# Hw2 Documentation, LTI 11791

### Abhimanu Kumar Andre Id - ABHIMANK

January 11, 2014

### 1 Architectutre Design

I describe here the design considerations, UIMA issues and other NLP issues that I took into account while designing the logical architecture and implementing UIMA analysis engine design. We have a total of 5 annotator classes: 1) TokenAnnotator, 2)NGrammAnnotator, 3) QuestionAnnotator, 4)QuestionAnnotator, and finally 5)AnswerScoreAnnotator. Each class has a corresponding Analysis Engine Descriptor XML file that defines its input output set and types used.

#### 1.1 Class TokenAnnotator

This class is the basic token annotator class that annotates every token encountered in the dataset. It stores the basic tokens encountered in the text.

### 1.2 Class NgramAnnotator

This is the class that encapsulates the group of tokens that are taken as bigram tri-gram etc. I create uni-grams, bi-grams as well as tri-grams, and all that creation logic in the same class. It creats a set of overlapping bi-grams and tri-grams.

#### 1.3 Class QuestionAnnotator

This class encapsulates the method to get the sentence body of the question. This class just extracts the begin and end of the question.

#### 1.4 Class AnswerAnnotator

This class encapsulates the answers provided to a question. Apart from extracting the end and begin of the answer it also stores the correctness of the answer.

# 2 Special Points

- 1) I have coded logic to create uni-gram, bi-gram and tri-grams in a single class. This helps in code reusability as well as compactness of the code.
- 2) The scoring function used is the number of NGram overlap between an answer and its question. It is a simple yet good scoring method. It gives a precision of 0.5 nnd 0.6666 on the two documents given as input.
- 3) The precision is defined as (number of correct answers in top N)/N where N is the total number of correct answer.

## 3 Checking The Output

Run the hw2-abhimank-aae.xml, the aggregate analysis engine, and it gives the precision of the documents in the console.