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# **Programming Interactive Worlds with Linear Logic**

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## **Abstract**

XXX A short summary.

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## **Acknowledgments**

XXX write this last.

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# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	Linear Logic Programming . . . . .	1
<b>2</b>	<b>Narrative Generation</b>	<b>3</b>
<b>3</b>	<b>Making Linear Logic Programs Interactive</b>	<b>5</b>
3.1	Sensing and Acting Predicates . . . . .	5
3.2	Stages . . . . .	5
3.3	Ceptre . . . . .	5
<b>4</b>	<b>Reasoning Tools</b>	<b>7</b>
<b>5</b>	<b>Conclusion</b>	<b>9</b>

February 27, 2015  
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# List of Figures

February 27, 2015  
DRAFT

# List of Tables

February 27, 2015  
DRAFT

# **Chapter 1**

## **Introduction**

### **1.1 Linear Logic Programming**

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## **Chapter 2**

# **Narrative Generation**

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## **Chapter 3**

# **Making Linear Logic Programs Interactive**

### **3.1 Sensing and Acting Predicates**

### **3.2 Stages**

### **3.3 Ceptre**

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# **Chapter 4**

## **Reasoning Tools**

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# **Chapter 5**

## **Conclusion**

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