TLI-ASTE

Help for the Labelling Interface

Version 1.0.0

(entité auteur)

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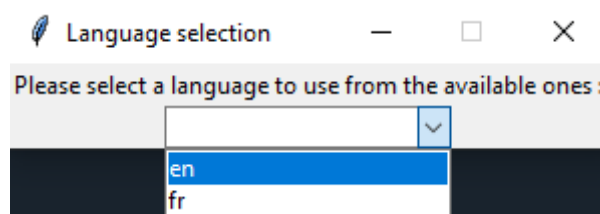
The different windows before the GUI

Before you get to the main window (called the GUI here), several windows will appear. Each of them has its own function.

Language selection window

This is the first window that opens when the labelling script is launched and looks like the image below:

You must choose one of the languages available in the Localisation folder via the drop-down menu. Once the language is selected, all interface text will be displayed in that language until the GUI is closed.
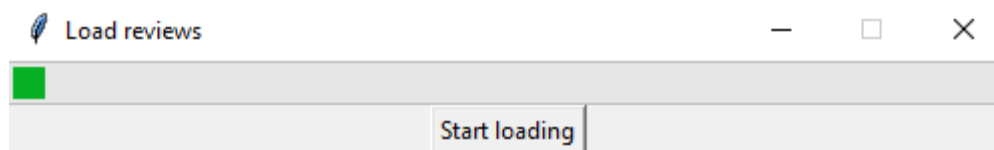
Please note: the language will be selected as soon as you click on an available choice.

Partition creation window

In the case of a first run where partitions have not yet been created, this window will appear. Otherwise, it will simply be ignored.

This window consists of 3 steps:

1) Loading data

Before the partitions can be created, the comments and the length of these comments must be retrieved. This first step will retrieve this information.

To start loading, click on the button. This step may take some time, so be patient and expect the little green square to go back and forth.

2) Specification of partitioning rules

In this window, you must specify the partitioning rule for each language to be labelled. A rule consists of these 4 points:

- Number of reviews per partition: Mandatory. Stipulates the maximum number of reviews that a partition can contain.
- Length of reviews in partition: Optional. Stipulates the maximum length in characters of the reviews of the partitions. If the review is longer than this, it is placed in the last partition containing all reviews that do not meet this rule.
- Unsorted reviews threshold: Optional. If specified, subdivides the partition of unsorted reviews into partitions containing no more than the stipulated number.
- Ignore partitioning: Optional. If checked reviews in this language will not be partitioned. The previous settings will be ignored.

Before validating and creating the partitions, it is possible to preview the distribution of the comments in partitions. Just click on the button at the top right and this preview will be displayed in the bottom box.
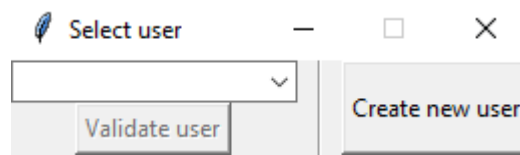
To validate and proceed with the creation of the partitions, you must confirm the partitioning rule for each language by clicking on the ''Confirm rule'' button. Once all the rules have been confirmed, the button for validating the parameters will be cleared.

3) Partitions creation

To create the partitions, simply click on the button that has just been cleared. A vertical loading bar will appear on the right.

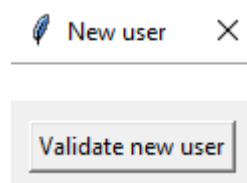As with step 1, this step may take some time.

User selection window

This window will ask you to select a user or create a new one. The notion of user is used to separate the work of each one on the same machine.

In the same way as for the selection of the location, select a user with the drop-down menu and then validate with the left-hand button (it is then cleared).

By default, no user exists. To create one, click on the right button and enter the name of the new user in the new window that appears:

Click on the button below to validate the username. If it is valid (i.e., a name that is not already in use), this window will close automatically, and you will return to the user selection window. Otherwise, an error message will inform you that the name is already taken, and you will remain on this window.
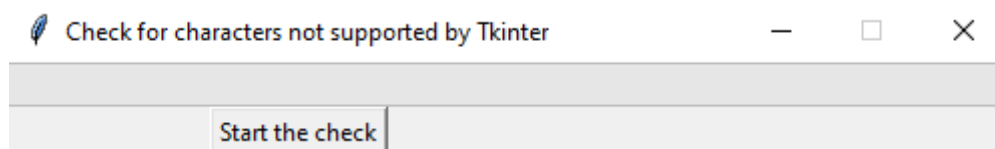
Partition selection window

After selecting the user, you need to select a partition for each review language to be labelled with the drop-down menus.
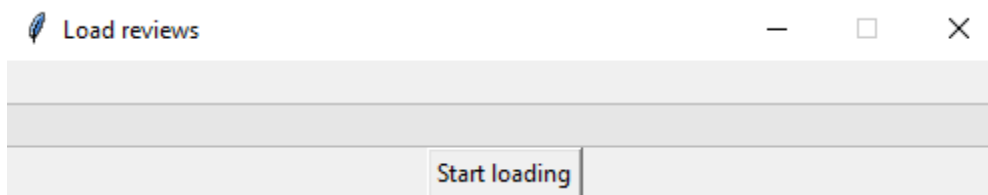
To proceed, click on the right button once a partition for each language has been selected.

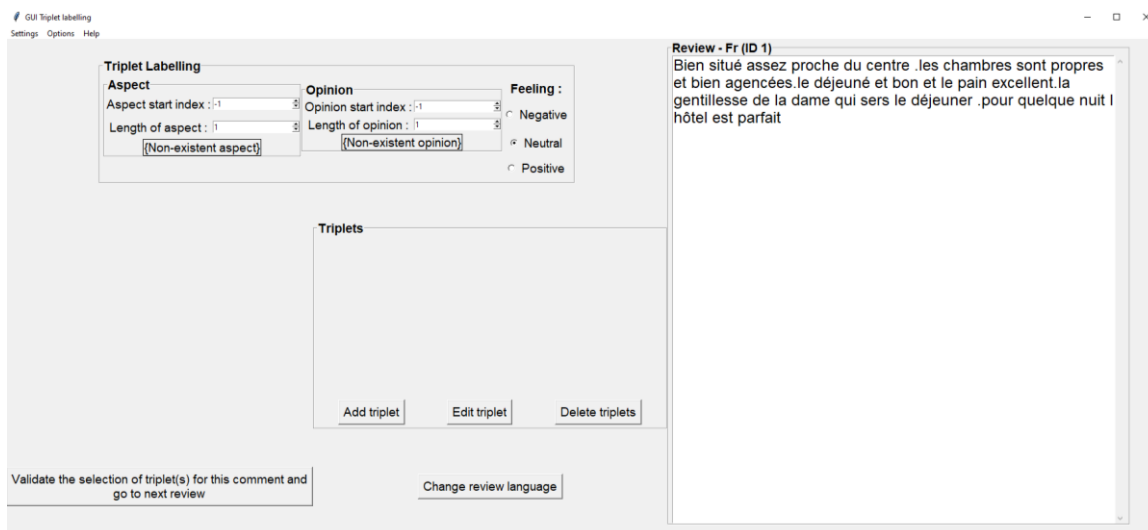## Incompatible Character Check Window

Before loading the comments into memory, an optional character check is performed, as Tkinter does not support characters beyond U+FFFF. To start the check, press the left button. When finished, the statistics will appear on the right. To proceed, click on the button or close the window. If the check is to be skipped, simply close the window.

Reviews loading window

This is the last window before the GUI in which the reviews of the previously selected partitions are loaded into memory.

To start loading, press the button or the Enter key on the keyboard. Once the loading is complete, the GUI opens. It looks like the one below when first launched and may vary depending on your choices.

This is where most of the work will be done, but we will talk about it in the next parts of this help. It contains a preview of the review being labelled (box ''Review ...'' on the right), the selection of a triplet (box ''Triplet labelling'' on the right) and a preview of the last triplets created (box ''Triplets'' just below).

Select a triplet

To select a triplet in the text, you need to specify 3 things:

- the aspect
  - index of the start word
  - length in number of words
- the opinion
  - index of the start word
  - length in number of words
- feeling

Each time the aspect or opinion changes, the words chosen are coloured in the review to make them easier to spot. The aspect is orange, and the opinion is blue.

There are 4 selection modes (1 of which is only used in extreme cases that cannot be labelled with the interface).

1) Selection in spinboxes

This mode focuses mainly on the use of white boxes with arrows on the right side (these boxes are called spinboxes here). All the selection elements of the triples are interactable with the mouse and simple shortcuts.

To move around the box more quickly, the Tab key can be very useful. When tabbing, when you arrive at a spinbox, the numbers change to a blue background and when you arrive at one of the feelings radio buttons, the name associated with the button is outlined with a dotted box.

" Tabbing " follows the following path:

In this case you can also select one of the radio buttons to be checked or one of the spinboxes to be modified with the mouse.

To modify the values of the spinboxes, you can use the small arrows on the right of the spinbox with the mouse or use the directional arrows ↑ and ↓ on the keyboard once you have arrived at the spinbox with Tab. Be careful, you must not write in the spinboxes: the value will not be interpreted correctly by the GUI.

To select a feeling, you can directly check the associated radio button with the mouse or move to the right radio button with Tab and validate the feeling with Space.

2) Selection with shortcuts

In contrast to the previous mode, mouse interaction on spinboxes has been removed, in favour of the use of shortcuts.

In this case, the Tab path is shorter and only cycles over the feeling values:

You can still select a feeling in the same way as just described, but you can only select the aspect and opinion with the dedicated shortcuts.

Use the spinbox selection controls (framed in orange) to move between spinboxes. The spinboxes will become slightly larger and the number in bold red when you are on a spinbox.

To change the value of the selected spinbox, use the controls of the same name (framed in green).

In this mode you have the option of adjusting the 'speed' at which the spinbox values are changed. As a basic rule, the values are changed by 1, but you can change them by 10, 100 or 1000. To do this, use the associated commands (framed in purple). When the spinbox interaction is disabled, a new box appears where you can see the current "speed" and change it by clicking on the + and - buttons to increase or decrease it respectively.

3) Selection in the text

This mode works differently from the two previous ones (except for the selection of feelings): you only select the words in the text directly.

This mode allows you to select aspects and opinions by selecting them directly in the text with the mouse, as you would do in a classic text editor such as Word.

Before selecting the words in the text, you must first specify what you are selecting, i.e., aspect words or opinion words, by checking the corresponding radio button.

Once done, the words that are selected will appear in the visualisation and in the text as in the previous modes.

To remove a word from the selection, just select it again.
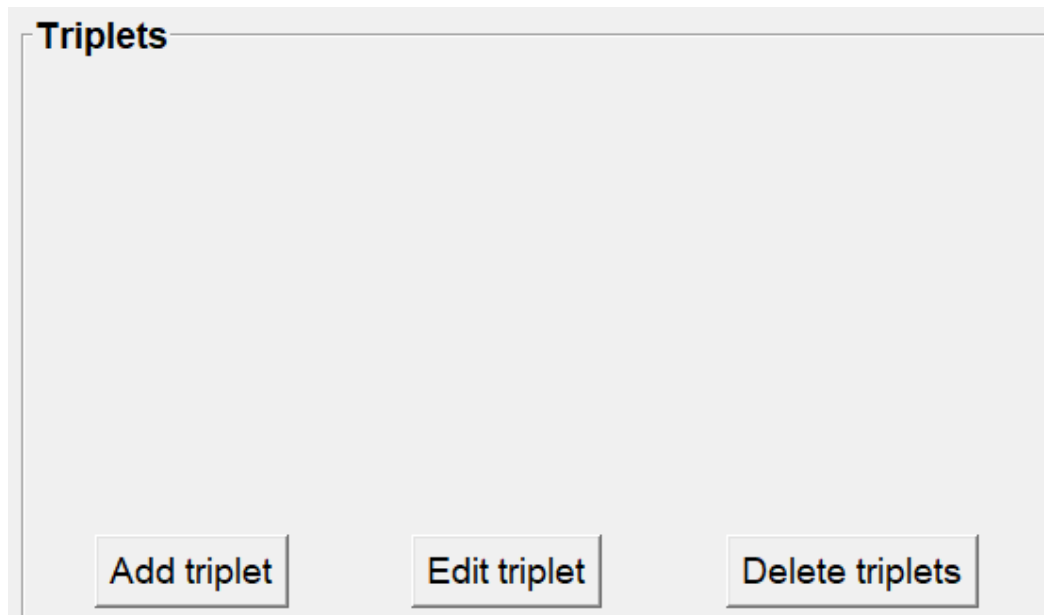
4) Emergency mode

This mode is only used for situations where the GUI does not currently allow for the proper selection of a triplet. You will have to fill in the words and indexes of the aspect and opinion of the triplet by hand. Each word and index are separated from the others by ";" without spaces.
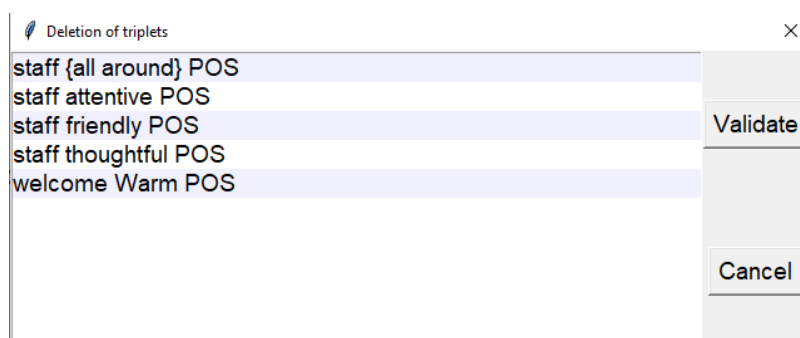
Add a triplet

After selecting a triplet, you must add it to the list of labelled triples before selecting a new triplet. To do so, you have two options: press the "Add triplet" button or press the related keyboard shortcut (F1 by default).

If all goes well, the triplet will be added to the top of the list displayed just above the buttons in the "Triplets" box. If there is a problem, an error window will appear explaining why the selected triplet is not valid.

Delete triplets

If you make a mistake, don't panic, you can delete triplets. Press the "Delete triplets" button or the related keyboard shortcut (F2 by default) and the following window will appear.

Select the triples to be deleted with the mouse from the list. Remember that if you need to select more than one, hold down Control when you click. Once you have made your selection, press the 'Validate' button or the related keyboard shortcut (Enter by default) to proceed with the deletion. Before actually deleting the triplet(s), a confirmation window will open asking if you are sure you want to delete the selected triplets.

If you do not want to delete any triples, you can press the 'Cancel' button or the related keyboard shortcut (Escape by default).
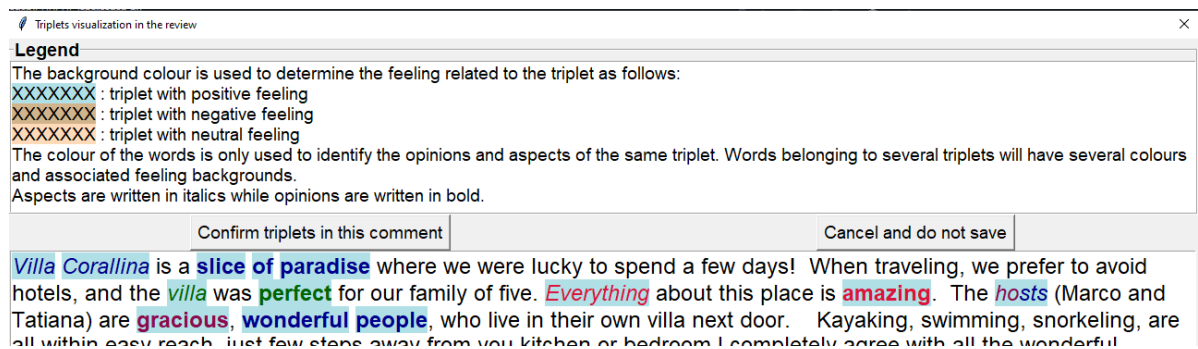
Modify triplets

As the name suggests, it is possible in modes 1 and 2 (not needed for mode 3) to modify one (and only one) triplet. This is an alternative to deleting in case of error.

This feature will work exactly like deleting a triplet except that once the triplet has been selected, you will return to the main interface with the values in the spinboxes corresponding to the one you selected to modify.

It is important to note that once the choice has been validated, the triplet is deleted.
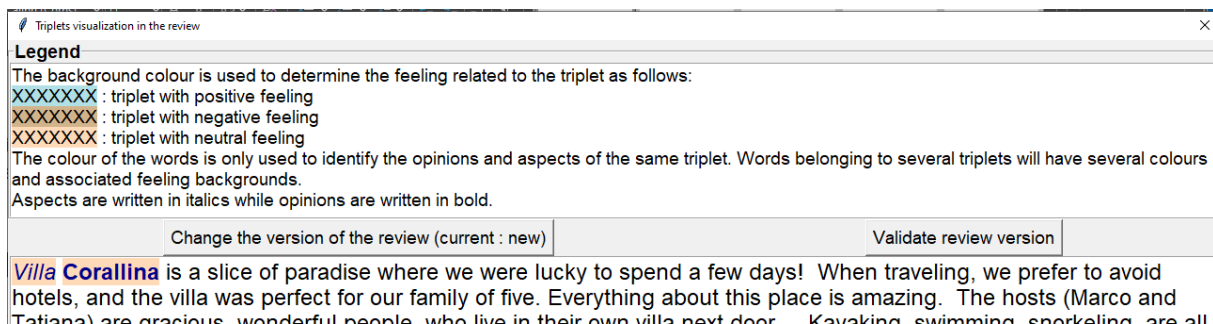
Validate and save the labelling work

Once all the triples in the review have been labelled, they need to be saved before moving on to the next review. To do this, press the button at the bottom left of the GUI labelled "Validate the selection of triplet(s) for this comment and move to the next comment" or by pressing the related keyboard shortcut (Enter by default). A new window will appear where all triples are visible.

Each triplet is represented with 2 colours: the text colour and the background colour of the text. The text colour is used to differentiate the triplets from each other, while the background colour characterises the feeling associated with the triplet. If a word belongs to more than one triplet, the style of each triplet will be applied to that word.

Normally, when the labelled comment is saved for the first time, you have to click on the left button "Confirm triplets in this review" to proceed to the saving. If you do not want to save it, press the 'Cancel and do not save' button.

If the review has already been labelled before, you will have to select which version to keep between the old version (already saved) and the new version (review that has just been labelled). To do this, use the left-hand button to display the version you wish to keep and then click on the right-hand button to validate your choice.

Other features

Change languagee

With the "Change review language" button or the related keyboard shortcut (l by default), you can switch from the first comment to be labelled from one language to another.

Browse reviews

By pressing the related keyboard shortcut (p by default), you can select any comment of your choice, labelled or not. To do this, on the new window that has just appeared, you need to select 3 things: the language of the review, whether the review is labelled or not and the review ID.

To select the language, press the left button. The language displayed corresponds to the selected language.

To choose whether the review is labelled or not, use the radio buttons under "Status of the review". Between the brackets is displayed for each category how many reviews are present.

To select the review ID, enter the review ID in the white space at the top right of the window and click on the " Validate review selection " button to check the ID. The ID must be an integer. If the ID exists for the selected language and state, the GUI will switch to the desired review. If not, an error window will appear telling you that the given ID does not exist. This could be an ID that does not exist because there is no review associated with it or an ID that does not exist in the selected categories.

Display triplets in the review

By pressing the linked keyboard shortcut (v by default), you can visualise all the triples in the review in the same way as when saving the labelled comment but without the buttons.

The menus

As you may have noticed in the GUI, there are 3 menus: "Settings", "Options" and "Help".

Settings menu

In this menu you can change the size of the text in the GUI and change the keyboard shortcuts.

Change text size

In the GUI, there are two types of text: the comment text (found in the review previews only) and the explanatory text (everything else). To change the size of the desired text, just press the corresponding buttons until the preview (the ''This is a ...'') has the desired size.

For example, if you want to increase the size of the explanatory text to 20 and decrease the size of the review text to 16, press the + with a blue border 6 times until the number in the blue border is 20 and similarly press the - with a red border 2 times.

When you exit this window, changes to text sizes will be applied to the main window and all other GUI windows. These changes will also be saved so that the next time you launch the GUI you will not have to do this again.

Reconfigure keyboard shortcuts

This window is divided into three parts, one per window where there are shortcuts.

To change a shortcut, click on the button corresponding to the action whose shortcut you want to change and press the new shortcut. If all goes well, the name of the key should change, and the button will turn green for a short time. If the new key is already assigned to another shortcut, the buttons of the conflicting shortcuts will flash red, and the change will not be taken into account.

It is important to note that the conflict check is done within the same window. It is therefore possible to have the same key assigned to several shortcuts if these shortcuts are all part of different windows.

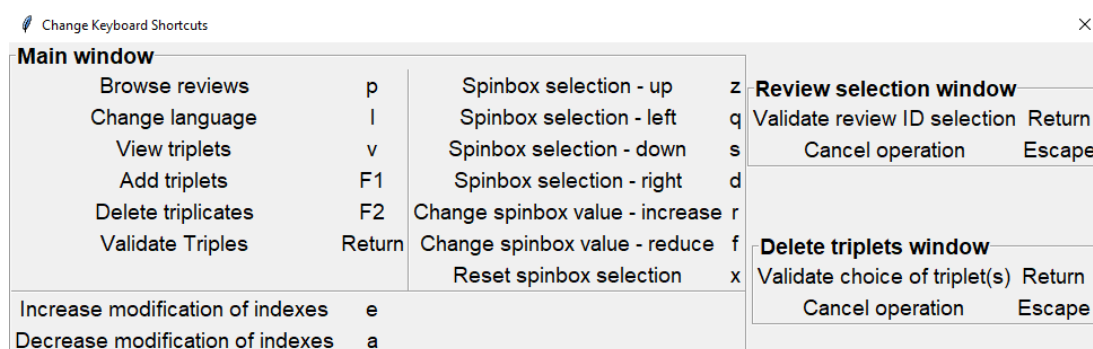Any changes made are saved to avoid having to do the same thing each time the script is run.

Options menu

It is in this menu that you will select one of the 4 triplet selection modes.

Help menu

Display keyboard shortcuts

This displays a window with all the keyboard shortcuts.

Display labelling statistics

This displays a window counting the number of reviews and triplets labelled in total on the selected scores.

Declare review inconsistent

This feature should be used when the current review has no triplets, makes no sense, or has no link to the dataset being labelled.

Once a review is declared inconsistent, it will be saved in a file containing only these reviews and you will move on to the next review to be labelled.