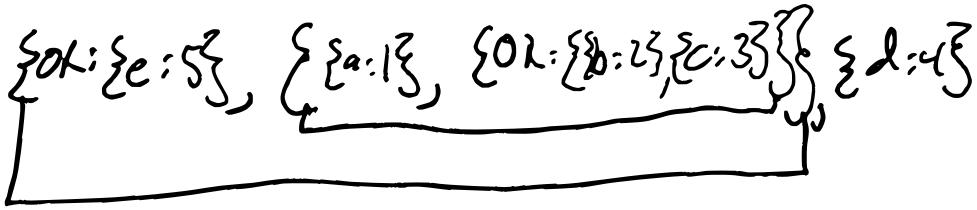
$e:5 \vee (a:1 \wedge (b:2 \vee c:3)) \wedge d:4$

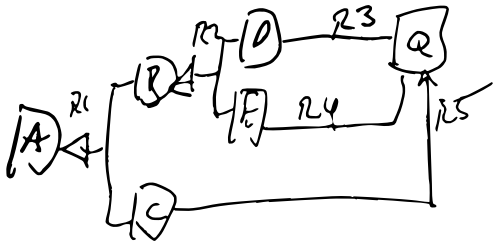


{'a':1, 'ok':{'b':2, 'c':3}}

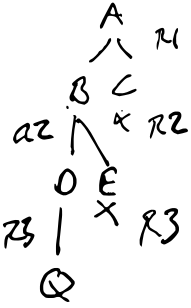
From Class
Bank Tree

/238/RS/Bank ok

/238/TopBankLevel/RS/Bank



Reach {D, E}



Hits

A - R1

R2

Cursors
→ R2
→ {E & C}

Start
A

R1/R2/R4/Q

↓

A - R1 - B - R2 - D - R3 - Q } Linear

(B, C) Pass test

A - R1

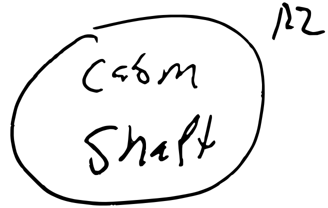
① Start at some class
If Rel, validate and see possible dest nodes
Add Rel to path
If multiple pass test eliminate
all not on from-to, add remain possibly

frmclass

Cabin

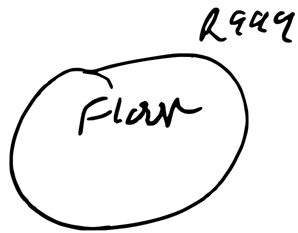
Subtract

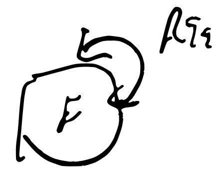
↳ Shaft
(assoc)



Floor

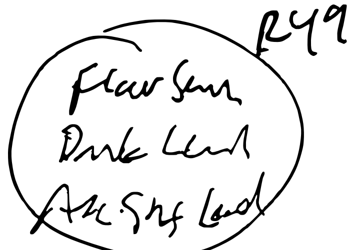
↳ None
(reflexive)

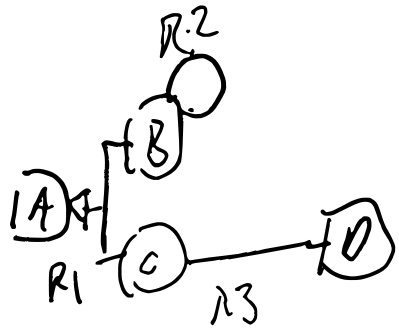




Bank Level

↳

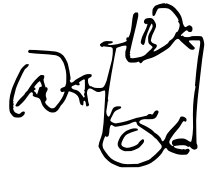




From classes $\{B, C\}$

From_tos $\{B\}$

Reachable class $= \{B\}$



From class: B, C

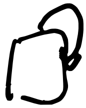
Reachable: B, C

All Assocs

① Search perspectives

All G-s

② Search Parcels



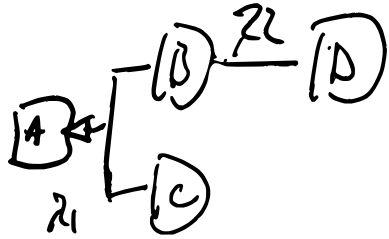
only one perspective → same class reachable

two perspectives on same class

search on perspectives (forum, domain) yields 1 table, same class

From classes = {B, C}

perspectives on R2 {B} => reachable classes



Current R

Next R

Create hop
- Rel, start class
- Dest class
- Hop Type

A
R1 - Gen
R2 - Straight
B, D
(Find Subclass)

B
C

(class) (Shaft)
IR2 | R28 | Shaft Level IR3 | Accessible Shaft Level

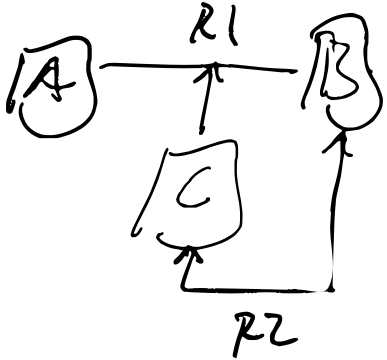
IR2 Associative
(no assoc
Straight
Straight Map to Shaft

R28 Associative
Assoc: Shotleal
Straight: Floor
(Next must be

get next element in path
If rel
get rel type
determine class if only one
dest
If multiple dest, save
& look at next element
rel → Interest
Class → Related

Note: You only need to look ahead
one step

/R1/R2/C

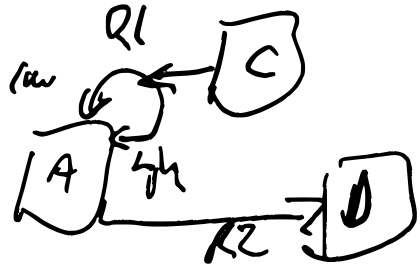


/R1/B/R2/C

/R1/C/R2/B

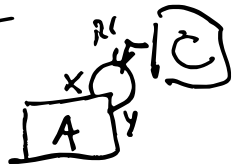
(B, C)?

RR (C, B)



/R1/high/R2/D

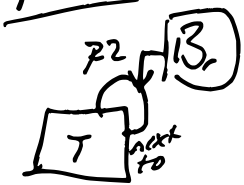
Asymetric



A → /y
(A→A)

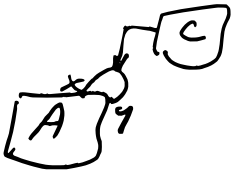
If perspective cannot be To Assoc class

Symmetric



T → next to
(T→T)
Symmetric Hop

Asymetric



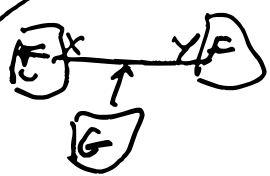
C → /y
(C→A)

G → /y
(Non Reflexive)

From Assymetric Assoc Class

Class cursor != Visual class
(C) (A)

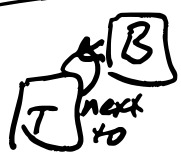
Asymetric circular Hop



E → /y
Straight Hop

Non-Reflexive

Symmetric



B → next to

From Symmetric Class Hop

NR: Straight or From Assym Assoc class
R: To Assoc Class, Symm Hop, From Assym Assoc From Symmetric

CASES ⇧

Navigate Hops
23-6-15
Leon Starr/Mint