

# TLI-ASTE

Help for the Curation Interface

Version 1.0.0

(entité auteur)

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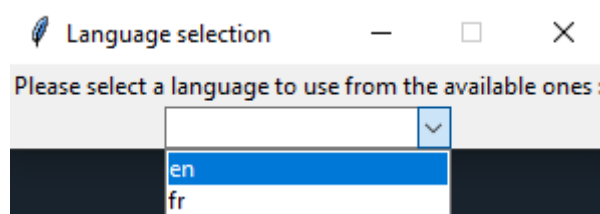
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## The different windows before the GUI

Before reaching the main window (called 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 curation script is launched and looks like the image below:

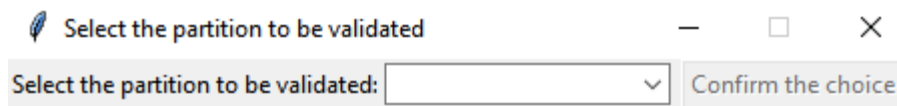


You must choose one of the languages available in the Localisation folder via the drop-down menu. Once the language is selected, all interface text will be displayed in that language until the GUI is closed.

Please note: the language will be selected as soon as you click on an available choice.

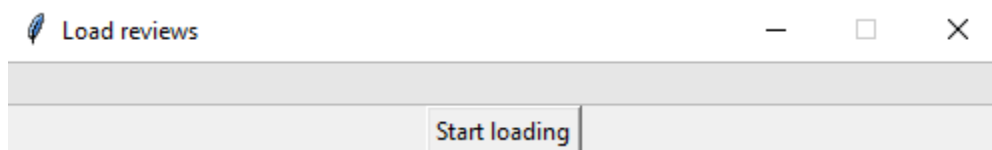
### Selection window of the partition to be validated

This window below will appear as soon as at least 2 users have labelled a partition. All that remains is to select an available partition to validate with the drop-down menu and to confirm with the right button.



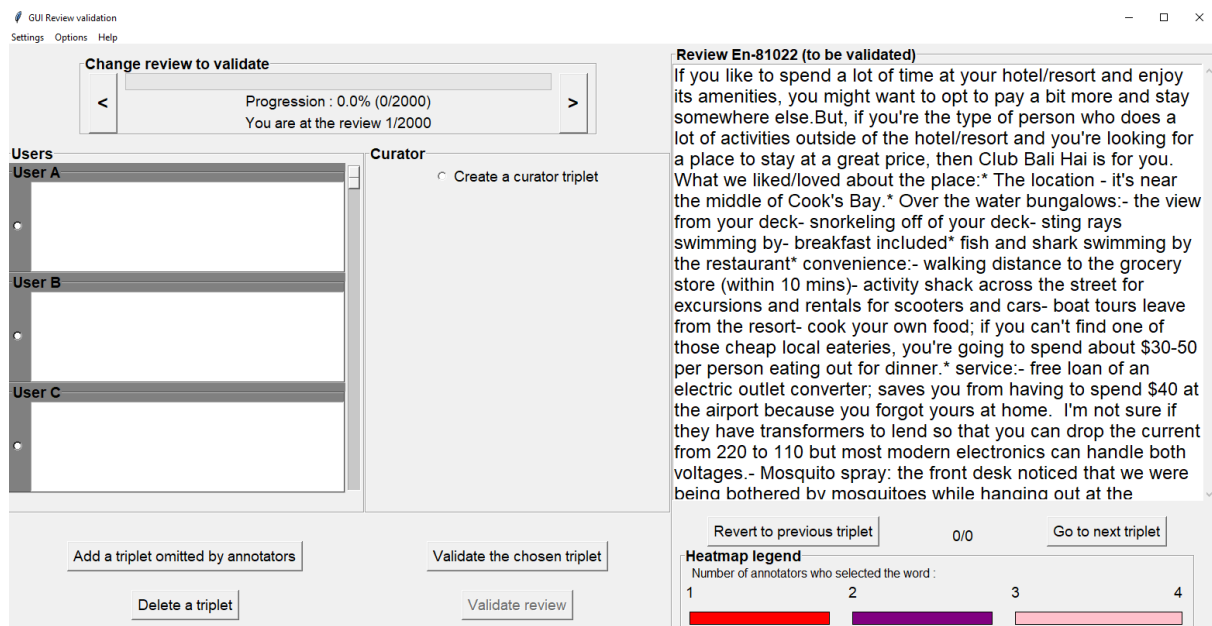
If no partition respects this rule, another window will tell you that there is nothing to validate and that you cannot go any further (i.e., the interface will automatically close).

### Reviews loading window



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

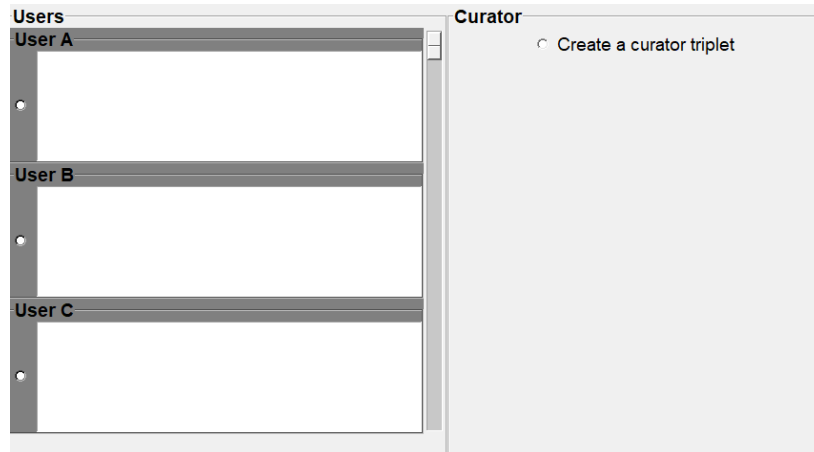
To start loading, press the button or the Enter key on the keyboard. Once the loading is complete, the GUI opens. It looks like the one below when first launched and may vary depending on your choices.



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 validated (the "Review ..." box on the right) with a heatmap showing how much each word has been selected by the users, a preview of each user's triplets, a curator triplet selection box, and a progress bar for the partition's validation.

## Validate a triplet

To validate a triplet, we only focus on the left part of the GUI, the right part being only used as a help if needed, where we find 2 boxes. The first one, called Users, contains the triplet that each user has labelled. The second one called Curator corresponds to the triplet selection box of the labelling interface and works in the same way.



To select a triplet, use the radio buttons on the left of each user's box or the one at the top of the curator's box. To select nothing, press the shortcut to reset the triplet selection (default n).

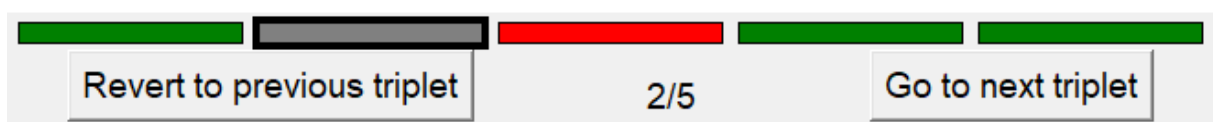
Clicking on the radio button of the curator will display the selection boxes of a triplet as in the labelling interface.

Once the triplet is selected (i.e., a user's, the curator's, or nothing at all), press the "Validate the chosen triplet" button.

To validate a comment, simply click on the "Validate review" button which is greyed out by default. It will only become active once all the triplets in the comment have been validated. After validating a review, you will move on to the next one and your work will be automatically saved when the review is changed.

## The colour codes

### Status of triplet



Between the review and the heatmap is a progress bar of the triplets in the review. Each rectangle represents a triplet, and the one with the thicker outline is the one currently being viewed. Each colour represents a particular state:

- Green: a triplet has been validated among those proposed
- Red: no triplet is correct (i.e., validate by not selecting any triplet)
- Grey: a triplet has not yet been selected

Each time the "Validate selected triplet" button is activated, this bar is updated.

### Status of review

In the user box, each user's display is surrounded by a colour that has its own meaning:

- Grey: the comment has not been labelled by the user
- Green: the comment has been labelled by the user-
- Red: the user has declared the review to be incoherent (referred here as ignored)

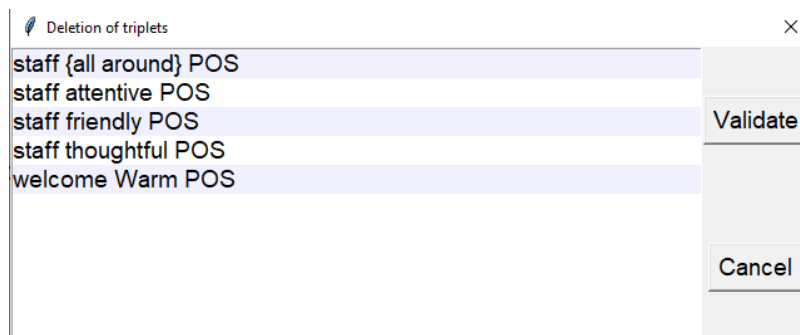
## Add a triplet

If none of the users have labelled a triplet that the curator has identified, the curator has the option of adding it. To do this, he/she must first click on the "Add a triplet omitted by annotators" button at the bottom left of the GUI. This will add a new triplet to the triplet progress bar and directly activate the creation of a curator triplet.

All that remains is to select the triplet and validate it.

## Delete triplets

If you make a mistake, do not panic, you can delete triplets. Press the "Delete Triplet" button and the following window will appear.



This window works in the same way as in the labelling interface except that you will see all selected triples or an 'unvalidated triplet' for those where nothing has been selected. In addition, there is no confirmation window.

## Browse reviews and triplets

To change triplets, in addition to the buttons on the left and right of the triplet progress bar, you can use the shortcuts Control+→ and Control+← to go to the next and previous triplet, respectively.

Similarly for reviews, use the buttons on the left and right of the score validation progress bar or the shortcuts Shift+→ and Shift+← to go to the next and previous review, respectively.

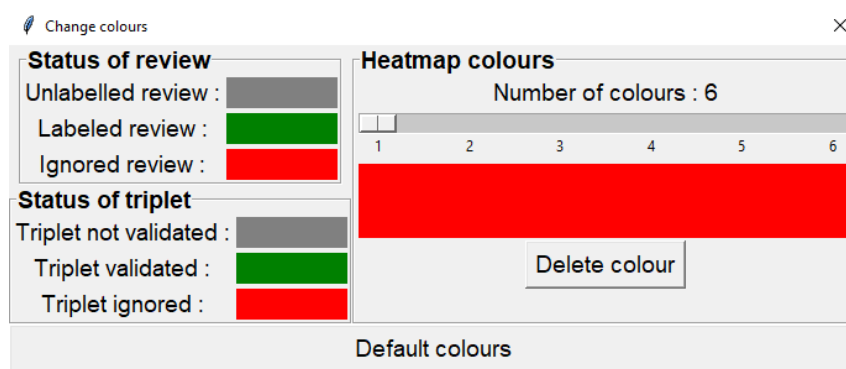
## The menus

As you may have noticed in the GUI, there are 3 menus: 'Settings', 'Options' and 'Help'. These menus are identical to those in the labelling interface, so we will only look at the menus exclusive to the GUI.

### Settings menu

#### Change colours

In this menu you can change the colours used by the heatmap and the colour codes for the status of triplets and reviews.



To change a colour, simply click on the colour rectangle to be changed and the standard colour selection window for your operating system will open. All you have to do is select the new colour.

To remove a colour from the heatmap, move either with the scale or with ← and → and press the 'Delete colour' button. To add one at the end, use → until you go one colour too far. The rectangle underneath should be grey with "Click here to select a colour" written on it. You just need to do the same manipulation as for changing a colour.

If you need to go back to the default colours, the bottom button "Default colours" is there for that.

Any changes to the colours will be saved so you do not have to do this again the next time you launch the GUI.

### Options menu

#### Vertical mode

If this option is unchecked, the layout of the user and curator boxes will change orientation to horizontal as in the image below.

