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Preface

The First Workshop on Ancient Language Processing (ALP-2023) is co-located with the fourteenth edition of Recent Advance in Natural Language Processing (RANLP) in Varna, Bulgaria on 8 September, 2023.

Ancient languages function as stores of the historical and cultural legacy of humanity. In recent years, significant advancements have been made through the utilization of language technologies in the analysis and interpretation of archaic languages. The purpose of the workshop is to establish a reputable platform for both scholars and practitioners, facilitating the exchange of their most recent research findings and fostering meaningful discussions.

The workshop has received thirty-six submissions covering a wide variety of ancient languages, including Ancient Chinese, Ancient Tibetan, Ancient Greek, Latin, Etruscan, Akkadian, Sumerian, Ancient Syriac, Ancient Hebrew, Basquenglish, Classical Arabic, Meroitic, Middle High German, Pali, and Sanskrit. Among these, Latin, Greek, ancient Chinese, and Sumerian are prominently featured. Within the realm of natural language processing, this collection of papers employs techniques that encompass a diverse range of methodologies, spanning from qualitative analyses and corpus construction strategies to sophisticated machine learning algorithms.

We have accepted sixteen papers for oral presentations and nine for poster presentations. The topics of the accepted submissions include: morphological analysis, POS-tagging and lemmatization, parsing, evaluation of LLMs, text annotation, corpus construction, distributional semantic models, emotion recognition, machine translation, corrupted text correction, hand-written text recognition, intertextual identification, stylistic analysis, named entity recognition, input method, and NLP pipeline systems. The quality resonating through these submissions is genuinely commendable, highlighting the excellence that characterizes the content of this workshop.

The field of ancient language processing is witnessing an expanding research community, driven by the increasing availability of ancient language resources and the growing interest of scholars with machine learning expertise in this domain. The strong turnout in the inaugural year of the ALP workshop serves as a testament to this trend. Hence, we are confident that this event will continue to thrive, fostering an environment for dynamic discussions and interdisciplinary collaborations in both the research and applications of this domain.

We extend our gratitude to the members of the Program Committee for their exhaustive reviews, including the acceptance of additional reviews. We are also appreciative of the RANLP conference chairs, whose tremendous and timely assistance proved invaluable. Last but not the least, we would like to extend our thanks to the student volunteers: Bolin Chang, Zhixiao Zhao, Yutong Zhang, Yixuan Zhang, Kaixin Yin, Feng Xie, and Zhixing Xu.

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Table of Contents

<i>Training and Evaluation of Named Entity Recognition Models for Classical Latin</i> Marijke Beersmans, Evelien de Graaf, Tim Van de Cruys and Margherita Fantoli	1
<i>Sentence Embedding Models for Ancient Greek Using Multilingual Knowledge Distillation</i> Kevin Krahn, Derrick Tate and Andrew C. Lamicela	13
<i>A Transformer-based parser for Syriac morphology</i> Martijn Naaijer, Constantijn Sikkels, Mathias Coeckelbergs, Jisk Attema and Willem Th. Van Peursen	23
<i>Graecia capta ferum victorem cepit. Detecting Latin Allusions to Ancient Greek Literature</i> Frederick Riemenschneider and Anette Frank	30
<i>Larth: Dataset and Machine Translation for Etruscan</i> Gianluca Vico and Gerasimos Spanakis	39
<i>Evaluation of Distributional Semantic Models of Ancient Greek: Preliminary Results and a Road Map for Future Work</i> Silvia Stopponi, Nilo Pedrazzini, Saskia Peels, Barbara McGillivray and Malvina Nissim	49
<i>Latin Morphology through the Centuries: Ensuring Consistency for Better Language Processing</i> Federica Gamba and Daniel Zeman	59
<i>Cross-Lingual Constituency Parsing for Middle High German: A Delexicalized Approach</i> Ercong Nie, Helmut Schmid and Hinrich Schütze	68
<i>Can Large Language Model Comprehend Ancient Chinese? A Preliminary Test on ACLUE</i> Yixuan Zhang and Haonan Li	80
<i>Unveiling Emotional Landscapes in Plautus and Terentius Comedies: A Computational Approach for Qualitative Analysis</i> Davide Picca and Caroline Richard	88
<i>Morphological and Semantic Evaluation of Ancient Chinese Machine Translation</i> Kai Jin, Dan Zhao and Wuying Liu	96
<i>A tailored Handwritten-Text-Recognition System for Medieval Latin</i> Philipp Koch, Gilary Vera Nuñez, Esteban Garces Arias, Christian Heumann, Matthias Schöffel, Alexander Häberlin and Matthias Assenmacher	103
<i>Evaluating Existing Lemmatizers on Unedited Byzantine Greek Poetry</i> Colin Swaelens, Ilse De Vos and Els Lefever	111
<i>Vector Based Stylistic Analysis on Ancient Chinese Books: Take the Three Commentaries on the Spring and Autumn Annals as an Example</i> Yue Qi, Liu Liu, Bin Li and Dongbo Wang	117
<i>A Joint Model of Automatic Word Segmentation and Part-Of-Speech Tagging for Ancient Classical Texts Based on Radicals</i> Bolin Chang, Yiguo Yuan, Bin Li, Zhixing Xu, Minxuan Feng and Dongbo Wang	122

<i>Introducing an Open Source Library for Sumerian Text Analysis</i> Hansel Guzman-Soto and Yudong Liu	133
<i>Coding Design of Oracle Bone Inscriptions Input Method Based on "ZhongHuaZiKu" Database</i> Dongxin Hu	138
<i>Word Sense Disambiguation for Ancient Greek: Sourcing a training corpus through translation alignment</i> Alek Keersmaekers, Wouter Mercelis and Toon Van Hal	148
<i>Enhancing State-of-the-Art NLP Models for Classical Arabic</i> Tariq Yousef, Lisa Mischer, Hamid Reza Hakimi and Maxim Romanov	160
<i>Logion: Machine-Learning Based Detection and Correction of Textual Errors in Greek Philology</i> Charlie Cowen-Breen, Creston Brooks, Barbara Graziosi and Johannes Haubold	170
<i>Classical Philology in the Time of AI: Exploring the Potential of Parallel Corpora in Ancient Languages</i> Tariq Yousef, Chiara Palladino and Farnoosh Shamsian	179
<i>Using Word Embeddings for Identifying Emotions Relating to the Body in a Neo-Assyrian Corpus</i> Ellie Bennett and Aleksí Sahala	193
<i>A Neural Pipeline for POS-tagging and Lemmatizing Cuneiform Languages</i> Aleksi Sahala and Krister Lindén	203
<i>Tibetan Dependency Parsing with Graph Convolutional Neural Networks</i> Bo An	213
<i>On the Development of Interlinearized Ancient Literature of Ethnic Minorities: A Case Study of the Interlinearization of Ancient Written Tibetan Literature</i> Congjun Long and Bo An	222

Evaluating Existing Lemmatisers on Unedited Byzantine Greek Poetry

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Abstract

This paper reports on the results of a comparative evaluation of four existing lemmatizers, all pre-trained on Ancient Greek texts, on a novel corpus of unedited, Byzantine Greek texts. The aim of this study is to get insights into the pitfalls of existing lemmatisation approaches as well as the specific challenges of our Byzantine Greek corpus, in order to develop a new lemmatizer that can cope with its peculiarities. The results of the experiment show an accuracy drop of 20% on our corpus, which is further investigated in a qualitative error analysis.

1 Introduction

If Ancient Greek is considered a low-resourced language, Byzantine Greek is even lower-resourced. What Ancient and Byzantine Greek have in common, is that their texts have been continuously copied by hand until the end of the 15th century. So when we read, for instance, Plato's *Apology*, we read a collation of a philologist who aspires to reconstruct Plato's original 4th-century text *based on* the existing Medieval manuscripts; *based on* but not copied from these manuscripts, as linguistic inconsistencies or orthographic mistakes are adapted to fit the dialect in which the text was conceived. Existing NLP tools for historical Greek are developed for this variant of Greek, that was edited to perfection.

However, because of a growing research interest and progress in optical character recognition (OCR) and, even more relevant, handwritten text recognition (HTR) (e.g. Tsochatzidis et al. 2021; Platanou et al. 2022; Ströbel et al. 2022), more and more unedited Greek texts will become available. These unedited texts contain, among other things, lacunae due to a damaged piece of

parchment, omissions of words due to sloppiness or fatigue of the scribe or funky orthography due to phonetic changes. Although no substantial HTR-based corpus is available for Greek, two online available corpora do offer the unedited texts from manuscripts: the Trismegistos (Depauw and Gheldof, 2014) project and the Database of Byzantine Book Epigrams (DBBE) (Ricceri et al., 2023). Both Trismegistos and DBBE do store the edited as well as the unedited version of texts found in papyri and manuscripts, respectively. The DBBE provides Byzantine¹ book epigrams, which are metrical paratexts as they are written in the margin, next to ($\pi\alpha\rho\acute{\alpha}$, para) the main text of a manuscript. The literal transcription of these poems are stored as so-called *Occurrences*, which are linked to a normalised version called *Type*.

Our aim is to develop a linguistic annotation pipeline for the latter, unedited Greek texts. The differences between Ancient and Medieval Greek are thoroughly described by Swaelens et al. (Forthcoming 2023), the features relevant for this work are elaborated upon in Section 3. A new approach for part-of-speech tagging and morphological analysis was developed (Swaelens et al., 2023), as the existing techniques are not capable of handling the idiosyncrasies these unedited texts display. Before diving into the development of the last step of the pipeline, i.e. the lemmatizer, we wanted to evaluate existing systems for lemmatisation on our gold standard of unedited, Byzantine Greek texts.

2 Related Research

The first lemmatizer for Greek was developed by Packard (1973), as part of the first lin-

¹Byzantine and Medieval will be used as synonyms to refer to the period from the 5th until 15th century.

guistic annotation pipeline. In order to perform morphological analysis, first suffixes are removed to retrieve the stem of every token. Then, a dictionary made by Packard, is searched with a binary search algorithm to find the matching stem. Based on this dictionary search, the algorithm returns the lemma that is linked to the matching stem. If multiple lemmas are possible, a philologist is needed to discern which lemma was the correct one.

In 2003, the biggest online resource of Greek texts, the Thesaurus Linguae Graecae (TLG) (Pantelia, 2022) started their lemmatization project. Few details on the methodology are provided in the paper, except that the TLG *digitised and extracted a large number of head-words from dictionaries*². The authors, however, claim that the lemmatizer is capable of recognising automatically 98.3% of all tokens in the TLG.

RNN Tagger (Schmid, 2019) was developed as the combination of a morphological tagger and lemmatizer for historical texts. Schmid has made use of a character-based bi-LSTM network to cope with – systematic – spelling variations and improve tagging accuracy. The lemmatizer is also based on a recurrent neural network, making use of the dl4mt machine translation system (He et al., 2016). In his experiments, Schmid did also train and test his tagger on the Ancient Greek Dependency Treebank, which resulted in a tagging accuracy of 91.29%.

The Classical Language Toolkit (CLTK), is an NLP framework developed for pre-modern languages (Johnson et al., 2021). This framework stores several lemmatizers, among which a back-off lemmatizer (Burns, 2020) that makes use of several, sequenced lemmatizers. CLTK’s default lemmatizer for Ancient Greek makes use of the Stanza (Qi et al., 2020) lemmatization algorithm, that has been pre-trained on the PROIEL treebanks (Haug and Jøhndal, 2008). This algorithm consists of a dictionary-based lemmatizer combined with a neural sequence-to-sequence lemmatizer. On the encoder’s output of this combination, an additional classifier is added to cope with, among other things, lowercasing. The authors, however, did not provide an accuracy score of

how well the algorithm performs on Ancient Greek.

Burns’ back-off lemmatizer, which is included in the CLTK, is a sequence of five lemmatizers. The token first passes a dictionary-based lemmatizer to tag frequently occurring, indeclinable words; then it passes through a unigram-model lemmatizer that is based on training data of the Ancient Greek and Latin Dependency Treebanks (Celano, 2019); third in the sequence is a rule-based lemmatizer that makes use of regular expressions; the fourth lemmatizer is a variation of the previous, regular expression-based lemmatizer that factors in principal-part information; finally, the token is passed through another dictionary-based lemmatizer making use of Morpheus’ (Crane, 1991) lemma dictionary. Should none of these lemmatizers output a proper lemma, the token itself is returned as lemma. Vatri and McGillivray (2020) report an accuracy of 91% on poetry and 93% on prose.

Where CLTK’s default lemmatizer disambiguates ambiguous tokens based on frequency, the GLEM lemmatizer (Bary et al., 2017) makes use of part-of-speech information to disambiguate. Even more interesting, is that GLEM provides a lemma for out-of-vocabulary words. This is achieved by combining a dictionary-based approach with a memory-based machine learning algorithm, called FROG (Bosch et al., 2007). If the to-be-tagged word occurs only once in the lexicon, consisting of the PROIEL and Perseus (Celano, 2019) corpora, GLEM returns the lexicon’s lemma; if not, the word is considered ambiguous and FROG is applied. If several lemmas are possible, GLEM evaluates whether there is exactly one match with the part-of-speech tag predicted by the FROG algorithm and the lexicon. If so, the lemma is assigned; if there are several possible or no matching part-of-speech tags, frequency information is used to assign a lemma from the lexicon.

The interest in lemmatizing Greek has increased, proved by Keersmaekers and Van Hal (2022) and de Graaf et al. (2022). That is, both articles discover how corpora which cannot be lumped together with classical, literary Greek prose, could be lemmatized. Keersmaekers and Van Hal, on the one hand, aim to

²<https://stephanus.tlg.uci.edu/history.php>

lemmatize the papyri texts stored in Trismegistos, de Graaf et al., on the other hand, look into lemmatizing Greek inscriptions. Just like the unedited texts we want to tag, these corpora had some peculiarities that deviate from the polished, classical Greek on which the existing lemmatizers are based.

Although several other lemmatizers do exist, they are not part of this assessment because they are either not freely available or do not disambiguate ambiguous word forms. We did not test TreeTagger (Schmid, 1994) since the parameter files³ do not contain any information on lemmas. Neither Morpheus (Crane, 1991) nor Eleuxis⁴ have been part of our comparison as neither of those disambiguate ambiguous tokens.

3 Comparative Experiment

To evaluate the lemmatizers described in Section 2, we annotated about 10,000 tokens from the DBBE *occurrences* (Swaelens et al., 2023). The DBBE *occurrences* are the literal transcription, viz. without any editing, of the text that is found in a manuscript. As already mentioned in Section 1, these *occurrences* are linked to edited, normalised versions called *Types*, as shown in Example 1. Example 1a shows the *occurrence*, the text as it is found in the manuscript Vat.gr.1908⁵, Example 1b the *Type* to which the *Occurrence* is linked and its translation (translated by the authors) is given in Example 1c.

- (1) a. ὡς περ' ἕξνη χέρωντες ἡδῆν
πα(ατ)ρίδα
DBBE Occurrence 17870
- b. Ὡσπερ ξένοι χαίρουσιν ἰδεῖν πα-
τρίδα
DBBE Type 2820
- c. Just like travellers rejoice upon see-
ing their homeland

³Available at <https://www.cis.uni-muenchen.de/~schmid/tools/TreeTagger/>

⁴<https://outils.bibliissima.fr/en/eulexis-web/index.php>

⁵This book epigram is situated on f.118v and online consultable via https://digi.vatlib.it/view/MSS_Vat.gr.1908/0121

This example displays one of the main characteristics of the Greek found in manuscripts before they are edited: orthographic inconsistencies. Since the itacism – a phonetic shift that turned η, ι, υ, ει and οι into the phoneme /i/ – has made its introduction in the 3rd century, quite some orthographic inconsistencies are to be found in the manuscripts. In Example 1a both the first syllable, ἡδῆ- (the stem of the word), and the second, -ῆν (the suffix indicating the Greek infinitive), are affected by the itacism. This makes the word ἰδεῖν almost unrecognisable, which is why we hypothesise that a dictionary-based approach might be put at a disadvantage.

For our comparative study, all lemmatizers discussed in Section 2, CLTK, GLEM, RNN Tagger, and the Stanza tagger, are used to lemmatize our gold standard containing 10,000 tokens of unedited, Byzantine Greek text. Before feeding the data to the lemmatizers, we removed all redundant white spaces and deleted all punctuation.

4 Results

The results of the comparative experiments are shown in Table 1. First of all, We observe a general accuracy drop of 20% or more compared to the results of the lemmatizers on Ancient, edited Greek. This was expected, because our data is very challenging. Second, the sequential back-off lemmatizer comes out best, performing almost 7% better than the Stanza lemmatizer, which performed worst. To gain more insight in the results of the tested lemmatizers, we performed a qualitative analysis of the system output, which revealed some tendencies of the problems related to our corpus.

Lemmatizer	Accuracy
Stanza	64.99%
RNN Tagger	66.67%
GLEM	70.82%
CLTK	71.69%

Table 1: Performance of existing lemmatizers on Byzantine Greek poetry.

This comparative study uncovered an encoding problem in our test set: the transcriptions of the manuscripts stored in DBBE make use of multiple unicode characters for identi-

cal characters. The acute accent, for example, is present in the DBBE as two different unicode characters. That is, the *í* in *πατριίδα* (Example 1) has two different unicode representations within the DBBE corpus. Consequently, every deviation from the unicode character that is stored in DBBE or its annotations has been evaluated as incorrect. What is more, the Stanza lemmatizer outputs unicode characters that are different from those CLTK and RNN Tagger output.

The diachronic and/or diatopic alterations that are inherent to the Greek language, hinders the evaluation of the taggers as well. Verbs whose stem ends in a velar occlusive, have a lemma that ends either in *-ττω* (the classic, Athenian variant), or *-σσω* (other dialects' variant). The token *φύλαττε* (*keep guard*) has been annotated as coming from the lemma *φύλαττω*, while all lemmatizers returned *φύλάσσω* as lemma. Although this is a correct prediction, it was considered as incorrect by the automatic evaluation. In this same category belongs the alteration between *ι* and *υ*, observable in the – identical – words *βίβλος* and *βύβλος* (*papyrus roll*).⁶ The alteration of a word's final consonant, is the last example that fits within this category. The preposition *ἐκ* (*out*) is written as *ἐξ* when followed by a vowel. Again, these double forms caused unjust penalties in the lemmatizers' output. In order to cope with these inconsistencies, we harmonised the different outputs, mainly caused by the unicode difference between the *tonos* and *oxia* accent (Tauber, 2019). The new lemmatisation results, however, show a minor impact of the encoding problems and inconsistencies, resulting in improvements of only 0.04 to 0.6 %, which makes no difference for the final ranking of the tested lemmatizers.

The lemmatizers also have a hard time assigning the correct lemma to a verb in the perfect tense. This might be due to the very low presence of this tense in general in Greek. It is, however, surprising that the back-off lemmatizer cannot extract and match the stem of, e.g., *πεφευγώς* (*having fled*) to its lemma *φεύγω* (*to flee*). What is even more surprising, is that GLEM did not even return a lemma of

this quite frequent word, while it was stated that GLEM could output lemmas it had never seen before.

A GLEM-specific remark is how much this lemmatizer is affected by the absence of the iota subscriptum⁷ in, e.g., the dative case. In DBBE this iota is sometimes written, now underneath the vowel, then next to it, and sometimes not written. Not once did it correctly lemmatize *τω* as a form of the article *ὁ*, while *τω̅* has been lemmatized correctly. The iota adscriptum is not yet part of the test set.

5 Conclusion & Future Research

As a last step in the development of our new annotation pipeline that cannot only handle classical Greek texts but also unedited, Byzantine texts, we are exploring the field of lemmatizing Greek. We compared four freely available lemmatizers that are capable of coping with ambiguity: CLTK back-off lemmatizer, GLEM, RNN Tagger and the Stanza lemmatizer. The back-off lemmatizer performed best, which might be attributed to the fact that it combines five different lemmatizers. The error analysis provided us with useful insights, which we will take into account while developing our own lemmatizer for Byzantine Greek.

At the moment of writing, we are looking into a cascaded system that combines a rule-based module with a dictionary look-up as a first step. In addition, a machine-learning component will be developed to handle all tokens that cannot be lemmatized by the first part. We are investigating several possible algorithms, going from a decision tree model to a neural approach. Furthermore, we will need to cope with the abundance of unicode characters and provide a mapping to evaluate our output correctly. We also need to develop a strategy to deal with the alterations that are inherent to the language to make evaluation easier and more correct, namely a mapping of (1) the five ways to write the /i/ sound, (2) the iota subscriptum or adscriptum and (3) forms like *-σσω/-ττω*. Finally, we will experiment with the presence or absence of diacritics and their possible impact on the machine learning.

⁶This alteration is not to be confused with the itacism; this alteration is already attested before the itacism appeared.

⁷When a long vowel is followed by a iota, *ι/j*, the iota is written either underneath (*subscriptum*) or next to that vowel (*adscriptum*).

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