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Dialogue Acts in VERBMOBIL-2 Second Edition

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Contents

Chapter 1

Introduction to the Second Edition

This report describes the dialogue phases and the second edition of dialogue acts which are used in the VERBMOBIL 2 project[1] (see [1] for the first edition). While in the first project phase the scenario was restricted to appointment scheduling dialogues, it has been extended to travel planning in the second phase with appointment scheduling being only a part of the new scenario [7].

As a consequence, the range of tasks to be solved during the dialogue has grown: formerly, we only had to cope with the task of negotation – two dialogue participants try to agree on a date to meet at a certain location. Now, in the extended scenario, our model also has to cope with information-seeking and -giving dialogues. The participants of the dialogue exchange information, agree on a travel plan and possibly arrange further spare time/entertainment activities.

Technically, the scenario has changed as well: in the original scenario two dialogue participants interacted with each other, pressing the so-called VERBMOBIL-button to indicate, which parts of the dialogue had to be processed, i.e. translated, from German into English. In VERBMOBIL 2 the button has been abolished, i.e. the system continuously monitors and processes the input of the dialogue participants. Hence, we now have to deal with a multi-party scenario where more than two dialogue partners communicate. The dialogue partners will be able to interact in German, English and Japanese.

All these extensions of our scenario made it necessary to update and improve the set of dialogue acts used to describe the VERBMOBIL dialogues. This document presents a *revised* set of dialogue acts, a work that was triggered by the first releases of actual dialogues (of the new scenario) that could be annotated and

[1] we would like to thank Susanne Jekat, Uwe Küssner und Manfred Stede for valuable comments and discussion

examined. The set differs from the first edition mainly in its overall structure and in some additions. Most of the actual dialogue acts are exactly as defined in [1].

We just briefly list the actual changes of dialogue act labels, from first [1] to second edition. Note that we removed the label DISCOURSE_PARTICLE because discourse particles are processed in parallel with dialogue act information and handled by a different interface (to the *transfer* module). Therefore, they need not be considered in our context. The following dialogue acts were introduced since we were confronted with utterances of such type for the first time in the new travel planning dialogues:

- COMMIT
- OFFER
- REQUEST_COMMIT
- DEFER

The introduction of DEFER led to a re-structuring of our dialogue hierarchy, devising the categories CONTROL_DIALOGUE, MANAGE_TASK and PROMOTE_TASK which serve solely structuring matters and are *not* to be annotated. The dialogue act CLOSE was added as an extension of the resulting MANAGE_TASK group. The follwing renaming took place (for reasons of simplicity):

- GREETING_BEGIN → GREET
- GREETING_END → BYE
- FEEDBACK_BACKCHANNELING → BACKCHANNEL

Finally, we got rid of the following dialogue acts since they proved to be subsumeable under other dialogue acts or simply never occured under the new scheme:

- CONVENTION
- GREETING
- CLARIFY_ANSWER
- DISCOURSE_PARTICLE

In VERBMOBIL, dialogue acts are used to express the *primary communicative intention* which stands behind a dialogue segment or an utterance. In the VERBMOBIL system, dialogue act information is used for a number of purposes:

- **transfer** The main task of the VERBMOBIL system is the translation of spontaneous speech. Dialogue acts have an important role in that system since they help to identify the best translation where more than one possibility exists: they contribute to the disambiguation of translational equivalents.
- **shallow processing** In VERBMOBIL various processing streams are executed in parallel - they can be characterized as *deep processing* and *shallow processing* streams. While during deep processing the emphasis is on the use of knowledge-based methods shallow processing mostly exploits surface-oriented and statistical algorithms. In the latter case, dialogue acts contribute to the selection of templates which are used to generate target language expressions.
- **dialogue memory** The dialogue memory [3] stores contextual information for different other modules. This information consists for the moment mainly of temporal expressions. Associated processes enrich the memory's contents by inference. Such inferences include whether a date has been accepted, rejected or refined, and adjusting the *focus* of the dialogue. Dialogue acts are of fundamental importance to these inferences.
- **prosody** In spontaneous speech fragmentary or faulty input occurs very often. It is therefore unrealisitic to rely on full sentences as processing units. What we use as basic processing units, instead, are segments which can be annotated with a dialogue act. In our system the automatic segmentation of turns into individual utterances is determined by the prosody component. This component relies on a statistcal model that has been trained on transliterated data that have been annotated with dialogue acts and prosodic information.
- **summary generation** A new functionality that has been introduced in VERBMOBIL-2 concerns the automatic generation of protocols that summarize the dialogue. For summarization the system relies heavily on dialogue acts attributed to the individual dialogue segments. By doing so, the system can determine dialogue steps that contain the core of the dialogue.

Since we constantly try to adapt and improve our dialogue act scheme, remarks, corrections or possible extensions are highly welcome. Please contact:

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Chapter 2

Requirements

2.1 Relevance for Transfer

The need of particular resolution procedures can be best recognized by the contrastive situation, i.e. in the transfer component. In case of alternative translation correspondences, we have to fix the contexts in which the one or the other target language TL expression is used. For the resolution of many translational ambiguities the local context is sufficient. It allows to formulate restrictions on the sort or the semantic type of a predicate, on its scopal embedding, mood, number, aktionsart, etc. (see [5]). However, there are cases in which the transfer needs more global information to choose a particular TL correspondence. This is, e.g., information about the actual discourse stage or speech act as well as domain-specific world knowledge.

Illocutional information is encoded in dialog acts. It is important for the translation of discourse particles[1] as well as for generation purposes. Here, we demonstrate the influence of the dialog act on the translation of the modal particle *vielleicht*.

[1] One example is the translation of the exlamative *bitte*. If it occurs in an utterance with the dialog act `thank` it is translated into *you are wellcome*, if not - *please* it the appropriate correspondence. Another case that calls for dialog act information is the transfer of the particle *ja*. It is mapped to *yes* only if it appears in an `accept` or `confirm` utterance. It corresponds to *well* if being used as an uptake particle. In other cases it is omitted in English or expressed by a question tag (see [2]).

(2.1a) Können Sie **vielleicht** einen Vorschlag machen?
(2.1b) Could you make a suggestion?

(2.2a) Paßt Ihnen **vielleicht** Dienstag oder Mittwoch vormittag?
(2.2b) Do Tuesday or Wednesday morning suit you?

(2.3a) Ich würde **vielleicht** vorschlagen, Karfreitag oder Karsamstag.
(2.3b) I would suggest Good Friday or Good Saturday.

In most cases, *vielleicht* is used to express the possibility of a state or event. Then it is translated into *possibly*. However, in spoken German, it is also uttered for being polite (2.1a)–(2.3a). Then, it should not be translated (2.1b)–(2.3b). The transfer problem consists in the identification of *vielleicht* as a politeness marker. According to our investigations, this happens when it is uttered in requests or suggestions. This information can be obtained from the dialog act recognition.[2]

[2]Dialog act information might also help to disambiguate ambiguous verbs. In case, the German verb *annehmen* occurs with an `arg3` realized by an event-type pronoun as in "Ich *nehme* es *an*." *accept* and *assume* are feasable translations. Since the antecedent of *es* might be a proposition in both cases, anaphora resolution does not solve the problem. But, the dialog act information does: appearing in an `accept` utterance, the translation into *assume* is out.

2.2 Automatic Classification Perspective

It is important when defining dialogue acts for a computational system to take care that the classes are not only motivated by linguistics or the domain, but that they also can be recognized with a high accuracy.

For the statistical based dialogue act recognition, we have conducted various experiments to see whether

- the annotated data can be used to train reliable dialogue act classifiers;
- there are dialogue acts that do not "cluster" properly, i.e. that are frequently confused with one or more other dialogue acts.

One method used is described in [10] where a more thorough analysis can be found. The experiments described here were made with material annotated with the dialogue acts of VERBMOBIL phase I as defined in [8]. However, we mapped them to their equivalents as described in this report.

Overall, the dialogue act recognition rate for both English and German dialogues varies between 65% and 75%, depending on the training and test material. The κ value between the human coder of the test dialogues and the classifier is in the range of 0.61 to 0.65. Although the annotation accuracy is still a bit below 0.67 the results are encouraging.

The dialogue acts that describe "regular" dialogue steps like GREET, BYE or SUGGEST are recognized with recall and precision of 60% to 100%. More irregular ones like DIGRESS or DEVIATE_SCENARIO that possibly occur everywhere in the dialogues and are by definition not within the domain are recognized with a recall as low as 14%.

The analysis of confusion matrices between a human coder and the dialogue act classifier also showed some interesting results. It can clearly be seen that the acts that are crucial for the further development of the dialogue are pretty well separated. While highly conventionalized acts like GREET and BYE are rarely confused with other acts – as is to be expected, false classifications for acts like DIGRESS are usually distributed across all other acts.

Problematic are acts like CONFIRM where in one test run 50% are classified correctly, and the acts ACCEPT and SUGGEST both get approximately 25% of the wrong classifications. Here either the definition is unclear or the surface realization of the acts is similar to those three acts.

Another problematic case is the distinction between general FEEDBACK_POSITIVE acts and the more special ACCEPT. Since FEEDBACK_POSITIVE is a superclass to ACCEPT, the criteria for when to annotate one of the two classes must be defined very carefully.

For the dialogue act GIVE_REASON about one third of the possible classifications is attributed to SUGGEST and REJECT. Here, too, one must find good criteria to separate the classes. Our solution was the introduction of the dialogue act EXPLAINED_REJECT which covers those utterances that reject a proposal by stating a mere reason (e.g. “How about Monday”, answered by “I got a conference that day”).

To sum up, the findings from statistic dialogue act recognition show that the “regular” and for the cases of task-oriented dialogues most important dialogue acts can be defined, annotated and recognized with a satisfying accuracy. We could identify some problems that need further attention to obtain even higher recognition rates. The problematic, “irregular” classes should be mappable on a class that simply states that information is communicated that does not contribute to the negotiation.

Chapter 3

Dialogue Phases and Content

3.1 Dialogue Phases

For translating words (particular certain verbs), it is important to recognize in which stage of the dialogue they were uttered. Without this information, it is impossible to choose their appropriate translation correspondences. Moreover, the information about the actual dialogue phase can be used for generating protocols.

In negotiation dialogues we distinguish between the following five phases:

Hello The dialogue participants greet each other. They introduce themselves, unveil their affiliation, or the institution or location they are from.

Opening The topic to be negotiated is introduced.

Negotiation The actual negotiation – between opening and closing.

Closing The negotiation is finished (all participants have agreed), and the agreed-upon topic is (sometimes) recapitulated.

Good_Bye The dialogue participants say good bye to each other.

It is worth pointing out that the dialogue phase is not monotonously changing wrt. the whole dialogue. This is due to the fact that one dialogue participant may in one turn jump over more than two dialogue phases, and the other participant has to "catch up", as shown in the following example. The `:PHASE <TAG>` is used to annotate the phase of each utterance.

Example () 1 *Fictive*:

```
A001::  Guten Tag @(GREET :PHASE HELLO) , mein Name ist Müller
@(INTRODUCE :PHASE HELLO) , Wir müssen einen Termin vereinbaren
@(INIT :PHASE OPENING) . Wie sieht es aus im April ?  @(SUGGEST
:PHASE NEGOTIATION)

B002:  Guten Tag @(GREET :PHASE HELLO) , hier ist Schmitt @(INTRODUCE
:PHASE HELLO) , im April sieht es bei mir recht schlecht aus
@(REJECT :PHASE NEGOTIATION)
```

Let us regard some examples where the dialogue phase plays a central role in the choice of the correct translation correspondence.

Wiederholen

Regard the examples (3.1) and (3.2). The verbs *repeat* and *recapitulate* are both possible translations of *wiederholen*. *Recapitulate* is normally used to give a summary of a discussion or a part of it. *Repeat* means to do something again. For being able to disambiguate *wiederholen*, we could utilize its place of occurrence in the dialogue. While *recapitulate* is usually uttered at the end of a successive appointment scheduling circle, i.e. in the closing part, *repeat* can be used at every point in the talk, see Figure 3.1.

(3.1a) Ja, gut, dann **wiederhole** ich jetzt nochmal.
(3.1b) All right, I **recapulate**.

(3.2a) Könnten Sie das bitte **wiederholen**, ich hab's nicht verstanden.
(3.1b) Could you **repeat** that, please, I didn't get it.

opening/negotiation	→	repeat
closing	→	recapitulate

Figure 3.1: Translation matrix for *wiederholen*

In the following, we show a couple of annotated turns from the VERBMOBIL corpora that contain the verb *wiederholen*. They demonstrate its different interpretations depending on the dialogue phase.

Example (Wiederholen) 2 *CDROM5, m183d*:

```
AAY019::    Entschuldigung , können Sie bitte noch mal WIEDERHOLEN
@(REQUEST_CLARIFY :PHASE NEGOTIATION) , ich habe es jetzt eben
nicht verstanden @(GIVE_REASON :PHASE NEGOTIATION) .
```

Example (Wiederholen) 3 *CDROM5, m050n*:

```
KES018::  könnten Sie das bitte nochmal WIEDERHOLEN , vom ersten
bis zum vierzehnten haben Sie gesagt @(REQUEST_CLARIFY :PHASE
NEGOTIATION)
```

Example (Wiederholen) 4 *CDROM7, m236d*:

```
ADB006::  ja , gut @(FEEDBACK_POSITIVE :PHASE NEGOTIATION) ,
dann bleiben wir dabei @(CLOSE :PHASE CLOSING) . also ich WIEDERHOLE
es noch mal , Montag , neunundzwanzigster November , bis "ahm
Freitag , dritter Dezember @(CONFIRM :PHASE CLOSING) .
```

Example (Wiederholen) 5 *CDROM3, m022n*:

```
VEG023::  ja , ich glaube , da haben Sie recht @(INFORM :PHASE
NEGOTIATION) . also , dann sind die Leute noch stark motiviert
@(DIGRESS :PHASE NEGOTIATION) . ja , machen wir es so @(CLOSE
:PHASE CLOSING). ähm soll ich die äh Termine nochmal WIEDERHOLEN
@(REQUEST :PHASE CLOSING)
```

Termin ausmachen/vereinbaren/abmachen

Another example is the translation of the expression *einen Termin ausmachen/ vereinbaren/abmachen*. It displays a collocation-like behavior in the VERBMOBIL domain, since the translation of these verbs and that of *Termin* are strongly interdependent. When used to open a dialogue the whole expression is translated into *make an appointment* (3.3). Uttered in the negotiation or closing phase, *fix a time* or *agree on a time* is the appropriate translation (3.4).

(3.3a) Wir wollten **einen Termin vereinbaren/ ausmachen/abmachen**.
(3.3b) We have to **make an appointment**.

(3.4a) Dann müßten wir noch **einen Termin vereinbaren/ausmachen abmachen**.
(3.4b) Then we still have to **fix/agree on a time**.

opening	→	make an appointment
negotiation/closing	→	fix/agree on a time

Figure 3.2: Translation matrix for *Termin ausmachen/vereinbaren/abmachen*

We exemplify this with a fragment of dialogue N022K from CD1.0.3, where the expression *einen Termin ausmachen* occurs twice: one time in the opening, and the other time in the negotiation phase.

Example (Ausmachen) 6 *CDROM1.0.3, N022K***:**

```
TS2001::  <A> ah , hallo .  <:<#> gut:> , daš ich Sie noch
treffe .  wir müssen noch EINEN TERMIN AUSMACHEN . <A> haben
<!1 ham> Sie einen Kalender da ?  <#Klicken>
```

Example (Ausmachen) 7 *?, ?***:**

```
WL1002::    ja , warten Sie einen Augenblick .  <P> ja <A>
.  <A>

WL1003:  <#Klicken> so<Z> .  <#Mikrowind> <%> w"urd' es Ihnen
im August passen ?  <#> <P> Ende August ?

TS2004:  <Schmatzen> <A> August ist ein wenig fr"uh , denke
ich .  vielleicht sind wir da noch nicht ganz fertig <A> .
Mitte September w"are mir eigentlich lieber .  <#Klicken>

WL1005:  <A> in der ersten Wochen h"att' ich h"ochstens den
Montag abend frei , oder Mittwoch .  <#> <P> <Schmatzen> wir
k"onnten auch in die zweite Woche gehen und <A> <P> von Dienstag
bis Donnerstag<Z> <P> um die Mittagszeit EINEN TERMIN AUSMACHEN
. <#Klicken>
```

fix machen

The expression *fix machen* is ambiguous already in the source language. This is reflected in its English translation, see (3.5a) and (3.5b).

(3.5a) Könnten wir das **fix machen**?
(3.5a) Could we **just/quickly do** it?
(3.5b) Could we **fix** that?

For the resolution of this ambiguity the dialogue stage helps to some extent. While in the opening phase the *do quickly* interpretation is the fitting one, the *fix* reading is more appropriate in the closing stage. However, in the negotiation part of the dialogue both translations are feasible, although the translation into *fix* is more likely, see Figure 3.3.

opening	→	do quickly
negotiation	→	fix/do quickly
closing	→	fix

Figure 3.3: Translation matrix for *fix machen*

In the following we show some occurrences of *fix machen* in the negotiation and closing part.

Example (Fix Machen) 8 *CDROM5, m186d***:**

```
ABC004::  ja , ist gut @(ACCEPT :PHASE NEGOTIATION) . dann
schreibe ich mir das gleich auf @(CLOSE :PHASE CLOSING), und
dann MACHEN wir das jetzt FIX @(CLOSE :PHASE CLOSING) . auf
"ah vielen Dank @(THANK :PHASE GOOD_BYE) . Wiederh"oren @(BYE
:PHASE GOOD_BYE).
```

Example (Fix Machen) 9 *CDROM5, n075k***:**

```
BK1007::  gut @(FEEDBACK_POSITIVE :PHASE NEGOTIATION), da k"onnten
wir am einundzwanzigsten , nachmittags , den Termin FIX MACHEN
@(INFORM :PHASE NEGOTIATION).
```

Example (Fix Machen) 10 *CDROM7.0.1, m244d***:**

```
ADJ008::  richtig @(FEEDBACK_POSITIVE :PHASE NEGOTIATION) .
dann machen wir das so @(ACCEPT :PHASE NEGOTIATION), dann tragen
wir das gleich ein und MACHEN das FIX , würde ich sagen @(CLOSE
:PHASE CLOSING).
```

3.2 Propositional Content

In our approach, the meaning of an utterance consists of the dialogue act and its propositional content. This is in accordance with Levinson, who claims in [9] that

> [...] the illocutionary force and the propositional content of utterances are detachable elements of meaning. Thus the following sentences, when uttered felicitously, would all share the same propositional content, namely the proposition that the addressee will go home:
>
> a. I predict that you will go home
>
> b. Go home!
>
> c. Are you going to go home?
>
> d. I advise you to go home
>
> but they would normally be used with different illocutionary forces, i.e. perform different speech acts.

On the other hand, not every pair of speech act and propositional content corresponds to a meaningful utterance. Thus, to each dialogue act we assign a set of possible propositions, as specified in section 4.3 (Dialogue Act Definitions). The new functionality of generating a protocol from a dialogue relies on this distinction: It should be possible to represent the propositions and produce a summarization which depends on the dialogue acts.

The propositional content can also support annotation, because the dialogue acts constrain the number of propositions that co-occur with the dialogue act. For example, an utterance without any proposition can never be a SUGGEST. The dialogue acts CONFIRM and CLOSE can be distinguished, on the grounds that a CLOSE must not contain propostional content while a CONFIRM does.

Chapter 4

Dialogue Acts

This chapter is dedicated to the guidance of annotators when working on the VERBMOBIL corpora. We provide the following three sets of information for potential annotators:

- segmentation guidelines
- a decision tree procedure for finding dialogue acts
- definitions and examples for all dialogue acts

Multiple annotation

An utterance can be assigned two or even more dialogue acts if more than one definition applies and one definition alone does not cover an essential part of the utterance illocution.

Frequent occurrence of the same multiple dialogue act should eventually lead to the conception of a new tag for that phenomenon.

Lookahead

In our original scenario with a human translator we consider a *consecutive* translation where the translator knows a whole turn before translating. One should therefore think it justified to let annotators look at future information *within the current turn*.

However, we still have to investigate where and why lookahead is really necessary. We indicate with each dialogue act, what kind of lookahead is legal or necessary.

4.1 Segmentation

In this section we focus on the question how a turn can be segmented into individual units, so-called *utterances*, that correspond to a *dialogue act*. In other words: What is the size of an expression performing a dialogue act?

We try to guide the annotator by giving a definition for an *utterance*. Keeping this definition in mind we advise the annotator to:

- try to find an utterance according to the definition below
- if a piece of the turn does not make sense, being abandoned or otherwise unintelligible, it forms an own segment with label NOT_CLASSIFIABLE
- if otherwise in doubt about segmentation, follow the general maxim to only assume a seperate utterance if the presented material expresses a seperate dialogue act

We now give a linguistic definition of an utterance.

Definition: *utterance*

1. An utterance corresponds to a clause;
   it must contain a finite verb.
2. For complex sentences with two finite verbs the following rule applies:
   - If one of the verbs is a *complement verb*, taking the other clause as a propositional argument, then the complex sentence is regarded as one single utterance;
   - otherwise each of the subclauses is regarded as an utterance.[1]

[1] In the Verbmobil Semantic Database these complement verbs are classified as *propositional_complement_verbs*. Usually one of the clauses fills either subject or object position in the complex sentence (subject position: 'The problem is that I'm out of town', object position: 'I think we should meet next week'). Here we also regard verbs like 'anrufen' in certain constructions such as the following one as *complement verbs*: "... hier ist Köpp , $K $Ö doppel $P . (INTRODUCE) Schmatzen ich rufe an , da wir uns ja in dieser Woche noch treffen wollten , um eine kurze Besprechung zu haben , (INIT)" (dialogue m220d).

3. There are certain cases in which an utterance does not correspond to a clause as defined in above.

   (a) *Whole turns*
   Every turn consists of at least one utterance. Therefore, if the material presented as a complete turn does not correspond to a clause as defined above, it nevertheless is regarded as an utterance.

   (b) *Fixed lexemes or phrases*
   Certain dialogue acts can be expressed by more or less fixed lexemes or phrases. These expression are – if they perform one of the following dialogue acts – regarded as utterances, e.g.[2]

   FEEDBACK_POSITIVE: 'ja', 'gut', 'okay', 'schön', 'hervorragend', 'alles klar', 'prima', 'wunderbar', 'einverstanden', 'genau' etc.

   FEEDBACK_NEGATIVE: 'nein','nee', 'tut mir leid', 'schwierig' etc.

   BACKCHANNEL: 'mhm', 'aha', 'ja' etc.

   THANK: 'Danke', 'Vielen Dank'

   GREET: 'Guten Tag', 'Hallo' etc.

   (c) *Nominal phrases*
   The dialogue acts SUGGEST, CLARIFY and DELIBERATE can be linguistically expressed by a *Nominal Phrase*, as the following examples[3] demonstrate. In such a case the NP is regarded as an utterance.

```
KAP005: ja , also , im November .  (DELIBERATE)
        <hm> also dienstags pa"st es Ihnen ja
        eventuell , ne ? ja (REQUEST_CLARIFY)

OLV006: <;T>a , eventuell , ja , am Dienstag . (CLARIFY)
        vielleicht Montag und Dienstag , der achte ,
        neunte November ? (SUGGEST)

BLA001: ja , das w"urde bei mir sehr gut passen . (ACCEPT)
        Samstag , zw"olfter und dreizehnter . (CLARIFY)
```

[2] note that the examples are not unique in the sense that e.g. 'ja' does *not* automatically make the utterance a FEEDBACK_POSITIVE (it could be an ACCEPT, too). These are just examples, not exhaustive or unique lists.

[3] taken from dialogues *g121a* and *g205a*

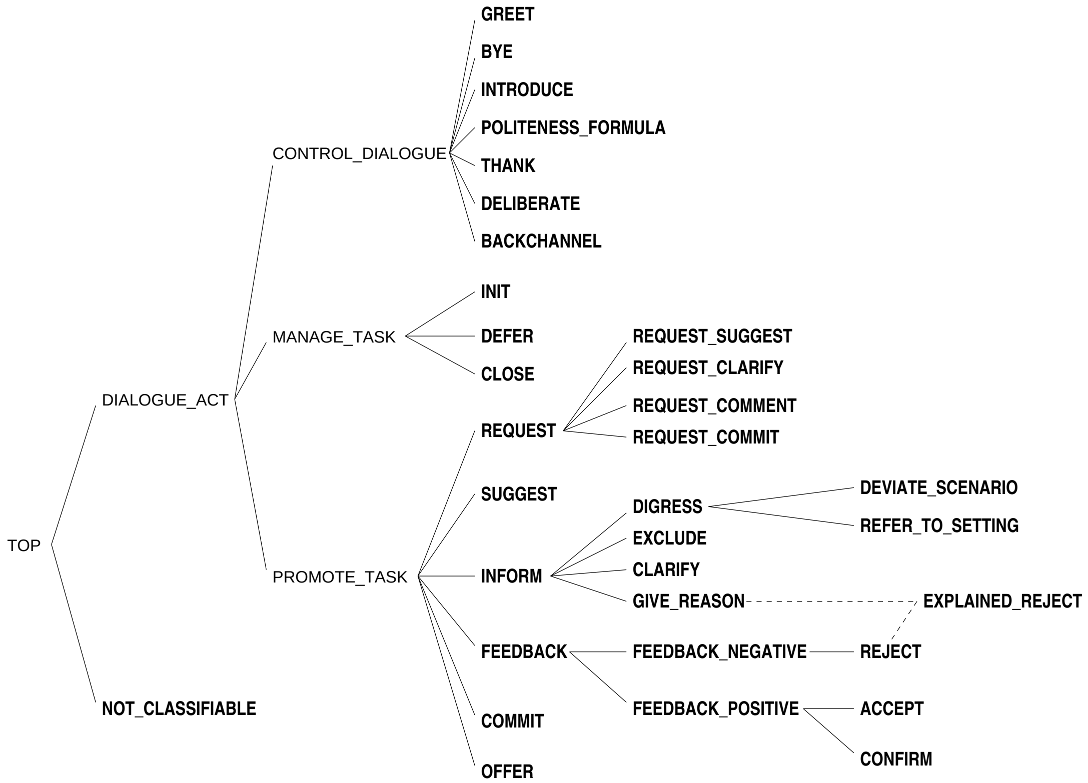


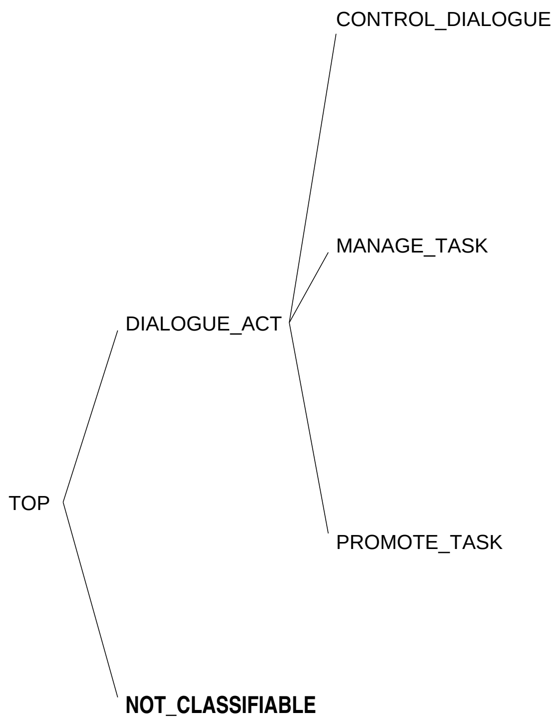
Figure 4.1: The dialogue act hierarchy as decision tree.

4.2 The Dialogue Act Hierarchy as Decision Tree

We organized our dialogue act scheme in the shape of a decision tree in order to ease annotation and clarify dependencies and relationships of the different acts (see figure 4.1).

When labling a dialogue segment with a dialogue act we follow the tree from the top towards the leaves. At every branching node we answer a question, the answer of which decides which branch to follow. If an answer cannot be given, the traversal process stops. This means, that dialogue segments can also be labeled with acts that are not leaves of the hierarchy, i.e. that are more abstract dialogue acts.

In figure 4.1 we show the dialogue act hierarchy as will be defined in detail in section 4.3. Each non-terminal node corresponds to a decision which we are going to describe each in the following section. Every label printed in boldface is a legal tag for annotation (note that not every label is a legal tag).



Decision TOP:

if the segment is too fragementary or incomprehensible to make any sense

then label with NOT_CLASSIFIABLE.

else branch to DIALOGUE_ACT.

Decision DIALOGUE_ACT:

if the segment is solely concerned with social interaction or relates to the dialogue itself (e.g. opening or closing the conversation) or smoothens communication

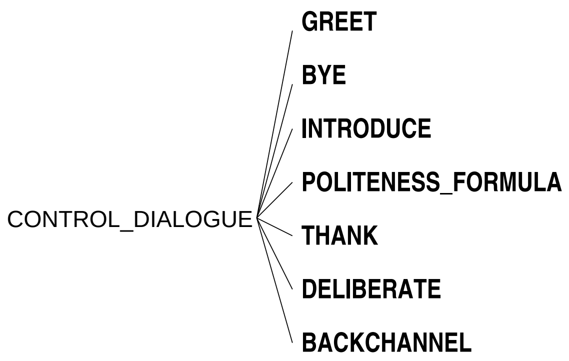
then branch to CONTROL_DIALOGUE.

Exception: *in case of a plain positive or negative feedback that would not fit in any* CONTROL_DIALOGUE *category, jump to the* FEEDBACK *node (e.g. answers to "how are you today?" like "well, fine." are* FEEDBACK_POSITIVE*)*

else if the segment is concerned with managing the task (i.e. initializing, defering, closing the task)

then branch to MANAGE_TASK.

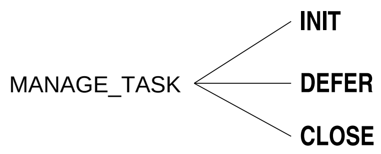
else branch to PROMOTE_TASK (in case of doubt everything is relevant to conducting the task).



Decision CONTROL_DIALOGUE:

if the segment is used to open a dialogue by greeting a dialogue partner

> **then** label with GREET
>
> **else if** the segment is used to close a dialogue by saying good-bye to a dialogue partner then label with BYE.
>
> **else if** the segment contains the introduction of the speaker, i.e. name, title, associated company etc. label with INTRODUCE
>
> **else if** the segment is used to perform an action of politeness like asking about the partner's good health or formulating compliments label with POLITENESS_FORMULA
>
> **else if** the segment is used to express gratitude towards the dialogue partner label with THANK
>
> **else if** the segment is used to gain dialogue time by thinking aloud or using certain formulas label with DELIBERATE
>
> **else if** the segment is used to signal understanding (i.e. acknowledging intact communication) label with BACKCHANNEL



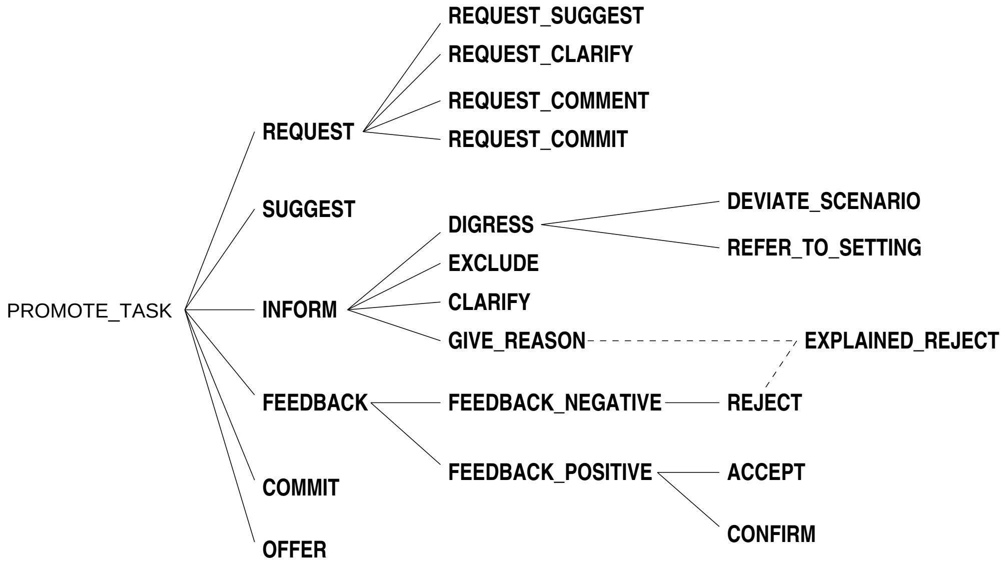
Decision MANAGE_TASK:

if the segment is used to initialize the task by motivating, explaining or mentioning the task for the first time

then label with INIT

else if the segment proposes or states the defering of the task label with DEFER

else if the segment indicates that the speaker considers the task done label with CLOSE



Decision PROMOTE_TASK:

if the segment under consideration contains a request for information, where the content refers to an instance that has been already explicitly introduced in the previous discourse (i.e. which is not mentioned explicitly)

then branch to REQUEST.

else if the segment by the speaker to offer an action or concession on his/her part label with OFFER

else if the speaker explicitly commits him-/herself to executing a specified action label with COMMIT

else if the segment contains a suggestion which is given by means of an explicitly mentioned instance or an aspect of such an instance label with SUGGEST.

else if the segment contains a reaction to a previous part of the discourse **then** branch to FEEDBACK.

else branch to INFORM.

Decision REQUEST:

if the segment is used by the speaker to request some kind of commitment of the dialogue partner

then label with REQUEST_COMMIT

else if the segment contains a request for a dialogue participant to provide information label with REQUEST_SUGGEST

else if the segment contains a request to comment on a statement or a suggestion made in the course of a dialogue, where the request refers to an instance that has been already explicitly introduced, label with REQUEST_COMMENT

else if the segment contains a request for a a clarification of information, i.e. by requesting additional unknown detail, or by repeating something that has been forgotten in the course of the interaction label with REQUEST_CLARIFY

else if the segment is used by the speaker to request some kind of commitment of the dialogue partner label with REQUEST_COMMIT

else label with REQUEST

Decision FEEDBACK:

if in the segment the speaker reacts to a contribution of the dialogue partner in a positive way, i.e. if the segment signals acceptance of its contents or illocution or if it expresses an answer to a yes/no-question

then branch to FEEDBACK_POSITIVE

else if in the segment the speaker reacts to a contribution of the dialogue partner in a negative way, i.e. if the segment signals a rejection of its contents or of the illocution, or if it expresses an answer to a yes/no-question branch to FEEDBACK_NEGATIVE.

else label with FEEDBACK.

Decision FEEDBACK_POSITIVE:

if the segment contains a positive reaction to one or more objects which have been mentioned previously in the dialogue - these objects must be referred to either explicitly or implicitly, i.e. anaphorically – and if this positive reaction also serves to wrap up the result of the whole conversation

then label with CONFIRM

else if the segment contains a positive reaction to one or more objects that were part of proposals (i.e. offers, suggestions of any kind) previously stated in the dialogue – these objects can be either realized explicitly or implicitly, i.e. anaphorically – and if this positive reaction does not fulfill the function to summarize previous partial agreements then branch to ACCEPT.

else label with FEEDBACK_POSITIVE

Decision FEEDBACK_NEGATIVE:

if the segment is used to explicitly reject a proposal or parts thereof (i.e. offers, suggestions or any kind)

then label with REJECT
note: *also check* EXPLAINED_REJECT

else label with FEEDBACK_NEGATIVE

Decision EXPLAINED_REJECT:

if the segment obviously rejects a proposal formerly introduced in the dialogue by stating a reason label with EXPLAINED_REJECT

Decision INFORM:

if the segment contains an obvious digression from the common task (e.g. jokes, private details of no relevance) or comments on the technical surroundings of the recording studio

then branch to DIGRESS

else if the segment is used to rule out an object of the negotiation, label with EXCLUDE

else if the segment contains the specification of an object already introduced into the dialogue (and if this specification or elaboration does not contain a suggestion in itself) label with CLARIFY

else if the segment serves to explain the contents of another segment (usually either the one directly before or after this one) label with GIVE_REASON
note: *also check* EXPLAINED_REJECT

else label with INFORM

Decision DIGRESS:

if the segment refers to the technical surroundings of the recording studio or to anything on this level of reality

- **then** label with REFER_TO_SETTING
- **else if** the segment does not address topics relevant for the task or belonging to the scenario label with DEVIATE_SCENARIO
- **else** label with DIGRESS

4.3 Dialogue Act Definitions

As in the first phase of VERBMOBIL the set of dialogue acts is structured as a hierarchy with growing specificity towards the leaves of the tree (see figure 4.1). The first edition of VERBMOBIL 2 acts added more structure to the scheme and this revised edition of our dialogue act set adds yet another, high-level layer to the hierarchy. We use the first part of this section to elaborate on this new level and give the detailed definitions of all the dialogue acts in a second part.

The level defined by the branches of the node DIALOGUE_ACT divides all dialogue acts according to what level of the communication they refer to. The distinction is done early, ie. very much at the root, because each category contains its own idiosyncratic communicative functions.

An utterance can relate to the whole dialogue (or more general: the communication) or it can relate to the question of how to conduct the solving of the task at hand. These are meta-level categories since the respective communicative functions do not deal with the task itself. Dealing with the task forms the major category PROMOTE_TASK. We give a brief description of these categories here.

> *Please note that these categories are not used for annotation since they are too abstract to be of use!*

CONTROL_DIALOGUE The functions of this category deal with the communication itself (cf. [6, 4]). A task-oriented dialogue could be stripped of all contributions of this type and is still likely to be successful (though not very "smooth").

The functions begin and end a dialogue, they handle social obligations as well as the "mood" of the conversation. Signalling understanding is yet another task of these acts as well as stalling the dialogue ("playing for time") by conventionalized phrases without much contribution to the task.

MANAGE_TASK The functions of this category deal with opening, interrupting/deferring and closing the part of the dialogue where a certain task is dealt with. This can be done explicitly or implicitly. Topic of these acts is the handling of the task, i.e. how to do it, in which order, the fact that task handling now begins or ends or is deferred.

PROMOTE_TASK Everything concerned with solving/getting on with the task, without fitting in the other categories. The topic is something *within* the domain of the task, not the task itself. This category should be chosen, if no other category covers the dialogue act at hand.

The rest of the chapter is dedicated to describing each of the dialogue acts[4] occurring in this hierarchy in turn. In order to do so we use a uniform scheme. For every dialogue act we give the following information:

Upper level dialogue act: Name of the preceeding node in the dialogue act hierarchy.

Dialogue Phase: Phases in which the given dialogue act may occur.

Related Propositional Content: Some of the dialogue acts are closely linked to a specific type of propositional content with which they co-occur. Some dialogue acts do not carry task-relevant propositional content, as e.g. the acts subclassified under CONTROL_DIALOGUE, which only transport pragmatic information (see also section 3.2).

Definition: For every dialogue act we give a definition which (hopefully) allows to uniquely attribute a dialogue act to a given dialogue act. Sometimes it may be the case that more than one definition applies to a dialogue segment. For such cases we foresee the possibility to attach multiple labels (so-called *multiple dialogue acts*) to this segment. Nevertheless, the labelers should try to keep the number of mulitple annotations to a minimum.

Note: This paragraph contains important aspects to be considered when trying to identify the act. The most important remarks concern:

- unusual/counterintuitive manifestations
  (should occur in the examples, too)
- possible confusions with other dialogue acts
- whether *lookahead* is necessary to identify the dialogue act

German/English/Japanese Example: For every language treated in phase two of VERBMOBIL we give examples for the use of the dialogue act under consideration. The use of the dialogue acts will be shown in context since the preceeding utterances usually have a significant influence on the determination of the dialogue act — which without context might otherwise be ambiguous. For every example we specify the source, i.e. the CDROM from which it was taken and the dialogue identifier as used on the CDROM.

[4] we will only describe those acts that are actually intended to be used for annotation, i.e. labels like NOT_CLASSIFIABLE, CONTROL_DIALOGUE, MANAGE_TASK, etc. will not be listed

ACCEPT

Upper level dialogue act: FEEDBACK_POSITIVE
Dialogue phase: NEGOTIATION
Related propositional content:
can contain anaphoric or explicit reference to the accepted proposition, e.g. a date or duration, a location, a selection of transportation or accommodation, an action (especially a commitment)

Definition:
With an utterance expressing an ACCEPT the speaker explicitely accepts a proposal. ACCEPT is special case of FEEDBACK_POSITIVE. Note that only proposals can be accepted, like brought forward in the dialogue acts SUGGEST, DEFER, OFFER, COMMIT, REQUEST_COMMIT.

Note:
An ACCEPT can be a partial accept like in the first example.

German Example: *cdrom15 ,g014ac*

partial accepts should be annotated as accepts

```
ABE007: (...) wie sieht ’s denn Ende Juli aus ? (SUGGEST) vielleicht
        die Woche ein-und-zwanzigster bis f"unf-und-zwanzigster ?
        (SUGGEST)

ABO008: ja , also ab Dienstag <"ah> w"ar’ das gut m"oglich . (ACCEPT)
```

German Example: *cdrom14 ,m115n*

```
MEM006: also , <:<#Klicken> ich:> h"atte im April , vom
        zweiundzwanzigsten bis zum sechsundzwanzigsten Zeit<Z> , <A>
        und<Z> im<Z> <Schmatzen> Juni<Z> <A> vom<Z> zehnten bis zum
        vierzehnten , (SUGGEST) das sind also die einzigen beiden
        Wochen , <A> wo ich<Z> Zeit habe <:<#Klicken> <A>:>
        . (INFORM)

ULR007: ja , das trifft sich gut , (ACCEPT) denn<Z> in der zweiten
        Juniwoche<Z> hab’ ich auch noch keine Termine . (GIVE_REASON)
        <A> dann halt’ich das fest , (CLOSE) und dann k"onnen wir<Z>
        <A> <"ah> die zweite Juniwoche f"ur die Fahrt nach Potsdam
        einplanen <#Klicken> (CONFIRM)
```

English Example: *cdrom13 ,r423c*

```
ANV001: <Schmatzen> <#Klicken> <A> <#Klicken> how 'bout <;comma>
        <#Klicken> <#Klicken> at <;comma> three on <;comma> <A>
        February third <;quest> <A> <;seos> (SUGGEST)<#Rascheln>
        would that be okay <;quest> <#> <#Klicken> <#> <#> <;seos>
        (REQUEST_COMMENT)

RMW002: <:<#> <#Klicken> that would be perfect <;period> <A> <;seos>
        (ACCEPT) <#> let us <!2 let's> meet in the cafeteria again
        <;period> <:<Lachen> <#Klicken> <#>:>:> <;seos> (SUGGEST)
```

BACKCHANNEL

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content: none

Definition:
With a BACKCHANNEL a dialogue participant solely signals that he is still following the conversation, without really taking the turn himself.

German Example: *cdromS ,l011n*

```
MIG030: <uh> <uh> <uh> das geht bei mir wieder nicht <A> , (REJECT)
        weil ich von vierzehn Uhr <P> wieder 'ne feste Sache hab' ,
        wo ich hin mu"s . (GIVE_REASON)
        <A> das hei"st , ich w"ar' auf der Messe eh nur bis eins
        gewesen . (CLARIFY)
        <A> geht 's bei Ihnen nich' vielleicht ein bi"schen
        fr"uher ? (SUGGEST)

MAB031: geht nicht . (REJECT)

MIG032: <hm> (BACKCHANNEL)

MAB033: <A> auf keinen (Fall@) . (REJECT)
```

German Example: *cdromS ,k015d*

```
PTR016: (@dann)<Z> im Mai sieht es bei mir <P> <#Papierrascheln> (sehr
        gut aus <P>@) (SUGGEST)

WOG017: (@mhm) . (BACKCHANNEL)

PTR018: schlecht sind <A> die<Z> ersten vier und die letzten (Tage@) .
        (SUGGEST)

WOG019: (@mhm ,mhm) (BACKCHANNEL)

PTR020: <A> und<Z> vielleicht , sagen Sie dazwischen einen Tag , ob das
        <!des> geht  bei mir . (REQUEST_SUGGEST)
```

BYE

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: BYE
Related propositional content:
can contain information about the addressed person, e.g. his/her name, title, position

Definition:
With an BYE the speaker says good bye to the dialogue partner(s), thereby closing the dialogue.

German Example: *cdrom7 ,z005d*

FLR023: okay , (FEEDBACK_POSITIVE) klar . (FEEDBACK_POSITIVE)
bis dann , (BYE) tschau . (BYE)

English Example: *cdrom13 ,r310c*

SVG008: <:<#> <#Klicken> <Schmatzen> <A> yes <;period>
(FEEDBACK_POSITIVE) <;seos> one thirty sounds good for me
<;comma> <;seos> (ACCEPT) see you then <;comma> <#Klicken>
<Schmatzen>:> <;seos> (BYE)

CLARIFY

Upper level dialogue act: INFORM
Dialogue phase: ALL PHASES
Related propositional content:
can contain anaphoric or explicit reference to the proposition for which clarification is given, e.g. a date or duration, a location, a selection of transportation or accommodation, an action that was proposed

Definition:
With an utterance expressing a CLARIFY the speaker presents more information about something that has already been either explicitly or implicitly introduced into the discourse. Repetitions are also subsumed under CLARIFY.

German Example: *cdrom1 ,n002k*

MW1006: wie war das noch mal ? (REQUEST_CLARIFY)

PS1007: ja , ich sagte , da"s ich am <"ah> Donnerstag , den f"unfzehnten April von zehn bis vierzehn Uhr drei"sig ein Doktorandentreffen habe . (CLARIFY)

German Example: *cdrom7 ,g426a*

GEP005: <A> gut . (FEEDBACK_POSITIVE) <"ah> <#> im<Z> Februar <#> habe ich nur Zeit zwischen dem dritten und dem elften , <:<#> und:> dann wieder<Z> +/am/+ , <P> ja , ab f"unfundzwanzigsten . (SUGGEST) <A> <"ah> am besten w"are f"ur diesen Zweck ja wahrscheinlich der siebenundzwanzigste . (SUGGEST) da ist Rosenmontag . (CLARIFY) und das Ganze ist ja nun ziemlich l"acherlich <#Klicken> . (INFORM)

English Example: *cdrom8 ,r276c*

TEH000: <:<#> <#Klicken> <#Rascheln> <A> <Schmatzen> <A> okay <;comma> (FEEDBACK_POSITIVE) hey <;comma> we got to <!2 gotta> hook up again and <;comma> talk about this for a couple more hours (INIT) <;period> <#Klicken> <;seos> <"ahm> <A> <#Klicken> today is the fifth (CLARIFY) <;comma> <;seos> it is <!2 it's> a Monday (CLARIFY) <;comma> <;seos> and <;comma> <"ahm> I am <!2 I'm> out of <!2 outta> town for two days (SUGGEST)

Japanese Example:

```
 NAF14: (Yes, ok. Therefore, at 1 o'clock Mr Nemoto will come to meet
        you at the Kimura Institute. That's ok, isn't it? Good bye.)

 NAF14: <ls> hai <P> wakari mashi ta . {seos} jaa ichi
*NAF14: [Int hai]  [V wakari]   [VF mashi]  [VF ta]   [Int jaa]  [Kard ichi]
>NAF14: [yes]       [understand]  [(polite)]   [(past tense)]  [therefore]     [1]

 NAF14: ji ni <P> /ee/  nemoto ga sochira
*NAF14: [N ji]  [Part ni]  [Int ee]  [PN nemoto]  [Part ga]    [Pron sochira]
>NAF14: [o'clock]   [at]       [aeh]     [Nemoto]     [(subj)]  [you]

 NAF14: no kimura kyooju no keNkyuushitsu
*NAF14: [Part no]    [PN kimura]  [N kyooju]   [Part no]    [N keNkyuushitsu]
>NAF14: [(Genitiv)]  [Kimura]     [Professor]  [(Genitiv)]  [Institute]

 NAF14: o (ni)  ukagai  masu  node <P> {seos} <h> /ee/
*NAF14: [Part ni]   [V ukagai]  [VF masu]  [Konj node]  [Int ee]
>NAF14: [(obj)]  [visit]  [(polite)]  [because]       [aeh]

 NAF14: sooyuu koto  de yoroshii
*NAF14: [Adv soo]  [V yuu]  [NOM koto]            [Part de]  [Adj yoroshii]
>NAF14: [so]       [say]  [(nominalization)]  [in]       [good]

 NAF14: desu ne . {seos} /eeto/ jaa <P> shitsuree
*NAF14: [V desu]  [Part ne]     [Int eeto]  [Int jaa]  [N shitsuree]
>NAF14: [be]    [tag]  [therefore]      [therefore]     [unpolite]

 NAF14: shi  masu  . {seos}
*NAF14: [V shi]   [VF masu]
>NAF14: [make]  [(polite)]
```

CLOSE

Upper level dialogue act: MANAGE_TASK
Dialogue phase: CLOSING
Related propositional content: none

Definition:
The speaker signifies that in his/her eyes the relevant task has been treated to an acceptable extent and does not (or should not) be dealt with any further. This is typically done by certain phrases indicating the closure of a negoation topic, such as ‘machen wir’s so’, ‘dann halten wir das fest’, ‘dann trage ich mir das jetzt ein’.

Note:
A CLOSE phrase *must not contain any explicitly mentioned negotiation item* (e.g. a date), for then it would have to be labeled CONFIRM.

German Example: *cdrom7 ,g401a*

```
WAR004: <Schmatzen>das ist bei mir durchaus m"oglich . (ACCEPT)
        erster und zweiter Dezember ist frei . (ACCEPT) ich vermerk’
        das also verbindlich als die erste zweit"agige Arbeitssitzung
        .<P> (CLOSE) jetzt m"ussen wir<P> noch eine weitere
        zweit"agige Arbeitssitzung festlegen . (INIT)
```

English Example: *cdrom15 ,g046a*

```
AFI046: <@14<"ah> (BACKCHANNEL) <:<#Rascheln> @14gut:> , <"ah>
        <#Rascheln> (FEEDBACK_POSITIVE) <:<#Rascheln> ich%:>
        <:<#Rascheln> glaube:> , dann <:<#> h"atten:> wir das <!1 des>
        <:<#Rascheln> wichtigste:> <:<Ger"ausch> besprochen:> ,
        (CLOSE) dann15@ m"ocht’15@ ich15@ mich +/<:<#Quietschen>
        Ihn<Z>en:>/+ <!1 Ihn’> <h"as> von Ihnen <!1 Ihn’>
        verabschieden , <Schmatzen> <A>16@> (BYE) und wir sehen uns
        dann wie besprochen . (CLOSE)
```

COMMIT

Upper level dialogue act: PROMOTE_TASK
Dialogue phase: NEGOTIATION
Upper level dialogue act: PROMOTE_TASK
Related propositional content:
contains anaphoric or explicit reference to the commitment, e.g. a reservation, possibly implicit, e.g. by a vehicle or accommodation

Definition:
The speaker explicitly commits him-/herself to do one or more specified action(s). This action can be referred to anaphorically (if formerly introduced by e.g. a SUGGEST or REQUEST_COMMIT).

German Example: *cdrom15 ,g001ac*

AAJ071: das werden wir dann sehen . (DEFER) <"ahm> ja , soll ich mich um den Flug k"ummern ? (SUGGEST) da"s <"ahm> wir da zwei Reservierungen kriegen f"ur die Neun-Uhr-f"unf-Maschine ? (GIVE_REASON)
AAK072: das w"ar' sehr nett , ja . (ACCEPT) dann mach' ich das Hotel . (COMMIT)

German Example: *cdrom15 ,g009ac*

ABD023: ja . (ACCEPT) wollen Sie sich da gleich drum k"ummern und <!1 'n'> das <!1 des> festmachen ? (REQUEST_COMMIT)

ABA024: genau , (ACCEPT) das <!1 des> buch' ich dann . (COMMIT) das <!1 des> mach' ich mit der Reisestelle aus , da"s die das <!1 des> dann buchen . (COMMIT)

ABD025: sehr sch"on . (FEEDBACK_POSITIVE) dann w"urd' ich anbieten , k"ummer' ich mich um die Unterkunft . (OFFER)

ABA026: gerne , (ACCEPT) ja . (ACCEPT)

CONFIRM

Upper level dialogue act: FEEDBACK_POSITIVE
Dialogue phase: NEGOTIATION, TOPIC_CLOSING
Related propositional content:
contains anaphoric or explicit reference to the negotiated proposition to be confirmed, e.g. a date or duration, a location, a selection of transportation or accommodation, an action (especially a commitment)

Definition:
With an utterance expressing a CONFIRM the speaker wraps up the result of the negotiation (or a part thereof). This is done by repeating parts of the completed task, i.e. for appointment scheduling a recapitulation (complete or partial) of the agreed date/place.

Note:
This dialogue act often also signals the closure of the task. If no information from the task domain is given in the utterance, though, it is likely to be a CLOSE. CONFIRM can also be abused as an ACCEPT if the set of confirmed items include a piece that has not been accepted yet.

German Example: *cdrom7 ,z005d*

note the difference between CONFIRM and CLOSE

`FLR015:` gut<Z> . (FEEDBACK_POSITIVE) ja , dann halten wir das <!1 des> doch mal <!1 ma'> fest , zw"olfter , dreizehnter . (CONFIRM) gut , (FEEDBACK_POSITIVE) das <!1 des> schreib' ich gleich ein . (CLOSE)

English Example: *cdrom13 ,r004k*

`RG3006:` <Schmatzen> <A> okay <;comma> (ACCEPT) I think so too <;comma> <;seos> (FEEDBACK_POSITIVE) let us <!2 let's> <;comma> <"ahm> schedule it for nine <;period> <#Klopfen> <;seos> (ACCEPT)

`NG1007:` okay <;comma> <;seos> (FEEDBACK_ POSITIVE) so <;comma> we will <!2 we'll> meet on <;comma> Monday fifteen <;comma> <Schmatzen> <Schmatzen> nine o'clock in the morning <;comma> <A> <#Mikrobe> <;seos> <"ah> (CONFIRM) fine <;period> (FEEDBACK_ POSITIVE)<;seos> <Schmatzen> bye bye <;period> <A> (BYE) <Lachen> <;seos>

DEFER

Upper level dialogue act: MANAGE_TASK
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
Possibly an expression referring to the part of the task to defer and an expression referring to a future occasion to continue this subject.

Definition:
The speaker explicitly suggests or announces the interruption of the negotiation topic (or a part thereof) currently dealt with in the dialogue.

German Example: *cdrom7 ,m058n*

PEB013: das pa"st wunderbar . (ACCEPT) das +/i=/+ sind genau die Tage , an denen ich auch frei habe oder Zeit dazu h"atte . (INFORM) dann k"onnen wir das schon mal festhalten . (CLOSE) "uber die Einzelheiten<:<#Rascheln> k"onnen wir:> dann ja noch sprechen . (DEFER)

German Example: *cdrom15 ,g204ac*

AHJ039: machen <!1 mach'> wir <!1 ma> noch <:<#> ein:> <Ger"ausch> <A> Abendessen dann am <A> <P>15@> <Schmatzen> Montag . ja16@ ? (SUGGEST)

AHI040: @15mhm . (BACKCHANNEL)

AHI041: @16das @16k"onnen <!1 k"onn'> wir ja% dann dort <:<#> bestimmen:> <!1 bestimm'> , (DEFER)
<:<#> was:> wir <A> <*T>t (NOT_CLASSIFIABLE)

DELIBERATE

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content: none

Definition:
DELIBERATE is used to characterize dialogue segments that serve time management in a dialogue. Thinking aloud is typically labeled as DELIBERATE.

German Example: *cdrom7 ,m226d*

ACR004: <"ah> ging' es <:<#> bei:> Ihnen <!1 Ihn'> Anfang April ? <#> (SUGGEST)

BCV005: schau' grad' mal . (DELIBERATE) <A> <"ahm> <Schmatzen> Anfang April <Ger"ausch> ist <!1 is'> nicht <!1 nich'> so g"unstig . (REJECT)

German Example: *cdromx ,xxx*

GEP004: (...) welches Wochenende ist bei Ihnen noch frei <A> Ende September oder Mitte <:<#> Oktober:> <#Klicken> ? (REQUEST_COMMENT))

MAW005: ja , ich schau' mal<Z> <Ger"ausch> schnell nach im Kalender . (DELIBERATE)

German Example: *cdrom7 ,g402a*

WAR002: gut , dann lege ich los (INIT) und da schlage ich vor , den zweiten Mai , unmittelbar nach dem Maifeiertag . (SUGGEST) wir hatten ja gestern schon "ubern Maifeiertag gesprochen . (INFORM) Sie erinnern sich . (DELIBERATE) zweiter Mai . und dann kurz vor Christi Himmelfahrt . (INFORM) also Mittwoch , den vierundzwanzigsten Mai . (CLARIFY) kucken Sie mal , ob Sie sich mit diesen Vorschl"agen anfreunden k"onnen . (REQUEST_COMMENT)

German Example: *cdrom15 ,g001ac*

```
AAJ015: (...) ich mu"s am Donnerstag sowieso nach Berlin ,
        (GIVE_REASON) dann k"onnte ich eigentlich fast das mu"s ich
        dann "uberlegen , wie ich das mache , (DELIBERATE) ob ich
        wom"oglich am Mittwoch dann direkt nach Berlin weiterreise
        . <"ahm> (INFORM)
```

English Example: *cdrom8 ,r245c*

```
MAS000: <:<#> <A> <Schmatzen> <"ah> looking at my
        schedule <;comma> I am <!2 I'm> free <;comma> <"ah> both
        Tuesday the twentieth <;comma> and Wednesday the twenty first
        (SUGGEST) <;period> <;seos> <A> <"ah> anytime before then
        <;comma> I will <!2 I'll> have to <;comma> <"ah> check my
        schedule (DELIBERATE) <;period> <;seos> are you free on
        those days (REQUEST_COMMENT) <;quest> <#Klicken>:> <;seos>
```

Japanese Example:

```
 NAZ10: (The fourth of September is a bit late, but would that
        suit you?)

 NAZ10: ku gatsu <P> yokka  wa
*NAZ10: [Kard ku] [N gatsu] [Date yokka] [Part wa]
>NAZ10: [9]       [month]   [4th]       [(theme)]

 NAZ10: chotto osoi desu kedo yoroshii
*NAZ10: [Adv chotto] [Adj osoi] [V desu] [Konj kedo]  [Adj yoroshii]
>NAZ10: [a bit]  [late]    [be]   [but]       [good]

 NAZ10: deshoo ka . {seos}
*NAZ10: [V deshoo]    [Part ka]
>NAZ10: [be (cond)] [(question)]


 AAG11: (One moment, please. If this is September 4, I would have time.
        Only in the afternoon from one to three I don't have time.)

 AAG11: chotto mat te  kudasai  ne . {seos} ku
*AAG11: [Adv chotto] [V mat]  [VF te]   [V kudasai] [Part ne]    [Kard ku]
>AAG11: [a bit]  [wait] [te-form] [please]    [tag] [9]

 AAG11: gatsu no yokka  desu  to <P> /ee/
*AAG11: [N gatsu] [Part no]   [Date yokka] [V desu] [Konj to] [Int ee]
>AAG11: [month]   [(Genitiv)] [4th]       [be]   [if]    [aeh]
```

```
 AAG11: ai te ru <P>  jikaN   ga <P> gogo
*AAG11: [V ai]      [VF te]   [V ru]       [N jikaN] [Part ga]   [N gogo]
>AAG11: [be free] [te-form] [(present tense)] [time]    [(subj)] [afternoon]

 AAG11: no ichi ji  kara   saN ji made
*AAG11: [Part no]   [Kard ichi] [N ji] [PP kara] [Kard saN] [N ji] [PP made]
>AAG11: [(Genitiv)] [1]         [o'clock]  [from]     [3]        [o'clock]  [until]

 AAG11: shika  nai N desu  . {seos}
*AAG11: [Part shika] [Adj nai]     [NOM N]               [V desu]
>AAG11: [until]        [not give] [(nominalization)] [be]
```

DEVIATE_SCENARIO

Upper level dialogue act: DIGRESS
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
not specifiable

Definition:
This dialogue act is used for segments which are unrelated to the domain or scenario under consideration.

German Example: *cdrom7 ,g406a*

HAZ009: <Ger"ausch> ich habe den achtundzwanzigsten Januar<Z> <P> notiert . (ACCEPT) <A> aber bitte vergessen Sie auch nicht , <A> ein sch"ones<Z> , frisch gezapftes Radeberger Bier mitzub<;T> (DEVIATE_SCENARIO)

WAR010: <A> gut<Z> . (FEEDBACK_POSITIVE) das werde ich <"ah> <Ger"ausch> gerne machen<Z> . (DEVIATE_SCENARIO) <A> es gibt sonst das<Z> B"ohmsche Brauhaus noch . (DEVIATE_SCENARIO) <A> <"ah> das wird in Kamenz gebraut . (DEVIATE_SCENARIO) das ist eigentlich besser . (DEVIATE_SCENARIO) Radeberger Bier <P> <"ah> <A> ist , glaub' ich , jetzt auch +/in<Z>/+ von einem westdeutschen Konzern "ubernommen worden. (DEVIATE_SCENARIO) ich wei"s es aber nicht genau . (DEVIATE_SCENARIO) 's<Z> gab lange Auseinandersetzungen . (DEVIATE_SCENARIO) <A> %also , das <!1 s> Radeberger ist gar nicht mehr das ganz alte , echte Radeberger . (DEVIATE_SCENARIO) <A> aber wie dem auch sei , <A> ich werde eine Flasche Radeberger <A> und eine Flasche B"ohmsches Brauhaus mitbringen . (DEVIATE_SCENARIO)

English Example: *cdrom8 ,r271c*

TEH006: <:<#> <Schmatzen> <A> <#Rascheln> alright <;comma> well <;comma> that apart (DELIBERATE) <;comma> hey <;comma> <Ger"ausch> that is <!2 that's> pretty exciting (DEVIATE_SCENARIO) <;period> <;seos> you are <!2 you're> going to Hawaii this weekend (DEVIATE_SCENARIO) <;comma> huh <;quest> <;seos> +/two/+ <;comma> <;seos> what did you say two weeks (DEVIATE_SCENARIO) <;quest> <;seos> you ever been there before (DEVIATE_SCENARIO) <;quest> <Schmatzen> <A> <#Klicken> <A>:> <;seos>

JEM007: <A> <A> yeah <;comma> I have a house right on the beach (DEVIATE_SCENARIO) <;period> <A> <;seos> and I go there every year (DEVIATE_SCENARIO) <;period> <Ger"ausch> <;seos> <Schmatzen> I like it a lot (DEVIATE_SCENARIO) <;period> <hm> <A> <#Klicken> <A> <;seos>

TEH008: <:<#> <A> you are <!2 you're> milking me (DEVIATE_SCENARIO) <;comma> <;seos> how can you afford a house on the beach in Hawaii (DEVIATE_SCENARIO) <;comma> while you are <!2 you're> a full time student (DEVIATE_SCENARIO) <;period> <A> <;seos> any rate <;comma> <A> <#Rascheln> I am <!2 I'm> <;comma> <"ah> green with envy (DEVIATE_SCENARIO) <;comma> <A> <;seos> and <;comma> <"ah> <A> <#Rascheln> which island is it on <;period> <A> <#Rascheln> <A> <Ger"ausch> <#Klicken> <A>:> <;seos> (DEVIATE_SCENARIO)

EXPLAINED_REJECT

Upper level dialogue act: REJECT, GIVE_REASON
Dialogue phase: NEGOTIATION
Related propositional content:
contains the reason, why the speaker is rejecting, e.g. because he or she is busy at some time etc. (full proposition like GIVE_REASON) and further can contain anaphoric or explicit reference to the rejected proposition, e.g. a date or duration, a location, a selection of transportation or accommodation, an action that was proposed or requested, especially a commitment

Definition:
The speaker states a fact (reason) that implicitly rejects a former proposal.

Note:
This dialogue act should only be used if an utterance can *not* be segmented into a REJECT part and a GIVE_REASON part.

German Example: *cdrom15 ,g012a*

```
ABA003: ... <:<#Klopfen> dann:> in der <!2 inner> <:<#>
        darauffolgenden:> <!1 d'rauffolg'n'en> Woche h"att' ich
        Donnerstag , <:<#> Freitag:> Zeit , (SUGGEST) <:<#> also:>
        <:<#Klopfen> #zw"olfter:> <!1 zw"o'fter> und <:<#>
        #drei-zehnter:> . <#Rascheln> (CLARIFY)

ABD004: da bekomm' <:<#Klopfen> ich:> leider <:<#Rascheln> Freitag:>
        Besuch<Z> , (EXPLAINED_REJECT) da <:<#Rascheln> kann:> ich
        <:<#> auch:> <:<#> nicht:> , (REJECT) <:<#> und:> die
        <:<#Rascheln> #zwei:> <:<#Rascheln> darauffolgenden:> <!1
        darauffolg'n'n> <:<#Rascheln> Wochen:> <A> <#Klopfen>
        <#Rascheln> bin ich <:<#> schon:> <:<#Rascheln> wieder:> mal
        <:<#Klopfen> im:> <:<#Klopfen> Urlaub:> . <#Rascheln> <A>
        <Schmatzen> <A> (EXCLUDE) ...
```

English Example: *cdrom8 ,r140c*

```
SNJ000: <#Klicken> <Schmatzen> <A>Ian <;comma> it is <!2 it's> urgent
        <;comma> <;seos> (INFORM) I have to <;comma> meet up with you
        <;period> <;seos> (INIT) what about <;comma> today <;comma>
        (SUGGEST) say from one to three $P $M <;quest> <;seos>
```

<Schmatzen> <A> (SUGGEST) how does <!2 how's> that sound <;period> <#Klicken> <;seos> (REQUEST_COMMENT)

ISN001: <A>I have <!2 I've> got a class <;comma> from <;comma> two to three thirty <;period> (EXPLAINED_REJECT) <"ah> <;seos> I am <!2 I'm> free all day tomorrow and Wednesday though <;period> <A> <;seos> (SUGGEST) <"ah> are you free at all any of those days <;quest> <Schmatzen> <Schmatzen> <;seos> (REQUEST_COMMENT)

DIGRESS

Upper level dialogue act: INFORM
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
not specifiable

Definition:
DIGRESS covers various cases of deviation from expected course of the dialogue: it is further subclassified into (1) DEVIATE_SCENARIO to describe utterances which deal with topics that do not belong to the scenario and (2) REFER_TO_SETTING to characterize dialogue segments which are concerned e.g. with the technical surrounding in which the interaction takes place.

EXCLUDE

Upper level dialogue act: INFORM
Dialogue phase: NEGOTIATION
Related propositional content:
contains a proposition to be excluded, e.g. a date, a location, a selection of specific transportation or accommodation, an action

Definition:
The speaker informs the dialogue partner of the impossiblity or unsuitability of a certain component in a possible plan or way of action within the task domain.

German Example: *cdrom7 ,g406a*

Lookahead! The first exclude cannot be annotated without knowledge of the following utterance

```
WAR006: da mu"s ich mit gro"ser Freude sagen , da"s ich <"ah> in
        Dresden <!1 Dr"asden> bin . (EXPLAINED_REJECT) also , Sie
        wissen ja , da"s ich aus Pulsnitz bei Dresden komme .
        (INFORM) und da hab' ich also die <"ah> sch"one Gelegenheit ,
        an einem Kongre"s in Dresden teilzunehmen und kann also das
        <!1 s> Angenehme mit dem N"utzlichen verbinden . (INFORM) also
        , ich bin vom zweiundzwanzigsten bis zum siebenundzwanzigsten
        auf diesem Kongre"s in Dresden <!1 Dr"asden> . (EXCLUDE) das
        geht also da nicht . (EXCLUDE)
```

English Example: *cdrom8 ,r202c*

```
EPP004: ... how 'bout <;comma> Thursday the twentieth of May
        <;period> <;seos> (SUGGEST)

YAW005: well I only have a meeting for two hours from nine $A $M to
        eleven $A $M then <;comma> <;seos> (EXCLUDE) are you free
        anytime after that <;quest> <;seos> (SUGGEST)
```

English Example: *cdrom8 ,r220c*

```
JDH002: are you available at all in the afternoon on the eighteenth
        <;quest> <;seos> (SUGGEST) <"ah> I get out of <!2 outta> class
        at twelve <;comma> <;seos> (INFORM) I could eat lunch <;comma>
        and <;comma> maybe <;comma> be together by one o'clock or so
        <;comma> <;seos> (SUGGEST)
```

SMA003: well <;comma> I have a class starting at two <;period> <;seos> (EXCLUDE) so <;comma> if you wanted to do it <;comma> over lunch <;comma> then that would be possible for me <;comma> <;seos> (SUGGEST)

JDH004: sure <;period> (ACCEPT) sounds like a plan <;period> <;seos> (FEEDBACK_POSITIVE)

English Example: *cdrom8 ,r221c*

SMA003: well <;comma> my seminar goes until twelve <;period> <;seos> and it would be nice to have some time for lunch <;period> <;seos> (EXCLUDE) what about two <;comma> $P $M <;period> <;seos> (SUGGEST) would that be alright <;quest> <;seos> (REQUEST_COMMENT)

FEEDBACK

Upper level dialogue act: PROMOTE_TASK
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
can contain anaphoric or explicit reference to the proposition the feedback is referring to, e.g. a date, a location, a selection of transportation or accommodation, an action

Definition:
FEEDBACK covers various cases of reactions to contributions made by another dialogue participant. The reactions are differentiated according to their attitude towards that previous contribution FEEDBACK_POSITIVE, FEEDBACK_NEGATIVE. One subtype is used for cases where a dialogue participant indicates that he still follows the discourse, namely BACKCHANNEL.

German Example: *cdrom12 ,j463a*

```
THW000: ... mir w"urd' es besonders gut passen in der zweiten
        Augusth"alfte . sagen wir von<P> Montag , dem neunzehnten ,
        bis<Z><P> Freitag , dem dreiundzwanzigsten . (SUGGEST) w"are
        Ihnen das da auch recht<#Klicken> ? (REQUEST_COMMENT)

CLK001: <Schmatzen>unglaublich , Herr<:<Lachen> Wesener:> .<P>
        (FEEDBACK) Sie haben<Z> die einzige gro"se L"ucke in meinem
        Kalender gefunden . (ACCEPT) ich w"urde sagen , das halten
        wir sofort fest<#Klicken> . (CLOSE)
```

German Example: *cdromx ,m067ar*

```
QXQ029: <*tENG> <A> I believe that the planes fly from around #one
         #thirty to #eight and I think there is <!2 there's> +/a/+ a
         number of flights , (INFORM) so <A> if you have a suggestion
         <P> we can discuss that . (REQUEST_SUGGEST)

FRE030: <*tGER> <A> <"ahm> ich glaube , da"s die Fl"uge zwischen halb
         #zwei und #acht Uhr abends <#Klopfen> <"ah> fliegen und da"s
         <%> es einige Fl"uge gibt , (INFORM) <Ger"ausch> <#Klopfen>
         insofern , wenn Sie einen Vorschlag haben <#Klopfen> um
         welche Zeit Sie fahren m"ochten , dann mir 's sagen Sie 's
         . (REQUEST_SUGGEST)
```

LAU031: <*tGER> mir ist es generell egal , (FEEDBACK) ich w"urde mich auch da nach Ihnen richten . (INFORM)

FRE032: <*tENG> <A> <"ah> I do not <!2 don't> really care , (FEEDBACK) I could take whatever you like . (INFORM)

FEEDBACK_NEGATIVE

Upper level dialogue act: FEEDBACK
Dialogue phase: ALL PHASES
Related propositional content:
can contain anaphoric or explicit reference to the proposition the feedback is referring to, e.g. a date, a location, a selection of transportation or accommodation, an action

Definition:
With an utterance expressing FEEDBACK_NEGATIVE the speaker reacts to a contribution of the dialogue partner in a negative way. A FEEDBACK_NEGATIVE can signal rejection of the contents or illocution of a previous contribution or it can express an answer to a yes/no-question. In German FEEDBACK_NEGATIVE is often expressed by lexemes or phrases such as ‘nein’, ‘nee’, ‘tut mir leid’, ‘schwierig’.

Note:
If the segment expresses feedback to a proposal (see ACCEPT) consider REJECT

German Example: *cdrom7 ,m245d*

BDO015: (...) <Schmatzen> am Montag , den f"unften<Z> Juli , haben <!1 ham> Sie da Zeit "uber Mittag ? (SUGGEST)

ADK016: <:<#> nein:> , (FEEDBACK_NEGATIVE) das tut mir leid , (FEEDBACK_NEGATIVE) am Montag <:<#Mikrowind> bin ich verhindert:> , (REJECT) aber sonst w"urde mir eigentlich <!1 einglich> jeder andre <:<#Mikrowind> Tag passen:> . (SUGGEST)

English Example: *cdrom13 ,r374c*

AKK003: (...) <A> <"ahm> <A> <Schmatzen> how ’bout like <;comma> two o’clock <;quest> <A> <#Klicken> <Ger"ausch>:> <;seos> (SUGGEST)

JMP004: <:<#> I am <!2 I’m> sorry <;comma> (FEEDBACK_NEGATIVE) did I say <:<#Rascheln> Wednesday <;comma> (REQUEST_CLARIFY) I meant <#Klicken> Thursday <;period> <;seos> (CLARIFY)<"ah> what about then:> <;period> (REQUEST_COMMENT) any time you have open then <;quest> <A> <:<#Rascheln> the:> afternoon

```
<;quest> <#Rascheln>:> <;seos> (SUGGEST)
```

Japanese Example:

```
 NAZ22: (If this is from twelve thirty, oh, okay, until two, that would
        be two hours, right?)

 NAZ22: juu  ni ji haN   kara  <P> <h> soo desu
*NAZ22: [Kard juu] [Kard ni] [N ji] [N haN] [PP kara] [Adv soo] [V desu]
>NAZ22: [10]       [2]       [Uhro'clock]  [half]  [from]     [therefore]      [be]

 NAZ22: ne <P>  ni ji deshi <P>  tara <P> ichi  jikaN   <P>
*NAZ22: [Part ne]    [Kard ni] [N ji] [V deshi] [VF tara] [Kard ichi] [N jikaN]
>NAZ22: [tag] [2]       [o'clock]  [be]    [(cond)]  [1]         [hour]

 NAZ22: haN to yuu koto  desu
*NAZ22: [N haN] [Part to] [V yuu] [NOM koto]           [V desu]
>NAZ22: [half]  [that]    [say] [(nominalization)] [be]

 NAZ22: yo ne . {seos}
*NAZ22: [Part yo]         [Part ne]
>NAZ22: [(enhancement)] [tag]


 AAG23: (No, even from 12 to 2 would suit very well.)

 AAG23: ie <P> juu  ni ji  kara   ni ji
*AAG23: [Int ie] [Kard juu] [Kard ni] [N ji] [PP kara] [Kard ni] [N ji]
>AAG23: [no]   [10]       [2]       [o'clock]  [from]     [2]       [o'clock]

 AAG23: made demo kekkoo desu yo . {seos}
*AAG23: [PP made] [Part demo] [Adj kekkoo] [V desu] [Part yo]
>AAG23: [until]     [even]     [very well]   [be]   [(enhancement)]
```

FEEDBACK_POSITIVE

Upper level dialogue act: FEEDBACK
Dialogue phase: ALL PHASES
Related propositional content:
can contain anaphoric or explicit reference to the proposition the feedback is referring to, e.g. a date, a location, a selection of transportation or accommodation, an action

Definition:
With an utterance expressing FEEDBACK_POSITIVE the speaker reacts to a contribution of the dialogue partner in a positive way. A FEEDBACK_POSITIVE can signal understanding of a previous contribution, acceptance of its contents or illocution, or it can express an answer to a yes/no-question. In German the following list of lexems or phrases is often used to express FEEDBACK_POSITIVE: 'ja', 'gut','okay', 'schön','hervorragend','alles klar','prima','wunderbar','einverstanden','genau'. Note that FEEDBACK_POSITIVE and FEEDBACK_NEGATIVE are not meant as a dichotomy, but rather as two poles of a graded spectrum. Both FEEDBACK_POSITIVE and FEEDBACK_NEGATIVE are not necessarily reactions to a contribution made by a dialogue partner, but can also relate to an utterance the current speaker herself made.

German Example: *cdrom7 ,g403a*

```
HAZ020: <#> dieser Vorschlag w"urde mir auch sehr gut in meinen <:<#>
        Zeitplan:> <#> <:<#> passen:> . (ACCEPT)

WAR021: <Schmatzen> <P> gut , (FEEDBACK_POSITIVE)
        dann lassen Sie uns das so vereinbaren
        <#Rascheln> . (CLOSE)
```

English Example: *cdrom8 ,r506c*

```
JYK005: ... Berlin <;period> <#> (CLARIFY) and that is <!2 that's>
        spelled <;comma> <#> $B $E $R <;comma> $L $I $N <;comma> <#>
        <A> <#Klicken> <;crosstalk> <#> <;seos> (CLARIFY)

EJR006: <#>alright <;comma> <;seos> <#> (FEEDBACK_POSITIVE) I have all
        that <;period> <;seos> <:<#> (FEEDBACK_POSITIVE) I am <!2 I'm>
        looking forward to:> meeting <#> you on Thursday <;comma> the
        <#> eighteenth <;comma> at nine thirty in the morning at Mr
```

Slowig's office <;period> <A> <#> <;seos> (CONFIRM) thanks
again <;period> <#> <#Klicken> <;seos> (THANK)

GIVE_REASON

Upper level dialogue act: INFORM
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
full proposition in the reading of a reason, e.g. some time is occupied by some event, something has some property, some person is at some time at a distinct location etc.

Definition:
A dialogue segment is labeled with GIVE_REASON if it contains the reason / justification / motivation for a statement, made in the immediately preceding and / or following context.

Note:
Lookahead is necessary since a reason can *precede* its referent.

German Example: *cdrom7 ,z005d*

```
FLR015: ... <A> <"ahm> ansonsten k"onnt' man <!1 ma'>
        nat"urlich <;verschliffen> auch wieder +/mit dem/+
        mit dem Jet fliegen , (SUGGEST)
        das <!1 's> geht nat"urlich schneller , weil <A> man
        wei"s ja nie , mit dem Stau auf der Autobahn .
        (GIVE_REASON) ich mu"s halt
        <;verschliffen> abends wieder da sein . (GIVE_REASON)
```

German Example: *cdrom7 ,z007d*

```
BET028: ja, wunderbar . (FEEDBACK_POSITIVE)
        dann kommen wir <!2 komm' wa> dieses Mal <!2
        diese' Ma'> recht schnell klar .
        (FEEDBACK_POSITIVE) <A> die beiden Tage
        passen bei mir wunderbar , Mittwoch , zw"olfter ,
        Donnerstag , dreizehnter . (ACCEPT)
        dann gehen wir <!1 wa> am Mittwoch recht fr"uh los ,
        (SUGGEST)
        da"s wir am Donnerstag rechtzeitig zur"uck sind .
        (GIVE_REASON)
```

English Example: *cdrom8 ,r507c*

JJP006: ... <#> +/would/+ would/+ would be great <;period> <;seos> (ACCEPT) +/and/+ <!1 an> and <#> +/we can/+ <#> <A> you know <;comma> it would <;comma> we could/+ <!1 c> that <#> gives +/enough time/+ <!1 t> <#> enough time <#> to have lunch <;comma> <#> +/and/+ <!1 an> <A> and/+ <!1 an> and rap every thing up <;period> <;seos> <#> (GIVE_REASON) and +/I will/+ <!2 I'll> <;comma> <A> I will <!2 I'll> be able <#> +/to/+ to/+ <"ah> <;comma> <A> to get going by one <;period> <;seos> (GIVE_REASON) ...

GREET

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: HELLO
Related propositional content:
can contain information about the addressed person, e.g. his/her name, title, position

Definition:
GREET is used for all kinds of initial greetings.

German Example: *cdrom7 ,z005d*

```
FLR011: ja , hallo , Frau <:<#Mikrobe> Inglefinger:> . (GREET)
```

English Example: *cdrom13 ,r310c*

```
SVG000: <#Klicken> <#> <#> hi <;comma> (GREET)
        <:<#Rascheln> I would <!2 I'd> like to make an appointment
        with you <;comma> <A> on either <;comma> the week:> of the
        twenty ninth <;comma> <A> or <;comma> <:<#Rascheln> the week
        of the sixth <;comma> <A> <#Klicken>:> <#Mikrobe> <;seos>
        (INIT SUGGEST)
```

Japanese Example:

```
 AAF02: (Oh, is this Professor Nouichi? Hello. This is Hiroishi.)

 AAF02: /att/ <P> nouchi seNsee  de irasshai  masu
*AAF02: [Int att] [PN nouchi] [N seNsee]  [V de] [V irasshai]   [VF masu]
>AAF02: [oh]     [Nouchi]    [Professor] [-]    [be (polite)] [(polite)]

 AAF02: ka . {seos} koNnichiwa <P> hiroishi desu  . {seos}
*AAF02: [Part ka] [MWLex koNnichiwa] [PN hiroishi] [V desu]
>AAF02: [(Question)] [hello]        [Hiroishi]    [be]
```

INFORM

Upper level dialogue act: PROMOTE_DIALOGUE
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
full proposition, e.g. some time is occupied by some event, something has some property, some person is at some time at a distinct location etc.

Definition:
The label INFORM is reserved for cases where none of the categories REQUEST, SUGGEST, COMMIT or FEEDBACK apply. If not enough information is available in the context to label the given dialogue segment as any of those it can be labeled as INFORM.

German Example: *cdrom7 ,m220d*

BCP001: ja , guten Tag<Z> , <"ahm> Frau G"urtner , (GREET) mein Name ist <!1 is’> J"ansch , $J $"A $N $S $C $H . (INTRODUCE) <:<#Mikrobe> <A>:> ja , das f"unft"agige Arbeitstreffen . (DELIBERATE) <:<Schmatzen> <A>:> ja , das ist <!1 is’> so ’n bi"schen schwierig bei mir , (FEEDBACK_NEGATIVE) weil eigentlich sollte das ja m"oglichst bald stattfinden . (GIVE_REASON) ich seh’ aber die +/eigen=/+ einzige M"oglichkeit im November <A> , (SUGGEST) und zwar h<Z>"att’ ich da ein Fenster von zw"olften bis siebzehnten , (SUGGEST) wobei der siebzehnte ja der Bu"s- und Bettag ist <!1 is’> . (CLARIFY) <A> meinerseits <"ah> w"ar’ das jetzt <!2 des ’etz’> kein Problem , (INFORM) <h"as> nachdem sich der Sonntag bei mir so oder so nicht vermeiden lie"se . (INFORM) das <!1 des> ist <!1 is’> <Ger"ausch> eigentlich <!1 einglich> so die einzige M"oglichkeit . (INFORM) +/w=/+ was sagen Sie denn dazu ? (REQUEST_COMMENT)

German Example: *cdrom7 ,m065n*

CAD038: <Lachen> <:<#Klicken> ja:> , da hatten wir +/g=/+ %wirklich <:<#> Gl"uck:> mit unseren Terminen<Z> , (FEEDBACK_POSITIVE) <A> ja , falls sich nochwas ver_ <P> _"andert , <:<#Mikrobe> w"urd’ ich Sie<Z>:> anrufen<Z> . (INFORM) <A> <hm> <Schmatzen> ich selbst %werde in n"achster Zeit erreichbar sein<Z> und<Z> ich w"urde sagen , wir schlie"sen uns kurz , <:<#Klicken> ja:>

```
        ? (DEFER)
```

English Example: *cdrom8 ,r134c*

```
RJK005: <Schmatzen> <A> that works for me <;comma> <;seos> <"ahm>
        (ACCEPT) <Ger"ausch> I will <!2 I'll> <#Klicken> be
        in my office <;comma> (INFORM) <;seos> so you can just
        meet me there <;period> <#Klicken> <#Rascheln> <;seos>
        (SUGGEST)

NBS006: <:<#> <#Klicken> <A> okay <;period>:>(ACCEPT) <;seos> and
        I will <!2 I'll> bring all this stuff with me <;period>
        <#Klicken> <Lachen> <;seos> (INFORM)
```

INIT

Upper level dialogue act: MANAGE_TASK
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
contains a topic or action to be negotiated, possibly including a date or period indicating the time for the arrangement, a location or place indicating its location

Definition:
The dialogue act INIT is used to describe utterance where the topic of the interaction to follow is introduced. INIT can be circumscribed as *in the following we talk about x.*

Note:
This dialogue act often contains a realization as SUGGEST or request_suggest. This underlying communicative function should be annotated in a multiple dialogue act.

German Example: *cdrom7 ,z007d*

```
BET001: gr"u"se Sie , Frau Britschow . (GREET)
        wir wollen ja <:<#> zusammen:> <!1 zusamm'> eine <:<#>
        Gesch"aftsreise:> planen , (INIT) und ich denk' , wir
        sollten mal die *Termonierung festlegen . (INIT)
```

German Example: *cdrom7 ,z008d*

```
ANA028: <:<#> ja:> , gr"u"s Gott , Frau Diviak
        , (GREET) sch"on Sie zu sehen . (POLITENESS_FORMULA) <A>
        k"onnen <!1 k"onn'> wir gleich besprechen , wann wir diese
        Dienstreise nach Mailand machen wollen . (INIT)
```

English Example: *cdrom8 ,r198c*

```
DTL000: <:<#Mikrobe> <A> <A> <A> hello:> (GREET) I would <!2 I'd>
        like to make an appointment for Dewitt Latimer <;quest> <A>
        <#Klicken> <:<#> <#Mikrobe>:> <;seos> (INIT)
```

INTRODUCE

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: OPENING
Related propositional content:
contains information about the speaker, e.g. his/her name, title, position or profession

Definition:
When dialogue partners have not met each other before the beginning of an interaction typically includes an introduction. They may introduce the name of a person, his/her profession or position and - depending on the scenario - other person-related information that may be relevant for the dialogue.

German Example: *cdrom7 ,m232d2*

```
ACX013: <:<#> ja:> guten Morgen , (GREET) mein Name ist <!1 is'>
        <:<#Mikrobe> Walberg:> wie Wal und Berg , $W $A $L $B $E $R
        <:<#> $G:> .  (INTRODUCE)
```

English Example: *cdrom8 ,r259c*

```
NAA000: <#Rascheln> <Schmatzen> <A> hi Ian (GREET) this is Nick
        (INTRODUCE)
```

NOT_CLASSIFIABLE

Upper level dialogue act: TOP
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
not specifiable

Definition:
Dialogue segments are labeled NOT_CLASSIFIABLE if they are either too fragmentary or too uncomprehensible to reliably characterize them by any other dialogue act.

The NOT_CLASSIFIABLE cases also include utterance segments consisting solely of a *discourse particle* that might in fact fulfil some function in the exchange, even though it does not warrant assignment of a dialogue act. For such particles, a taxonomy of *discourse functions* has been developed, and the context evaluation module assigns these functions to such particles in the VIT, independent from the dialogue act (see [11]).

German Example: *cdrom7 ,m243d*

```
BDM009: <:<Schmatzen> <A>:> das ist <!1 is'> auch <!1 au'> schlecht ,
        (REJECT) weil ich da am Samstag , den sechsundzwanzigsten
        einen <!1 'n> Termin hab' . (GIVE_REASON) <A> also scheint
        <#> der Juni/- (NOT_CLASSIFIABLE) also <!1 a'so>
        <:<#Mikrobe> ich:> kann Ihnen ja noch mal <!1 ma'> sagen ,
        (DELIBERATE) ...
```

German Example: *cdrom7 ,m232d*

```
BDB023: ... <Schlucken> <R"auspern> wie sieht 's da bei Ihnen <!1
        Ihn'> aus +/am/+ <"ah> <A> +/am<Z>/+ , (NOT_CLASSIFIABLE)
        <P> wo bin ich denn <;leise , zu sich selbst gesprochen> , <A>
        am Montag , den zw"olften ? (DELIBERATE)
```

English Example: *cdrom8 ,r168c*

```
BGL002: <#> <Schmatzen> <A> <"ah> Friday is pretty bad for me
        <;period> <;seos> (REJECT) +/I/+ <"ah> I have <!2 I've>
        got/+ <;seos> (NOT_CLASSIFIABLE) I am <!2 I'm> busy from
        two to five (SUGGEST) ...
```

English Example: *cdrom8 ,r209c*

```
SKH001: <Schmatzen> <A> nope <;period> <A> I am <!2 I'm> on vacation
        then (EXPLAINED_REJECT) <;period> <;seos> +/why
        do not <!2 don't> we/+ (NOT_CLASSIFIABLE) <;seos> <"ah>
        <;comma> <Schmatzen> <A> let me see (DELIBERATE) ...
```

OFFER

Upper level dialogue act: PROMOTE_TASK
Dialogue phase: NEGOTIATION
Related propositional content:
contains anaphoric or explicit reference to a commitment the speaker is offering (the commitment may be implicitly expressed by mentioning a vehicle or accommodation)

Definition:
The speaker explicitly offers to perform one or more specified actions (e.g. booking a flight, making a reservation, looking for information).

Note:
This dialogue act bears similarity to SUGGEST but can not be sumsumed under SUGGEST because of its relation to the COMMIT dialogue act. It therefore opens a category of its own.

German Example: *cdrom15 ,g001ac*

```
AAJ071: das werden wir dann sehen . (DELIBERATE) <"ahm> ja , soll ich
        mich um den Flug k"ummern ? (OFFER) da"s <"ahm> wir da zwei
        Reservierungen kriegen f"ur die Neun-Uhr-f"unf-Maschine ?
        (GIVE_REASON)

AAK072: das w"ar' sehr nett , ja . (ACCEPT) dann mach' ich das Hotel .
        (COMMIT)
```

POLITENESS_FORMULA

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: ALL PHASES
Related propositional content: none

Definition:
POLITENESS_FORMULAE are linguistic patterns which are tied to certain recurrent social situations. They hardly provide anything to the handling of the task, but they are relevant for a smooth interaction. Speakers use them in the dialogue in order to stabilize their relationship and to fullfil certain conventions.

German Example: *cdrom7 ,z008d*

TAT027: ja , hallo , Frau Michaelis . (GREET) wie geht's Ihnen <!1 Ihn'> denn ? (POLITENESS_FORMULA) <P> lange nicht <!1 nich'> gesehen . (POLITENESS_FORMULA)

ANA028: <:<#> ja:> ,gr"u"s Gott , Frau Diviak , (GREET) sch"on Sie zu sehen . (POLITENESS_FORMULA) <A> k"onnen <!1 k"onn'> wir gleich besprechen , wann wir diese Dienstreise nach Mailand machen wollen . (INIT)

English Example: *cdrom13 ,r429c*

SXL000: <#Klicken> <:<#> <Schmatzen> <A> hi Rob <;comma> (GREET) good to see you again <#Klicken> (POLITENESS_FORMULA)

REFER_TO_SETTING

Upper level dialogue act: DIGRESS
Dialogue phase: OPENING, NEGOTIATION, CLOSING
Related propositional content:
not specifiable

Definition:
A dialogue segment is classified as REFER_TO_SETTING when it addresses the setting of the interaction, as e.g. the noise in the room, the output quality of a computer used during the interaction, etc.

German Example: *cdrom1 ,n016k*

MS4021: <P> <A> gut da kann ich nur viel Gl"uck w"unschen <A> (DEVIATE_SCENARIO) und <Z> Du kannst wieder r"uberkommen . (REFER_TO_SETTING)

German Example: *cdrom3 ,m023n*

SID034: <Schmatzen> <A> <#> ja , genau das , <:<Lachen> soll ich das nochmal wiederholen , oder/-:> ? (DEVIATE_SCENARIO)

JUB035: <#Klicken> <:<Lachen> ja , das w"ar' ja vielleicht f"ur die Bandaufnahme auch ganz toll:> , wenn das dann noch mal drauf w"are . (REFER_TO_SETTING)

German Example: *cdrom2 ,g113a*

JAK000: <A> n'Tag . (GREET) hier ist<Z> Herr M"uller-L"udenscheidt . (INTRODUCE) <P> h"oren Sie mich <#Klicken> ? (REFER_TO_SETTING)

REK001: <A> Tag , Herr M"uller-L"udenscheidt . (GREET) Doktor Kl"ubner . (INTRODUCE) h"ore Sie wunderbar . (REFER_TO_SETTING)

English Example: *cdrom8 ,r261c*

NDO004: (...) <"ahm> <;comma> <A> <Schmatzen> <A> on the twenty seventh <;comma> <Ger"ausch> <"ahm> I can meet you between nine and ten <;comma> <#Klicken> <#Klicken> <#> <#> and any time <;comma> <Schmatzen> after like ten thirty (SUGGEST)

<;period> <;seos> <#> <#> +/wh=/+ <Ger"ausch> <#> what happ=/+
<;seos> <#> <#> <;crosstalk> what happened there
(REFER_TO_SETTING) <;period> <;seos> <;crosstalk>
<#Klicken> <#Klicken> <Schmatzen> <A> <#Rascheln> <:<#>
<#Klicken> <#Klicken> <#> <#Mikrobe> the system has stopped
(REFER_TO_SETTING)

REJECT

Upper level dialogue act: FEEDBACK
Dialogue phase: OPENING, NEGOTIATION
Related propositional content:
can contain anaphoric or explicit reference to the rejected proposition, e.g. a date or duration, a location, a selection of transportation or accommodation, an action (especially a commitment)

Definition:
REJECT concerns the rejection of a proposal that has been introduced in a preceeding utterance. The proposal can be referred to anaphorically, and it can also be explicitly stated.

Note:
a REJECT can also be a partial reject or one that defines a larger period of time to be excluded (like in EXCLUDE)

German Example: *cdrom7 ,m228d*

```
ACT019: <A> <"ahm> <:<#Mikrowind> w"urd':> es da bei Ihnen <!1 I'>
        am <:<#Mikrowind> Vormittag:> gehen <#Mikrowind> ? (SUGGEST)
        <#> so<Z> <#> <:<#Mikrowind> gleich:> neun Uhr , zehn Uhr rum
        <#Mikrowind> ? (SUGGEST)

BCX020: <A> nein , da sieht es <:<#Mikrowind> leider:> sehr
        <:<#Mikrowind> schlecht aus:> , (REJECT)
```

German Example: *cdrom7 ,m230d*

```
BCZ023: <A> gr"u"s Gott , (GREET) mein Name ist <!1 is'> <:<#>
        Flex:> , (INTRODUCE) und das buchstabiert sich $F $L $E $X
        , (INTRODUCE) <A> und wir wollten noch einen <!1 ein'>
        Termin ausmachen zur Reisevorbereitung <A> . (INIT)
        <:<#Mikrobe> <A>:> <"ahm> ich w"urd' da direkt mal den<Z> <P>
        <"ahm> zehnten August , <:<#> Dienstag:> , %den zehnten <:<#>
        August vorschlagen:> . (SUGGEST) pa"st Ihnen <!1 Ihn'> das
        <!1 des> ?  (REQUEST_COMMENT))

ACV024: <:<#Mikrobe> gr"u"s Gott:> , (GREET) mein Name ist <!1
        is'> von Sudniz , <A> +/$F $A/+ <"ah> <:<#> $F:> <;statt $V>
```

$O $N <#> <Schmatzen> <A> $S $U $D $N $I $Z , (INTRODUCE) <#Mikrobe> <A> und der zehnte August <:<#Mikrowind> pa"st mir leider:> gar nicht . (REJECT) <"ahm> <Ger"ausch> <Schmatzen> vielleicht +/am<Z> September/+ f"unfzehnter September ? (SUGGEST))

English Example: *cdrom8 ,r197c*

DTL002: <#Klicken> <Schmatzen> <A> the <#Mikrobe> twenty first or the <#Mikrobe> twenty second <;quest> are looking good <;period> <Ger"ausch> <A> <#Klicken> <;seos> (SUGGEST)

SRH003: <A> <"ah> that will be impossible for me <;seos> (REJECT)

English Example: *cdrom8 ,r218c*

AB000: (...) <;period> <A> my schedule seems to be pretty tight <;period> <A> this month (DELIBERATE) <;period> <"ahm> <;comma> <Schmatzen> <A> <;seos> how is <!2 how's> the twenty first for you (SUGGEST)

SRH001: <A> twenty first for me is bad (REJECT)

Japanese Example:

```
 NAB09: (Oh, okay. Er, the 25th wouldn't suit me very well either.
        Er, how about the 27th in the afternoon?)

 NAB09: soo desu  ne <P> <h> /ee/ sukoshi <P>  ni
*NAB09: [Adv soo] [V desu] [Part ne]    [Int ee] [Adv sukoshi] [Kard ni]
>NAB09: [so]      [be]   [tag] [aeh]    [a bit]   [2]

 NAB09: juu go nichi  no hoo  mo <P> /ee/
*NAB09: [Kard juu] [Kard go] [N nichi] [Part no]   [N hoo] [Part mo] [Int ee]
>NAB09: [10]       [5]       [day]     [(Genitiv)] [side] [also]    [aeh]

 NAB09: tsugoo ga warui N desu  ga <P> {seos} <h>
*NAB09: [N tsugoo]  [Part ga]   [Adj warui] [NOM N]   [V desu] [Part ga]
>NAB09: [circumstances] [(subj)] [bad]  [(Subst)] [be]   [(end of sentence)]

 NAB09: /ee/ <P>  ni juu nanachino/- ni juu nana nichi  no
*NAB09: [Int ee] [Kard ni] [Kard juu] [Kard nana] [N nichi] [Part no]
>NAB09: [aeh]    [2]       [10]       [7]         [day]     [(Genitiv)]

 NAB09: gogo  wa <P> doo deshoo ka . {seos}
*NAB09: [N gogo]     [Part wa] [Adv doo] [V deshoo]    [Part ka]
>NAB09: [afternoon] [(theme)] [how]     [be (cond)] [(question)]
```

REQUEST

Upper level dialogue act: PROMOTE_TASK
Dialogue phase: ALL PHASES
Related propositional content:
can only be specified for the sub-concepts

Definition:
REQUEST is defined as being a not further specifiable request. If you realize that the speaker requests some action from the hearer, but cannot decide whether it is a REQUEST_CLARIFY, a REQUEST_COMMENT, a REQUEST_SUGGEST or some other type of request, you use the dialogue act REQUEST.

REQUEST_CLARIFY

Upper level dialogue act: REQUEST
Dialogue phase: ALL PHASES
Related propositional content:
contains anaphoric or explicit reference to the proposition for which clarification is needed, e.g. a date or duration, a location, a selection of transportation or accommodation, an action that was proposed

Definition:
With an utterance expressing a REQUEST_CLARIFY the speaker asks the dialogue partner to present more information about something that has already been either explicitly or implicitly introduced into the discourse, e.g. by asking him to further specify a referent.

German Example: *cdrom7 ,m246d*

```
ADL007: ja , gr"u"s Gott , Herr Quell , (GREET) mein Name ist <A>
        <:<#Mikrowind> Walberg:> , $W <Schmatzen> $A $L $B $E $R
        <#Mikrobe> $G . (INTRODUCE) <:<#Mikrobe> <A>:> <"ahm> <A>
        <P> <A> jetzt <!1 'etz'> hab' ich nat"urlich <:<#Mikrobe>
        nicht:> <:<Lachen> aufgepa"st:> , <A> an welchen Tagen Sie
        Zeit haben .  (INFORM) sagen <:<#Mikrobe> Sie:> mir das
        <!1 des> <:<#Mikrobe> doch:> bitte noch mal
        . (REQUEST_CLARIFY)
```

German Example: *cdrom7 ,z007d*

```
BET003: Montag , Dienstag , sagen Sie , neunzehnter , zwanzigster
        Juni ? (REQUEST_CLARIFY)
```

Japanese Example:

```
AAG19: (Oh yes? If this is so, there seem to be difficulties in the
       week of the third. If it was in the week of the tenth... Oh,
       sorry.  Because in any case there is no time soon, we might
       just as well meet on Thursday from 12 to 2 -- I could do
       without lunch.)

 AAG19: soo desu ka . {seos} <h>  deshi tara <P> mikka
*AAG19: [Adv soo] [V desu] [Part ka] [V deshi] [VF tara] [Date mikka]
>AAG19: [so]      [be]   [(Question)] [be]    [(cond)]  [3rd]
```

```
 AAG19: no shuu wa muzukashii kato
*AAG19: [Part no]   [N shuu] [Part wa] [Adj muzukashii] [Part kato]
>AAG19: [(Genitiv)] [week]  [(theme)] [difficukt]      [(question) that]

 AAG19: omoware masu  ga {seos} <P> <h> tooka no shuu
*AAG19: [V omoware] [VF masu] [Part ga]    [Date tooka] [Part no]   [N shuu]
>AAG19: [seem]  [(polite)] [(end of sentence)] [10th]      [(Genitiv)] [week]

 AAG19: desu  to <P> /att/ gomeNnasai /ee/  desu
*AAG19: [V desu] [Konj to] [Int att] [V gomeNnasai]   [Int ee] [V desu]
>AAG19: [be]   [if]    [oh]     [sorry] [aeh]    [be]

 AAG19: nee {seos} <P> nakanaka ai te ru
*AAG19: [Part nee]   [Adv nakanaka]  [V ai]      [VF te]   [V ru]
>AAG19: [tag] [not easy] [be freen] [te-form] [(present tense)]

 AAG19: jikaN   ga ari mase N  node <P> /ee/ <P>
*AAG19: [N jikaN] [Part ga]   [V ari] [VF mase] [VF N]  [Konj node] [Int ee]
>AAG19: [time]    [(subj)] [be]  [(polite)] [not] [because]      [aeh]

 AAG19: mokuyoobi no <P> juu  ni ji  kara  <P>
*AAG19: [N mokuyoobi] [Part no]   [Kard juu] [Kard ni] [N ji] [PP kara]
>AAG19: [Thursday]  [(Genitiv)] [10]       [2]       [o'clock]  [from]

 AAG19: ni ji made  <P> chuushoku o heNjoo shi
*AAG19: [Kard ni] [N ji] [PP made] [N chuushoku] [Part o]   [N heNjoo] [V shi]
>AAG19: [2]       [o'clock]  [until]     [lunch] [(Obj)] [doing without] [make]

 AAG19: te  o ai suru koto  wa
*AAG19: [VF te]   [Hon o]   [N ai]    [V suru] [NOM koto]           [Part wa]
>AAG19: [te-form] [(polite)] [meeting] [make] [(nominalization)] [(theme)]

 AAG19: deki masu  ga . {seos}
*AAG19: [V deki]        [VF masu] [Part ga]
>AAG19: [be possible] [(polite)] [(end of sentence)]
```

NAZ20: (Is this September 7?)

```
 NAZ20: ku gatsu no nanoka  desu ka . {seos}
*NAZ20: [Kard ku] [N gatsu] [Part no]   [Date nanoka] [V desu]  [Part ka]
>NAZ20: [9]       [month]   [(Genitiv)] [7th]        [be]    [(Question)]
```

REQUEST_COMMENT

Upper level dialogue act: REQUEST
Dialogue phase: TOPIC_OPENING, NEGOTIATION, TOPIC_CLOSING
Related propositional content: none

Definition:
With an utterance expressing a REQUEST_COMMENT the speaker explixitly asks his dialogue partner to comment on a proposal. It is often used to yield the turn; in that case it prompts the dialogue partner to respond. A REQUEST_COMMENT can easily be distinguished from a SUGGEST, because a REQUEST_COMMENT does not contain explicit information about a concrete topic. Instead, the topic can be referred to anaphorically.

German Example: *cdrom7 ,m246d*

```
ADL024: und Donnerstag , den dreiundzwanzigsten h"att' ich noch gut
        <:<#Mikrowind> Zeit:> den ganzen Tag . (SUGGEST)
        wie sieht 's da bei Ihnen aus ? (REQUEST_COMMENT)
```

German Example: *cdrom7 ,m245d*

```
BDO029: da k"onnte <:<#> ich:> erst ab dreizehn oder ab vierzehn Uhr ,
        (SUGGEST) <P> wenn das <!1 des> nichts <:<#> ausmacht:> ?
        (REQUEST_COMMENT)
```

English Example: *cdrom13 ,r005k*

```
PN1004: Thursday <;comma> evening <;period> <A> (SUGGEST) would <:<#>
        that be:> fine <;quest> <#Klicken> <;seos> (REQUEST_COMMENT)
```

REQUEST_COMMIT

Upper level dialogue act: REQUEST
Dialogue phase: NEGOTIATION
Related propositional content:
contains anaphoric or explicit reference to the requested commitment (the commitment can be expressed implicitly, e.g. by a vehicle or accommodation)

Definition:
The speaker asks the dialogue partner to make a commitment.

German Example: *cdrom15 ,g041ac*

ACN032: <Ger"ausch> +/@7den <:<#Klopfen> @7r=:>/+ <#Klopfen> <A> den R"uckflug , <P> <Schmatzen> machen Sie das auch ? (REQUEST_COMMIT)

German Example: *cdrom15 ,g013ac*

ABE039: <:<#Klopfen> w<Z>"urden:> Sie mir <!1 ma> da vielleicht <:<#> gleich:> ein <!1 a> Ticket mitbuchen ? <Ger"ausch> <A> <#Rascheln> (REQUEST_COMMIT)

REQUEST_SUGGEST

Upper level dialogue act: REQUEST
Dialogue phase: TOPIC_OPENING, NEGOTIATION
Related propositional content:
can contain the topic, a suggest is requested for, e.g. scheduling, location, transportation, accommodation, entertainment

Definition:
With an utterance expressing a REQUEST_SUGGEST the speaker asks the dialogue partner to make a proposal.

German Example: *cdrom7 ,g422a*

```
GEP005: <A> ja , (ACCEPT) <"ah> es geht bei mir. (ACCEPT) aber
        welcher Tag ? (REQUEST_SUGGEST)
```

German Example: *cdrom7 ,m229d*

```
ULJ001: ja , guten Tag , Frau Meesters , (GREET) dann<Z> <"ahm>
        <Schmatzen> <A> wollen wir mal schauen , was wir da<Z> <A>
        vereinbaren k"onnen . (INIT) haben Sie denn da<Z> eine
        bestimmte<Z> Vorstellung oder Vorgabe<Z> , was Sie<Z> <"ah> ,
        <A> also , sagen w"urden +/wa=/+ <P> wann man sich treffen
        soll ? (REQUEST_SUGGEST)
```

German Example: *cdrom12 ,j462a*

time constraints can be included which makes this look like a suggest

```
CLK000: ... wir haben mal wieder einen Besuch in einer unsrer
        Filialen zu planen , in der $A $G $T $R in Bonn . (INIT)
        f"unf Tage soll das Ganze dauern . (INIT) k"onnen Sie mir
        da einen Vorschlag im April , Mai , Juni machen ?
        (REQUEST_SUGGEST)
```

English Example: *cdrom8 ,r126c*

```
SRH005: okay <;comma> (FEEDBACK_POSITIVE) the twenty seventh +/sound
        f=/+ <;comma> sounds fine <;period> (ACCEPT_DATE) <;seos>
        <"ah> pick a time <;comma> <A> <#Klicken> <;seos>
        (REQUEST_SUGGEST)
```

English Example: *cdrom8 ,r126c*

```
JBT006: <Schmatzen> how 'bout one $P $M of the twenty seventh
        <;period> (SUGGEST) <;seos> where do you think we should
        meet <;period> <#Klicken> <;seos> @(REQUEST_SUGGEST)
```

SUGGEST

Upper level dialogue act: PROMOTE_TASK
Dialogue phase: NEGOTIATION
Related propositional content:
contains the suggested proposition, e.g. a date or duration, a location, a selection of transportation or accommodation, an action

Definition:
With an utterance expressing a SUGGEST the speaker proposes an explicit instance or aspect of the negotiated topic (not neccessarily only one instance or aspect, could also be a set of instances). A further point of the definition is that the proposed instance must be either a new referent or a further specification of an already introduced one.

German Example: *cdromx ,moko*

m067arr1_035_LAU_000000: <*tGER> ja , das w"are doch gut , (ACCEPT) <#Klopfen> dann k"ummern Sie sich um den Flug und dann kann ich mich um die Hotelbuchung noch% k"ummern . (SUGGEST)

German Example: *cdrom14 ,j521a*

CLS003: <Schmatzen> <A> ja , ich schau' hier auch grade . <Schmatzen> (DELIBERATE) <A> <"ahm> es w"urde +/Ende/+ Ende Januar <P> vom achtundzwanzigsten<Z> bis zum zweiten Februar bei mir gehen <#Klicken> . (SUGGEST)

German Example: *cdrom14 ,j511a*

ULP009: <;T>ja , ich "uberlege <:<#> soeben:> . (DELIBERATE) <A> vielleicht <"ah> ab dem zehnten<Z> Februar w"are es <:<#> m"oglich:> bei mir <#Klicken> . (SUGGEST)

JMP010: <A> <"ahm> tut mir <:<#Klopfen> leid:> ,(REJECT) liegen zwei<Z> <A> <:<#> Gesch"aftsreisen:> bei mir vor , (GIVE_REASON) <:<#> einmal nach Bremen und Minden:> . (INFORM) <A> ich k"onnte <:<#> ab:> sechzehntem Februar . (SUGGEST)

ULP011: <A> das ist bei +/wi=/+ <h"as> mir nun wieder
schlecht. (REJECT) <"ahm> da geht es fr"uhestens am
achtzehnten Februar , <#> dem <:<#> Sonntag:> <#> . (SUGGEST)

here a set of possible options is suggested

German Example: *cdrom7 ,m068n*

JUJ018: ja , das kommt mir auch sehr gelegen . (ACCEPT)
lieber an dem Samstag oder lieber an dem Sonntag ?
(SUGGEST)

MCE019: <"ah> mir w"ar' der Samstag lieber . (ACCEPT)

English Example: *cdrom13 ,r005k*

CK2001: <A> okay <;period> <;seos> what date would be good <;period>
<A> <;seos> (REQUEST_SUGGEST)

PN1002: <#Klicken> <A> almost any day <;comma> as long <;comma> as it
<#> is not the weekend <;period> or Wednesday <;period>
<#Klicken> <;seos> (SUGGEST)

THANK

Upper level dialogue act: CONTROL_DIALOGUE
Dialogue phase: ALL PHASES
Related propositional content: none

Definition:
With an utterance expressing a THANK the speaker expresses his gratitude to the dialogue partner(s).

German Example: *cdrom7 ,m244d*

BDN024: <#> alles klar , (FEEDBACK_POSITIVE) wir sehen uns dann am Montag um elf . (CONFIRM)

ADJ025: okay , (FEEDBACK_POSITIVE) danke sch"on , (THANK) Wiedersehen <!1 Wiedersehm> . <A> (BYE)

English Example: *cdrom8 ,r279c*

TJD004: <:<#> <#Mikrobe> <Schmatzen> <A>okay <;period> <;seos> (ACCEPT) that sounds fine with me <;comma> <;seos> (FEEDBACK_POSITIVE) thank you very much <;period> <#Klicken>:> <;seos> (THANK)

Japanese Example:

```
 AAQ02: (Hello, this is Kisaka of Osaka University. Thanks a lot for a
        few days ago.)


 AAQ02: moshimoshi {seos} <P> oosaka daigaku no kisaka
*AAQ02: [Int moshimoshi] [PN oosaka] [N daigaku] [Part no]   [PN kisaka]
>AAQ02: [hello]          [Osaka]    [Uni]       [(Genitiv)] [Kisaka]

 AAQ02: desu  ga . {seos}  seNjitsu  wa doomo
*AAQ02: [V desu] [Part ga]    [N seNjitsu]         [Part wa] [Adv doomo]
>AAQ02: [be]   [(end of sentence)] [a few days ago] [(theme)] [really]

 AAQ02: arigatoo gozai  mashi ta . {seos}
*AAQ02: [Adv arigatoo] [V gozai]      [VF mashi] [VF ta]
>AAQ02: [thankful]      [be (polite)] [(polite)]  [(Past)]
```

Chapter 5

Further Investigations

5.1 Reliability of Coding

A coding scheme for dialogue acts has to enable reliable coding: this means that there has to be a maximal agreement (i) between two coders coding the same dialogues, and (ii) between the coding done by the same coder on different point of time, given the same dialogues.

As measure for the determination of coding reliability two methods are used predominantly: one is the setup pf confusion matrices that show which dialogue acts have been confused most frequently. This method clearly indicates, which dialogue act definitions are not sufficiently specified and which categories possibly have to be removed and/or merged. A second reliability measure is the determination of the so-called *kappa* value. The kappa koefficient is computed as

$$\kappa = \frac{P(A) - P(E)}{1 - P(E)}$$

where P(A) represents the probability that the annotators agree, while P(E) stands for the probability that the coders agree by chance. The per chance agreement is determined as

$$P(E) = \sum_{i=1}^{n} p_i^2$$

A good coding scheme aims at a kappa value higher than 0.8, where a value of 0.67< κ <0.8 still allows tentative conclusions to be drawn.

The reliability of coding scheme like the one proposed in this paper his to be continuously evaluated using the measures described above. If necessary, improvements have to be made to the scheme which is again evaluated periodically.

5.2 Dialogue Acts Specific to Japanese

The dialogue acts observed in the Japanese corpus are not dramatically different from those found in German or English. But there are some expressions characteristic to Japanese.

- A phrase for excuse is often uttered when the speaker turns down the other's suggestion, e.g., *'suimaseN'* (Entschuldigung) at [006]:NAY07 (§A.3), *'mooshiwake gozai mase N'* (Entschuldigung) at [025]:ABZ12, and *'mooshiwake nai'* at [034]:ACC08. They are at the moment classified as POLITENESS_FORMULA.

- A phrase for cooperation is quite often uttered when the speaker confirms their meeting, e.g., *'yoroshiku o negai shi masu'*. The expression is often translated to *'bye'* or *'Auf Wiederhoeren'*, but the literal meaning is to ask for one's good will.

- A speaker can turn down the other's suggestion by explaining the reason why it does not suit him, without explicitly saying *'no'*. The examples can be found at §A.3 and §A.3.

The German translation and annotation of the Japanese material given in this paper are attributed to Gerd Fliedner at DFKI.

Appendix A

Some Fully Annotated Dialogues

A.1 German Dialogues

A.1.1 Example 1

```
ACL000: <A> guten <:<#Mikrowind> Tag:> ,                GREET
        mein Name ist G"urtner , $G $"U <:<#> $R:> $T $N $E $R .
                                                        INTRODUCE
        <A> ich rufe an , <#> um mit Ihnen <!1 Ihn'> einen <!1 ein'>
        Termin f"ur ein f"unft"agiges <:<#> Arbeitstreffen:> in
        W"urzburg zu <:<Ger"ausch> vereinbaren:> <!1 verinibaren> ,
                                                        INIT
        und wollte fragen , <:<#Klicken> wann:> Sie daf"ur Zeit
        h"atten .                                       REQUEST_SUGGEST


BCP001: ja , guten Tag<Z> , <"ahm> Frau G"urtner ,      GREET
        mein Name ist <!1 is'> J"ansch , $J $"A $N $S $C $H .
                                                        INTRODUCE
        <:<#Mikrobe> <A>:> ja , das  f"unft"agige Arbeitstreffen .
                                                        INFORM
        <:<Schmatzen> <A>:> ja , das ist  <!1 is'> so 'n bi"schen
        schwierig bei mir ,                             FEEDBACK_NEGATIVE
        weil eigentlich sollte das ja m"oglichst
        bald stattfinden .                              GIVE_REASON
        ich seh' aber die +/eigen=/+ einzige M"oglichkeit im November
        <A> ,                                           SUGGEST
        und zwar h<Z>"att' ich da ein Fenster von zw"olften bis
        siebzehnten ,                                   SUGGEST
        wobei der siebzehnte ja der Bu"s- und Bettag ist <!1 is'> .
                                                        CLARIFY
        <A> meinerseits <"ah> w"ar' das jetzt <!2 des 'etz'> kein
        Problem , <h"as> nachdem sich der Sonntag bei mir so oder
        so nicht vermeiden lie"se .                     INFORM
        das <!1 des> ist <!1 is'> <Ger"ausch> eigentlich <!1 einglich>
        so die einzige M"oglichkeit .                   INFORM
        +/w=/+ was sagen Sie denn dazu ?                REQUEST_COMMENT


ACL002: <#> das <!1 des> <:<#> ist:> <!1 is'> ziemlich schlecht ,
                                                        REJECT
        <:<#> genau:> +/diese=/+ diesen Termin bin ich nicht da .
                                                        GIVE_REASON
        <A> <"ahm> <#Mikrobe> <Schmatzen> bei mir ginge es<Z> , <A> ja ,
```

<:<#Mikrobe> ansonsten:> Oktober , <P> <A> von <:<#Mikrowind>
achten:> bis dreizehnten ,
SUGGEST
oder <#Mikrobe> <#>
zweiundzwanzigsten <#> bis Ende <:<#> Oktober:> , <A>
SUGGEST
oder aber
<Ger"ausch> <A> einschlie"slich des Totensonntags , im November
vom <:<#> achtzehnten bis einundzwanzigsten:> <A> , <:<#> <A>:>
oder <!1 o'> dann wieder <:<#Mikrobe> Ende:> November , Anfang
<:<#Mikrobe> Dezember:> . SUGGEST

BCP003: <hm> ja , also <!1 a'so> <#Mikrobe> +/ich bin/+ <Ger"ausch>
<"ah> ich bin zuerst in Dresden im Oktober und dann in Leipzig
, GIVE_REASON
also da bin ich auf Gesch"aftsreise , GIVE_REASON
da seh' ich <Ger"ausch> wenig M"oglichkeit <Ger"ausch> .
REJECT
<A> Ende Oktober hab' ich noch zwei wichtige Termine .
SUGGEST
ja , <"ahm> was sagten Sie jetzt im November ?
REQUEST_CLARIFY
<A> <"ahm> <Schlucken> von achtzehnten bis einundzwanzigsten
<!1 einunzwansegnstn> sind 's jetzt <!1
'etz'> meiner Z"ahlung nach nur vier Tage . INFORM
<"ah> <A> k"onnen <!1 k"onn'> Sie <!1 Se> das <!1 des> noch
mal genauer erkl"aren , was Sie <!1 Se> da gemeint haben
<!1 ham> ? REQUEST_CLARIFY

ACL004: <:<#Mikrobe> %ja:> , FEEDBACK_POSITIVE
das <!1 des> war ein Fehler meinerseits .
INFORM
ich meinte bis zum <:<#Mikrobe> zweiundzwanzigsten:>
einschlie"slich . CLARIFY
<#> <A> <P> also von <:<#Mikrobe> achtzehnten:> November
<:<#Mikrobe> bis<Z>:> <:<#Klicken> zweiundzwanzigsten:>
oder <#> <Schmatzen> ab siebenundzwanzigsten <!1
siemunzwanzichsten> November <A> bis<Z> <:<#Mikrowind>
eigentlich:> <!1 ei'ntlich> <Schmatzen> <Schlucken> neunten
Dezember ist <!1 is'> bei mir auch frei ,
obwohl da nat"urlich<Z> Feiertage dabei <:<#> sind:> , die

vielleicht nicht <:<#> unbedingt:> eingeschlossen sein sollten.
SUGGEST

BCP005: <#> man <!1 ma'> k"onnt's nat"urlich von neunundzwanzigsten
November <Ger"ausch> bis einschlie"slich dritten Dezember
machen , SUGGEST
das w"ar' dann genau die Werktagswoche . INFORM
gut , FEEDBACK_POSITIVE
also <:<#Mikrowind> von:> meiner Seite her <h"as> k"onnen
<!1 k"onn'> wir ruhig den Sonntag auch %mal einschieben , wenn 's
ganz dringend ist <!1 is'> . SUGGEST
ich hab' am<Z> +/a=/+ achtzehnten November noch bis siebzehn
Uhr einen <!1 ein'>
Termin , k"onnte vorher nicht weg und am Freitag einen <!1 'n>
Termin in Augsburg . SUGGEST
wenn 's ganz dringend werden sollte , <A>
<"ah> k"onnt' ich da nat"urlich <"ah> dann auch <h"as> hin und
<!1 un'> her fahren , SUGGEST
aber falls es<Z> <"ah> gen"ugt , dann
w"ar' eigentlich <!1 einglich> ab <h"as> neunundzwanzigsten <!1
neun'n'zwanzigst'n> November <:<#> <A>:> bis dritten Dezember
<A> <"ahm> <Ger"ausch> sehr angenehm f"ur mich . SUGGEST

ACL006: das <!1 des> <:<#Mikrobe> ist <!1 is'> ja:> dann ideal .
ACCEPT
dann w"urd' ich sagen , <Ger"ausch> machen wir 's so . <P>
CLOSE
<#Mikrobe> dann bedank' ich mich <:<#Mikrobe> THANK
und freu' mich auf:> das <!1 des> Sehen beim Treffen .
POLITENESS_FORMULA
<:<#Mikrobe> Wiedersehen:> . BYE

BCP007: ja , danke sch"on . THANK
auf <!1 'f> Wiederschauen . BYE

A.1.2 Example 2

BCP008: <A> gr"u"s Gott , GREET
hier ist <!1 is'> Herr Walberg , $W $A $L $B $E $R $G .

INTRODUCE
<A> ich ruf' an wegen dem Gesch"aftsessen , das wir
<"ah> im November noch <"ah> machen wollten .
INIT
wollt' mich mal erkundigen , <A> wann Sie denn da Zeit h"atten
. REQUEST_SUGGEST
irgendein Sonntag im November . SUGGEST

ACL009: guten Tag , Herr Walberg , GREET
<:<#Mikrowind> hier:> ist <!1 is'> Quell , $Q <;$U fehlt>
<#> $E <:<#Mikrobe> doppel $L . INTRODUCE
<Schmatzen> <A> <"ahm>:> <Schmatzen> ja<Z> , <:<Schmatzen>
<A>:> bei mir w"ar's g"unstig <A> , der siebte , Sonntag , der
siebte , <Schmatzen> SUGGEST
o<Z>der <A> , <#> <:<Schmatzen> <A>:>
<Ger"ausch> <"ahm> ja , auch der einundzwanzigste <P> w"are
m"oglich , <:<Schmatzen> <A>:> und achtundzwanzigste ebenso .
SUGGEST

BCP010: ja . <A> nun , also der Totensonntag , <"ah> <A> <#> <Ger"ausch>
w"urd' ich nicht so gerne machen , REJECT
<:<#> auch:> der erste Advent w"ar' eigentlich <!1 eingich>
<;verschliffen> nicht so wahnsinnig angenehm f"ur mich .
REJECT
<A> <"ahm> wenn 's gar nicht <!1 nich'> <:<#Mikrobe> anders
geht:> , k"onnen wir <!2 k"omma> da vielleicht noch mal
dr"uber reden . INFORM
aber wie sieht 's denn bei Ihnen am vierzehnten November aus ?
SUGGEST
das w"ar' mir %so wesentlich sympathischer . GIVE_REASON

ACL011: <:<#Mikrobe> da:> mu"s ich Sie leider entt"auschen .
REJECT
<:<#Mikrowind> ich:> bin <:<#Mikrobe> von:> zw"olften bis
<:<#Mikrobe> siebzehnten:> November nicht in der <:<#Mikrobe>
Stadt:> . GIVE_REASON
<A> <"ahm> Sie haben <!1 ham> sich jetzt nicht <!1
nich'> ge"au"sert . REQUEST
was ist mit dem siebten <#> <A> ? REQUEST_COMMENT

```
BCP012: <:<Schmatzen> ja:> , da bin ich leider in Leipzig unterwegs .
                                                        EXPLAINED_REJECT
        <"ah> also da seh' ich keine M"oglichkeit .     REJECT
        dann werden wir <!1 wa> wohl irgendwie in den sauren Apfel
        bei"sen m"ussen und es doch in der zweiten Novemberh"alfte
        machen .  SUGGEST
        welchen Termin w"urden Sie denn da vorziehen ?  REQUEST_SUGGEST

ACL013: <:<#Mikrobe> da <h"as>:> orientier' ich mich <:<#Mikrowind>
        v"ollig:> an <#Mikrobe> Ihnen .                 FEEDBACK
        <:<#Mikrobe> also:> <Schmatzen> <:<#Mikrobe>
        einundzwanzigster:> oder achtundzwanzigster .   CLARIFY

BCP014: ja , gut .                                      FEEDBACK_POSITIVE
        also dann w"urd' ich sagen , den ersten Advent <:<#Mikrobe>
        v<Z>erbringen:> wir vielleicht doch lieber mit der
        Familie , <"ahm> <A> zumindest was mich betrifft ,
                                                        REJECT
        und dann machen wir das am Totensonntag ,       ACCEPT
        und <"ahm> <A> ja , <P> ja , also das <!1 des> w"ar'
        dann angenehm .                                 ACCEPT
        dann k"onnen <!1 k"onn'> wir uns ja vielleicht beizeiten noch
        <"ah> "uber Genaueres unterhalten .             DEFER
        <A> <"ahm> <Schmatzen> ja , dann w"urd' Ich sagen , halten wir
        den einundzwanzigsten elften da einfach mal fest .
                                                        CONFIRM


ACL015: <:<#Mikrobe> ist:> <!1 is'> gut .               FEEDBACK_POSITIVE
        dann bedank' ich mich ,                         THANK
        und  <!1 un'> noch einen <!1 'n> sch"onen Tag .
                                                        POLITENESS_FORMULA
        Wiedersehen . <#>                               BYE


BCP016: <Schmatzen> ja , danke sch"on ,
        ebenfalls .                                     THANK
        Wiederschauen .                                 BYE
```

A.1.3 Example 3

```
ACL017: <A> guten <:<#Mikrowind> Tag ,                       GREET
        hier:> ist K"opp , $K $"O doppel $P . <:<Schmatzen> <A>:>
                                                             INTRODUCE
        <:<#Mikrowind> ich:> rufe an , da wir <:<#Mikrobe> uns ja:>
        in dieser Woche noch treffen wollten ,
        um<Z> eine kurze <:<#Mikrowind> Besprechung:> <Schlucken>
        <Schmatzen> zu haben ,                               INIT
        <#Mikrobe> <A> und<Z> <A> wollt' jetzt einfach mal <!1 ma'>
        fragen , wann Sie da Zeit h"atten .                  REQUEST_SUGGEST
        dazu mu"s ich gleich sagen , <:<#> <A>:> da"s <:<#Mikrowind> ich:>
        <"ahm> diesen Donnerstag <A> <:<#> <Ger"ausch>:> ab <:<#>
        vierzehn:> Uhr keine Zeit <:<#Mikrobe> mehr:> habe . <#>
                                                             SUGGEST


BCP018: ja , gr"u"s Gott ,                                   GREET
        mein Name ist <!1 is'> Niehmeyer <A> , $N $I $E $H $M $E $Y $E $R .
                                                             INTRODUCE
        <A> ja , Donnerstag ab vierzehn Uhr haben <!1 ham> Sie
        keine Zeit , sagen Sie <A> .                         CLARIFY
        <"ahm> <:<Schmatzen> <A>:> ja , da erg"anzen wir uns ja wunderbar zu
        <:<Lachen> einem:> <Lachen> <A> nicht stattfindenden Termin am
        Donnerstag ,                                         INFORM
        weil <!1 wei'> ich n"amlich genau bis<Z> <"ah> vierzehn Uhr
        besch"aftigt bin .                                   GIVE_REASON
        <A> dann f"allt der Donnerstag schon mal flach, CLARIFY
        dann lassen Sie uns doch mal <:<#Mikrobe>
        "uberlegen:> , was sich da noch f"ur M"oglichkeiten ergeben .
                                                             REQUEST_SUGGEST
        <A> ich w"urd' sagen , wir machen das so fr"uh wie m"oglich .
                                                             SUGGEST
        <"ah> wie schaut 's denn morgen bei Ihnen zeitlich aus ?
                                                             SUGGEST


ACL019: das w"are sehr gut .                                 ACCEPT
        ich <:<#Mikrowind> hab':> von neun bis  zehn Uhr eine
        <:<#Mikrowind> Besprechung:> und <!1 un'>
        ansonsten noch keine <:<#> Termine:> .               EXCLUDE

BCP020: ja , wunderbar .                                     FEEDBACK_POSITIVE
```

```
        <"ahm> <Ger"ausch> dann w"urd' ich sagen ,
        <"ah> <A> g"onnen <!1 g"onn'> Sie <!1 Se> sich vielleicht doch
        'ne kurze Stunde Pause ,                       SUGGEST
        und wir machen einfach den Termin morgen um elf . <A>
        <Ger"ausch> von elf bis vierzehn Uhr ,         SUGGEST
        ich denk' in drei Stunden ist <!1 is'> das <!1 des> also locker zu
        erledigen ,                                    INFORM
        weil um vierzehn Uhr bin ich dann noch mal
        besch"aftigt ,                                 GIVE_REASON
        <A> <"ahm> aber das sollte ja kein Problem sein.INFORM
        dann w"urd' ich sagen , <"ah> sehen wir uns <"ah> morgen
        p"unktlich um elf Uhr .                        SUGGEST

ACL021: <#Mikrobe> wunderbar ,                         FEEDBACK_POSITIVE
        das ist <!1 is'> also <;verschliffen> dann der Dienstag ,
        der f"unfte , elf Uhr .                        CONFIRM
        <P> <#Mikrobe> dann <:<#Mikrobe> bedank':> ich <:<#Mikrowind>
        mich:>                                         THANK
        und Wiedersehen . <#>                          BYE

BCP022: ja , gut ,                                     FEEDBACK_POSITIVE
        danke sch"on .                                 THANK
        Wiederschauen .                                BYE
```

A.1.4 Example 4

```
BCP023: ja , sch"onen guten Tag ,                      GREET
        hier ist <!1 is'> Flex wie die Motors"age , $F $L $E $X .
                                                       INTRODUCE
        <"ahm> <A> <:<#> ja:> , ich ruf' an
        wegen dieser <!1 deser> <:<#Mikrowind> Reisevorbereitung:> ,
        die wir noch zusammen durchgehen wollten ,     INIT
        <"ahm> %und wollte
        da mit Ihnen <!1 Ihn'> einen <!1 'en> Termin ausmachen .
                                                       INIT
        <A> <"ah> <Ger"ausch> wie schaut 's denn aus bei Ihnen ?
                                                       REQUEST_SUGGEST
        wann k"onnten wir uns denn da treffen ?        REQUEST_SUGGEST

ACL024: <#> guten <:<#Mikrowind> Tag:> ,               GREET
        hier ist von Sundniz <;falscher Name> , <A> $V $O $N , von ,
        $S $U $D $N $I $Z , <:<#Mikrobe> Sudniz:> .    INTRODUCE
```

<#> <:<Schmatzen> <A> <"ahm>:> das
w"are wahrscheinlich <:<#> ganz:> g"unstig , das <!1 des>
relativ bald zu machen . SUGGEST
<:<#> <Ger"ausch>:> und<Z> <A> <Ger"ausch> montags<Z> <A> <#>
ist <!1 is'> bei mir generell so/- also <:<#Mikrowind>
heute:> ging's <:<#Mikrowind> schlecht:> , EXCLUDE
aber <!1 abam> <P> die restliche Woche ist <!1 is'>
nachmittags immer <:<#> gut und Donnerstag den ganzen:>
Tag . SUGGEST

BCP025: ja<Z> <A> , <Schmatzen> <"ah> Donnerstag den ganzen Tag , sagen
<:<#> Sie:> . CLARIFY
<:<Schmatzen> <A>:> ja , <P> <#> ja , dann w"urd'
ich doch sagen , <"ahm> treffen wir uns einfach am Donnerstag ,
vielleicht nachmittags , <A> nachdem 's morgen und "ubermorgen
<P> doch 'n bi"schen voll ist <!1 is'> bei mir. SUGGEST
<A> <"ahm> <P> ja , <P> was halten Sie <!1 Se> denn von
Donnerstag , f"unfzehn Uhr ? SUGGEST

ACL026: <A> jetzt <!1 'etz'> mu"s ich <:<#Mikrobe> mich:> entschuldigen
und widerrufen , INFORM
ich <:<#Mikrowind> hab':> gerade eben gesehen
, <:<#Mikrobe> ein:> Termin , den ich in meinen <!1 mein'>
Wochenkalender <:<#Mikrobe> <#Mikrowind> nicht eingetragen:>
hatte , INFORM
<#Mikrobe> <A> da"s ich diese Woche , donnerstags ab
<:<#Mikrobe> vierzehn:> Uhr <:<#> leider:> keine Zeit mehr
<:<#> habe:> . REJECT
<Ger"ausch> also <#Mikrobe> <Schmatzen> bitt' ich um
Entschuldigung . POLITENESS_FORMULA
%wir m"u"sten vielleicht doch einen <!1 ein'> anderen
<:<#Mikrobe> Termin:> finden . <#> REQUEST_SUGGEST

BCP027: <A> na ja , <:<#> das ist:> <!1 is'> ja gar kein Problem .
FEEDBACK_POSITIVE
<"ahm> <A> dann<Z> m"ussen wir vielleicht doch einen Vormittag
opfern . SUGGEST
<A> <"ahm> <Schmatzen> <A> ja , also wenn 's Ihnen <!1
Ihn'> nichts ausmacht , wenn Ihnen <!1 Ihn'> das <!1 des> nicht
<!1 nich'> zu fr"uh ist , dann w"urd' ich vorschlagen ,
entweder der Dienstag oder der Mittwoch . SUGGEST
<"ah> <P> <#> um zehn Uhr vielleicht ? SUGGEST

```
       was denken Sie ?                                 REQUEST_COMMENT

ACL028: <:<Schmatzen> <A>:> <#Mikrobe> dienstags ginge , <:<#>
                                                        ACCEPT
       mittwochs:> bin ich vormittags besch"aftigt ,   REJECT
       allerdings w"are  mir halb elf lieber ,          SUGGEST
       da ich bis zehn Uhr in einer Besprechung bin .   GIVE_REASON

BCP029: also , das w"are <:<#Klicken> dienstags:> <!1 dienfags> um halb
       elf .                                            CLARIFY
       <A> <#> ja , <#> <A> ja , <hm> das ist <!1 is'> so die
       Frage .                                          DELIBERATE
       ich wei"s jetzt nicht , inwieweit wir <h"as> da
       durchkommen ,                                    FEEDBACK_NEGATIVE
       weil ich m"u"ste eben um <:<#Mikrowind>
       vierzehn:> Uhr dann auch wieder weg .            GIVE_REASON
       <A> <"ahm> <A> na ja ,
       <A> <:<#> na ja , doch:> , gut . ich mein' , wenn wir 's straff
       durchziehen , dann sollt' es eigentlich zu machen sein ,
                                                        ACCEPT
       <Ger"ausch> die Vorbereitungen sind ja <#> zum Gro"steil schon
       getroffen .                                      INFORM
       <A> <%> dann noch die Details abkl"aren , dann
       sollte das <!1 d's> eigentlich nicht l"anger als zwei Stunden
       dauern .                                         INFORM
       <A> dann w"urd' ich sagen , <"ahm> sehen wir uns am
       Dienstag um halb elf , ja , also morgen .        CONFIRM

ACL030: <:<#> ist:> <!1 is'> gut ,                      FEEDBACK_POSITIVE
       dann freu' <:<#Mikrowind> ich mich:> ,           POLITENESS_FORMULA
       und <!1 un'> auf Wiedersehen .                   BYE

BCP031: ja , danke sch"on ,                             THANK
       Wiedersehen , bis morgen .                       BYE
```

A.2 English Dialogues

A.2.1 Example 1

CDROM 8, r279c.trl

TJD000: <:<#> <#Mikrobe> <Schmatzen> hello <;period> <A> <;seos> <A> @(GREET AB) <"ahm> I would <!2 I'd> like to make an appointment <;comma> <#Rascheln> <"ah> <P> <;seos> @(INIT AB) are <;comma> any of the days <;comma> the seventh <;comma> eighth <;comma> or ninth <;comma> of July open <;quest> <#Klicken>:> <;seos> @(SUGGEST AB)

DSG001: <:<#> <Schmatzen> <A> I am <!2 I'm> sorry <;period> <;seos> @(FEEDBACK_NEGATIVE BA) but the seventh <;comma> eighth <;comma> and ninth <;comma> of July <;comma> were last week <;comma> <;seos> @(CLARIFY BA) it is <!2 it's> the twelfth right now <;quest> <;seos> <A> @(CLARIFY BA) so <;comma> I am <!2 I'm> free <;comma> the thirteenth <;comma> and fourteenth <;period> <#Klicken> <A> <#Rascheln>:> <;seos> @(SUGGEST BA)

TJD002: <:<#> <A> <A> I am <!2 I'm> sorry <;comma> @(FEEDBACK_NEGATIVE) I feel like such a fool <;period> @(POLITENESS_FORMULA AB) <A> <"ahm> <Lachen> <;seos> <A> the <;comma> thirteenth <;comma> I have an all day <;period> seminar <;comma> <;seos> @(REJECT AB) and the fourteenth I am <!2 I'm> on vacation <;period> <;seos> @(REJECT AB) but <;comma> <A> the twenty first <;comma> I am <!2 I'm> open <;comma> <;seos> @(SUGGEST AB)<A> and the twenty second and twenty third <;comma> I am <!2 I'm> open in the mornings <;period> <;seos> @(SUGGEST AB) so <;comma> the twenty first <!1 firth> I am <!2 I'm> open all day <;comma> <;seos> @(SUGGEST AB) the twenty second <;comma> twenty third <;comma> I am <!2 I'm> open in the mornings <;period> <;seos> @(SUGGEST AB) do you have any times then <;period> <#Klicken> <A>:> <;seos> @(REQUEST_COMMENT AB)

DSG003: <:<#> <Schmatzen> <A> yeah <;period> <;seos> @(FEEDBACK_POSITIVE BA) the +/twe=/+ morning of the twenty third would be fine <;period> <;seos> @(ACCEPT BA) I am <!2 I'm> out of town on the twenty first <;period> <;seos> @(REJECT BA) so <;comma> the twenty third <;comma> at say <;comma> ten o'clock <;period> <#Klicken> <A>:> <;seos>

@(SUGGEST BA)

TJD004: <:<#> <#Mikrobe> <Schmatzen> <A> okay <;period> <;seos>
@(ACCEPT AB) that sounds fine with me <;comma> <;seos>
@(ACCEPT AB) thank you very much <;period> <#Klicken>:>
<;seos> @(THANK AB)

A.2.2 Example 2

r311c.trl

SVG000: <:<#> <#Klicken> <A> hi <#> @(GREET)
I would <!2 I'd> like to make an appointment with you <;quest>
either <;comma> <A> the week of the twenty fifth <;comma> or
<#> the week of the first <;period> <#Klicken>:> <;seos>
@m(SUGGEST) @m(INIT)

AKK001: <#Klicken> <Schmatzen> <A> well this is a pretty rough week
<;comma> <;seos> @(FEEDBACK_NEGATIVE) +/I have/+ <;seos>
<"ahm> <;comma> <A> <Schmatzen> <A> <Ger"ausch> <Ger"ausch> I
am <!2 I'm> pretty busy <;comma> <Ger"ausch> on <;comma>
Monday <;period> @(EXCLUDE) <A> <A> and <;comma> the <#>
twenty sixth <;comma> <A> <A> I am <!2 I'm> only free in the
afternoon from like four to five <;quest> <A> <;seos>
@(SUGGEST) <A> <"ahm> then I am <!2 I'm> out of <#Klopfen>
town 'till the <#Rascheln> first <;period> <;seos>
@(EXCLUDE)<#> <"ahm> <;comma> <A> <A> <Schmatzen> <A> Tuesday
the second I am <!2 I'm> free in the afternoon from <#> three
to five <;comma> <;seos> @(SUGGEST) how is <!2 how's> then for
you <;period> <#> <#Klicken> <;seos> @(REQUEST_COMMENT)

SVG002: <:<#> <Schmatzen> <A> well <;comma> on Tuesday the second I am
<!2 I'm> going to be <#> out of town <;period> <;seos>
@(REJECT) <A> but <;comma> the third is really good for me
<;comma> @(SUGGEST) because <;comma> <A> <Schmatzen> <A> I
will <!2 I'll> be free <;comma> at around <"ah> <;comma>
twelve o'clock <;period> <;seos> @(SUGGEST) because I have a
meeting from nine thirty until twelve <;period> <#Klicken>:>
<;seos> @(GIVE_REASON)

AKK003: <Schmatzen> <A> <:<#> on the third:> I do have a business

appointment from one to two in the afternoon <;period> <A> <;seos> @(SUGGEST) <A> so <"ahm> <;comma> <A> <#> how 'bout three o'clock to five o'clock then <;quest> <A> <#> on <"ah> <;comma> Wednesday the third <;quest> <#Klicken> <#> <;seos> @(SUGGEST)

SVG004: <:<#> <#Klicken> <Schmatzen> <A> yes <;period> <;seos> <#> @(FEEDBACK_POSITIVE) three o'clock to five o'clock is good for me <;period> <;seos> @(ACCEPT) see you then <;period> <#> <#> <#Klicken> <#> <#> <#Klicken>:> <;seos> @(BYE)

A.2.3 Example 3

r367c.trl

JDL000: <:<#> <A> <:<#Mikrobe> okay <;comma> @(FEEDBACK_POSITIVE) I am <!2 I'm> looking at <#> next week:> <;comma> <;seos> @(INFORM) <#> and <"ah> <;comma> <#Klicken> the <:<#Mikrobe> twenty seventh looks:> <#> really good for me <;period> <#> <"ahm> <;comma> @(SUGGEST) <A> <#Klicken> <:<#Mikrobe> virtually any:> time <#> after eleven <;comma> <;seos> @(SUGGEST) how does that sound <;comma> <#Klicken> <#>:> <;seos> @(REQUEST_COMMENT)

BRT001: <#> <#Klicken> <"ah> you know <#> what <;quest> <;seos> @(DELIBERATE) <"ah> Wednesday I <#Klicken> fly out to Hawaii <;period> <;seos> @(REJECT) and I do not <!2 don't> get <#> back <#> until <;comma> <A> Monday night <;comma> <A> very late <;period> <;seos> @(REJECT) so <;comma> <#Klicken> <A> <#Klicken> <"ah> <;comma> <#Klicken> we are <!2 we're> going to <!2 gonna> <#Klicken> have to push it into <;comma> <A> the week <#> of the <#> second <;period> @(SUGGEST) <#Klicken> <;seos> +/any t=/+ any day that week <;period> @(SUGGEST) <;seos> <#> <"ah> what does <!2 what's> your schedule <#> look <#> like <;period> <#Klicken> <#Klicken> <;seos> @(REQUEST_SUGGEST)

JDL002: <:<#> <A> <#Mikrobe> okay <;comma> <;seos> @(FEEDBACK_POSITIVE) <#> <"ahm> <;comma> <A> <Schmatzen> really the only day I <#Mikrobe> could do it is <;comma> Wednesday the <#Mikrobe> third <;period> <#> <;seos> @(SUGGEST) <"ahm> <;comma> <Schmatzen> <A> but <;comma> I could also <#> do it the twenty fifth <;quest> or the <;comma> twenty eighth <;period> if that is <!2 that's> <#Mikrobe> better <;period> <#Klicken>:> <;seos> @(SUGGEST)

BRT003: <#Klicken> <Schmatzen> <"ah> <;comma> well <;comma> I am <!2 I'm> <#Klicken> tied <#Klicken> up on the twenty fifth <;period> <A> <;seos> @(REJECT) <#> but <"ahm> <#Klicken> <Schmatzen> <A> did you say +/the/+ <"ah> <;comma> <#Klicken> the Wednesday the third <;quest> <A> <;seos> @(REQUEST_CLARIFY) <"ah> +/wh=/+ <;comma> <;seos> what is/+ <!2 what's> <;seos> what is <!2 what's> your schedule look like in the afternoon <;period> <#> @(SUGGEST) say after two o'clock <;quest> <#Klicken> <#Klicken> <#> <;seos> @(SUGGEST)

JDL004: <:<#> <#> <#> <#> <"ahm> <;comma> after <#Mikrobe> two is fine <;quest> <;seos> @(ACCEPT) should we say around <#Klicken> two <;comma> or two thirty <;quest> Wednesday the third <;quest> <#Klicken> <#Klicken> <#Klicken> <#Klicken>:> <;seos> @(SUGGEST)

BRT005: <#> <#> <#> <"ah> yeah <;period> <;seos> @(FEEDBACK_POSITIVE) that is <!2 that's> fine <;period> <;seos> @(ACCEPT) I will <!2 I'll> <#> be <#> in my office <;quest> @(INFORM) and <"ah> <;comma> <A> you <#> can <#> stop in <;comma> <#> say +/two/+ <;comma> <#> two o'clock <;period> @(SUGGEST) <;seos> <#> okay <;quest> <;seos> @(FEEDBACK_POSITIVE) we will <!2 we'll> see you <;period> <#Klicken> <#> <#> <;seos> @(BYE)

A.3 A Japanese Dialogue

We show in the below how a typical conversation proceeds by examining an example. The conversations below are taken from the dialogue No. 6 of VERBMOBIL corpus. Assuming the reader is not familiar with Japanese, we present the conversation by explaining what the sentence means in order. Each sentence is translated to German followed by annotated Japanese. The German translation and annotation are attributed to Gerd Fliedner at DFKI.

Ogawa introduces himself to Koozai

One of the two persons, Ogawa, starts thier conversation by introducing himself to the other, Koozai.

```
 NAY01: (Ja, hier ist Ogawa.) (INTRODUCE)

 NAY01: hai <P> ogawa desu kedo . {seos}
*NAY01: [Int hai] [PN ogawa] [V desu] [Part kedo]
>NAY01: [ja]      [Ogawa]    [sein]   [(Satzende)]
```

Koozai introduces himself to Ogawa

Greeted by Ogawa, Koozai introduces himself to Ogawa.

```
 NBA02: (Hallo,) (GREET) (hier ist Koozai.) (INTRODUCE)

 NBA02: <a> moshimoshi <P> koozai desu keredomo . {seos} /ano/
*NBA02: [Int moshimoshi] [PN koozai] [V desu] [Part keredomo] [Int ano]
>NBA02: [hallo]          [Koozai]    [sein]   [(Satzende)]    [also]
```

Koozai starts the negotiation

Koozai first explains to Ogawa why he calls him up; He would like to hold a meeting.

```
 NBA02: (Diesmal habe ich angerufen, weil ich eine Besprechung des
        Inhaltes des Aufsatz-Beitrags fuer die wissenschaftliche
        Zeitschrift machen moechte.) (GIVE_REASON)

 NBA02: koNkai wa <P> gakkaishi no
*NBA02: [N koNkai] [Part wa] [N gakkaishi]            [Part no]
>NBA02: [diesmal]  [(Thema)] [wissensch. Zeitschrift] [(Genitiv)]
```

```
 NBA02: tookooroNbuN no naiyoo no  uchiawase
*NBA02: [N tookooroNbuN]  [Part no]   [N naiyoo] [Part no]   [N uchiawase]
>NBA02: [Aufsatz-Beitrag] [(Genitiv)] [Inhalt]   [(Genitiv)] [Besprechung]

 NBA02: o shi tai  to omot te  deNwa
*NBA02: [Part o]   [V shi]  [VF tai]   [Part to] [V omot] [VF te]   [N deNwa]
>NBA02: [(Objekt)] [machen] [(Wunsch)] [dass]    [denken] [te-Form] [Telefon]

 NBA02: sashi te  itadai  ta N
*NBA02: [V sashi] [VF te]   [V itadai]          [VF ta]  [NOM N]
>NBA02: [machen]  [te-Form] [freundlicherweise] [(Verg)] [(Substantivierung)]

 NBA02: desu keredomo . {seos}
*NBA02: [V desu] [Part keredomo]
>NBA02: [sein]   [(Satzende)]
```

Koozai asks Ogawa if he can schedule their meeting with him. This sort of dialogue act seems not to be included in the list.

```
 NBA02: (Ich wuerde gerne einen Termin vereinbaren. Ist das in
        Ordnung?) (INIT)

 NBA02: /anoo/ hi nichi o
*NBA02: [Int anoo] [N hi] [N nichi] [Part o]
>NBA02: [also]     [Tag]  [Tag]     [(Objekt)]

 NBA02: kime tai N desu keredomo {seos} <P>
*NBA02: [V kime]      [VF tai]   [NOM N]              [V desu] [Part keredomo]
>NBA02: [vereinbaren] [(Wunsch)] [(Substantivierung)] [sein]   [(Satzende)]

 NBA02: yoroshii deshoo ka . {seos}
*NBA02: [Adj yoroshii] [V deshoo]    [Part ka]
>NBA02: [gut]          [sein (Kond)] [(Frage)]
```

Ogawa agrees to Koozai

Ogawa agrees to schedule their meeting.

```
 NAY03: (Ja,) (FEEDBACK_POSITIVE)

 NAY03: hai . {seos}
*NAY03: [Int hai]
>NAY03: [ja]
```

Ogawa asks which day is suitable to Koozai

```
 NAY03:(wann wuerde ihnen denn diese Besprechung gut passen?)
       (REQUEST_SUGGEST)

 NAY03: /anoo/ sochira no <P> sono <P>  uchiawase
*NAY03: [Int anoo] [Pron sochira] [Part no]   [Det sono] [N uchiawase]
>NAY03: [also]     [sie]          [(Genitiv)] [jener]    [Besprechung]

 NAY03: no go yotee  wa  itsu ga
*NAY03: [Part no]   [Hon go]  [N yotee]  [Part wa] [N itsu] [Part ga]
>NAY03: [(Genitiv)] [(hoefl)] [Zeitplan] [(Thema)] [wann]   [(Subjekt)]

 NAY03: yoroshii N deshoo ka . {seos}
*NAY03: [Adj yoroshii] [NOM N]              [V deshoo]    [Part ka]
>NAY03: [gut]          [(Substantivierung)] [sein (Kond)] [(Frage)]
```

Koozai suggests a date

Koozai proposes to hold the meeting on the 16th August.

```
 NBA04: (Also, wie waere denn der 16. August?) (SUGGEST)

 NBA04: /eeto/ hachi gatsu no  juu roku
*NBA04: [Int eeto] [Kard hachi] [N gatsu] [Part no]   [Kard juu] [Kard roku]
>NBA04: [also]     [8]          [Monat]   [(Genitiv)] [10]       [6]

 NBA04: nichi naN te  doo deshoo ka . {seos}
*NBA04: [N nichi] [Pron naN] [Part te] [Adv doo] [V deshoo]    [Part ka]
>NBA04: [Tag]     [wie]      [denn]    [wie]     [sein (Kond)] [(Frage)]
```

Ogawa rejects the date

Ogawa rejects the date implicitely by explaining why the date is not good to him. He does not say *'no'* in turning down Koozai's suggestion.

```
 NAY05: (Weil am 16. leider den ganzen Tag Seminar ist,) (GIVE_REASON)

 NAY05: <a> <P> juu roku nichi  wa  ainiku  <P> ichi
*NAY05: [Kard juu] [Kard roku] [N nichi] [Part wa] [Adv ainiku] [Kard ichi]
>NAY05: [10]       [6]         [Tag]     [(Thema)] [leider]     [1]

 NAY05: nichi juu seminaa ga  gozai  masu
*NAY05: [N nichi] [PP juu]   [N seminaa] [Part ga]   [V gozai]      [VF masu]
>NAY05: [Tag]     [waehrend] [Seminar]   [(Subjekt)] [sein (hoefl)] [(hoefl)]

 NAY05: node {seos}
*NAY05: [Konj  node]
>NAY05: [weil]
```

Ogawa asks Koozai to suggest other dates.

```
 NAY05: (bitte ich um einen anderen Tag.) (REJECT)

 NAY05: hoka no hi o o
*NAY05: [N hoka]  [Part no]   [N hi] [Part o]   [Hon o]
>NAY05: [anderer] [(Genitiv)] [Tag]  [(Objekt)] [(hoefl)]

 NAY05: negai shi tai  N desu
*NAY05: [N negai] [V shi]  [VF tai]   [NOM N]              [V desu]
>NAY05: [Bitte]   [machen] [(Wunsch)] [(Substantivierung)] [sein]

 NAY05: keredomo . {seos}
*NAY05: [Part keredomo]
>NAY05: [(Satzende)]
```

Koozai suggests another date

Koozai accepts Ogawa's rejection.

```
 NBA06: (Ja, ach so.) (FEEDBACK_POSITIVE)

 NBA06: hai <P> soo desu ka . {seos}
*NBA06: [Int hai] [Adv soo] [V desu] [Part ka]
>NBA06: [ja]      [so]      [sein]   [(Frage)]
```

Koozai proposes to hold the meeting on the 17th.

```
 NBA06: (Wenn das so ist, wie waere der 17. ab nachmittags?)
        (SUGGEST)

 NBA06: so shi tara <P>
*NBA06: [Konj soshitara]
>NBA06: [dann]

 NBA06: juu nana nichi  no <P> gogo   kara  <P>
*NBA06: [Kard juu] [Kard nana] [N nichi] [Part no]   [N gogo]     [PP kara]
>NBA06: [10]       [7]         [Tag]     [(Genitiv)] [Nachmittag] [von]

 NBA06: to yuu koto  de doo deshoo
*NBA06: [Part to] [V yuu] [NOM koto]           [Part de] [Adv doo] [V deshoo]
>NBA06: [dass]    [sagen] [(Substantivierung)] [in]      [wie]     [sein (Kond)]

 NBA06: ka . {seos}
*NBA06: [Part ka]
>NBA06: [(Frage)]
```

Ogawa rejects the date, too

First, Ogawa apologizes to Koozai.

```
 NAY07: (Entschuldigung.) (POLITENESS_FORMULA)

 NAY07: <a> <P>  suimaseN  {seos}
*NAY07: [V suimaseN]
>NAY07: [Entschuldigung]
```

Then, he explains why the date is not good to him either. Again he does not say *'no'* to turn down the proposed date.

```
 NAY07: (Weil auch am 17. der ganze Tag verplant ist,) (GIVE_REASON)

 NAY07: juu nana nichi mo
*NAY07: [Kard juu] [Kard nana] [N nichi] [Part mo]
>NAY07: [10]       [7]         [Tag]     [auch]

 NAY07: ichiniijuu <P> yotee  ga tsumat
*NAY07: [Kard ichi] [N nichi] [PP juu]   [N yotee]  [Part ga]   [V tsumat]
>NAY07: [1]         [Tag]     [waehrend] [Zeitplan] [(Subjekt)] [belegt sein]

 NAY07: te  ori masu  node {seos} <P>
*NAY07: [VF te]   [V ori]        [VF masu] [Konj node]
>NAY07: [te-Form] [sein (hoefl)] [(hoefl)] [weil]
```

Ogawa tells Koozai about his preferences.

```
 NAY07: (moechte ich, wenn moeglich, um einen Tag nach dem 21.
        bitten.) (SUGGEST)

 NAY07: dekire ba <P>
*NAY07: [V dekire]      [VF ba]
>NAY07: [moeglich sein] [(Kond)]

 NAY07: ni juu ichi nichi   ikoo  ni <P> o
*NAY07: [Kard ni] [Kard juu] [Kard ichi] [N nichi] [N ikoo] [Part ni] [Hon o]
>NAY07: [2]       [10]       [1]         [Tag]     [nach]   [um]      [(hoefl)]

 NAY07: negai shi tai  N desu
*NAY07: [N negai] [V shi]  [VF tai]   [NOM N]               [V desu]
>NAY07: [Bitte]   [machen] [(Wunsch)] [(Substantivierung)] [sein]

 NAY07: keredomo . {seos}
*NAY07: [Part keredomo]
>NAY07: [(Satzende)]
```

Koozai suggests the other date

Koozai accepts Ogawa's rejection.

```
 NBA08: (Ja,) (FEEDBACK_POSITIVE)

 NBA08: hai . {seos}
*NBA08: [Int hai]
>NBA08: [ja]
```

Koozai suggests the other date, the 21st.

```
 NBA08: (wie waere es denn am 21.?) (SUGGEST)

 NBA08: hai . {seos} soredewa <P>  ni juu ichi nichi  <P>
*NBA08: [Int hai] [Konj soredewa] [Kard ni] [Kard juu] [Kard ichi] [N nichi]
>NBA08: [ja]      [dann]          [2]       [10]       [1]         [Tag]

 NBA08: doo deshoo ka . {seos}
*NBA08: [Adv doo] [V deshoo]    [Part ka]
>NBA08: [wie]     [sein (Kond)] [(Frage)]
```

Ogawa accepts the date

Ogawa responds positively to Koozai's suggestion.

```
 NAY09: (Ja,) (ACCEPT)

 NAY09: hai
*NAY09: [Int hai]
>NAY09: [ja]
```

Ogawa mentions that nothing is scheduled on that date and proposes to hold the meeting in the afternoon.

```
 NAY09: (also, wenn das der 21. ist: Da ist am Nachmittag frei.)
        (ACCEPT)

 NAY09: /ano/  ni juu ichi nichi
*NAY09: [Int ano] [Kard ni] [Kard juu] [Kard ichi] [N nichi]
>NAY09: [also]    [2]       [10]       [1]         [Tag]

 NAY09: nara ba  <P> gogo  wa <P> ai te
*NAY09: [V nara] [VF ba]  [N gogo]     [Part wa] [V ai]      [VF te]
```

```
>NAY09: [werden] [(Kond)] [Nachmittag] [(Thema)] [frei sein] [te-Form]

 NAY09: ori masu  node {seos}
*NAY09: [V ori]        [VF masu] [Konj node]
>NAY09: [sein (hoefl)] [(hoefl)] [weil]
```

Ogawa asks then if Koozai is free in the afternoon.

```
 NAY09: (Wie wuerde es ihnen am Nachmittag passen?) (SUGGEST)

 NAY09: sochira no
*NAY09: [Pron sochira] [Part no]
>NAY09: [sie]          [(Genitiv)]

 NAY09: go yotee  gogo  wa ikaga   deshoo
*NAY09: [Hon go]  [N yotee]  [N gogo]     [Part wa] [Adv ikaga] [V deshoo]
>NAY09: [(hoefl)] [Zeitplan] [Nachmittag] [(Thema)] [wie]       [sein (Kond)]

 NAY09: ka . {seos}
*NAY09: [Part ka]
>NAY09: [(Frage)]
```

Koozai confirms

Koozai says that he can hold the meeting then.

```
 NBA10: (Ja, das ist in Ordnung.) (ACCEPT)

 NBA10: hai daijoobu  desu  . {seos}
*NBA10: [Int hai] [Adj daijoobu] [V desu]
>NBA10: [ja]      [in Ordnung]   [sein]
```

Koozai proposes to hold the meeting from 2pm to 4pm.

```
 NBA10: (Wie waere es dann am 21. Nachmittags von zwei Uhr bis vier
        Uhr?) (SUGGEST)

 NBA10: soredewa <P>  ni juu
*NBA10: [Konj soredewa] [Kard ni] [Kard juu]
>NBA10: [dann]          [2]       [10]

 NBA10: ichi nichi  no gogo  no <P>  ni
*NBA10: [Kard ichi] [N nichi] [Part no]   [N gogo]     [Part no]   [Kard ni]
>NBA10: [1]         [Tag]     [(Genitiv)] [Nachmittag] [(Genitiv)] [2]
```

```
 NBA10: ji  kara  <P> yo ji made  to yuu
*NBA10: [N ji] [PP kara] [Kard yo] [N ji] [PP made] [Part to] [V yuu]
>NBA10: [Uhr]  [von]     [4]       [Uhr]  [bis]     [dass]    [sagen]

 NBA10: koto  de <P> doo deshoo ka . {seos}
*NBA10: [NOM koto]           [Part de] [Adv doo] [V deshoo]    [Part ka]
>NBA10: [(Substantivierung)] [in]      [wie]     [sein (Kond)] [(Frage)]
```

Ogawa suggests the location

Ogawa agrees as to the time.

```
 NAY11: (Ja,) (ACCEPT)

 NAY11: hai
*NAY11: [Int hai]
>NAY11: [ja]
```

Ogawa would like Koozai to come to his room.

```
 NAY11: (wenn es so ist: Wuerden sie dann bitte am 21. um 2 Uhr in
        unser Institut kommen?) (SUGGEST)

 NAY11: /anoo/ sore  nara ba  <P>  ni juu
*NAY11: [Int anoo] [Pron sore] [V nara] [VF ba]  [Kard ni] [Kard juu]
>NAY11: [also]     [jener]     [werden] [(Kond)] [2]       [10]

 NAY11: ichi nichi  no  ni ji ni <P> /ano/
*NAY11: [Kard ichi] [N nichi] [Part no]   [Kard ni] [N ji] [Part ni] [Int ano]
>NAY11: [1]         [Tag]     [(Genitiv)] [2]       [Uhr]  [um]      [also]

 NAY11: watakushi no keNkyuushitsu  no hoo
*NAY11: [Pron watakushi] [Part no]   [N keNkyuushitsu] [Part no]   [N hoo]
>NAY11: [ich]            [(Genitiv)] [Institut]        [(Genitiv)] [Seite]

 NAY11: ni kite itadaki tai
*NAY11: [Part ni] [V ki]   [VF te]   [V itadaki]         [VF tai]
>NAY11: [in]      [kommen] [te-Form] [freundlicherweise] [(Wunsch)]

 NAY11: no desu  ga
*NAY11: [NOM no]             [V desu] [Part ga]
>NAY11: [(Substantivierung)] [sein]   [(Satzende)]
```

Ogawa asks if Koozai can come to his room.

```
 NAY11: (Waere das gut?) (REQUEST_COMMENT)

 NAY11: yoroshii deshoo
*NAY11: [Adj yoroshii] [V deshoo]
>NAY11: [gut]          [sein (Kond)]

 NAY11: ka . {seos}
*NAY11: [Part ka]
>NAY11: [(Frage)]
```

Koozai agrees with the location

Koozai accepts Ogawa's suggestion.

```
 NBA12: (Ja,) (ACCEPT)

 NBA12: <a> hai
*NBA12: [Int hai]
>NBA12: [ja]
```

Koozai confirms that he will come, thereby closing the topic.

```
 NBA12: (dann komme ich vorbei.) (CLOSE)

 NBA12: so shi tara <P>  ukagai  masu  . {seos}
*NBA12: [Konj soshitara] [V ukagai] [VF masu]
>NBA12: [dann]           [besuchen] [(hoefl)]
```

Koozai says goodbye.

```
 NBA12: (Dann auf Wiederhoeren.) (BYE)

 NBA12: soredewa shitsuree  shi  masu  . {seos}
*NBA12: [Konj soredewa] [N shitsuree]    [V shi]  [VF masu]
>NBA12: [dann]          [Unhoeflichkeit] [machen] [(hoefl)]
```

Ogawa closes the conversation

Ogawa says goodbye, too.

```
 NAY13: (Auf Wiederhoeren.) (BYE)

 NAY13: shitsuree shi maasu . {seos}
*NAY13: [N shitsuree]    [V shi]  [VF maasu]
>NAY13: [Unhoeflichkeit] [machen] [(hoefl)]
```

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