
Entry 1: Minlue Wang (minlue.wang@tungsten-network.com), Goldsmiths College, University of London

Name of System: UK Address Parser

Description of system: The system aims to automatically parse semi-structured or unstructured addresses. Automatic semantic annotation of the real-world data is an important process for data standardization and cleaning. For example, postal addresses in a database or from the web are often incomplete, unstructured and usually have errors. The address parser is able to perform the semantic annotation of the real data with a high-level of accuracy.

Entry 2: Martin Wheatman (martin@wheatman.net), Private entry

Name of System: enguage - The Language Engine

Description of system: *enguage* is a natural language understanding library/toolkit for mobile app developers, providing several facilities such as correction and disambiguation. It is written, itself, in natural language ("NL is understood in NL" is the mantra). This app is a genuine attempt at machine understanding. It presents programming computers in natural language (syntax-less arbitrary strings). It is useful for habitual (spoken) language, rather than written language (where the onus is on providing non-habitual language). I have got to a point where to progress I need to be able to program via the spoken word; however, this gives the user a great deal of autonomy - software becomes self-programming, and the social contract of a "programmer" with their skills in creating and debugging "software" breaks down. Further it is concept based, and so is extensible through "repertoires".

Entry 3: Anasol Pena-Rios (acpena@essex.ac.uk), University of Essex/ British Telecom

Name of System: FieldSchedule Virtual Coach

Description of system: FieldSchedule Virtual Coach presents an approach based on mixed-reality to assist workforce when performing on-site activities. FieldSchedule is a solution developed by BT Research for task scheduling and resource assignment satisfying numerous constraints. FS Virtual Coach, enhances the aforementioned system using Augmented Reality (AR) techniques with the goal of improving working environments by a) removing restrictions of time and location, b) allowing collaboration between users in different geographical locations, and c) leading to a much faster knowledge transfer and a better understanding of different processes. Furthermore, industry can benefit from the use of mixed reality to lower operational costs and thus sustain their growth and innovation. The proposed system represents progress towards the creation of intelligent Computer-Supported Cooperative Work (CSCW), enabling tools to create intelligent assistants to support and coach users when performing on-site tasks.

Entry 4: Andrew Lea (andrew.lea@scientific.co.uk), Private entry

Name of System: Virtual Person

Description of system: An interactive natural language system, which in advance has either been trained with either rules or by inducting a language model through reading text. It will demonstrate natural language understanding by engaging in interactive or simulated email conversations, with real knowledge or personality.

This advances the techniques of conducting natural language conversations, where there is a flow of ideas rather than, for example, where responses of the system depend only on the preceding prompt. It tackles questions of knowledge representation: how do we get systems to 'know' (and subsequently discuss) facts and even opinions. It also addresses the issue of providing machines with 'character'.
