

First, some examples from last time, for reference.

1. Adapted from Sidner [1979].

- a. Albert is a fine scientist and a thoughtful guy.
- b. He sent me a really interesting book by surface mail a while back.
- c. It was mostly about “sideways” quarks,
- d. which are completely bizarre —
- e. they’ve led to the development of a weird new theory of counter-intuitionistic physics.
- f. Anyway, I finally got it while I was writing up my thesis.
- g. They’ve been fundamental to understanding the “new relativity”.

2. Credited by Grosz and Sidner [1986] to Polanyi and Scha “forthcoming”, although the published versions of Polanyi and Scha that I was able to find give a similar but longer discourse.

- a. John came by and left the groceries.
- b. Stop that you kids.
- c. And I put them away after he left.

3. From Grishman [1986, pg. 157].

- $A_1$ : Do you know when the train to Boston leaves?  
 $B_1$ : Yes.  
 $A_2$ : I want to know when the train to Boston leaves.  
 $B_2$ : I understand.

## References

- James Allen. *Natural language understanding*. Benjamin/Cummings Pub. Co., Redwood City, Calif., second edition, 1995. URL [http://books.google.com/books?id=l4IQAAAAMAAJ&q=natural+language+understanding&dq=natural+language+understanding&hl=en&ei=KaJUTY-vFsOblgeCns2wBw&sa=X&oi=book\\_result&ct=result&resnum=1&ved=0CC0Q6AEwAA](http://books.google.com/books?id=l4IQAAAAMAAJ&q=natural+language+understanding&dq=natural+language+understanding&hl=en&ei=KaJUTY-vFsOblgeCns2wBw&sa=X&oi=book_result&ct=result&resnum=1&ved=0CC0Q6AEwAA).
- Ralph Grishman. *Computational linguistics: An introduction*. Cambridge University Press, Cambridge [Cambridgeshire]; New York, 1986. ISBN 0521310385. URL [http://books.google.com/books?id=Ar3-TXCXYUkC&printsec=frontcover&dq=computational+linguistics+grishman&source=bl&ots=3EJfIPYSZC&sig=yi2khJEIboNYLICISasUNqhQXzI&hl=en&ei=36FUTcu3BYOclgfS2NTLBw&sa=X&oi=book\\_result&ct=result&resnum=1&sqi=2&ved=0CBsQ6AEwAA#v=onepage&q&f=false](http://books.google.com/books?id=Ar3-TXCXYUkC&printsec=frontcover&dq=computational+linguistics+grishman&source=bl&ots=3EJfIPYSZC&sig=yi2khJEIboNYLICISasUNqhQXzI&hl=en&ei=36FUTcu3BYOclgfS2NTLBw&sa=X&oi=book_result&ct=result&resnum=1&sqi=2&ved=0CBsQ6AEwAA#v=onepage&q&f=false).
- Barbara J. Grosz and Candace L. Sidner. Attention, intentions, and the structure of discourse. *Computational Linguistics*, 12: 175–204, 7 1986. ISSN 0891-2017. URL <http://acl.lidc.upenn.edu/JJ86/J86-3001.pdf>.
- Graeme Hirst. *Anaphora in Natural Language Understanding*. Lecture notes in computer science 119. Berlin: Springer-Verlag, 1981. URL <http://www.springerlink.com/content/t82712u28641/?p=bae5b25c10964abd9533ec7ce3b2e0eb&amp;pi=>.
- Candace Lee Sidner. AITR-537. Technical report, Artificial Intelligence Laboratory, MIT, 1979. URL <http://dspace.mit.edu/bitstream/handle/1721.1/6880/AITR-537.pdf?sequence=2>.

Source: Match 1 (1996), Game 2 (Feb 11) of Kasparov vs. Deep Blue. Stenographer transcription (authentic typos). See <http://park.org/Cdrom/Pavilions/IBM/DeepBlue/commgm2.html> for the full transcript.

1 MR. ASHLEY: Welcome to the ACM chess challenge. I'm Maurice Ashley. My  
2 partner is Yasser Seirwan. Garry Kasparov is playing against IBM's  
3 Deep Blue, and as most everybody here knows, he is down 1 nothing  
4 already. So Kasparov needing to play well in order to come back. A big  
5 question for him is whether or not he can handle the psychological  
6 pressure of being down against the computer that, first of all,  
7 everybody thought he was going to beat, including himself and, second  
8 of all, he simply has no idea how strong it is because this version  
9 that they're using has never been tested and is clearly playing some  
10 excellent chess.

11 Yasser, yesterday's game was a model of computer cold-bloodedness.

12 MR. SEIRAWAN: Precision.

13 MR. ASHLEY: It just did not care about Kasparov's attack and just  
14 ripped him off the board. It was unbelievable.

15 MR. SEIRAWAN: It's terrible. I'm still recovering.

16 (Laughter.)

17 MR. SEIRAWAN: Actually, prior to the match I had said, okay, it's  
18 great. This is wonderful. There's a lot of hype, the best computer  
19 the world versus the best human player in the world. Well, it's no  
20 contest. Garry is going to just win. And I would be shocked, shocked  
21 if the computer won any game. So naturally --

22 MR. ASHLEY: So you're in shock.

23 MR. SEIRAWAN: I'm in shock.

24 So naturally Deep Blue won the first, and just as you were saying,  
25 Maurice, I can't fault any single move that the computer made.

26 We had dinner last night together with a group of ourselves, and we  
27 just kept going through the game at various stages, and we said, this  
28 is a very, very serious opponent for Garry. This is a very legitimate  
29 match, and of course now that Garry is down a point, he's got to prove  
30 himself. Yesterday I had spoken about the fact that in tennis -- and  
31 again I'm probably misattributing the quote. It was of Rod Laver, when  
32 he was going to sum up his opposition, he said, I only need to see 3  
33 shots. I need to see the forehand, backhand and the serve, and then I  
34 will tell you how long or how many sets the match is going to last  
35 before I win.

36 And Garry said the same thing on Friday at the press conference. He  
37 said basically I need to see the computer on offense, on defense, and  
38 then the match is going to be mine. So he basically saw the first 2  
39 games as just being his ability to sum up his opponent and then  
40 vanquish him in the latter half of the match.

41 Well, that may still work, but he's got his work cut out for him. He's  
42 made it more difficult for himself.

(OVER)

43 MR. ASHLEY: What about the psychological pressure on him? From what  
44 I've seen, I've seen Kasparov down in matches before. He was down  
45 against Anand in game 9. He was down against Kramnik in the Paris leg  
46 of the Gran Prix tournament and came back and won. In each case  
47 Kasparov seems to bounce back from matches. He is not just the kind of  
48 guy who goes down in chess games and falls apart.