

Shenlock Holmer meets dr. Watsonson

A conversational game

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The Game: Conversation



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¹Illustration by Paget

The Game: Inspiration

“It has always been my habit to hide none of my methods, either from my friend Watson or from any one who might take an intelligent interest in them.”

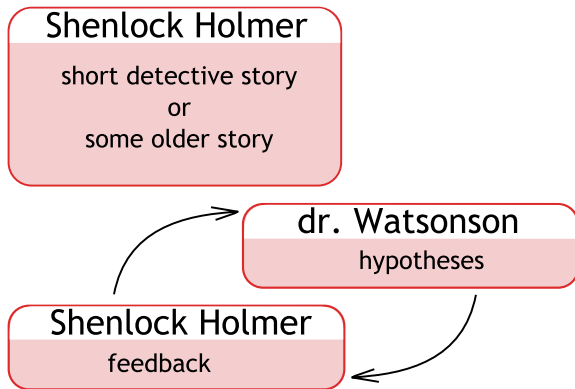
Sherlock Holmes
– The Reigate Puzzle

The Game Roles

Human: the detective (Shenlock Holmer)

Computer: the assistant (dr. Watsonson)

Game Loop



Game Screenshot



Watsonsoně, řeknu vám holá fakta, a přemýšlejte: Petr šel lesem ke studánce. Zapálil si cigaretu a rozhlížel se okolo.

Nechte mě, prosím, zopakovat fakta: Petr se rozhlížel . Petr si zapálil cigaretu. Petr šel lesem ke studánce.

Povídejte, Watsonsoně.

Ještě mě napadá, že: Petr si zapálil svinutý tabák. Cigareta hořela. se Petr rozhlížel. Svinutý tabák si zapálil Petr. Tabák si zapálil Petr.

Game Elements

- points
 - new story
 - annotation
 - annotation agreement
- levels
- Watsonson's emotions



The Purpose

Definition (Textual Entailment)

A text t entails a hypothesis h if humans reading t will infer that h is most likely true. [Dagan et al., 2009]

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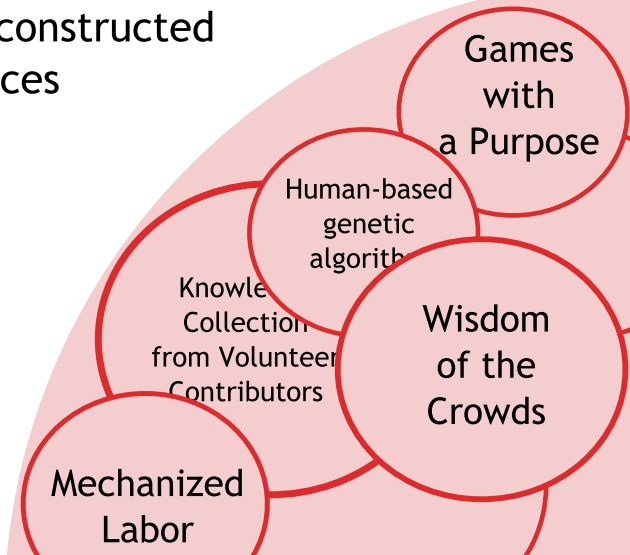
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What do humans think about entailments $t \Rightarrow h$?

manually annotated data

Distributed Human Computation Context

collaboratively constructed
language resources



Games with a Purpose: Related Work

- Common Sense Propositions [Ahn et al., 2006]
- Coreference Annotation [Chamberlain et al., 2009]
- Paraphrase Corpora Collection [Chklovski, 2005]
- Semantic Relations Collection [Vickrey et al., 2008]

The Game: Modules

- tokenization, disambiguation
- anaphora resolution and replacement by antecedent
- parsing
- phrase re-ordering
- wordnet synonym replacement
- wordnet hypernym replacement (w.r.t. sentence polarity)
- verb frame inference
- sentence generation
- sentence scoring

Interesting Modules: Verb Frame Inference

zapálit si: [c1, +person] [c4, -person]

⇒

být kuřák: [c1, +person]

hořet: [c1, -person]

VerbaLex + Sysel

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Interesting Modules: Sentence Scoring

2 to 5-gram language model based on **words**

Na gauči se tlustá kočka válela.	0.521350
Na gauči se válela tlustá kočka.	2.139306
Na gauči válela tlustá kočka se.	0.574347
Válela se tlustá kočka na gauči.	2.748889
Tlustá kočka se válela na gauči.	4.706297

Interesting Modules: Sentence Generation

declension: noun phrases, modifier of noun phrases, adjective complements

conjugation: (in past tense) depends on the subject, multi-word verb phrases

Annotation Results

- 1635 sentences annotated
 - 1298 annotated rather true
 - 245 annotated rather false
 - 319 annotated confused
-
- 14 115 positive votes
 - 4 387 negative votes
 - 4 458 confused votes

Annotation Results: Sources of Negative Annotations

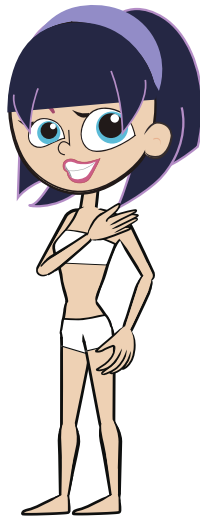
- WordNet: pes → obratlovec
- WordNet: pes → forma života
- WordNet: auto → skutek (auto–aut)
- WordNet: kolo → limonáda (kolo–kola)
- Saara
- syntactically incorrect sentences

Future Work... there are many ways to say the same thing

- semi-automatic generation of verb inference frame
- hedging: inference about subordinate clauses (Není pravda, že Martin žije v Praze. → Martin nežije v Praze.)
- inference about time (Včera byl Martin v Praze. 5.12. byl Martin v Praze.)
- inference about place (Včera byl Martin mimo republiku. Včera Martin nebyl v Praze.)
- “contradictions” (Petr si zapálil cigaretu. Petr byl nekuřák.)
- encyclopedic knowledge (Včera byl Martin v Praze. Včera byl Martin v hlavním městě.)

Future Work... players like fun

- annotation overdose
- reality paraphrasing (Raději bych si taky zapálil cigaretu, Holmere.)
- Majka Značková 18+
- badges?
- leaderboards?





Ahn, L. v., Kedia, M., and Blum, M. (2006).

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