

Progress Report

3/25/2016

1. Annotation of Yelp Reviews

By the end of this week, we were aiming to complete annotating reviews for 2 out of the 5 restaurants that the Yelp group gave us.

2 annotators have completed on time with 2 packages while 1 annotator is catching up.

2. SoccEval Progress

Division of Work

All team members have been participating in most aspects of the project

Hao: article selection, preprocessing, package distribution, guideline updating

Jose: article selection, clarifying annotation doubts and receiving feedback from Yelp Group, guideline updating

Matt: task description, guideline updating

SoccEval Package Distribution

So far 3 packages have been released through Google Drive. Package1 was released on March 11 with 10 articles from theguardian.com. Package2 was released on March 18 with 5 articles, 2 from theguardian.com and 3 from goal.com. Package3 was released on March 25 with 5 articles, 2 from theguardian.com and 3 from goal.com. These articles cover all of Chelsea's matches from 8/18/2014 to 1/31/2015, as well as a season review.

Preprocessing

Players' names, as well as all appearances of pronoun "he" and "his" are taken into account.

Update on Scheme

No major changes have been made to DTD, other than fixing small bugs that occurred while reading xml files in MAE. But we have been having discussions regarding certain aspects of the scheme.

- Coreference using playerID or link tag
One annotator suggested that using link tags is less prone to cause input mistakes when assigning player ID in coreference tags, while the others feel quite comfortable with assigning ID and believe it allows for faster annotations. We have decided to keep our initial way of assigning player id in the coreference tags.
- Fact ID

We have discussed whether assigning fact IDs is necessary. There are cases where the same event is mentioned in more than one sentence, especially with key events like goals, fouls, and injuries. At the same time, many other events are not mentioned more than once.

We have decided to keep fact IDs. Like coreference, we also link instances of the same event with a unique ID rather than a link tag.

- Event modifier

Cases like “magnificent goal” is tricky since it can either be an objective event or a subjective opinion. So far we have decided to simply ignore its subjective attribute since it feels like it is not that specific to the player.

Update on Guideline

So far we have no updates on the guideline yet. But we are considering adding a recommended pass strategy to make the annotation process easier and reduce errors on the part of annotators.

Our possible better strategy is to create entities and links all in one pass, rather than trying to do one pass for entities and another for links. Then assign player id for coreference.