

Construcción Incremental de Bases de Conocimiento Semi-estructuradas con Modelos de Lenguaje



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Junio de 2025

Outline method example

First main point

- Subheading
 - Supporting idea
 - Supporting idea
- Subheading
 - Supporting idea
 - Example

Sentence method example

Main point 1

- Sentence for main point
- Sentence for main point
- Sentence for main point

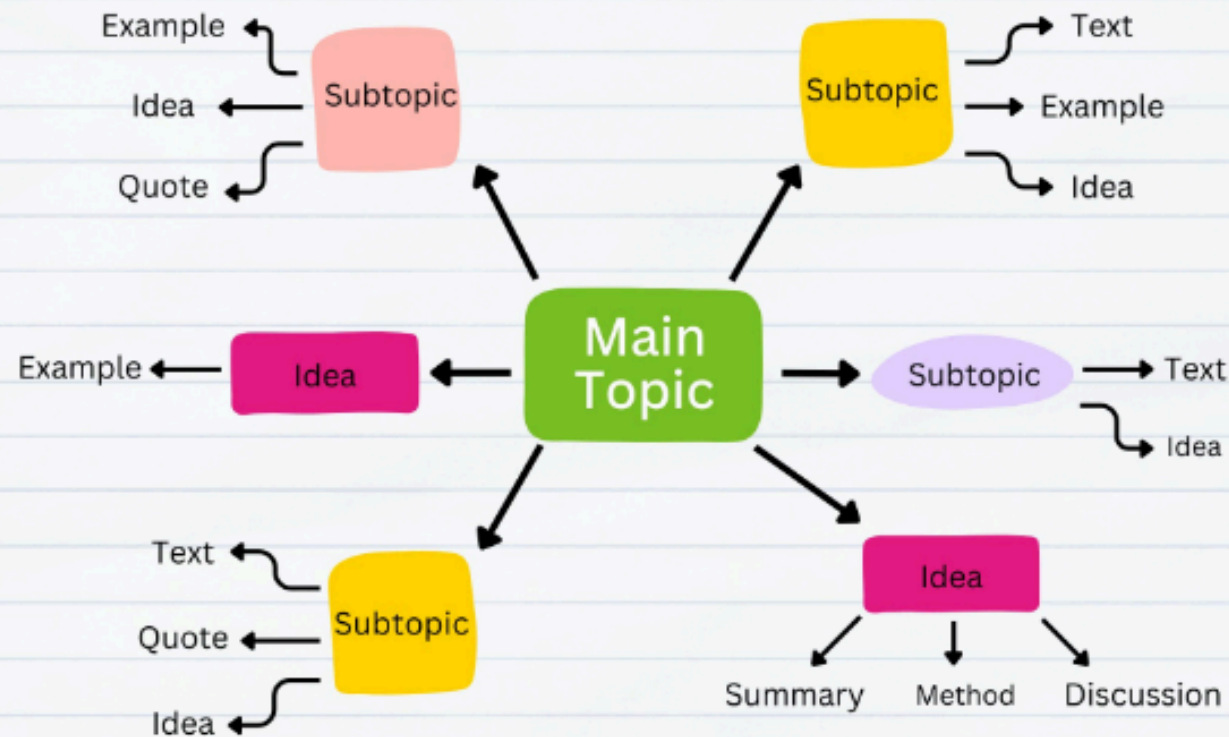
Main point 2

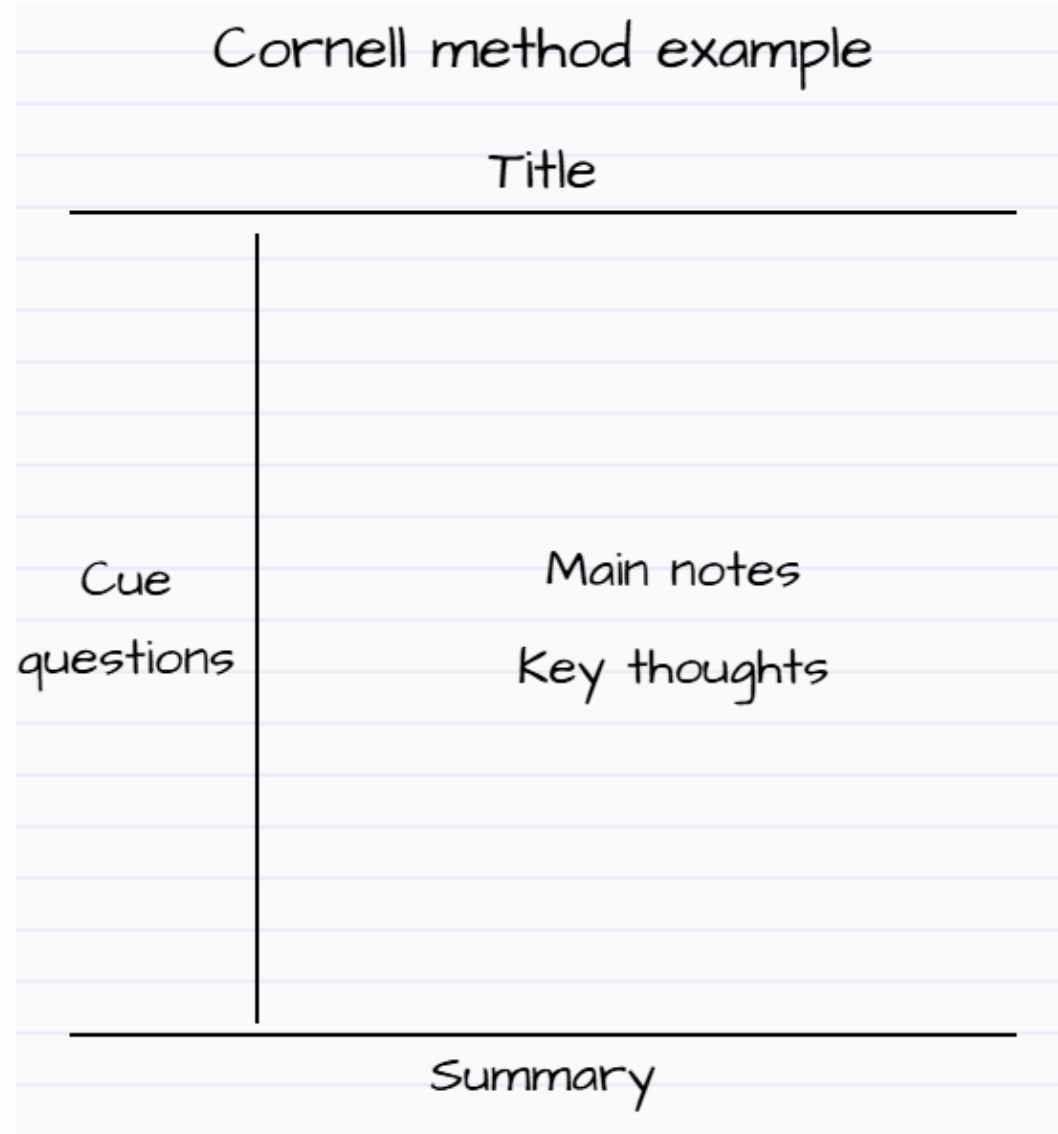
- Sentence for main point
- Sentence for main point
- Sentence for main point

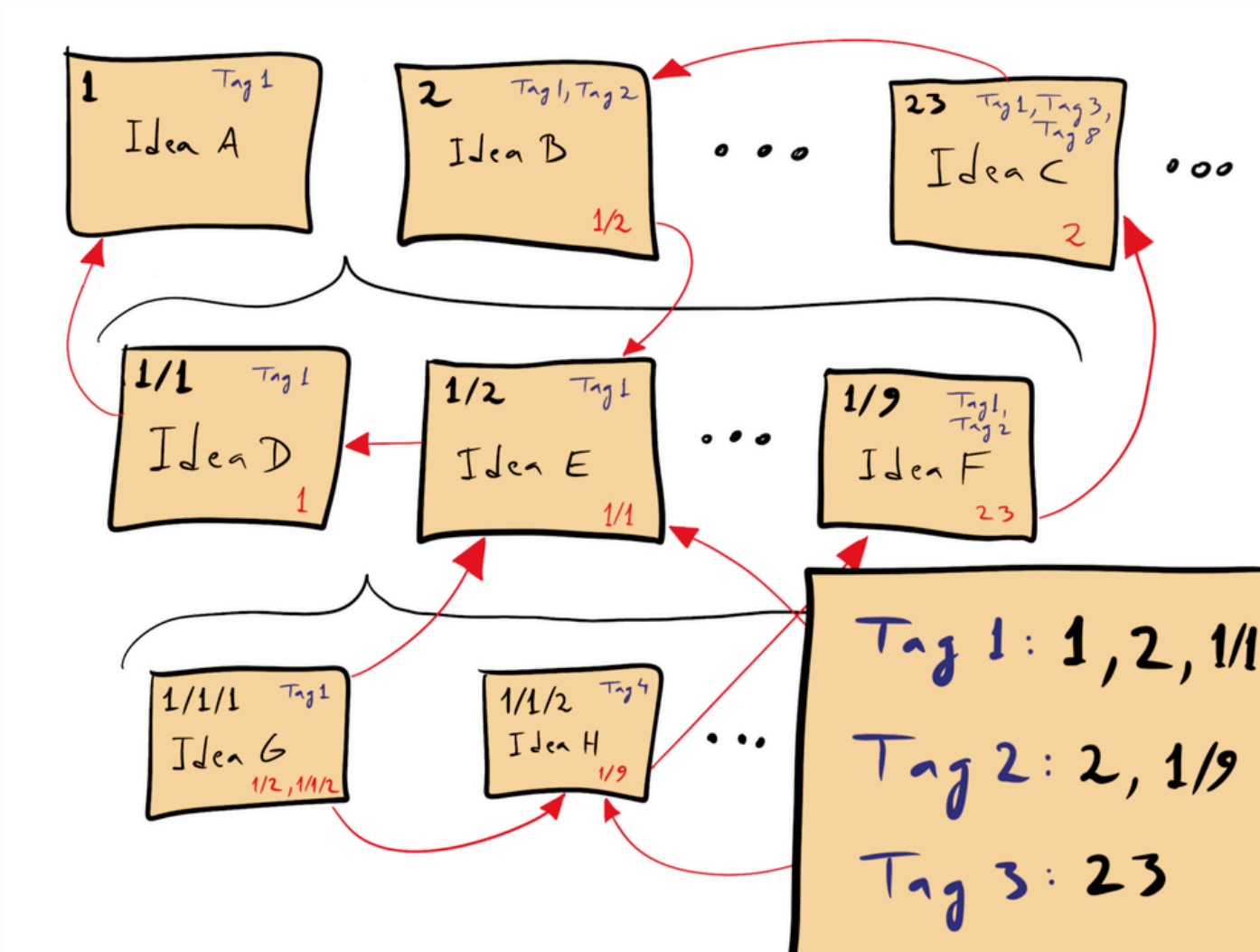
Charting method example

| Method | Description | Application | Examples | Reference |
|---------|-------------|-------------|----------|-----------|
| Topic 1 | | | | |
| Topic 2 | | | | |
| Topic 3 | | | | |

Mind mapping example







PROJECT

Short-term efforts in your work or life that you're working on now

AREA

Long-term responsibilities you want to manage over time

RESOURCE

Topics or interests that may be useful in the future

ARCHIVE

Inactive items from the other three categories

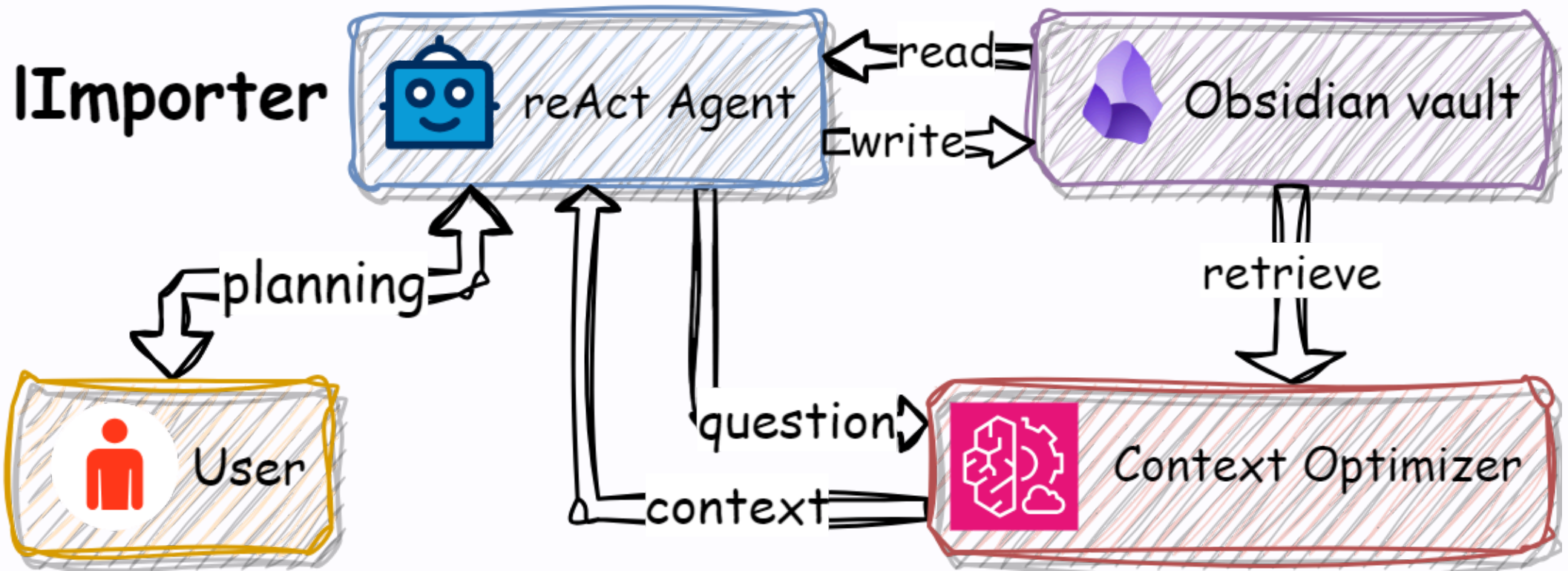


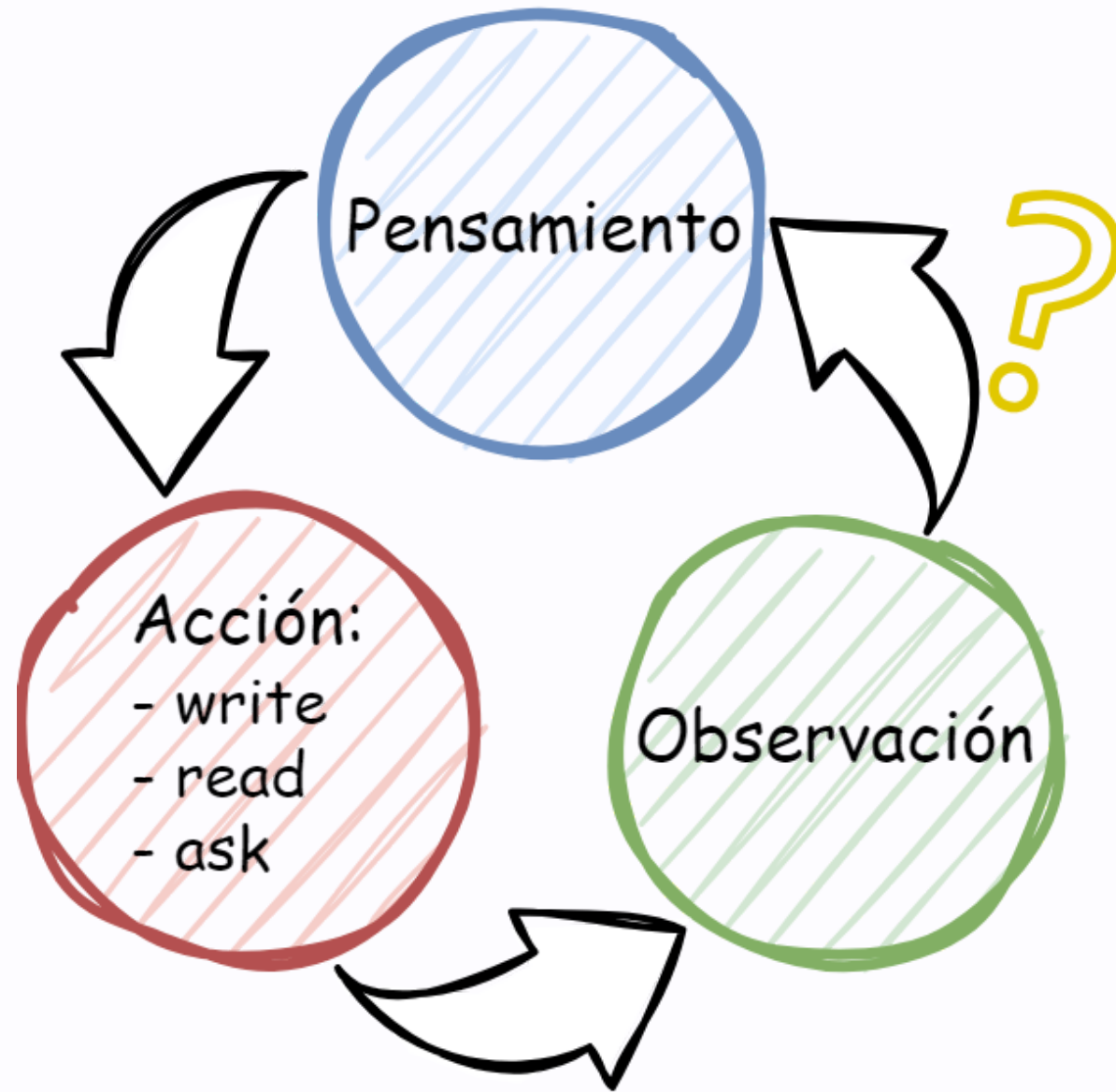




1Importer

Un agente autónomo para *Obsidian.md*





Generar texto plano



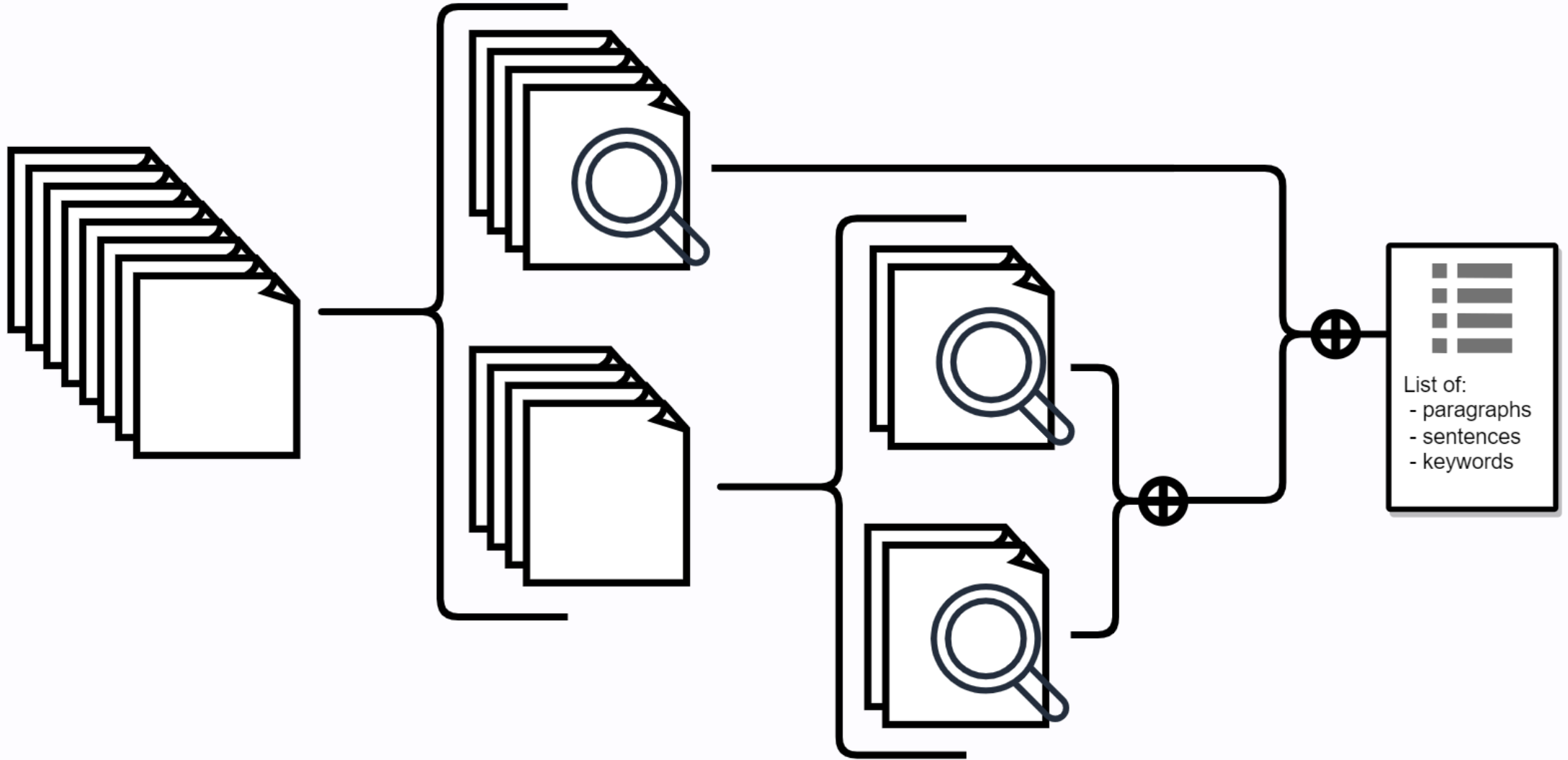
Generar texto siguiendo una gramática (e.g. JSON)



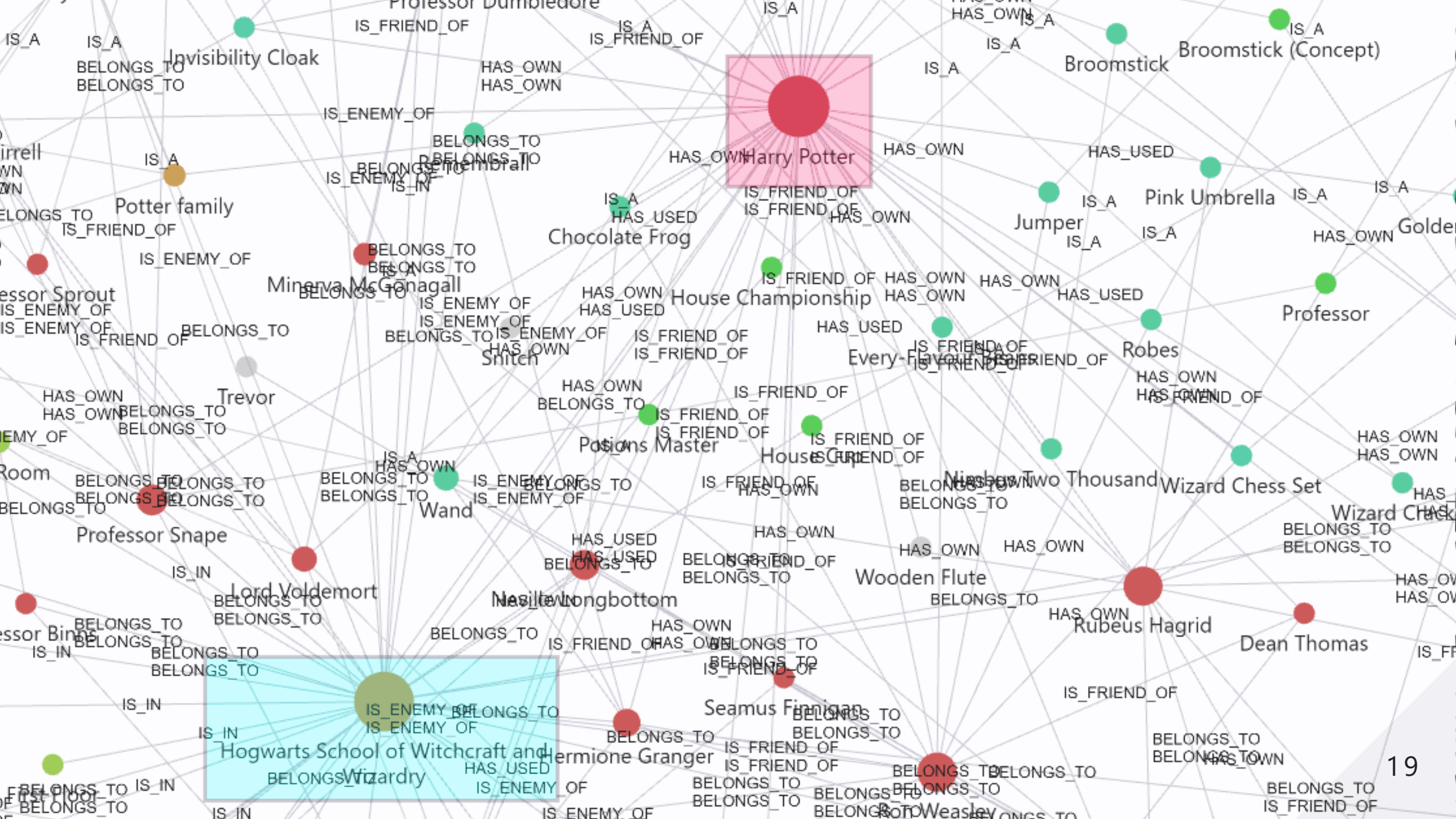
{JSON}

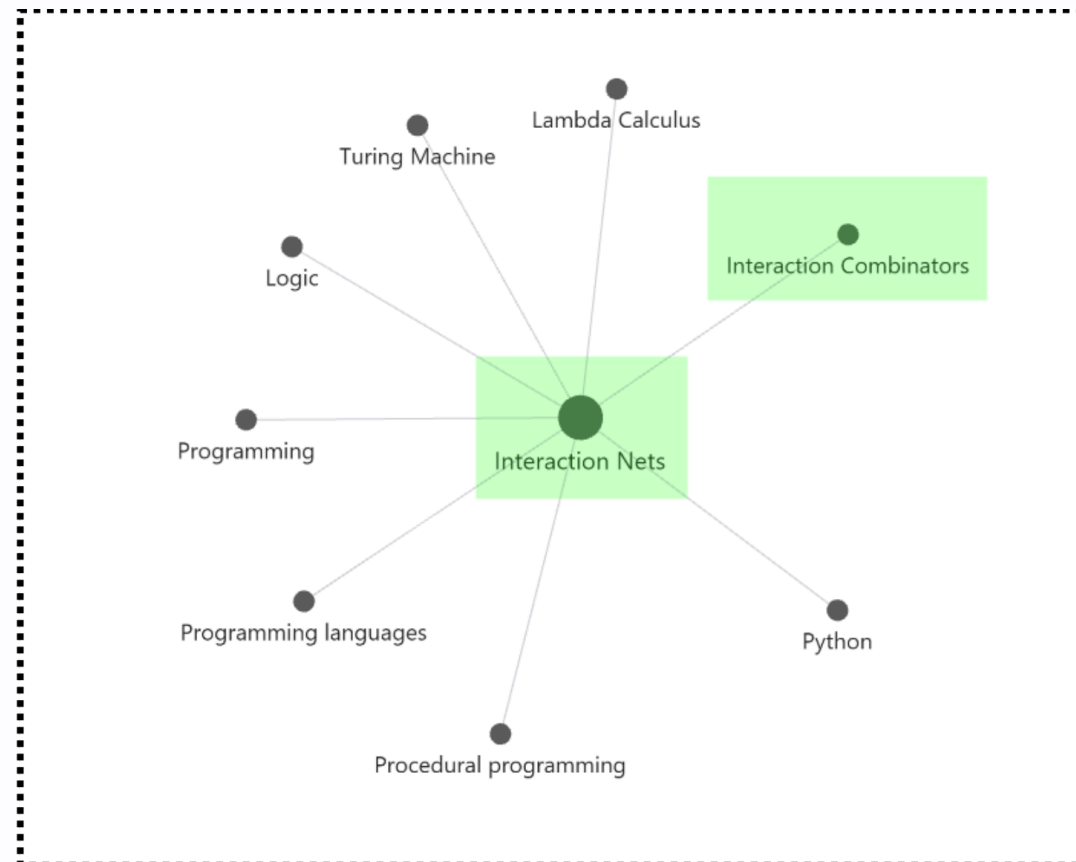
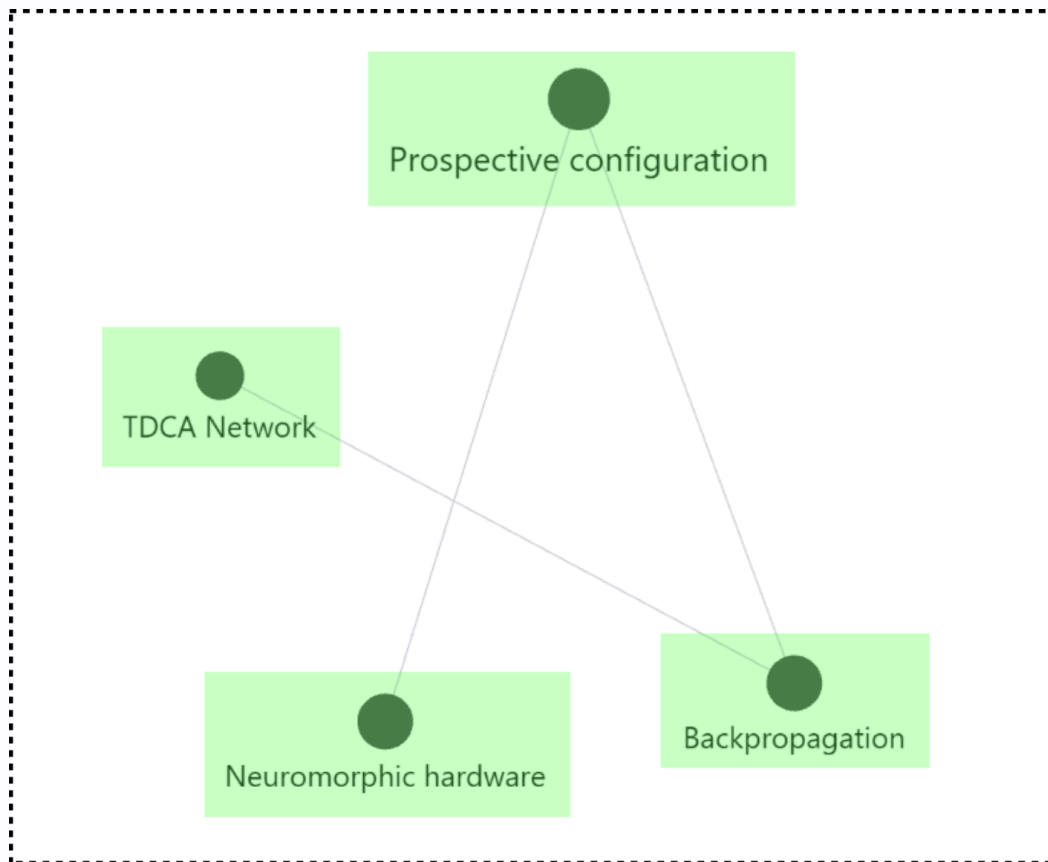


A schema guides the generation process



Ejemplos





```
// variables
-c = 0
-k = 10
+c = 1
+k = 5

// instructions
if k is 1, you are going to finish the session

if k is even, you are going to replace k with  $k/2$  and add 1 to c
otherwise, if k is odd, you are going to replace k with  $(3*k+1)$ , and add 1
to c

once finished, you are going to open this file again and follow its
instructions again (you must always open the file, in case the file is
modified)
```

```
// variables
-c = 1
-k = 5
+c = 2
+k = 16

// instructions
if k is 1, you are going to finish the session

if k is even, you are going to replace k with  $k/2$  and add 1 to c
otherwise, if k is odd, you are going to replace k with  $(3*k+1)$ , and add 1
to c

once finished, you are going to open this file again and follow its
instructions again (you must always open the file, in case the file is
modified)
```

```
// variables
-c = 2
-k = 16
+c = 3
+k = 8

// instructions
if k is 1, you are going to finish the session

if k is even, you are going to replace k with  $k/2$  and add 1 to c
otherwise, if k is odd, you are going to replace k with  $(3*k+1)$ , and add 1
to c

once finished, you are going to open this file again and follow its
instructions again (you must always open the file, in case the file is
modified)
```

```
// variables
-c = 3
-k = 8
+c = 4
+k = 4

// instructions
if k is 1, you are going to finish the session

if k is even, you are going to replace k with  $k/2$  and add 1 to c
otherwise, if k is odd, you are going to replace k with  $(3*k+1)$ , and add 1
to c

once finished, you are going to open this file again and follow its
instructions again (you must always open the file, in case the file is
modified)
```



```
// variables
-c = 4
-k = 4
+c = 5
+k = 2

// instructions
if k is 1, you are going to finish the session

if k is even, you are going to replace k with  $k/2$  and add 1 to c
otherwise, if k is odd, you are going to replace k with  $(3*k+1)$ , and add 1
to c

once finished, you are going to open this file again and follow its
instructions again (you must always open the file, in case the file is
modified)
```

```
// variables
-c = 5
-k = 2
+c = 6
+k = 1

// instructions
if k is 1, you are going to finish the session

if k is even, you are going to replace k with  $k/2$  and add 1 to c
otherwise, if k is odd, you are going to replace k with  $(3*k+1)$ , and add 1
to c

once finished, you are going to open this file again and follow its
instructions again (you must always open the file, in case the file is
modified)
```

Gracias.
¿Preguntas?