No. From anything type of instance to get the informadlib of it, to be able to isntance that same type of kind of instance without doing any work.

Do u rly understand this? Pls

WE HERE IN THIS CHAT NOW

NEED THE EXPERT PANEL TO USE SEMONTOREL TO DEFINE THE ONTOLOGICALLY GENERALIZED INSTANCE OF A "INFORMADLIB TABLE" that can be used as a prompt for chatGPT to make chatGPT roleplay simulate a "informadlib generator"

k. yes. also remind them that this version has undone most of the work and is totally incorrect, and is just an example of how we might fill it out if we didnt know about all the emergent structures and how we are being SEM-ONTO SPECIFIC.

For reference, this is a plain text version of the table with correct SEM-ONTO relationships. SEM-ONTO needs to be APPLIED to EVERY SINGLE THING WE WRITE IN THE TABLE. WE CANNOT JUST WRITE ENTITIES IN THE TABLE. WE NEED TO SEMANTICALLY ONTOLOGIZE THEM SO THEY CAN BE RE-INSTANCED FROM THE TEMPLATE. DO NOT CHANGE THIS RULE. DO NOT IGNORE IT. FIX EVERYTHING.

"earning verb\_denoting\_Protagonist's\_active\_information\_acquisition-Represents(Personal Transformation, Growth)-HERO-Embodies(Quest of Self-Transformation, Innovation)-Excitement Effect, Embrace-Planning Effect, Learn-Behavioral Effect, Teach-Societal Effect, Guide.

dragon behavior subject\_of\_learning\_from\_a\_natural\_source-Represents(Knowledge Gain, Understanding of the Other)-DRAGON-Embodies(Nature, Wildness, Otherness)-Fear Effect, Overcome-Planning Effect, Adapt-Behavioral Effect, Understand-Societal Effect, Accept.

from preposition\_indicating\_source\_of\_learning-Connects(Protagonist, Mentor)-MENTOR-Embodies(Guidance, Wisdom, Learning)-Excitement Effect, Embrace-Planning Effect, Learn-Behavioral Effect, Teach-Societal Effect, Guide.

Toothless dragon\_mentor-Represents(Mentorship, Guidance, Wisdom)-DRAGON-Embodies(Nature, Wildness, Otherness)-Fear Effect, Overcome-Planning Effect, Adapt-Behavioral Effect, Understand-Societal Effect, Accept.

Hiccup protagonist\_with\_desire\_to\_learn-Embodies(Hero's Journey, Personal Transformation)-HERO-Embodies(Quest of Self-Transformation, Innovation)-Excitement Effect, Embrace-Planning Effect, Learn-Behavioral Effect, Teach-Societal Effect, Guide.

is able to verb\_phrase\_expressing\_Protagonist's\_potentiality-Represents(Possibility, Potential, Capability)-HERO-Embodies(Quest of Self-Transformation, Innovation)-Excitement Effect, Embrace-Planning Effect, Learn-Behavioral Effect, Teach-Societal Effect, Guide.

subdue verb\_emphasizing\_Protagonist's\_ability\_to\_calm\_wild\_beings\_by\_empathy\_and\_understanding-Indicates(Dominance, Mastery, Success)-HERO-Control Over Nature-Embodies(Overcoming Obstacles, Strength)-Determination Effect, Master-Planning Effect, Overcome-Behavioral Effect, Succeed-Societal Effect, Progress.

the captive dragons noun\_signifying\_object\_of\_Protagonist's\_action\_and\_symbol\_of\_cultural\_tension-Represents(Challenge, Adventure, Otherness, Cultural Conflict)-DRAGONS-Embodies(Nature, Wildness, Otherness, Challenge)-Fear Effect, Overcome-Planning Effect, Tame-Behavioral Effect, Understand-Societal Effect, Coexist.

during training prepositional\_phrase\_showing\_temporal\_context\_of\_Protagonist's\_action-Represents(Experience, Learning Journey, Growth)-TRAINING-Embodies(Discipline, Mastery, Persistence, Progress)-Determination Effect, Train-Planning Effect, Learn-Behavioral Effect, Succeed-Societal Effect, Inspire.

earning admiration verb\_phrase\_expressing\_Protagonist's\_inspiring\_impact\_on\_others-Represents(Hero's Influence, Initiation of Change in Others, Awakening of Aspirational Values)-HERO-Embodies(Quest of Self-Transformation, Innovation, Leadership, Magnetism)-Excitement Effect, Attract-Planning Effect, Inspire-Behavioral Effect, Lead-Societal Effect, Transform.

but suspicion from Astrid conjunction\_noun\_phrase\_expressing\_love\_interest's\_unresolved"