

IIS — hw1

Chu-Cheng Lin `chuchen1`

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1 UML Design

See Fig. 1 and Fig. 2.

2 System Description

At its core, the system uses a statistical named entity recognizer provided by Lingpipe. The recognizer is HMM based and pre-trained.

The system is rather simple. There is a collection reader called `MyCollectionReader`, an annotator called `GeneAnnotator`, and a consumer called `MyConsumer`. There is also a wrapper class for the Lingpipe package we used, called `Chunker`. Following is the description of the components.

`MyCollectionReader` reads the input, which is specified in the descriptor by the parameter name `InputFileName`. The specified file is opened and read in `initialize`. `MyCollectionReader#getNext` gets the content of the next line in the file through an iterator. We pass on the line as a `Sentence` annotation, which has two self-explanatory properties `id` and `text`.

`GeneAnnotator` has an `initialize` method where it initializes the wrapper `Chunker` `c` with the model file path specified in the configuration parameter `ModelPath`. The constructor of `Chunker` in turn loads the specified model file using the API provided by Lingpipe. The `process` method retrieves the `Sentences` of the input annotation. The `text` property of every `Sentence` is fed into the named entity recognizer through the wrapper method `Chunker#chunk`, which returns a `Set` of chunked named entites. For each recognized named entity, `GeneAnnotator` creates a new annotation `GeneAnnotation`, which contains the properties `id`. We use the inherited properties `begin` and `end` to store offsets, which we also compute in `GeneAnnotator`.

`MyConsumer` gets the specified output filename from the configuration parameter `OutputPath` in the method `initialize`. It retrieves the `GeneAnnotations` associated with an annotation, and writes into the output file in the specified format.

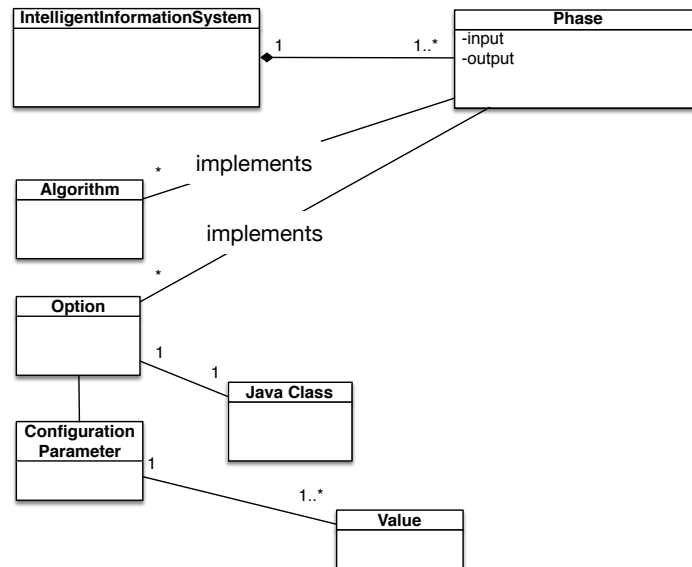


Figure 1: Task 1.1

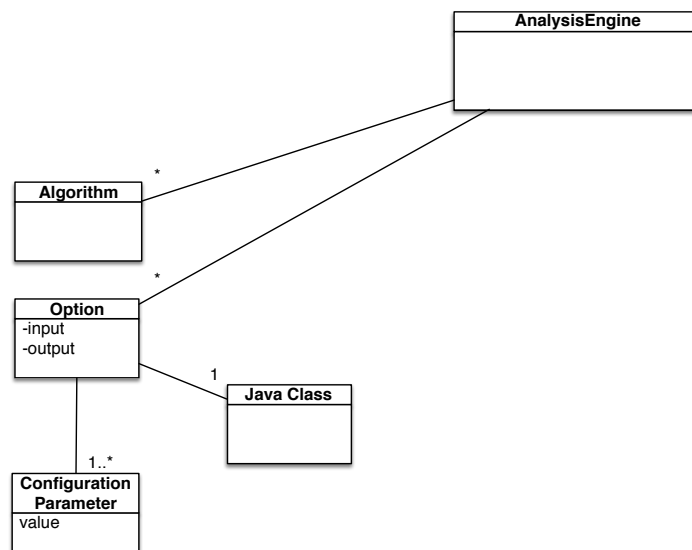


Figure 2: Task 1.2