

# Preparing the Dictionnaire Universel for Automatic Enrichment

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# Preparing the Dictionnaire Universel for Automatic Enrichment

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# **Abstract**

#### Abstract

The Dictionnaire Universel (DU) is an encyclopaedic dictionary originally written by Antoine Furetière around 1676-78, later revised and improved by the Protestant jurist Henri Basnage de Beauval who expanded, corrected and included terms of arts, crafts and sciences, into the Dictionnaire. The aim of the BASNUM project is to digitize the DU in its second edition rewritten by Basnage de Beauval, to analyse it with computational methods in order to better assess the importance of this work for the evolution of sciences and mentalities in the 18th century, and to contribute to the contemporary movement for creating innovative and data-driven computational methods for text digitization, encoding and analysis. Based on the experience acquired within the research group, an enrichment workflow based upon a series of Natural Language Processing processes is being set up to be applied to Basnage's work. This includes, among others, automatic identification of the dictionary structure (macro-, meso- and microstructure), named-entity recognition (in particular persons and locations), classification of dictionary entries, detection and study of polysemy markers, tracking and classification of quotation use (bibliographic references), scoring semantic similarity between the DU and other dictionaries. The main challenges being the lack of available annotated data in order to train machine learning models, decreased accuracy when using modern pre-trained models due to the differences between present-day and 18th century French, and even unreliable or low quality OCRisation. The paper describes methods that are useful to tackle these issues in order to prepare the the DU for automatic enrichment going beyond what current available tools like Grobid-dictionaries can do, thanks to the advent of deep learning NLP models. The paper also describes how these methods could be applied to other dictionaries or even other types of ancient texts.

Introduction

#### The Dictionnaire Universel

- In 1635, the Académie française began producing a dictionary of the French language [2]. Antoine Furetière got involved in the production of the first edition.
- Furetière grew frustrated with the slow progress of the Académie. He began to work on his own dictionary, The Dictionaire universel (DU) around 1676-78
   [7].
- The second edition (1701) of the DU was improved by Henri Basnage de Beauval who virtually turned the DU into an encyclopaedia [1][3].



### The Basnum Project

The aim of **BasNum** is to digitize the *DU*, in the 1701 version rewritten by Basnage de Beauval, to analyse it with computational methods in order to better assess the importance of this work for the evolution of sciences and mentalities in the 18th century, and to contribute to the contemporary movement for creating innovative and data-driven computational methods for text digitization, encoding and analysis.



**Automatic Enrichment of Ancient** 

**Dictionaries** 

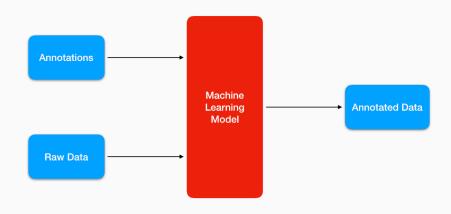
#### Basnum at Inria

At *Inria* we will develop methods for the automatic structuring of lexicographical entries from the digitized version of Basnage's *DU*, we will also enrich the contents of this dictionary using machine learning methods. There are two main types of machine learning models:

• Statistical methods: We have some existing tools.

 Neural methods: We want to build our own tools.

## **Machine Learning**



## Optical Character Recognition

#### **Transkribus**

- · Well established tool.
- Uses statistical methods.
- · Has an user interface.
- · Generates PDF's.
- Does not preserve typographical features.
- · Free but not Open Source.
- Transkribus infrastructure has to be used

#### Kraken

- · Not so well established.
- Uses neural methods.
- User interface in development.
- · Does not generate PDF's.
- Preserves Typographycal features.
- Free and Open Source.
- We can use our own infrastructure.

GROBID-Dictionaries [4][5] is an machine learning library using statistical methods for structuring digitised lexical resources and entry-based documents with encyclopedic or bibliographic content. It allows the parsing, extraction and structuring of text information in such resources.

GROBID-Dictionaries takes as input lexical resources digitised in PDF format and generates a TEI-encoded hierarchy of the different recognised text structures.

RAQUETTE. s.f. Espece de pallette pour jouër à la paume, & au volant. Elle est faite d'un treillis de cordes de boyaux (dont les unes s'appellent montans, & les autres trapers) fort tenduës sur un tour de bois qui a un manche de mediocre longueur. Un de ses côtez s'appelle les droits, & l'autre les nœuds. Pasquier a remarqué qu'anciennement on ne jouoit point à la paume avec des raquettes: c'étoit avec la paume de la main; & de là il conjecture qu'est venu le nom de jeu de panme. On n'avoit inventé les raquettes qu'un peu avant le temps de Pasquier, à ce qu'il dit.

Menage derive ce mot de retiquetta, diminutif de retis,

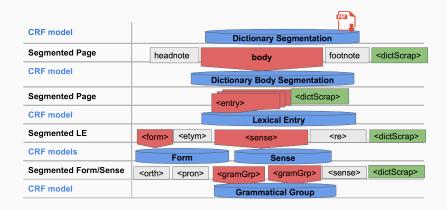
reticus & reticulum.

On dit proverbialement pour se mocquer d'un homme qui se vante de plusieurs choses qu'il n'a pas saites, C'est un grand catseur de raquettes.

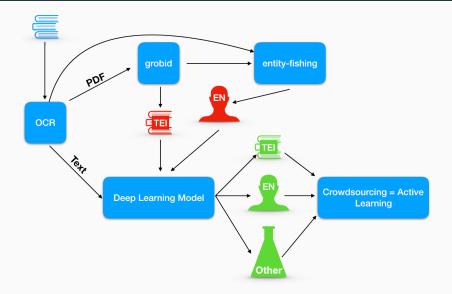
RAQUETTE, se dit aussi d'une certaine machine que les Sauvages de Canada attachent à leurs pieds pour marcher plus commodément sur la neige, & qui est

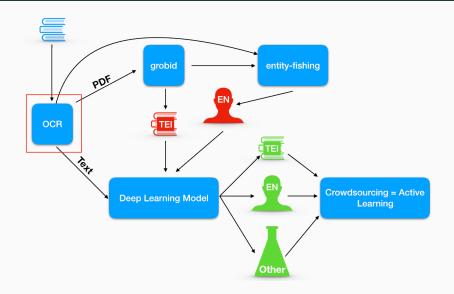
faite à-peu-près en forme de raquette à jouer.

RAQUETTE, se dit aussi d'une espece de figuier d'Inde qui croît aux lles Antilles: c'est cette espece que Mr. Tournesort appelle opuniu vulgò herbatiorum, J. BAUH. Ses seuilles sont épaisses, longues, quelquesois larges comme une raquette, d'où vient que les François lui ont donné ce nom. Voyez Figuier D'INDE.

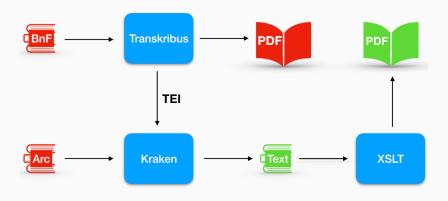


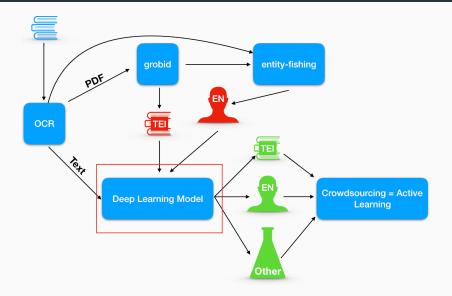
```
<div n="RAO">
   <entry xml:lang="fre" xml:id="Raguette">
       <sense><form><orth rendition="#uc">raquette.</orth><qramGrp><pos expand="Substantif">s.</pos>
       <aen expand="Feminin">f.</aen></aramGrp></form> <def>Espece de pallette pour jouër
       à la naume. Name: au volant.</def> <note>File est faite d'iun treillis de
       cordes de boyaux édont les unes s'appellent montans
       & les autres travers J fort tendues sur un tour de bois
       aui a un manche de mediocre longueur. </note> <xr corresp="#droits #noeuds">Un de ses cô-
       tea s'appelle les droits, & l'autre les nœuds</xr>. <etym><bbbl><author ref="#Pasquier_ISN00000010907010">Pasauier</author></bbbl>
       a remaraué au'anciennement on ne joüoit point à la
       paume avec des raquettes : c'étoit avec la paume de la
       main , & de là il conjectue au'est venu le nom de jeu
       de pame. </etym> <note>On n'avoit inventé les raquettes qu'un peu
       avant le temps de <bibl><author ref="#Pasquier_ISN000000010907010">Pasquier</author></bibl>, à ce qu'il dit,</note>
       <etym><bibl><guthor ref="#Men ISN0000000080815971">Menage</guthor></bibl> derive ce mot de
       <lana rendition="#i" xml:lana="lat">retiquetta</lana>, diminutif de retis,
       reticus &amp: reticulum.</etym>
       </senses
       <sense><usq>On dit proverbialement</usq> <aloss>pour se mocquer d'un homme qui
       se vante de plusieurs chases qu'il n'a pas faites. </aloss> <sea type="Proverbe">C'est
       un grand casseur de raquettes.</seq></sense>
       <sense><form><orth rendition="#sc">Raguette.</orth></form> <def>se dit gussi d'une certaine machine que
        les Sauvages de Canada attachent à leurs pieds pour
       marcher plus commodément sur la neige. &amp: qui est
       faite à-peu-près en forme de raquette à jouër.</def></sense>
       <sense><form><orth rendition="#sc">Raquette.</orth></form> <def>se dit aussi d'une espece de figuier d'In-
       de qui croît aux lles Antilles :</def> <note>c'est cette espece que
       Mr. Tournefort appelle opuntia vule herbariorum.
       J. Bauh. Ses feuilles sont épaisses, longues, quel-
       quefois larges comme une raquette, d'où vient que les
       François lui ont donné ce nom.</note> <xr>Voyez <ref corresp="#Ficuier">Ficuier
       d'Inde.</ref></xr></sense>
   </entry>
e/disc
```



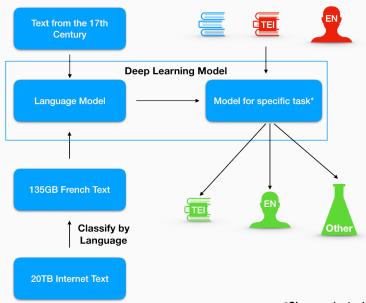


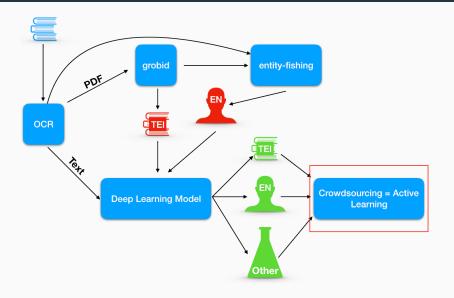
### OCR Model



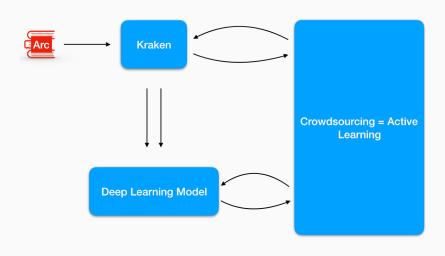


### Deep Learning Model





# **Crowdsourcing Model**



# Preparing the Dictionnaire Universel for Automatic

**Enrichment** 

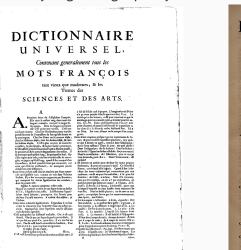
#### **Difficulties**

- Annotate intelligently for not so intelligent models!
   At the beginning, only entries for the letter C where transcribed.
   Our OCR engine learned that every entry starts with C.
   Randomise your annotations!
- TEI is flexible
   TEI is flexible to some extend, agree on how to annotate, as multiple annotations schemes reduce the precision of the model.
- Get a lot of text in the target language [6]

  Then get a lot of data of the target period or about the target topic.

#### **Difficulties**

· Try to get a high quality data to reduce noise.







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