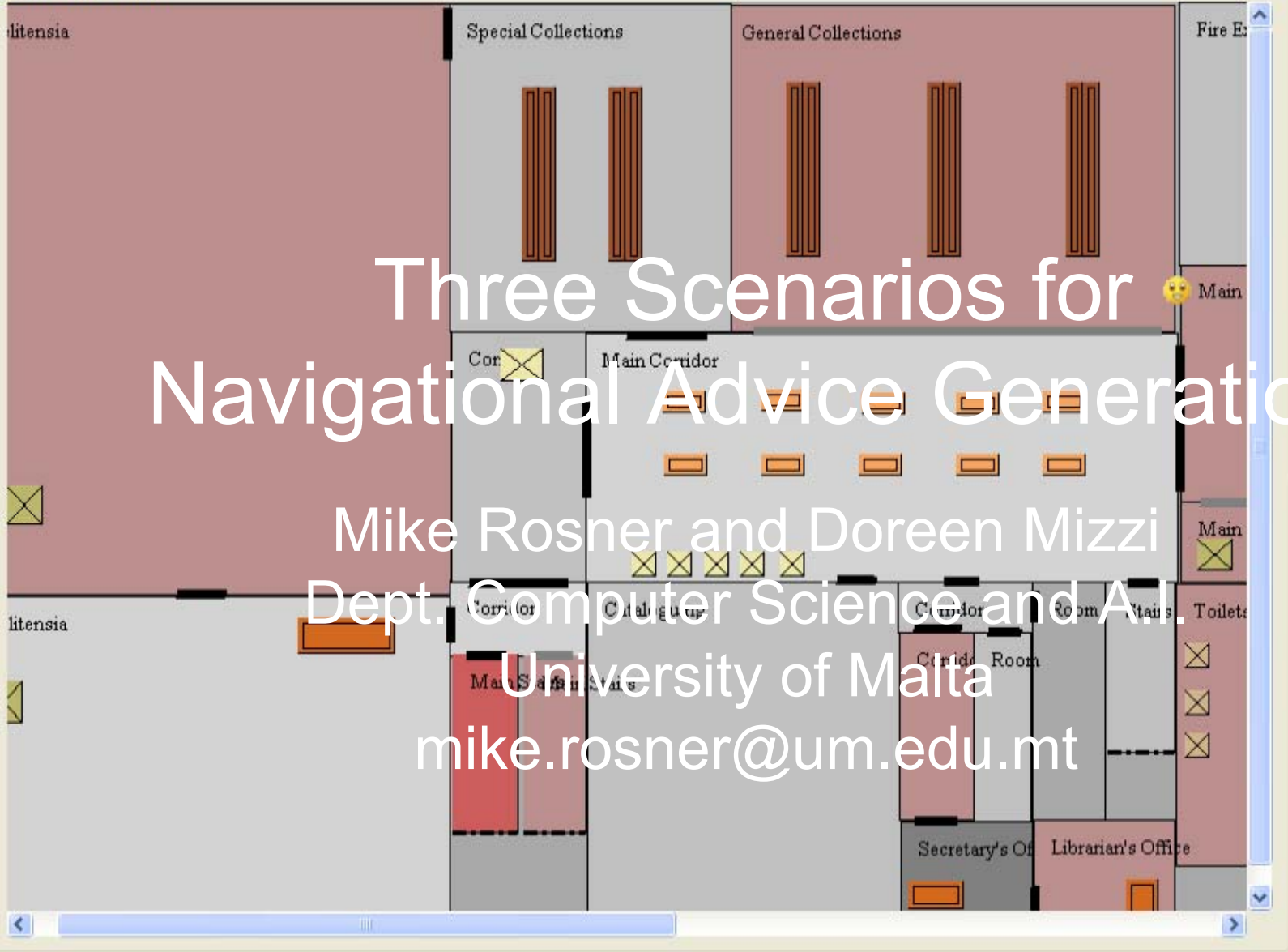


Three Scenarios for Navigational Advice Generation

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Simulation Panel



Object Properties

Name	Value
ID	0
Name	(null)
Object Type	(null)
Object Color	Choc

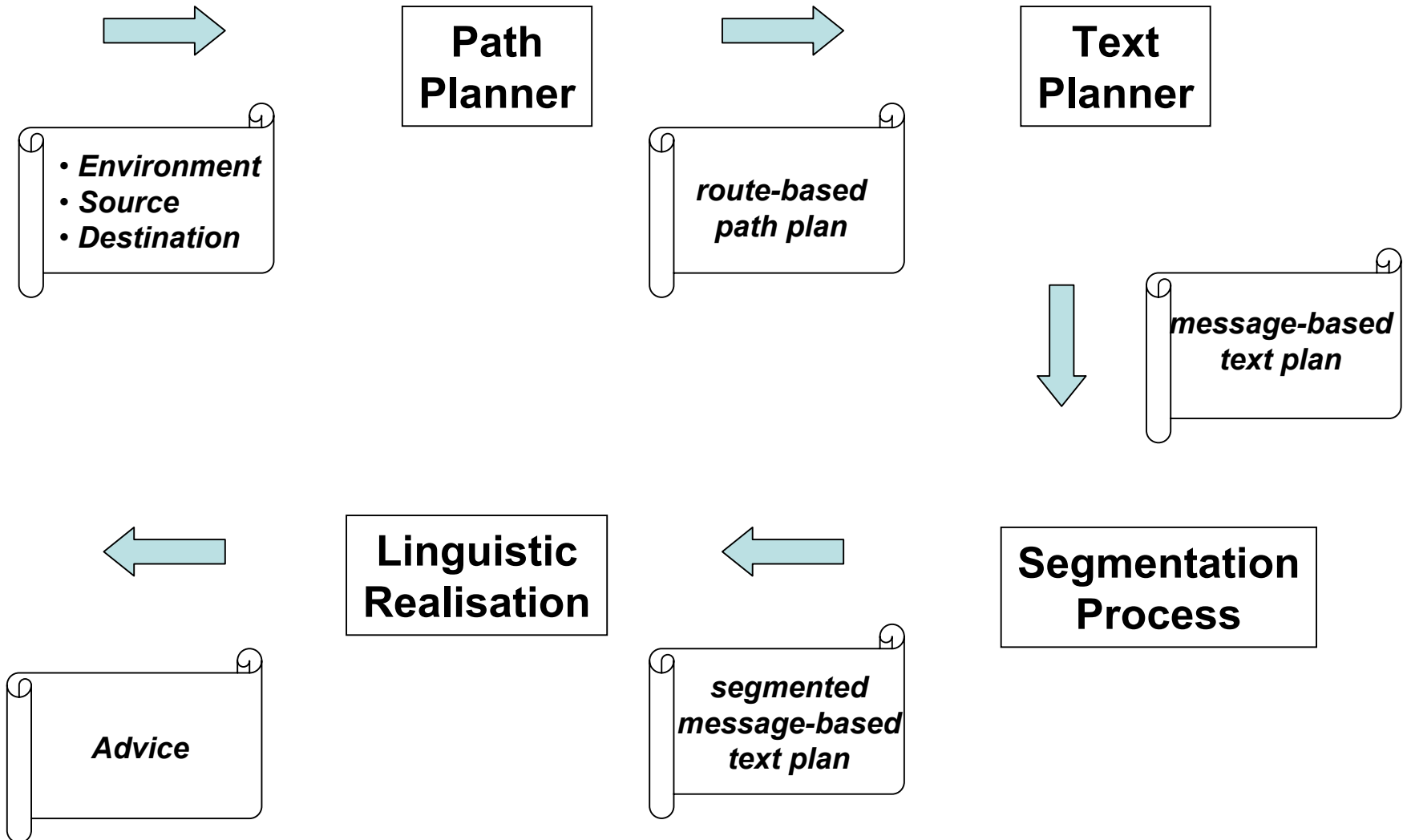
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Main Objectives

- Generation of navigational assistance.
- Natural output
 - Landmark descriptions
 - Spatial prepositions
 - Pronouns and other deictical devices.
 - Segmentation.
- Investigate different scenarios
 - Town
 - Library
 - Bookshelf
- Flexible client server architecture

NLG Architecture



Linguistic Realisation Rule Example

VP|MoveDirMsg(MSG,"dir") = PP|"to your" P|[direction]

RULE CONSTITUENT TYPES:

Semantic Entry

NP|ObjDescMsg(OBJ,"yes")

Filler Entry

ADJ| [ADJ]

Semantic Variable Entry

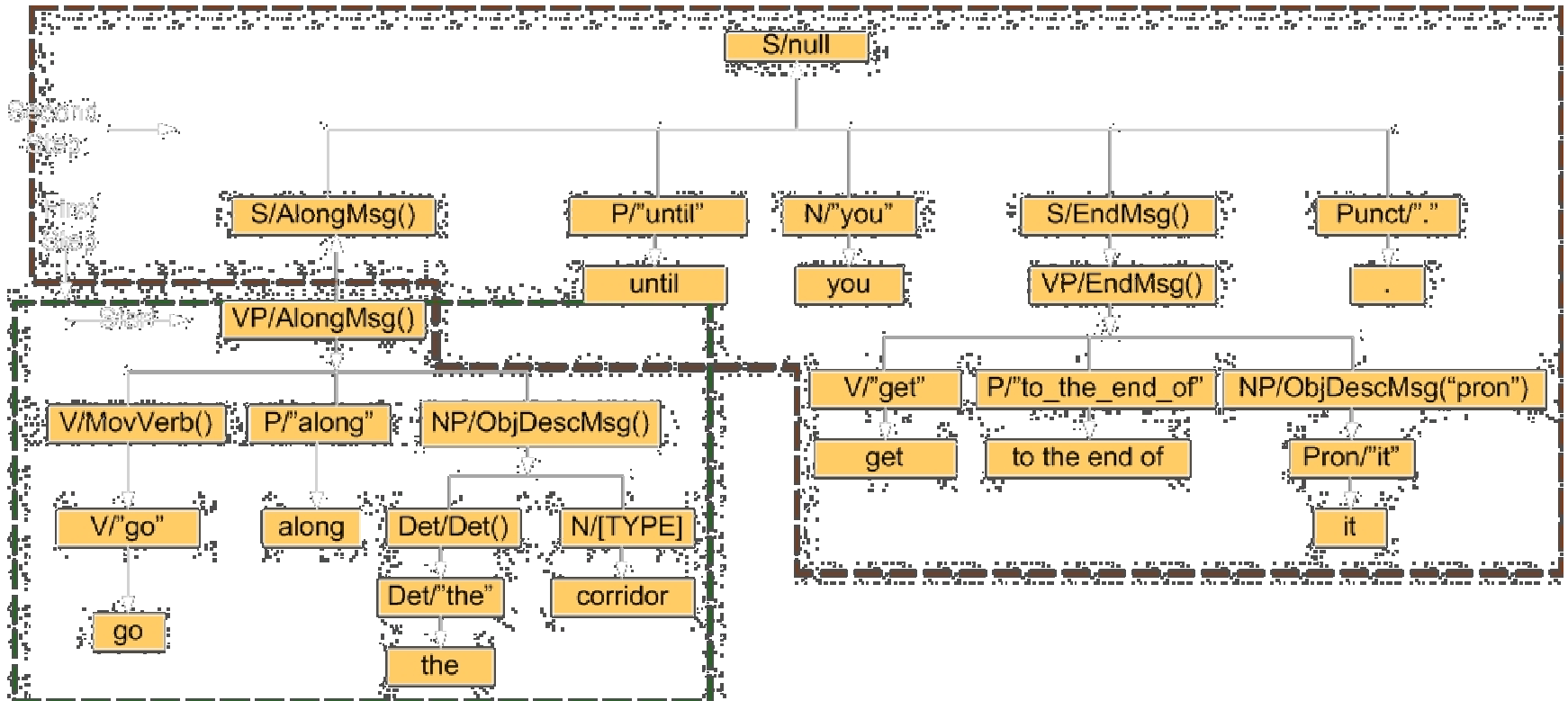
S|X

Lexical Entry

P|"along"

Linguistic Realisation Example

1. NP|objdescmsg(OBJ)=DET|Det() N|[TYPE] PP|ObjDirMsg(OBJ)
2. NP|objdescmsg(OBJ) = DET|Det() N|[TYPE]
3. VP|AlongMsg(OBJ)=V|MovVerb() P|"along" NP|objdescmsg(OBJ)
4. S|null = S|PathMsg() P|"until" N|"you" S|EndMsg() Punct|"."
5. S|X = VP|X
6. S|null = S|PathMsg() Punct|"."
7. V|MovVerb() = V|"go"
8. V|MovVerb() = V|"walk"
9. DET|Det("yes") = DET|"a"
10. DET|Det() = DET|"the"



Example Output

- Move across the Main Corridor , towards the information desk . Reach it .
- Walk straight ahead . Pass near the row of shelving sections on your left . The shelving section you want is the fifth one on your left .
- What you want is the first shelf on your left in the second row of shelves from top . There should be a Green book . The book you want is the fifth black one to its right .