

The fabrik of knowledge

April 14, 2013

1 smallest part of what we call knowledge

The picture shows an assemblage of concepts as they look when plotted with GraphViz. Its a bit like snow as every concept has a different structure, some simple ones some complex generally a concept can have one or more exits which lead into one or more related concepts like

(I'm going = to the shop // crazy)

using graph wizard for sampling concepts one level only!!!

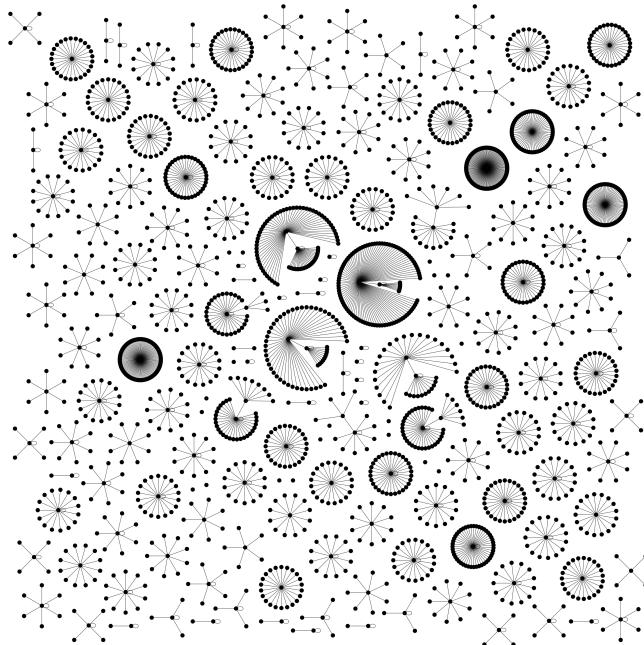


Figure 1: generating fairly random concepts with common letter [a]

2 A knowledge system

A large number of concepts even if assembled randomly will form a system where the relations will form connections which would make it possible to move from one concept to any other within the system.

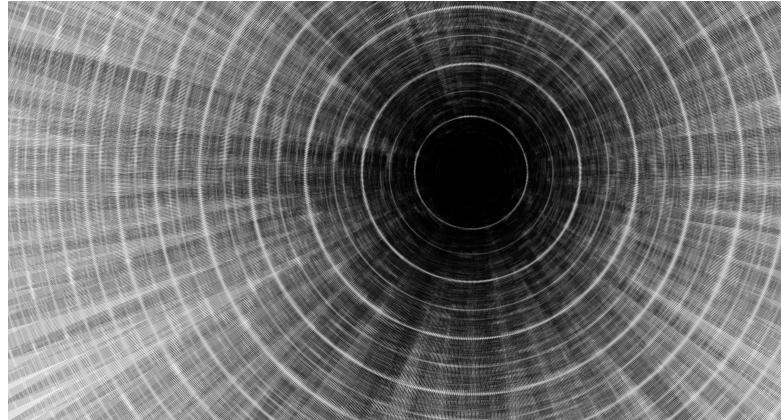


Figure 2: knowledge system with round about 1k concepts

3 Making knowledge

Lets start to render something simple like fiction

```
AI::MicroStructure::ObjectSet {
    public methods (11) : check, decrufit, domain, final, includes, includes_name, ins
    private methods (0)
    internals: {
        fiction           AI::MicroStructure::Object,
        fictional         AI::MicroStructure::Object,
        fictional_animal AI::MicroStructure::Object,
        fictional_character AI::MicroStructure::Object,
        fictionalisation AI::MicroStructure::Object,
        fictionalise      AI::MicroStructure::Object,
        fictionalization AI::MicroStructure::Object,
        fictionalize     AI::MicroStructure::Object,
        micro            [],
        obj              {
            center   {
```

```

        fiction           1,
        fictional         2,
        fictional_animal 3,
        fictional_character 3,
        fictional_(vs._nonfictional) 2,
        fictionalisation 3,
        fictionalise      3,
        fictionalization 3,
        fictionalize     3,
        science_fiction   2
    },
    dense   {
        fictional_animal 3,
        fictional_character 3,
        fictionalisation 3,
        fictionalise      3,
        fictionalization 3,
        fictionalize     3
    },
    domain  "fiction_5641b1121c44f4929fde6b274d164e60",
    IN      [],
    max     3,
    mean    2.3,
    menu   {
        fictional_animal 3,
        fictional_character 3,
        fictionalisation 3,
        fictionalise      3,
        fictionalization 3,
        fictionalize     3
    },
    min     3
},
science_fiction      AI::MicroStructure::Object
}
}

real   0m0.163s
user   0m0.140s
sys    0m0.016s

```

So we would now have a seed knowledge system which we could expand from

4 Pictures

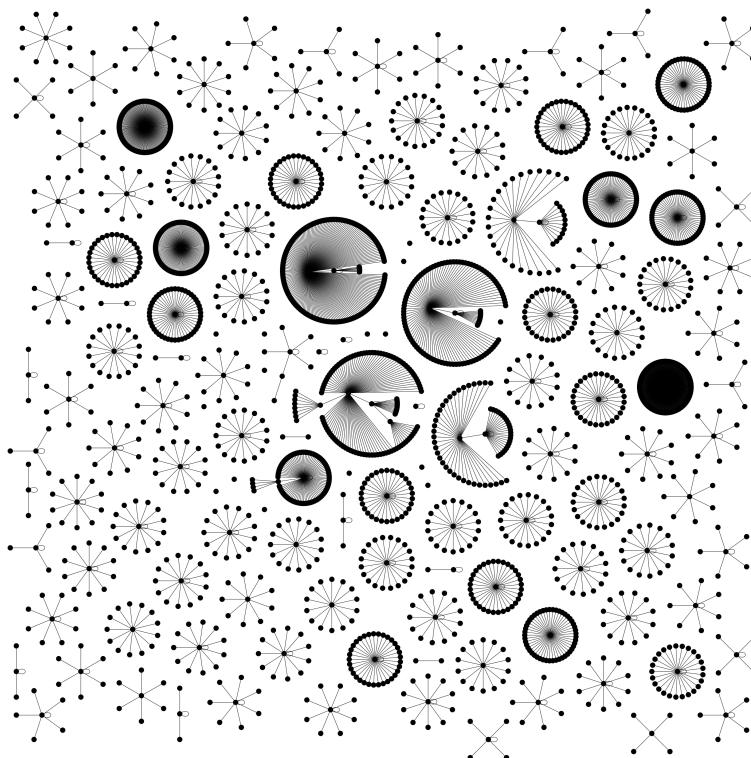


Figure 3: a random generation of unrelated concepts

common character [w]

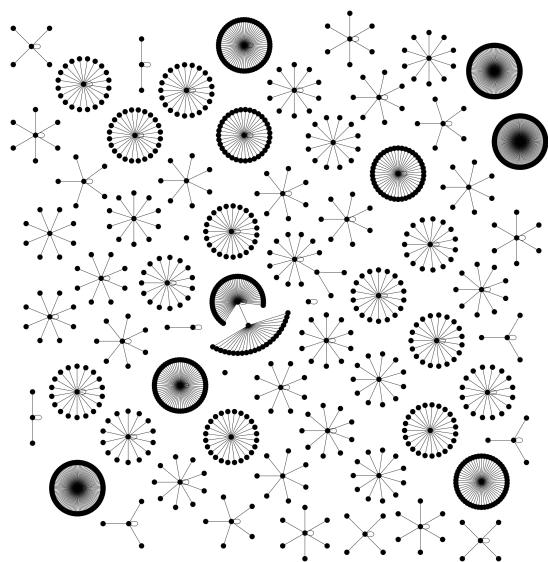


Figure 4: a random generation of unrelated concepts

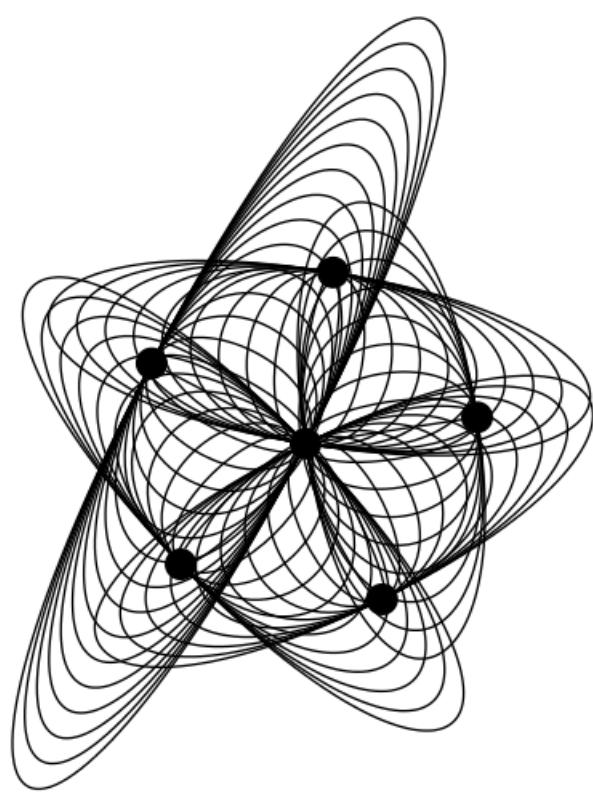


Figure 5:

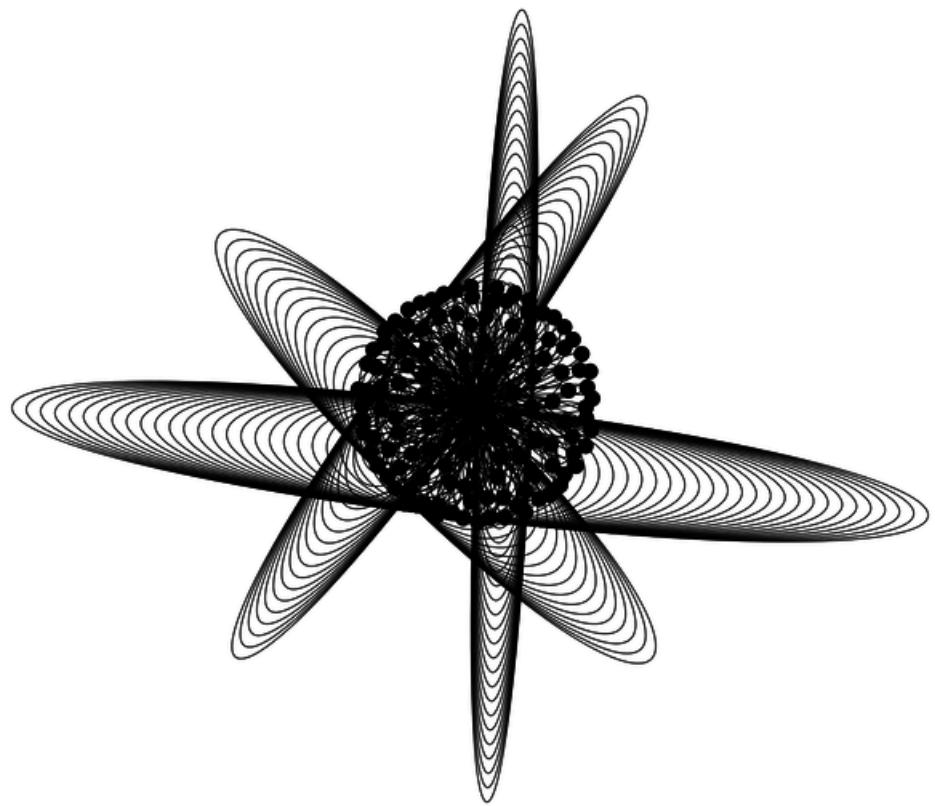


Figure 6: