

**First stage**  
bracketing

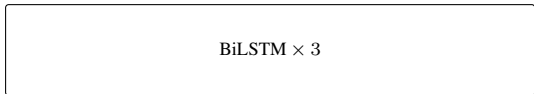
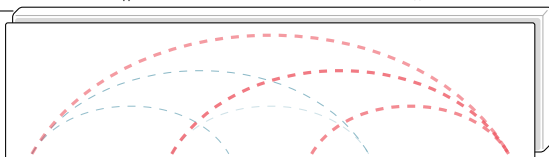
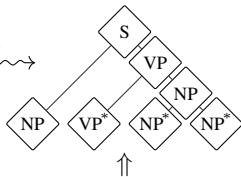
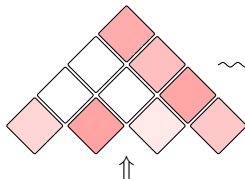
**Second stage**  
labeling

Label Scorer  
(Biaffines)

Span Scorer  
(Biaffine)

Boundary Repr.  
(MLPs)

Encoder  
(BiLSTMs)



$I_0$

love<sub>1</sub>

this<sub>2</sub>

game<sub>3</sub>