

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

3 A Special Problem Proposal  
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## Abstract

Internet slang is an informal variation of language that is prominent to the younger generation. The usage of this language brought miscommunication to older generations. This study focuses on Filipino Generation Alpha and their use of internet slang. This study aims to develop a translation tool leveraging Large Language Models (LLMs) to bridge this generational divide. A dataset of Generation Alpha slang sentences and their formal equivalents will be created, followed by the implementation of Low-Rank Adaptation (LoRA) to fine-tune an existing LLM. The model will be trained to translate slang sentences into formal English, and its performance will be evaluated against the baseline model using various performance metrics. The study highlights the significance of addressing communication gaps and provides insights into how technology can enhance understanding and reduce miscommunications across generations. This research contributes to the broader discourse on language adaptation and generational communication in the digital age.

**Keywords:** Internet Slang, Generation Alpha, Miscommunication, LoRA, LLM

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# Chapter 1

## Introduction

### 1.1 Overview

Language is how humans communicate and express themselves (Crystal & Robins, 2024). It is dynamic because there are endless structural possibilities, changes in word meanings, and new words created (Libretexts, 2021). 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 social purposes: to identify a group's members, communicate informally, and oppose established authority (McArthur, 2003). Slang is highly contextual and pervasive, even in non-standard English. (Roth-Gordon, 2020) Its figurative nature and how it twists the definitions of the words used in it make it hard for outsiders to understand (Mattiello, 2005).

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 diverse groups online (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 slang is used. This phenomenon is particularly prominent among the younger generation (Maulidiya, Wijaya, Mauren, Adha, & Pandin, 2021), where they use it to communicate and interact with friends.

Today, Generation Alpha is the youngest generation. Generation Alpha refers to people born between 2010 and 2025. They were born into an era of rapid technological advancement, where digital devices and the internet are integral to

92 their daily lives (McCrindle & Fell, 2020). Generation Alpha is also called the  
93 first true digital natives (Jukić & Škojo, 2021). They are expected to be the most  
94 “technologically” skilled and most educated generation as they are the native  
95 speakers of the language of the Internet (Prensky, 2001). According to the study  
96 *Understanding Generation Alpha*, Generation Alpha is socially driven, which may  
97 let them grow up to be creative and unconventional, potentially shaping them to  
98 be assets in the future (Jha, 2020).

99 Since Generation Alpha was born with technology, the usage of Internet slang  
100 has been prominent in this generation. However, it can create communication  
101 barriers between older and younger generations (Venter, 2017 as cited in (Ghazali  
102 & Abdullah, 2021)). The communication barriers caused by the usage of Inter-  
103 net slang also affect people from the younger generation, especially individuals  
104 who are less active on social media and have less exposure to them (Vacalares,  
105 Salas, Babac, Cagalawan, & Calimpong, 2023). This gap highlights the need for  
106 a tool that can bridge the generational divide, making it easier for individuals  
107 to understand the language of Generation Alpha. By fostering a mutual under-  
108 standing, such tool can promote more effective and harmonious interactions across  
109 generations, enhancing relationships and reducing miscommunication.

## 110 1.2 Problem Statement

111 Internet slang fosters informal, relatable communication within the younger gen-  
112 eration (Ghazali & Abdullah, 2021), especially Generation Alpha, but it presents  
113 challenges in understanding for people outside this demographic. The gap in com-  
114 prehension with older generations widens as internet slang evolves, often leading  
115 to miscommunication affecting social relationships that contribute to the genera-  
116 tional divide (Vacalares et al., 2023). A more specific translation tool developed  
117 using language models can be used to bridge this divide.

## 118 1.3 Research Objectives

### 119 1.3.1 General Objectives

120 This study aims to modify an existing Large Language Model (LLM) for use in  
121 the translation of Generation Alpha internet slang used by Filipino children in  
122 social media.



### 123 1.3.2 Specific Objectives

- 124 • To create a dataset of sentences containing Gen Alpha slang and its formal  
125 translation
- 126 • To create a Low Rank Adaptation (LoRA) implementation for fine-tuning  
127 an existing model
- 128 • To fine-tune an existing LLM to translate sentences containing Gen Alpha  
129 slang into formal sentences
- 130 • To evaluate the performance of the trained model and compare it to the  
131 based model using several performance metrics

## 132 1.4 Scope and Limitations of the Research

133 This study will focus on the usage of internet slang by Filipino Generation Alpha,  
134 with an emphasis on English language since it is widely use on different digital  
135 platforms such as social media.

## 136 1.5 Significance of the Research

137 The study contributes to understanding the evolving linguistic landscape shaped  
138 by internet slang, especially as used by Generation Alpha. Insights gained from  
139 this study may aid educators, parents, and communication professionals in bridg-  
140 ing inter-generational communication gaps and fostering better understanding  
141 across age groups.

## Chapter 2

# Review of Related Literature

## 2.1 Communication Gap between Generations

Language is dynamic in nature 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* (Ambarsaru, 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 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.

Th studies showed that using internet slang improves relationship between those who use it. However, using internet slang for intergenerational communication may result in miscommunication.

## 163 2.2 Existing Studies

164 Khazeni et al. used deep learning to create a model for translating Persian slang  
165 text into formal ones (Heydari, Albadvi, & Khazeni, 2024). They were able to  
166 create a model to convert texts from social media into sentiments for classification.  
167 Nocon et al. (Nocon, Kho, & Arroyo, 2018) created a Filipino colloquialism trans-  
168 lator using Tensorflow’s sequence-to-sequence model and Moses’ phrase-based sta-  
169 tistical machine translation. They found that the Moses model was able to create  
170 a natural sounding translation, while the Tensorflow model often produced bad  
171 sentences.

172 A slang translation system developed by Ibrahim and Mustafa (Abdulstar Ibrahim  
173 & Shareef Mustafa, 2023) used models obtained from Hugging Face, a repository  
174 of pre-trained models, and retrained it using a dataset containing slang and their  
175 corresponding definition and example. They determined that these models can  
176 be tweaked into learning the relationship between the slang and its meaning.

## 177 2.3 LoRA for Fine Tuning

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

## 191 2.4 Chapter Summary

192 This chapter shows how generational differences create communication gaps, espe-  
193 cially due to internet slang. Younger people tend to use slang to express emotions

194 and connect with friends, but this can confuse older generations who aren't as  
195 familiar with these terms. Research shows that as language changes over time,  
196 older people are generally less likely to understand the newest internet language.  
197 To bridge this gap, some recent studies have utilized machine learning to translate  
198 slang into more standard language. For instance, Khazeni et al. (Heydari et al.,  
199 2024) used deep learning to translate Persian slang, while Nocon et al. (Nocon et  
200 al., 2018) created a Filipino slang translator using statistical models. Moreover,  
201 Ibrahim and Mustafa (Abdulstar Ibrahim & Shareef Mustafa, 2023) fine-tuned  
202 pre-trained models to learn slang meanings. One of the promising techniques for  
203 this is Low Rank Adaptation (LoRA), which is a fine-tuning method that keeps  
204 the original model stable while using less storage. Studies by Zhao et al. (Zhao  
205 et al., 2024) and Nguyen et al. (Nguyen et al., 2023) show that LoRA models are  
206 not only efficient but can even outperform advanced models like GPT-4 when it  
207 comes to slang translation and text classification.

## 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 Creation of the dataset

A dataset of sentences containing Generation Alpha slangs and its formal translation or an approximation of will be created. This will involve data scraping, use of existing datasets, or any other suitable methods of obtaining data. This dataset will be used for the training and evaluation of the model. To ensure it is a high quality dataset, it will be manually checked for accuracy and grammatically correctness. It will also be checked for any potential biases that may exist in the dataset or the data collection process.

#### 3.1.2 Identification of potential LLM to be used

The researchers will be reading upon existing LLM comparison studies to identify potential LLMs to be used for this study. They will be primarily using studies that used dataset containing slangs as they are the most similar to the required dataset.

### 227 **3.1.3 Lookup on available GPU on demand services**

228 Available computing power rental services will be looked up for this study. As  
229 LLM training are a resource-intensive process, it is important to ensure that the  
230 necessary computing power is available. However, this computing power requires  
231 expensive equipment that might not see usage after the project is completed.  
232 Thus, it has been decided that it is better to rent the computing power for the  
233 duration of the project. A report on available GPU on demand services will be  
234 created using market research and price to computing power ratio.

### 235 **3.1.4 Study on LoRA implementation for LLM**

236 A thorough study on the implementation of LoRA for fine-tuning will be done.  
237 This includes learning the necessary steps, logic behind the idea, and other neces-  
238 sary information necessary for implementation. For this step, reading upon guide  
239 materials regarding fine-tuning and LoRA as well as existing studies will be done.  
240 We will be primarily using the guide provided by HuggingFace as it is one of the  
241 largest repositories for prebuilt LLMs. In addition, they also provided guides for  
242 fine-tuning models for specific purposes and has model specific guides.

### 243 **3.1.5 Preprocessing of data**

244 The dataset used for the fine-tuning of the model will be cleaned up. This will  
245 require removal of non essential information such as email addresses, URLs, etc.  
246 This is to ensure that the model can focus on learning the patterns between the  
247 slang and its formal translation without being affected by noise.

### 248 **3.1.6 Prototype implementation of LoRA**

249 A prototype implementation of LoRA will be created using a less demanding  
250 model. This is to avoid incurring costs from constantly retraining the model due  
251 to bugs in the code. It will be also developed on the same platform as the final  
252 implementation to avoid any issues with the code running on different platforms.  
253 As it is a prototype, it will be used to create a foundation for the complete  
254 implementation of LoRA. It will ensure that during the final implementation,  
255 there will be no issues with the code and the model can be fairly evaluated.

### 256 **3.1.7 Implementation of LoRA on selected model**

257 A full implementation of LoRA will be done using the previously created prototype  
258 as a basis. Since it has been proven to work, this step will mostly involve fine-  
259 tuning the selected model and fixing any hidden bugs.

### 260 **3.1.8 Implementation on LLM Evaluation Metrics**

261 A set of evaluation metrics will be used to determine if the fine-tuned model will  
262 perform better than the base model. These metrics will be taken from existing  
263 studies on LoRA finetuning and slang translation. It will serve as the primary  
264 measure in which LLMs are compared with from each other.

### 265 **3.1.9 Model Evaluation and Analysis of Results**

266 The model obtained from previous steps will be evaluated using the evaluation  
267 metrics determined from the previous step. To do this, the testing set split of the  
268 dataset will be used as the basis of evaluation. In addition, descriptive information  
269 such as loss function per epoch, accuracy, precision, recall, and F1 score will be  
270 determined. This information will be used as supplement to evaluation metrics to  
271 determine if the fine-tuned model will perform better than the base model.

### 272 **3.1.10 Documentation**

273 All members are tasked to provide accurate and detailed logs of their activities.  
274 This includes steps on the task they are working on, the status of the work being  
275 done, and the time spent on the task. It will serve both as documentation and as  
276 a progress tracker to determine how far the project is from being done. It will be  
277 done every week at the member's leisure.

## 278 **3.2 Calendar of Activities**

279 Table 3.1 shows a Gantt chart of the activities. Each bullet represents approxi-  
280 mately one week worth of activity.

Table 3.1: Timetable of Activities

| Activities (2024-2025)                     | Nov | Dec  | Jan  | Feb  | Mar  | Apr | May |
|--|-----|------|------|------|------|-----|-----|
| 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 on LLM Evaluation Metrics   |     |      | ••   |      |      |     |     |
| Model Evaluation and Analysis of Results   |     |      |      | •••• |      |     |     |
| Documentation                              | ••  | •••• | •••• | •••• | •••• |     |     |



## 281 Chapter 4

# 282 Preliminary Results/System 283 Prototype

284 This chapter presents the preliminary results or the system prototype of your SP.  
285 Include screenshots, tables, or graphs and provide the discussion of results.

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<sup>377</sup> **Appendix A**

<sup>378</sup> **Appendix Title**