COMPUTATIONAL LITERARY STUDIES INFRASTRUCTURE and Open Science

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introduction



First, what CLS is about

- Computational Literary Studies
- Aimed at analyzing (large amounts of) textual data...
- ... by computational techniques



Foundations of CLS

- Computation into criticism
- Distant reading
- Stylometry
- Authorship attribution
- Digital humanities
- Language resources
- Digital libraries
- Natural language processing
- Machine learning
- Big data





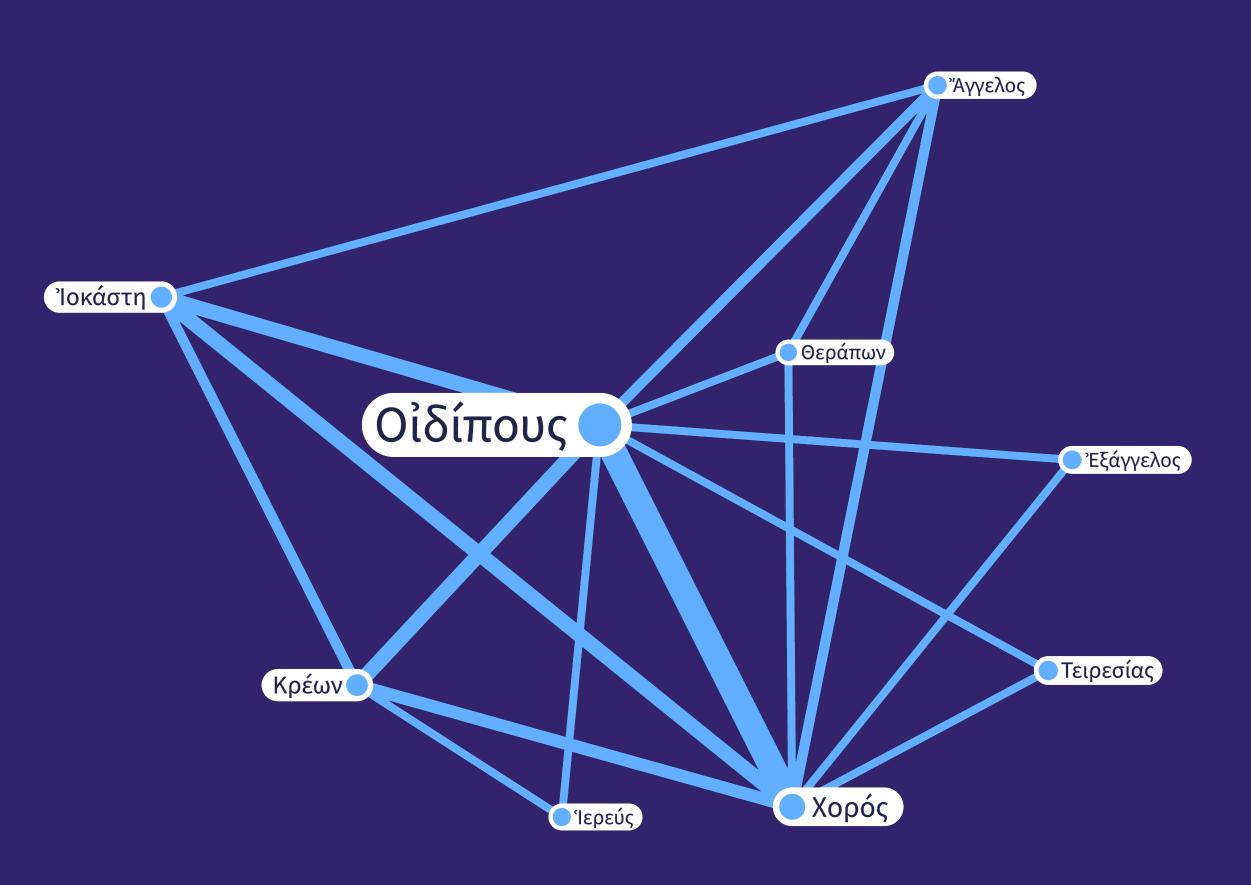


Ancient Greek tragedy



429 BCE

Sophocles







1,000 Polish novels















Combination of factors needed

- Datasets (language resources)
- Tools (computer programs)
- Suitable methodology
- Computer power (i.e. scientific instruments)



Research infrastructures





infrastructures in DH

- in hard sciences, infrastructures are tangible
 - servers, telescopes, accelerators, …
- in the humanities, institutions are essential libraries, publishing houses, journals, ...
- in Digital Humanities, multifaceted needs
 - the notion of infrastructure needs reconsideration
 - corpora (FAIR!) but not only





ELTeC corpus

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CISINERA

An infrastructural project for computational literary studies, founded by Horizon 2020 scheme







CLS INFRA project

- text collections (corpora)
 - quality
 - metadata
 - conversion
- methodology
 - tools (NLP, datavis, ...)
 - tool chains
 - methodological considerations
 - bibliographic survey
- network of scholars
 - training schools
 - short-term research stays
 - collaboration with COST Action





Overarching idea is to connect...

- People
 - To establish a network of CLS researchers
- Data
 - To consolidate existing high-quality corpora...
 - ...covering prose, drama and poetry
- Tools
 - To build a chain of NLP tools to analyze texts
- Methods
 - To provide a survey of state-of-the-art methods



activities





training schools

- Prague 2022
 - NLP tools
 - 25 participants on site
 - many more remotely
- Madrid 2023
 - text analysis
 - 10-11 May 2023
- Vienna 2024
 - corpus queries
 - 10-12 June 2024





TNA

- transnational access
- short-term research stays...
- in one of 6 institutions:
 - NUI Galway
 - Uni Potsdam
 - Uni Trier
 - UNED Madrid
 - OEAW Vienna
 - Charles Uni, Prague
- everyone eligible
- two calls every year





CLS INFRA and Open Science





deliverables published

- 3.1 Report on the methodological baseline for (computational) literary studies
- 4.1 Report on the skills matrix for computational literary studies
- 5.1 Review of the data landscape
- 6.1 Assembly of existing data

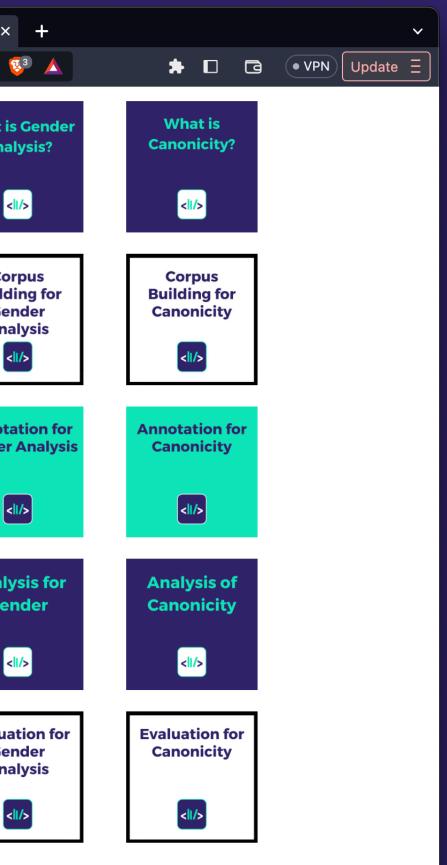




survey of methods

Scholard	One Manuscripts	Computational Litera	ry Studies Infra	NFRA / WP 3.2 · GitLab	D3.2: Survey of Metho	ods – CLS X
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	General Remarks	General Introduction	What is Authorship Attribution?	What is Genre Analysis?	What is Literary History?	What is Anal
	Corpus Building	Introduction to Corpus Building	Corpus Building for Authorship Attribution	Corpus Building for Genre Analysis	Corpus Building for Literary History	Cor Buildi Ger Ana
	Preprocessing and Annotation	Introduction to Preprocessing and Annotation	Annotation for Authorship Attribution	Annotation for Genre Analysis	Annotation for Literary History	Annota Gender
	Data Analysis	Introduction to Data Analysis	Analysis in Authorship Attribution	Data Analysis for Genre	Analysis in Literary History	Analy Ger
	Evaluation	Introduction to Evaluation	Evaluation in Authorship Attribution	Evaluation in Genre Analysis	Evaluation in Literary History	Evalua Ger Ana







survey of methods

- Representation of the current CLS research based on a large collection of publications
- Introduction to CLS research areas and prominent issues
- A guide for further reading

https://methods.clsinfra.io/



programmable corpora: DraCor

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French Drama Corpus	German Drama Corpus		Russian Drama Corp	ous	Calderón Drama Cor	pus				
1,560 Number of plays	592	Number of plays	212	Number of plays	205	Number of plays				
15,526 person + personGrp (M: 6860, F: 3720) Number of characters	14,094 (M: 9995, F: 2876)	person + personGrp Number of characters	3,707 (M: 2608, F: 871)	person + personGrp Number of characters	3,406 (M: 2188, F: 1131)	person + personGrp Number of characters				
text 15,671,583 Text tokens	10,205,227	text Text tokens	2,316,995	text Text tokens	2,838,359	text Text tokens				
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38,306 stage (307,262) (Tokens)	190,825 (1,199,431)	stage (Tokens)	49,440 (215,112)	stage (Tokens)	24,058 (115,075)	stage (Tokens)				
Last update 03/07/2022, 15:19:14	Last update	10/09/2022, 22:27:38	Last update	03/07/2022, 07:12:32	Last update	02/07/2022, 23:51:14				
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If you want to cite DraCor, please use the following reference:



Fischer, Frank, et al. (2019). Programmable Corpora: Introducing DraCor, an Infrastructure for the Research on European Drama. In *Proceedings of DH2019: "Complexities"*, Utrecht University, doi:10.5281/zenodo.4284002.



Drama Corpora Project

Unless otherwise stated, all corpora and the web design are released under Creative Commons 0 1.0 \bigcirc (20) This site runs on DraCor API 0.86.0 using (eXist-db 6.0.1)



programmable corpora: DraCor

- DraCor: Highly functional prototype for an infrastructural ecosystem
- Programmable Corpora: research-driven API making text machineactionable
- Open ecosystem: allowing for experimentation and discussion about architectural styles of research environments

https://dracor.org/





programmable corpora

- API Libraries developed in R and Python (published on the platforms) PyPi an CRAN)
- Versioning:
 - Git commits for versioning and retrieving additional metadata
 - Docker containers of the entire research infrastructure for more complex programmable corpora





tools and access for CLS

- list and description of Natural Language Processing (NLP) tools (Corpus-Enrichment and NLP toolchain for common CLS research tasks)
- increasing the ease of access and application to NLP tools, as well as their standardization







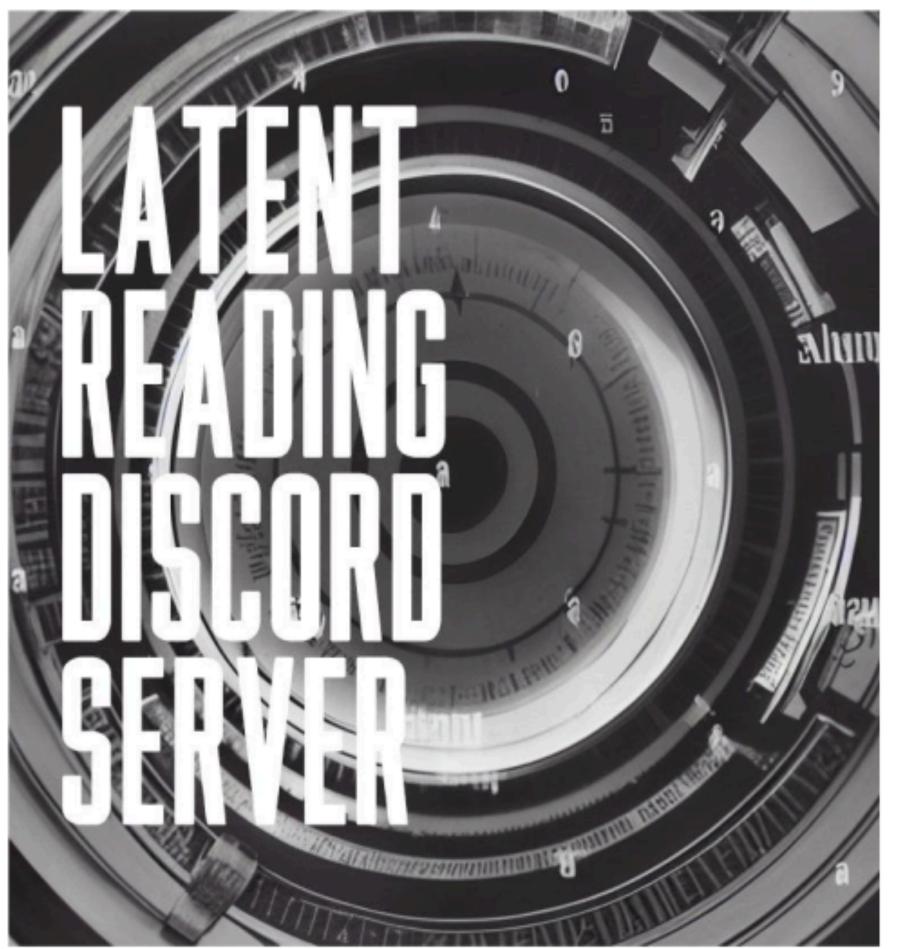
CLS INFRA legacy

- all outputs available online (freely!)
- plans to develop the infrastructure
- a network of scholars is growing





CLS-centric Discord server







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COMPUTATIONAL LITERARY STUDIES





