Synesketch: An Open Source Library for Sentence-based Emotion Recognition

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APPENDIX

Table A. Comparison between Synesketch and other affect/sentiment recognition techniques (*Neutral t. detection* refers to the detection of the so-called Neutral type, the lack of emotions in text. *Autom. lex.* refers to the automatically generated word lexicon)

	Synesketch	Elliott [15]	Boucouvalas and Zhe [33]	Subasic and Huettner [17]	Ma et al. [14]	Olveres et al. [18]	Devillers et al. [19]	Mishne [29]	Alm et al. [25, 50]	Aman and Szpakowicz [26]	Katz et al. [27]	Strapparava and Mihalcea [28]	Leshed and Kaye [30]	Neviarouskaya et al. [24]	Seol et al. [23]	Liu et al. (ConceptNet) [22, 48]	Calix et al. [49]	Chuang and Wu [42]	Purver and Battersby [43]	Yuan and Purver [44]	Keshtkar [52]	Francisco and Gervas [53]	Go et al. [45]	Pak and Paroubek [46]	Thelwall et al. [47]	Mihalcea and Liu [31]	Read [6]	Carvalho et al. [8]
Classification Type																												
1. Sentiment Analysis																							x	x	x	x	x	x
2. Emotion Analysis: 6 Ekman	x		x		x				x	x	x	x			x	x	x	x	x									
3. Emotion Analysis: other		x		x		x	x	x					x	x							x	x						
Classification Method																												
1. Keyword spotting	x	x	x	x	x	x	x						x	x	x	x		x			x	x			x	x		x
1.1. Keyword weights	x			x	x	x	x									x		x			x					x		
1.2. (Semi)Autom. lex.	x			x												x					x					x		x
2. Statistical methods								x	x	x	x	x	x			x		x	x	x	x		x	x	x	x	x	
3. Other		x		x		x										x	x										x	
Method Features																												
1. Neutral t. detection	x			x		x			x	x				x				x	x		x	x			x	x		x
2. Emoticons/abbr.	x													x					x	x	x		x	x	x		x	x
3. Rule-based	x			x	x	x								x	x			x			x		x	x	x			x
4. Word-net based	x			x					x	x		x		x					x		x	x						
5. Negation-detection	x		x	x										x									x	x	x	x		
Evaluation																												
Test data available	x							x	x					x														
Applications																												
1. Free software	x															x												
2. Available online	x																											
3. Open Source	x															x												
4. Real-world apps	x		x		x									x		x												
5. Visualization	x				x	x								x				x	x									