

Exploring Anaphoric Ambiguity Using Games-With-A-Purpose: The Dali Project

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Abstract

Our past work with Phrase Detectives, a game-with-a-purpose designed to collect data about anaphora, suggests that such games can be used to collect large amounts of judgments about very large amounts of text, and also to learn about the extent to which human subjects agree or disagree about the interpretation of such data. In the new, 5-year DALI project, in collaboration with LDC, we are going to develop better games, and techniques to analyze the large amounts of data already used and to use them to train ‘probabilistic’ anaphoric resolvers. In the talk I will discuss the objectives of the project and our preliminary results.

(Joint work with Richard Bartle, Jon Chamberlain, Udo Kruschwitz, Chris Madge and Silviu Paun.)