Socrates Sim: A User Simulator to Support Task Completion Dialog Research

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Abstract

The main objective of this project is to ...

Acknowledgements

I would like to thank ...

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Chapter 1: Introduction

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1.1. Prior Work

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1.2. Project Goals

...

Chapter 2: Requirements

This chapter specifies the requirements of the system.

2.1. High-level Requirements

2.2. System Functionality

Chapter 3: Design

3.1. Introduction

...

We defer discussing the implementation details until the Implementation chapter (Chapter 4).

Chapter 4: Implementation

We presented the design of the system in the Design chapter (Chapter 3). This chapter describes how we implemented it.

4.1. Implementation Overview

Chapter 5: Development

This chapter discusses the tools and methodologies employed in the code development of this system.

5.1. Development Tools

For this project we used Subversion (**?**) as the version control mechanism.

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5.2. Development Methodologies

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and Test Driven Development (TDD) (**?**).

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Chapter 6: Summary and Conclusions

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In conclusion, I ...

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6.1. Lessons Learned

There are many lessons learned from the project.

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6.2. Limitations and Known Issues

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References

Appendix A: Application Code