

# Nuspell: the new spell checker

FOSS spell checker implemented in C++14 with aid of  
Mozilla.

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Nuspell

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# Nuspell

Nuspell is

- ▶ spell checker
- ▶ free and open source software with LGPL
- ▶ library and command-line tool
- ▶ written in C++14



# Nuspell – Team

Our team currently consists of

- ▶ Dimitrij Mijoski
  - ▶ lead software developer
  - ▶ [github.com/dimztimz](https://github.com/dimztimz)
  
- ▶ Sander van Geloven
  - ▶ information analyst
  - ▶ [hellebaard.nl](https://hellebaard.nl)
  - ▶ [linkedin.com/in/svgeloven](https://linkedin.com/in/svgeloven)
  - ▶ [github.com/PanderMusubi](https://github.com/PanderMusubi)

# Nuspell – Spell Checking

Spell checking is **not trivial**

- ▶ much more than searching an exhaustive word list
- ▶ dependent of language, character encoding and locale
- ▶ involves case conversion, affixing, compounding, etc.
- ▶ suggestions for spelling, typing and phonetic errors
- ▶ long history over decades with `spell`, `ispell`, `aspell`, `myspell`, `hunspell` and now `nuspell`

See also my talk at FOSDEM 2016 [archive.fosdem.org/2016/schedule/event/integrating\\_spell\\_and\\_grammar\\_checking](https://archive.fosdem.org/2016/schedule/event/integrating_spell_and_grammar_checking)

# Nuspell – Goals

Nuspell's goals are

- ▶ a drop-in replacement for browsers, office suites, etc.
- ▶ backwards compatibility MySpell and Hunspell format
- ▶ improved maintainability
- ▶ minimal dependencies
- ▶ maximum portability
- ▶ improved performance
- ▶ suitable for further optimizations

Realized with an object-oriented C++ implementation.

# Nuspell – Features

## Nuspell supports

- ▶ many character encodings
- ▶ compounding
- ▶ affixing
- ▶ complex morphology
- ▶ suggestions
- ▶ personal dictionaries
- ▶ 167 (regional) languages via 89 existing dictionaries

## Nuspell – Support

Mozilla Open Source Support (MOSS) funded in 2018 the creation of Nuspell. Thanks to Gerv Markham<sup>†</sup> and Mehan Jayasuriya. See [mozilla.org/moss](https://mozilla.org/moss) for more information.



Verification Hunspell has a mean precision of 1.000 and accuracy of 0.997. Perfect match 70% of tested languages. On average checking 30% faster and suggestions 8x faster.



## Workings – Spell Checking

Spell checking is **highly complex** and unfortunately not suitable for a lightning talk. It mainly concerns

- ▶ searching strings
- ▶ using simple regular expressions
- ▶ locale-dependent case detection and conversion
- ▶ finding and using break patterns
- ▶ performing input and output conversions
- ▶ matching, stripping and adding (multiple) affixes, mostly in reverse
- ▶ compounding in several ways, mostly in reverse
- ▶ locale-dependent tokenization of plain text

# Workings – Case Conversion

## Examples of non-trivial case detection and conversion

- ▶ `to_title("istanbul")` → English "Istanbul"  
Turkish "İstanbul"
- ▶ `to_upper("Diyarbakır")` → English "DIYARBAKIR"  
Turkish "DİYARBAKIR"
- ▶ `to_upper("σίγμα")` → Greek "ΣΙΓΜΑ"
- ▶ `to_upper("ςίγμα")` → Greek "ΣΙΓΜΑ"
- ▶ `to_lower("ΣΙΓΜΑ")` → Greek "ςίγμα"
- ▶ `to_upper("Straße")` → English Straße"
- ▶ `to_upper("Straße")` → German STRASSE"
- ▶ `to_title("ijsselmeer")` → English "Ijsselmeer"
- ▶ `to_title("ijsselmeer")` → Dutch "IJsselmeer"

# Workings – Suggestions

Suggestions are currently found in the following order

1. replacement table `h[ëê]llo → hello`
2. mapping table `hel1lo$ → hello`
3. extra character `hello → hello`
4. keyboard layout `hrlllo → hello`
5. bad character `hellø → hello`
6. forgotten character `hllo → hello`
7. phonetic mapping `^ello → hello`

# Workings – Initialization

## Initialize Nuspell in four steps in C++

- ▶ find, get and load dictionary

```
auto find = Finder::search_all_dirs_for_dicts();  
auto path = find.get_dictionary_path("en_US");  
auto dic = Dictionary::load_from_path(path);
```

- ▶ associate currently active locale

```
boost::locale::generator gen;  
auto loc = gen("");  
dic.imbue(loc);
```

These steps are more simple when using the API.

# Workings – Usage

Use Nuspell by simply calling to

- ▶ **check spelling**

```
auto spelling = false;  
spelling = dic.spell(word);
```

- ▶ **find suggestions**

```
auto suggestions = List_Strings();  
dic.suggest(word, suggestions);
```

# Technologies – Libraries

## Libraries used in run-time

- ▶ C++14 library  
e.g. GNU Standard C++ Library  
`libstdc++`  $\geq 7.0$
- ▶ Boost.Locale  
C++ facilities for localization  
`boost-locale`  $\geq 1.62$
- ▶ International Components for Unicode (ICU)  
a C++ library for Unicode and locale support  
`icu`  $\geq 57.1$

# Technologies – Compilers

Currently supported compilers to build Nuspell

- ▶ GNU GCC compiler **g++**  $\geq 7.0$
- ▶ LLVM Clang compiler **clang**  $\geq 6.0$

Upcoming supported compilers

- ▶ MinGW with MSYS **mingw**
- ▶ GNU GCC compiler 6.0 (backport)

# Technologies – Tools

## Tools used for development

- ▶ build tools such as Autoconf, Automake, Make, Libtool and pkg-config
- ▶ QtCreator for development and debugging, also possible with gdb and other command-line tools
- ▶ unit testing with Catch2
- ▶ continuous integration with Travis for GCC and Clang and coming soon AppVeyor for MinGW
- ▶ profiling with Callgrind, KCachegrind, Perf and Hotspot
- ▶ API documentation generation with Doxygen
- ▶ code coverage reporting with LCOV and genhtml



# Upcoming – Next Version

Next version will have improved

- ▶ **performance**
- ▶ compounding
- ▶ suggestions
- ▶ API
- ▶ command-line tool
- ▶ documentation
- ▶ testing

Nuspell will then also be

- ▶ migrated to CMake
- ▶ integrated with web browsers
- ▶ offering ports and packages
- ▶ offering language bindings

# Upcoming – Ports and Packages

## Supported

- ▶ Ubuntu  $\geq$  18.04 LTS (Bionic Beaver)
- ▶ Debian  $\geq$  9 (Stretch)

## Tested

- ▶ FreeBSD  $\geq$  11

## Help wanted

- ▶ Android
- ▶ Arch Linux
- ▶ CentOS

- ▶ Fedora
- ▶ Gentoo
- ▶ iOS
- ▶ Linux Mint
- ▶ macOS
- ▶ NetBSD
- ▶ OpenBSD
- ▶ openSUSE
- ▶ Slackware
- ▶ Windows
- ▶ ...

# Upcoming – Language Bindings

## Supported

- ▶ C++
- ▶ C

## Help wanted

- ▶ C#
- ▶ Go
- ▶ Java
- ▶ JavaScript

- ▶ Lua
- ▶ Objective-C
- ▶ Perl
- ▶ PHP
- ▶ Ruby
- ▶ Rust
- ▶ Python
- ▶ Scala
- ▶ ...

## Upcoming – Miscellaneous

Other ways to help are

- ▶ fix bugs in dictionaries and word lists
- ▶ improve dictionaries and word lists
- ▶ contribute word lists with errors and corrections
- ▶ integrate Nuspell with IDEs, text editors and editors for HTML, XML, JSON, YAML, T<sub>E</sub>X, etc.
- ▶ integrate Nuspell with Enchant e.g. for GtkSpell
- ▶ sponsor our team
- ▶ join our team

## Upcoming – Info and Contact

[nuspell.github.io](https://nuspell.github.io)

[twitter.com/nuspell](https://twitter.com/nuspell)

[facebook.com/nuspell](https://facebook.com/nuspell)

[fosstodon.org/@nuspell](https://fosstodon.org/@nuspell)

Big thank you to Dimitrij.

**Contact** us to support the development, porting and maintenance of Nuspell.

Thanks for your attention.