

# Limits of Automatic W.A.

Humans	GIZA++	Baseline		Improved	
		en	cs	en	cs
Problems	Problems	14.3	15.5	14.3	15.5
Problems	OK	0.1	0.1	0.2	0.1
OK	Problems	38.6	35.7	25.2	25.0
OK	OK	46.9	48.7	60.4	59.4

Percentage of English (en) and Czech (cs) tokens where the alignment was difficult for humans and/or for GIZA++. (Humans against each other, GIZA++ against merged humans.)

- Where GIZA++ had problems, humans often disagreed, too.
- Improving automatic alignment keeps the problematic part intact.