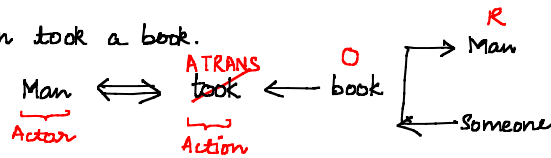
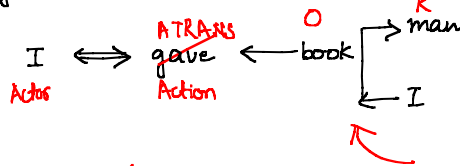


Conceptual Dependency

Man took a book.

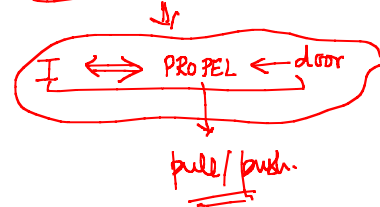


I gave book to man.



1. ATRANS (took, gave)
2. PTRANS (go)
3. PROPEL (pull, push)
4. MOVE (push)
5. GRASP (throw)
6. INGEST (eat, drink)
7. EXPEL (sweat, excrete)
8. MTRANS (tell, see)
9. MBUILD (decide)
10. SPEAK (play)
11. ATTEND (see, listen)

I pushed door.

SCRIPT

- A script is a structure that describes a set of circumstances which could be expected to follow from one another.
- It is similar to sequence or chain of situations
- It can have numbers of slots and frames with more specialized roles
- Script events tend to occur in patterns.
- Script represents from entry condition to end condition.

Components of script

- 1) Entry condition: these must be satisfied before events in script can occur.
- 2) Results: conditions that will be true after events in script occur
- 3) Props: slots representing objects involved in events
- 4) Roles: Persons involved in events.
- 5) Tracks: Variations in script.
- 6) Scenes: Sequence of events that occur.

Example:- Robbing a Bank

This might involve -

- Getting a gun.
- Hold up a bank.
- Escape with money.

Props

Gun G
Bag B
Get away car C

Roles

Robber S
Cashier M
Policeman P
Bank Manager BM

Entry conditions

S plans robbery in bank.

Results

S has money. P is in action.
BM is sad.
M is shocked.

Script: ROBBERY		Track: Successful Snatch	
Props: G = Gun ✓ L = Loot ✓ B = Bag ✓ C = Get away car ✓		Roles: R = Robber ✓ M = Cashier ✓ O = Bank Manager ✓ P = Policeman ✓	
Entry Conditions: R is poor. R is destitute. <i>R plans the robbery.</i> <i>The bank gets open.</i>		Results: R has more money. O is angry/sad. M is in a state of shock. P is shot.	
Scene 1: Getting a gun R PTRANS R into Gun Shop : Robber went to gunshop R MBUILD R choice of G : Robber decides which gun to buy R MTRANS choice : Robber told her choice to shop keeper R ATRANS buys G : Robber buys gun. G. (go to scene 2)			
Scene 2: Holding up the bank <i>Example</i> R PTRANS R into bank : Robber went to bank. R ATTEND eyes M, O and P : Robber noticing M, O, P. R MOVE R to M position : Robber move to cashier. R GRASP G : Robber shoot gun. R MOVE G to point to M : Robber point gun to cashier. R MTRANS "Give me the money or ELSE" to M P MTRANS "Hold it Hands Up" to R R PROPEL shoots G : Robber triggered the gun & shoot P INGEST bullet from G : Policeman get choked from the bullets M ATRANS L to M. M ATRANS L puts in bag B : M ATRANS bag B to R R M PTRANS exit O ATRANS raises the alarm (go to scene 3)			
Scene 3: The getaway R M PTRANS C			

R: Robber

M: Cashier

O: Bank manager

P: policeman/security guard

G: Gun

L: Loot

C: Car

B: Bag

Advantages of Script:

- Ability to predict events
- A single coherent interpretation maybe build up from a collection of observations.

Disadvantages of Script:

- Less general than frames
- May not be suitable to represent all kind of knowledge.