

Impulse for the panel "Die Hyperpersonalisierung des Lernenden: Analysemacht von AI, Auswirkungen auf das Lehrumfeld und die Rolle der Lehrkraft"

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Goethe-Institut Peking / Institut français Fremdsprachenlernen im digitalen Zeitalter Online, 4 September 2020

Man vs. Machine



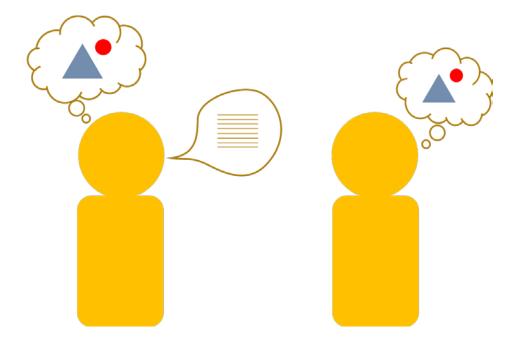
Yuval Noah Harari	
HOMO DEUS	
Eine Geschichte von Morgen с.н.веск	

- A human is a highly complex biochemical algorithm
- There is no fundamental difference
 - spirit
 - soul
 - indviduum

Bild: www.jpc.de



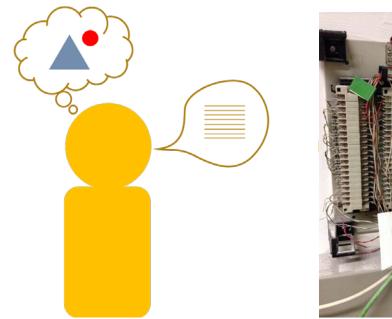
Language as human-human interface

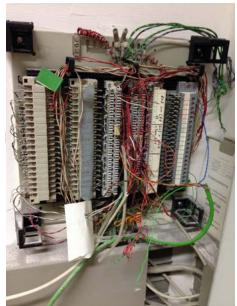


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Language as human-machine interface







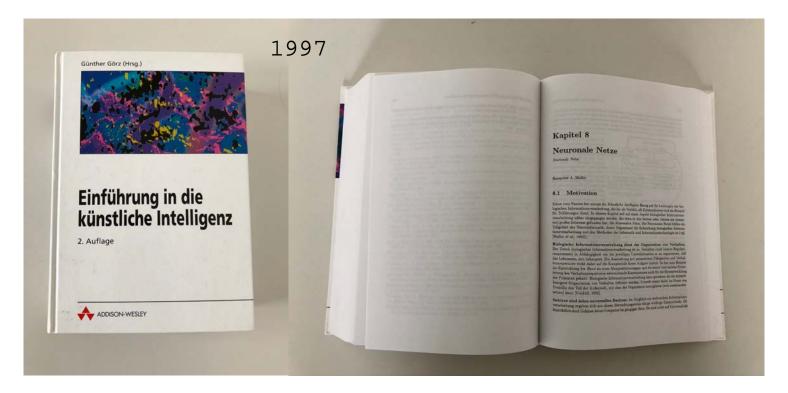
Maschine Translation

≡ Google Übersetzer

🛪 Text 🕒 Dokume	nte								
SPRACHE ERKENNEN	TÜRKISCH	DEUTSCH	ENGLISCH	~	¢⇒	DEUTSCH	ENGLISCH	FRANZÖSISCH	~
der, die, das, wie	imes the, the, the, why, why, why								
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The historical dimension





History of MT

- "Shifting words"
- Rule-based MT
- Translation Memories
- Classical Machine Learning
- Today's Machine Learning

History of Al

- Algorithmics
- Expert systems
- Heuristic Algorithms
- Features / Statistics
- Neural Networks



ARE THE SYSTEMS BLACK BOXES?

Test suite experiment – systems used



- O-PBMT Old (phrase-based) version of Google Translate (online, February 2016)
- O-NMT New (neural) version of Google Translate (**o**nline, November 2016)
- OS-PBMT Open-source phrase-based system (Moses) that uses a default configuration to serve as a baseline (only De-En)
- DFKI-NMT Barebone neural system from DFKI, based on an encoderdecoder neural architecture with attention
 - ED-NMT Neural system from U Edinburgh, system was built using the Nematus toolkit
- RWTH-NMT NMT-system from RWTH, makes use of subword units and has been finetuned to perform well on the IWSLT 2016 spoken language task (only De-En)
 - RBMT Commercial rule-based system Lucy

Test suite experiment – examples: ambiguity



Source: Er hat einen <u>Kater</u>, weil er sehr tierlieb ist.
Reference: He has a <u>cat</u> because he is very fond of animals.

Google-old: He has a <u>hangover</u>, because he is very fond of animals.

Google-new: He has a <u>cat</u> because he is very fond of animals.

RBMT: He has a <u>tomcat</u> because it is very animal-dear.

- OS-PBMT: He has a <u>hangover</u> because it is an encounter.
- DFKI-NMT: He has a <u>kater</u> because he is very animal.
- RWTH-NMT: He has a <u>hangover</u> because he's very animal.
- ED-NMT: He has a <u>hangover</u> because he is very animal-loving.

Test suite experiment – examples: phrasal verb



Source: Warum <u>hörte</u> Herr Muschler mit dem Streichen <u>auf</u>?
Reference: Why did Mr. Muschler <u>stop</u> painting?

Google-old: Why <u>heard</u> Mr. Muschler <u>on</u> with the strike?

Google-new: Why did Mr. Muschler stop the strike?

Update 2020: Why did Mr. Muschler stop painting?

RBMT: Why did Mr. Muschler <u>stop</u> with the strike?

OS-PBMT: Why was Mr Muschler by scrapping on?

DFKI-NMT: Why did Mr. Muschler <u>listen</u> to the rich?

RWTH-NMT: Why did Mr. Muschler <u>listen</u> to the stroke?

ED-NMT: Why did Mr. Muschler <u>stop</u> with the stump?

Test suite experiment – examples: MWE



Source: Die Arbeiter müssten in den sauren Apfel beißen.
Reference: The workers would have to bite the bullet.

Google-old: The workers would have <u>to bite the bullet</u>.

Google-new: The workers would have to bite into the acid apple.

Update 2020: The workers would have to bite the bullet.

RBMT: The workers would have <u>to bite in the acid apple</u>.

OS-PBMT: The workers would have <u>to bite the bullet</u>.

DFKI-NMT: Workers would have to bite in the acid apple.

RWTH-NMT: The workers would have to vite into the clean apple.

ED-NMT: The workers would have to bite in the acidic apple.

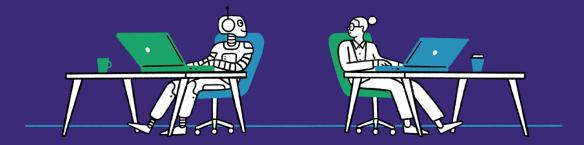


By way of an intermediate summary

Machines read on the lines, humans read between the lines.



The Learning Platform for Artificial Intelligence



AI Campus – the Learning Platform for Artificial Intelligence

https://ki-campus.org

Language Learning with Natural Language Processing (few selected examples)

What systems can do

- Find/create personalized learning material/experience
 - Domain texts / linguistic phenomena
 - MC tests
 - QA (Chat)
- Recommend learning units
- Learning analytics

What systems cannot do well

- Give qualified feedback to learner's performance (errors)
- Answer learner's questions
- •

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Algorithms will repeatedly make mistakes due to insufficient data, faulty programming, muddled goal definitions and the chaotic nature of life.

[...] most people often make terrible mistakes in the most important decisions of their lives.

Even more than algorithms, humans suffer from insufficient data, from faulty programming (genetic and cultural), from muddled definitions, and from the chaos of life.

