

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

ASSOCIATION FOR COMPUTATIONAL LINGUISTICS

4: MODELING DISCOURSE AND WORLD KNOWLEDGE I

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## PREFACE

Session 4 centered around two major topics: modeling the flow of information in discourse and representing and utilizing the knowledge of the world shared by communicators. The paper by Deutsch describes a mechanism for identifying the referents of definite noun phrases within a task-oriented dialogue. (Note the closely related paper by Klappholz and Lockman in Session 5.) Bruce compares two discourse models: a "discourse grammar" which defines the set of found and/or likely discourse structures, and a "demand processor", which accounts for utterances as responses to and activators of internal demands. Phillips presents various cohesive links found in coherent discourse and then considers the inferential process essential to filling in knowledge only implicit in the linking mechanisms. Cullingford discusses the major components of SAM (Script Applier Mechanism), a computational system modeling the organization and management of extralinguistic world knowledge. Badler describes a system for translating visual input into propositional descriptions of discrete events. Focussing on a particular type of visual input (American Sign Language), Kegl and Chinchor present the use of frame analysis in describing various communicatory devices in ASL. Thanks to Carl Hewitt for chairing this session.--Timothy C. Diller, Program Committee Chairman

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