11-791: Design and Engineering of Intelligent Information Systems

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Designing and Implementing the Logical Data Model

In designing the Logical Data Model, I used the example given in class as a starting point, and then modified it, taking several considerations into account:

- 1) The **requirements** of the information pipeline.
- 2) Possible future enhancements or requirements.
- 3) Best practices in type design.

Where applicable, I will discuss each of these in the table below.

I first considered the requirements of the information pipeline – the stages, and requirements for each stage – and then determined the set of types needed to support each stage. This set was exactly the same as the example from class – for a QA application, no additional types were necessary:

Stage / Description	Input Types	Output Types
1. Test Element Annotation: The system will read in the input file as a UIMA CAS and annotate the question and answer spans. Each answer annotation will also record whether or not the answer is correct.	N/a (text file as input)	Sentence, Question, Answer

- At this stage, the TestElementAnnotator will convert the input document into a set of sentences, and annotate each **Sentence** span accordingly.
- For each **Sentence**, the TestElementAnnotator will determine whether it is a **Question** or an **Answer**, and annotate the span accordingly.
- For each **Answer**, the TestElementAnnotator will set its **isCorrect** feature to yes / no (1/0) depending on whether it is a correct answer or not. See Fig. 1 for listing of types and features.

2. Token Annotation: The system will annotate each token span in	Sentence	Token
each question and answer (break on whitespace and punctuation).		

• At this stage, the TokenAnnotator will loop through each **Sentence**, and annotate **Token** spans based on the whitespace / punctuation specifications.

3. NGram Annotation: The system will annotate 1-, 2- and 3-grams	Token	NGram
of consecutive tokens.		

- At this stage, the NGramAnnotator will be called 3 times each time with a different parameter indicating the degree of the n-gram (1-gram, 2-gram, 3-gram). Each instance of the NGramAnnotator will loop through each Sentence, and in each sentence will build NGram annotations based upon the Tokens in the sentence.
- Each time an **NGram** annotation is created:
 - o The **start** feature is set equal to the **start** of the first **Token** in the **NGram**.
 - The end feature is set equal to the end of the last Token in the NGram.
 - o The **elements** feature is an array that contains pointers to each **Token** in the **NGram**.

4. Answer Scoring: The system will incorporate a component that	Question, Answer	AnswerScore
will assign an answer score annotation to each answer. The answer		
score annotation will record the score assigned to the answer.		

- At this stage, the AnswerScorer will loop through each Question (there should only be one in each document). For each Question, the AnswerScorer will loop through the candidate Answer annotations and send them to the scoring engine.
- When the score is returned, a new **AnswerScore** annotation is created. This annotation spans the text of the answer sentence. In addition, it has a **score** feature (that stores the score), as well as an **answer** feature (that has a pointer to the Answer object that was used during scoring).
- It is anticipated that the scoring engine will be parameterizable that is, there may be an abstract scoring engine, and then by passing parameters, we can tell it whether to use machine learning models, rules, or other heuristics to return a score. However this engine is out of the scope for this data model, since it will be an instance of an Analysis Engine (and not something that would live as a CAS object).

5. Evaluation: The system will sort the answers according to their scores, and calculate precision at N (where N is the total number of correct answers).	AnswerScore	N/a (text file or print results to screen)
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- At this stage, the Evaluator will sort Answers according to their AnswerScore.score values. It will
 perform precision (and any other desired metrics), and will return the results either to a file or
 print to screen.
- It is anticipated that the Evaluator might be parameterizable as well that is, by passing parameters we can tell it which metrics to generate. However this engine is out of the scope for this data model, since it will be an instance of an Analysis Engine (and not something that would live as a CAS object).

These types and features (see Fig. 1 below) are almost exactly the same as the types and features shown in class. The main differences were as follows:

- First of all, I created a namespace, "qa" (for "Question Answering"). This will allow me to create other name spaces for other uses, and ensure that the types don't get mixed up (i.e. qa.Token can have features different from ir.Token).
- I created an **AbstractAnnotation** type. This is the most abstract Annotation type in this namespace (see Fig. 2 below).
 - o It contains two features:
 - **source** the UIMA Analysis Engine (or other source) that generated this annotation.
 - confidence the confidence level of the Annotation. Although there is no upper or lower bound on this value, the confidence level is expected to fall within the range [0.0, 1.0].
 - o I created this type because most other Annotations need these features. In addition, this gives me a nice, future-proof way to add "universal" features features needed by all Annotations if future requirements dictate this.
- I created an **AbstractSpanAnnotation** type. This type inherits from **AbstractAnnotation**, and the main semantic difference is that this is specifically for types of **AbstractAnnotations** that cover text spans (as opposed to other media such as images or video).
 - o It contains two features:
 - **begin** the offset (from the beginning of the document) that indicates where the text span begins.

- **end** the offset (from the beginning of the document) that indicates where the text span ends.
- I created this abstract type because all of the other Annotations (Sentence, Answer, etc) need these features. In addition, this gives me a nice, future-proof way to "fork" Annotation types based on modality. For example, if future requirements necessitate that we do question answering based on video or audio, then I would create an AbstractVideoAnnotation type (or AbstractAudioAnnotation type) to cover those modalities. In this case, AbstractSpanAnnotation would still give me the ability to have "universal" features for text-based annotations.
- o All of the Annotations listed above inherit from AbstractSpanAnnotation (which in turn inherits from AbstractAnnotation). As a result, all Annotations have four basic features:
 - source
 - confidence
 - begin
 - end
- Other than these abstractions, I did not create any additional abstract (or concrete) types.
 Following the iterative modeling principle of "Don't guess", I only abstracted
 (AbstractAnnotation, AbstractSpanAnnotation) where I knew there would be current benefits or likely future benefits I did not try to anticipate as-yet-unknown changes to requirements.
- I did not create any types related to machine learning engines / algorithms, NLP algorithms, gazetteers, or ontologies. Several of those (gazetteers, ontologies) might be used as resources that could create Annotations in the future if this were the case, they would fit neatly under the existing AbstractSpanAnnotation structure. And the others (machine learning engines / algorithms, NLP algorithms) would not be types that live as CAS objects instead they would either be parameters to Analysis Engines, or actual code underneath the hood of Analysis Engines.

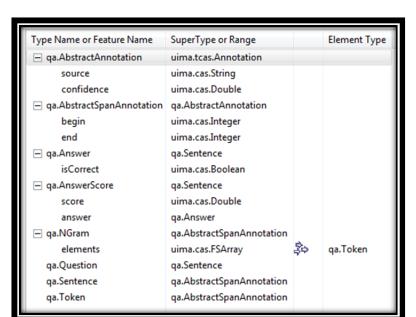


Figure 1: Types and Features

Figure 2: UML Class Diagram

