## Appendix MULTIDIMENSIONAL RELATIONSHIPS RULES

In this section, we define a set of rules (54 rules) that allow us to determine a relationship between two ideas. We first define the rules for the Pattern WHAT and then the rules for Pattern HOW. After each rule, we give two ideas as example of defining the typed relation. The output of the identification of ideas' elements step for each pattern is either a triple, single term (possibly expressed by multiple words) or a sequence of words (multiple words which cannot be reduced to a single term). The rules are written in natural language in order to be comprehensible by reviewers.

## Appendix.1 Rules for pattern WHAT:

Before describing the identification rules that identify relationships between ideas. We define:

- If the part (what) of idea1 is composed of <subject S1, predicate R1, object O1> and the part (what) of idea2 is composed only of <SingleTerm W1> Then
  - if we identify that  $((S1 \text{ or } O1)sameAs(W1) \vee (S1 \text{ or } O1)superclass(W1) \vee (S1 \text{ or } O1)SimilarTo(W1) \vee (S1 \text{ or } O1)subclass(W1))$  then
    - \* it's generalizes when the part (how) of idea1 is the same part of (how) of idea2
      - · Window composed of heat-sensitive material (indicates the exit path)
      - · window (shows the exit path)
    - \* it's alternative solution when the part (how) of idea1 is different then the part (how) of idea2
      - · Window composed of heat-sensitive material (shows person position)
      - · Facade (paints the exit path)
  - else if no such relation detected (S1orO1) same  $As(W1) \lor (S1orO1)$  superclass  $(W1) \lor (S1orO1)$  Similar  $To(W1) \lor (S1orO1)$  subclass (W1)
    - \* it's similar when the part (how) of idea1 is the same part of (how) of idea2
      - · Window composed of heat-sensitive material (indicates the escape route)
      - · Smoke (shows the exit path)
    - \* it's disjoint when the part (how) of idea1 is different then the part (how) of idea2
      - · Window composed of heat-sensitive material (sends information to fire department)
      - · Smoke (shows the exit path)

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- If the part (what) of idea1 is composed of <subject S1, predicate R1, object O1> and the part (what) of idea2 is composed of sequence of words WS1 Then
  - Compute similarity between WS1 and <S1 + O1> if similarity >=0.75
    - st it's similar when the part (how) of idea1 is the same part of (how) of idea2
      - · The building consists of a variable structure (indicates the escape route)
      - · Changeable building structure (shows the exit path)
    - \* it's alternative solution when the part (how) of idea1 is different then the part (how) of idea2
      - · The building consists of a variable structure (indicates the escape route)
      - · Changeable building structure (transforms to flying jet)
  - else similarity < 0.75
    - \* it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2
      - · The building consists of a variable structure (indicates the escape route)
      - $\cdot\,$  Flying Drones (shows the exit path)
    - \* it's disjoint when the part (how) of idea1 is different then the part (how) of idea2
      - $\cdot$  The building consists of a variable structure (indicates the escape route)
      - · Non-flammable suit (that's activates and cover person body)

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We denote SRS, SR, SD, VR, VD, OR, OD, ORS as follows:

• If the part (what) of idea1 of <subject S1, predicate R1, object O1> and the part (what) of idea2 is composed of <S2, R2, O2>

If  $((s_1)similarTo(s_2) \lor (s_1)subclass(s_2) \lor (s_1)superclass(s_2)$ ) Then == SR

If  $(s_1)$  synonym $To \lor sameAs(s_2)$  Then SRS Else == SD

If  $(r_1)$  similar  $To(r_2) \lor (r_1)$  synonym  $To(r_2)$  Then == VR Else == VD (if antonym is detected then it's not considered)

If  $((o_1)similarTo(o_2) \lor (o_1) subclass(o_2) \lor (o_1) superclass(o_2)$ ) Then == OR

If  $(o_1)$ same $As(o_2)$  Then ORS Else == OD

- (1) SRS VR ORS: means if we have same subjects (SRS), same verbs (VR), same objects (ORS)
  - (a) it's duplicate when the part (how) of idea1 is the same part of (how) of idea2
    - Window composed of heat-sensitive material (indicates the exit path)
    - Window made of heat-sensitive material (shows the exit path)
  - (b) it's alternative solution when the part (how) of idea1 is different then the part (how) of idea2
    - Window composed of heat-sensitive material (indicates the exit path)

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ame part of (how) of idea2 exit path) ent then the part (how) of idea2 position)  I) jects (RS), same verbs (VR), different objects (OD) me part of (how) of idea2 exit path) part (how) of idea2 exit path) nation through the smell) me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n) or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2 el) of (how) of idea2 me part of (how) of idea2 el) me part of (how) of idea2 el) me part of (how) of idea2 el) mpart (how) of idea2 el)	1	<ul> <li>Window made of heat-sensitive material (sends position info)</li> </ul>
ame part of (how) of idea2 exit path) ent then the part (how) of idea2 position)  I) jects (RS), same verbs (VR), different objects (OD) me part of (how) of idea2 exit path) part (how) of idea2 exit path) nation through the smell) me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n) or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2 el) of (how) of idea2 me part of (how) of idea2 el) me part of (how) of idea2 el) me part of (how) of idea2 el) mpart (how) of idea2 el)	2	(2) (RS or SRS) VR OR: means if we have same (SRS) or related subjects (RS), same verbs (VR), related objects (ORS)
exit path)  ent then the part (how) of idea2  resposition)  i)  jects (RS), same verbs (VR), different objects (OD)  me part of (how) of idea2  exit path)  part (how) of idea2  exit path)  mation through the smell)  me part of (how) of idea2  exit path)  part (how) of idea2  exit path)  or different from the part (how) of idea2  body)  packs human)  mnel)  packs human)  ea1 is the same part of (how) of idea2  part (how) of idea2  el)  of (how) of idea2  me part of (how) of idea2  me part of (how) of idea2  el)  me part (how) of idea2  el)	3	(a) it's generalize/specialize when the part (how) of idea1 is the same part of (how) of idea2
int then the part (how) of idea2 is position)  I)  ijects (RS), same verbs (VR), different objects (OD) ime part of (how) of idea2 is exit path)  part (how) of idea2 is exit path)  part of (how) of idea2 is exit path)  part of (how) of idea2 is exit path)  part (how) of idea2 is exit path)  or different from the part (how) of idea2 body) packs human)  packs human)  packs human)  part (how) of idea2 el)  of (how) of idea2 el)  me part (how) of idea2 el)	4	<ul> <li>Window composed of heat-sensitive material (indicates the exit path)</li> </ul>
position)  l)  pects (RS), same verbs (VR), different objects (OD)  me part of (how) of idea2  exit path)  part (how) of idea2  exit path)  nation through the smell)  me part of (how) of idea2  exit path)  part (how) of idea2  exit path)  part (how) of idea2  exit path)  or different from the part (how) of idea2  body)  packs human)  mnel)  packs human)  ea1 is the same part of (how) of idea2  part (how) of idea2  el)  of (how) of idea2  me part of (how) of idea2  me part of (how) of idea2  el)  me part (how) of idea2  el)  me part (how) of idea2  el)  mpart (how) of idea2	5	- Architecture element made of TCO (shows the exit path)
position)  l)  pects (RS), same verbs (VR), different objects (OD)  me part of (how) of idea2  exit path)  part (how) of idea2  exit path)  nation through the smell)  me part of (how) of idea2  exit path)  part (how) of idea2  exit path)  part (how) of idea2  exit path)  or different from the part (how) of idea2  body)  packs human)  mnel)  packs human)  ea1 is the same part of (how) of idea2  part (how) of idea2  el)  of (how) of idea2  me part of (how) of idea2  me part of (how) of idea2  el)  me part (how) of idea2  el)  mpart (how) of idea2	6	(b) it's alternative solution when the part (how) of idea1 is different then the part (how) of idea2
picts (RS), same verbs (VR), different objects (OD) me part of (how) of idea2 exit path)  part (how) of idea2 exit path) nation through the smell)  me part of (how) of idea2 exit path)  part (how) of idea2 exit path)  part (how) of idea2 exit path)  part (how) of idea2 to flying bed)  or different from the part (how) of idea2 body) packs human)  nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part (how) of idea2 el)  mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el) mp part (how) of idea2 el)	7	- Window composed of heat-sensitive material (indicates the position)
jects (RS), same verbs (VR), different objects (OD) me part of (how) of idea2 exit path)  part (how) of idea2 exit path) nation through the smell) me part of (how) of idea2 exit path) nation through the smell) me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n) or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2 part (how) of idea2 el) of (how) of idea2 el) me part of (how) of idea2 me part of (how) of idea2 el) mpart (how) of idea2 el)	8	- Architecture element made of TCO (prints exit path on wall)
me part of (how) of idea2 exit path)  part (how) of idea2 exit path)  mation through the smell)  me part of (how) of idea2 exit path)  part (how) of idea2 exit path)  part (how) of idea2 to flying bed)  or different from the part (how) of idea2 body) packs human)  mnel) packs human)  ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part of (how) of idea2 el)  mp part (how) of idea2 el]	9	(3) (RS or SRS) VR OD: means if we have same (SRS) or related subjects (RS), same verbs (VR), different objects (OD)
part (how) of idea2 rexit path) part (how) of idea2 rexit path) mation through the smell)  me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n)  or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el)	10	(a) it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2
part (how) of idea2 exit path) nation through the smell)  me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n)  or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el)	11	- Window composed of heat-sensitive material (indicates the exit path)
rexit path) nation through the smell)  me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n)  or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part of (how) of idea2 el)  me part (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el)	12	- Architecture element made of plants (shows the exit path)
rexit path) nation through the smell)  me part of (how) of idea2 exit path) n) part (how) of idea2 to flying bed) n)  or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part of (how) of idea2 el)  me part (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el) mpart (how) of idea2 el)	13	(b) it's disjoint when the part (how) of idea1 is different then the part (how) of idea2
me part of (how) of idea2 exit path)  a)  part (how) of idea2 to flying bed)  or different from the part (how) of idea2 body) packs human) annel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part (how) of idea2 el)	14	- Window composed of heat-sensitive material (indicates the exit path)
me part of (how) of idea2 exit path)  a) part (how) of idea2 to flying bed)  or different from the part (how) of idea2 body) packs human) nunel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part of (how) of idea2 el)  me part of (how) of idea2 el)  me part (how) of idea2 el)	15	<ul> <li>Architecture element made of plants (sends position information through the smell)</li> </ul>
exit path) a) part (how) of idea2 to flying bed) a) or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el) of (how) of idea2 el) me part of (how) of idea2 en) part (how) of idea2 en) part (how) of idea2 en) part (how) of idea2 en)	16	(4) (RS or SRS) VD (OR or ORS)
exit path) a) part (how) of idea2 to flying bed) a) or different from the part (how) of idea2 body) packs human) nnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el) of (how) of idea2 el) me part of (how) of idea2 en) part (how) of idea2 en) part (how) of idea2 en) part (how) of idea2 en)	17	(a) it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2
part (how) of idea2 to flying bed)  or different from the part (how) of idea2 body) packs human) unnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 el)  me part (how) of idea2 el)  me part (how) of idea2 el)  me part (how) of idea2 el) el) el)	18	The building consists of a variable structure (indicates the exit path)
part (how) of idea2 to flying bed)  or different from the part (how) of idea2 body) packs human) unnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 eel)  of (how) of idea2 eel)  me part of (how) of idea2 eel)  me part of (how) of idea2 eel)  mpart (how) of idea2 eel)  mpart (how) of idea2 eel) en) part (how) of idea2 eel) en)	19	- Architecture element cover-up of TCO (shows the exit path)
to flying bed)  or different from the part (how) of idea2 body) packs human) nnnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 eel)  of (how) of idea2 eel)  me part of (how) of idea2 eel)  me part of (how) of idea2 eel)  mpart (how) of idea2 eel)  mpart (how) of idea2 eel)  mpart (how) of idea2 eel) eel) en)	20	(b) it's disjoint when the part (how) of idea1 is different then the part (how) of idea2
or different from the part (how) of idea2 body) packs human) mnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) el) mpart (how) of idea2 el) el) mpart (how) of idea2 el) el)	21	The building consists of a variable structure (transforms in to flying bed)
or different from the part (how) of idea2 body) packs human) unnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2 me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) el) en)	22	- Architecture element cover-up of TCO (shows the exit path)
body) packs human) unnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) el) en)	23	(5) (RS or SRS) VD OD
body) packs human) unnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el)  mpart (how) of idea2 el) el) en)	24	(a) it's disjoint solution when the part (how) of idea1 is the same or different from the part (how) of idea2
packs human) unnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el)  nn) part (how) of idea2 el) nn)	25	The building consists of a variable structure (covers person body)
mnel) packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2 el)  mpart (how) of idea2 el)  mn) part (how) of idea2 el) en)	26	- Architecture element cover-up with inflammable material (packs human)
packs human) ea1 is the same part of (how) of idea2  part (how) of idea2 eel)  of (how) of idea2  me part of (how) of idea2 eel)  me part of (how) of idea2 eel)  mpart (how) of idea2 en) part (how) of idea2 eel) en)	27	<ul> <li>The building consists of a variable structure (turns into a tunnel)</li> </ul>
part (how) of idea2  part (how) of idea2  part (how) of idea2  me part of (how) of idea2  mel)  me part of (how) of idea2  mel)  me part of (how) of idea2  mel)  mel part (how) of idea2	28	- Architecture element cover-up with inflammable material (packs human)
part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2  m) part (how) of idea2 el) m)	29	(6) SD VR (OR or ORS)
part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2  m) part (how) of idea2 el) m)	30	(a) it's alternative solution (or similar) when the part (how) of idea1 is the same part of (how) of idea2
part (how) of idea2 el)  of (how) of idea2  me part of (how) of idea2 el)  me part of (how) of idea2  m) part (how) of idea2 el)  m) part (how) of idea2 el) m)	31	- The room consists of a variable structure (capsules human)
me part of (how) of idea2 el) me part of (how) of idea2 el) me part of (how) of idea2 en) part (how) of idea2 el) en)	32	- Refrigerator made of TCO (packs human)
me part of (how) of idea2 el) me part of (how) of idea2 el) me part of (how) of idea2 en) part (how) of idea2 el) en)	33	(b) it's disjoint when the part (how) of idea1 is different then the part (how) of idea2
me part of (how) of idea2 el) me part of (how) of idea2 en) me part of (how) of idea2 en) part (how) of idea2 el) en)	34	- The room consists of a variable structure (turns into a tunnel)
me part of (how) of idea2 el) me part of (how) of idea2 nn) part (how) of idea2 el) nn)	35	- Refrigerator made of TCO (packs human)
me part of (how) of idea2 el) me part of (how) of idea2 nn) part (how) of idea2 el) nn)	36	(7) SD VR OD
me part of (how) of idea2 el) me part of (how) of idea2 nn) part (how) of idea2 el) nn)	37	(a) it's disjoint when the part (how) of idea1 is the different part of (how) of idea2
me part of (how) of idea2  nn) part (how) of idea2  el) nn)	38	- The room consists of a variable structure (covers person)
me part of (how) of idea2  nn) part (how) of idea2  el) nn)	39	Refrigerator made of inflammable material (packs human)
me part of (how) of idea2  nn) part (how) of idea2  el) nn)	40	(b) it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2
me part of (how) of idea2  nn) part (how) of idea2  el) nn)	41	- The room consists of a variable structure (turns into a tunnel)
nn) part (how) of idea2 el) nn)	42	Refrigerator made of inflammable material (packs human)
nn) part (how) of idea2 el) nn)	43	(8) SD VD OD
nn) part (how) of idea2 el) nn)	44	(a) it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2
part (how) of idea2 el) un)	45	- The room consists of a variable structure (packs human)
part (how) of idea2 el) un)		
el) m)		
nn)		
me part of (how) of idea2		
me part of (now) of fueue		
m)		
part (now) or ideal		
m)	56	- Refrigerator cover-up of inflammable material (packs human)
<b></b> /	57	Terrification cover up of miniminable material (packs numan)
	58	2
part (how) of idea2	46 47 48 49 50 51 52 53 54 55	<ul> <li>Refrigerator cover-up of inflammable material (packs human)</li> <li>(b) it's disjoint when the part (how) of idea1 is different then the part (how) of idea2</li> <li>The room consists of a variable structure (turns into a tunnel)</li> <li>Refrigerator cover-up of inflammable material (packs human)</li> <li>(9) SD VD (OR or ORS)</li> <li>(a) it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2</li> <li>The room consists of inflammable material (packs human)</li> <li>Refrigerator cover-up of inflammable material (packs human)</li> <li>(b) it's disjoint when the part (how) of idea1 is different then the part (how) of idea2</li> <li>The room consists of a inflammable material (absorbs fire)</li> </ul>
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233	* it's alternative solution when the part (how) of idea1 is the same part of (how) of idea2	291
234	changeable building structure (docks into escape root)	292
235	· Mobile rescue-drone (docks the wall into escape root)	293
236	* it's disjoint when the part (how) of idea1 is different then the part (how) of idea2	294
237	· changeable building structure (docks into escape root)	295
238	· Mobile rescue-drone (move persons outside)	296
239		297
240	Appendix.2 Rules for pattern HOW:	298
241		299
242	• If the part (how) of idea1 of <subject o1="" object="" predicate="" r1,="" s1,=""> and the part (how) of idea2 is composed of <subject predicate<="" s2,="" td=""><td>300</td></subject></subject>	300
243 244	R2, object O2> Then  If ((a) same Ac(a) \ \ (a) similar Tc(a) \ \ \ (a) superlace(a) \ \ (b) superplace(a) \ \ Then == SP. Flee == SP.	301 302
245	If $((s_1)sameAs(s_2) \lor (s_1)similarTo(s_2) \lor (s_1)subclass(s_2) \lor (s_1)superclass(s_2))$ Then == SR Else == SD If $(r_1)$ synonymToorsimilarTo $(r_2)$ Then == VR Else == VD	303
246	If $(v_1)$ symboly $(v_2) \lor (v_1)$ similar $(v_2) \lor (v_1)$ subclass $(v_2) \lor (v_1)$ superclass $(v_2) \lor (v_1)$ Then $v_1 \lor (v_2)$ Then $v_2 \lor (v_1)$ superclass $(v_2) \lor (v_1)$ superclass $(v_2) \lor (v_1)$ Then $v_2 \lor (v_2)$ Then $v_2 \lor (v_2)$ Then $v_3 \lor (v_2)$ Then $v_4 \lor (v_4)$	304
247	(1) RS VR OR then it same how	305
248	- Window indicates people	306
249	- Facade shows person	307
250	(2) RS VR OD then it different how	308
251	<ul> <li>Window indicates path of exit</li> </ul>	309
252	- Facade shows person position	310
253	(3) RS VD OR then it same how	311
254	<ul> <li>Window indicates path of exit</li> </ul>	312
255	<ul> <li>Facade paints path of exit</li> </ul>	313
256	(4) RS VD OD then it different how	314
257	<ul> <li>Window indicates person position</li> </ul>	315
258	<ul> <li>Facade paints path of exit</li> </ul>	316
259	(5) SD VR OR then it same how	317
260	- Window indicates path of exit	318
261	- smoke shows path of exit	319
262 263	(6) SD VR OD then it different how	320 321
264	<ul> <li>Window indicates position</li> <li>smoke shows path of exit</li> </ul>	321
265	(7) SD VD OD then it different how	323
266	- net works as slide	324
267	- Smoke shows the path of exit	325
268	(8) SD VD OR then it different how	326
269	- structure transforms to fire escape	327
270	- Smoke shows the path of exit	328
271	• If the part (how) of idea1 is composed of <subject o1="" object="" predicate="" r1,="" s1,=""> and the part (how) of idea2 is composed only of</subject>	329
272	SingleTerm <w1> Then if compute similarity between S1 or O1 and W1 &gt;= 0.75 The same how else different how</w1>	330
273	– signal is On outside	331
274	- information	332
275	• If the part (how) of idea1 is composed of <subject o1="" object="" predicate="" r1,="" s1,=""> and the part (how) of idea2 is composed of sequence</subject>	333
276	of words <sw1> Then if compute similarity between <subject o1="" object="" predicate="" r1,="" s1,=""> and SW1 &gt;= 0.75 The same how else</subject></sw1>	334
277	different how	335
278	- signal is On outside	336
279	- Save navigation to the exit	337
280	• If the part (how) of idea1 is composed of <only w1="" word=""> and the part (how) of idea2 is composed only SingleTerm <w2> Then if</w2></only>	338
281	W1 subclass of W2 or superclass or similar or same then same how else different how	339
282 283	- exit path	340 341
284	<ul> <li>escape route</li> <li>If the part (how) of idea1 is composed of <only w1="" word=""> and the part (how) of idea2 is composed of sequence of words <sw2></sw2></only></li> </ul>	341
285	Then if compute similarity between $<$ W1 $>$ and SW2 $>$ = 0.75 The same how else different how	343
286	- position	344
287	- Save navigation to the exit	345
288	• If the part (how) of idea1 of <sequence of="" sw1="" words=""> and the part (how) of idea2 is composed of sequence of words <sw2> Then if</sw2></sequence>	346
289	compute similarity between $\langle SW1 \rangle$ and $SW2 \rangle = 0.75$ The same how else different how	347
290	4	348

## Multidimensional Relationships Rules