

EDAN60

Language Technology

<http://cs.lth.se/edan60/>
Projects

Pierre Nugues

Lund University
Pierre.Nugues@cs.lth.se
http://cs.lth.se/pierre_nugues/

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Projects

- Define a study topic and an application in language processing or computational linguistics.
- You may define them yourself or with the help of the instructor.
- Survey the relevant literature
- Define an implementation strategy and select algorithms
- Implement a prototype
- Evaluate it
- Write a project report
- Submit paper to a conference (optional). No funding for conference fees and travel.

Organization

The project will take place in the 2nd LP.

There is no dedicated location for it.

The participants will work on the machines in the basement or on their own machines.

The duration of time spent on the project should be of about two weeks.

Each participant can work alone or collaborate with one or two other people (preferred).

Weekly progress meeting with your instructor

Possible Subjects

- ① Projects building on the assignments:
 - ① Language models from the Web
 - ② Statistical group detector (chunkers)
 - ③ Dependency parsing, possibly semantic parsing
- ② Projects connected to research:
 - Question–answering, the Hajen system:
 - ① Develop an answer classifier for a question answering system
 - ② Develop an information retrieval system connected to wikipedia
 - ③ Develop a reranker for the answers
 - Knowledge graph in Swedish, possibly English:
 - ① Develop simple extraction tools starting from regexes and dependency parsing to build a knowledge graph from wikipedia.
 - Categorization with Håkan Jonsson (Sony mobile):
 - ① Categorization of events given a description text, for instance from eventful.com
 - Entity linking with the institute of mathematics:
 - ① Develop a system to match entities extracted from text and from images.