

# Semantic Authoring in a Flexiformal Context — Bulk Annotation of Rigorous Documents

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An adaptive learning assistant that

- tracks learner's progress,
- suggests practice problems,
- is powered by semantic annotations

Review Introduction

## 7.2 Minimax Search



**Definition 0.0.4.** A **strategy** is called **optimal** if it yields the best possible assuming perfect opponent play (not formalized here).

▷ We want to compute an **optimal strategy** for player “Max”.

▷ In other words: “*We are Max, and our opponent is Min.*”

**More semantic annotations  $\rightsquigarrow$  better service**

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**Note:** Depth-limited minimax  
requires an evaluation for every cut-off state  $s$ .  
If  $s$  is terminal, we use its utility, and otherwise an estimate.

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## This is difficult

- $\geq 5\,400$  concepts in domain model
- manual annotation very tedious, especially for novices
- many annotations needed for a lecture

*cannot remember them*

*estimate: 10\,000*

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**Obvious idea: Have tool support  $\rightsquigarrow$  Snify ( $\text{sn-ify}$ )**



# Making a Catalog

```
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\usemodule[courses/FAU/AI/course]{game-play/slides?minimax-algo}
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- 
- Collect symbol verbalizations from annotations
  - Also for other languages ( $\sr{depth limit}{tieffenbeschränkt}$ )
  - Use stemmer to deal with inflections:

$$\left. \begin{array}{l} \text{"limit"} \\ \text{"limits"} \\ \text{"limited"} \end{array} \right\} \mapsto \text{"limit"}$$

*Source-based, incremental, interactive, fine-grained annotation workflow*

- Iterate over source files
- Suggest annotations to user
  - select annotation instead of remembering and entering it*
- Inspired by traditional spell-checkers (e.g. ispell/aspell/...)
- Snify implementation:
  - A workflow experiment
  - Very useful in practice
  - Simple command line interface



# Beyond the Core Idea

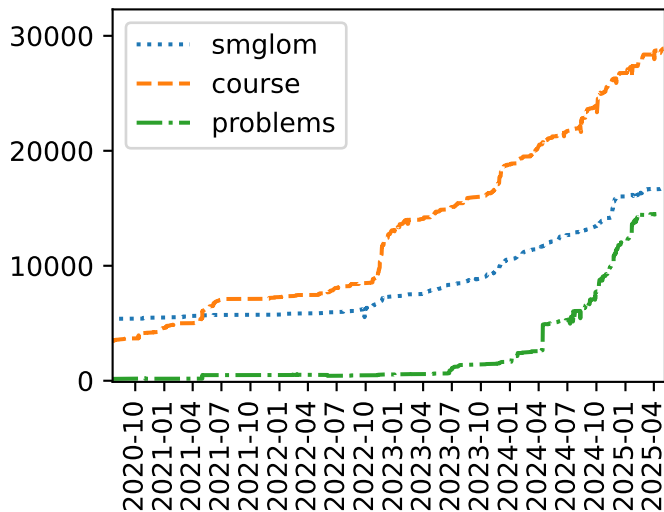
## **Also needed to make this work:**

- Support multiple language
- Add new imports, remove redundant imports
- Only annotate text (not macros, formulae, code, ...)

## **+ various productivity features:**

- Undo/Redo
- Edit in editor
- Select symbol that is not suggested
- Permanently skip word in document/everywhere
- Explain why a symbol is suggested/how it is imported
- Focus mode
- ...

## Number of Annotations



## Effect:

- Productivity gain over sTeX IDE:  $3\times - 13\times$
- Higher annotation density
- Used by most sTeX annotators
- Has been used for estimated 10 000 annotations, possibly 20 000

## Limitations:

- Catalog must be reasonably complete for document language
- Only words in the catalog are offered  $\rightsquigarrow$  less awareness of gaps in domain model?
- Does not support annotation while writing
- Only supports annotation of symbol references in text

*no formulae, no metadata, ...*

## Side Effect: Debugging the Domain Model

Different perspective on domain model with focus on what we care about right now.

Snify helps detect e.g.:

- Duplicate symbols
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```
[0] ✗ smglom/logic mod?evaluation?evaluate
[1] ✓ courses/FAU/AI/course game-play/slides?evaluation-function?evaluation function
[2] ✗ smglom/logic mod?evaluation?evaluation
[3] ✗ smglom/computing mod?program-expression?evaluation
[4] ✗ smglom/computing mod?program-expression?evaluate
[5] ✗ mkohlhase/talks flexiforms/slides?mathdoc-structure?evaluation
[6] ✗ smglom/education mod?assessment?assess
```



# Semantic Authoring

	<b>Informal Authoring</b>	<b>Semantic Authoring</b>	<b>Formal Authoring</b>
Example	informal $\text{\LaTeX}$	sTeX	computer code

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## Semantic authoring tool support:

- spell/grammar checking
- IDE functionality (e.g. refactoring symbol names)
- need tools that combine both aspects

*like informal authoring*

*like formal authoring*

*like Snify*

# Design Space of Semantic Authoring

There are multiple dimensions to consider:

- Text vs formulae vs metadata
- Incremental vs holistic
- During writing vs afterwards

*or combination?*

These decisions affect cognitive load

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# Conclusion

- Semantic authoring shares aspects of formal and informal authoring
- We need tools that combine both aspects
- Snify case study
  - Maintains verbalization catalog
  - Uses simple symbolic techniques
  - Is very effective

*no need for LLMs  
already exists for Word*

```
                                /tmp/examplefile.tex
4 \usemodule[courses/FAU/AI/course]{game-play/slides?evaluation-function}
5
6 % ...
7
8 \textbf{Note:} \sr{depth limit}{Depth-limited} minimax requires an
9 evaluation for every cut-off state  $ss$ .
10 If  $ss$  is terminal, we use its utility, and otherwise an estimate.
11
12 \end{document}
```

Commands: enter h (help) to see all available commands

[h]elp

[q]uit

[0] ✓ courses/FAU/AI/course game-play/slides?minimax-algo?minimax

[s]kip once

>>> █