# Cross-lingual transferability of PLMs

謝濬丞

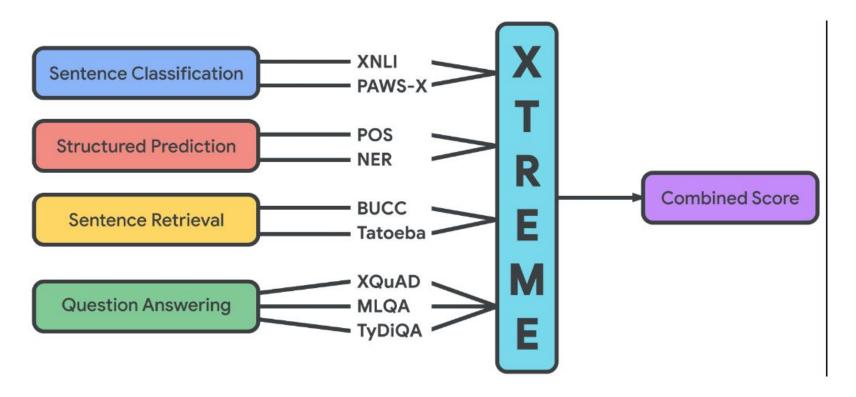
# PLMs' zero shot cross lingual transferability

- For a PLM pretrained on multilingual data, we can do zero shot transfer learning with it
- E.g. for a downstream task, we train the model on English only and inference on the dev/test set of other languages
- Although trained on only one language, it can generalize on other languages

#### Models that can do zero-shot transfer

- Mbert
- PLMs pretrained with cross-lingual loss (e.g. TLM, DWA etc.)
  - o XLM-R
  - o Info-XLM
  - Awesome-align
- Adding regularization loss to the finetuning process

### **XTREME**

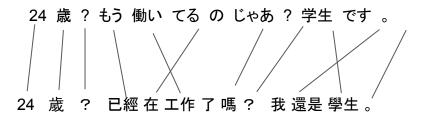


# Cross-lingual transferability: Do changing word order affects the result?

- If we have both the English training data and its {french, german, chinese...} translation
- What if we reorder the sentences of the English training data according to the word order of its {french, german, chinese...} translation

### Reorder

Word aligner





24 歲 ? 已經工作在了嗎? 我學生還是。

## What you should do in this homework

- Finetune 3 different PLM (including mbert) on the udpos task of XTREME
  - o You should train one baseline model with the original english data
  - You should train with English data reordered with {French, German, Hindi, Chinese}
  - You should reorder data with unfinetuned/finetuned aligners
  - When training finetuned aligners, you can finetune the aligners separately (4 models) or together (1 model)
  - Report the score on dev of all languages and compare them
- Perform the same process on XNLI or PAWS-X
- (OPTIONAL) Perform the same process on a QA task

# 其他做 zero-shot cross-lingual transfer 的 paper

- On the Cross-lingual Transferability of Monolingual Representations
- Zero-shot Reading Comprehension by Cross-lingual Transfer Learning with Multi-lingual Language Representation Model
- INFOXLM: An Information-Theoretic Framework for Cross-Lingual Language Model Pre-Training

### Links

- XTREME tutorial
- Word-aligner tutorial
- What's word alignment?
- 作業講解連結