User Guide for

Open TM: A Machine Aided Translational Tool for English to Sinhala Translation

V. 1.0.0

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Table of Contents

1   Introduction

This document explains how to use **OpenTM V 1.0.0,** which is a Machine Aided Translational Tool for English to Sinhala Translation. This software acts as a translational aid for human translators in translating Unicode Documents from English to Sinhala.

Currently, OpenTM has been tested in both Windows and Linux Platforms. It is expected to aid the translators with translating English Documents and to generate Unicode Sinhala Documents. The system aids the translator in providing translation suggestions to the user so as to facilitate his or her task.

2   Running the Application

After the successful installation of software and all its dependencies, follow the steps below to start the application.

Double Click on the **Start OpenTM1.0** (in Windows) on the Desktop, or run **install.sh** (on Linux) to start the OpenTM1.0 server. Type http://localhost:8080/OpenTM to load the login page.
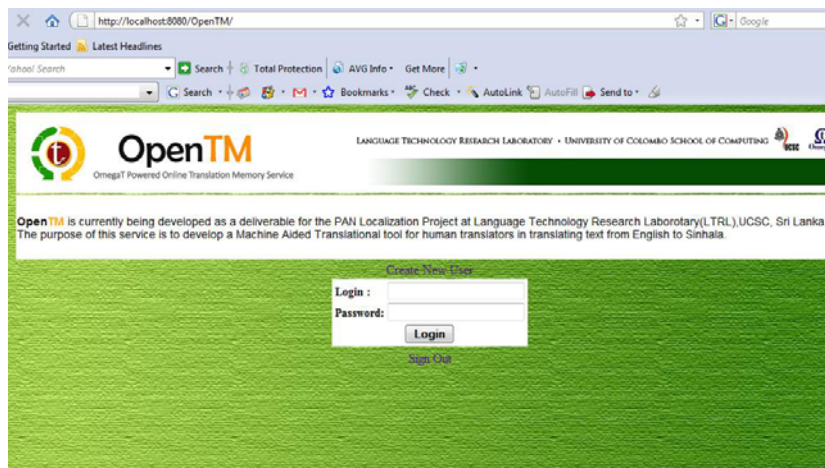

Figure 01: Login Page

3 Using Application

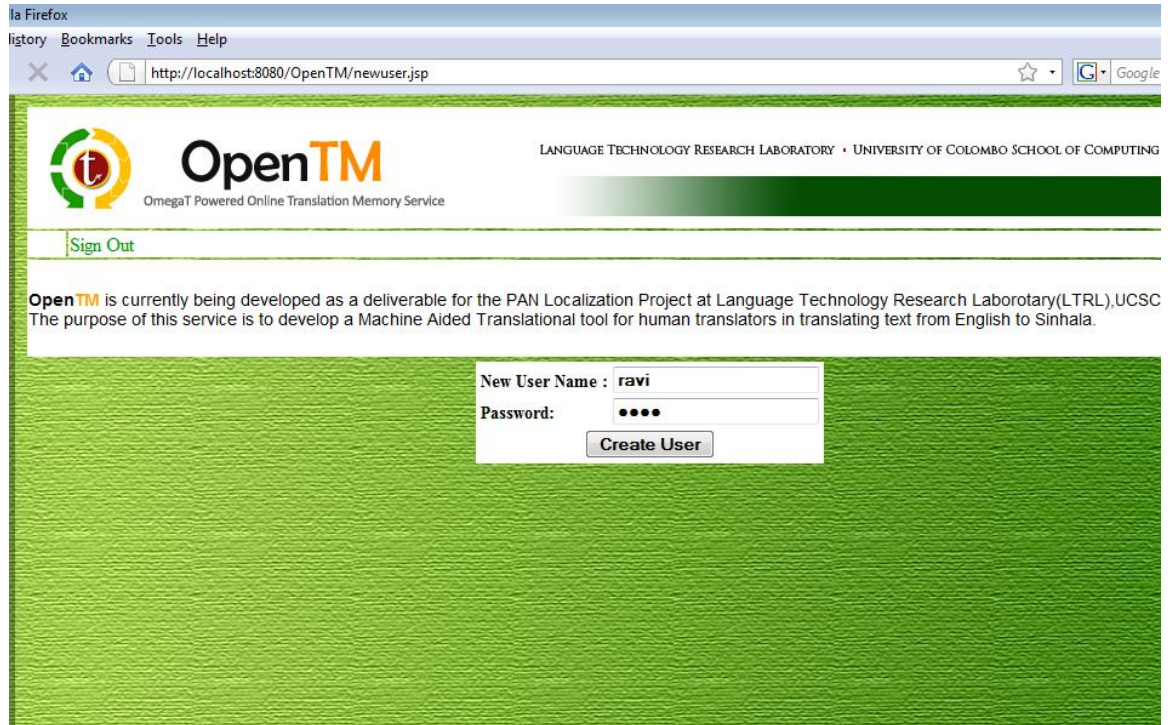a) Click on the **New User** link and provide a new user name and password.

Figure 02: New User Page

b) Once the user name and password are entered, the user will be directed to create a new project.
If the user has already previous projects created in his account, the available projects would be displayed in this page.
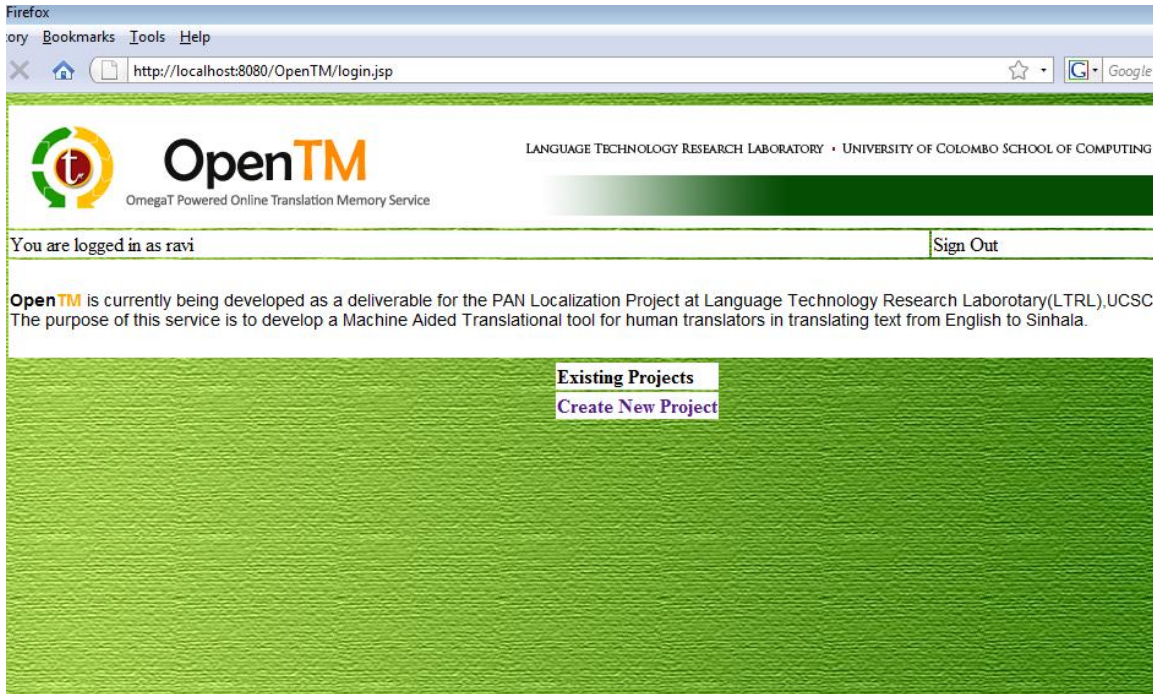
Figure 03: Displaying available projects (in this case, none)

c)   The **Create New Project** link allows you to enter the new project name.
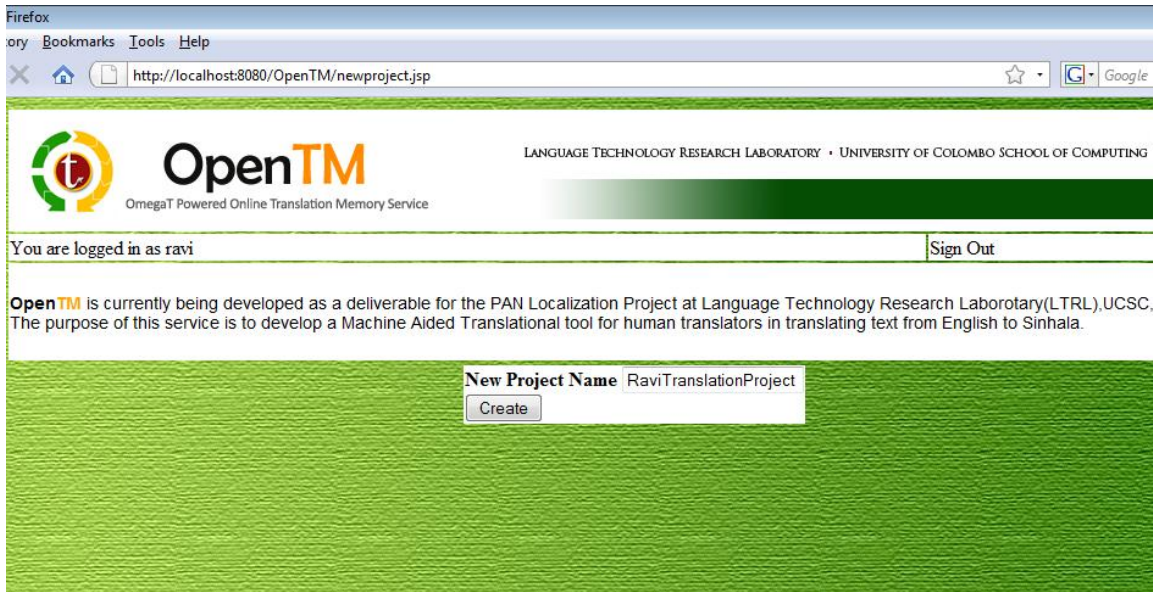

Figure 04 : Create a new project

d) Once the project name is entered, the project would be ready to be used for translating documents as shown below:
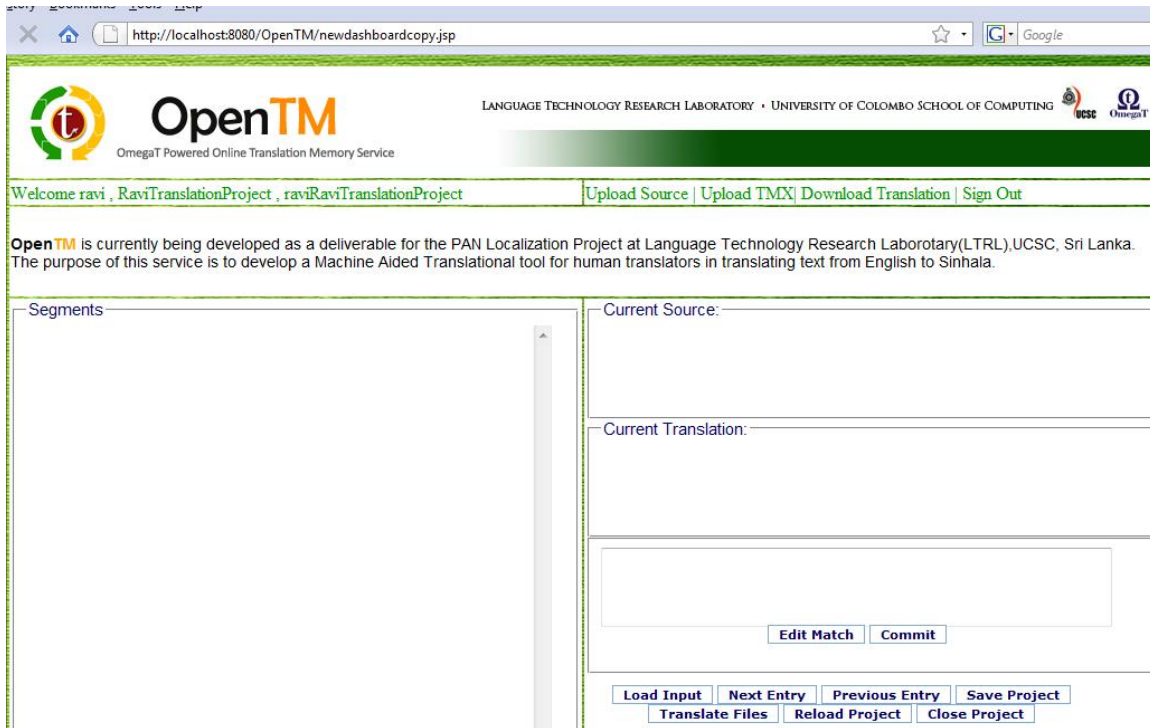

Figure 05 : OpenTM main page

The components of the main page are as follows:

Segments pane: This pane displays (if available) the segmented English text which need to be translated into Sinhala.

Current Source pane: Displays the current English sentence being processed. The very first sentence would be displayed here once you click the Load Input button.

Current Translation pane: Displays the Sinhala translation of the sentence shown in the Current Source pane. If there is no translation yet, this would be empty.

The text box right below the Current Translation pane allows you to enter the translation you need to enter for the entry in Current Source pane. Once you are satisfied with the translation provided, you can commit the translation from the **Commit** button.

Commit button: Confirms that the translation entered in the text box should be considered as the correct translation. Once you save the project with the Save Project Button, the committed translation would be saved as translation entries.

N.B. Once you type in a new translation for the current entry in the text box, you SHOULD press the **Commit** button so as to ensure that the new translation is temporarily assigned as the translation for that entry.

To permanently save the committed entries to the Translation Memory and to use in future, you should click **Save Project** button.

Load Input Button: Loads the segmented English text to the Segments pane. The first entry would be loaded in the Current Source pane, along with its translation (only if already exists) in the Current Translation pane.

Next / Previous Entry Button: Traverses through next/ previous entries

Save Project Button: Saves the currently modified entries and new entries in the Translation Memory for future use.

Translate Files Button: Uses the newly committed translations as well as previously existed translations to generate a translated Sinhala file.

Reload Project Button: Reloads the whole project. Useful when a new English file has been uploaded to be translated.

Close Project Button: Signs out of the current project and closes the project.

e) When a new project is loaded, the Load Input and Reload Project buttons are enabled. However, there are no input files to be translated at the moment, resulting in an error if we click either button.
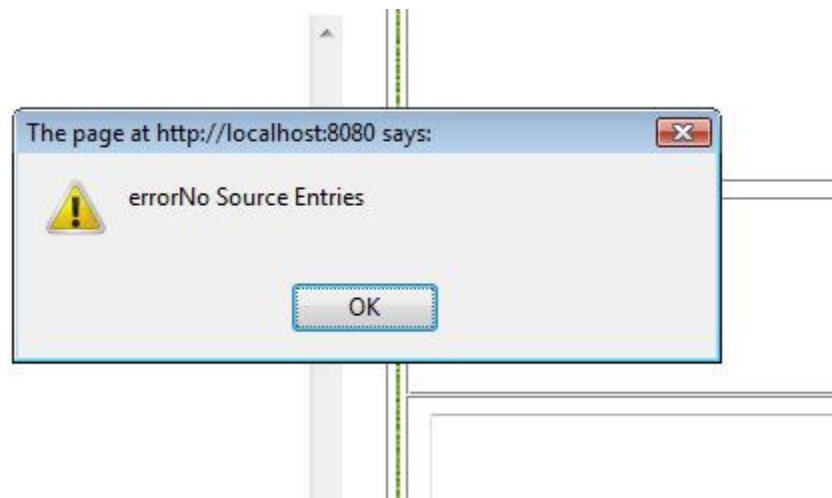

Figure 06 : Error Displayed when no source files exist

f) To upload input files to be translated, click the **Upload Source** link and add the files needed to be translated. The files need to be ASCII text files, with .txt or .utf8 extension. Once the files are uploaded, the project can be reloaded at the same time, and redirect back to the main page.
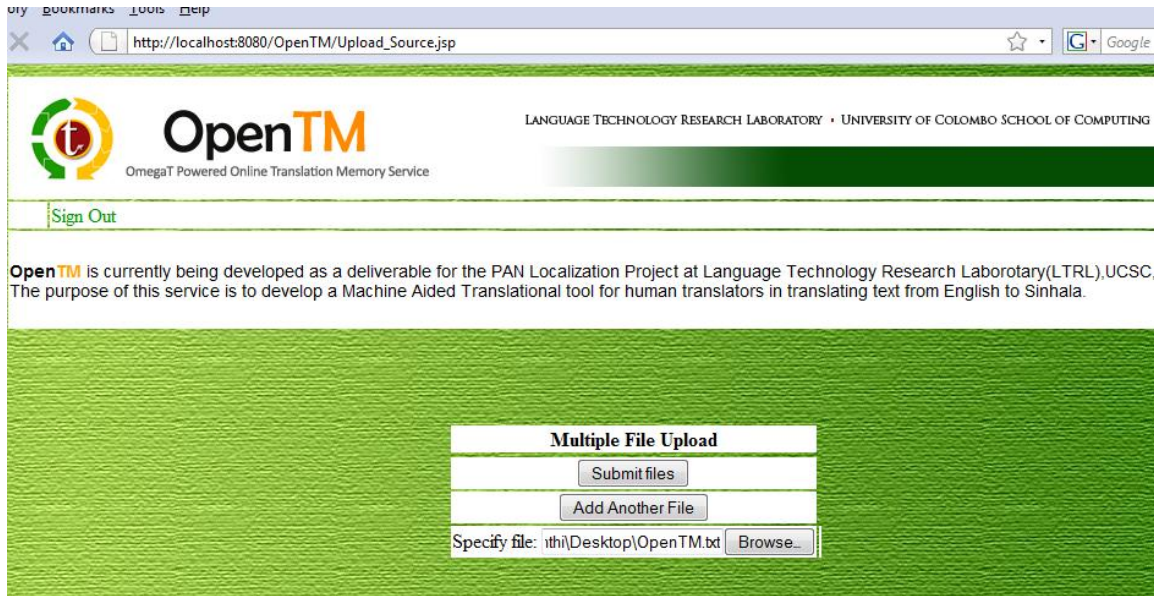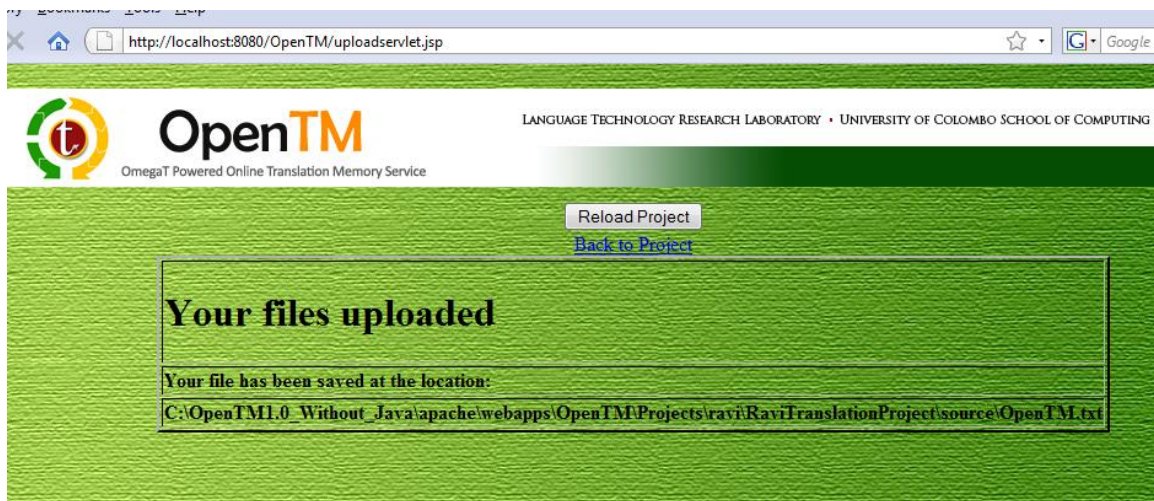
Figure 07 : Uploading a Source File

Figure 08: Option to reload the project is provided upon successful upload

g) A request to reload the input would now display the new entries. **Reloading the project can either be done by pressing the Reload Project button as in Figure 08 or by pressing the Reload Project button in the main page (indicated in Figure 09)**
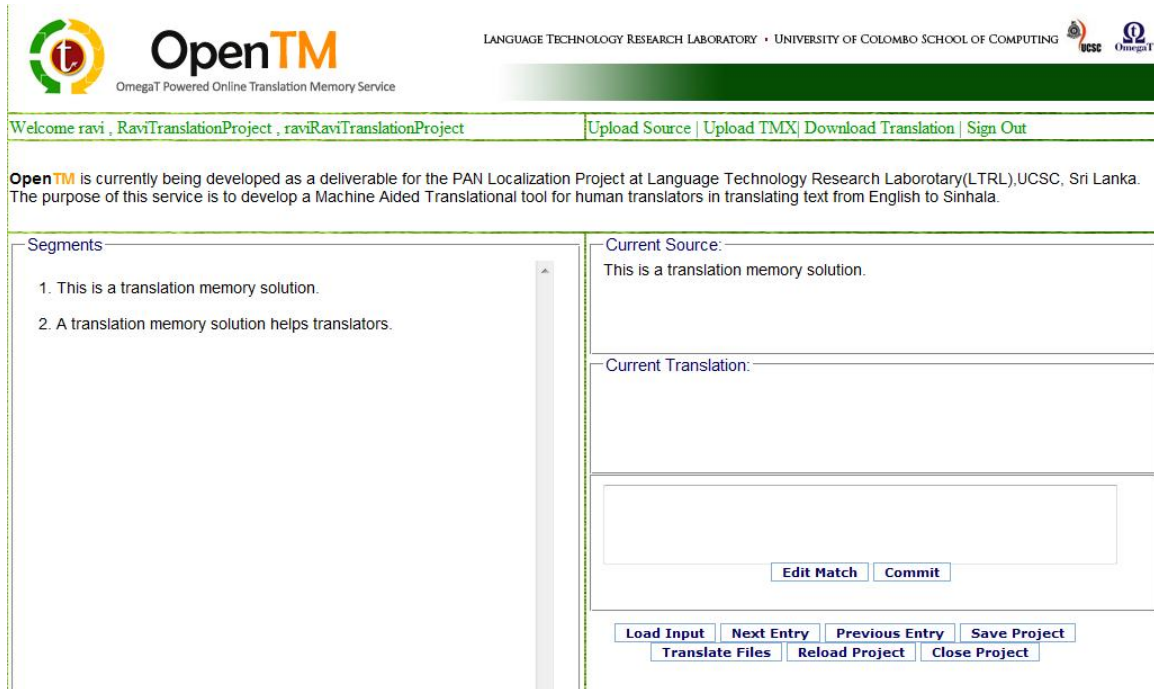
Figure 09: Reloaded Project

The user can now traverse through the entries by clicking **Next Entry, Previous Entry** or by clicking the needed entry from the left hand side.

Enter any translation for any sentence and commit the translation. Committing a translation ensures that the translations would be suggested in similar inputs during the same session.
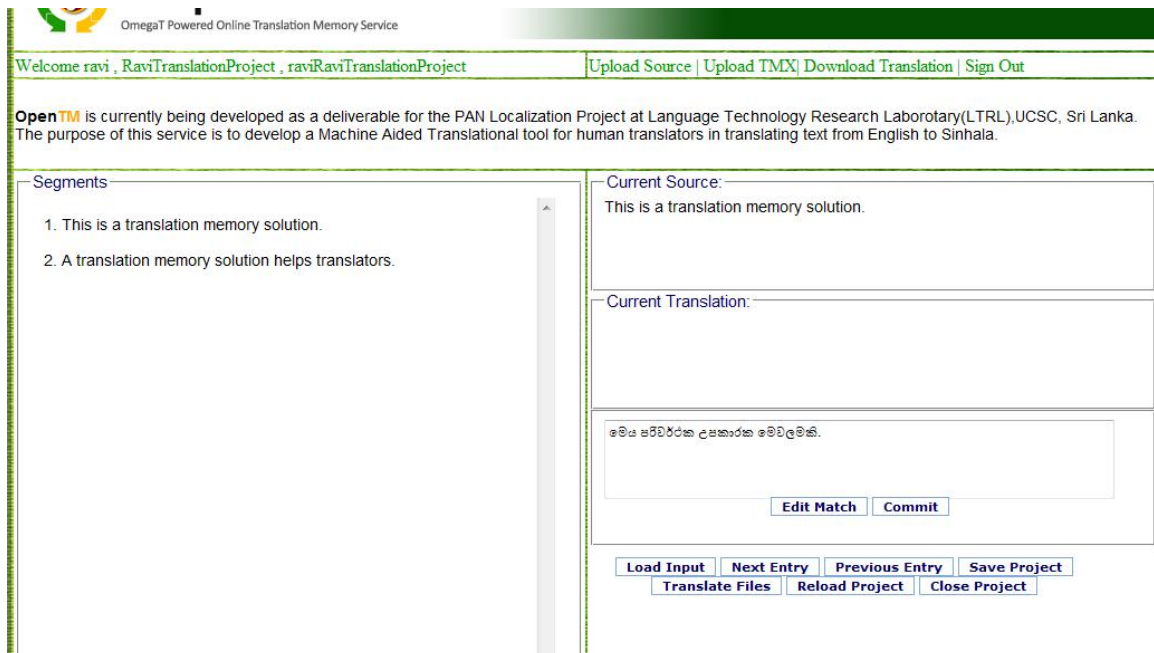
Figure 10 : Entering a new translation for an input entry

For example, what you have committed would be now proposed as a matching translation for another similar entry.
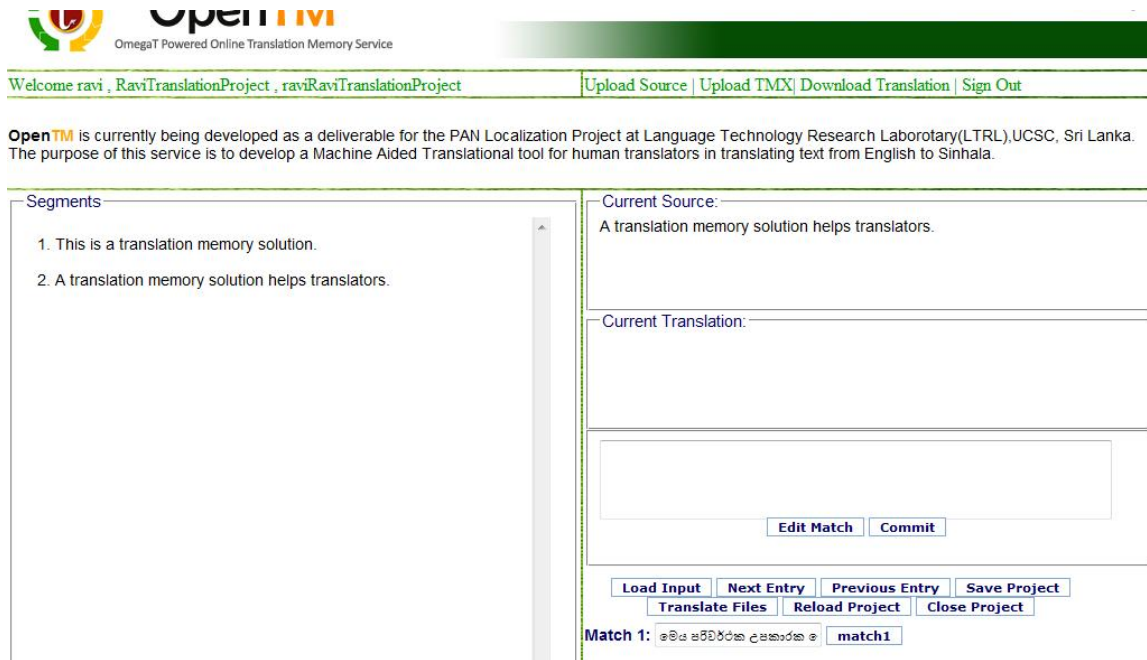

Figure 11 : The committed translation is suggested for another similar entry

If you are satisfied with the entries, click **Save Project** to save the entries in the Translation Memory**. (Important : Make sure to commit every translation each time you enter one, else non committed translations would not be saved in the translation memory and would not be available once you close the project and re-open it). Also remember that without saving the project, committed translations would not be available once you re open the project after signing out.**

h) Once you are satisfied with the translations, you can click on the **Download Translation** button to save the entries as well as to download the translated Sinhala Files.
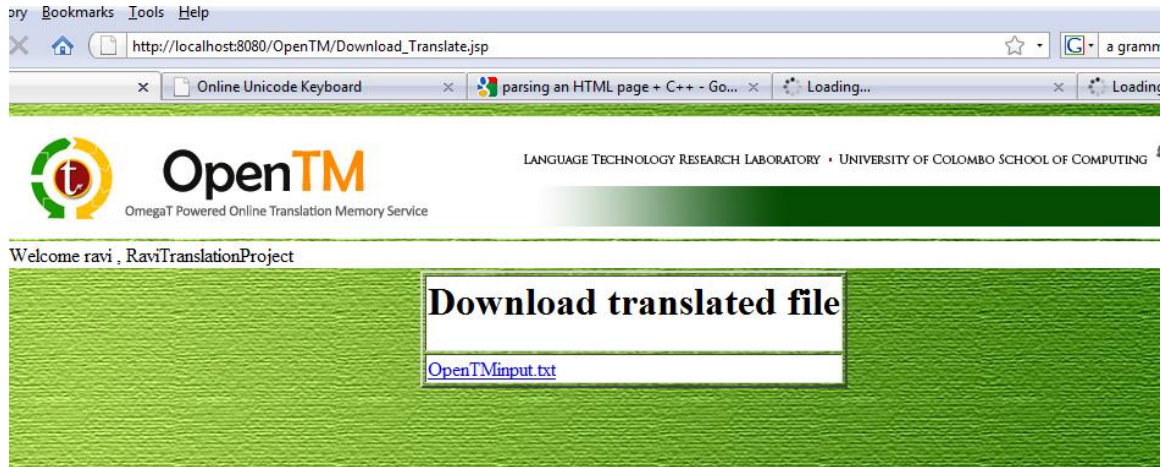
The following figure shows the translated Sinhala file (first one with the first sentence translated: hence the second sentence is still in English, and the second one with both lines translated).
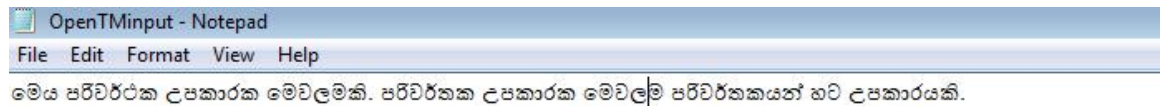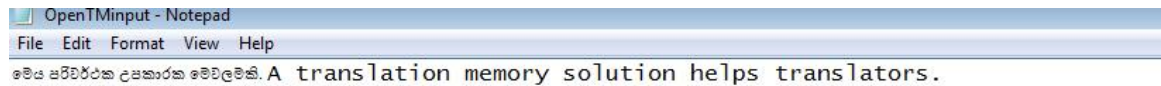

Figure 12 : Translated Files

i)   Other than these, the **Close Project** button closes the project and signs out. The **Upload TMX** link allows you to upload any external Translation Memory (tmx) file that you have got.

Demonstration

For further clarity, a sample project would be included along with the installation. To go through the demonstration, follow the steps below:
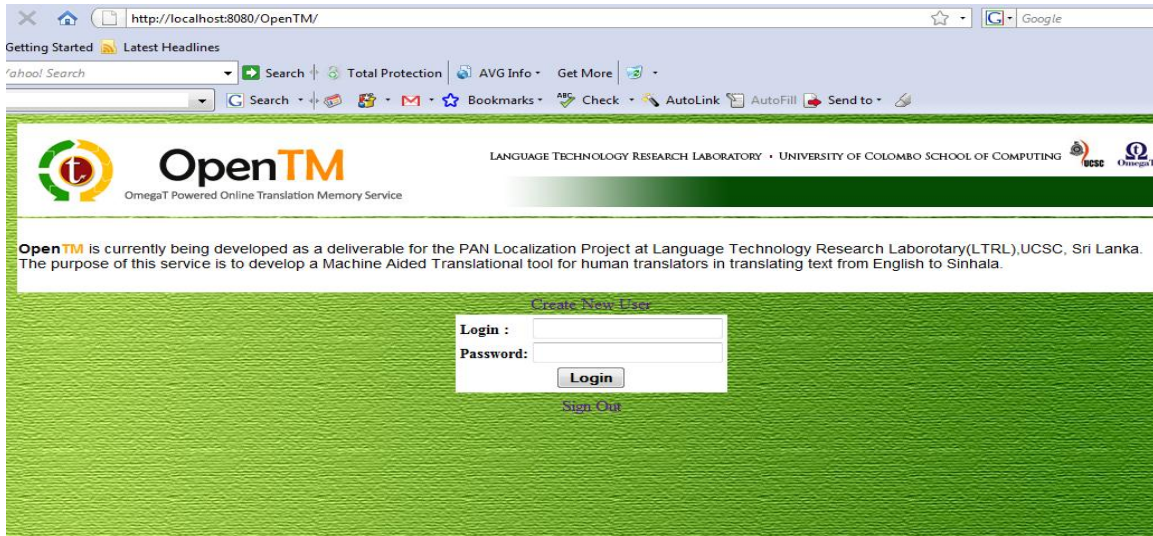
Start OpenTM 1.0.

Type in http://localhost:8080/OpenTM/

Figure 13: Login Page

Log in with **username: test** and **password: test.**
Since the user test has already a project named testproject, it would be displayed as an available project.

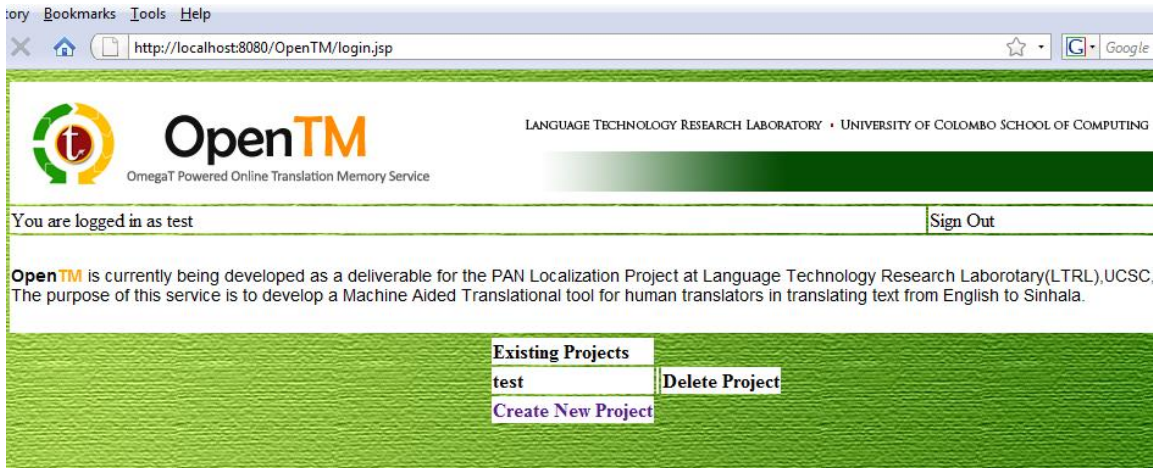**Figure 14: Available Projects would be displayed for user test**

Clicking on the project named test would lead to the main OpenTM page with the current project test,

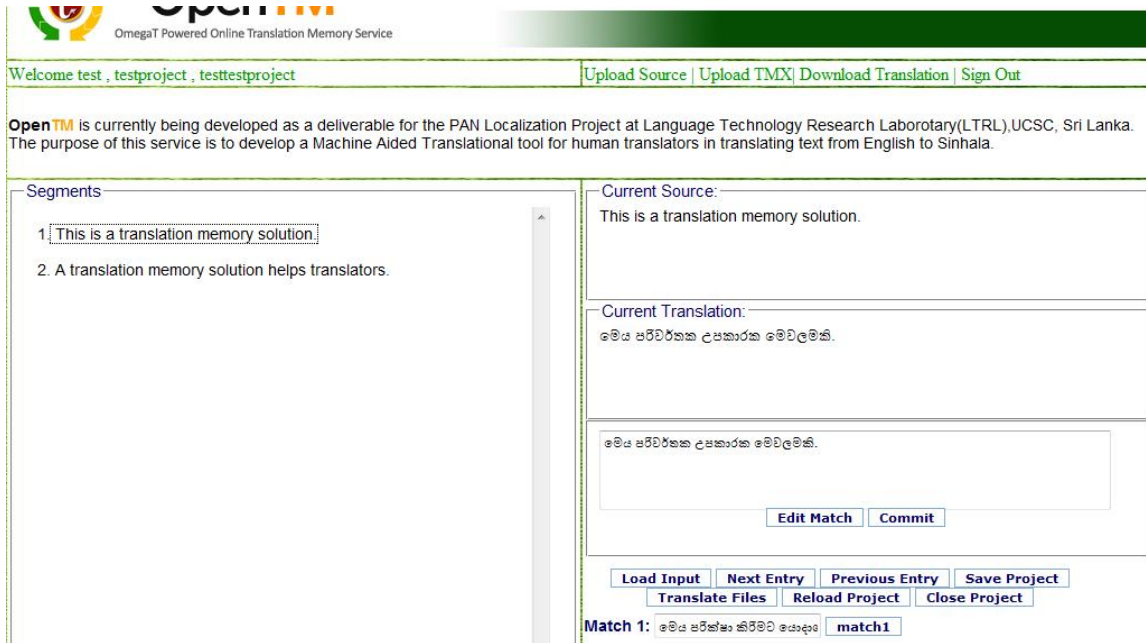Click **Load Input** and see the entries. Traverse through the entries and view their suggestions.

Figure 15 : Translated / Non translated sentences and suggestions for entries of testproject

Enter new translations and commit them if needed, and save the project when you are satisfied.

Translate the files with **Translate Files** button and download the translated files by following the **Download Translation** link.

Stopping the OpenTM server

Double click the stop OpenTM1.0 shortcut or type ./uninstall.sh in Linux.