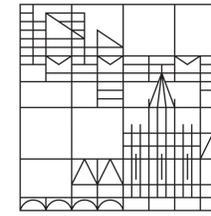


# Representation Problems in Linguistic Annotations: Ambiguity, Variation, Uncertainty, Error and Bias

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## Motivation

- Development of linguistic corpora is fraught with **problems of annotation** and **representation**.
- Serious challenge for corpus designers and users.
- Undesirable consequences for research outcomes in NLP and theoretical linguistics.
- But so far not clear how to address the underlying problems within a **generally applicable framework**.

## Related Work

- Existing approaches to representation problems:
  1. stochastic treatment (e.g. Dipper et al. 2013)
  2. assignment of 'other' category (e.g. Booth et al. 2020)
  3. left unannotated
- Some efforts towards more comprehensive schemes: Barteld et al. (2014); Lüdeling (2017); Merten & Seemann (2018); Pavlick & Kwiatkowski (2019).
- But **no generally applicable framework** as yet.
- **No understanding of how different problems interact** and potentiate in corpus development and use.

## Our Paper

- We argue for a robust framework which explicitly treats representation problems.
- This paper represents a first step towards building a computational implementation for handling the underlying problems.
- Research is part of a larger effort on modelling representation problems in linguistic annotation processes via **visual analytics**.
- Conceptual basis: we identify and characterize **five sources of representation problems**.
- Extends discussion beyond ambiguity and uncertainty.
- Focus primarily on representation problems in **historical corpora**, but set of problems is transferable to other types of resources.

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## Identification: Five Sources of Representation Problems

**Ambiguity:** *one entity allows for multiple interpretations*

We propose **three categories**:

**A** Can be fully resolved  
⇒ one interpretation

**B** Cannot be fully resolved, but identifiable preference:

(1) I saw some **cranes** by the river. The new apartments are starting to look really nice.

⇒ multiple interpretations, relatively ranked

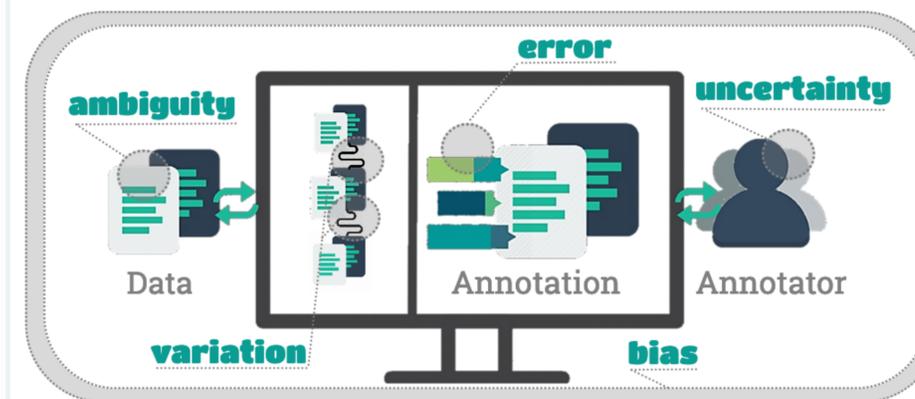
**C** Cannot be resolved, and no preference

(2) [His stupidly **missing** the penalty] lost us the game.

⇒ multiple interpretations, equal ranking

**Error:** *any representation which is not accurate with respect to the true value of an item*

Can be already **present in the data**, e.g. scribal errors, and/or introduced **in the preprocessing and annotation phases**



**Variation:** *a variable is expressed via multiple variants*

(3) a. Mary gave [an apple] [to John].  
b. Mary gave [John] [an apple].

Our proposal: **link variants to a single variable**

**Uncertainty:** *multiple interpretations, but the relevant knowledge to opt for one is not available*

Esp. for **historical corpora**  
⇒ Annotators lack native speaker competence and contextual knowledge

**Bias:** *an influence which leads to a preference or tendency for one thing over another*

Relevant for all phases of design and use, for instance:

- **Genre** bias
- Biased **NLP tools**
- **Theory** bias
- **Learning effect** during annotation

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## Challenges and Opportunities

### Facilitating theoretical research

- Explicit treatment leads to a better understanding of the linguistic properties of the texts in a corpus.
- Advancing the respective state-of-the-art in theoretical linguistics.

### Improving NLP models

- Propagating representation problems throughout NLP pipelines could inform computational models at each step.
- Improving the accuracy of algorithms and the resulting end-product.

### Promoting reproducibility

- A generally applicable framework will avoid *ad hoc* treatments of representation problems.
- Solution to many barriers in the reproducibility crisis.

### Guided annotation systems

- Such a framework could also inform guided annotation systems, which can adapt to annotators' preferences over time and thus foster consistency and accuracy.