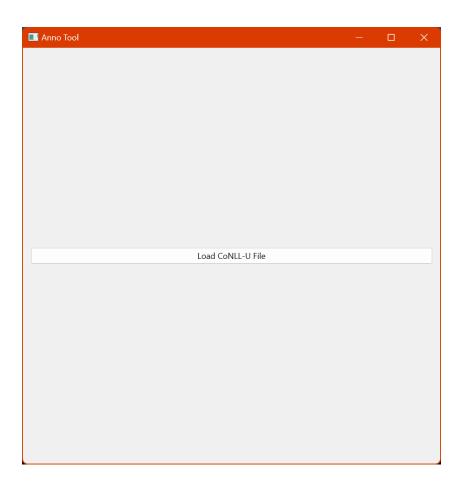
## User Manual of BoAT v2

BoAT is an acronym for BOUN Annotation Tool, used for dependency parsing.  $\underline{v1}$  &  $\underline{v2}$ 

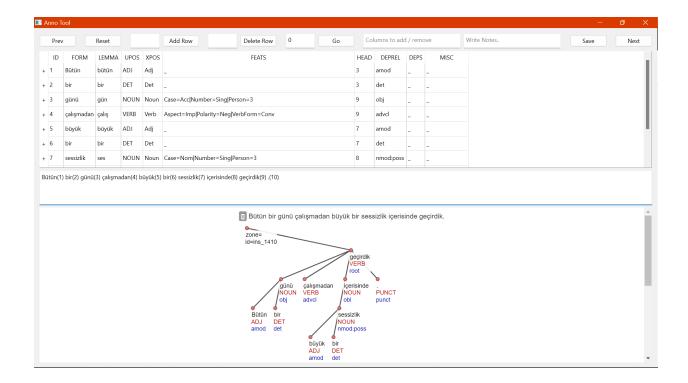
## Loading the file

Load the conllu file by clicking the Load CoNLL-U File button. Then, choose your file from the file dialog and click Open.



# **Annotating**

After the file is loaded successfully, the window can be made full size for effective use. The current sentence is written below the table with the indices of the *FORMs*. The tree at the bottom shows the dependency structure. The errors are written under the sentence in the middle, if they exist. The table, the sentence textbox and the tree parts all can be resized according to needs.



## Resetting

To reset an annotation, click the button Reset. The shortcut is ALT+R.

#### Columns

Sentences in the file is shown one by one along with the default fields (ID, FORM, LEMMA, UPOS, XPOS, FEATS, HEAD, DEPREL, DEPS and MISC) and the parse tree of the sentence. The remaining columns are the features which are obtained from the *FEATS* field. The features are obtained by parsing *FEATS*. The cells in the first column of the table (filled with + or -) are clickable and used for MWE manipulation. Arrow keys are used to move between cells in the table.

### Customizing columns

To customize the columns, the textbox atop with the placeholder text Columns to add / remove is used, the shortcut of which to focus is ALT+C. This textbox has a shorthand writing system where one can write the initials of a column and then press enter, and the column appears or disappears depending on its previous state. For example, if one writes *fore* and presses enter, the column *Foreign* appears if it was hidden & disappears if it was on. If one writes a non-existing name for a column, it's just discarded.

## **Changing sentences**

Prev and Next buttons are used to move between sentences. The button Prev has a shortcut ALT+0 and the button Next has a shortcut ALT+P. To directly go to a specific sentence, write the index of the sentence and click the button Go. The indices of the sentences are ordered by the order they appear in the file.

## **Editing**

The value in the cells are edited by directly typing on a certain cell. To finish editing, press Enter. If one of the features is edited, *FEATS* is updated accordingly. \_ can be used for default fields. Editing a cell has an error-preventing feature where one can fill the cells during annotation and the program checks whether the text filled is compatible with the column's type. If it's not compatible, it's just discarded. It also has a shorthand writing system where one can just write the initials (e.g. *s* for *Sing* under the column *Number*).

## Saving annotation

To save the file, use the Save button. The file is also saved after attempting to close the app.

#### **Errors**

If your annotation is found to be invalid, error messages are written under the table, beneath the current sentence text.

#### **Notes**

Each sentence may have a note attached. Notes are written atop in a textbox, the placeholder of which is *Write Notes...* It has a shortcut ALT+M. The note is saved by using the buttons Prev or Next. Notes are stored in a separate notes-FILENAME.txt file in the working directory. A note is stored together with the index of the sentence.

### Add / Delete rows

To add a new row, enter a row ID and click the button Add Row. A new row is added on top of the row with the entered ID. The entered row ID shouldn't belong to a multiword expression.

To delete an existing row, enter a row ID and click the button Delete Row. The row with the entered ID is deleted. The entered row ID shouldn't belong to a multiword expression and a *HEAD* of another token.

# **Exiting**

Click the X atop to quit. The file is saved before quitting, so it may take a couple seconds.

Adapted from the v1 User Manual.