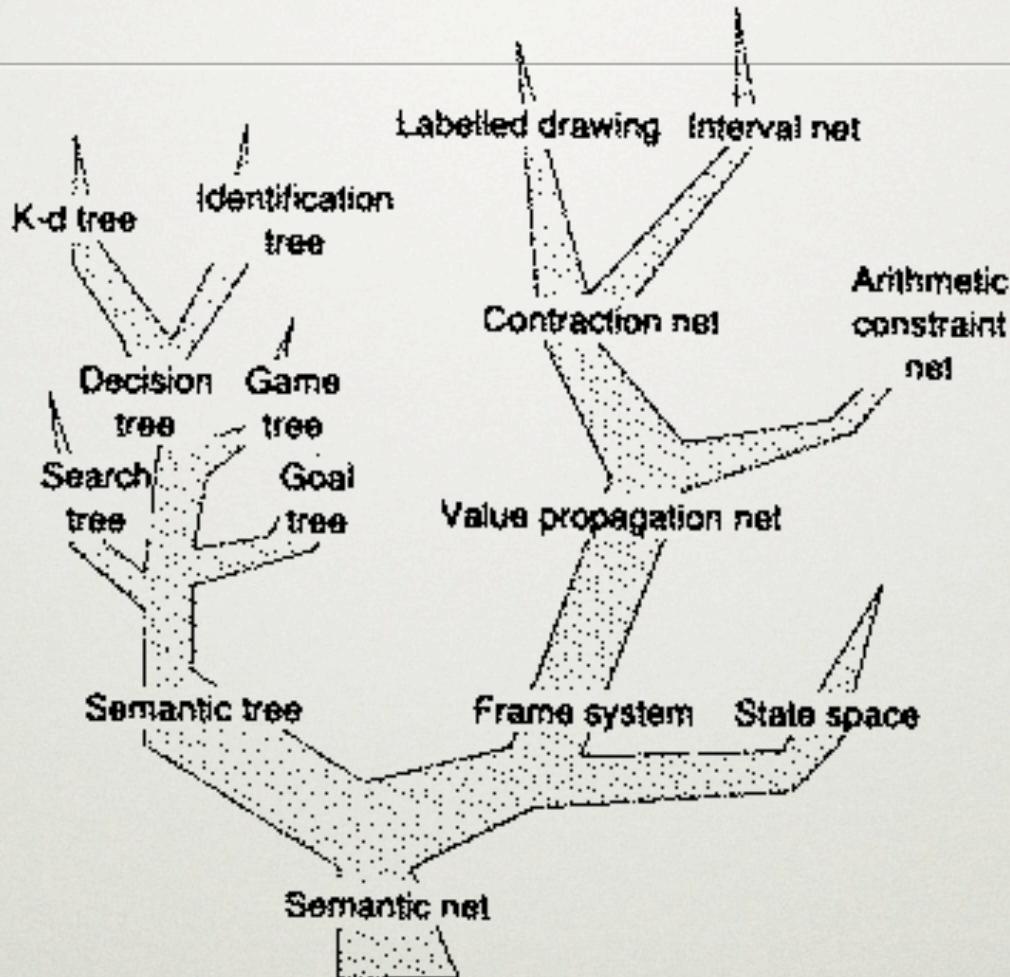


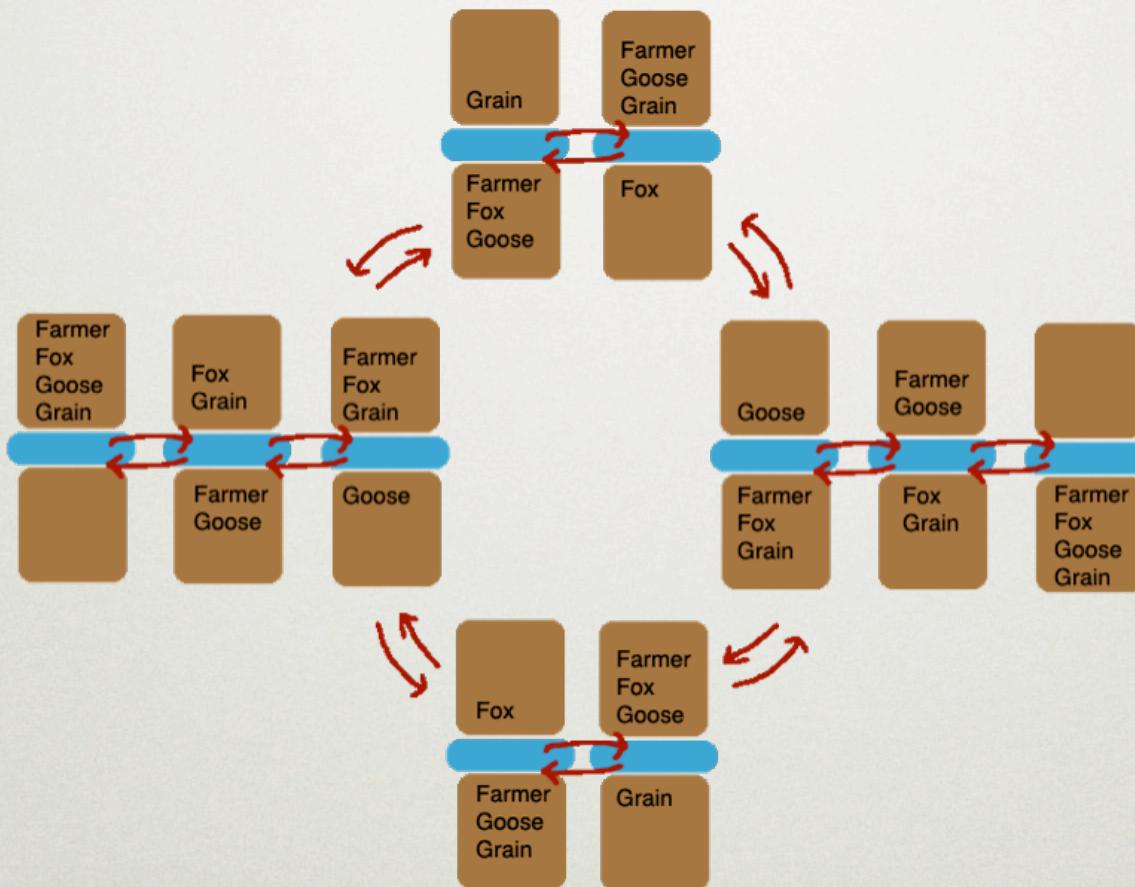
SEMANTIC NETWORKS

M. ANTHONY KAPOLKA III
CS 340 AI FALL 2011
WILKES UNIVERSITY

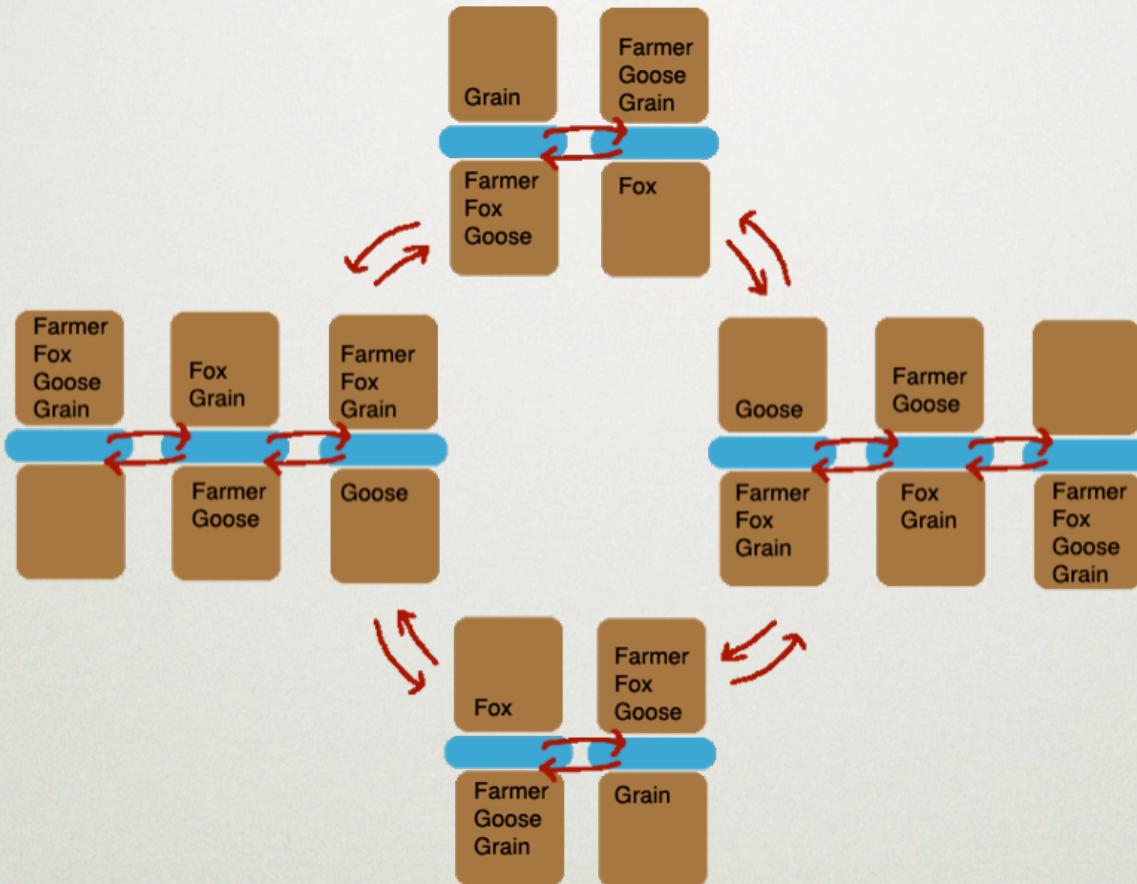
UBIQUITOUS



FARMER FOX GOOSE GRAIN

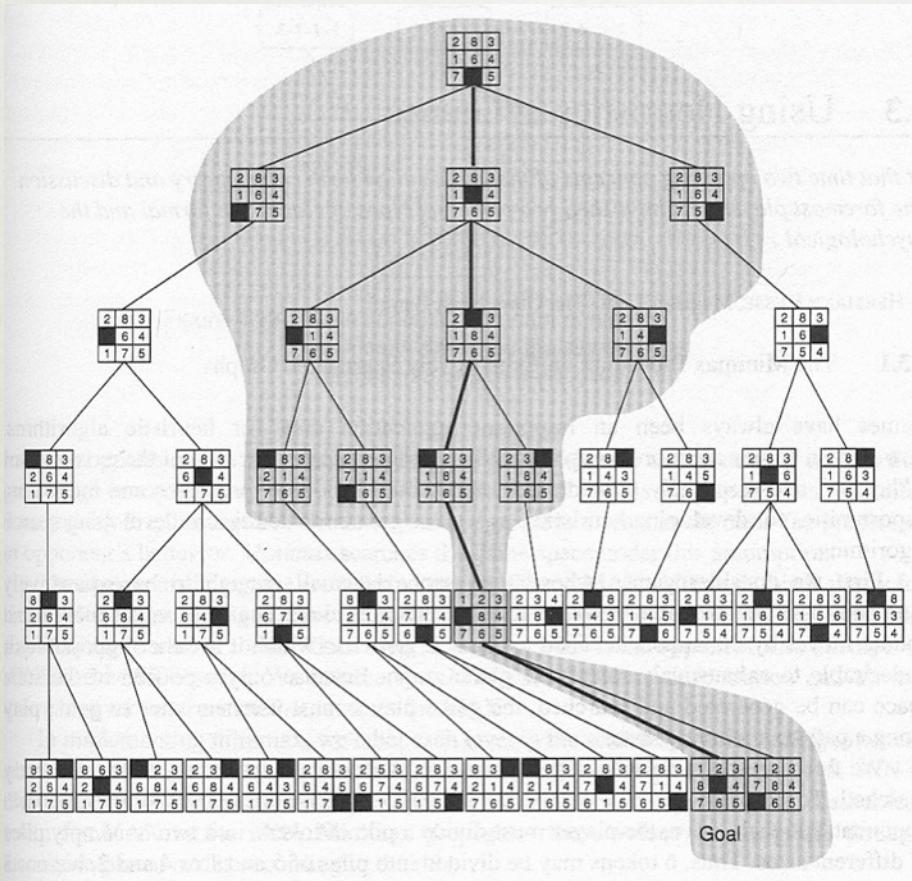


FARMER FOX GOOSE GRAIN

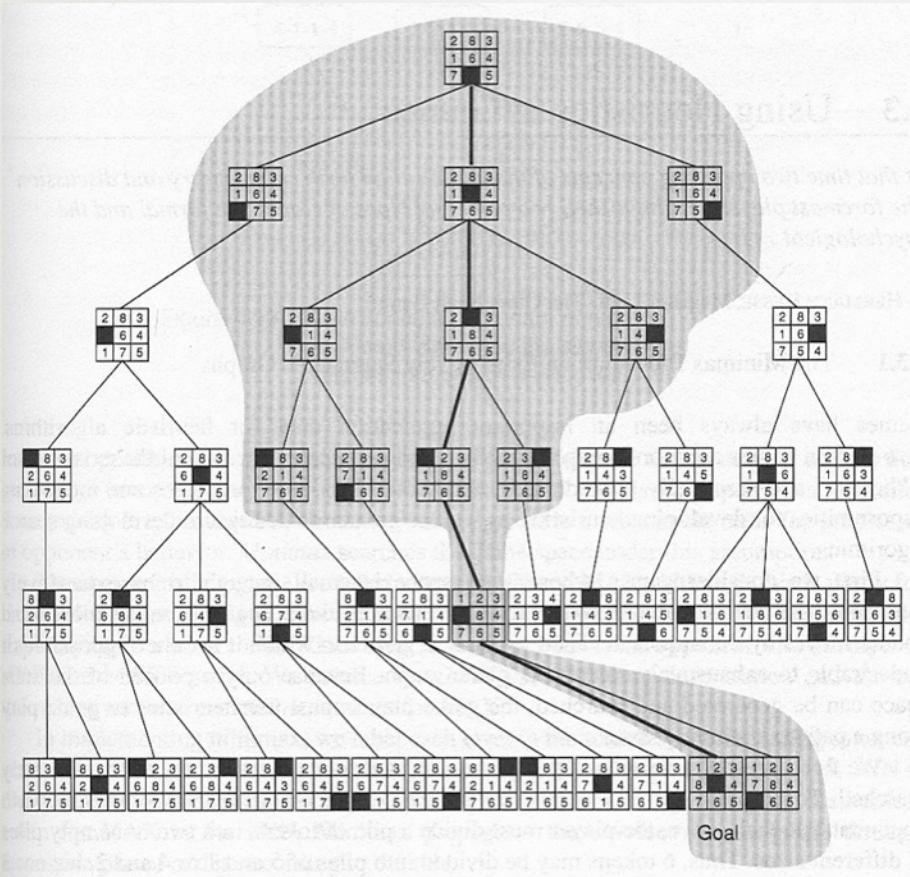


Nodes
Edges

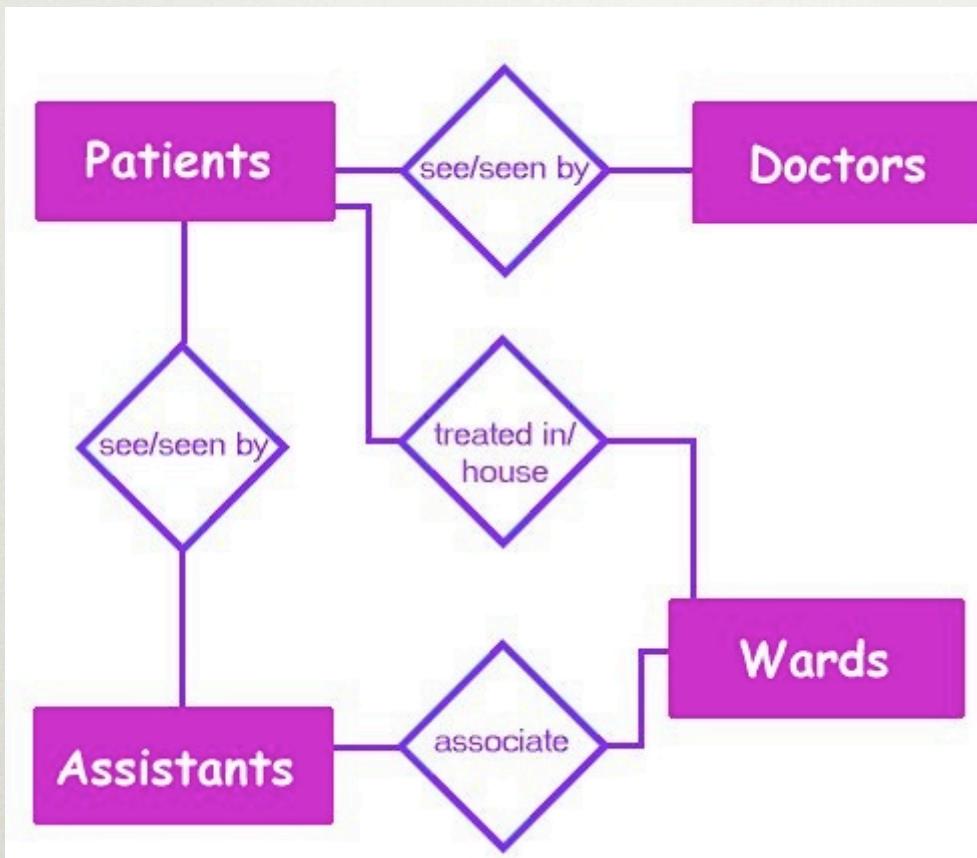
8-PUZZLE



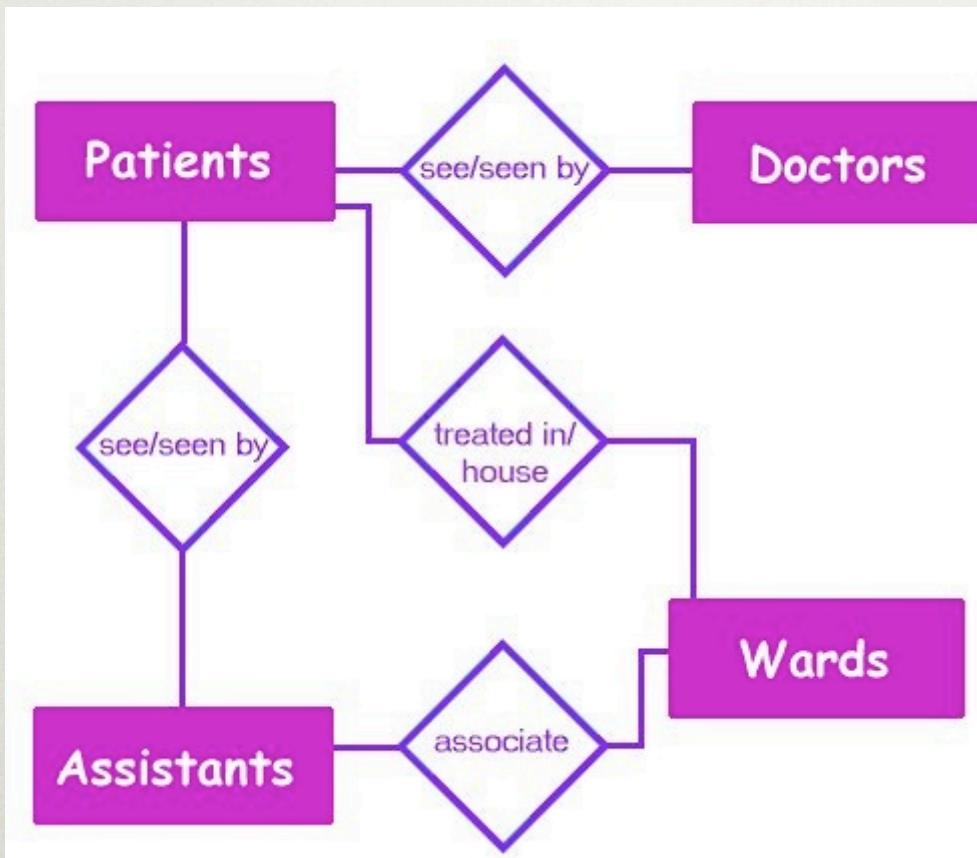
8-PUZZLE



ER DIAGRAMS

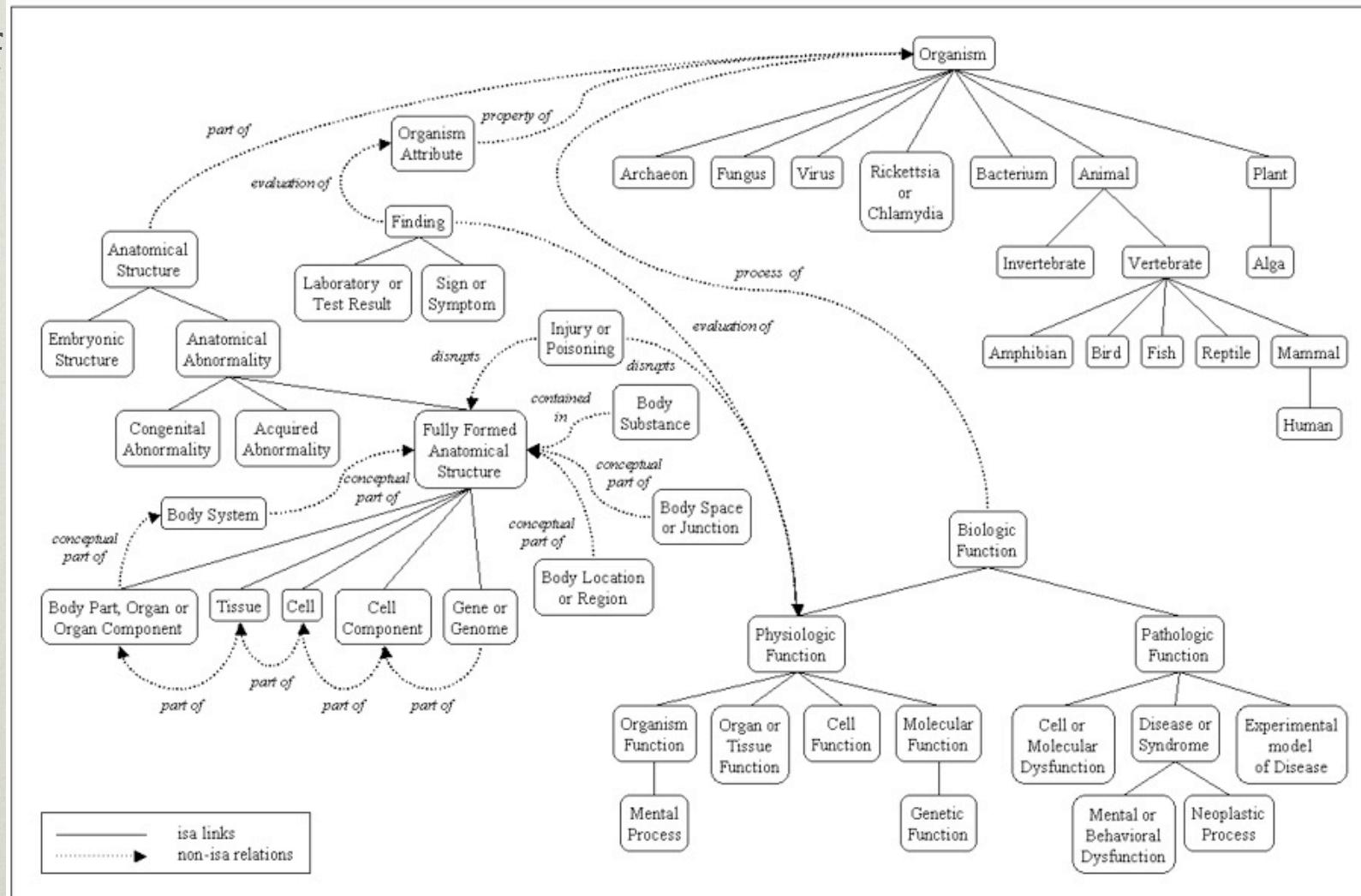


ER DIAGRAMS

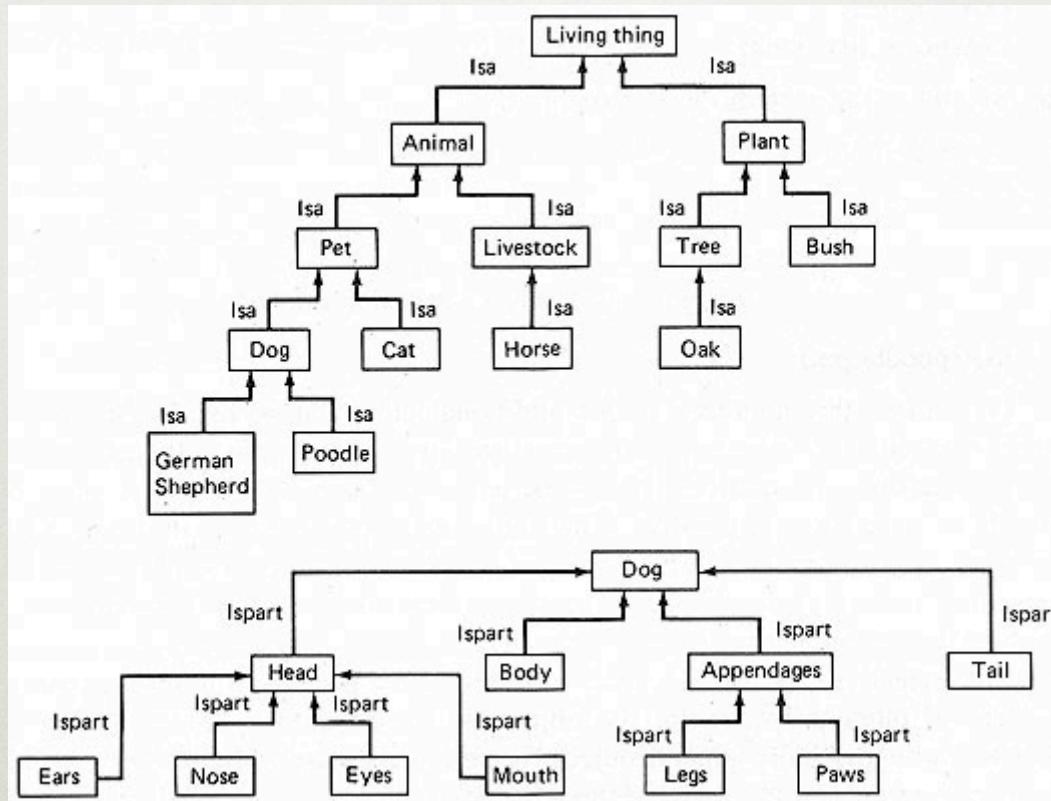


Nodes
Edges

Part of MeSH



IS-A, IS-PART HIERARCHIES



[Rich 1991]

TRUE OR FALSE?

TRUE OR FALSE?

- A canary is a canary.

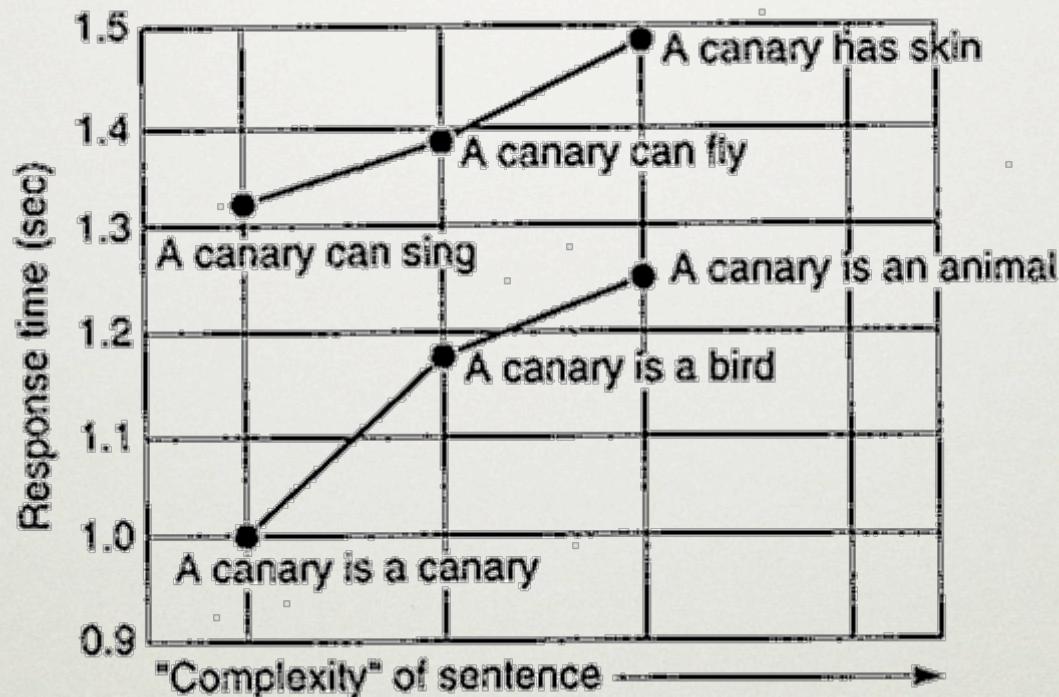
TRUE OR FALSE?

- A canary can sing.

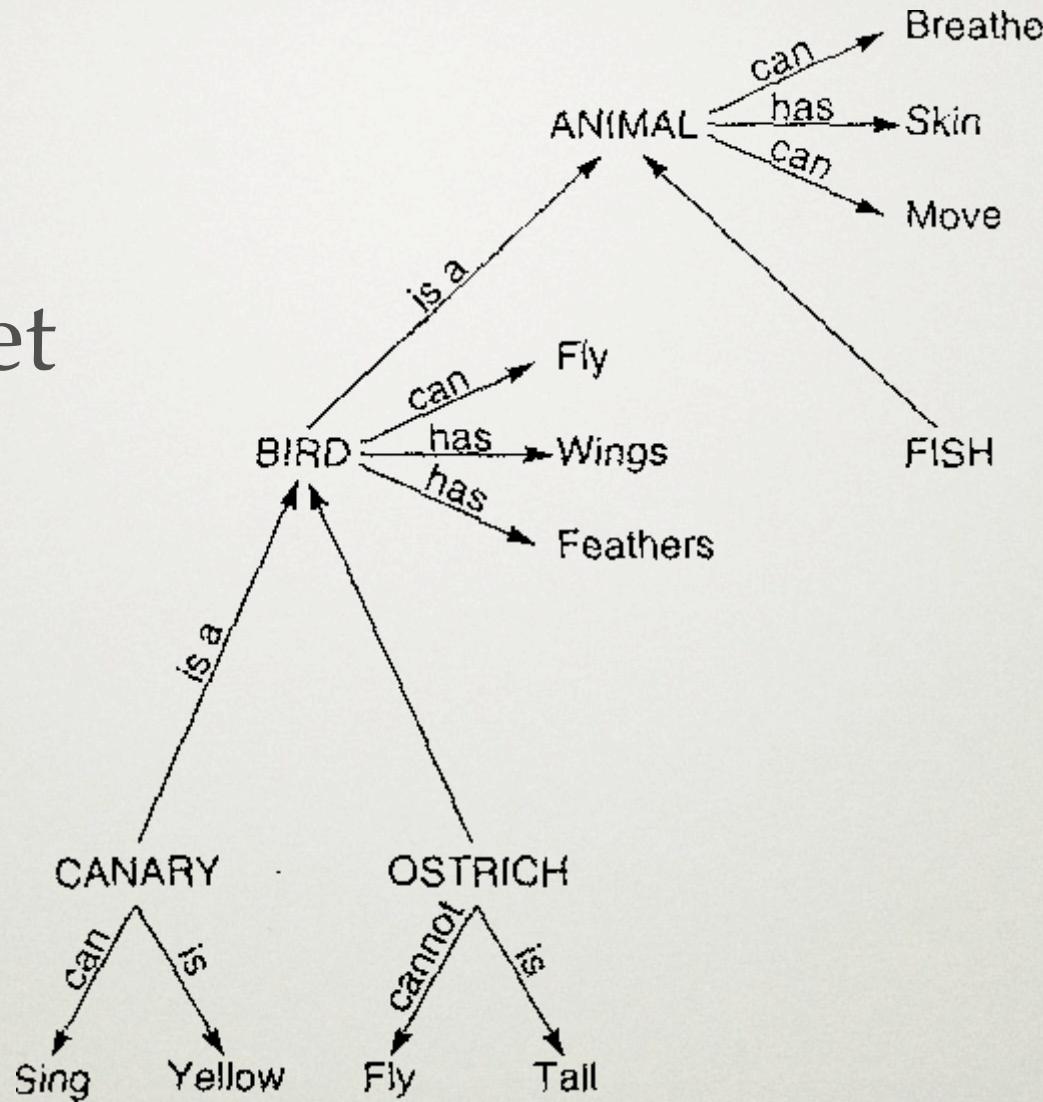
TRUE OR FALSE?

- A canary has skin.

RESPONSE TIME VS. SEMANTIC COMPLEXITY



Postulated Semantic Net



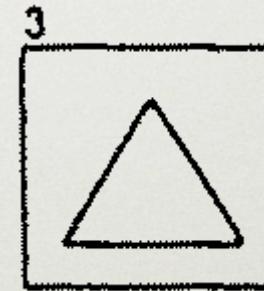
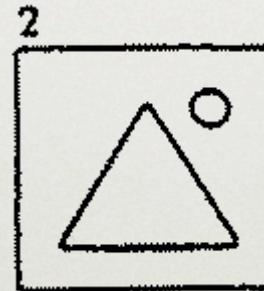
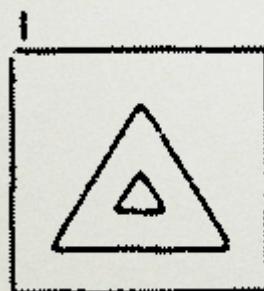
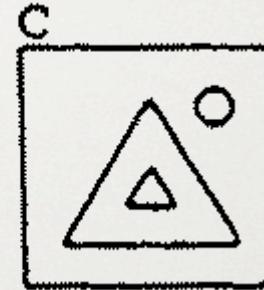
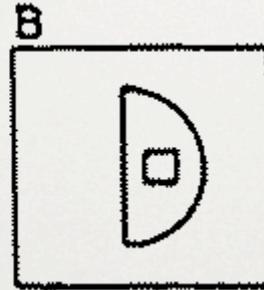
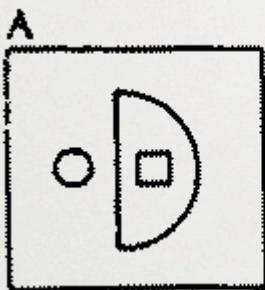
SEMANTIC NETWORKS

- Represent knowledge as a graph
- Vertices represent facts (concepts)
- Edges represent relationships between concepts
- meaning of vertices (nodes) & edges (links)
- operations on semantic network

EXAMPLE APPLICATIONS

- Analogy Problems
- Feature Extraction
 - represent images as a semantic net
- Feature Evaluation
 - determine what links have changed

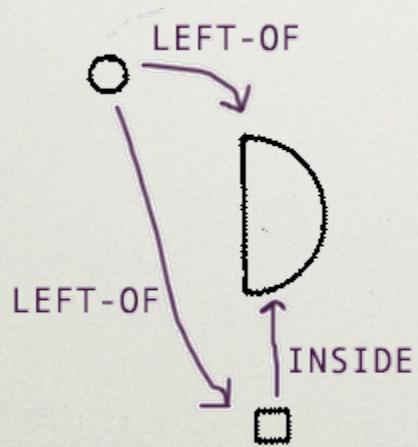
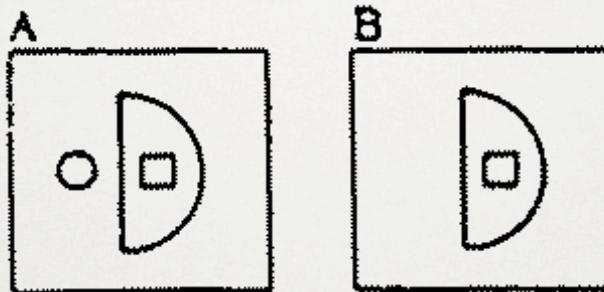
A : B :: C : ?



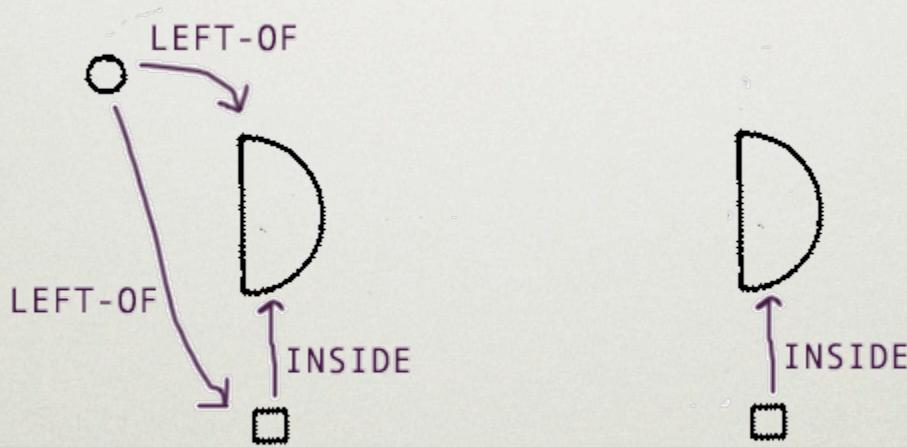
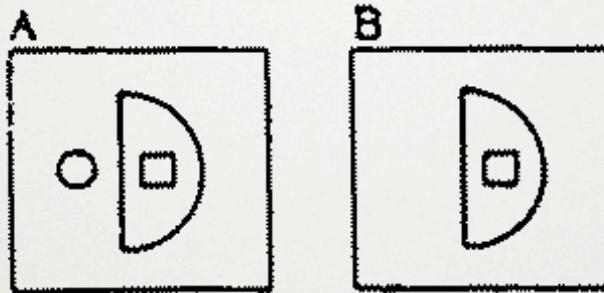
ANALOGY PROGRAM

- Used graphic techniques to identify objects and relations
 - e.g. odd # lines crossed, inside even # lines crossed, outside
 - e.g. compute center, compare X Y coordinate for above/below/left/right
- Used similarity metric to compare two semantic nets

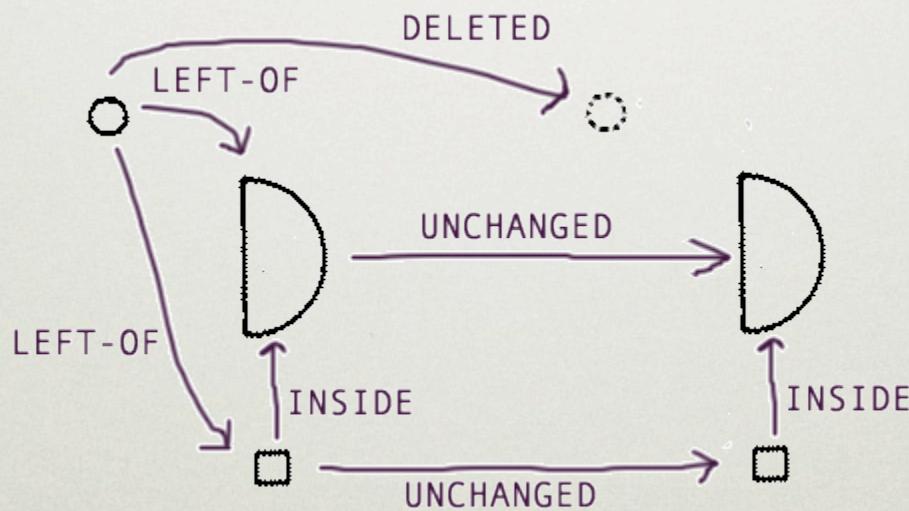
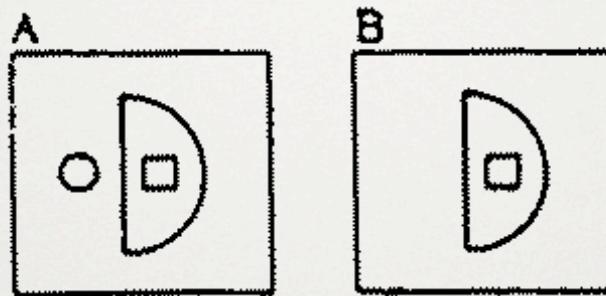
LOOK AT A : B



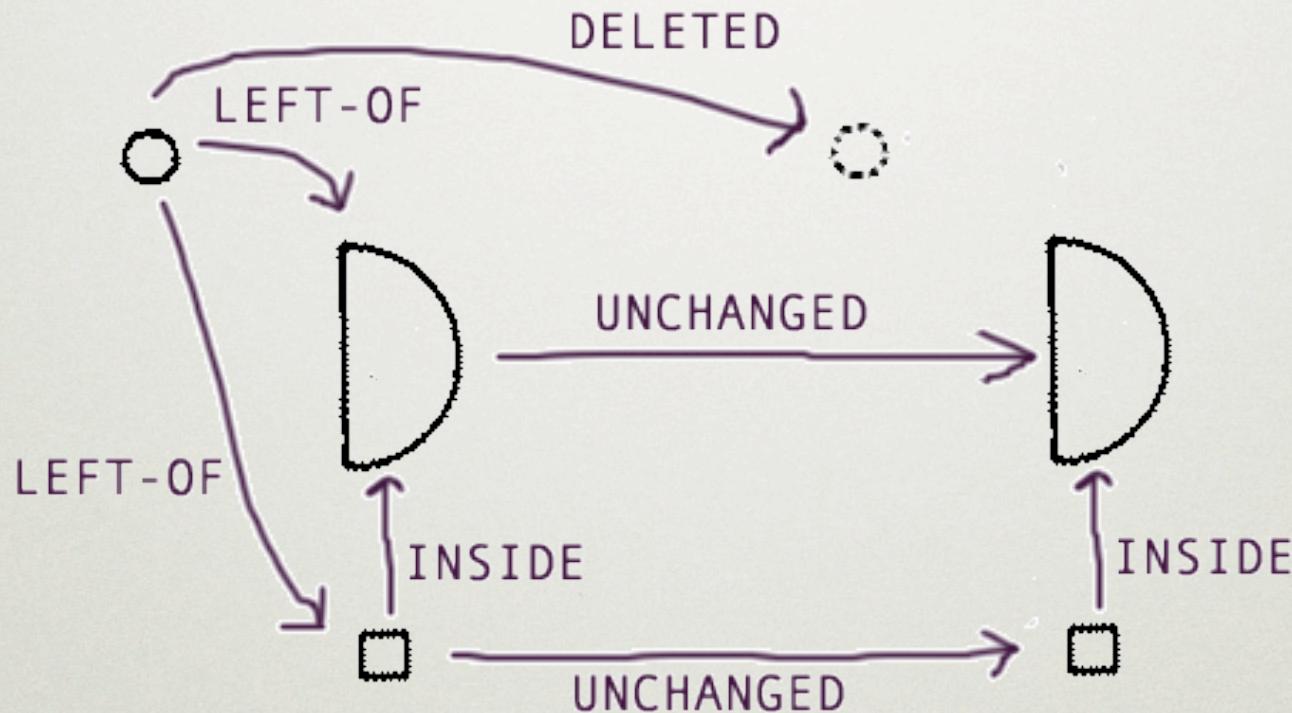
LOOK AT A : B



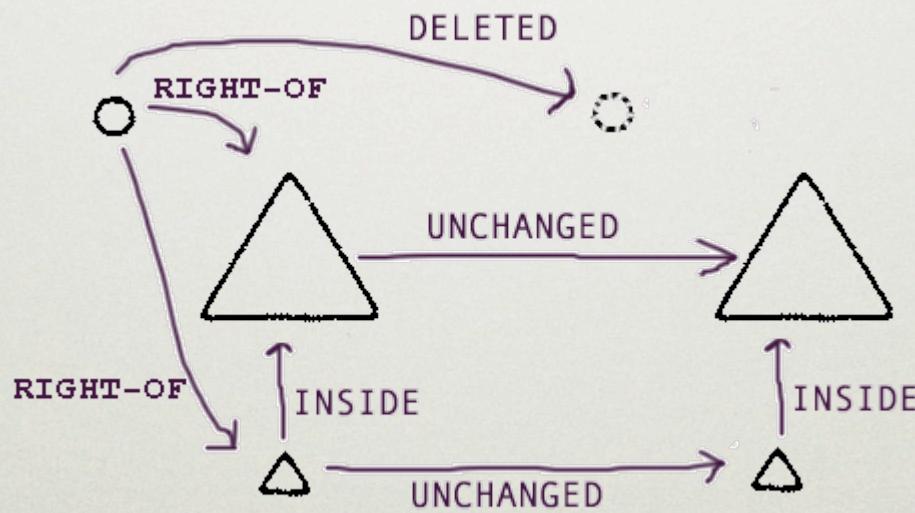
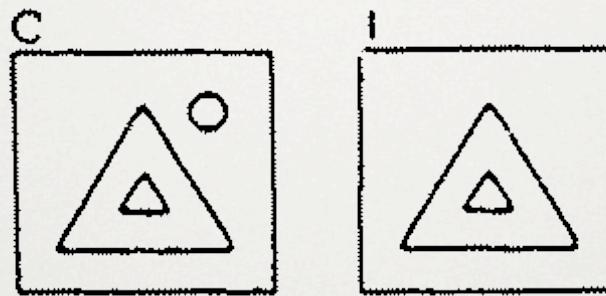
LOOK AT A : B



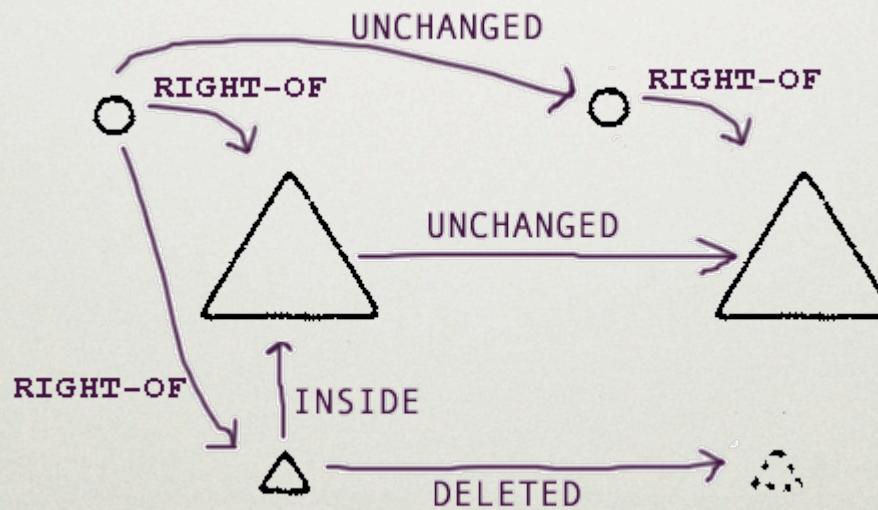
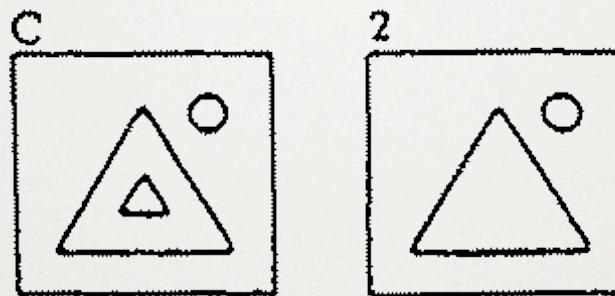
SEMANTIC NETWORK



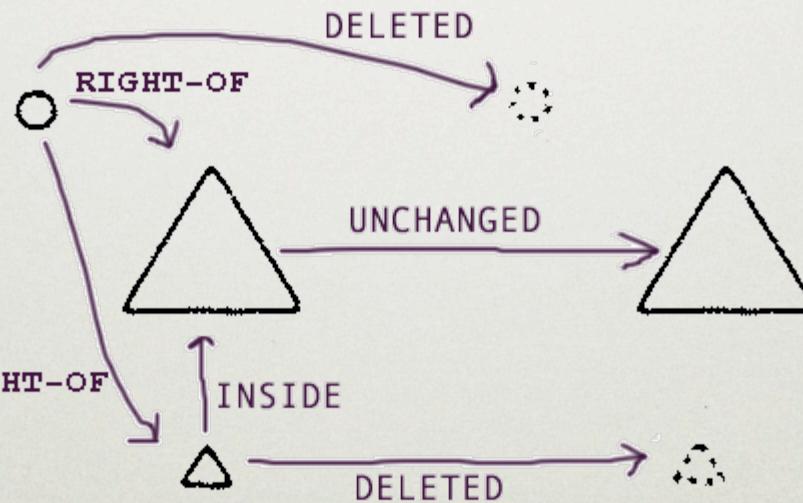
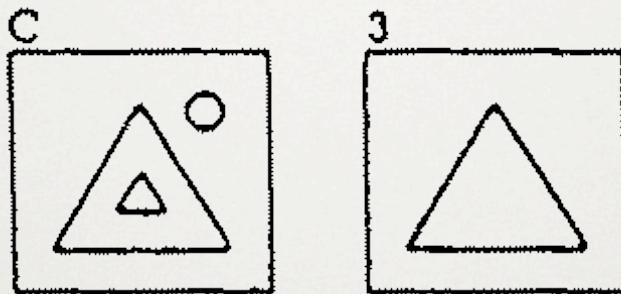
C : 1



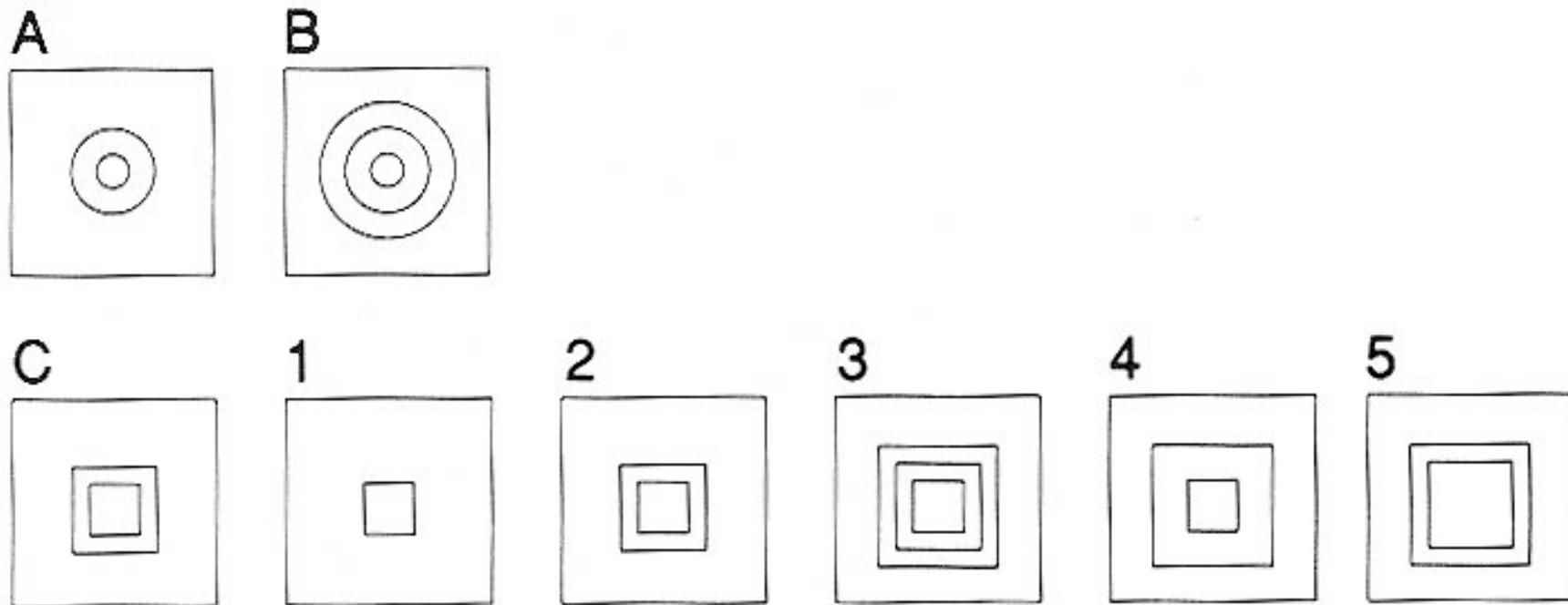
C : 2



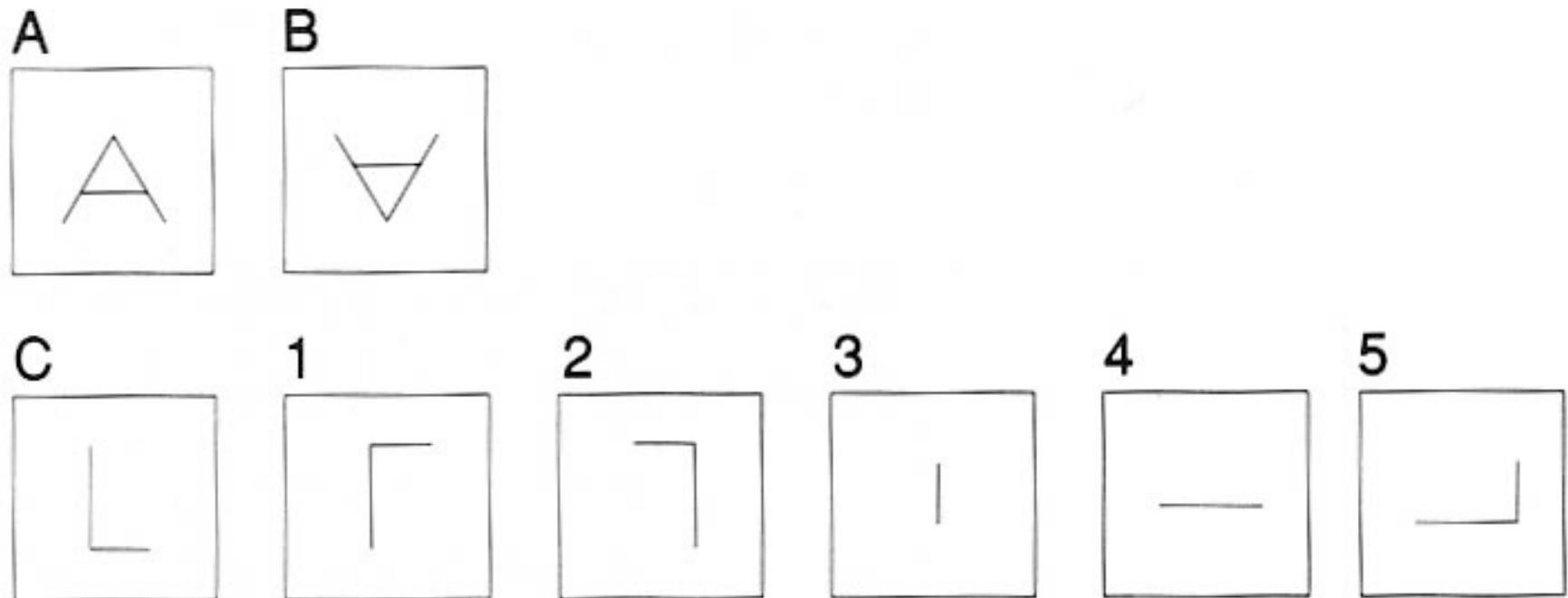
C : 3



COULD ANSWER QUESTIONS LIKE:



COULD ANSWER QUESTIONS LIKE:



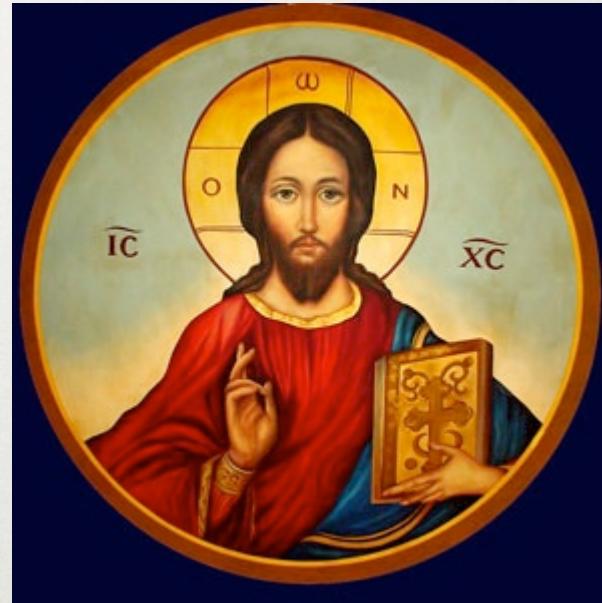
REAL LIFE PROBLEMS



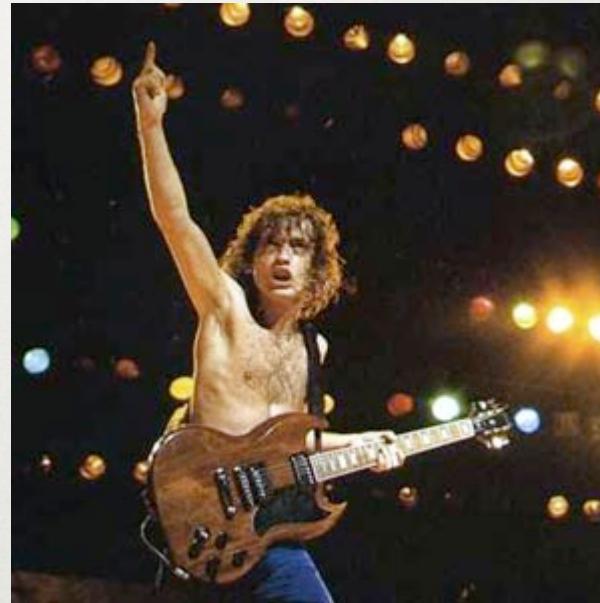
REAL LIFE PROBLEMS



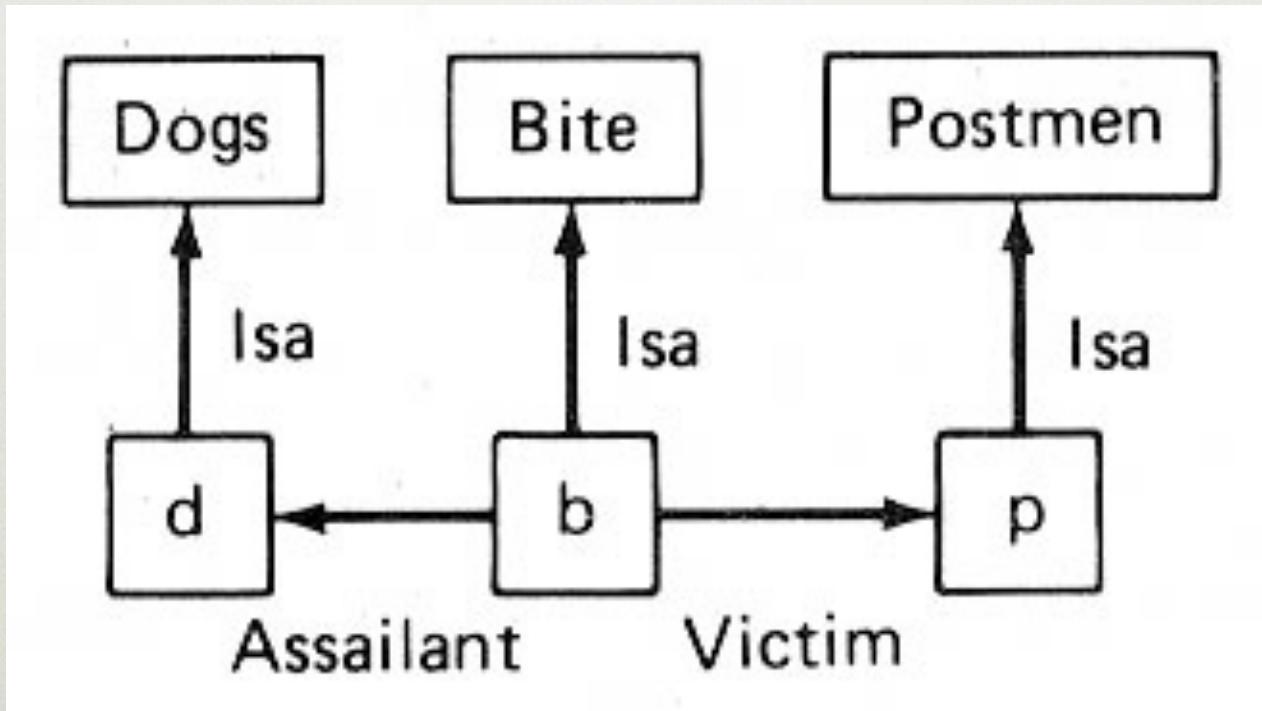
OR MAYBE?



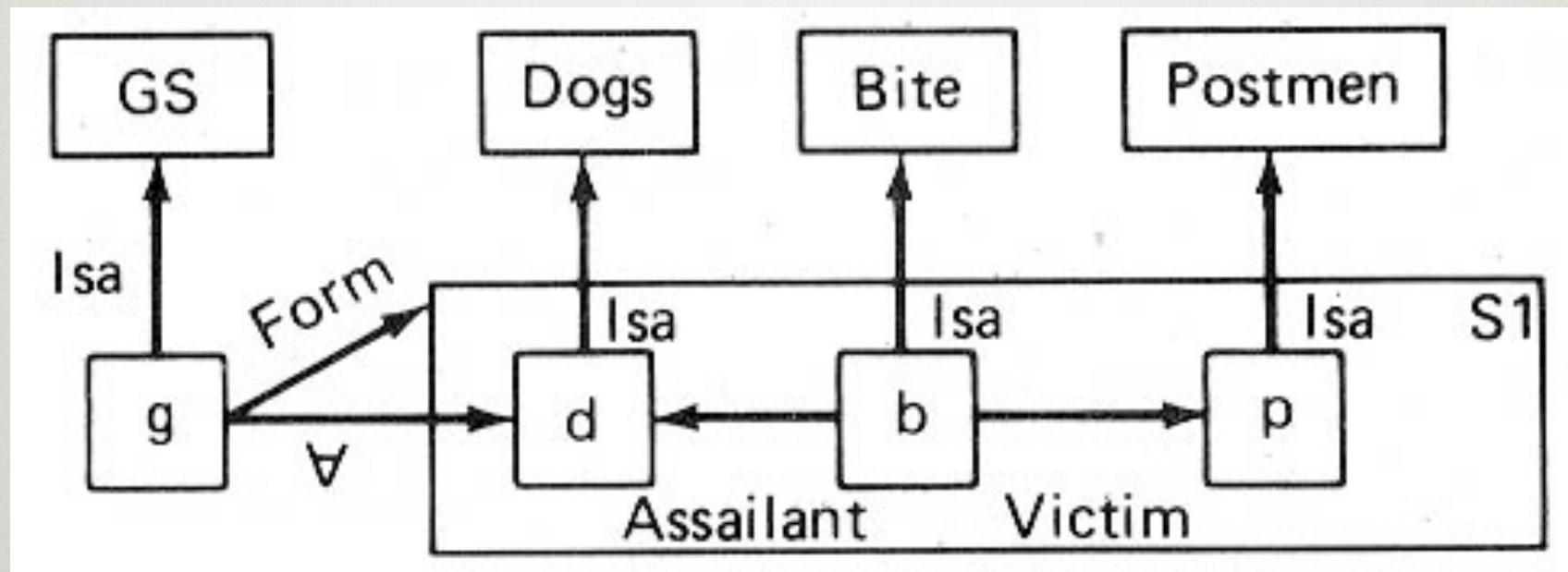
OR MAYBE?



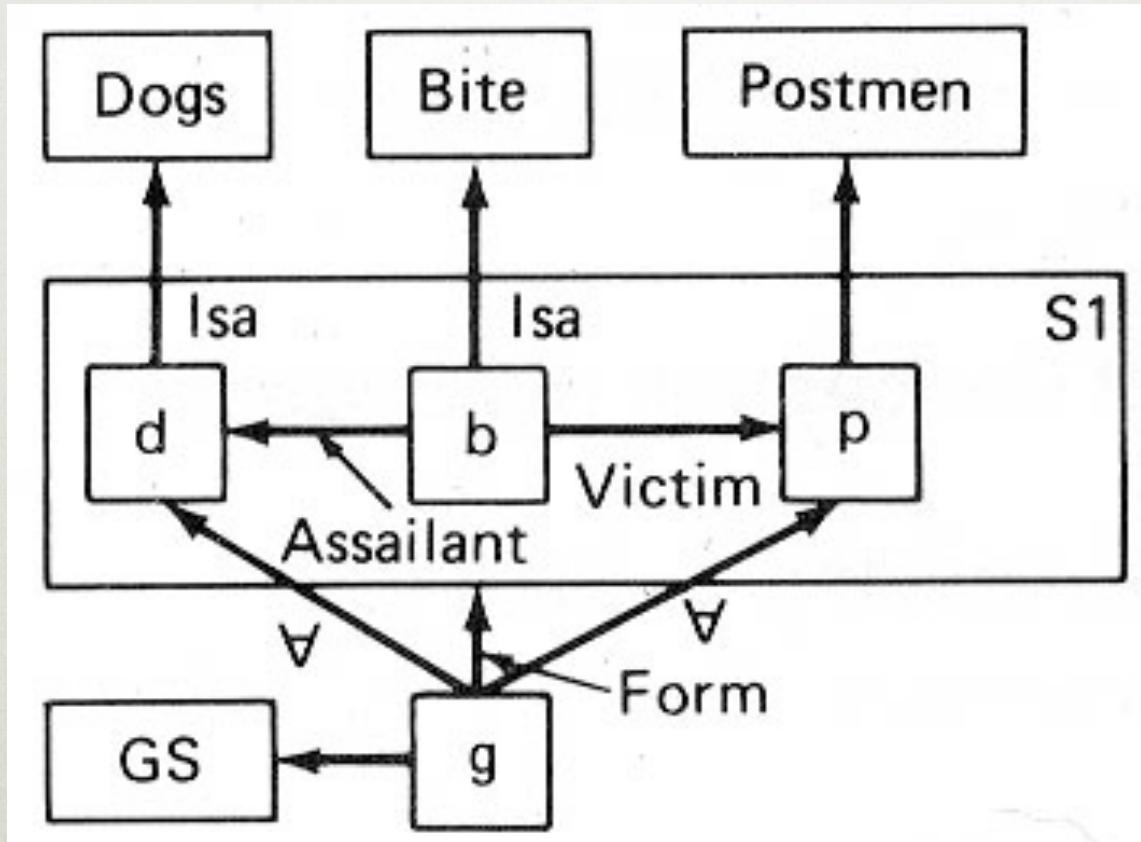
A SIMPLE SENTENCE



ANOTHER SENTENCE



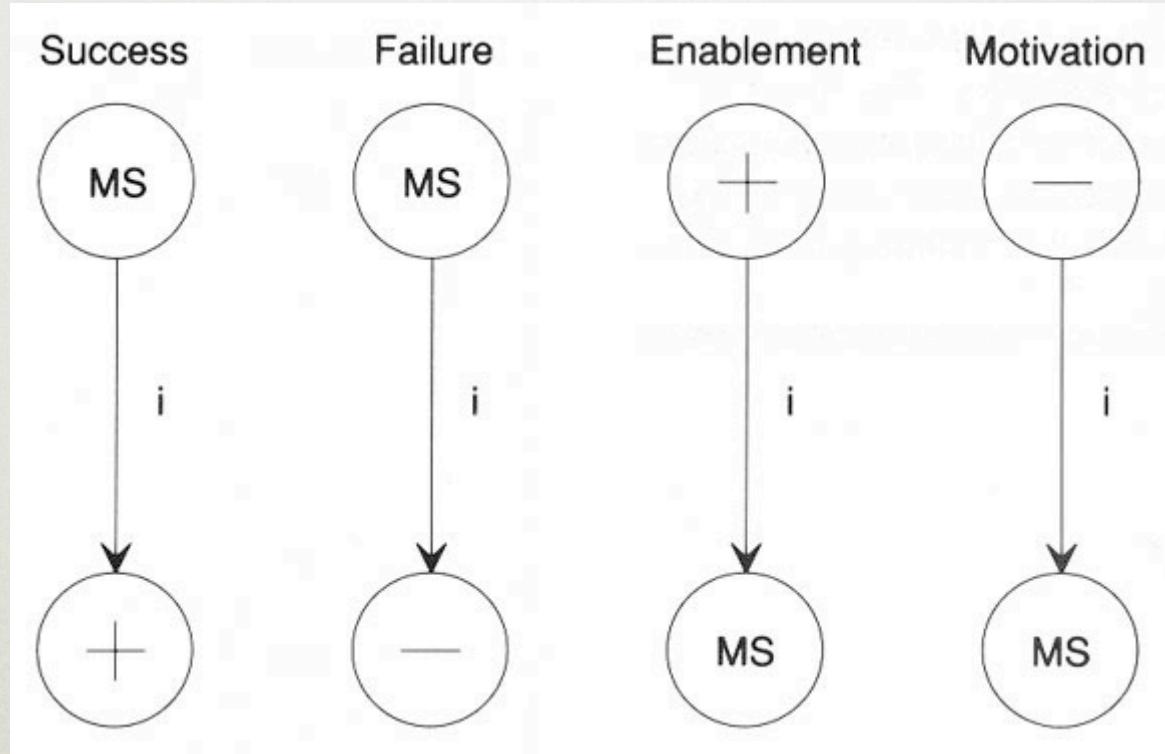
SENTENCE THREE



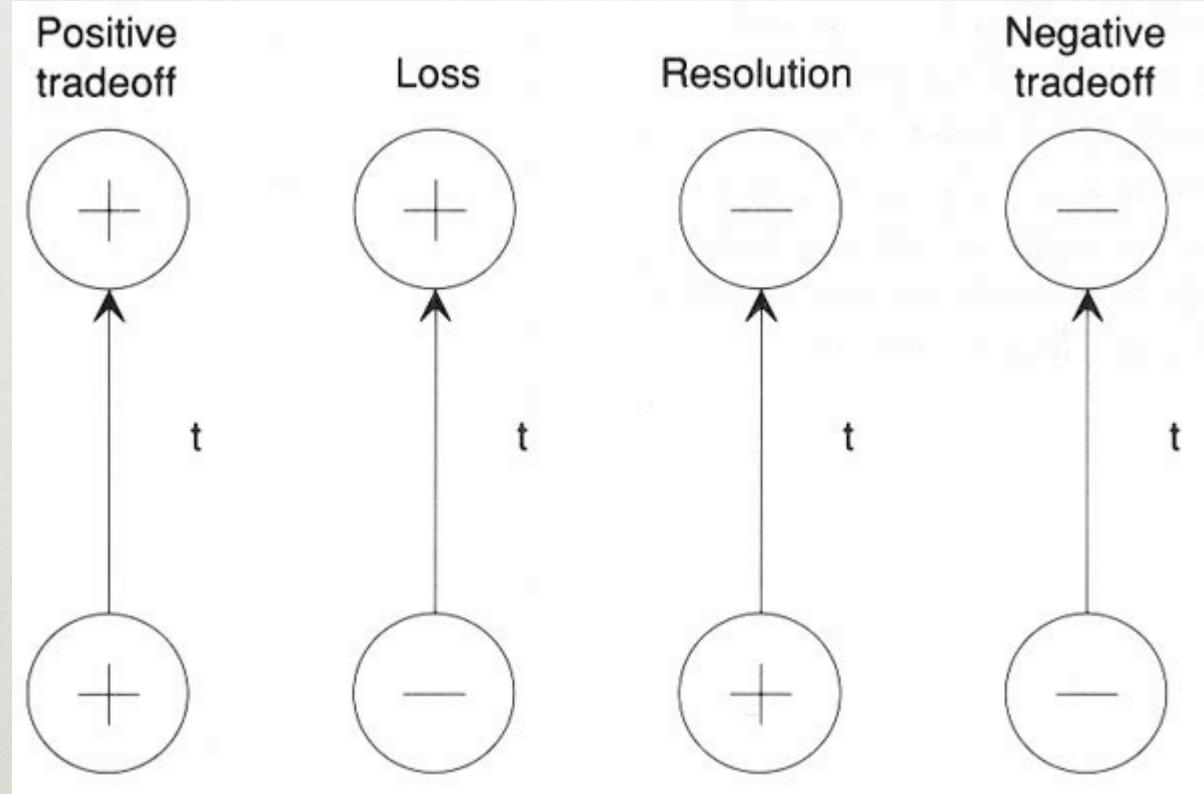
“PLOT UNITS”

- Goal is to summarize a story.
- Story represented by a semantic net
- Nodes are
 - + (positive) - (negative) or MS (neutral)
- (Causal) Links are
 - i (initiates) t (terminates) or c (corefers)

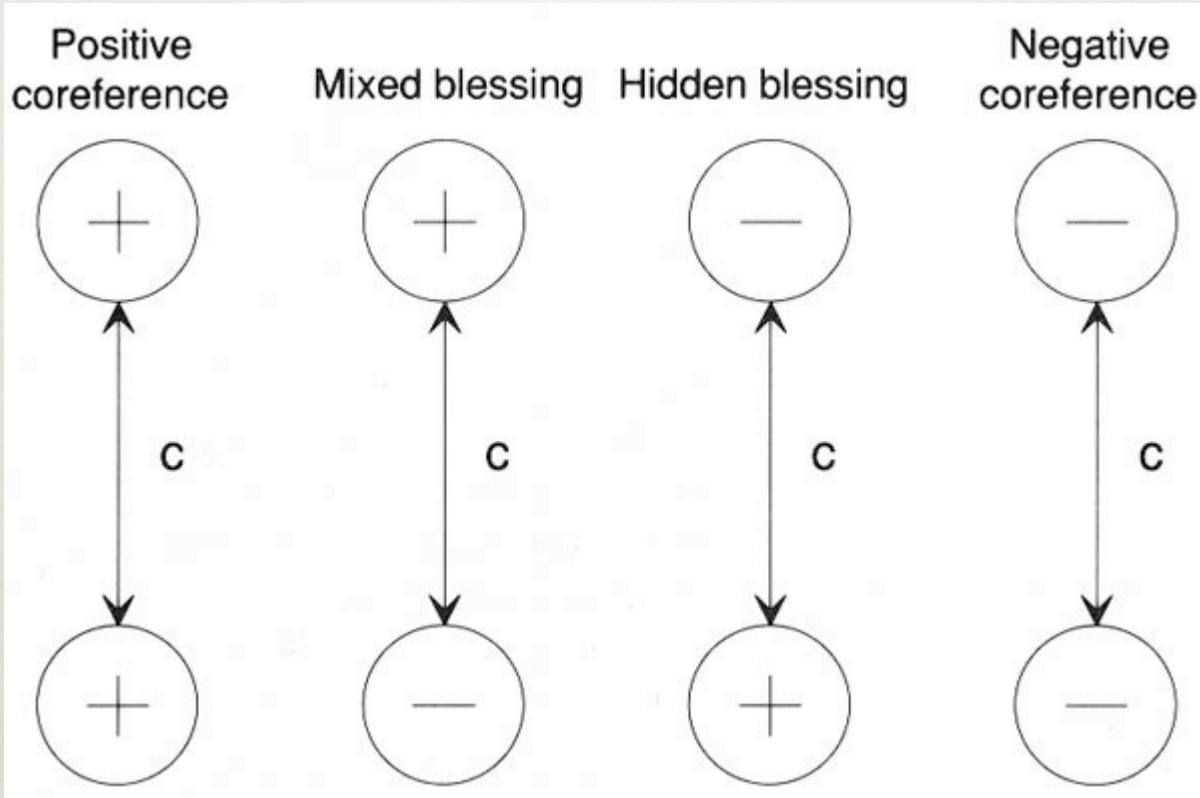
EXAMPLE PLOTS



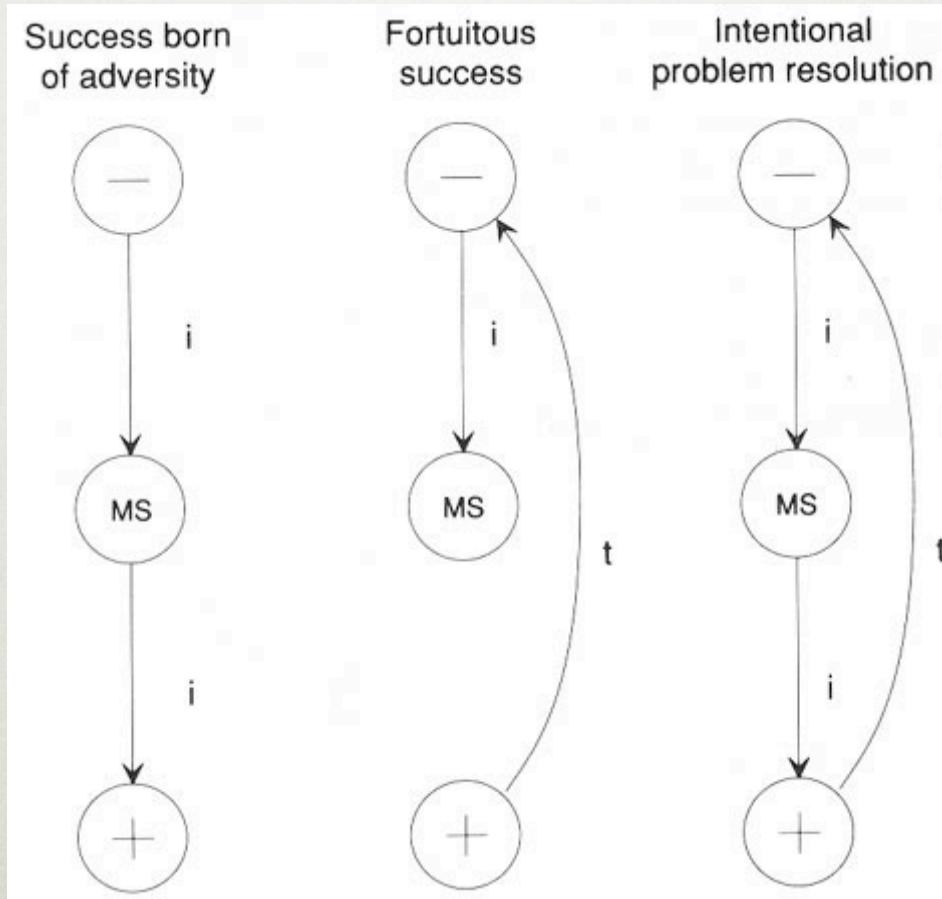
MORE PLOTS



AND MORE PLOTS

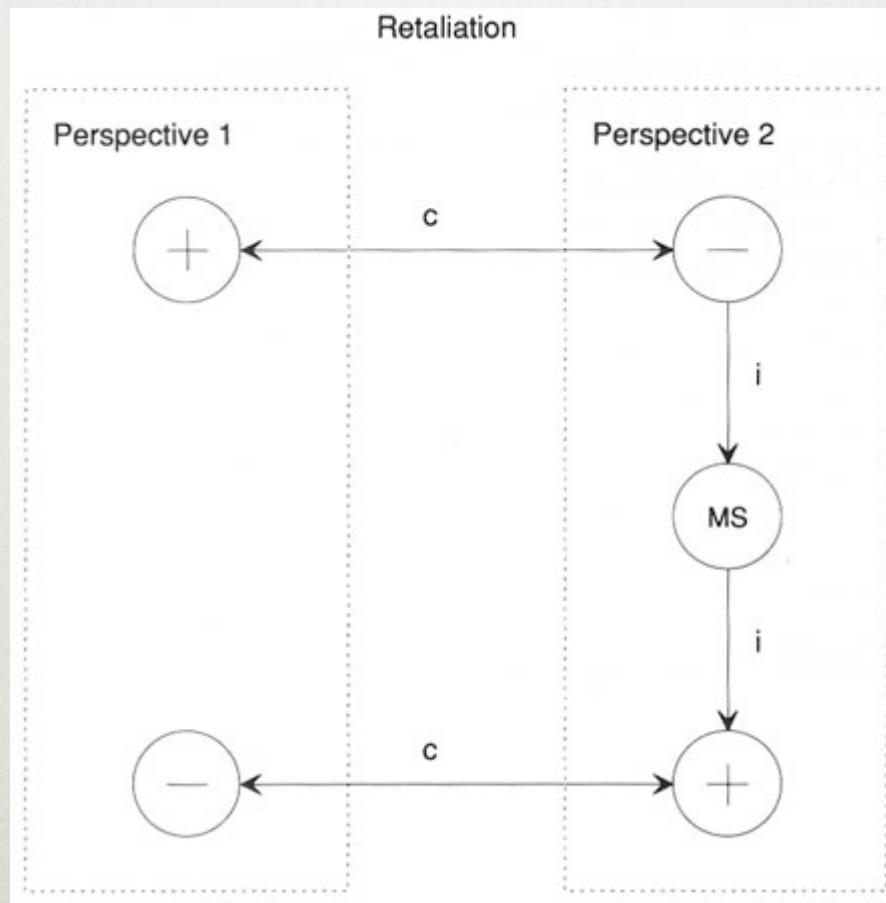


HIGHER-LEVEL UNITS



[Winston 1992]

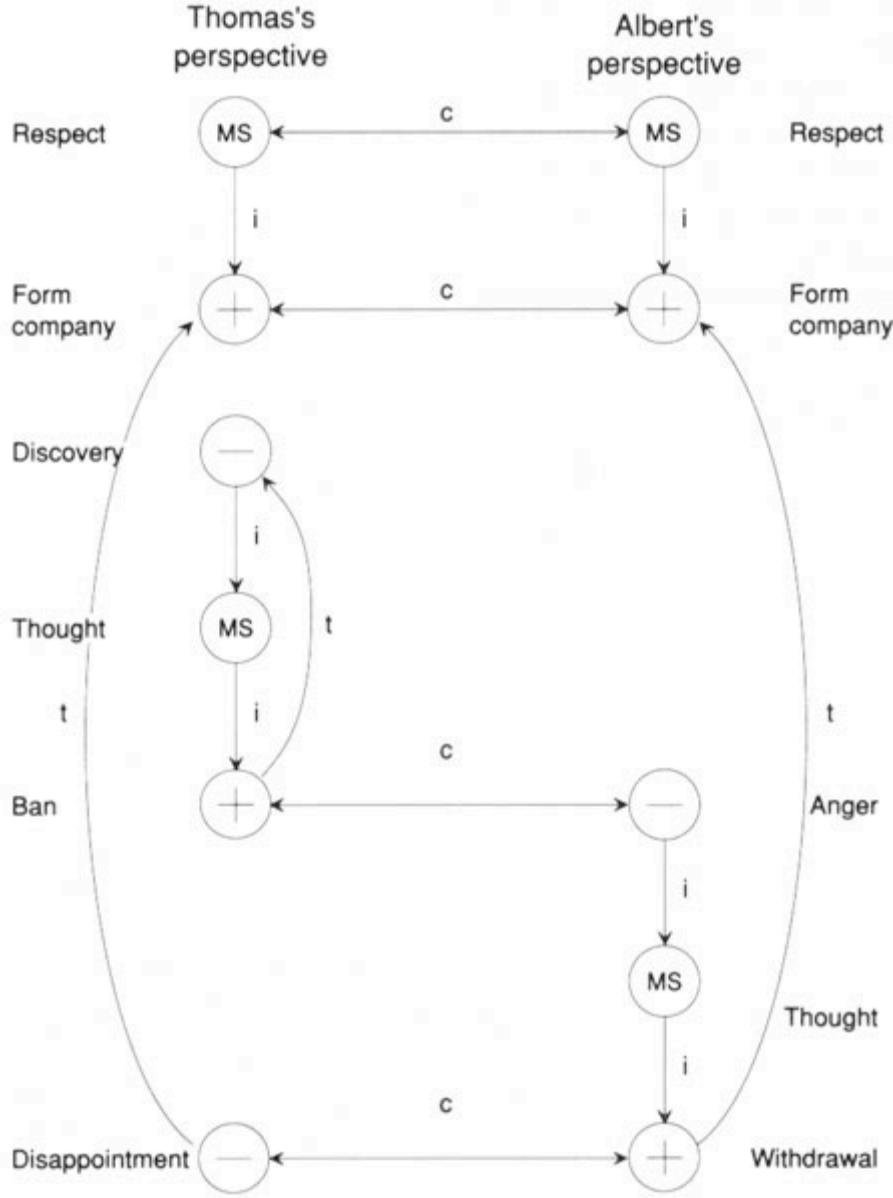
MULTIPLE PERSPECTIVE



[Winston 1992]

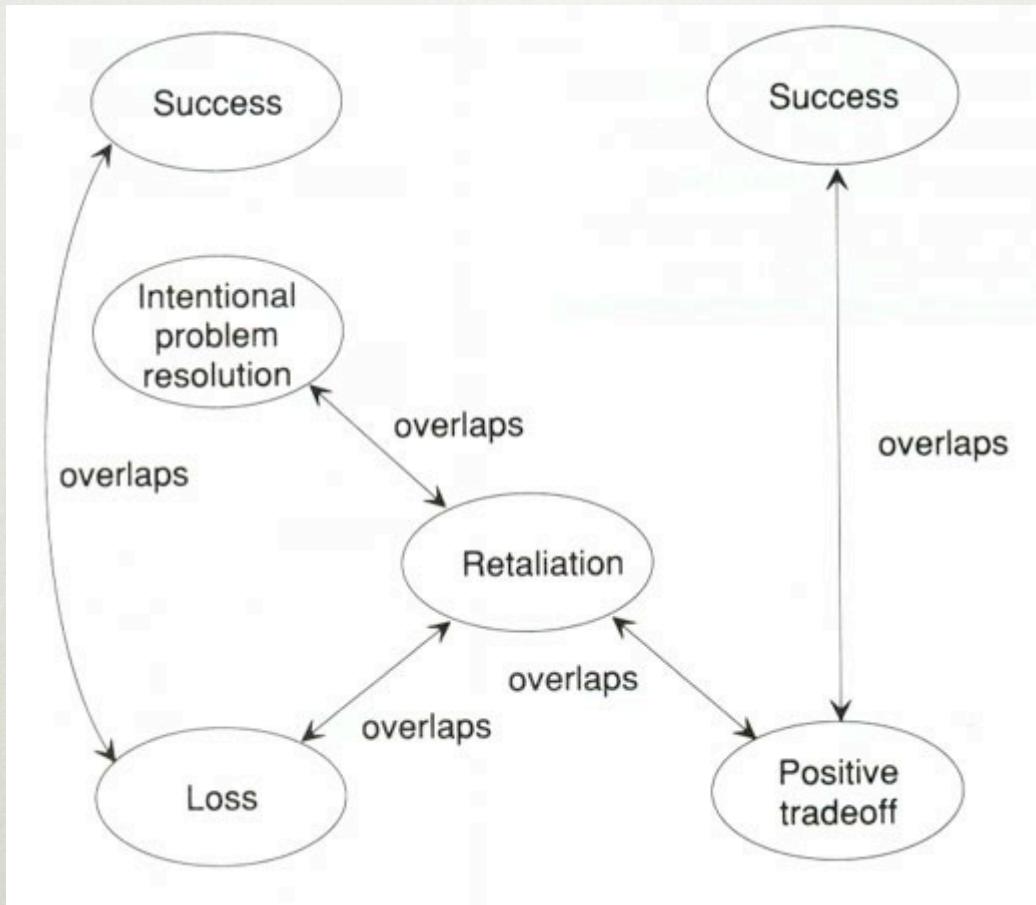
THOMAS AND ALBERT

Thomas and Albert respected each other's judgment and decided to form a company together. Thomas learned Albert was notoriously absentminded, whereupon he insisted Albert have nothing to do with the company's finances. This angered Albert so much that he backed out of their agreement, hoping Thomas would be disappointed.



[Winston 1992]

ABSTRACTED STORY



[Winston 1992]

SUMMARY

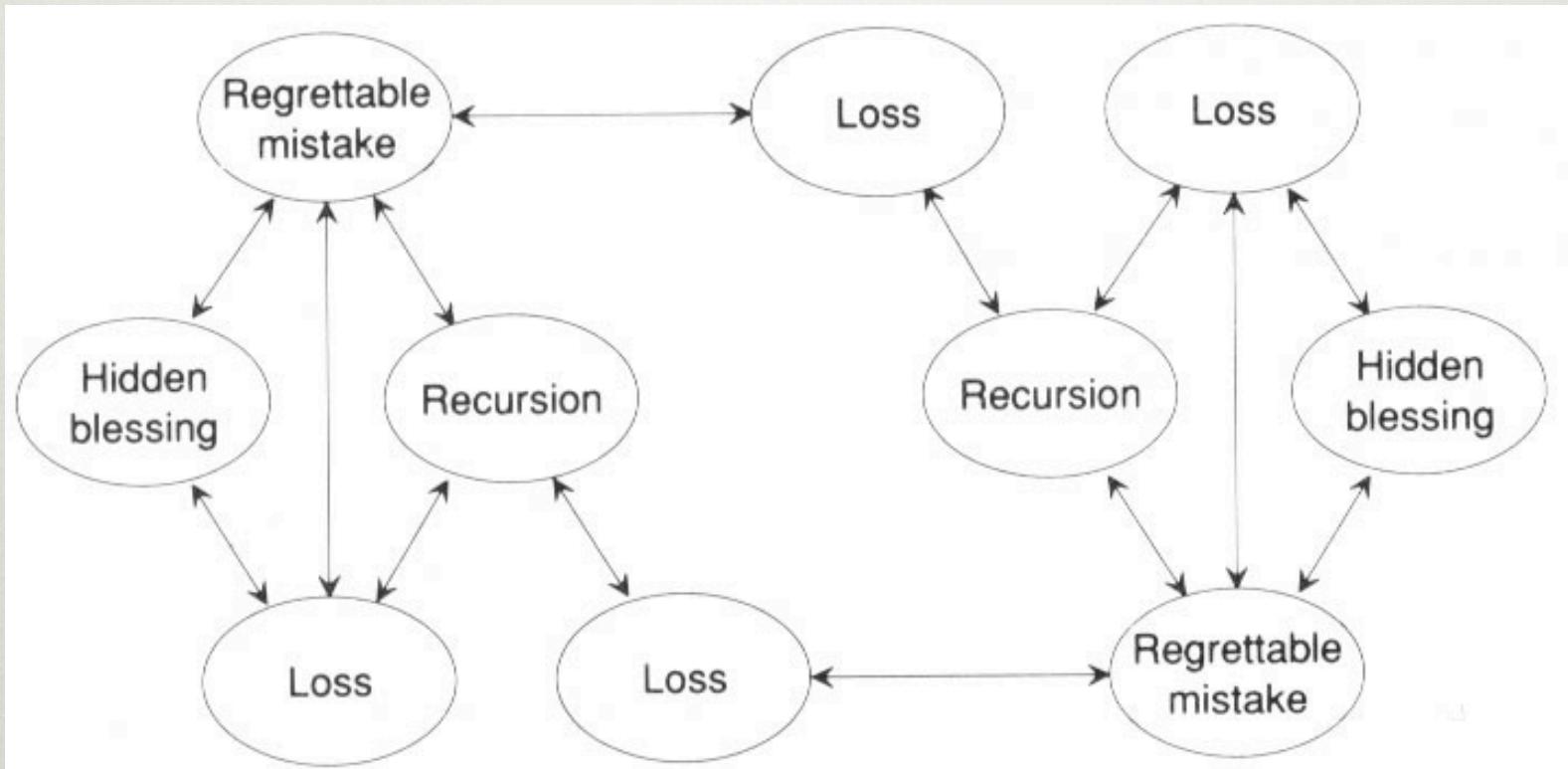
Albert *retaliated* against Thomas because Thomas went thought an *intentional problem resolution* that was bad for Albert. The *retaliation* caused a *loss* for Thomas and a *positive trade off* for Albert. The *loss* reversed Thomas's previous *success*.

WHAT GOOD IS THIS?

- Can answer “What is the story about?”
- Can answer “What is the result?”
- Does the story contain a certain theme?
- Exposes story structure.
- Allows comparison of multiple stories.

GIFT OF THE MAGI

Della & Jim



[Winston 1992]

Another Christmas Story

Wise Men

