Dirk Buschbom:

A frontseat introduction to the anatomy of an automotive natural language dialogue system

Ever since Michael Knight's super car K.I.T.T. the idea of a talking car has gained a somewhat dubious reputation. But cars actually do provide a neat domain for the implementation of a natural language dialogue system. In the presentation I will give a general overview of the development of such a system with a particular focus on semantic issues and the question of how to get your car's infotainment system to 'understand' linguistic meaning.