

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

3 A Special Problem
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, Ph.D.
16 Adviser

17 May 12, 2025

Approval Sheet

The Division of Physical Sciences and Mathematics, College of Arts and
Sciences, University of the Philippines Visayas

certifies that this is the approved version of the following special problem:

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

Approved by:**Name****Signature****Date**

Francis D. Dimzon, Ph.D.

(Adviser)

Ara Abigail E. Ambita

(Panel Member)

Christi Florence C. Cala-or

(Panel Member)

Kent Christian A. Castor

(Division Chair)

26 Division of Physical Sciences and Mathematics

27 College of Arts and Sciences

28 University of the Philippines Visayas

29 **Declaration**

30 We, Neil Bryan Flauta, Ashley Joy Gimeno, and Carl Jorenz Gimeno, hereby
31 certify that this Special Problem has been written by us and is the record of work
32 carried out by us. Any significant borrowings have been properly acknowledged
33 and referred.

Name

Signature

Date

Flauta, Neil Bryan

(Student)

34 Gimeno, Ashley Joy

(Student)

Gimeno, Carl Jorenz

(Student)

Dedication

“Hello, world.”

Acknowledgment

“Hello, world.”

Abstract

40 From 150 to 200 words of short, direct and complete sentences, the abstract should
41 be informative enough to serve as a substitute for reading the entire SP document
42 itself. It states the rationale and the objectives of the research. In the final Special
43 Problem document (i.e., the document you'll submit for your final defense), the
44 abstract should also contain a description of your research results, findings, and
45 contribution(s).

46 Suggested keywords based on ACM Computing Classification system can be found
47 at https://dl.acm.org/ccs/ccs_flat.cfm

48 **Keywords:** Keyword 1, keyword 2, keyword 3, keyword 4, etc.

49

Contents

50	1 Introduction	1
51	1.1 Overview	1
52	1.2 Problem Statement	4
53	1.3 Research Objectives	4
54	1.3.1 General Objectives	4
55	1.3.2 Specific Objectives	5
56	1.4 Scope and Limitations of the Research	5
57	1.5 Significance of the Research	5
58	2 Review of Related Literature	7
59	2.1 Communication Gap between Generations	7
60	2.2 Generative AI	8

61	2.3 Existing Studies	8
62	2.4 LoRA for Fine Tuning	10
63	2.5 Chapter Summary	11
64	3 Research Methodology	13
65	3.1 Research Activities	13
66	3.1.1 Data Gathering	13
67	3.1.2 Data Preprocessing	14
68	3.1.3 Model Fine-Tuning	15
69	3.1.4 Model Evaluation	16
70	4 Results and Discussions	19
71	4.1 Dataset	19
72	4.2 Model Evaluation	19
73	4.2.1 Model Training	19
74	4.2.2 Text Generation	20
75	4.2.3 Automatic Evaluation Metrics	22
76	4.2.4 Manual Evaluation Metrics	23
77	4.3 Summary	28

78	5 Conclusion	31
79	5.1 Limitations	32
80	5.2 Recommendations	32
81	6 References	33
82	A Code Snippets	39
83	B Resource Persons	41

84 List of Figures

85	4.1 Training Loss	20
86	4.2 Validation Loss	21
87	4.3 Evaluated using BLEU metric	21
88	4.4 Evaluated using ROUGE-L metric	22
89	4.5 Form 1 Evaluation	24
90	4.6 Form 2 Evaluation	24
91	4.7 Form 3 Evaluation	26
92	4.8 Form 4 Evaluation	26
93	4.9 Form 5 Evaluation	27
94	4.10 Summary Evaluation	27

⁹⁵ List of Tables

⁹⁶	2.1 Summary of Existing Studies	12
---------------	---	----

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 in-

111 formally, and opposing established authority (McArthur, 2003). Slang is highly
112 contextual and pervasive, even in non-standard English. Its figurative nature and
113 how it twists the definitions of the words used make it difficult for outsiders to
114 understand.

115 In recent years, the Internet has become a significant medium for the evolution
116 and spread of language, giving rise to 'Internet slang' (J. Liu, Zhang, & Li, 2023).
117 Internet slang is a collection of everyday language forms used by various online
118 groups (Barseghyan, 2014). Ujang et al. (2018, as cited in (binti Sabri, bin Ham-
119 dan, Nadarajan, & Shing, 2020)) state that internet slang is not easily understood
120 by people outside the social group or people who are not fluent in the language
121 where the slang is used. This phenomenon is particularly prominent among the
122 younger generation (Maulidiya, Wijaya, Mauren, Adha, & Pandin, 2021), where
123 they use it to communicate and interact with friends.

124 Generation Z, individuals born between 1996 and 2009, are regarded as "digital
125 natives" because technology is an integral part of their upbringing (Dua et al.,
126 2024). Even the language of this generation is greatly affected by technology,
127 where newly coined terms and phrases, called Gen Z slang, are tied to the me-
128 dia culture they've grown up with (Jeresano & Carretero, 2022). However, this
129 evolution of language often creates communication barriers with older generations
130 (Venter, 2017 as cited in (Ghazali & Abdullah, 2021)). Furthermore, studies show
131 that even within Generation Z, people with limited exposure to social media may
132 struggle to understand the prevalent slang (Vacalares, Salas, Babac, Cagalawan,
133 & Calimpong, 2023).

134 These gaps highlight the need for a tool that can bridge the generational divide,

135 making it easier for individuals to understand the language of Generation Z. Mul-
136 tiple studies have tried translating slang into a formal language using machine
137 learning. Khazeni et al. achieved a 81.91% accuracy in translating Persian slang
138 to formal Persian language using deep learning. Another study by Nocon et al.
139 created a translator to translate Filipino colloquialisms into the Filipino language
140 using Tensorflow’s sequence-to-sequence model and Moses’ phrase-based statis-
141 tical machine translation. Furthermore, Ibrahim and Sharief developed a slang
142 translator using models from Hugging Face.

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

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

150 The main contributions of this study are as follows:

- 151 • Enhance linguistic understanding between generations by using fine-tuning
152 a LLM to translate Gen Z slang to formal language, leveraging the strengths
153 of advanced NLP techniques
- 154 • Bridge communication gaps between generations using the proposed model
155 to foster better relationships
- 156 • Create a scalable framework that can be adapted to translate slang in other
157 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

1.4 Scope and Limitations of the Research

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

1.5 Significance of the Research

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

206 guistic familiarity as Suslak (Suslak, 2009) argues that age influences language
207 use, noting that language evolves across generations. Supporting this, a study by
208 Teng and Joo (Teng & Joo, 2023) found that the older a person is, the less likely
209 they are to understand internet language.

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

213 **2.2 Generative AI**

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

222 **2.3 Existing Studies**

223 Vergho et al. (Vergho, Godbout, Rabbany, & Pelrine, 2024) used multiple open
224 source LLMs and compared them with the latest ersion of GPT-3.5 and 4.0 models
225 at that time. They determined zephyr-7b-beta is a viable open-source alternative

226 to these models and is comparable with the latest GPT-4.0 model.

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

239 The study by Nocon et al. (Nocon, Kho, & Arroyo, 2018) explores translating
240 Filipino colloquialisms, such as Conyo and Datkilab, into standardized Filipino,
241 addressing comprehension barriers for non-familiar speakers. Two machine trans-
242 lation (MT) approaches were evaluated: Tensorflow’s Sequence-to-Sequence model
243 using Recurrent Neural Networks (RNNs) and Moses’ Phrase-based Statistical
244 MT. Moses outperformed Tensorflow on test data due to its handling of phrase
245 combinations and unfamiliar words, while Tensorflow excelled on training data,
246 indicating potential with refinement and more training data. The research under-
247 scores the need for robust datasets and highlights the strengths of phrase-based
248 statistical MT in tackling slang translation challenges.

249 Ibrahim and Mustafa (Ibrahim & Sharief, 2023) developed a system to translate

slang into formal language, addressing challenges posed by slang’s informality and variability. Using updated datasets of slang words, formal equivalents, and contextual sentences, they fine-tuned pre-trained models from Hugging Face’s Transformer library. While the T5-base model showed promise during training, it performed poorly in testing. In contrast, the “facebook/bart-base” model excelled, demonstrating high accuracy and low loss values. The study highlights the importance of fine-tuning and updating datasets for effective slang translation and emphasizes the potential of transformer models like “facebook/bart-base” in bridging informal and formal language gaps.

2.4 LoRA for Fine Tuning

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

2.5 Chapter Summary

This chapter shows how generational differences create communication gaps, especially due to internet slang. Younger people tend to use slang to express emotions and connect with friends, but this can confuse older generations who aren't as familiar with these terms. Research shows that as language changes over time, older people are generally less likely to understand the newest internet language. To bridge this gap, some recent studies have utilized machine learning to translate slang into more standard language. For instance, Khazeni et al. (Heydari et al., 2024) used deep learning to translate Persian slang, while Nocon et al. (Nocon et al., 2018) created a Filipino slang translator using statistical models. Moreover, Ibrahim and Mustafa (Ibrahim & Sharief, 2023) fine-tuned pre-trained models to learn slang meanings. One promising technique for this is Low Rank Adaptation (LoRA), which is a fine-tuning method that keeps the original model stable while using less storage. Studies by Zhao et al. (Zhao et al., 2024) and Nguyen et al. (Nguyen et al., 2023) show that LoRA models are not only efficient but can even outperform advanced models like GPT-4 when it comes to slang translation and 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.

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

309 3.1.2 Data Preprocessing

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

316 The dataset is then split into train and test datasets in a 90/10 ratio to maximize
317 the data learned by the model without compromising on the model's ability to
318 generalize to new data. The train dataset is then split again into a 90/10 ratio
319 to ensure no overfitting while still allowing the model to adapt to the pattern
320 of slang. The cleaned up dataset was then tokenized through the Transformers
321 library provided by HuggingFace as the library already has tokenizers available
322 for their pretrained models. This ensures that the data is formatted properly as
323 required by the model to be used.

3.1.3 Model Fine-Tuning

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

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

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

To evaluate the model training process and ensure that the model is not overfitting, Bilingual Evaluation Understudy (BLEU) and Recall-Oriented Understudy for Gisting Evaluation (ROUGE) are used. BLEU is used to measure the precision 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

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

376 Chapter 4

377 Results and Discussions

378 4.1 Dataset

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

383 4.2 Model Evaluation

384 4.2.1 Model Training

385 The model was trained for 7 epochs before the early stopping callback was trig-
386 gered because the evaluation metrics has not improved by at least 0.01 for 3

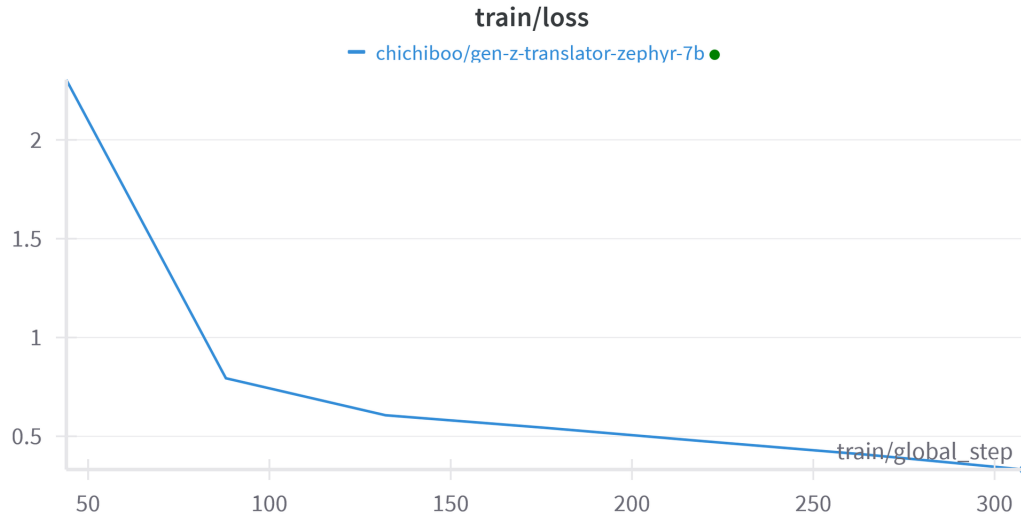


Figure 4.1: Training Loss

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.

4.2.2 Text Generation

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

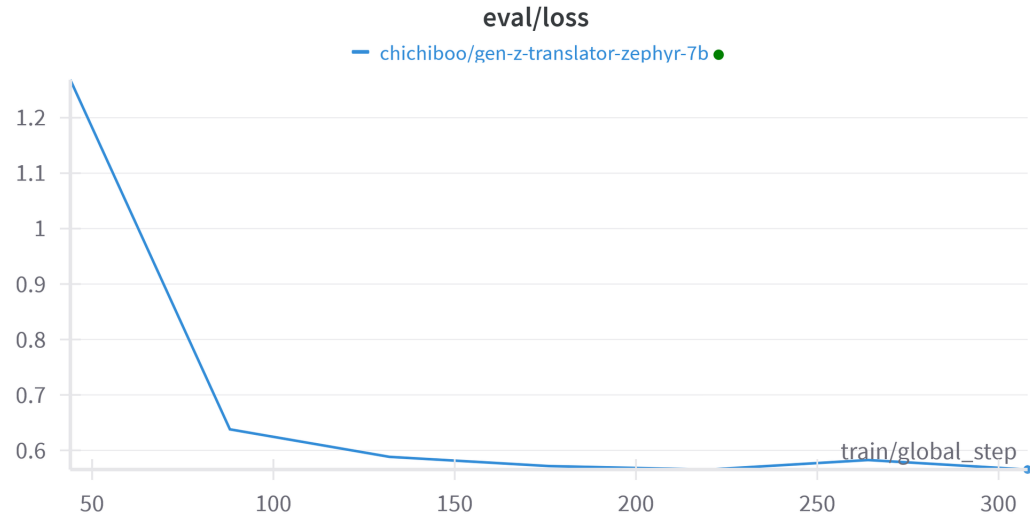


Figure 4.2: Validation Loss

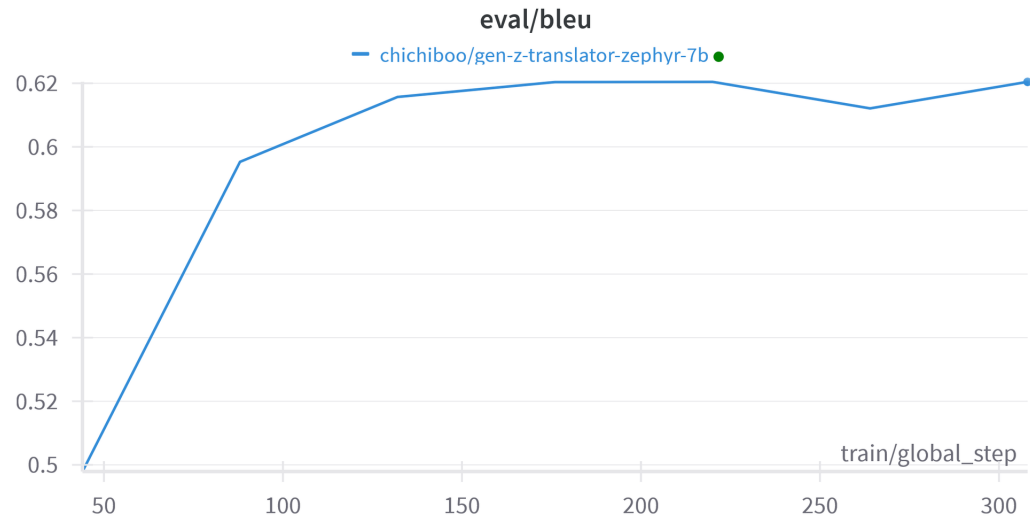


Figure 4.3: Evaluated using BLEU metric

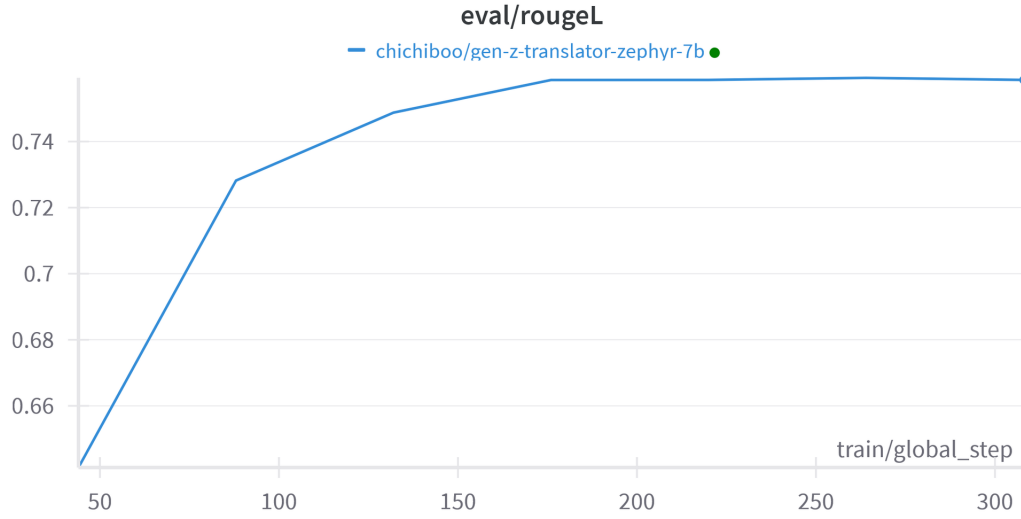


Figure 4.4: Evaluated using ROUGE-L metric

4.2.3 Automatic Evaluation Metrics

The dataset was automatically evaluated using BLEU and ROUGE metrics, specifically the ROUGE-L metric as the dataset do not contain newlines that ROUGE-Lsum uses to separate the input with. These scores were then averaged to determine the score of the models. The base model obtained a BLEU score of 0.8099 and ROUGE-L Score of 0.8336 and the finetuned model obtained a BLEU score of 0.8151 and ROUGE-L Score of 0.8396. While the difference between the models is minimal, this does not completely represent the performance of the models as these metrics are only used to determine if the generated text is close to the reference text, regardless of the context and the overall quality of the generated text. However, it does show that the finetuned model, while not significantly better than the base model, is close to the reference model.

4.2.4 Manual Evaluation Metrics

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

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

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

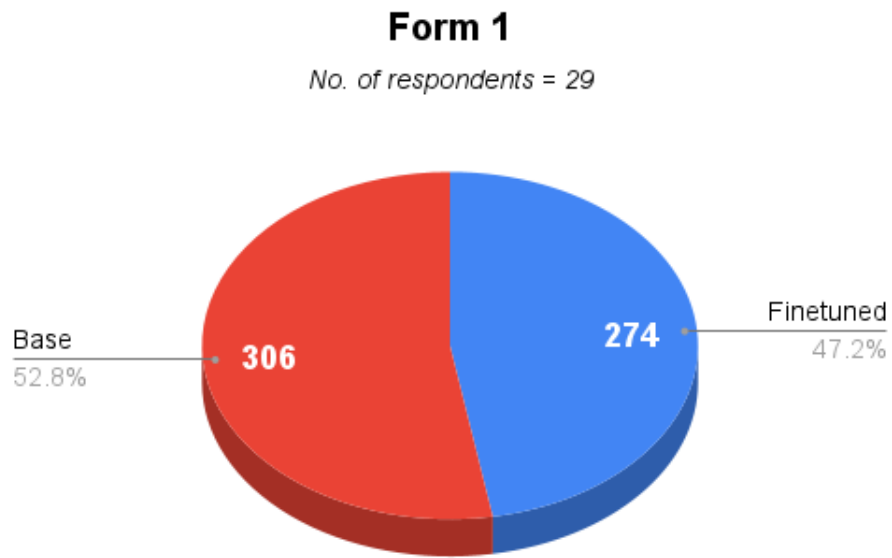


Figure 4.5: Form 1 Evaluation

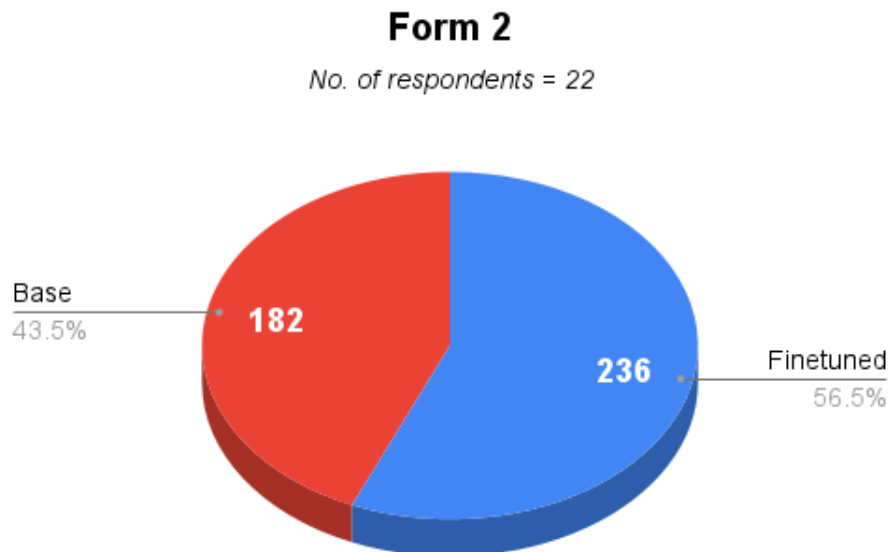


Figure 4.6: Form 2 Evaluation

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

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

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

448 Figure 4.9 conveys that among the 20 respondents in Form 5, 152 responses or
449 54.3 percent selected the fine-tuned model, while 128 responses or 45.7 percent
450 chose the base model. This 8.6 percent margin reinforces the general trend toward
451 the fine-tuned model across all forms.

452 Figure 4.10 presents the overall summary across all five forms, with a total of 114
453 respondents participating in the survey. In total, the fine-tuned model received
454 1,139 preferences or 53.5 percent, while the base model garnered 989 preferences
455 or 46.5 percent. The resulting 7 percent margin between the two model indicates
456 a moderate overall preference among Gen Z students at UPV for the fine-tuned
457 model, suggesting its relatively better performance in meeting the participants'

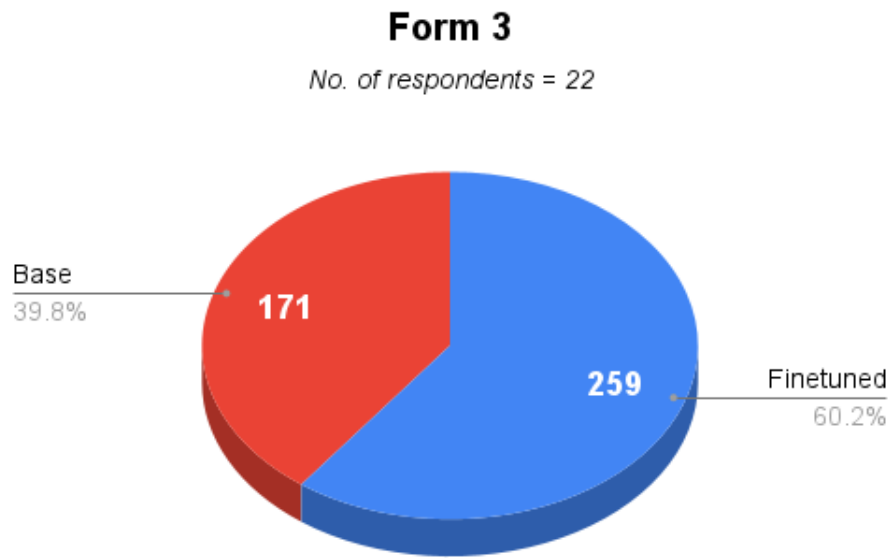


Figure 4.7: Form 3 Evaluation

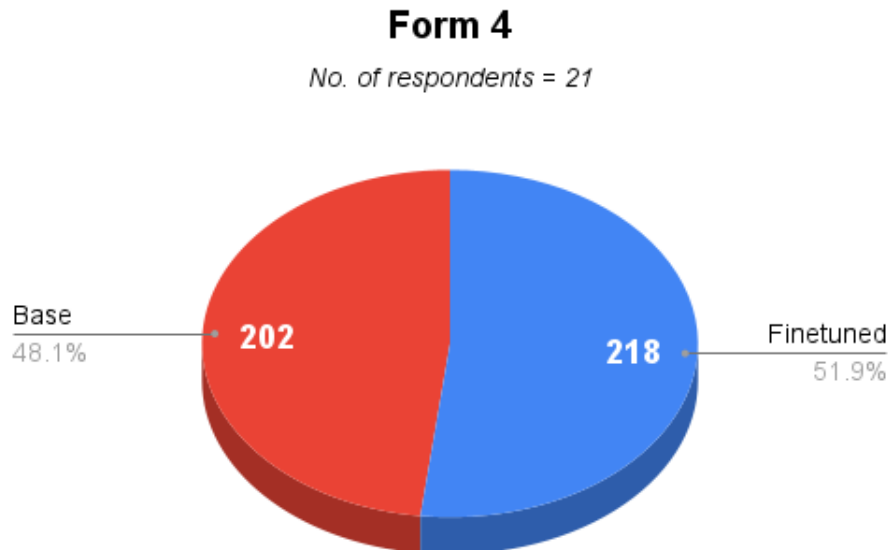


Figure 4.8: Form 4 Evaluation

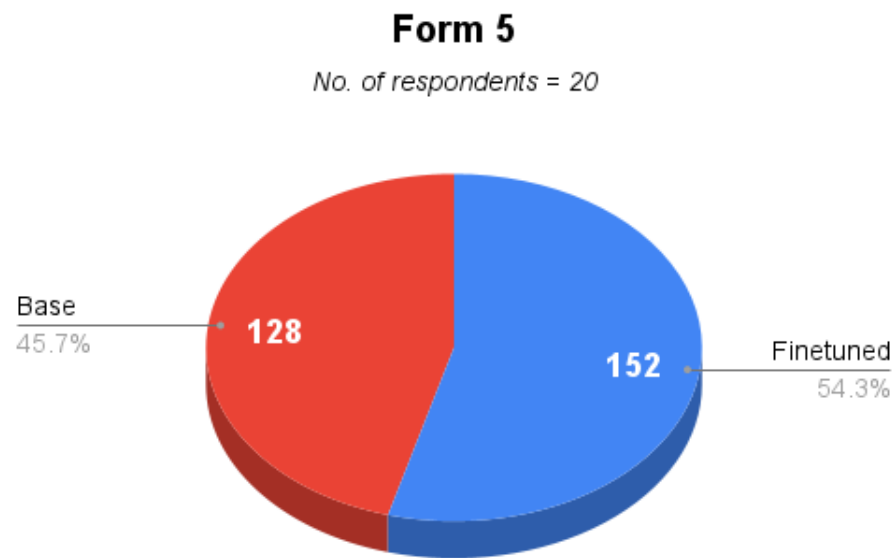


Figure 4.9: Form 5 Evaluation

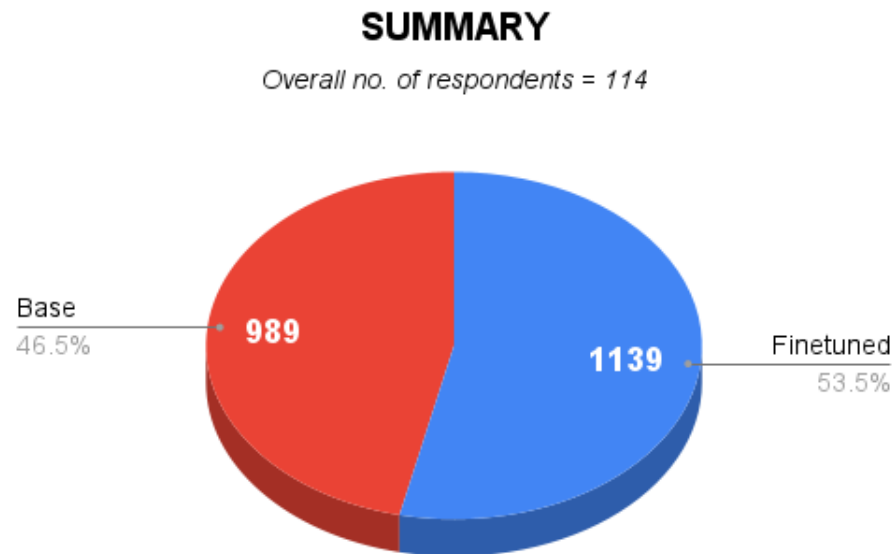


Figure 4.10: Summary Evaluation

458 expectations for translation quality.

459 4.3 Summary

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

466 Evaluation was conducted using both automatic and manual methods. The auto-
467 matic evaluation, using BLEU and ROUGE-L metrics, showed marginal improve-
468 ments in the fine-tuned model compared to the base model, suggesting slightly
469 better alignment with reference translations.

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

477 In summary, the findings indicate that the fine-tuned model slightly outperformed
478 the base model in terms of automatic metrics and showed a modest but consistent

479 preference among target users, supporting its effectiveness in translating Gen Z
480 slang into more formal language.

481 Chapter 5

482 Conclusion

483 In this study, we constructed dataset, containing 1,703 pairs of Gen Z internet
484 slang sentences and their corresponding formal translations. We fine-tuned a
485 zephyr-7B-Beta model and evaluated its performance against the base model.
486 Model training was stopped early to prevent overfitting, and the best model was
487 selected based on validation performance. Both automatic and manual evaluation
488 methods were employed to assess translation quality. Automatic metrics, using
489 BLEU and ROUGE-L, showed that the fine-tuned model slightly outperformed
490 the base model. Manual evaluation, conducted via online surveys with Generation
491 Z students at UPV, indicated a moderate overall preference for the fine-tuned
492 model, which received 53.5% of the total votes. These results suggest that while
493 the improvement in performance was not drastic, the fine-tuned model better
494 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.

5.2 Recommendations

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

Chapter 6

References

- Ambarsari, S., Amrullah, A., & Nawawi, N. (2020, Aug). The use of online slang for independent learning in english vocabulary. *Proceedings of the 1st Annual Conference on Education and Social Sciences (ACCESS 2019)*, 465, 295–297. doi: 10.2991/assehr.k.200827.074
- Barseghyan, L. (2014). *On some aspects of internet slang*. Retrieved from <https://api.semanticscholar.org/CorpusID:51730779>
- binti Sabri, N. A., bin Hamdan, S., Nadarajan, N.-T. M., & Shing, S. R. (2020, Jun). The usage of english internet slang among malaysians in social media. *Selangor Humaniora Review*, 4(1), 16–17.
- Brynjolfsson, E., Li, D., & Raymond, L. R. (2023). *Generative ai at work* (Tech. Rep.). National Bureau of Economic Research.
- Crystal, D., & Robins, R. H. (2024, Oct). *Language*. Encyclopædia Britannica, inc. Retrieved from <https://www.britannica.com/topic/language>
- Daniel Han, M. H., & team, U. (2023). *Unslow*. Retrieved from <http://github.com/unslowthai/unslow>

- 525 Dua, A., Jacobson, R., Ellingrud, K., Enomoto, K., Cordina, J., Coe, E. H.,
526 & Finneman, B. (2024, Aug). *What is gen z?* McKinsey Com-
527 pany. Retrieved from [https://www.mckinsey.com/featured-insights/](https://www.mckinsey.com/featured-insights/mckinsey-explainers/what-is-gen-z)
528 [mckinsey-explainers/what-is-gen-z](https://www.mckinsey.com/featured-insights/mckinsey-explainers/what-is-gen-z)
- 529 Euchner, J. (2023). Generative ai. *Research-Technology Management*, 66(3),
530 71–74.
- 531 Fernández-Toro, M. (2016, Jun). *Exploring languages and cultures*. Re-
532 trieved from [https://www.open.edu/openlearn/languages/exploring](https://www.open.edu/openlearn/languages/exploring-languages-and-cultures/content-section-3.2)
533 [-languages-and-cultures/content-section-3.2](https://www.open.edu/openlearn/languages/exploring-languages-and-cultures/content-section-3.2)
- 534 Fui-Hoon Nah, F., Zheng, R., Cai, J., Siau, K., & Chen, L. (2023). *Generative ai*
535 *and chatgpt: Applications, challenges, and ai-human collaboration* (Vol. 25)
536 (No. 3). Taylor & Francis.
- 537 Ghazali, N. M., & Abdullah, N. N. (2021, Dec). Slang language use
538 in social media among malaysian youths: A sociolinguistic per-
539 spective. *International Young Scholars Journal of Languages*,
540 4(2), 69. Retrieved from [https://www.iiium.edu.my/media/](https://www.iiium.edu.my/media/77652/Slang%20Language%20Use%20in%20Social%20Media%20Among%20Malaysian%20Youths_A%20Sociolinguistic%20Perspective.pdf)
541 [77652/Slang%20Language%20Use%20in%20Social%20Media%20Among%](https://www.iiium.edu.my/media/77652/Slang%20Language%20Use%20in%20Social%20Media%20Among%20Malaysian%20Youths_A%20Sociolinguistic%20Perspective.pdf)
542 [20Malaysian%20Youths_A%20Sociolinguistic%20Perspective.pdf](https://www.iiium.edu.my/media/77652/Slang%20Language%20Use%20in%20Social%20Media%20Among%20Malaysian%20Youths_A%20Sociolinguistic%20Perspective.pdf)
- 543 Gonzaga, M. (2025, Feb). *“forda convo ang ferson”: Analysis of*
544 *gen z slang in the lens of batstateu faculty members*. Retrieved
545 from [https://www.academia.edu/102575643/_FORDA_CONVO_ANG_FERSON](https://www.academia.edu/102575643/_FORDA_CONVO_ANG_FERSON_ANALYSIS_OF_GEN_Z_SLANG_IN_THE_LENS_OF_BATSTATEU_FACULTY_MEMBERS)
546 [_ANALYSIS_OF_GEN_Z_SLANG_IN_THE_LENS_OF_BATSTATEU_FACULTY_MEMBERS](https://www.academia.edu/102575643/_FORDA_CONVO_ANG_FERSON_ANALYSIS_OF_GEN_Z_SLANG_IN_THE_LENS_OF_BATSTATEU_FACULTY_MEMBERS)
- 547 Heydari, M., Albadvi, A., & Khazeni, M. (2024). Persian slang text conversion to
548 formal and deep learning of persian short texts on social media for sentiment
549 classification. *Journal of Electrical and Computer Engineering Innovations*
550 *(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.

- 577 Nguyen, T. T., Wilson, C., & Dalins, J. (2023). *Fine-tuning llama 2 large lan-*
 578 *guage models for detecting online sexual predatory chats and abusive texts.*
 579 Retrieved from <https://arxiv.org/abs/2308.14683>
- 580 Nocon, N., Kho, N. M., & Arroyo, J. (2018, Oct). Building a filipino colloquialism
 581 translator using sequence-to-sequence model. *TENCON 2018 - 2018 IEEE*
 582 *Region 10 Conference*, 2199–2204. doi: 10.1109/tencon.2018.8650118
- 583 Papineni, K., Roukos, S., Ward, T., & Zhu, W.-J. (2001). Bleu: a method for
 584 automatic evaluation of machine translation. *Proceedings of the 40th Annual*
 585 *Meeting on Association for Computational Linguistics - ACL '02*. Retrieved
 586 from <https://dl.acm.org/citation.cfm?id=1073135> doi: [https://doi](https://doi.org/10.3115/1073083.1073135)
 587 [.org/10.3115/1073083.1073135](https://doi.org/10.3115/1073083.1073135)
- 588 Suslak, D. F. (2009). The sociolinguistic problem of generations. *Language Com-*
 589 *munication*, 29(3), 199–209. Retrieved from [https://www.sciencedirect](https://www.sciencedirect.com/science/article/pii/S0271530909000196)
 590 [.com/science/article/pii/S0271530909000196](https://www.sciencedirect.com/science/article/pii/S0271530909000196) (Reflecting on language
 591 and culture fieldwork in the early 21st century) doi: [https://doi.org/](https://doi.org/10.1016/j.langcom.2009.02.003)
 592 [10.1016/j.langcom.2009.02.003](https://doi.org/10.1016/j.langcom.2009.02.003)
- 593 Teng, C. E., & Joo, T. M. (2023). Is internet language a destroyer to communica-
 594 tion? In X.-S. Yang, R. S. Sherratt, N. Dey, & A. Joshi (Eds.), *Proceedings of*
 595 *eighth international congress on information and communication technology*
 596 (pp. 527–536). Singapore: Springer Nature Singapore.
- 597 Vacalares, S. T., Salas, A. F. R., Babac, B. J. S., Cagalawan, A. L., & Calimpong,
 598 C. D. (2023, Jun). The intelligibility of internet slangs between millennials
 599 and gen zers: A comparative study. *International Journal of Science and*
 600 *Research Archive*, 9(1), 400–409. doi: 10.30574/ijrsra.2023.9.1.0456
- 601 Vergo, T., Godbout, J.-F., Rabbany, R., & Pelrine, K. (2024). *Comparing gpt-4*
 602 *and open-source language models in misinformation mitigation*. Retrieved

603 from <https://arxiv.org/abs/2401.06920>
604 Zhao, J., Wang, T., Abid, W., Angus, G., Garg, A., Kinnison, J., ... Rishi, D.
605 (2024). *Lora land: 310 fine-tuned llms that rival gpt-4, a technical report*.
606 Retrieved from <https://arxiv.org/abs/2405.00732>

⁶⁰⁷ **Appendix A**

⁶⁰⁸ **Code Snippets**

609 **Appendix B**

610 **Resource Persons**

611 **Dr. Firstname1 Lastname1**

612 Role1

613 Affiliation1

614 emailaddr@domain.com

615 **Mr. Firstname2 Lastname2**

616 Role2

617 Affiliation2

618 emailaddr2@domain.com

619 **Ms. Firstname3 Lastname3**

620 Role3

621 Affiliation3

622 emailaddr3@domain.net

623