

P R O C E E D I N G S
1 3 T H A N N U A L M E E T I N G
A S S O C I A T I O N F O R C O M P U T A T I O N A L L I N G U I S T I C S
2: LANGUAGE GENERATION SYSTEMS

Timothy C. Diller, Editor
Sperry-Univac
St. Paul, Minnesota 55101

PREFACE

The papers comprising this microfiche (the second of five) present in expanded form (as submitted by their authors) the six talks given in Session 2: Language Generation Systems. Various aspects of generation are considered, among them: relationships between parsing and generation (Knaus), planning modules and data structures basic to story development (Meehan), semantic networks and linguistic generators (Shapiro and Slocum), message structures and translation strategies (McDonald), and lexical processes in compound noun formation (Rhyne). Thanks to Martin Kay for chairing this session.

Timothy C. Diller

Program Committee Chairman

TABLE OF CONTENTS

SESSION 2: LANGUAGE GENERATION SYSTEMS

A Framework for Writing Generation Grammars for Interactive Computer Programs	<i>David McDonald</i>	4
Incremental Sentence Processing	<i>Rodger Knaus</i>	18
A Lexical Process Model of Nominal Compounding in English	<i>James R. Rhyne</i>	33
Generation as Parsing from a Network into a Linear String	<i>Stuart C. Shapiro</i>	45
Speech Generation from Semantic Nets	<i>Jonathan Slocum</i>	63
Using Planning Structures to Generate Stories	<i>James R. Meehan</i>	78