

Computational Semantics and Pragmatics

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Wang, Liang & Manning. *ACL 2016*.
Learning Language Games through Interaction

1. What is the main goal of the paper?
2. What are the innovative aspects of this research?
3. What is the task and what are the components of the system?
4. How is pragmatics exploited?
5. How are the experiments evaluated and what are the results?
6. Consider the paper's structure and style.

Research projects

Submit a project proposal by Thursday 13 October at 14:00.

[Between 250 and 500 words, PDF or plain text, sent to raquel by email]

- *Who*: team members (ideally two).
- *What*: which phenomenon do you want to investigate, what is your research question?
- *Why*: provide some motivation, why is this interesting? do you have specific hypotheses?
- *How*: very important part!
 - ▶ which data and methods will you use?
 - ▶ which steps do you foresee? is this feasible given the time constraints? make a plan.

You will receive a proposal by a fellow student on Thursday before 16:00, and will be asked to briefly describe it on Friday 14 Oct. Everybody is expected to give feedback in the Friday session.

Some dialogue corpora freely available or available at ILLC:

- Switchboard
- ICSI Meeting Corpus
- British National Corpus (BNC)
- Corpus Gesproken Nederlands (CGN)
- Wikipedia talkpage corpus
- Film corpus
- Internet Argument Corpus
- PentoRef (push-to-talk vs free turn taking)
- CHILDES

Next steps

- *Project supervision and support*
 - ▶ Meetings with Raquel on 19, 20, and 21 October.
You will be able to book a slot through the CoSP website.
Book an appointment by Mon 17 at the latest!
⇒ Bring a first draft of your paper to the meeting.
 - ▶ You can also ask Dieuwke for advice.
- *Project presentation:* Friday 28 October
Schedule to be announced depending on number of presentations.
- *Final project paper:* due on Monday 31 October, 15:00.

Requirements for final paper

- *Format*: Latex and Bibtex, using particular style files (a link to the style will be available on the CoSP website).
- *Length*: between 5 and 8 pages, including references.
- *Contributions*: if more than one author, include a note in the acknowledgements explaining who did what in the project.
- *Evaluation*: criteria similar to those typically used to evaluate papers submitted to an international computational linguistics conference (adapted to the circumstances of a Master's course).

Presentations: evaluation and tips

Take a look at the grading criteria (available on the website)

Personal tips:

- Practice: make sure your presentation is well timed!
- Do you need an outline?
Consider using a descriptive overview instead.
- Pay attention to transitions between slides: what will you say?
- Your first and last slide are the most important ones
 - ▶ explain the problem / the goal
 - ▶ never end with a slide that says “Questions?”