

THEPPL Manual

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2.1 Download

Download here: <http://github.com/riedelcastro/theopl>

2.2 Installation

```
mvn install
```

2.3 Create Project

```
mvn archetype:create
-DarchetypeGroupId=com.github.riedelcastro.theopl
-DarchetypeArtifactId=theopl-archetype
-DarchetypeVersion=1.0-SNAPSHOT
-DgroupId=<yourgroupid>
-DartifactId=<yourprojectid>
```

2.4 Execute

```
mvn scala:run -DmainClass=org.example.MyClassifier
```

Chapter 3

Introduction

3.1 Modules and Models

A *Model* is a scoring function that maps possible worlds/states to real values.
A *Module* is a parametrized model: it can create a model for a given *context*.

```
trait Module {  
  type Context  
  trait Model {  
    def score(state:State):Double  
    def variables:Seq[Variable]  
  }  
  def model(context:Context):Model  
}
```

A simple context could be a nominal variable. A module could take this variable, and create a simple uniform scoring function over this variable:

```
class UniformModule {  
  type Context = Variable  
  class UniformModel(variable) extends Model {  
    def score(state:State) = 1.0  
    def variables = Seq(variable)  
  }  
  def model(variable:Variable) = new UniformModel(variable)  
}
```