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I am not robot!

The concept of a speech act is rooted in the philosophy of language, referring to an utterance that not only conveys information but also performs an action. This notion was initially developed by J.L. Austin, who distinguished between locutionary, illocutionary, and perlocutionary acts. In essence, a speech act serves its purpose once it is expressed or communicated, encompassing various actions such as apologizing, promising, ordering, and requesting. Austin's theory of performative utterances challenged the traditional view that language primarily served to make factual assertions, instead emphasizing its role in facilitating social interaction. This perspective was influenced by Ludwig Wittgenstein's idea that meaning arises from how language is used within specific contexts. The study of speech acts gained momentum with Austin's seminal work "How to Do Things with Words," which introduced key terms like locutionary act, illocutionary act, and perlocutionary act. These concepts have since become integral to the field, enabling a deeper understanding of language as a means to achieve objectives within social situations. Notably, earlier philosophers such as Thomas Reid and Adolf Reinach also explored similar ideas regarding linguistic actions and their relationship to social behavior. The concept of speech acts dates back to 1913, predating Austin and Searle's work. Karl Bühler also employed the term "Speech Act." Speech acts can be analyzed from multiple angles: the locutionary act, the illocutionary act, the perlocutionary act, and the metalocutionary act. A locutionary act is the performance of an utterance, encompassing its verbal, social, and rhetorical meanings. An illocutionary act is the active result of the implied request or meaning presented by the locutionary act. For instance, a question like "Is there any salt?" implies a request to pass the salt. A perlocutionary act refers to the actual effect of the locutionary and illocutionary acts on the listener, such as persuading or convincing them. The metalocutionary act categorizes speech acts that address the forms and functions of discourse rather than advancing its substantive development.

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Classification of Speech Act	Situation	Example
Assertive	You are talking to your parent about your studies	I got the highest score in math subject.
Directive	your boss wants you to give him coffee	Gimme a cup of coffee makes it black.
Commissive	Your classmates said that all of you are going to attend in meeting and talk about Halloween in your school	we will post some Halloween pictures eventually.
Expressive	your boyfriend are in abroad and he go home to surprise you with your favorite food	im a happy human being yay for the chocolate ice-cream
Declaration	you go to salon and plan to cut your hair and have an hair appointment	it is true, your hair always looks great the day before you have an hair appointment.

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Model	Category	Speech act verbs
Thinking	DE _{1a}	Amass, collect, gather
	DE _{1b}	Select, single out, sort out
	DE _{1c}	Separate, set aside, lay aside
	DE _{1d}	Analyze, classify, segment, fit in
	DE _{1e}	Infer, conclude, deduce, induce, derive
Information	IN _{1a}	Ascertain, determine, look up, search
	IN _{1b}	Compare, choose, select, separate, set aside
	IN _{1c}	Appraise, assess, evaluate
	IN _{1d}	Extract, pick out, pull out, pluck out
	IN _{1e}	Recall, remember, recollect, call to mind
Thema	IN _{2a}	Inform, publish, report, display, describe
	TO _{1a}	Arrange, order, structure
	TO _{1b}	Rearrange, reorder, restructure
	TO _{1c}	Connect, combine, join, unite, tie together
	TO _{1d}	Put first, bring to relief, put into foreground
	TO _{1e}	Accentuate, emphasize, lay stress on
	TO _{1f}	Attract attention to call attention to

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Performative speech acts typically use explicit verbs rather than implicit ones. For example, saying "I intend to go" conveys information but does not necessarily mean you are promising to go. This is why "intend" is an implicit verb that wouldn't be suitable for performative speech acts. When people engage in speech acts, they communicate with each other, often using language that has multiple layers of meaning. The content of the communication might match the intended message, but the linguistic means used can also convey different information. For instance, saying "Peter! Can you close the window?" is a direct request to perform an action, while saying "I'm cold" is an indirect way of asking someone to close the window, relying on shared knowledge and understanding between the parties involved. When someone is asked something at work or in their personal life, they might respond differently depending on the context. The more information that's assumed about the request, the more indirect the answer may be. This type of speech act is often used to reject proposals and make requests. For instance, when someone says "I have class" as a response to "Would you like to meet me for coffee?", they're using an indirect speech act to reject the proposal. This can be confusing because the literal meaning doesn't indicate rejection. Linguists face a challenge in understanding how the person making the request can comprehend that their proposal was rejected. In 1975, John Searle suggested that the illocutionary force of indirect speech acts could be derived through Gricean reasoning; however, this process doesn't accurately solve the problem. Indirect speech acts are common in everyday interactions and play a crucial role in communication. They can take many forms, such as "You're fired!", which conveys both employment status and the action ending it. Other examples include: "I hereby appoint you as chairman", which describes the individual's new position; "We ask that you extinguish your cigarettes...", which issues a command while describing the requirements of a location. Speech Acts can also involve asking multiple questions at once, such as "Would it be too much trouble for me to ask you to hand me that wrench?", or expressing both surprise and request, like "Well, would you listen to that?". In 1975, John Dore proposed that children's utterances could be classified into one of nine primitive speech acts. While there is no formalized Speech Act theory, attempts have been made to develop illocutionary logic. Other approaches have been proposed, such as connecting propositional content with illocutionary force using intuitionistic type theory or classical semantics. Applications of speech act theory in human-computer interaction involve chatboxes and other tools.

Speech Act Examples

- Speech acts can also be performed with complete sentences.
 - John read the book.
 - Did John read the book?
 - Please pass the salt.
 - Kim's got a knife!
 - Get out of here!
 - I will love you forever.
 - I'll give you a reason to cry.
- assertion*
 - question*
 - request*
 - warning*
 - order*
 - promise*
 - threat*

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Examples of Direct Speech acts		
Utterance	Illocutionary Act	Illocutionary Form
Keep Quiet	Directive	Imperative
Do you know Mary?	Yes-No Question	Yes-no Interrogative
What time is it?	Wh-question	Wh-Interrogative
How nice are you!	Expositive	Exclamatory
It's raining	Representative	Declarative
I'll help you with the fishes	Commissive	Declarative
You're Fired	Declaration	Declarative

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Recent AI research proposes a Bayesian approach to formalize speech acts [21]. In 1991, computational models of human-computer conversation were developed [22], and in 2004, speech act theory was used for automated classification and retrieval [23].

Speech act theory broadly explains these utterances:

.**Locutionary act** : *saying something (the locution) with a certain meaning in traditional sense.* Two types of locutionary act :

utterance acts : where something is said (or a sound is made) and which may not have any meaning ,
example : Oh! - is an utterance (communication is not intended - it is just a sound caused by surprise .(

propositional acts : where a particular reference is made

Example: "The black cat " (something is referenced, but no communication may be intended

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This status indicates whether individual participants claim their interests have been met or not. Computers can readily model this status, independent of any external reality underlying claims. This transactional view has significant applications in areas where individuals have different roles. For instance, a patient and physician might engage in a conversation for action, where the patient requests treatment, the physician responds with a counter-offer, and the patient responds, and so on. An external observer (such as a computer or health information system) can track the illocutionary status of these negotiations even without modeling the illness or proposed treatments.

The key insight provided by Winograd and Flores is that the state-transition diagram representing social negotiation between two parties is generally simpler than any model representing the external world.

The concept of constitutive rules plays a significant role in understanding how devices with limited real-world modeling capabilities can facilitate communication. In philosophy, two types of rules have been discussed: regulative and constitutive. Constitutive rules define an activity's existence, whereas regulative rules regulate pre-existing activities. For instance, traffic rules are regulative, whereas chess rules are constitutive. Multi-agent systems employ speech act labels to express intentions, such as "inform" or "query". Standardizations like QJML and FIPA rely on psychological semantics of speech acts. However, some researchers advocate for a social semantics approach, aligning with Austin's conception. In the context of offices, SAMPO (Speech-Act-based office Modeling) approaches analyze activities as series of speech acts creating, modifying, or terminating commitments. Speech act profiling can detect deception in computer-mediated communication. In political science, the Copenhagen School views speech acts as facilitating conditions for politicians to prepare for audience action. This observable framework brings the audience into consideration. The study of speech acts explores how language is used to perform actions and convey meaning. In this context, the truth or accuracy of the subject matter is irrelevant, as long as the intended audience responds accordingly.

The concept of speech acts is particularly relevant in legal theory, where laws can be seen as commands that issue out a directive to their constituents. In a sociological perspective, Nicolas Brisset uses the concept of speech act to examine how economic models shape and spread representations within and outside academic circles. According to Brisset, Whelms perform various actions across different fields, giving rise to diverse felicity conditions and types of performed actions. The idea of mathematical models as speech acts is also explored in finance, where the notion of "financial Logos" was coined in 2016. This concept refers to the speech act of mathematical modeling of financial risks, which frames financial decision-making through risk modeling. Social acts, such as making a promise or entering into a contract, require the involvement of another intelligent being. There's a crucial distinction between solitary mental operations and social ones. In solitary processes, expression through words or signs is accidental and doesn't necessarily involve others. However, in social operations, expression is essential; they can't exist without being conveyed to another party. References: [insert references here] !!! Intelligence Research. 68: 753–776. doi:10.16/13/jair.1.11951. S2CID 22/13244549. Morelli; Bronzino; Goethe (1991).

A computational speech-act model of human-computer conversations. Bioengineering Conference, 1991., Proceedings of the 1991 IEEE Seventeenth Annual Northeast. Hartford, CT. pp. 263–264. doi:10.1109/NEBC.1991.15/4675. Twitchell; Adkins; Nunamaker Jr.; Burgoon (2004). Using Speech Act Theory to Model Conversations for Automated Classification and Retrieval (PDF). Proceedings of the 9th International Working Conference on the Language-Action Perspective on Communication Modelling (LAP 2004). Winograd, Terry (1986). Understanding computers and cognition : a new foundation for design. Norwood, NJ. ISBN 0/89391-050-3. OCLC 11727/403. Searle, John. "What is a Speech Act?" (PDF). John Rawls: Two Concepts of Rules (19/55) G.C.J. Midgley: Linguistic Rules (19/59) Max Black: Models and Metaphors (1962) G.H. von Wright: Norm and Action (1963) David Schwayder: The Stratification of Behaviour (19/65) Searle: Speech Acts (19/69) Kathrin Glüer and Peter Pagin: Rules of Meaning and Practical Reasoning (1998) "Social and Psychological Commitments in Multiagent Systems" (PDF). "Auramäki, Esa; Lehtinen, Erkki; Lyytinen, Kalle (1 April 19/88). "A speech-act-based office modeling approach". ACM Transactions on Information Systems. "Speech Acts" is a term that refers to a range of philosophical theories about how language affects reality. The concept was first introduced by philosopher J.L. Austin in his book "How to Do Things with Words" (1962). Austin argued that certain utterances, such as promises or warnings, are not simply descriptive statements but rather performative acts that bring about specific effects in the world. In this context, a speech act is any utterance that performs an action, such as giving an order, making a promise, or apologizing. The core idea of speech act theory is that language is not just a tool for describing reality but also a means of shaping and changing it. This concept has been further developed by other philosophers, including John Searle, who introduced the distinction between illocutionary acts (acts that are performed when an utterance is made) and perlocutionary acts (acts that result from how the utterance is received). The study of speech acts has also been applied to various fields, such as linguistics, philosophy, sociology, and psychology. It has led to a deeper understanding of how language affects our perceptions of reality and has implications for our understanding of communication, power dynamics, and social norms.

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