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Nota di contenuto	Overview -- User errors in spoken human-machine dialogue -- Towards a dialogue taxonomy -- Using an interpretation system — Some observations in hidden operator simulations of 'VERBMOBIL' -- Classification of public transport information dialogues using an information based coding scheme -- Speech production in human-machine dialogue: A natural language generation perspective -- Input segmentation of spontaneous speech in JANUS: A speech-to-speech translation system -- "Pause units" and analysis of spontaneous Japanese dialogues: Preliminary studies -- Syntactic procedures for the detection of self-repairs in German dialogues -- Utterance units in spoken dialogue -- Development principles for dialog-based interfaces -- Designing a portable spoken dialogue system -- Minimizing cumulative error in discourse context -- Automatic evaluation environment for Spoken Dialogue Systems -- End-to-end evaluation in JANUS: A speech-to-speech translation system -- A task-based evaluation of the TRAINS-95 dialogue system.

Sommario/riassunto

This book constitutes the strictly refereed post-workshop documentation of the ECAI'96 Workshop on Dialogue Processing in Spoken Language Systems, held in Budapest, Hungary, in August 1996, during ECAI'96. The volume presents 16 revised full papers including a detailed introduction and survey paper by the volume editors. The papers are organized in sections on foundations of spoken language dialogue systems, dialogue systems and prosodic aspects of spoken dialogue processing, spoken dialogue systems-design and implementation, and evaluation of systems. The book reports on work being pursued both in academia and in industry as a crucial issue in speech processing.
