

309 3.1.3 Model Fine-Tuning

310 The model used in this study was zephyr-7b-beta because it is open-source and
311 was proven to perform better than other models of the same size. In addition,
312 it can be trained in a GPU with 16GB of VRAM, necessary as we are using the
313 free tier of Google Colab as the platform of choice for prototype fine-tuning of the
314 model.

315 This study used the example codes provided by HuggingFace in the documen-
316 tation of their various libraries and sample notebook provided in the zephyr-7b-
317 beta repository.

318 The model was loaded using the Transformers library and was quantized into 4
319 bits through BitsandBytes library to fit the entire model in the allocated resources
320 while having enough headroom for training. In addition, the Unsloth library was
321 used to speed up the training time and reduce the resources used even more
322 (Daniel Han & team, 2023). A LoRA adapter was then attached to the model to
323 further reduce the parameters to be trained.

324 To evaluate the model training process and ensure that the model is not overfit-
325 ting, Bilingual Evaluation Understudy (BLEU) and Recall-Oriented Understudy
326 for Gisting Evaluation (ROUGE) are used. BLEU is used to measure the preci-
327 sion of the model by determining how much of the generated text appear in the

reference text (Papineni, Roukos, Ward, & Zhu, 2001) while ROUGE is used to measure recall as it determines how much of the reference text is in the generated text (Lin, 2004). These metrics use n-grams, making them superior to standard recall and precision metrics as they take into account the positioning of the words. These two metrics were implemented using the Evaluate library by HuggingFace, making it easier to integrate with the rest of the model training process. These metrics was calculated at every epoch of the training process and is used for an early stopping callback to immediately stop the model training if the model seems to be overfitting.

The model was then trained using SFTTrainer from the TRL library of HuggingFace to simplify the training process. The model was trained with the following parameters: optimizer is paged 4bit AdamW, batch size of 8, learning rate of 2e-5, and maximum number of epochs of 50. These parameters were chosen based on the GPU provided in Colab, the test notebook by HuggingFace and the default parameters of SFTTrainer.

3.1.4 Model Evaluation

The model was evaluated using both automatic and manual evaluation metrics. The model was then prompted to generate a formal sentence for each sentence in the test dataset. The generated sentences were then compared to the formal translation of the sentence using BLEU and ROUGE metrics. The base zephyr-7b-beta model was also prompted to generate sentences for the BLEU and ROUGE metric and the pairwise comparison for human evaluation. Identical answers between the finetuned and the base model were removed to in the test set to ensure that the model is evaluated properly. A total of 144 sentences were used to evaluate the model.

A survey was conducted to compare the finetuned model to the base model to determine if the finetuning was effective. The survey was conducted online using Google Forms asked the participants to pick which of the following sentences is the more accurate translation of the given sentence based on accuracy, naturalness, and context. The order in which sentences from the two models were shown was randomly selected to avoid bias. To improve the response rate of the survey, the survey was split into multiple sets, answered by the same groups of people, allowing them to answer any or all of the survey forms.

3.2 Calendar of Activities

Table 3.1 shows a Gantt chart of the activities. Each bullet represents approximately one week's worth of activity.

Table 3.1: Timetable of Activities

Activities (2024-2025)	Dec	Jan	Feb	Mar	Apr	May	Jun
Creation of the dataset	•						
Identification of potential LLM to be used	•						
Lookup on available GPU on demand services	•						
Study on LoRA implementation for LLM	•						
Preprocessing of data	•••						
Prototype implementation of LoRA	•	••••					
Implementation of LoRA on selected model			••				
Implementation of LLM Evaluation Metrics			••				
Model Evaluation and Analysis of Results				••••			
Documentation	••	••••	••••	••••	••••		

Chapter 4

Results & Discussions

4.1 Dataset

We built a dataset containing a total of 1155 Gen Z internet slang sentences and their corresponding formal translations. The created dataset was then combined with another dataset from Hugging Face that contains 548 Gen Z internet slang and their corresponding formal translation.

4.2 Model Evaluation

4.2.1 Model Training

The model was trained for 7 epochs before the early stopping callback was triggered because the evaluation metrics has not improved by at least 0.01 for 3 consecutive epochs. This prevented the overfitting seen in the following figure.

Here, we can see that the while the training loss is decreasing, the validation loss is increasing and other metrics are not improving. This indicates that the model is overfitting to the training data and may not generalize well to new data. The model training was stopped in just 7 epochs and the best model amongst the epochs, the one with the lowest validation loss and highest metrics, was chosen as the final model.

Figure 4.1: Training Loss

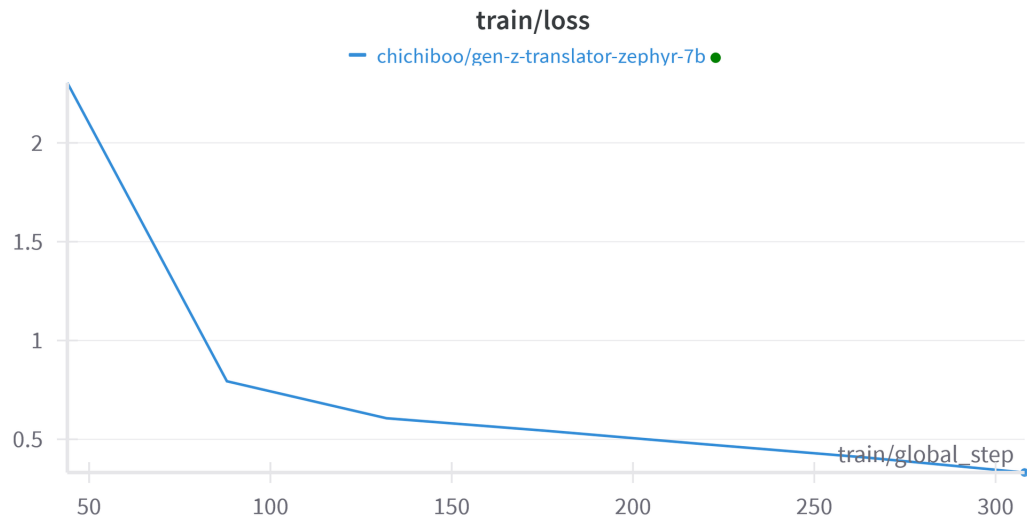


Figure 4.2: Validation Loss

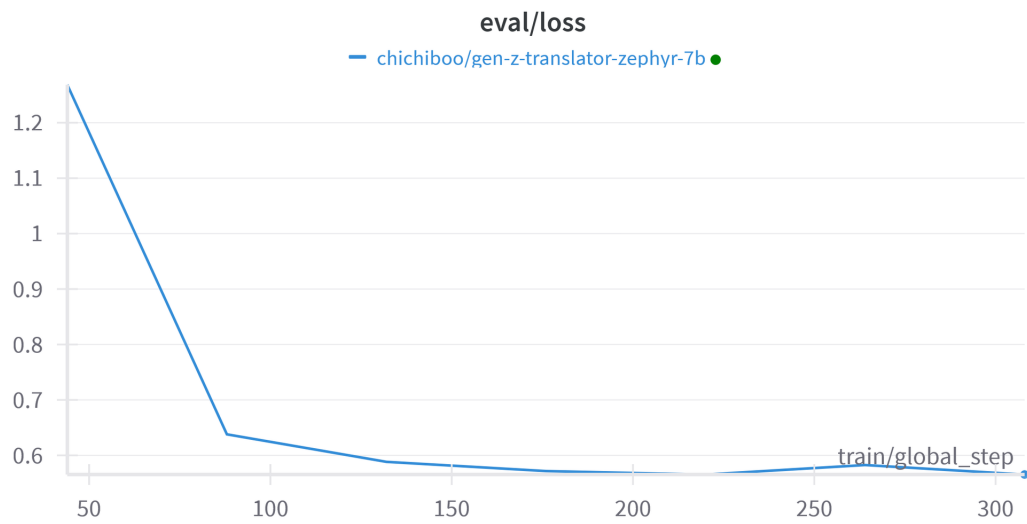


Figure 4.3: Evaluated using BLEU metric

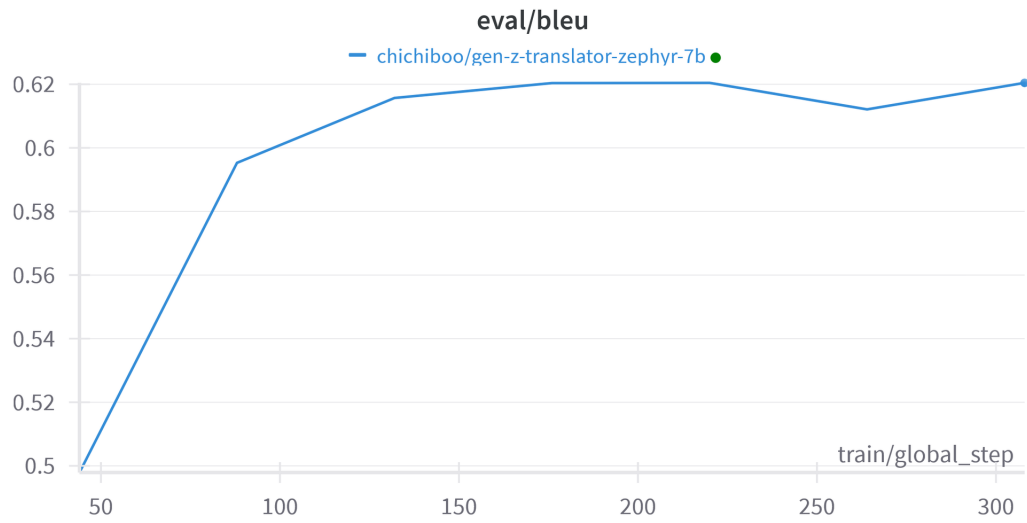
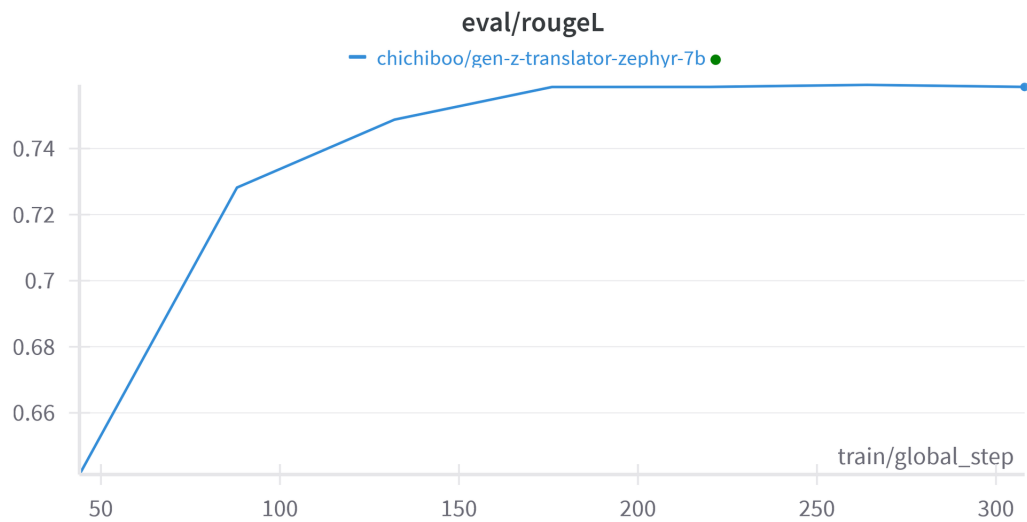


Figure 4.4: Evaluated using ROUGE-L metric



382 4.2.2 Text Generation

383 A total of 197 sentences were translated using both the base zephyr-7b-beta model
384 and the finetuned model. These served as the dataset used to evaluate the per-
385 formance of the model and comparing it with the other base model.

386 4.2.3 Automatic Evaluation Metrics

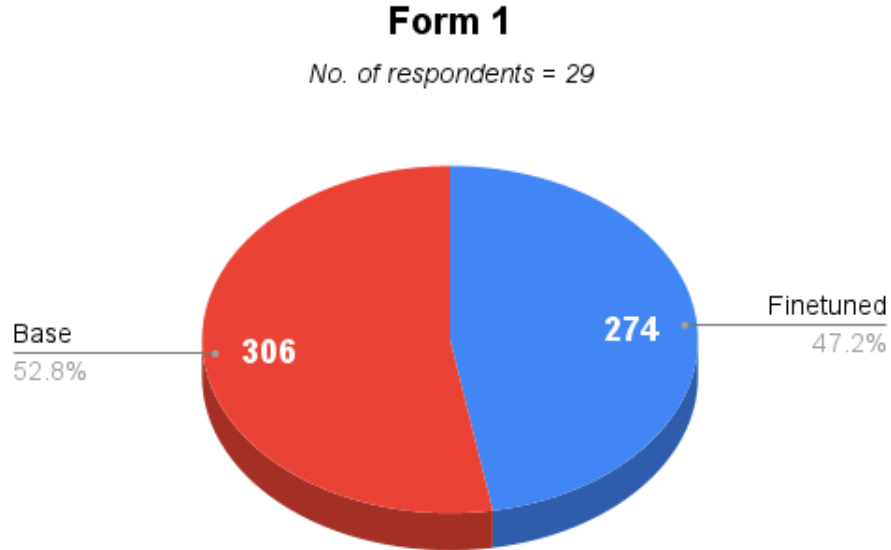
387 The dataset was automatically evaluated using BLEU and ROUGE metrics, specif-
388 ically the ROUGE-L metric as the dataset do not contain newlines that ROUGE-
389 Lsum uses to separate the input with. These scores were then averaged to deter-
390 mine the score of the models. The base model obtained a BLEU score of 0.8099
391 and ROUGE-L Score of 0.8336 and the finetuned model obtained a BLEU score
392 of 0.8151 and ROUGE-L Score of 0.8396. While the difference between the mod-
393 els are very minimal, this does not completely represent the performance of the
394 models as these metrics are only used to determine if the generated text is close to
395 the reference text, regardless of the context and the overall quality of the gener-
396 ated text. However, it does show that the finetuned model, while not significantly
397 better than the base model, is close to the reference model.

398 4.2.4 Manual Evaluation Metrics

399 To determine which of the two models is preferred by Generation Z students at
400 UPV, the researchers conducted a manual evaluation through a survey adminis-
401 tered via Google Forms. The survey comprised a total of 93 questions, which were
402 distributed across five separate forms. The first form contained 20 questions, the
403 second 19, the third 20, the fourth 20, and the fifth 14, amounting to 93 questions
404 in total. Each question presented two translation options: one generated by the
405 fine-tuned model and the other by the base model. Respondents were asked to
406 select the translation they preferred in each case. A total of 114 individuals par-
407 ticipated in the survey, with 29, 22, 22, 21, and 20 respondents completing Forms
408 1 through 5, respectively.

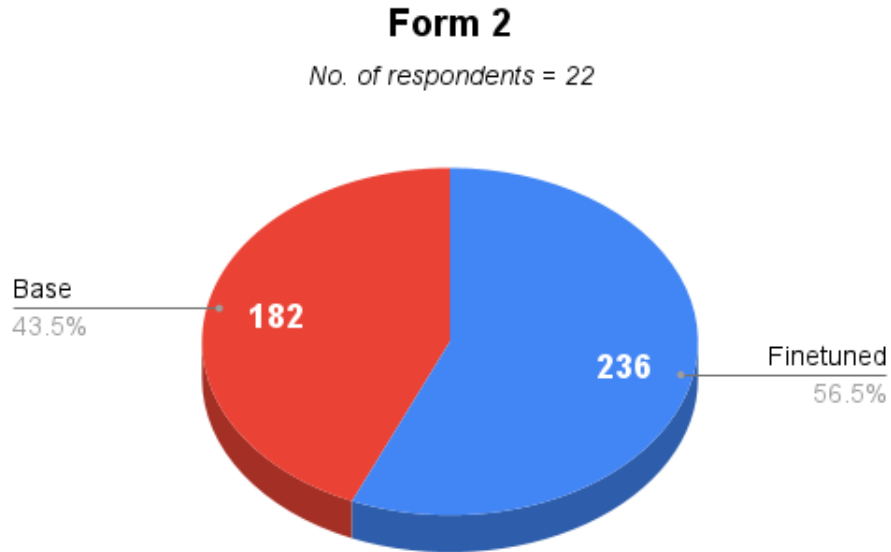
409 The data presented below illustrate respondent preferences between the base
410 and fine-tuned models across the five survey forms, as well as the overall sum-
411 mary of the results. Each graph visualizes the outcomes for an individual form,
412 specifically indicating both the raw number of responses and the corresponding
413 percentages favoring each model. A systematic evaluation for each graph is pro-
414 vided as follows:

Figure 4.5: Form 1 Evaluation



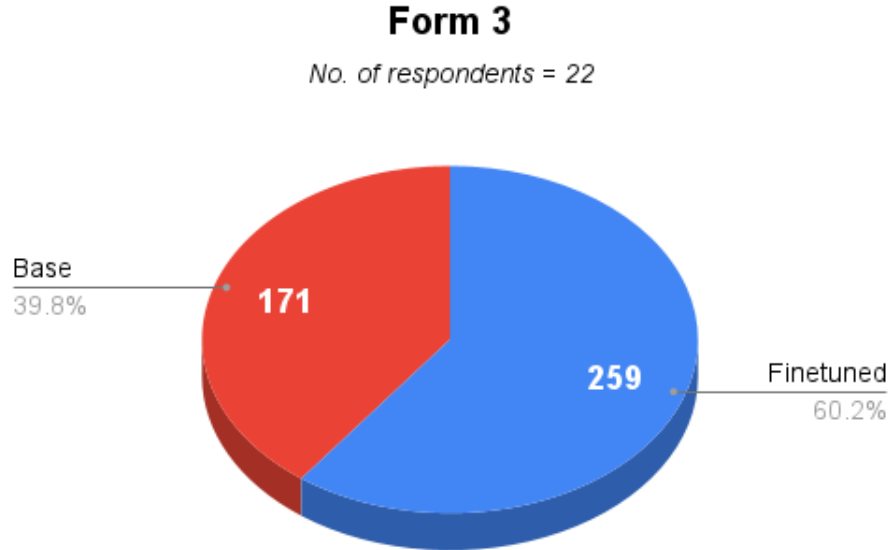
415 Figure 4.5 shows that among the 29 respondents, 306 responses or 52.8 per-
416 cent preferred the base model, while 274 responses or 47.2 percent favored the
417 fine-tuned model. This indicates a slight preference for the base model in this
418 particular form. Notably, this result deviates from the overall trend observed in
419 the other four forms, where the fine-tuned model tends to be favored. Form 1
420 is the only instance in which the base model outperformed the fine-tuned model,
421 suggesting that specific characteristics of this form may have influenced the pref-
422 erences of the respondents.

Figure 4.6: Form 2 Evaluation



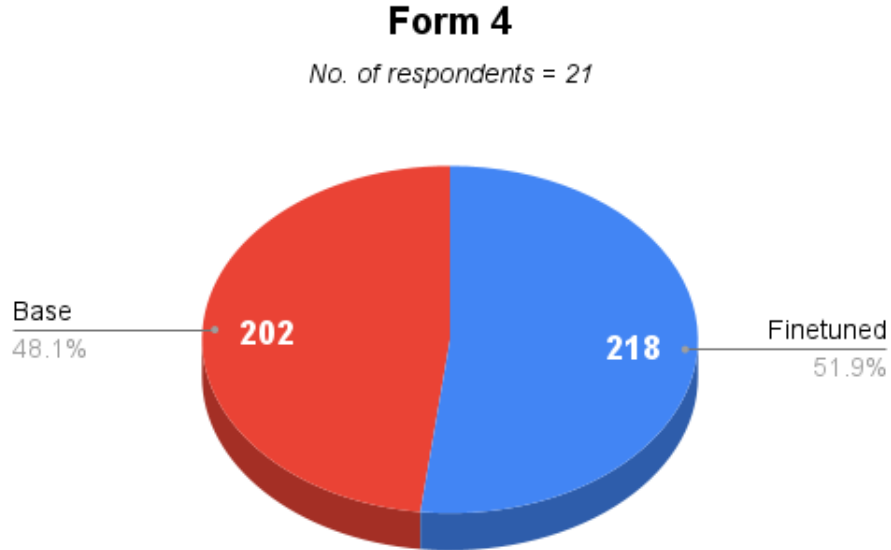
423 Figure 4.6 implies that among 22 respondents, 236 responses, or 56.5 percent,
424 favored the fine-tuned model, while 182 responses, or 43.5 percent, preferred the
425 base model. This 13 percent margin reflects the clear preference for the fine-tuned
426 model, which is consistent with the overall trend observed across the other forms.

Figure 4.7: Form 3 Evaluation



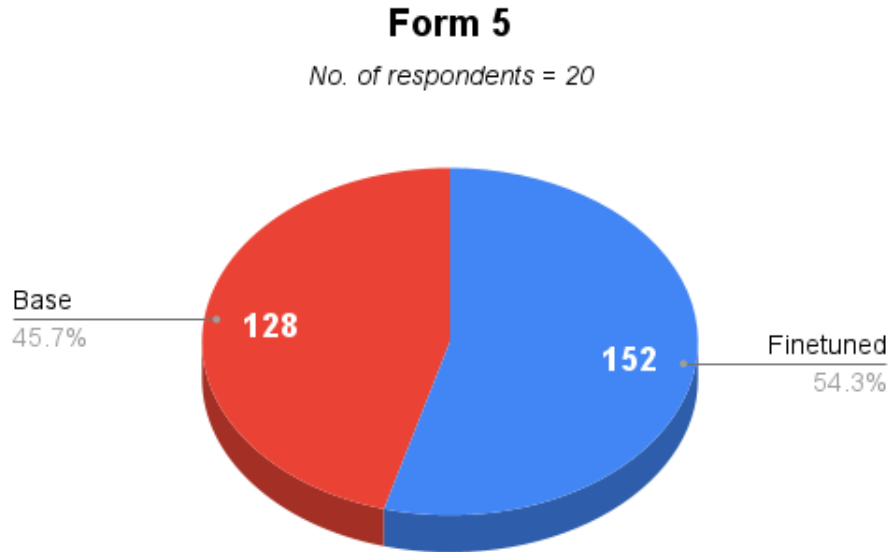
427 Figure 4.7 illustrates that among the 22 respondents, the fine-tuned model
428 received a significantly higher preference, with 259 responses or 60.2 percent,
429 compared to the base model with 171 responses or 29.8 percent. This 20.4 percent
430 margin represents the widest gap among all forms. This strongly indicates the
431 superior performance of the fine-tuned model on translating, presented in Form
432 3.

Figure 4.8: Form 4 Evaluation



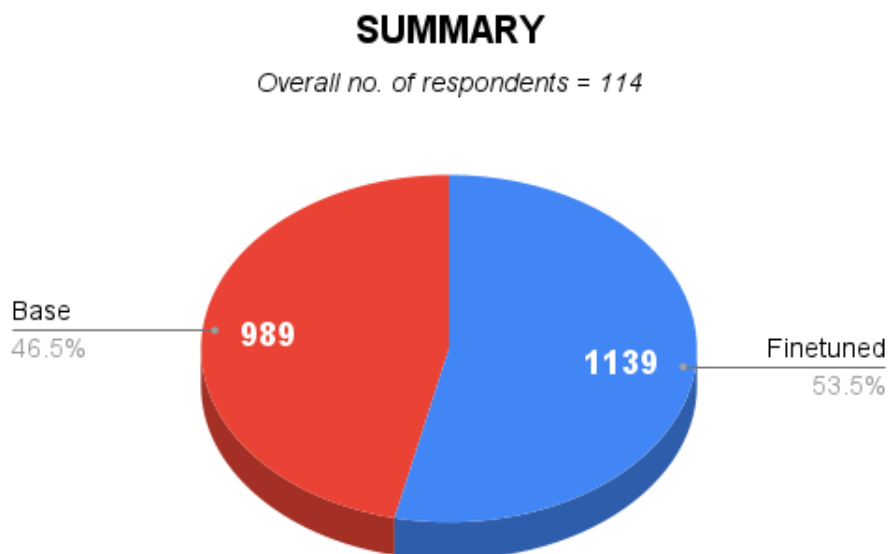
433 Figure 4.8 highlights that the 21 respondents in Form 4 yielded a nearly even
434 distribution of preferences, with 218 responses or 51.9 percent favoring the fined-
435 tuned model and 202 responses or 48.1 percent preferring the base model. This
436 narrow 3.8 percent difference suggests a comparable level of performance between
437 the two models in this particular form.

Figure 4.9: Form 5 Evaluation



438 Figure 4.9 conveys that among the 20 respondents in Form 5, 152 responses
439 or 54.3 percent selected the fine-tuned model, while 128 responses or 45.7 percent
440 chose the base model. This 8.6 percent margin reinforces the general trend toward
441 the fine-tuned model across all forms.

Figure 4.10: Summary Evaluation



442 Figure 4.10 presents the overall summary across all five forms, with a total of
443 114 respondents participating in the survey. In total, the fine-tuned model received
444 1,139 preferences or 53.5 percent, while the base model garnered 989 preferences
445 or 46.5 percent. The resulting 7 percent margin between the two model indicates
446 a moderate overall preference among Gen Z students at UPV for the fine-tuned
447 model, suggesting its relatively better performance in meeting the participants'
448 expectations for translation quality.

449 4.3 Summary

450 The chapter presented the evaluation results and discussions on the performance
451 of the fine-tuned language model for translating Gen Z internet slang into their
452 formal translations. The dataset used for training consisted of 1,703 sentence
453 pairs, combining original and publicly available data. The model was trained
454 for seven epochs, with early stopping employed to prevent overfitting, which was
455 evident from the divergence between training and validation losses.

456 Evaluation was conducted using both automatic and manual methods. The
457 automatic evaluation, using BLEU and ROUGE-L metrics, showed marginal im-

458 improvements in the fine-tuned model compared to the base model, suggesting
459 slightly better alignment with reference translations.

460 To complement the results of automatic evaluation metrics, a manual evalua-
461 tion was carried out through online surveys among Generation Z students at UPV.
462 Participants compared translations from both models across five forms. Results
463 showed a moderate overall preference for the fine-tuned model, with 53.5% of re-
464 sponses in its favor. While one form showed a slight preference for the base model,
465 the fine-tuned model was generally preferred in the remaining forms, especially in
466 Form 3 where it showed the largest margin.

467 In summary, the findings indicate that the fine-tuned model slightly outper-
468 formed the base model in terms of automatic metrics and showed a modest but
469 consistent preference among target users, supporting its effectiveness in translat-
470 ing Gen Z slang into more formal language.

Chapter 5

Conclusion

In this study, we constructed dataset, containing 1,703 pairs of Gen Z internet slang sentences and their corresponding formal translations. We fine-tuned a zephyr-7B-Beta model and evaluated its performance against the base model. Model training was stopped early to prevent overfitting, and the best model was selected based on validation performance. Both automatic and manual evaluation methods were employed to assess translation quality. Automatic metrics, using BLEU and ROUGE-L, showed that the fine-tuned model slightly outperformed the base model. Manual evaluation, conducted via online surveys with Generation Z students at UPV, indicated a moderate overall preference for the fine-tuned model, which received 53.5% of the total votes. These results suggest that while the improvement in performance was not drastic, the fine-tuned model better aligned with the expectations and preferences of the target demographic.

5.1 Limitations

Language is dynamic and constantly evolving, making it difficult to establish clear boundaries on when slang terms emerge or fade within a generation. Additionally, the dataset created for this study was relatively small, and the number of evaluators involved was limited. In addition, as stated in Section 3.1.3, the computational constraints posed a challenge—loading a model with 7 billion parameters requires approximately 66 GB of memory, while Google Colab provided 16GB of VRAM which is insufficient for high-capacity models.

493 5.2 Recommendations

494 Future researchers are encouraged to expand the vocabulary of slang terms used
495 on the Internet and explore more recent trends, taking into account the dynamic
496 nature of language. It is also recommended that future studies utilize a larger and
497 more diverse dataset to improve the robustness of the findings.

References

- 499 Ambarsari, S., Amrullah, A., & Nawawi, N. (2020, Aug). The use of online
500 slang for independent learning in english vocabulary. *Proceedings of the 1st*
501 *Annual Conference on Education and Social Sciences (ACCESS 2019)*, 465,
502 295–297. doi: 10.2991/assehr.k.200827.074
- 503 Barseghyan, L. (2014). *On some aspects of internet slang*. Retrieved from
504 <https://api.semanticscholar.org/CorpusID:51730779>
- 505 binti Sabri, N. A., bin Hamdan, S., Nadarajan, N.-T. M., & Shing, S. R. (2020,
506 Jun). The usage of english internet slang among malaysians in social media.
507 *Selangor Humaniora Review*, 4(1), 16–17.
- 508 Brynjolfsson, E., Li, D., & Raymond, L. R. (2023). *Generative ai at work* (Tech.
509 Rep.). National Bureau of Economic Research.
- 510 Crystal, D., & Robins, R. H. (2024, Oct). *Language*. Encyclopædia Britannica,
511 inc. Retrieved from <https://www.britannica.com/topic/language>
- 512 Daniel Han, M. H., & team, U. (2023). *Unsloth*. Retrieved from [http://github](http://github.com/unslothai/unsloth)
513 [.com/unslothai/unsloth](http://github.com/unslothai/unsloth)
- 514 Dua, A., Jacobson, R., Ellingrud, K., Enomoto, K., Cordina, J., Coe, E. H.,
515 & Finneman, B. (2024, Aug). *What is gen z?* McKinsey & Com-
516 pany. Retrieved from [https://www.mckinsey.com/featured-insights/](https://www.mckinsey.com/featured-insights/mckinsey-explainers/what-is-gen-z)
517 [mckinsey-explainers/what-is-gen-z](https://www.mckinsey.com/featured-insights/mckinsey-explainers/what-is-gen-z)
- 518 Euchner, J. (2023). Generative ai. *Research-Technology Management*, 66(3),
519 71–74.
- 520 Fernández-Toro, M. (2016, Jun). *Exploring languages and cultures*. Re-
521 trieved from [https://www.open.edu/openlearn/languages/exploring](https://www.open.edu/openlearn/languages/exploring-languages-and-cultures/content-section-3.2)
522 [-languages-and-cultures/content-section-3.2](https://www.open.edu/openlearn/languages/exploring-languages-and-cultures/content-section-3.2)
- 523 Fui-Hoon Nah, F., Zheng, R., Cai, J., Siau, K., & Chen, L. (2023). *Generative ai*
524 *and chatgpt: Applications, challenges, and ai-human collaboration* (Vol. 25)
525 (No. 3). Taylor & Francis.
- 526 Ghazali, N. M., & Abdullah, N. N. (2021, Dec). Slang language use
527 in social media among malaysian youths: A sociolinguistic per-
528 spective. *International Young Scholars Journal of Languages*,
529 4(2), 69. Retrieved from <https://www.iium.edu.my/media/>

77652/Slang%20Language%20Use%20in%20Social%20Media%20Among%
 20Malaysian%20Youths_A%20Sociolinguistic%20Perspective.pdf

Gonzaga, M. (2025, Feb). “forda convo ang ferson”: *Analysis of gen z slang in the lens of batstateu faculty members*. Retrieved from https://www.academia.edu/102575643/_FORDA_CONVO_ANG_FERSON_ANALYSIS_OF_GEN_Z_SLANG_IN_THE_LENS_OF_BATSTATEU_FACULTY_MEMBERS

Heydari, M., Albadvi, A., & Khazeni, M. (2024). Persian slang text conversion to formal and deep learning of persian short texts on social media for sentiment classification. *Journal of Electrical and Computer Engineering Innovations (JECEI)*. Retrieved from https://jecei.sru.ac.ir/article_2172.html doi: 10.22061/jecei.2024.10745.731

Hu, E. J., Shen, Y., Wallis, P., Allen-Zhu, Z., Li, Y., Wang, S., ... Chen, W. (2021). *Lora: Low-rank adaptation of large language models*. Retrieved from <https://arxiv.org/abs/2106.09685>

Ibrahim, A., & Sharief, B. (2023, 10). Intelligent system to transform slang words into formal words. *NTU Journal of Engineering and Technology*, 2. doi: 10.56286/ntujet.v2i2.689

Jeresano, E., & Carretero, M. (2022, Feb). Digital culture and social media slang of gen z. *United International Journal for Research & Technology*, 3(4), 11–25. doi: <http://dx.doi.org/10.1314/RG.2.2.36361.93285>

Lin, C.-Y. (2004, Jul). Rouge: A package for automatic evaluation of summaries. *Meeting of the Association for Computational Linguistics*, 74–81.

Liu, J., Zhang, X., & Li, H. (2023, Aug). Analysis of language phenomena in internet slang: A case study of internet dirty language. *Open Access Library Journal*, 10(08), 1–12. doi: 10.4236/oalib.1110484

Liu, S., Gui, D.-Y., Zuo, Y., & Dai, Y. (2019, Jun). Good slang or bad slang? embedding internet slang in persuasive advertising. *Frontiers in Psychology*, 10. doi: 10.3389/fpsyg.2019.01251

Mantiri, O. (2010, 03). Factors affecting language change. <http://ssrn.com/abstract=2566128>. doi: 10.2139/ssrn.2566128

Maulidiya, R., Wijaya, S. E., Mauren, C., Adha, T. P., & Pandin, M. G. R. (2021, Dec). *Language development of slang in the younger generation in the digital era*. OSF Preprints. Retrieved from osf.io/xs7kd doi: 10.31219/osf.io/xs7kd

McArthur, T. (2003). *Concise oxford companion to the english language* (1st ed.). Oxford University Press.

Nguyen, T. T., Wilson, C., & Dalins, J. (2023). *Fine-tuning llama 2 large language models for detecting online sexual predatory chats and abusive texts*. Retrieved from <https://arxiv.org/abs/2308.14683>

Nocon, N., Kho, N. M., & Arroyo, J. (2018, Oct). Building a filipino colloquialism translator using sequence-to-sequence model. *TENCON 2018 - 2018 IEEE Region 10 Conference*, 2199–2204. doi: 10.1109/tencon.2018.8650118

- Papineni, K., Roukos, S., Ward, T., & Zhu, W.-J. (2001). Bleu: a method for automatic evaluation of machine translation. *Proceedings of the 40th Annual Meeting on Association for Computational Linguistics - ACL '02*. Retrieved from <https://dl.acm.org/citation.cfm?id=1073135> doi: <https://doi.org/10.3115/1073083.1073135>
- Suslak, D. F. (2009). The sociolinguistic problem of generations. *Language & Communication*, 29(3), 199–209. Retrieved from <https://www.sciencedirect.com/science/article/pii/S0271530909000196> (Reflecting on language and culture fieldwork in the early 21st century) doi: <https://doi.org/10.1016/j.langcom.2009.02.003>
- Teng, C. E., & Joo, T. M. (2023). Is internet language a destroyer to communication? In X.-S. Yang, R. S. Sherratt, N. Dey, & A. Joshi (Eds.), *Proceedings of eighth international congress on information and communication technology* (pp. 527–536). Singapore: Springer Nature Singapore.
- Vacalares, S. T., Salas, A. F. R., Babac, B. J. S., Cagalawan, A. L., & Calimpong, C. D. (2023, Jun). The intelligibility of internet slangs between millennials and gen zers: A comparative study. *International Journal of Science and Research Archive*, 9(1), 400–409. doi: 10.30574/ijrsra.2023.9.1.0456
- Vergho, T., Godbout, J.-F., Rabbany, R., & Pelrine, K. (2024). *Comparing gpt-4 and open-source language models in misinformation mitigation*. Retrieved from <https://arxiv.org/abs/2401.06920>
- Zhao, J., Wang, T., Abid, W., Angus, G., Garg, A., Kinnison, J., ... Rishi, D. (2024). *Lora land: 310 fine-tuned llms that rival gpt-4, a technical report*. Retrieved from <https://arxiv.org/abs/2405.00732>