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GAMES-WITH-A-PURPOSE FOR CORPUS ANNOTATION IN THE DALI PROJECT

Disagreements and Language Interpretation (DALI)

- A 5-year, €2.5M project on using games-with-a-purpose and Bayesian models of annotation to study ambiguity in anaphora
- A collaboration between Essex, LDC, and Columbia
- Funded by the European Research Council (ERC)

Outline

- **Corpus creation and ambiguity**
- Collective multiple judgments through crowdsourcing: Phrase Detectives
- DALI objectives

Anaphora (AKA coreference)

So she [Alice] was considering in her own mind (as well as she could, for the hot day made her feel very sleepy and stupid), whether the pleasure of making a daisy-chain would be worth the trouble of getting up and picking the daisies, when suddenly **a White Rabbit with pink eyes** ran close by her.

There was nothing so VERY remarkable in that; nor did Alice think it so VERY much out of the way to hear **the Rabbit** say to **itself**, 'Oh dear! Oh dear! **I** shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when **the Rabbit** actually TOOK A WATCH OUT OF **ITS** WAISTCOAT-POCKET, and looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before seen a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after **it**, and fortunately was just in time to see **it** pop down a large rabbit-hole under the hedge.

Building NLP models from annotated corpora

- Use TRADITIONAL CORPUS ANNOTATION / CROWDSOURCING to create a GOLD STANDARD that can be used to train supervised models for various tasks
- This is done by collecting multiple annotations (typically 2-5) and going through RECONCILIATION whenever there are multiple interpretations
- DISAGREEMENT between coders (measured using coefficients of agreement such as κ or α) viewed as a serious problem, to be addressed by revising the coding scheme or training coders to death
- Yet there are very many types of NLP annotation where DISAGREEMENT IS RIFE (wordsense, sentiment,discourse)

Crowdsourcing in NLP

- Crowdsourcing in NLP has been used as a cheap alternative to the traditional approach to annotation
- The overwhelming concern has been to develop alternative quality control practices to obtain a gold standard comparable to those obtained with traditional high-quality annotation

The problem of ambiguity

15.12 M: we're gonna take the engine E3
15.13 : and shove it over to Corning
15.14 : hook [it] up to [the tanker car]
15.15 : _and
15.16 : send it back to Elmira

(from the TRAINS-91 dialogues collected at the University of Rochester)

The picture of ambiguity emerging from ARRAU

19.10: we need to get the bananas to Corning by 3
19.11: uh
19.12: *maybe* it 's gonna be faster if we
19.13: send E1
19.14: E1 's boxcar picks up at Dansville
19.15: instead of going back to Avon
19.16: have it go on to Corning
19.17: uh pick up the tanker get the oranges send them to Elmira
19.18: cause that 's gonna be the longest thing

Key: Full agreement | One outlier | Implicit | Explicit

More evidence of disagreement raising from ambiguity

- For anaphora
  - Versley 2008: Analysis of disagreements among annotators in the Tüba/DZ corpus
    - Formulation of the DOT-OBJECT hypothesis
  - Recasens et al 2011: Analysis of disagreements among annotators in (a subset of) the ANCORA and the ONTONOTES corpus
    - The NEAR-IDENTITY hypothesis
- Wordsense: Passonneau et al, 2012
  - Analysis of disagreements among annotators in the wordsense annotation of the MASC corpus
  - Up to 60% disagreement with verbs like *help*
- POS tagging: Plank et al, 2014

Exploring (anaphoric) ambiguity

- Empirically, the only way to see which expressions get multiple annotations is by having > 10 coders and maintain multiple annotations
- So, to investigate the phenomenon, one would need to collect many more judgments than one could through a traditional annotation experiment, as we did in ARRAU
- But how can one collect so many judgments about this much data?
- The solution: CROWDSOURCING

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Approaches to crowdsourcing

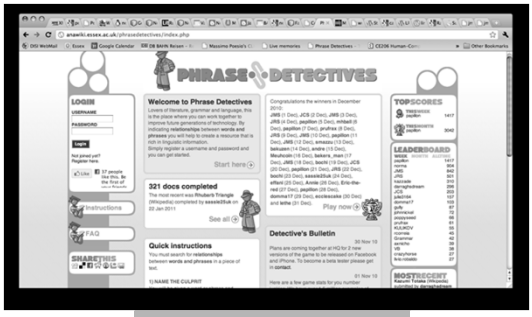
- Incentivized through money: microtask crowdsourcing
  - (As in Amazon Mechanical Turk)
- Scientifically / culturally motivated
  - As in Wikipedia / Galaxy Zoo
- Entertainment as the incentive: GAMES-WITH-A-PURPOSE (von Ahn, 2006)

Games-with-a-purpose: ESP

ESP results

- In the 4 months between August 9th 2003 and December 10th 2003
  - 13630 players
  - 1.2 million labels for 293,760 images
  - 80% of players played more than once
- By 2008:
  - 200,000 players
  - 50 million labels
- Number of labels x item is one of the parameters of the game, but on average, in the order of 20-30

Phrase Detectives



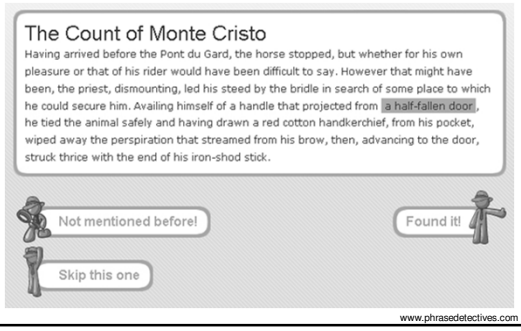
www.phrasedetectives.org

The game

- **Find The Culprit** (Annotation) User must identify the closest antecedent of a markable if it is anaphoric
- **Detectives Conference** (Validation) User must agree/disagree with a coreference relation entered by another user

www.phrasedetectives.com

Find the Culprit
(aka Annotation Mode)



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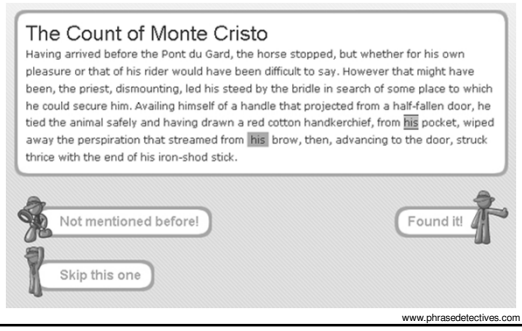
Find the Culprit
(aka Annotation Mode)



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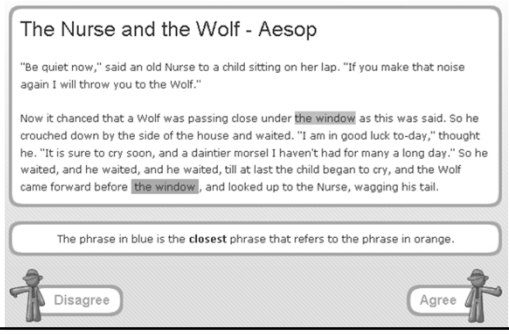
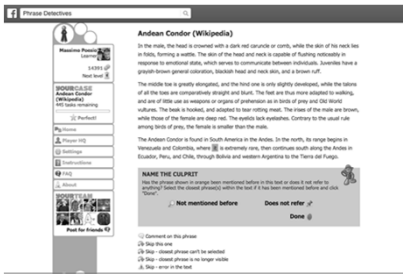
Detectives Conference
(aka Validation Mode)



Phrase Detectives in action

Facebook Phrase Detectives
(2013)



Results

- Quantity
  - Number of users
  - Amount of annotated data
- The corpus
- Multiplicity of interpretations

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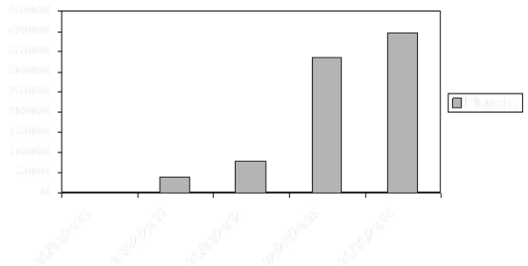
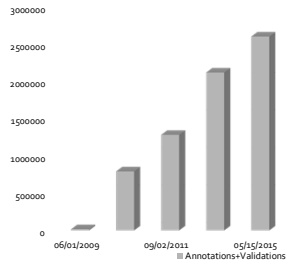
Number of Players



Number of judgments



The Phrase Detectives Corpus

- Data:
  - 1.2M words total, of which around 330K totally annotated
  - About 50% Wikipedia pages, 50% fiction
- Markable scheme:
  - Around 25 judgments per markable on average
  - Judgments:
    - NR/DN/DO
    - For DO, antecedent
- Phrase Detective 1.0 just announced, to be distributed via LDC

Ambiguity in the Phrase Detectives Data

- In 2012: 63009 completely annotated markables
  - Exactly 1 interpretation: 23479
    - Discourse New (DN): 23138
    - Discourse Old (DO): 322
    - Non Referring (NR): 19
  - With only 1 relation with score > 0: 13772
    - DN: 9194
    - DO: 4391
    - NR: 175
  - In total, ~ 40% of markables have more than one interpretation with score > 0
  - Hand-analysis of a sample (Chamberlain, 2015)
    - 30% of the cases in that sample had more than one non-spurious interpretaion

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Ambiguity: REFERRING or NON REFERRING?

'I beg your pardon!' said the Mouse, frowning, but very politely: 'Did you speak?'

'Not I!' said the Lory hastily.

'I thought you did,' said the Mouse. '--I proceed. "Edwin and Morcar, the earls of Mercia and Northumbria, declared for him: and even Stigand, the patriotic archbishop of Canterbury, found **it** advisable--"'

'Found **WHAT**?' said the Duck.

'Found **IT**,' the Mouse replied rather crossly: 'of course you know what "it" means.'

Ambiguity: DN / DO

The rooms were carefully examined, and results all pointed to an abominable crime. The front room was plainly furnished as a sitting-room and led into a small bedroom, which looked out upon the back of one of the wharves. Between the wharf and **the bedroom window** is a narrow strip, which is dry at low tide but is covered at high tide with at least four and a half feet of water. The bedroom window was a broad one and opened from below. On examination traces of blood were to be seen upon the windowsill, and several scattered drops were visible upon the wooden floor of the bedroom. Thrust away behind a curtain in the front room were all the clothes of Mr. Neville St. Clair, with the exception of his coat. His boots, his socks, his hat, and his watch -- all were there. There were no signs of violence upon any of these garments, and there were no other traces of Mr. Neville St. Clair. Out of **the window** he must apparently have gone

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The DALI project

1. Develop the GWAP approach to collecting data for anaphora
2. Developing Bayesian annotation methods to analyze the data
3. Develop models trained directly over multiple judgments data instead of producing a gold standard
4. Develop an account of the interpretation of ambiguous anaphoric expressions building on Recasens et al 2011

Beyond PD

- Phrase Detectives has been reasonably successful, and already allowed us to collect a large amount of data, but we're not going to be able to annotate 100M+ words through it
  - Not enough of a game
  - Humans still need to be involved in several behind-the-scenes activities
- We are also looking for new ways to gain visibility
  - We see the collaboration with LDC on NIEUW and being part of a 'GWAP-for-CL' portal as strategic

`New generation' GWAPS for CL

- Some more recent GWAPs have demonstrated that it is possible to design more entertaining games for CL, as well
- In particular, for collecting lexical resources
  - Jeux de Mots (Mathieu Lafourcade)
  - PuzzleRacer / Kaboom! (Jurgens & Navigli, TACL 2014)
- But also e.g., for Sentiment Analysis

Puzzle Racer

Gamify more aspects of the task

- Designer involvement is still required in PD to
  - Prepare the input to the game by correcting the output of the pipeline
  - Deal with comments
- We intend to develop games to remove these bottlenecks

The Markable Game (Madge et al)

One such game is being developed to fix the input to the games

A first version has recently been tested

http://logging.madg.es/media/

https://youtu.be/sNF2kn9pLBo

DALI WP 3/4: Raykar et al 2010

- Propose a Bayesian model that simultaneously ESTIMATES THE GROUND TRUTH from noisy labels, produces an ASSESSMENT OF THE ANNOTATORS, and LEARNS A CLASSIFIER
  - Based on logistic regression

Conclusions

- Phrase Detectives shows that GWAPs are a promising approach to collect data for Computational Linguistics
  - In particular when multiple interpretations are of interest
- But much is still to be done in terms of
  - Developing more entertaining games
  - Analyzing the data
- We view the collaboration with LDC as strategic to attract players / deliver the data widely

The DALI Team (so far)


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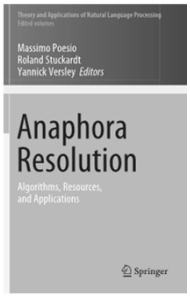
Shameless plug #147



References

- M. Poesio, R. Stuckardt and Y. Versley (eds), 2016. *Anaphora Resolution*, Springer.
- M. Poesio, J. Chamberlain, U. Kruschwitz, 2013. Phrase Detectives, *ACM Transactions on Intelligent Interactive Systems (TIIS)*
- J Chamberlain, 2016. *Using a Validation Approach for Harnessing Collective Intelligence on Social Networks*, Uni Essex PhD

Annexes

AGREEMENT STUDIES

- The aspects of anaphoric information that can be reliably annotated have been identified through a series of agreement studies with different degrees of formality (Hirschman et al., 1995; Poesio & Vieira, 1998; Poesio & Arstein, 2005; Mueller, 2007)

Agreement on annotation

- Crucial requirement for the corpus to be of any use, is to make sure that annotation is RELIABLE (I.e., two different annotators are likely to mark in the same way)
- A number of COEFFICIENTS OF AGREEMENT developed to study reliability (Krippendorff, 2004; Artstein & Poesio, 2008)
- METHODOLOGY now well established*
- Agreement more difficult the more complex the judgments asked of the annotators
  - E.g., on givenness status
- The development of the annotation likely to follow a develop / test / redesign test
  - Task may have to be simplified

* Except that coefficients of agreement difficult to interpret

FOOD FOR THOUGHT: NO ANTECEDENTS

'Well!' thought Alice to herself, 'after such a fall as this, I shall think nothing of tumbling down stairs! How brave **they**'ll all think me at home! Why, I wouldn't say anything about it, even if I fell off the top of the house!' (Which was very likely true.)

Extremely prevalent: 30% of zero anaphors in Japanese of this type (Iida and Poesio, 2011)