



# Leveraging NLP for Educational Empowerment

Dr. John Aoga, Data scientist & Programmers



MINISTÈRE  
DE L'ENSEIGNEMENT SUPÉRIEUR  
ET DE LA RECHERCHE SCIENTIFIQUE  
RÉPUBLIQUE DU BÉNIN





**Dr. John Aoga**

## **Who am I?**

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Doctor & Engineer in Science and Technology

Specialist in Data science & AI

Online Content author and Teacher

Co Founder of MIFY SARL start-up

## **Goals and Aspirations**

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Promote and develop AI 4 Africa In Africa

Promote and develop Education tools

## **Domains & Interests**

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Algorithms and Optimization

Data/Pattern Mining Approches and applications

Deep Learning & NLP for local languages

Social Data Analysis

## **Scientific References**

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Google  
Scholar



# Criteria of Quality Education

Education is a (multifaceted) **process** that involves the **acquisition of knowledge**, skills, values, and attitudes through (structured) **learning experiences**.



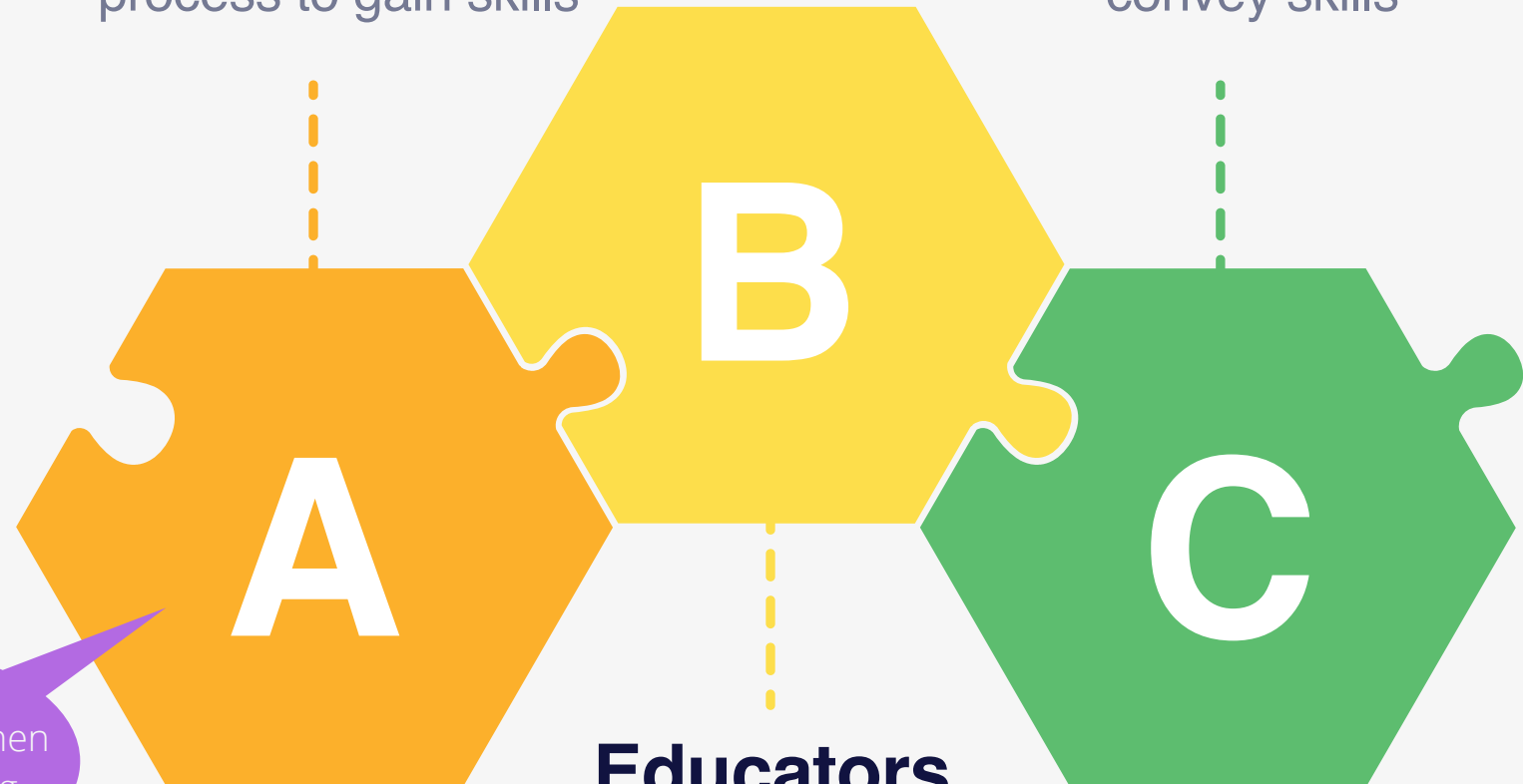


## Learners

Focus on learning  
process to gain skills

## Ressources

Educational material to  
convey skills



Often blamed when  
things go wrong

## Educators

Guide & facilitate the  
learning process



01

## SDG principle

Sustainable Development Goals

02

## No Poverty

Food sustainability, Outcome optimization, reduce inequalities

03

## Quality Education

Online courses (+ create educational content)

04

## Clean resources

Clean water and sanitation,  
Affordable and clean energy  
Responsible consumption

05

## Suitable Cities

Well design roads, transportation flows and optimization

06

## Suitable Services

Digitalization of administration  
(Quick and efficient services)

07

## Production

Optimization of production, Use of suitable Tools

08

## Health

New ways to efficiently tackles healthcare problems



**United Nations**

**Department of Economic and Social Affairs**  
Sustainable Development

Home

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HLPF

SIDS ▾

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Goals

**4**

**Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all**

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## AI & NLP can help here!

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Goals

- 01 a** **Accessible and Inclusive**  
To ALL, regardless of socioeconomic status, location, gender, or physical abilities
- 02 b** **Relevant and Equitable**  
Tailored the needs of learners and society offering equal opportunities
- 03 c** **High-Quality Teaching and Learning**  
Competent teachers and effective teaching methods ( active learning and critical thinking)
- 04 d** **Supportive Learning Environment**  
Physically safe and emotionally supportive, allowing students to learn without fear or discrimination
- 05 e** **Lifelong Learning and Skills Development**  
development of essential life skills, such as problem-solving, communication, and digital literacy

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<https://sdgs.un.org/goals/goal4>



# EDUCATION'S CURRENT STATUS

The main ones



## THE PANDEMIC

CAUSED LEARNING LOSSES IN **4 IN 5** OF 104 COUNTRIES STUDIED

Not Helping conditions



LOW- AND LOWER-MIDDLE-INCOME COUNTRIES FACE A NEARLY

**\$100 BILLION**

**ANNUAL FINANCING GAP**

TO REACH THEIR EDUCATION TARGETS

DESPITE SLOW PROGRESS,

## THE WORLD IS FALLING FAR BEHIND IN ACHIEVING QUALITY EDUCATION

WITHOUT ADDITIONAL MEASURES, BY 2030:



**84 MILLION**

CHILDREN AND YOUTH WILL BE **OUT OF SCHOOL**



**300 MILLION**

STUDENTS WILL LACK **BASIC NUMERACY/LITERACY SKILLS**

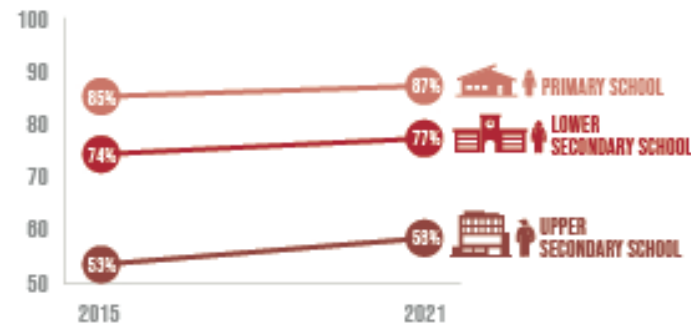


**ONLY 1 IN 6**

COUNTRIES WILL **ACHIEVE UNIVERSAL SECONDARY SCHOOL COMPLETION TARGET**

## PRIMARY AND SECONDARY SCHOOL COMPLETION RATES ARE **RIISING**, BUT THE PACE IS SLOW AND UNEVEN

### COMPLETION RATES





How AI and NLP can Help?



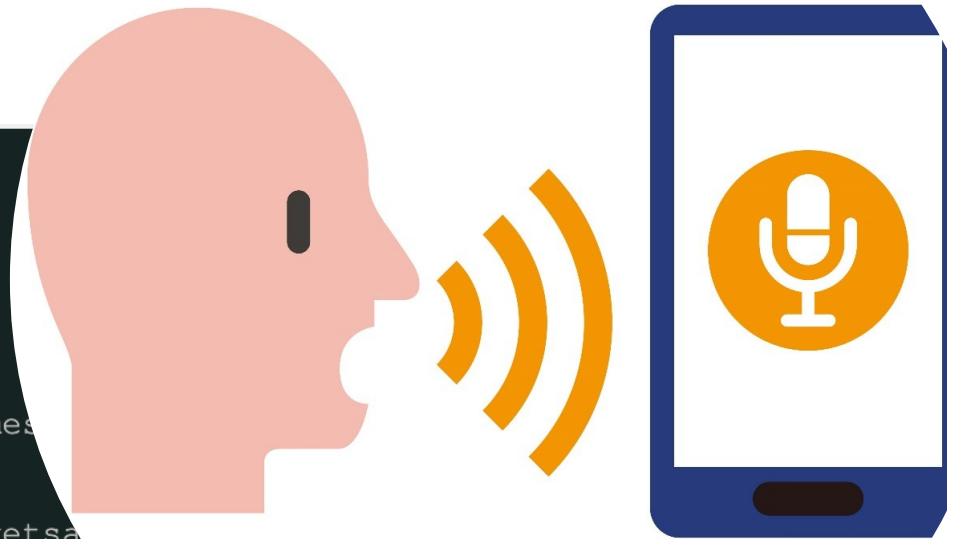
# AI & Natural Language Processing

# Human & Computer communication



## Before: Programming Language

```
1 def play_audio_file(fname):
2     """Simple callback function to play a wave file.
3
4     :param str fname: wave file name
5     :return: None
6     """
7     ding_wav = wave.open(fname, 'rb')
8     ding_data = ding_wav.readframes(ding_wav.getnframes)
9     audio = pyaudio.PyAudio()
10    stream_out = audio.open(
11        format=audio.get_format_from_width(ding_wav.getsampwidth()),
12        channels=ding_wav.getnchannels(),
13        rate=ding_wav.getframerate(), input=False, output=True)
14    stream_out.start_stream()
15    stream_out.write(ding_data)
16    time.sleep(0.2)
17    stream_out.stop_stream()
18    stream_out.close()
19    audio.terminate()
```

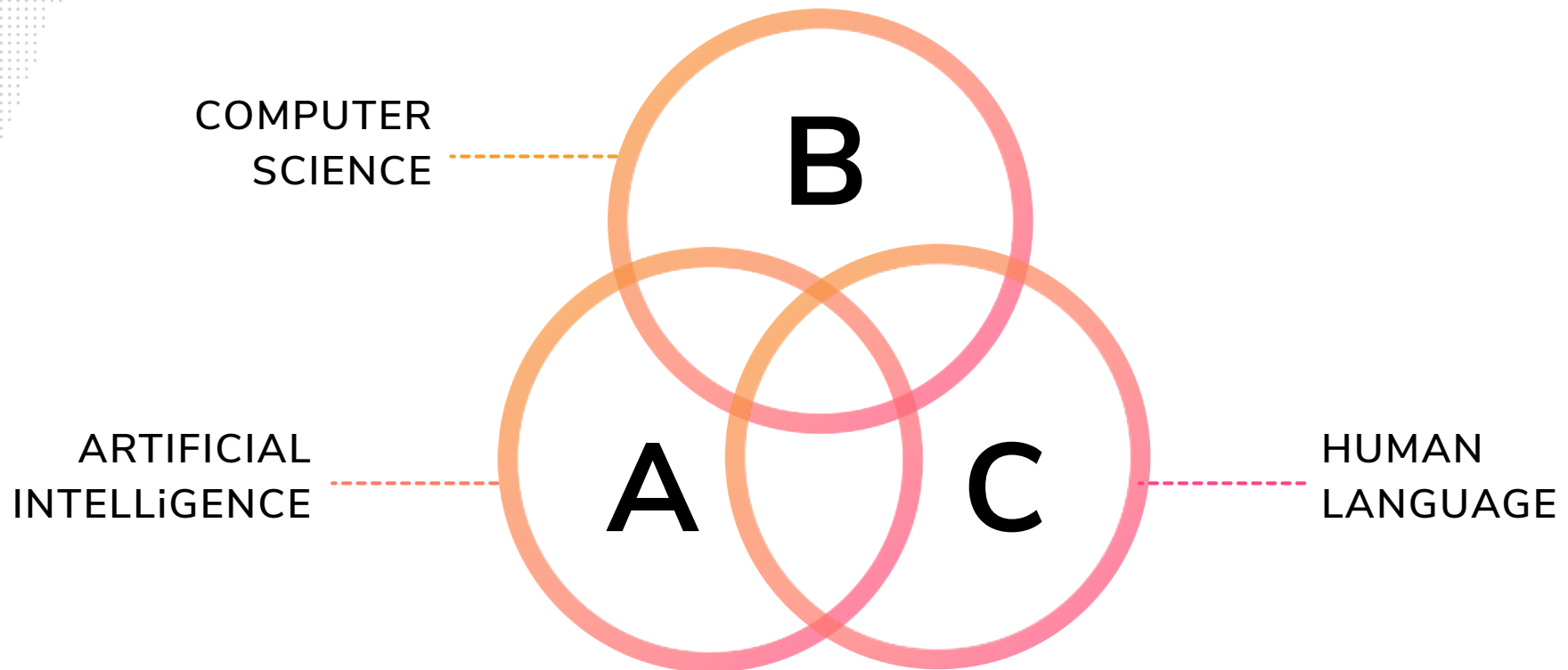


## After: Natural Language



# What's NLP

Make computers «understand» and parse Natural(Human)  
Languages



# Basic Apps of NLP

Two main components

14

## NL Understanding

Mapping input to useful representation and  
Analyzing different of languages

1 Question and Answering

2 Sentiment analysis

## NL Generation

Produce meaningful phrases following a structure of a  
languages

1 Text Summarization

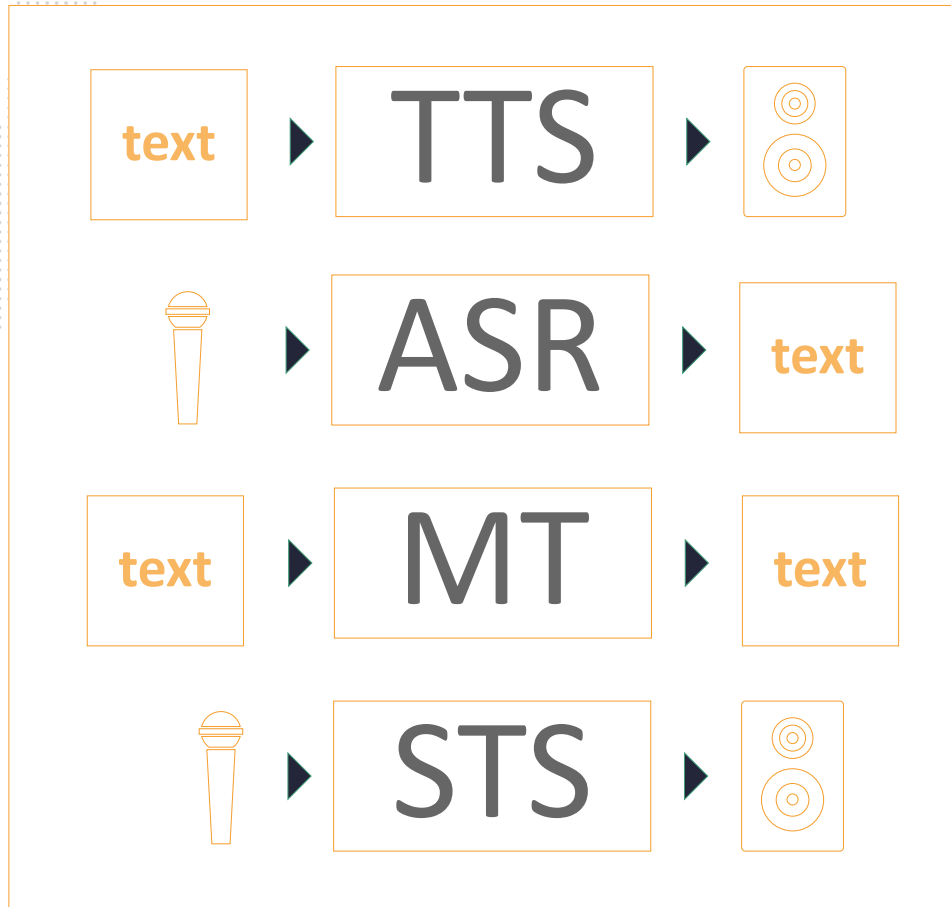
2 Text To Speech / Speech to Text

3 Machine Translation (Text & Speech)

4 Auto-completion / Story completion

# Basic Apps of NLP

Four apps



## @ NL Generation

Produce meaningful phrases following a structure of a languages

- 1 Text Summarization
- 2 Text To Speech / Speech to Text
- 3 Machine Translation (Text & Speech)
- 4 Auto-completion / Story completion

# NLP vs Large Language Models

0 4 k e y p o i n t s h i g h l i g h t s h e r e

16

1

LLM is part of broad NLP field

2

LLMs are deep learning models trained to generate text and perform various NLP tasks

LLMs = advanced deep learning models (transformers) for massive language datasets

3

Text generation oriented

Design to mainly generate text

4

#Deep learning

#Transformers

#Attention mechanism

#Massive datasets

#Advanced Algorithms



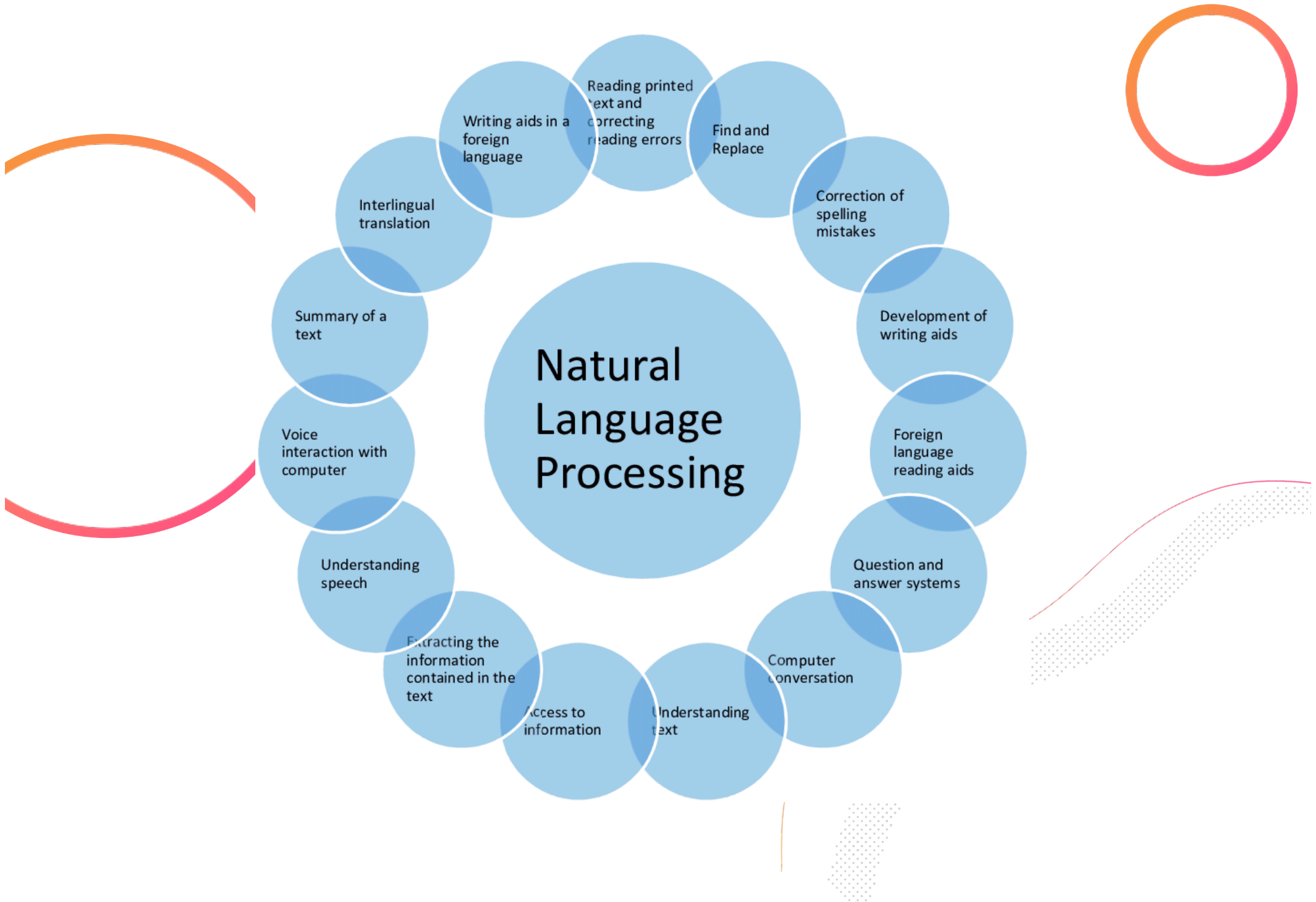
**NLP**

**Applications**

# (Chat)bots



# Voice Assistant





## Many more: Be creative!

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Goals

### Relevant and Equitable

Voice-based interfaces (make it easier for individuals with limited digital skills to interact with technology)

### Supportive Learning Environment

Language learning support (assist individuals in learning new languages)

01

a

### Accessible and Inclusive

Language Translation & comprehension (in local languages)

02

b

03

c

### High-Quality Teaching and Learning

Enhanced learning experiences (develop interactive and personalized learning platforms)

04

d

05

e

### Lifelong Learning and Skills Development

Online platforms, self-learning platform, interactive experience,

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**NLP apps for each  
components**

The image features a large, solid grey circle on the left side. Two overlapping arcs, one orange and one red, are positioned to the left of the circle. In the upper right quadrant, there is a decorative element consisting of a solid red line and a dotted grey line, both curving downwards. The word "Learners" is written in a bold, black, sans-serif font, centered horizontally below the grey circle.

**Learners**



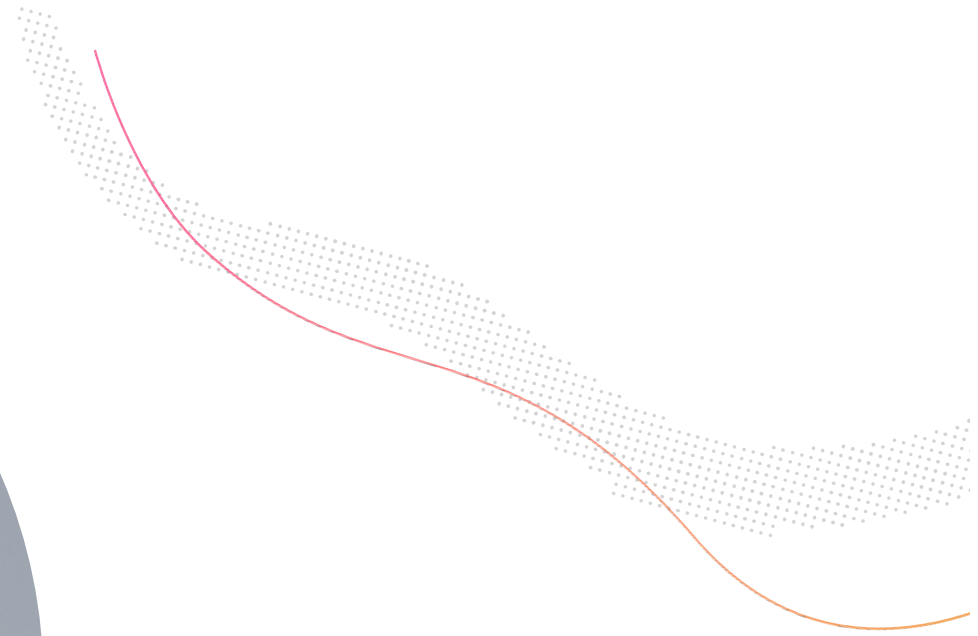
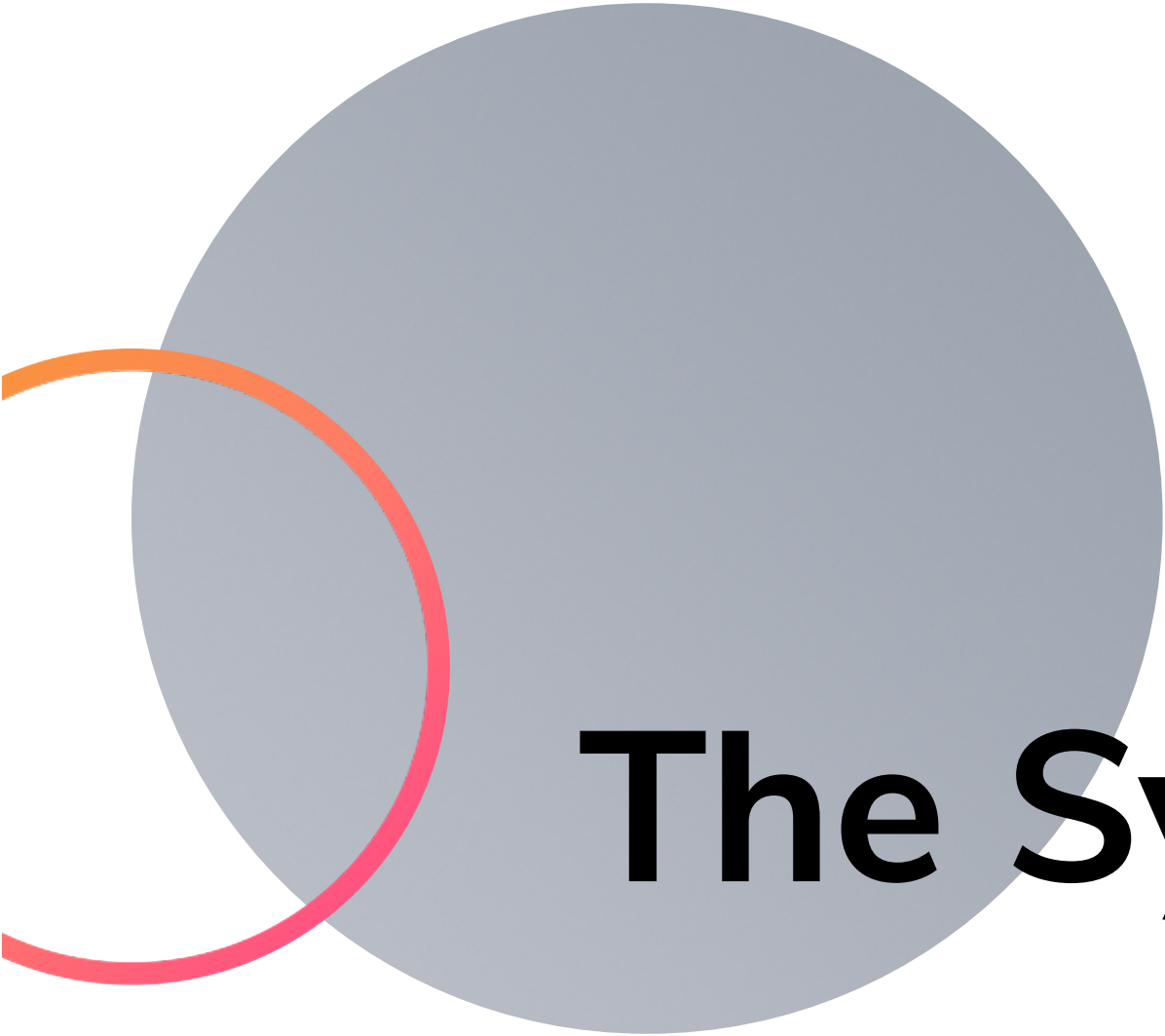
- ▶ Customized learning (recommends specific lessons, exercises, or resources tailored to each student's needs, optimizing their learning experience)
- ▶ Automated Grading and Feedback (immediate feedback allows students to identify their mistakes and improve their performance)
- ▶ Chatbots for Tutoring (students can ask questions, seek explanations, or request assistance with homework...providing instant support)
- ▶ Content Recommendation and Search (suggest relevant educational content, such as articles, videos, or online courses, to help students explore topics aligned with their interests and educational goals)

The image features a large, solid grey circle on the left side. Two overlapping arcs, one orange and one red, are positioned to the left of the circle. In the upper right quadrant, there is a decorative element consisting of a solid red line and a dotted grey line, both curving downwards. The word "Educators" is written in a bold, black, sans-serif font, centered horizontally across the lower portion of the grey circle.

**Educators**



- ▶ Provide Tools to share work (virtual classroom, )
- ▶ Produce content (remove audio/video noise, correct video, add caption in other language, video summary, translate into another language)
- ▶ Build Exercises and Evaluate Students (Auto grading, promote interactions)
- ▶ Knowledge acquisition diagnostics and student profiling
- ▶ Breaking barriers (easy-to-use platforms, drive motivation in using platform, ...)



# The System



- ▶ Content Creation and Generation
- ▶ Adaptive Learning Resources
- ▶ Textbook Summarization and Annotation
- ▶ Language Translation and Accessibility
- ▶ Sentiment Analysis in Educational Content
- ▶ Plagiarism Detection
- ▶ Content Enhancement for Special Needs Students

text-to-speech applications convert text-based materials into audio format, helping visually impaired students.



Strategy





## PARADIGMATIC

Existing research on  
development issues =>  
Uncover the specific  
contributions

## CRITICAL

Investigate the normative  
implications entailed by the  
AI disruption of the field of  
development

capture the **scale** and  
**intensity** of the disruption  
that AI may induce in  
development areas.





**DATA**

**ALGORITHMS**





- ☑ Feasibility of applying to development issues
  - ▶ Existing of appropriate data
  - ▶ Challenge of scholars and policy makers to tailor AI to needs and priorities
- ☑ Performance gaps
  - ▶ AI promises vs AI delivers
  - ▶ (COVID-19 as accelerator) Easy-to-use platforms



## Invest in Education (For AI & in AI)

- ▶ Use NLP tools to convert existing educational content and other in our languages
- ▶ Use NLP and other AI approaches to make online education effective (auto-grading, peer evaluation, community handling)

## Promote Cross-Fields Research

- ▶ Weather, Economy & AI
- ▶ Food Sustainability & AI



**Ethics Considerations!**



## Takeaways



**Understand  
International  
Research in AI**



**Identify Challenges  
&  
Remove blockers**



**Draw Lessons  
From others experiences**



**Develop NLP APPS**



# Leveraging NLP for Educational Empowerment

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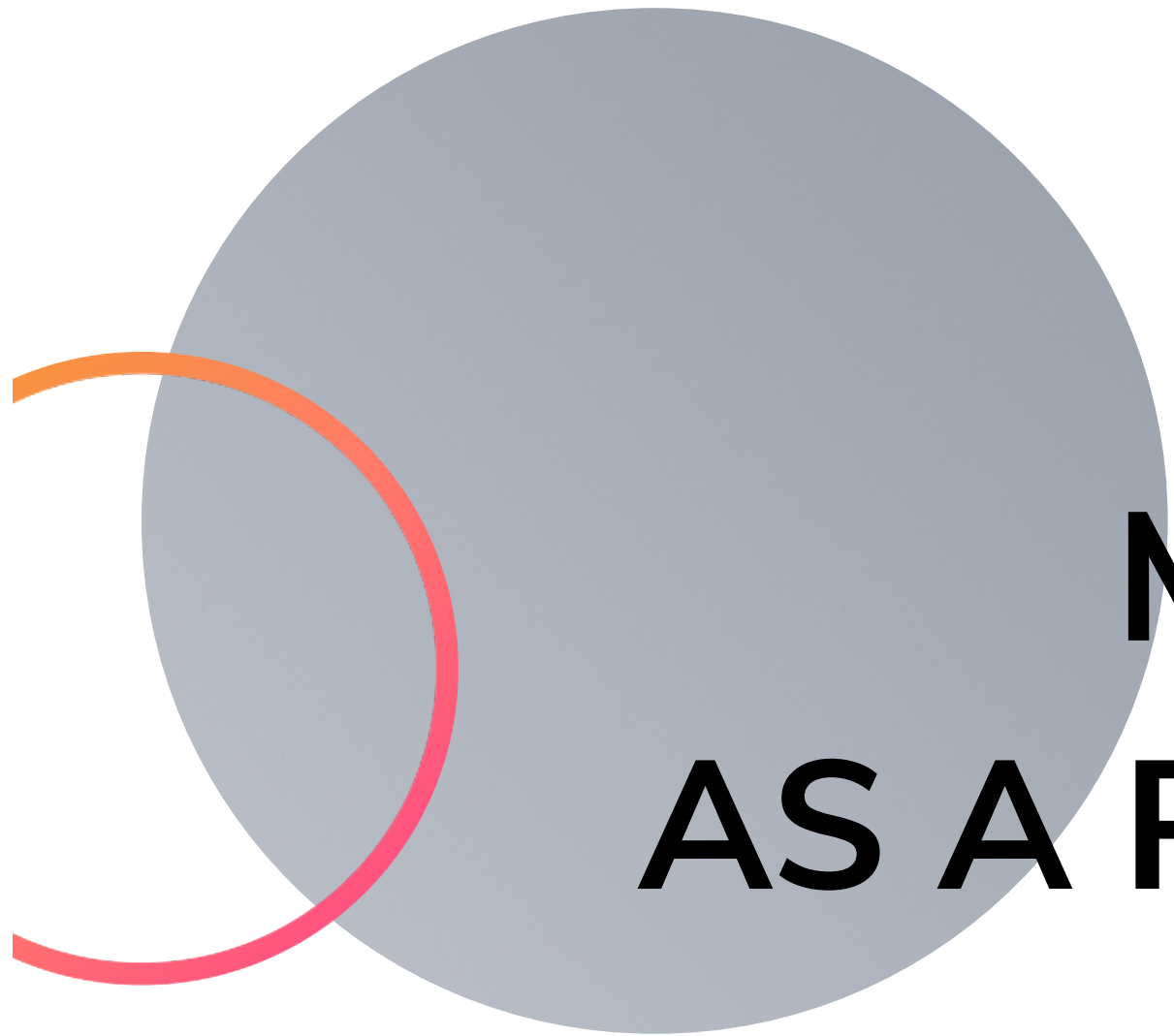
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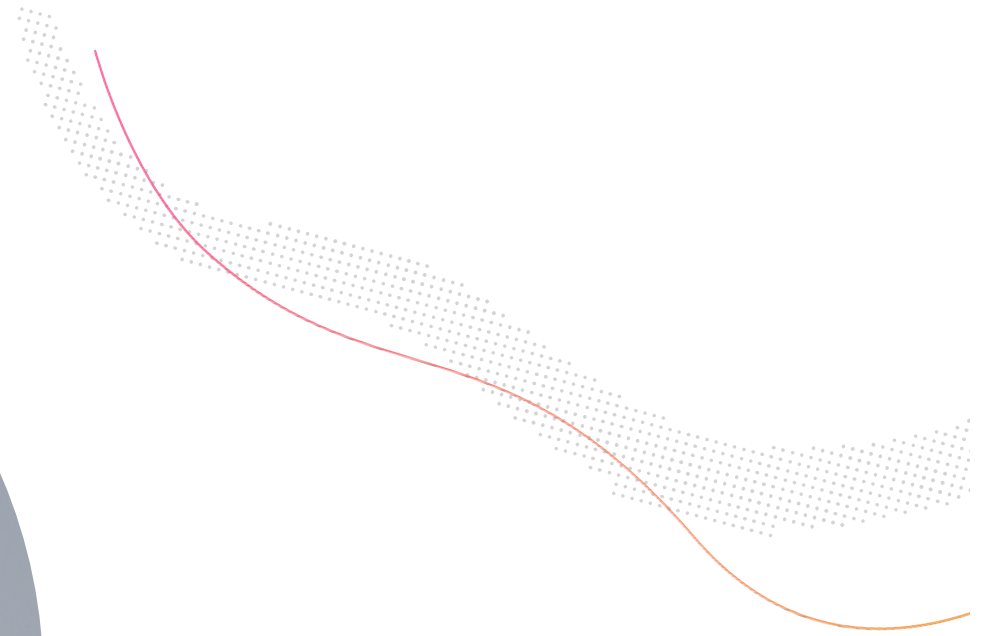


# Techs Adventure



**MIFY,**

**AS A PIONEER ?**





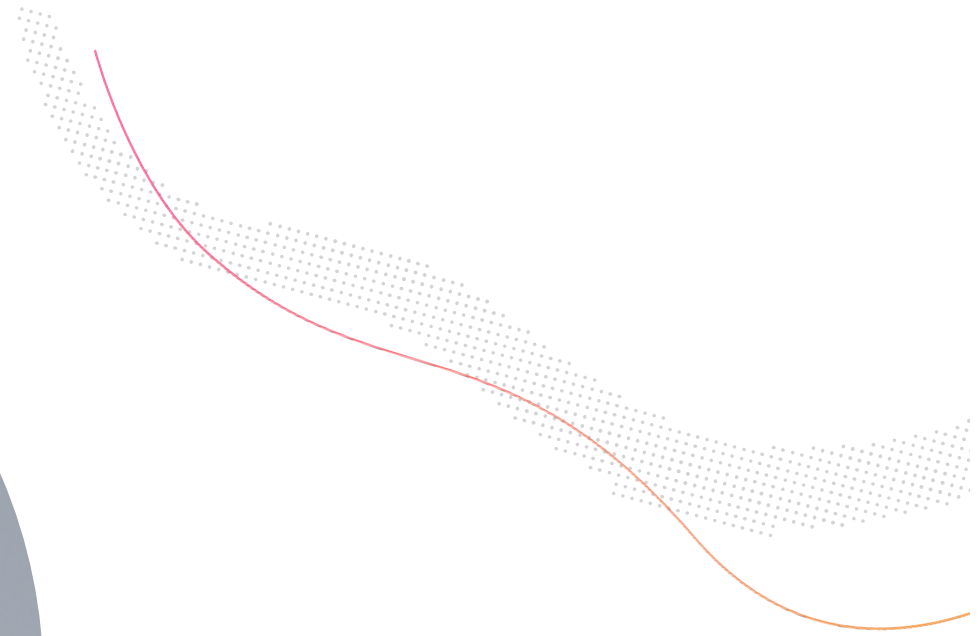
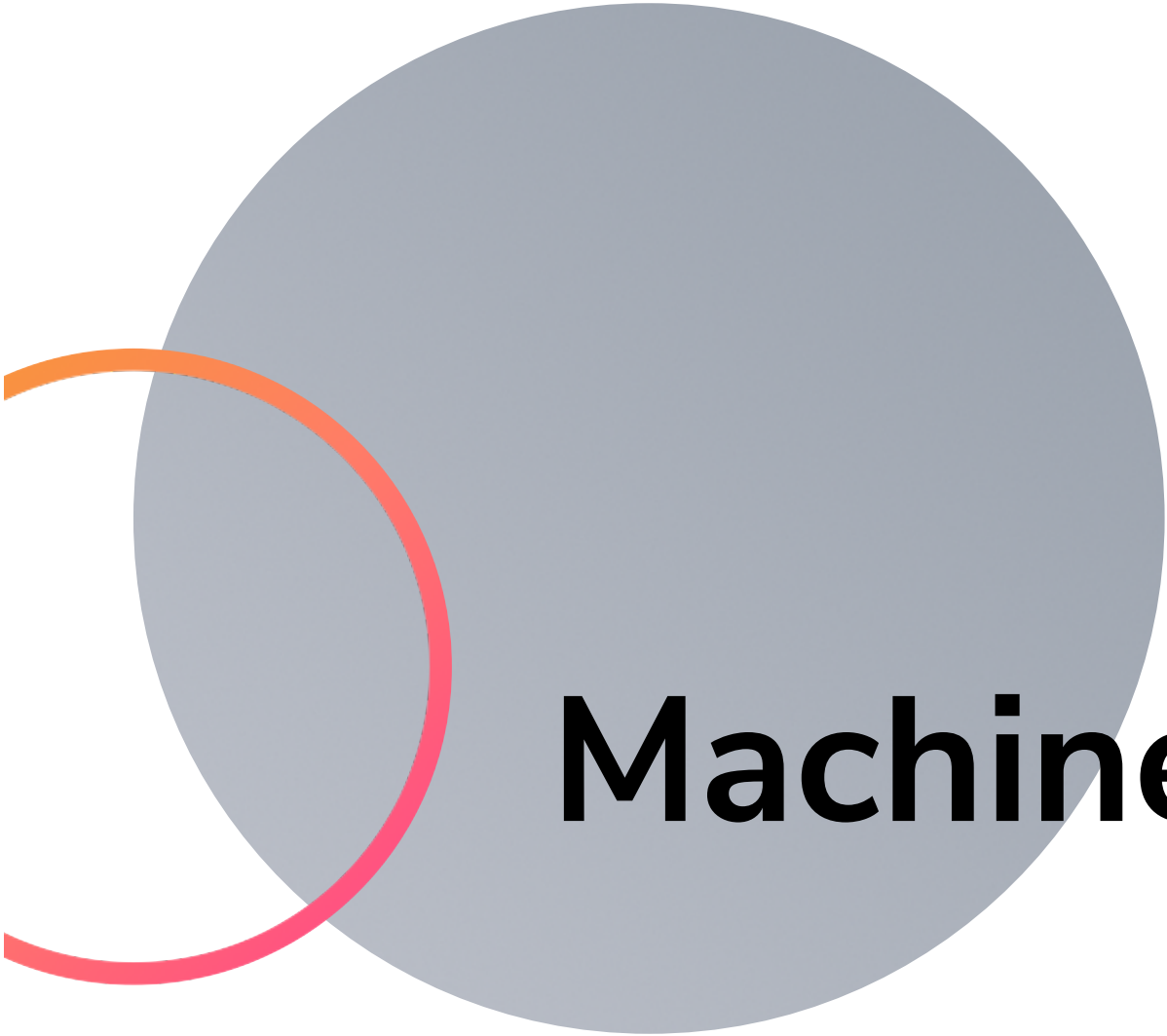
# ASSISTANT VOCAL CICA

PERMET DE LANCER DES COMMANDES  
SUR SON PC OU TÉLÉPHONE



# ASSISTANT VOCAL CICA

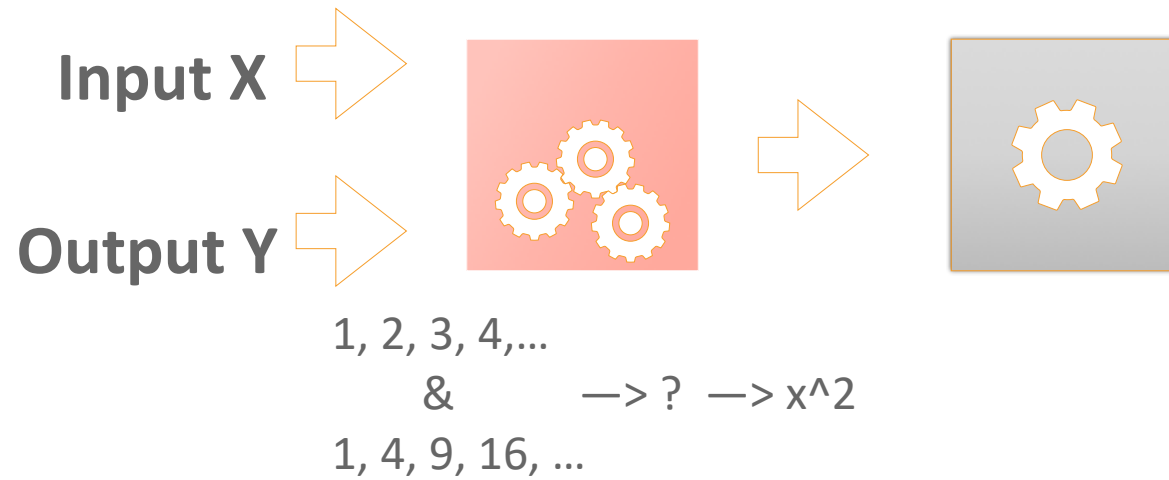
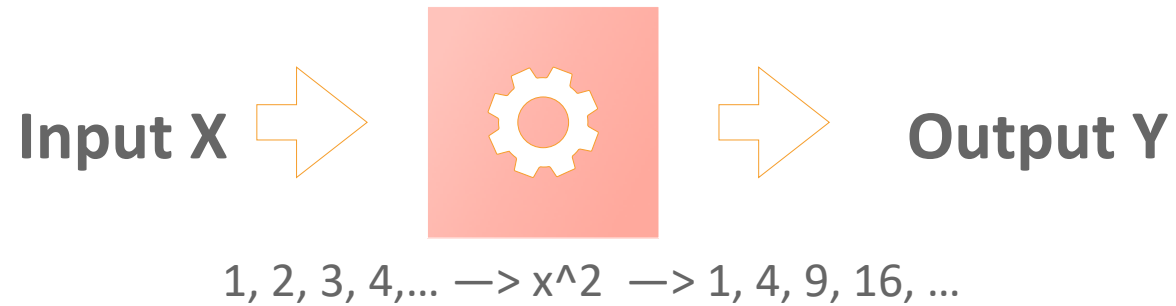
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SUR SON PC OU TÉLÉPHONE



# Machine Learning

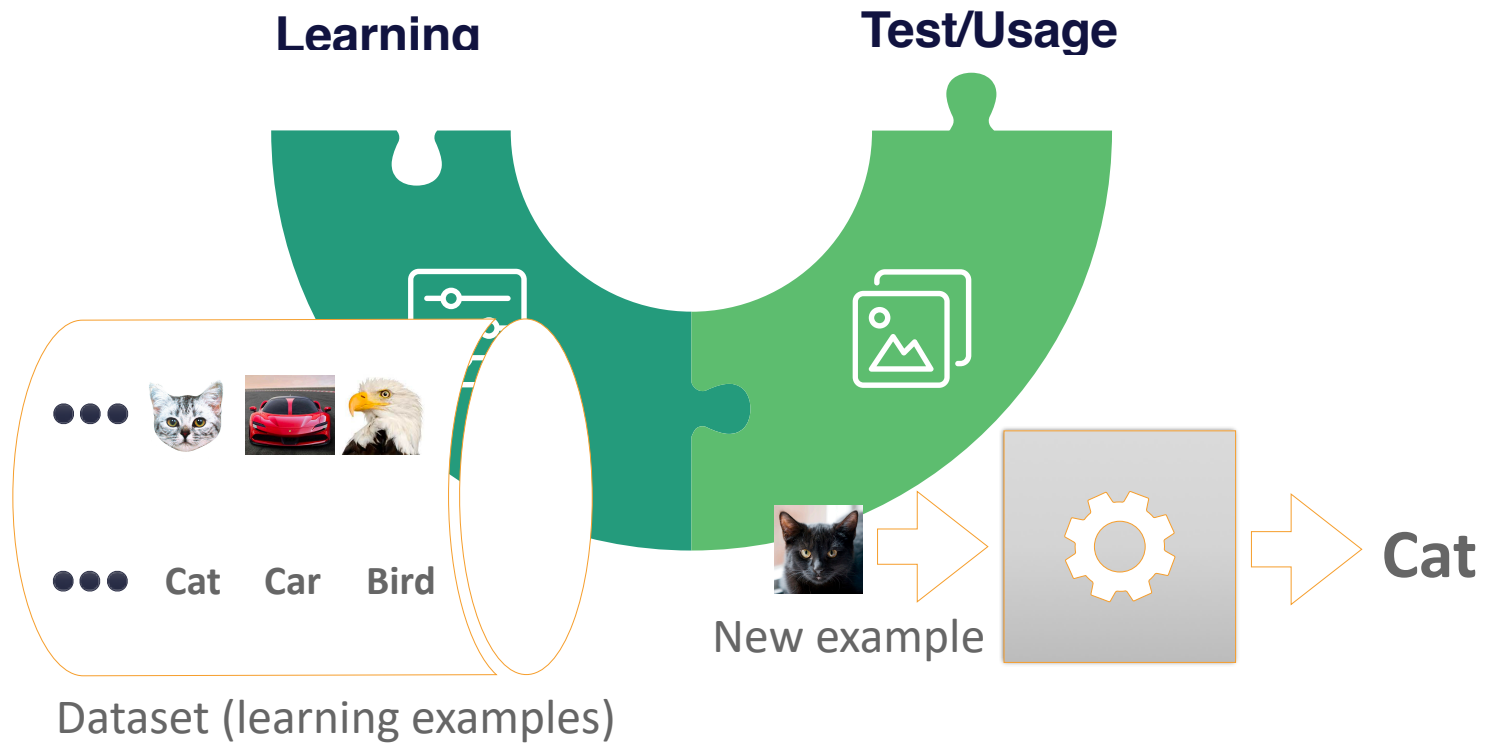
# ML principles

Basics



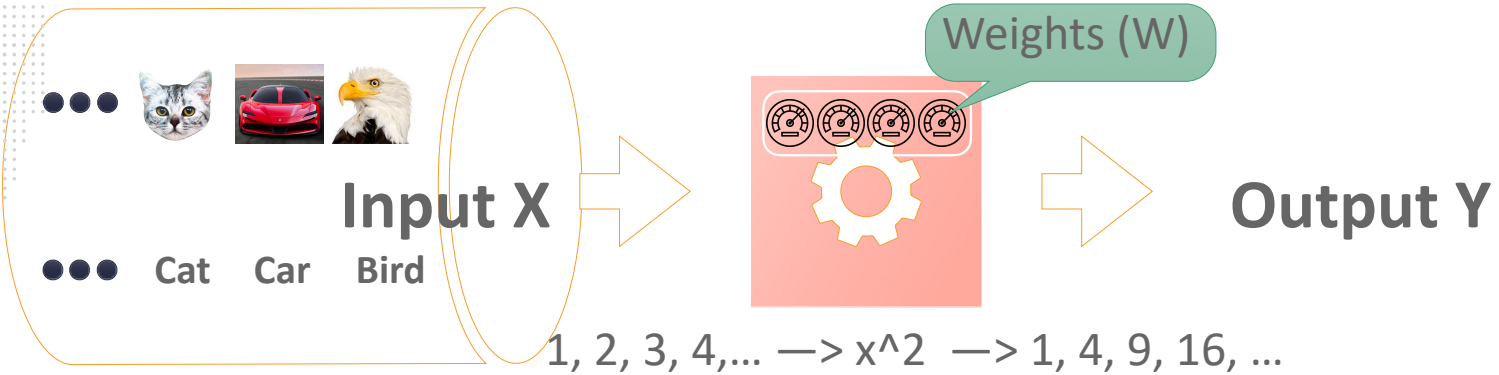
# ML Phases

Learning & tests

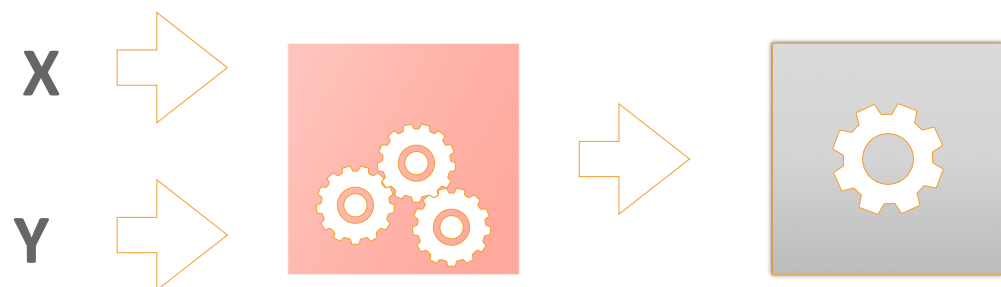


# ML Phases

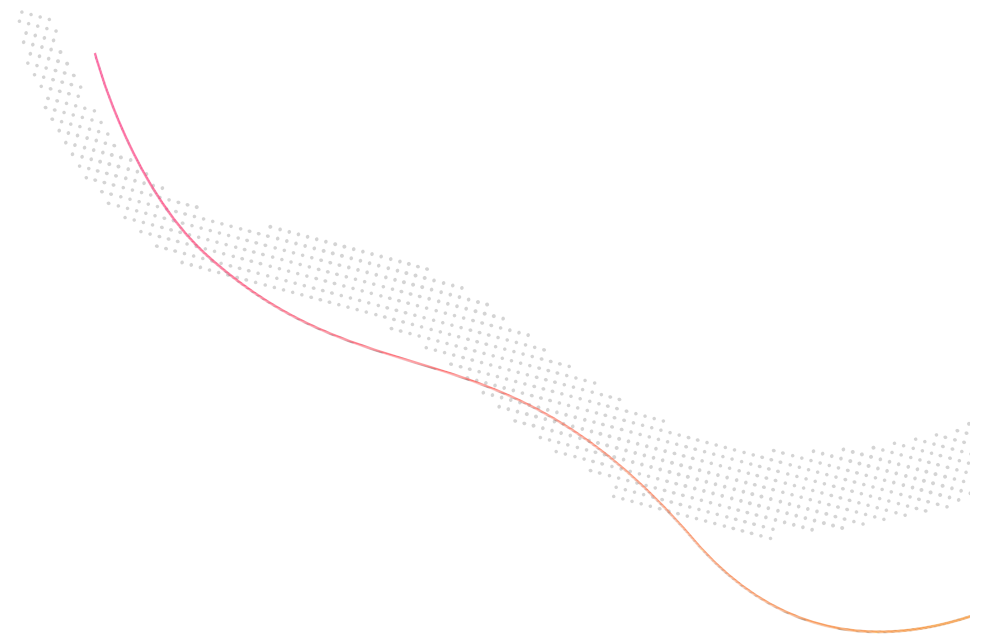
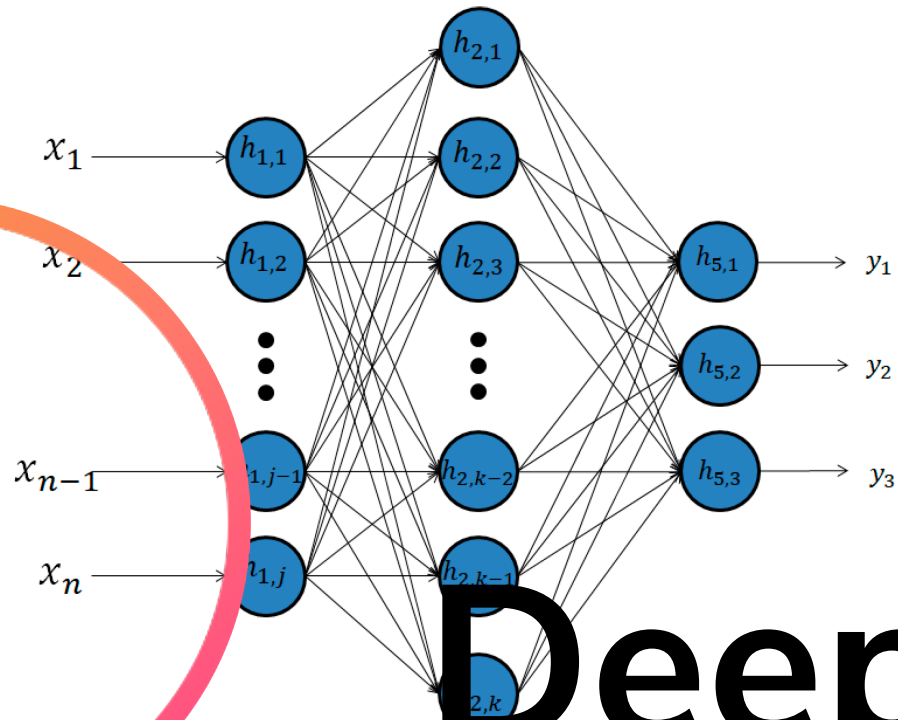
Learning & tests



How to Adjust these Weights ?



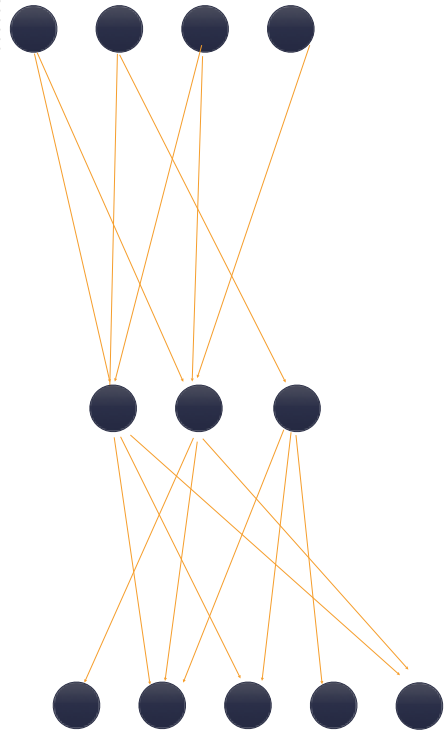




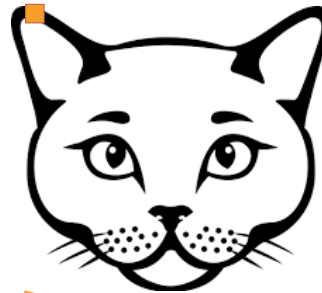
# Deep Learning

# Convolutional Neural Network

C n n



**Pixels**



Pixels differences

**Vectors**



Combines pixels (vectors)

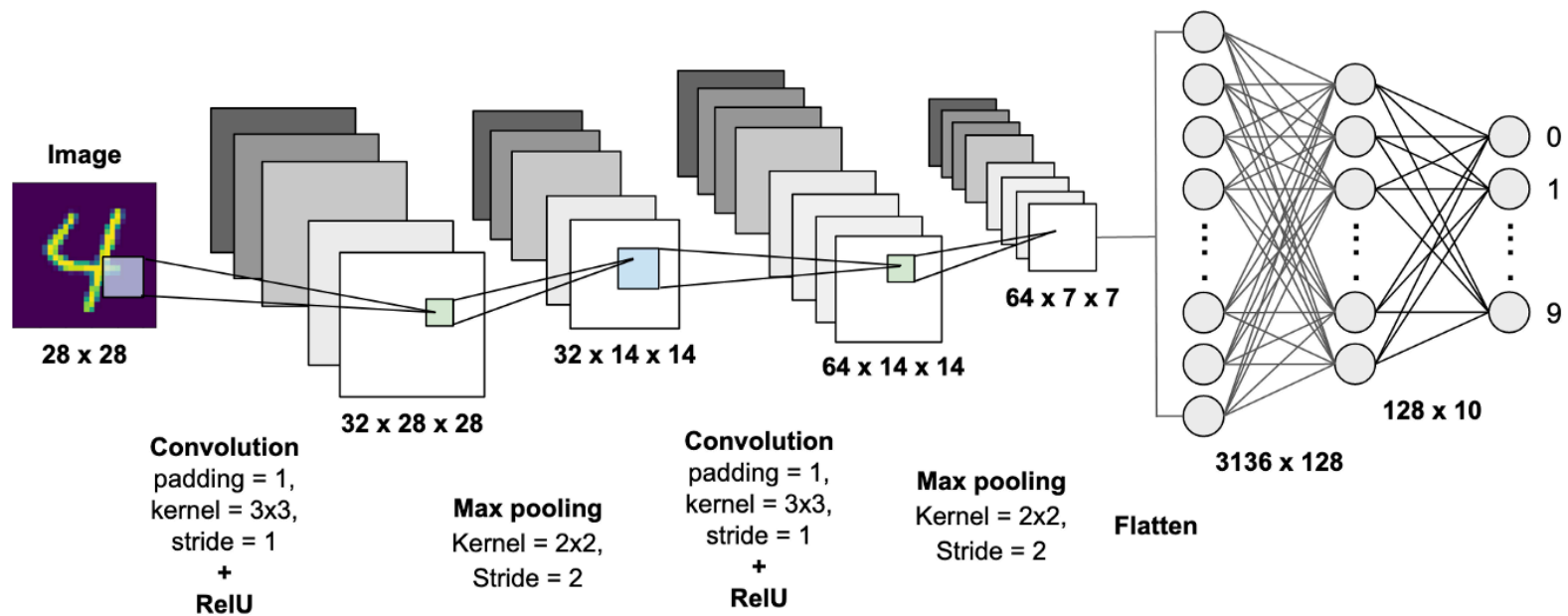
**Shapes**



Combine vectors (shapes)

Combine Shape to identify the **CAT**




# Convolutional Neural Network



Supports only numbers

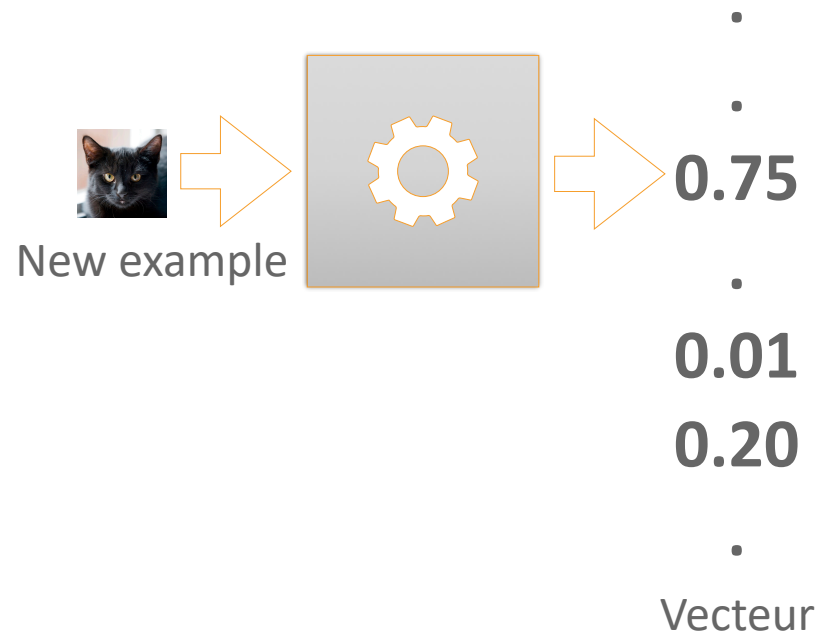
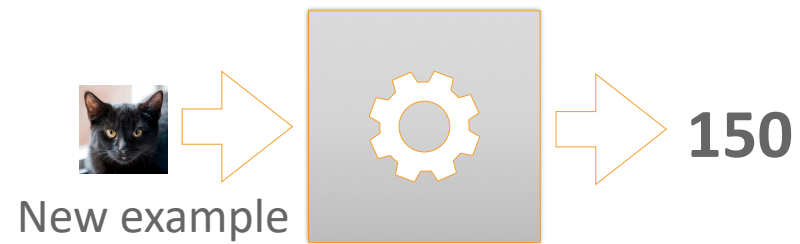
# Solve number's Problems

	165	187	209	58	7	
14	125	233	201	98	159	
253	144	120	251	41	147	204
67	100	32	241	23	165	30
209	118	124	27	59	201	79
210	236	105	169	19	218	156
35	178	199	197	4	14	218
115	104	34	111	19	196	
32	69	231	203	74		

●●●   

●●● 150 170 155

# Solve number's Problems





# Deep Learning With Language

# Language Processing Pain Points

4 pain points highlights here

**1** Text -> numbers

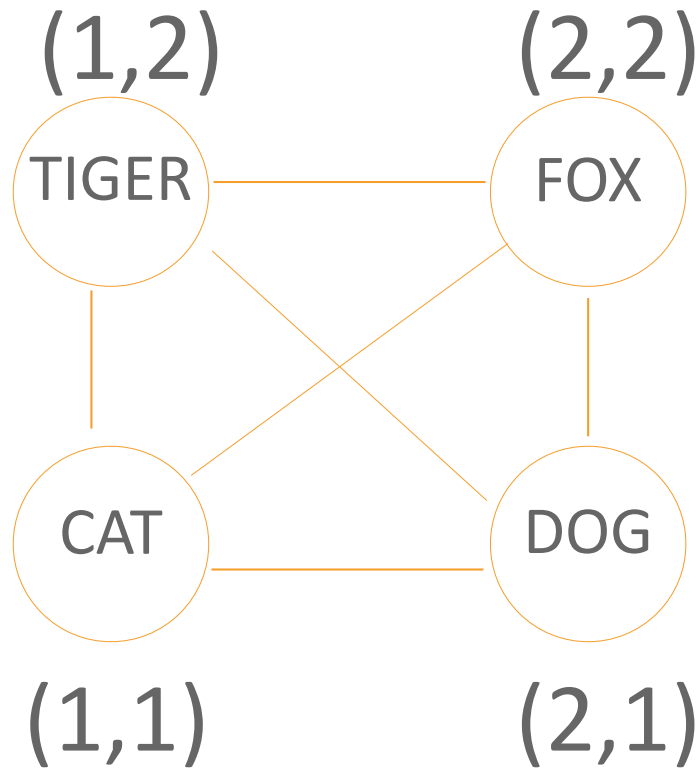
**2** Text with different sizes  
Image with fix size at the begin, if not  
resize

**3** Order is really important  
Difficult to split the sentence without  
loosing information

**4** Meaning  
Emotion detection in a sentence

# Text to numbers

N L P



In Real,  
more than 300  
dimensions

Word2vec  
GloVe



# Glove - Google

N L P

## GloVe: Global Vectors for Word Representation

Jeffrey Pennington, Richard Socher, Christopher D. Manning

### Introduction

GloVe is an unsupervised learning algorithm for obtaining vector representations for words. Training is performed on aggregated global word-word co-occurrence statistics from a corpus, and the resulting representations showcase interesting linear substructures of the word vector space.

### Getting started (Code download)

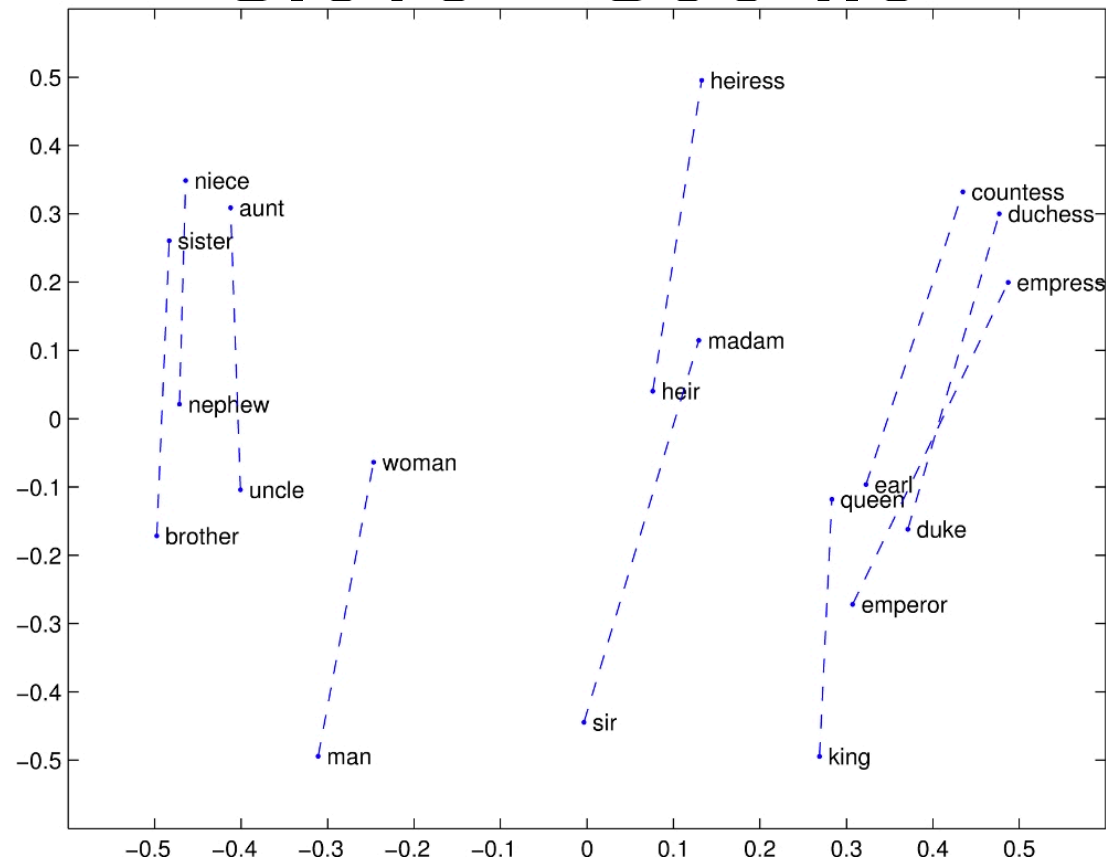
- Download the latest [latest code](#) (licensed under the [Apache License, Version 2.0](#)). Look for "Clone or download"
- Unpack the files: `unzip master.zip`
- Compile the source: `cd GloVe-master && make`
- Run the demo script: `./demo.sh`
- Consult the included README for further usage details, or ask a [question](#)

### Download pre-trained word vectors

- Pre-trained word vectors. This data is made available under the [Public Domain Dedication and License](#) v1.0 whose full text can be found at: <http://www.opendatacommons.org/licenses/pddl/1.0/>.
  - [Wikipedia 2014](#) + [Gigaword 5](#) (6B tokens, 400K vocab, uncased, 50d, 100d, 200d, & 300d vectors, 822 MB download): [glove.6B.zip](#)
  - Common Crawl (42B tokens, 1.9M vocab, uncased, 300d vectors, 1.75 GB download): [glove.42B.300d.zip](#)
  - Common Crawl (840B tokens, 2.2M vocab, cased, 300d vectors, 2.03 GB download): [glove.840B.300d.zip](#)
  - Twitter (2B tweets, 27B tokens, 1.2M vocab, uncased, 25d, 50d, 100d, & 200d vectors, 1.42 GB download): [glove.twitter.27B.zip](#)
- Ruby [script](#) for preprocessing Twitter data

<https://nlp.stanford.edu/projects/glove/>

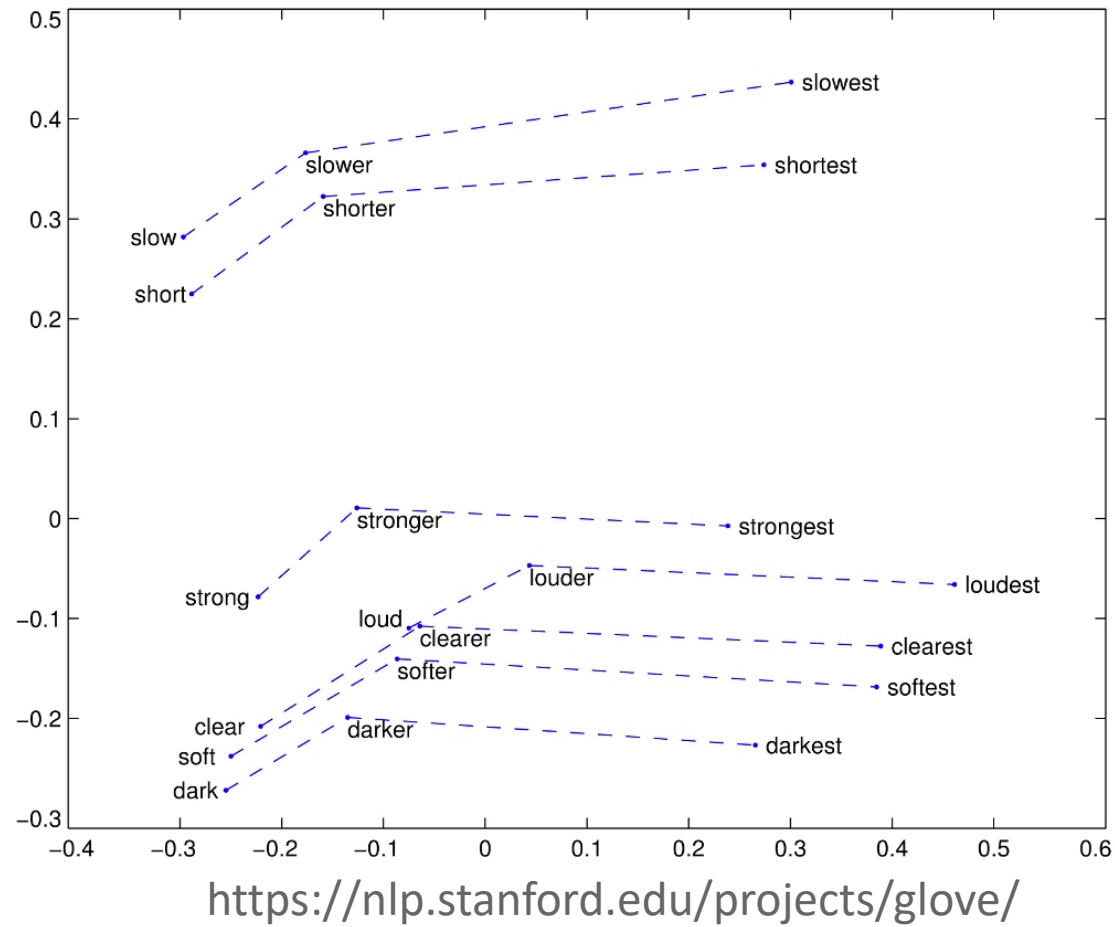
# Glove - Googale

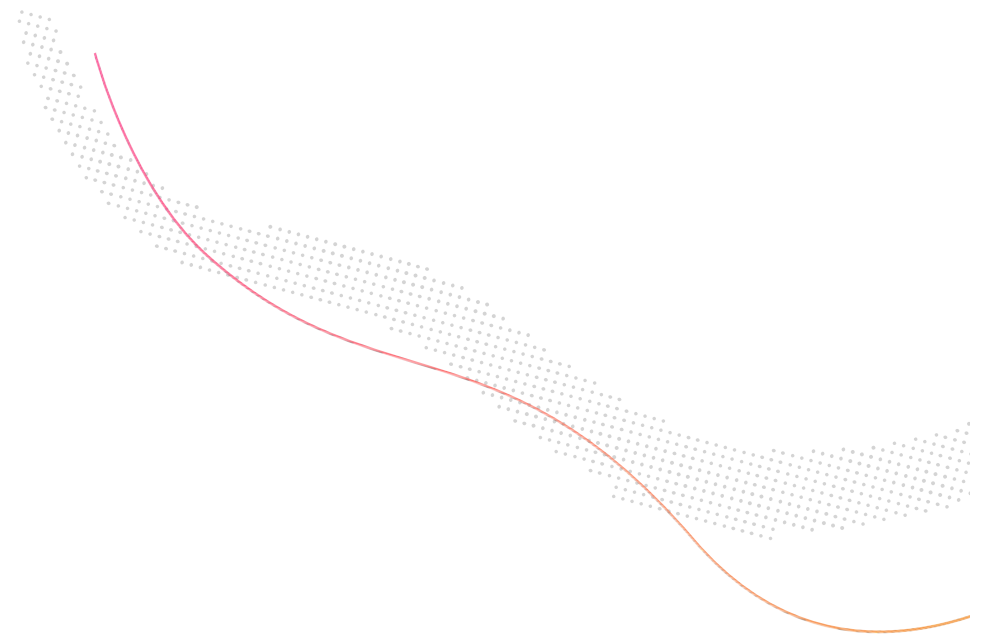
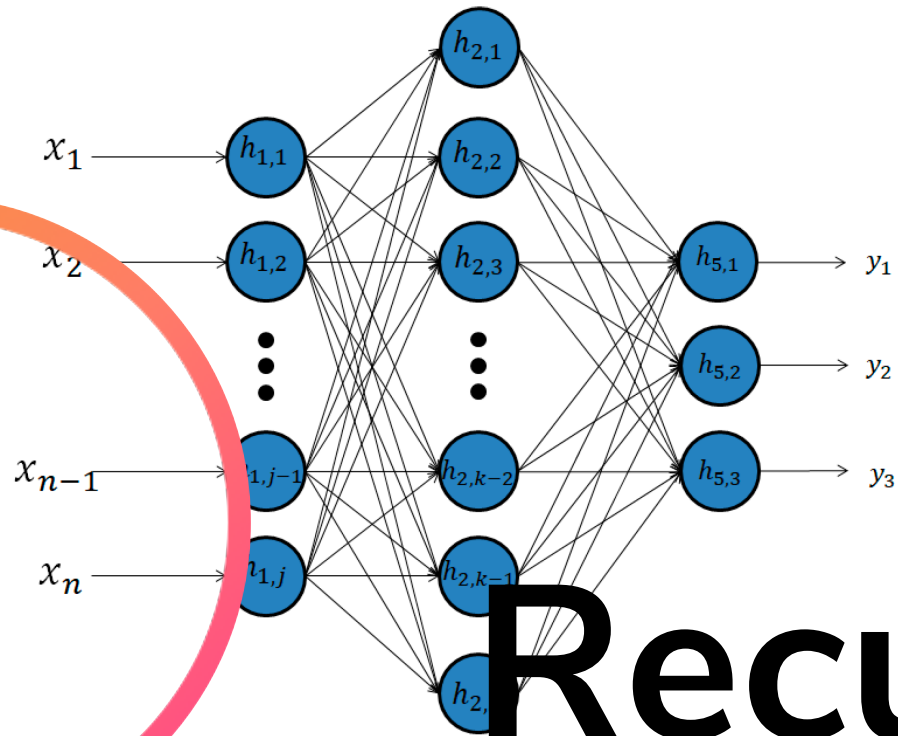


<https://nlp.stanford.edu/projects/glove/>

# Glove - Google

N L P

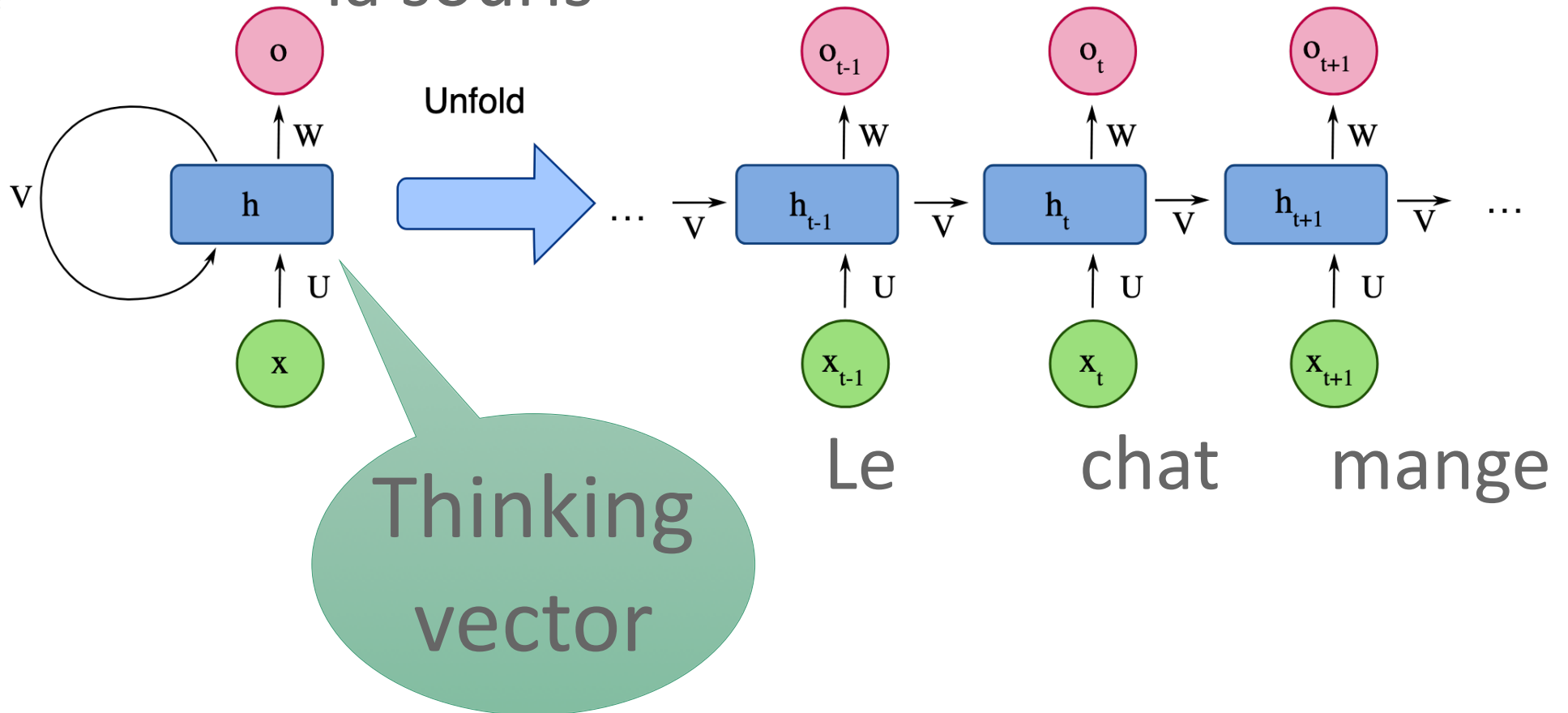


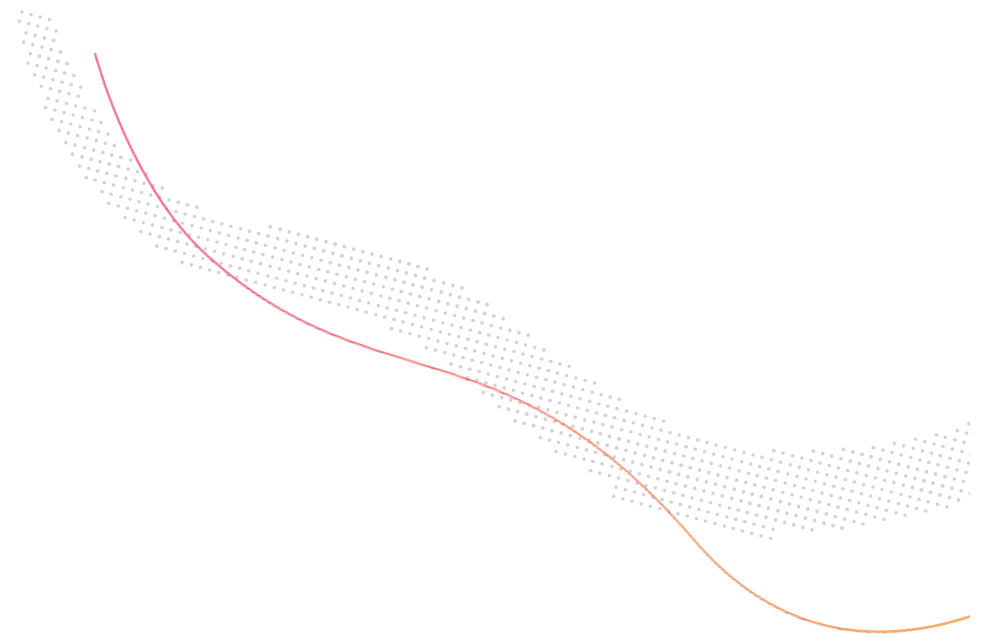
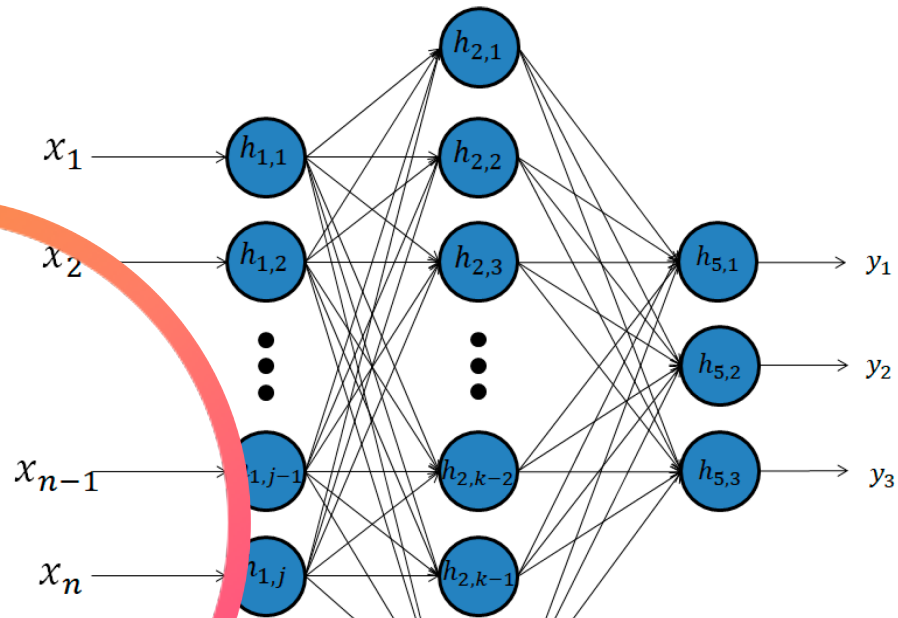


# Recurrent NN

# Recurrent Neural Network

Le  
la souris

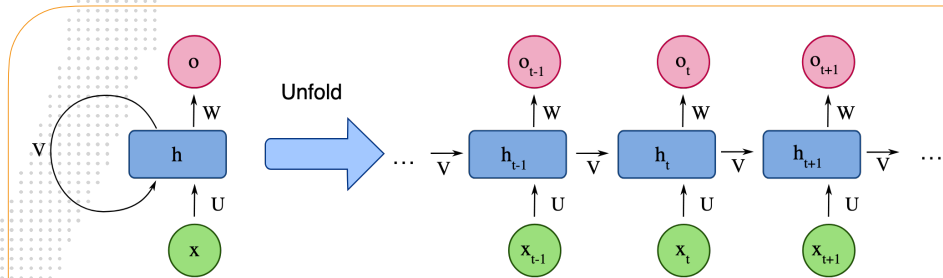




« Thinking » vector?

# Recurrent Neural Network

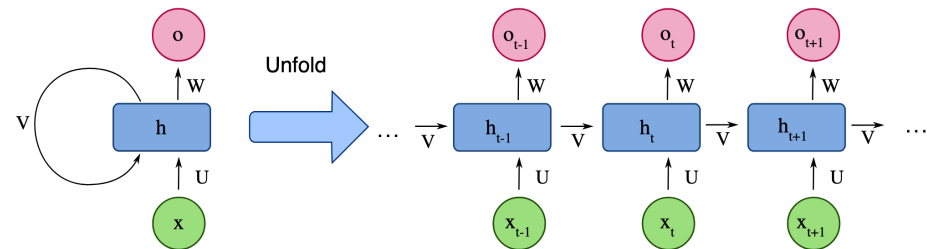
R N N



Le chat mange

Encodeur

Décodeur





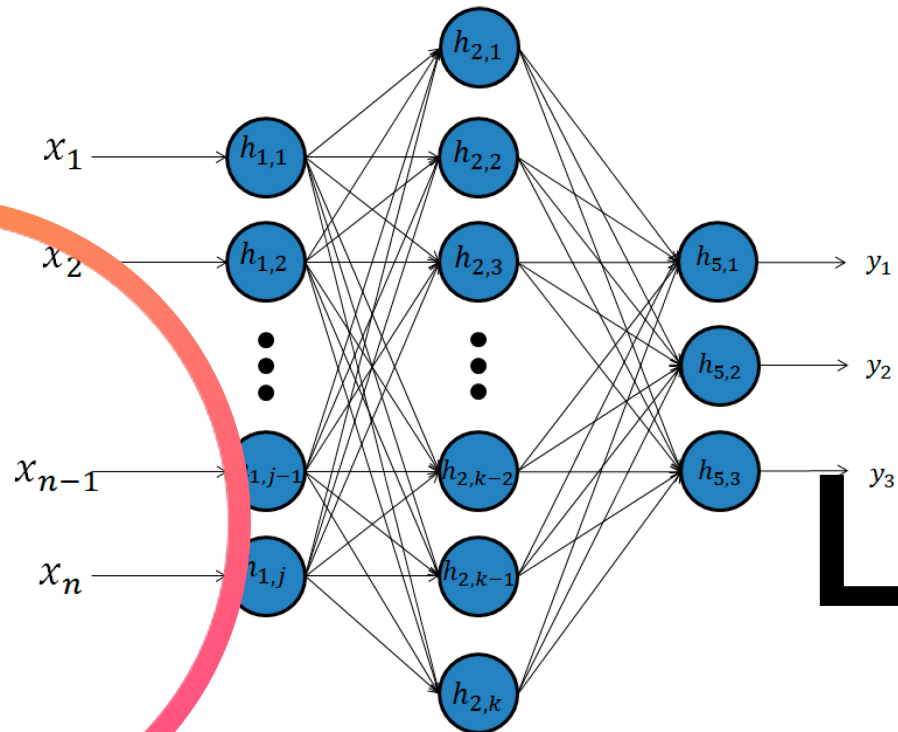
# Recurrent Neural Network

Issue

60

Bohicon est une  
très belle ville du  
Benin, j'est vécu  
cinq et c'est là j'ai  
appris à parler ...





Long short  
term memory

