Introduction

Spontaneous speech is produced in an incremental fashion; a speaker will initiate their utterance before they know exactly how they are going to finish. A consequence of this is that spontaneous speech contains an error pattern to which speakers can fall in numerous ways. These generally undesirable productions are referred to as disfluencies. This project purports the nature of a disfluency, and its role in discourse by the Information Followers (FP), so we can draw on it own map. landmarks on the map it fills one or more conditions:

Speaker: a landmark is identical on both maps.

Name Change: a landmark is identical on both maps except in name; and

2) There are two instances of a landmark on one map, but only a single instance on the other.

The Map Task Corpus

The HCRC Map Task (Anderson et al., 1991) is a collaboration task where two participants are seated facing each other and evenly related maps containing roughly 15 labelled landmarks. The participants cannot see each other's maps, and only one of the maps has a route marked on it. The participant holding the map contains the route is designated the Information Provider (SP), and his role is to draw the route in their parameter simultaneously with the Information Followers (FP), so we can draw on it own map. landmarks on the map it fills one or more conditions: 

Common; a landmark is identical on both maps. 

Absent/Preserved: a landmark is present on one of the maps, but is absent from the other; 

Name Change: a landmark is identical on both maps except in name; and

2) There are two instances of a landmark on one map, but only a single instance on the other.

Speech Errors, Disfluencies, and Repairs

Unintentional, unintentional, and real-time productions can be parsed into speech errors and disfluencies. Speech errors are a class of phenomena which involves a mismatch between what the speaker intended to say and what was actually produced. This description of a speech error is the Sperberian Garrett (2001), where the sound segments of nearby words are exchanged.

We remarked earlier that hesitations can present themselves anywhere in an utterance, and a sceptical might argue that they occur randomly and are just attributed to planning whatever the following constituent is. For a preliminary analysis we decided to answer this most basic question: do hesitations occur randomly in speech? To answer this question we simplified POS tags for each word in the corpus and compared those that were preceded by a hesitation with those that were not.

Conclusion and Further Research

We have developed tools for identifying hesitations in a corpus of task-directed dialogues by exploiting existing annotation layers. Using these tools, we identified words which occurred in fluent and hesitantly contexts and compared the POS. We have focused on disfluencies between hesitancy and part-of-speech. This preliminary findings will serve as a launching point for further research.

Our future work will aim to shed some light on the possible causes of hesitancy. Initially, we will explore planning units and hesitancies we decided to answer this most basic question: do hesitations occur randomly in speech? To answer this question we simplified POS tags for each word in the corpus and compared those that were preceded by a hesitation with those that were not.

References