

# The fabrik of knowledge

April 1, 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!!!

common character [w]

## 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.

## 3 Making knowledge

Lets start to render something simple like science-fiction

|    |    |    |    |    |    |    |    |    |     |     |
|----|----|----|----|----|----|----|----|----|-----|-----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 110 | 111 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 210 | 211 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 310 | 311 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 410 | 411 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 510 | 511 |

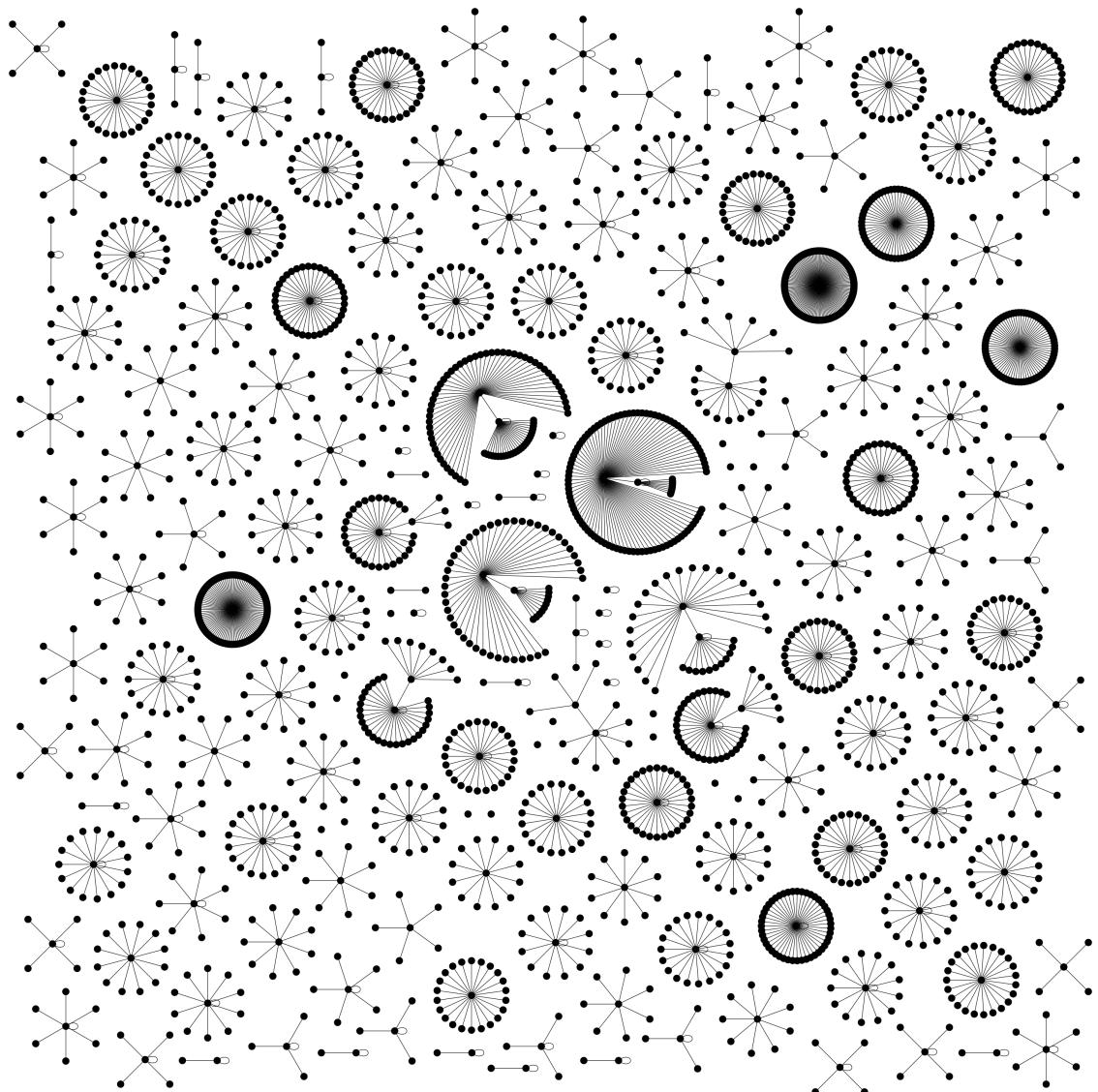


Figure 1: generating fairly random concepts with common letter [a]

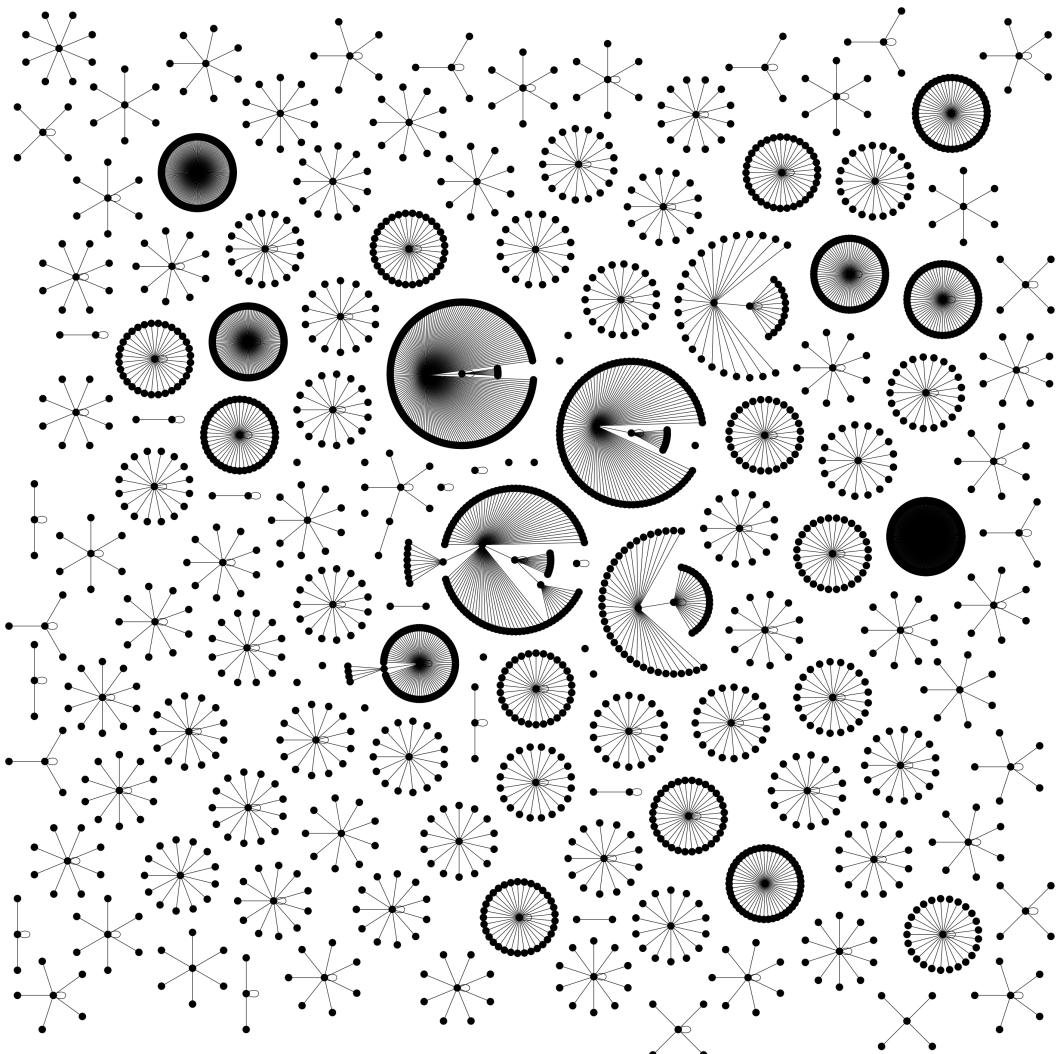


Figure 2: a random generation of unrelated concepts

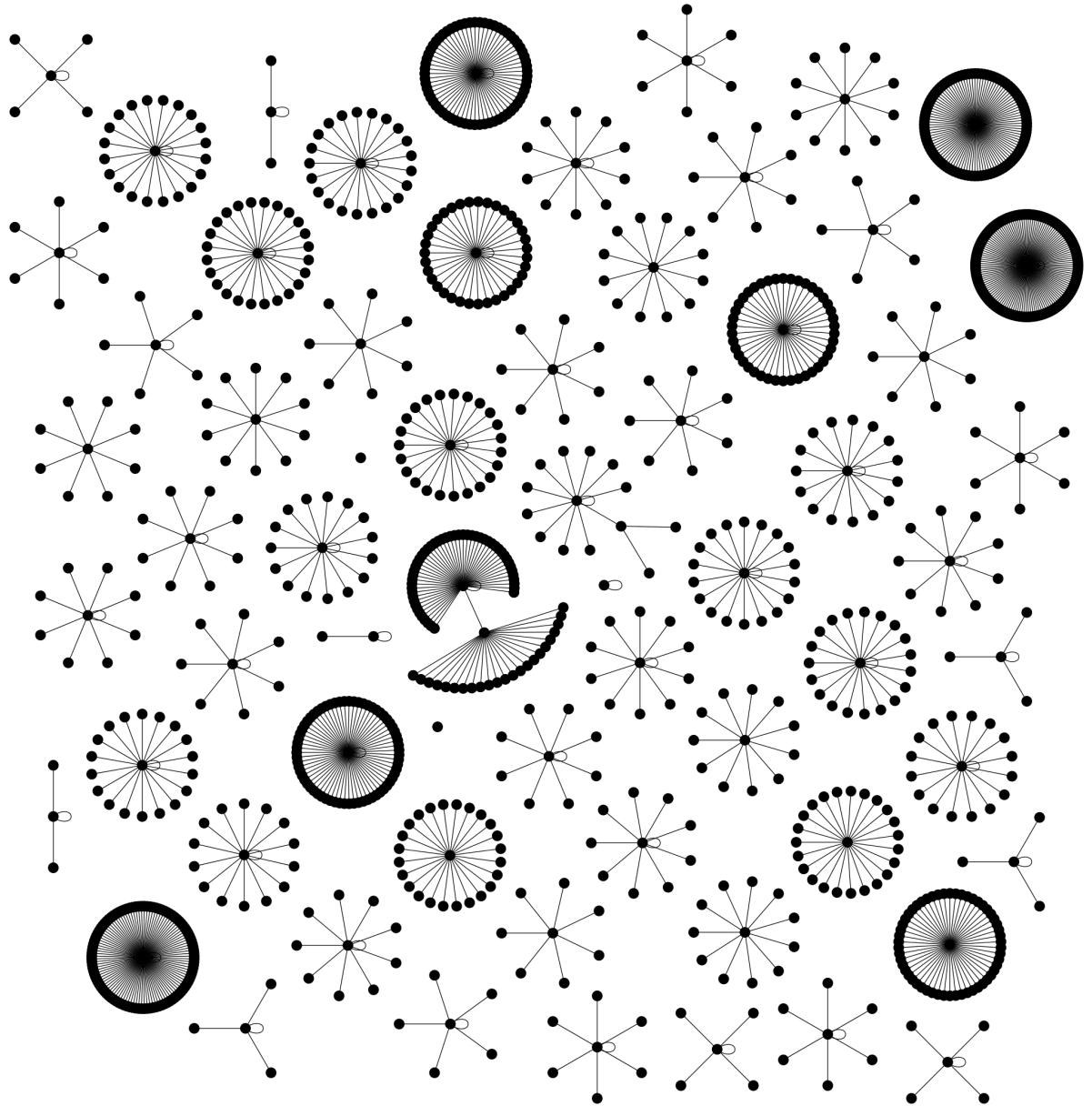


Figure 3: a random generation of unrelated concepts

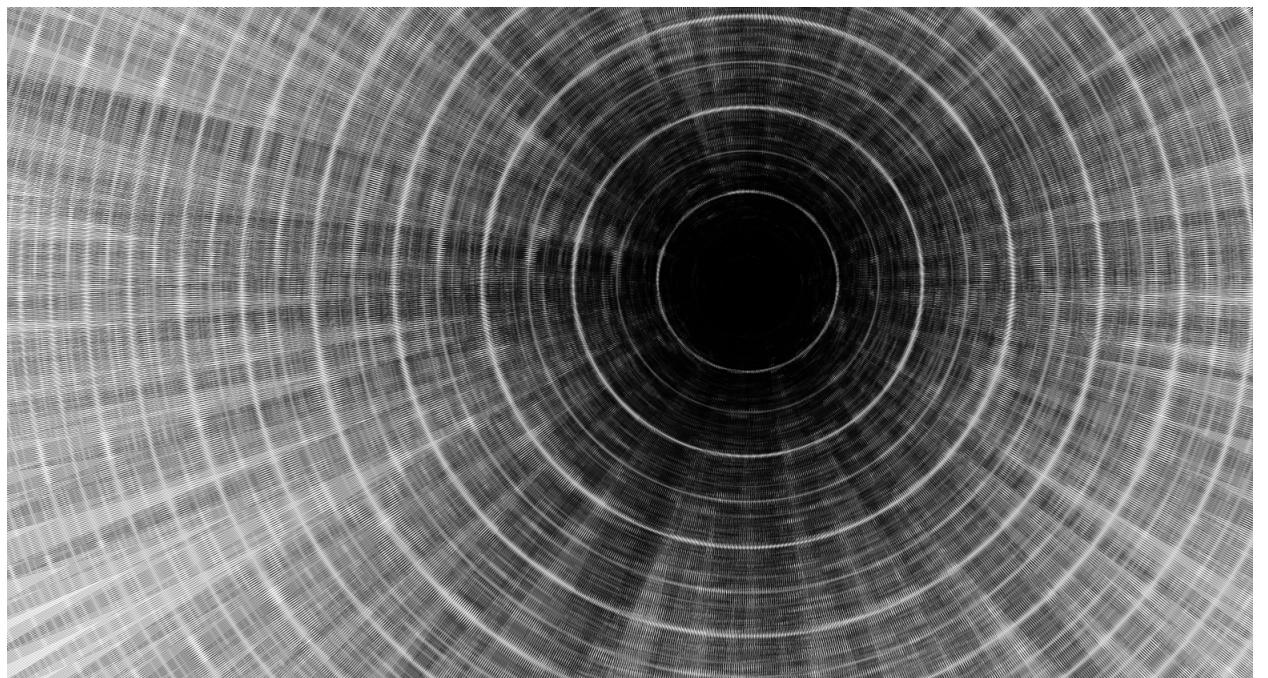


Figure 4: knowledge system with round about 1k concepts

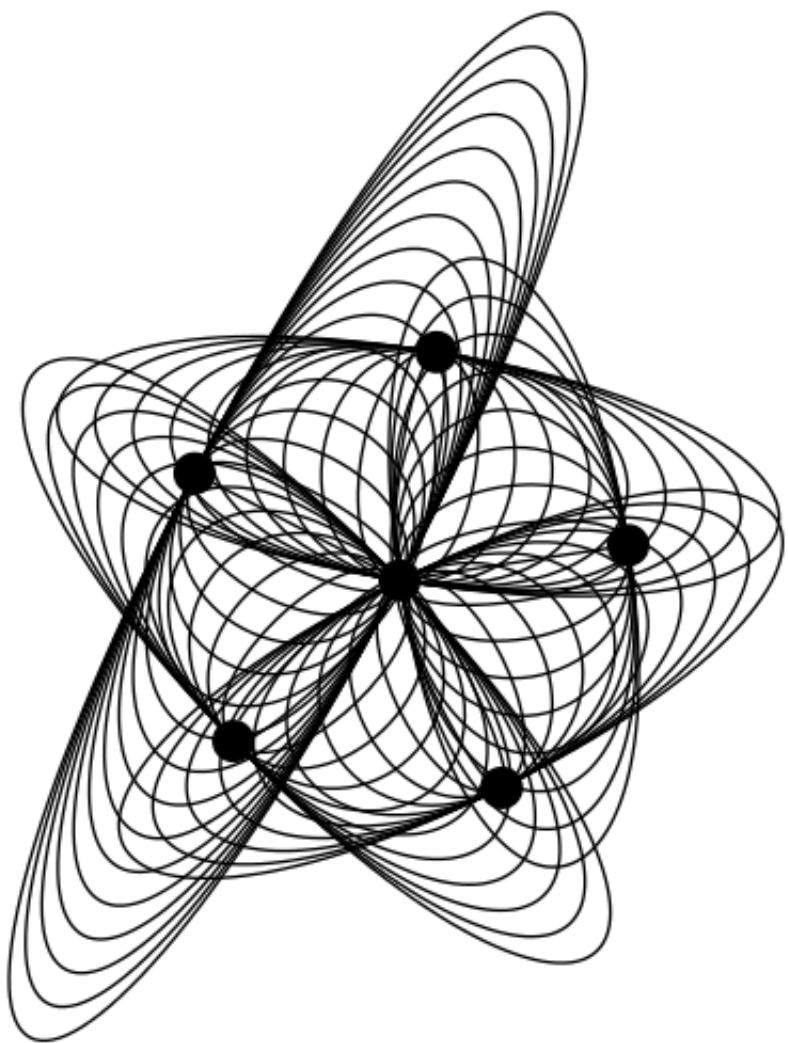


Figure 5:  
 $^6$

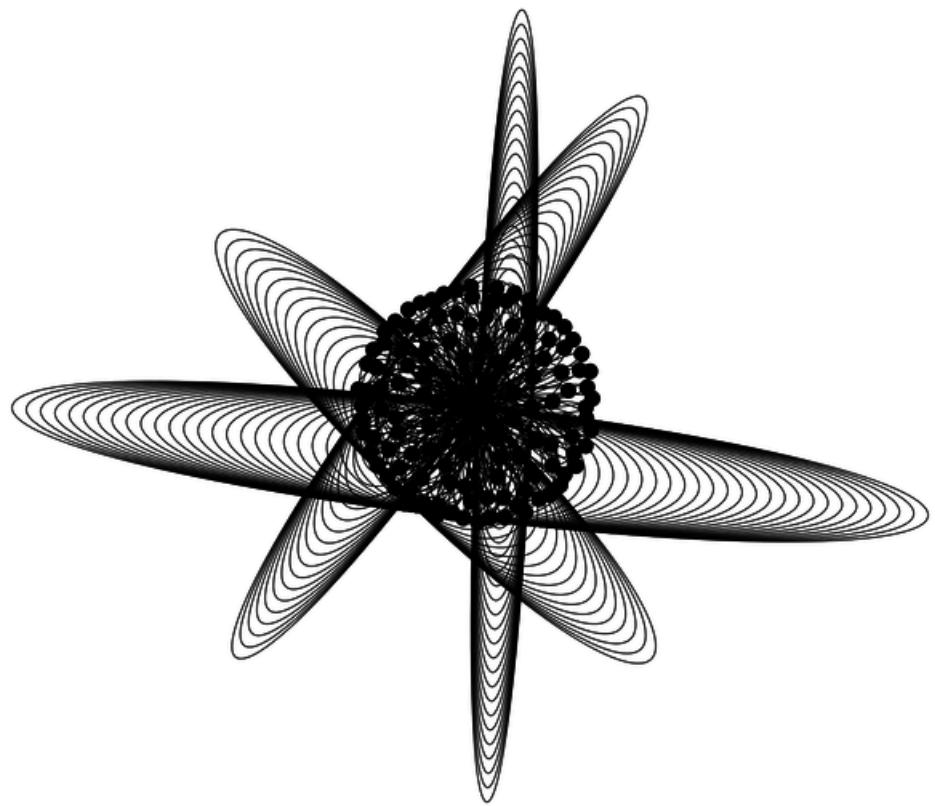


Figure 6: