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Author(s)	Niels Ole Bernsen, Laila Dybkjær, Mykola Kolodnytsky
EC Project Officer	Philippe Gelin
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Abstract (for dissemination)	This report presents the architecture of the NITE WorkBench (NWB), a plan for the final four months (extension with no additional funding) of NWB development, and a list of data formats supported by the NWB.

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NITE WorkBench Development Plan

11 April 2003

Authors

Niels Ole Bernsen, Laila Dybkjær, Mykola Kolodnytsky

NISLab, University of Southern Denmark

NITE WorkBench Development Plan

This document presents a conceptual view of the NITE WorkBench (NWB) architecture (Figure 1), a development plan for the final stages of implementation, testing, packaging, and documentation of the NWB to be done in April through July 2003 (Table 1), and a list of the raw data formats currently supported by the NWB (Table 2).

For ease of inspection, Table 1 allows comparison between the common NITE requirements specifications presented in deliverables D1.1 and D1.1 Addendum, and the work which has been done and still needs to be done to complete the NWB.

It appears from Table 1 that the months of April and May 2003 will be busy in terms of implementation completion, packaging, and user-oriented documentation in order to have a fully operational and comprehensible NWB ready for the NITE User Evaluation Workshop in Pisa in early June 2003. Priorities have been set in the plan in such a way that only less needed functionalities for the User Evaluation Workshop will be completed after the workshop. Comparatively, the development plan is less condensed for the months June and July 2003, leaving sufficient time not just for final documentation and packaging as well as implementation of the few remaining functionalities planned, but also for fixing and revising the software based on the results of the User Evaluation Workshop.

Estimated resources in person/months for completing the work are 10 PMs.

Given the advanced state of the NWB work, we believe that we have the chance of delivering an NWB which is user friendly, functionally versatile, robust and sufficiently mature for doing general-purpose coding of natural interactivity and multimodal data resources. We intend to submit the NWB for the IST Prize competition in 2003.

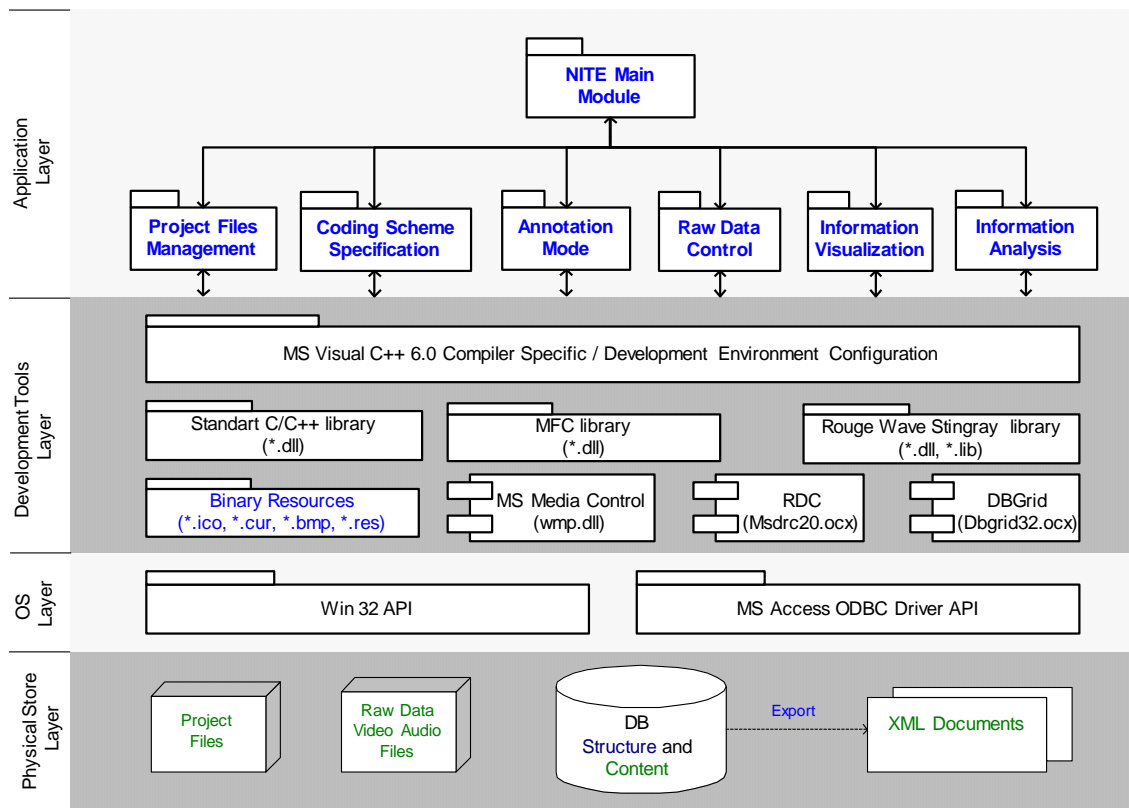


Figure 1. Conceptual view of the NITE technology architecture. Blue colour represents software developed in the NITE project, black colour represents development resources used, and green colour represents user-provided resources.

Lists of Requirements from Addendum to NITE D1.1	Ready	To be done			
		April	May	June	July
1. Annotation project file					
– Create a new project	x				
– Open / save the project	x				
– Print components of the project	partly		x		
– Export project components into XML files	–			x	
2. Coding schemes specification					
– Create new annotation schemes	x				
– Modify existing annotation schemes	x				
– Provide orthographic transcription	partly	x			
– Specify coding schemes to be used	partly	x			
– Coding scheme entering	partly		x		
3. Raw data control					
– List of data types supported (see Table 2)	x				
– Visualise and play video files	x				
– Play the audio track	x				
– Navigate back and forth in the raw data	x				
– Synchronize the playing / displaying of data	partly	x			
4. Annotation using coding schemes					
– Underlying data structure	x				
– Coding schemes tags palette	partly	x			
– Annotated corpus editing (insert/delete tags)	partly		x		
5. Information visualisation and customization					
– Visualise audio data	partly	x			
– Visualise annotated corpus	partly		x		
– Display objects management	partly		x		
– Display objects customisation	partly			x	
6. Querying and Information analysis					
– Run SQL query commands	partly		x		
– GUI to describe and build SQL query	–				x
7. Additional Requirements					
– Installation kit			V.1		V.2
– User evaluation, feedback and final development				x	x
– General architecture description (see Fig. 1)	x				
– Module documentation					x
– User guide			V.1		V.2

Table 1. NITE development plan.

Type	Extensions	Sample files
Audio Files		
MS Audio file	Files with <i>.wav</i> extensions	wav_sample.wav
MP3 Format Sound	Files with <i>.mp3</i> extensions	mp3_sample.mp3
MIDI file	Files with <i>.mid</i> , <i>.midi</i> , and <i>.rmi</i> extensions	mid_sample.mid, midi_sample.midi, rmi_sample.rmi
AU Format Sound (UNIX)	Files with <i>.au</i> and <i>.snd</i> extensions	au_sample.au, snd_sample.snd
AIFF Format Sound (Mac)	Files with <i>.aif</i> , <i>.aifc</i> , and <i>.aiff</i> extensions	aif_sample.aif, aifc_sample.aifc, aiff_sample.aiff
Windows Media audio file	Files with <i>.wma</i> extensions	wma_sample.wma
Windows Media file	Files with <i>.asf</i> extensions	asf_sample.asf
CD Audio Track	Files with <i>.cda</i> extensions	audio CD
Video Files		
MS Video file	Files with <i>.avi</i> extensions	avi_sample.avi
Movie File (MPEG)	Files with <i>.mpeg</i> , <i>.mpg</i> , <i>.m1v</i> , <i>.mp2v*</i> , and <i>.mpe</i> extensions	mpeg_sample.mpeg, mpg_sample.mpg, m1v_sample.m1v, mpe_sample.mpe
Windows Media audio/video file	Files with <i>.wmv</i> extensions	wmv_sample.wmv
Indeo Video File	Files with <i>.ivf</i> extensions	ivf_sample.ivf
DVD Video	DVD video files with <i>.vob*</i> extensions	DVD

Table 2. Data formats supported. * To play *.mp2v* files or *.vob* files, you must have a software or hardware DVD decoder installed on your computer.