# One Text / Two Languages

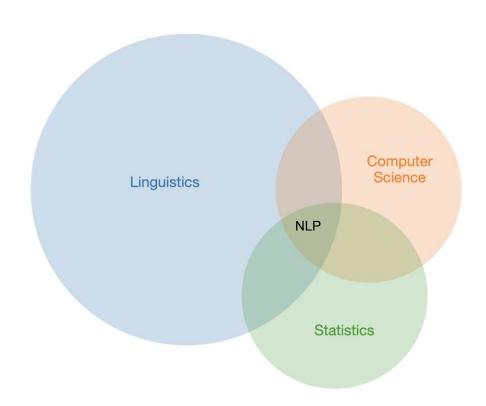
How linguists and programmers approach code-switching

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https://github.com/jserigos/One-Text-Two-Languages

# Intro

## About me and this workshop



#### Goals of this workshop

- 1. Code-switching
- 2. NLP pipeline
- 3. Language Identification

# No sticky note: "I'm happily working on it"



Blue sticky note: "I'm all done and ready to move on"



Orange sticky note: "I'm stuck, can someone help me?"

Alternatively, flag one of us down



#### Your background in Natural Language Processing

No experience Some experience Lots of experience

# Code switching

What is it?

Why does it occur?

Why does it matter?

## Text l Hindi - English

यहाँ पे मुझे कई बार थोड़ा अकेलापन लगते है क्योंकि दोस्त ही यहाँ family है, दोस्त ही परिवार है। जितने दोस्त हैं उन्ही के साथ आप कुछ समय बिता सकते हो और अपनी बातें share कर सकते हो, क्योंकि कोई immediate family या कोई direct family यहाँ तो है नहीं, तो मुझे ये लगता है कई बारी कि थोड़ा अकेलापन है, थोड़ा emotional support थोड़ी family support कम है यहाँ पे, जो कि India में थोड़ी easily available रहती है क्योंकि सब साथ में रहते हैं एक बड़े घर में, सब, पूरी family इकट्ठे रहेंगी। तो वो थोड़ा-सा missing लगता है।

# Text 2 Spanish - English

La última vez que volví a Guadalajara, in 1997, para celebrar mi ternura, as I call it ... —I know, ya sé, mamá. It's not the real word for it and I should speak right. La gente va a creer que I don't know right from wrong. Pero tú ya no estás para retarme, and I've always done my own thing anyway, que no?

### Task 1 - What is code-switching?



#### For each text,

- 1. Underline all English tokens
- 2. Identify dominant language and embedded language
- 3. Classify words and phrase from the embedded language in terms of
  - Content words or grammatical words
  - Part of Speech: Nouns, verbs, adjectives, prepositions, articles
- 4. Define code-switching

<sup>\*\*</sup>How do the two texts differ?

## Text l Hindi - English

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### Task 2 - How to identify languages

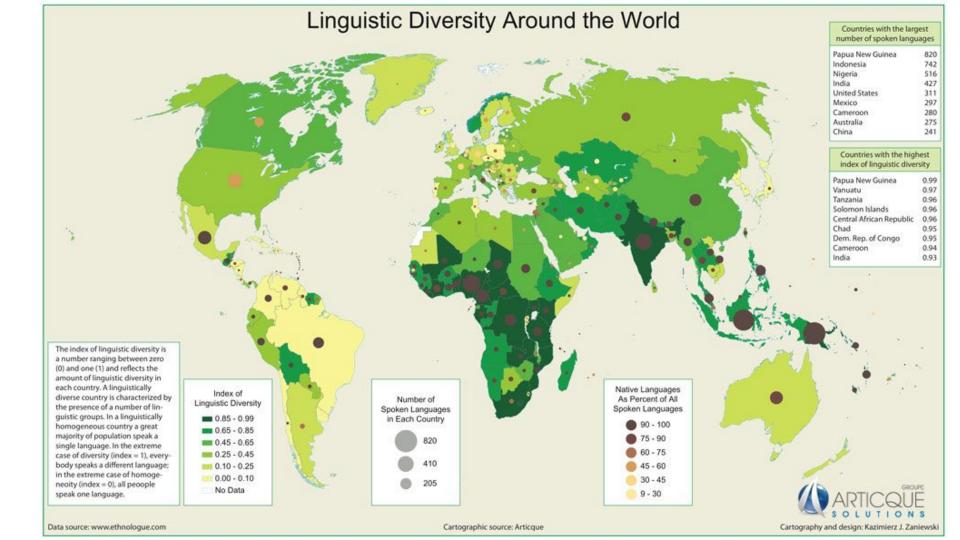


#### 1. Outline a Pseudo Code to identify L1 & L2

| Token  | Language |  |  |  |  |  |  |
|--------|----------|--|--|--|--|--|--|
| Cuando | Spanish  |  |  |  |  |  |  |
| hice   | Spanish  |  |  |  |  |  |  |
| find   | English  |  |  |  |  |  |  |
| out    | English  |  |  |  |  |  |  |
| que    | Spanish  |  |  |  |  |  |  |
| estaba | Spanish  |  |  |  |  |  |  |

#### Why do people code-switch?

- More than half of the world's population is multilingual...
- So why not?



## Why does code-switching matter to linguists?

- Answer research questions
  - Who code-switches?
  - When do they code-switch?
  - Why do they code-switch?
- Debunk the myths about code-switching
  - X Children code-switch because they confuse the two languages
  - X People who code-switch do not know how to properly speak either language
  - X People code-switch because they are lazy

#### Why does code-switching matter?



Hey Siri, play Despacito

Hey Siri, text my husband "Llego a casa en 10 minutos"

#### Turning text into data

Text 2 Spanish - English

La última vez que volví a
Guadalajara, in 1997, para
celebrar mi ternura, as I call it
... —I know, ya sé, mamá. It's
not the real word for it and I
should speak right. La gente va
a creer que I don't know right

from wrong.

Chávez-Silverman, S. (2004). Killer

Wisconsin Press.

crónicas: bilingual memories. Univ of

| Token       | Lang.   | POS   | Named<br>Entity | Speaker |
|-------------|---------|-------|-----------------|---------|
| а           | Spanish | Prep  | no              | Susana  |
| Guadalajara | Spanish | Noun  | yes             | Susana  |
| ,           | NA      | Punct | no              | Susana  |
| in          | English | Prep  | no              | Susana  |
| 1997        | NA      | Num   | no              | Susana  |
| para        | Spanish | Prep  | no              | Susana  |

# Natural Language Processing

## Challenges of Code-switched Data

|           | Monolingual Texts | Code-switched Texts |  |  |  |  |
|-----------|-------------------|---------------------|--|--|--|--|
| Big Data  | <b>✓</b>          | ~                   |  |  |  |  |
| NLP tools | ✓ (NLTK, SpaCy)   | ~                   |  |  |  |  |

#### Monolingual Data

# Corpus of Contemporary American English

450 million words

#### Google Books

American - 155 billion words British - 34 billion words Spanish - 45 billion words

#### **Code-Switched Data**

Spanish in
Texas Corpus
500, 000 words



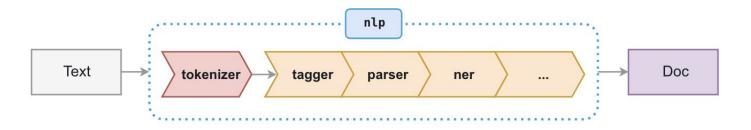
#### Set Up

- Download repo → <a href="https://github.com/jserigos/One-Text-Two-Languages">https://github.com/jserigos/One-Text-Two-Languages</a>
- Open jupyter notebook → <u>Step1-NLP Pipeline.ipynb</u>
- Install SpaCy → <a href="https://spacy.io/usage/">https://spacy.io/usage/</a>
  - o requires numpy >= 1.10. download will fail if older version of numpy

or

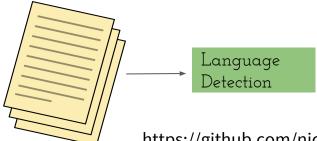
```
In [ ]: import spacy
    nlp_en = spacy.load('en', parse=True, tag=True, entity=True)
    nlp_sp = spacy.load('es', parse=True, tag=True, entity=True)
```

#### Spacy



```
Alice_text = '''Presently she began again. 'I wonder if I shall fall right THROUGH the earth! How funny it'll seem to contain the spacy = nlp_en(Alice_text)
Alice_spacy[:100] # returns first 100 tokens
len(Alice_spacy) # return the total number of tokens in the doc
```

```
Quixote_text = '''Con estas razones perdía el pobre caballero el juicio, y desvelábase por entenderlas y desentrañarles Quixote_spacy = nlp_sp(Quixote_text)
Quixote_spacy[:100]
```

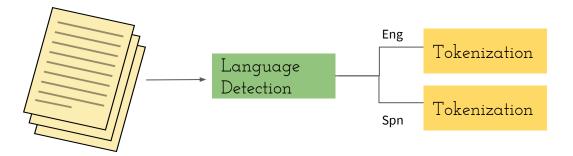


https://github.com/nickdavidhaynes/spacy-cld

```
import spacy
from spacy_cld import LanguageDetector

nlp = spacy.load('en')
language_detector = LanguageDetector()
nlp.add_pipe(language_detector)
doc = nlp('This is some English text.')

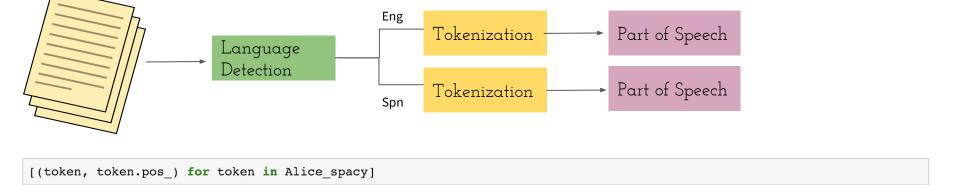
doc._.languages # ['en']
doc._.language_scores['en'] # 0.96
```



```
Alice_spacy = nlp_en(Alice_text)
[obj.text for obj in Alice_spacy.sents] # at the sentence level
[token for token in Alice_spacy] # at the word level
```

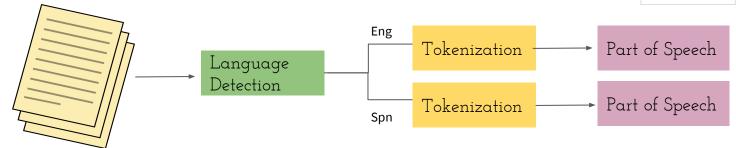
```
Quixote_spacy = nlp_sp(Quixote_text)
[obj.text for obj in Quixote_spacy.sents] # at the sentence level
[token for token in Quixote_spacy] # at the word level
```

[(token, token.pos\_) for token in Quixote\_spacy]



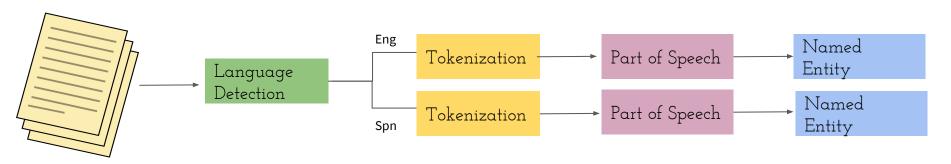
#### https://universaldependencies.org/u/pos/

| Open class words | Closed class words | Other    |  |  |
|------------------|--------------------|----------|--|--|
| ADJ              | ADP                | PUNCT    |  |  |
| ADV              | AUX                | SYM      |  |  |
| INTJ             | CCONJ              | <u>X</u> |  |  |
| NOUN             | DET                |          |  |  |
| PROPN            | <u>NUM</u>         |          |  |  |
| <u>VERB</u>      | PART               |          |  |  |
|                  | PRON               |          |  |  |
|                  | SCONJ              |          |  |  |



```
[(token, token.pos_) for token in Alice_spacy]
```

```
[(token, token.pos_) for token in Quixote_spacy]
```



```
from spacy import displacy
displacy.render(Alice_spacy, style='ent', jupyter=True)

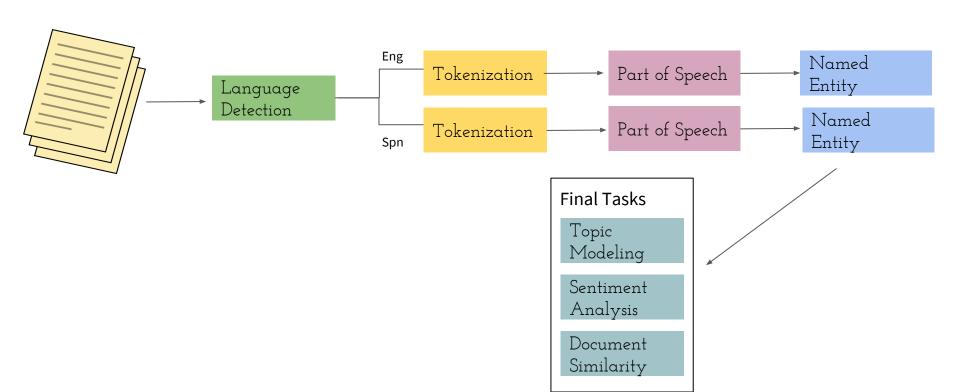
for ent in Alice_spacy.ents:
    print(ent.text, ent.start_char, ent.end_char, ent.label_)

[(token, token.ent_iob_) for token in Alice_spacy]

displacy.render(Quixote_spacy, style='ent', jupyter=True)

for ent in Quixote_spacy.ents:
    print(ent.text, ent.start_char, ent.end_char, ent.label_)

[(token, token.ent_iob_) for token in Quixote_spacy]
```



# Language Identification

- 1. Characters
- 2. Stop words
- 3. Character Ngrams

#### At Document Level

- Ideas? How to identify languages?

Text 1

Hindi

एसोसिएशन फुटबॉल जिसे आमतौर पर सिर्फ फुटबॉल या सॉकर कहा जाता है, दुनिया के सबसे लोकप्रिय खेलों में से एक है । यह एक साम्हिक खेल है और इसे ग्यारह खिलाड़ियों के दो दलों के बीच खेला जाता हैं । फुटबॉल को सामान्यतः एक आयताकार घास या कृत्रिम घास के मैदान पर खेला जाता है जिसके दोनों छोरों पर एक एक गोल होता है। खिलाड़ियों द्वारा विरोधी दल के गोल में चालाकी से गेंद को डालना ही इस खेल का उद्देश्य है। खेल में गोलरक्षक ही एक मात्र ऐसा खिला

#### Text 2

English
Association football, more commonly known as football or soccer, is a team sport played with a spherical ball between two teams of eleven players. It is played by 250 million players in over 200 countries and dependencies, making it the world's most popular sport. The game is played on a rectangular field called a pitch with a goal at each end. The object of the game is to score by moving the ball beyond the goal line into the opposing goal.

#### Text 3

Spanish
El fútbol es un deporte de equipo jugado entre dos conjuntos de once jugadores cada uno y algunos árbitros que se ocupan de que las normas se cumplan correctamente. Es ampliamente considerado el deporte más popular del mundo, pues lo practican unas 270 millones de personas.

#### Text 4

#### Korean

축구는 출전 선수 11명씩 각각 한 팀을 이루어 두 팀이 겨루며, 세계적으로 최고 인기를 누리는 스포츠이다[1] 경기장은 직사각형이며, 바닥은 천연잔디나 인조잔디, 흙 등으로 이뤄져 있다. 경기장 양 끝에 놓인 상대방 골대 사이로 공을 통과시키면 득점이 된다. 선수 중 골키퍼만 팔과 손으로도 공을 건드릴 수 있으며, 나머지 선수는 팔과 손을 제외한 신체 부위로만 공을 다룰수 있다.

#### Characters

#### Unicode

- Industry standard
- Contains a repertoire of 137,439 characters covering 146 modern and historic scripts
- Each abstract character has a "code point"
- Different scripts use unique range of code points
- Code points U+0000 to U+007F (0-127) were the same as ASCII
- http://www.unicode.org/charts/

#### Character Encoding

- UTF-8 capable of encoding all valid code points in Unicode
- ASCII capable of encoding only 127 code points (Roman alphabet)



#### http://www.unicode.org/charts/

1100 Hangul Jamo 11FF

| L | 110      | 111  | 112     | 113  | 114  | 115  | 116             | 117  | 118        | 119        | 11A  | 11B        | 11C  | 11D        | 11E        | 11F               |
|---|----------|------|---------|------|------|------|-----------------|------|------------|------------|------|------------|------|------------|------------|-------------------|
|   | 1100     | 1110 | HC 1120 | /记   | 1140 | 1150 | HJ<br>F<br>1160 | ન]   | 그케<br>1180 | 파리<br>1190 |      | 리기<br>11B0 | 1100 | 근근<br>1100 | D六<br>11E0 | <b>ბ</b>          |
|   | דד       | 꼬    | 以       | 加    | 67   | 77   | 1               | ᆔ    | ᆁ          | नाडे       | .1   | 린다         | 22   | राम        | र्ठ्य      | 故                 |
| ŀ | 1101     | 1111 | 1121    | 1131 | 1141 | 1151 | 1161            | 1171 | 1181       | 1191       | 11A1 | 1181       | 11C1 | 11D1       | 11E1       | 11F1              |
|   | <u>_</u> | ठ    | 拟刀      | 刈    | or   | 37   | A               | 77   | ===        | न्नी       | **   | 럐          | ठे   | सार        | 당          | <b>Ò∆</b><br>11F2 |
| L | 1102     | 1112 | 1122    | 1132 | 1142 | 1152 | 1162            | 1172 | 1182       | 1192       | 11A2 | 11B2       | 11C2 | 11D2       | 111        | E2                |

#### Stop Words

- Short function words
  - She, is, who, what, are, in, before...
- https://www.mostlymaths.net/2012/06/language-detection-in-python-with-nltk.ht ml

#### Character N-grams

- What's the probability that a given word is English? Spanish?
  - o queche?
  - thamin?

Spanish training data:

"Esa es la razón por que he querido salir".

English training data:

"There was a long queue waiting for the train."

Unknown sequences:

"que" -> Spanish
"the" -> English

#### Character Ngram Model

- Construct ngram model from two monolingual corpora
- 2. Calculate ratio of probability of a word in each

```
\frac{p(word|Spanish)}{p(word|English)}
```

#### Character Ngram Model

Label each word with most probable language except if ratio is near 1.0 ⇒ treat as ambiguous

1.15 me 0.48 the From Constantine Lignos and Mitch Marcus (University of Pennsylvania, Johns Hopkins University)

- 4. Ambiguous words are assigned the language tag of the previous word
  - a. Functional Head Constraint (Belazi et al. 1994)
- 5. Performance of Codeswitchador = 96.9%

#### More to tackle

- POS tagging for CS data
- Syntactic parsing for CS data
- Measuring degrees of CS → language metrics

| Token   | Language |
|---------|----------|
| Thank   | English  |
| you     | English  |
| and     | English  |
| muchas  | Spanish  |
| gracias | Spanish  |

