

# DIALOGUES AS CO-OPERATING GRAMMARS<sup>1, 2</sup>

SUNA AYDIN

*Institut für Informatik, Universität Potsdam  
Postfach 90 03 27, D-14439 Potsdam, Germany  
e-mail: aydin@cs.uni-potsdam.de*

HELMUT JÜRGENSEN

*Universität Potsdam, Postfach 90 03 27, D-14439 Potsdam, Germany, and  
The University of Western Ontario, London, Ontario, Canada, N6A 5B7  
e-mail: helmut@{cs.uni-potsdam.de, uwo.ca}*

and

LYNDA E. ROBBINS

*Department of Computer Science, The University of Western Ontario  
London, Ontario, Canada, N6A 5B7  
e-mail: lynda@csd.uwo.ca*

## ABSTRACT

Human-machine interfaces for spoken language require a model of dialogue structure that captures the variability and unpredictability within dialogues of a given type as well as the variation between dialogue types. We propose to use co-operating grammars as such a model. This proposal is illustrated by a small example to demonstrate its adequacy and to show how a general method for modelling dialogues, that is, a meta-model, can be established.

*Keywords:* grammar systems, dialogue modeling, joint activity, dialogue processing, information seeking dialogues.

## 1. Introduction

We are interested in modelling human-machine interfaces, in particular interfaces between a human and a computer using non-standardized spoken language. This problem has several facets, for instance the issues of natural language understanding, voice recognition, representation of semantics, classification of speech acts – to

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