

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



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**{placeholder para ejemplos de metodologías
de toma de notas P2}**

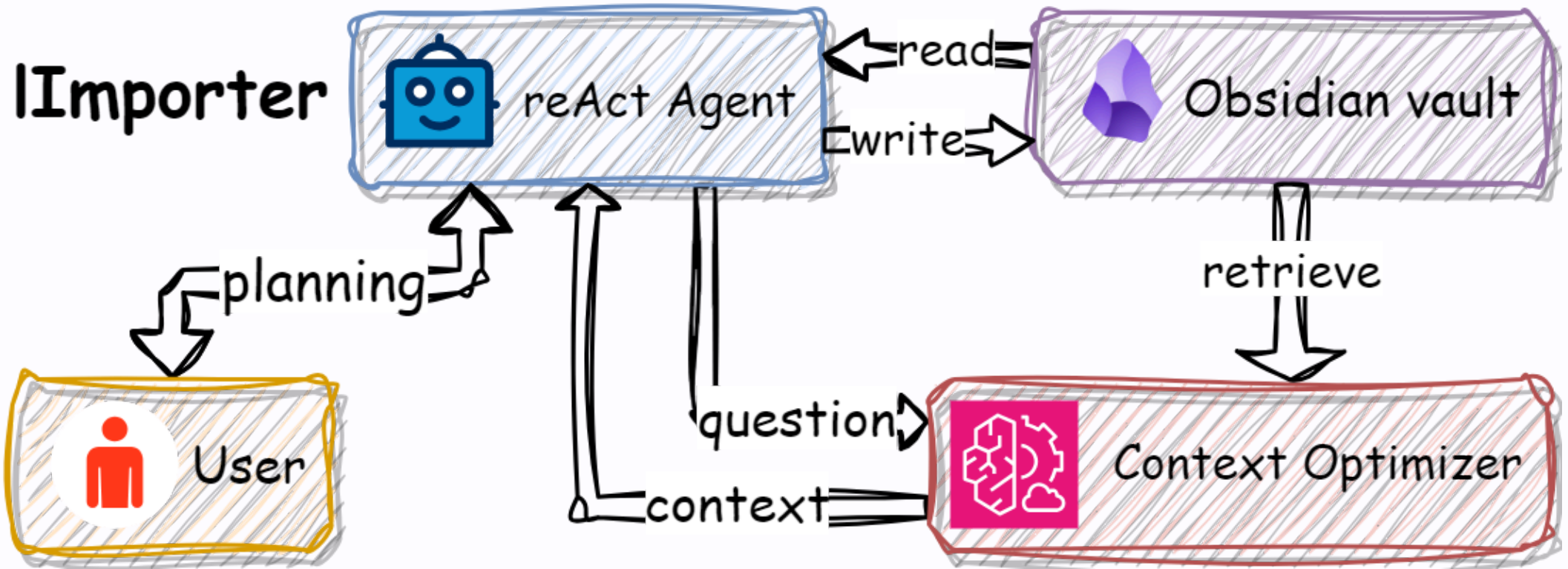


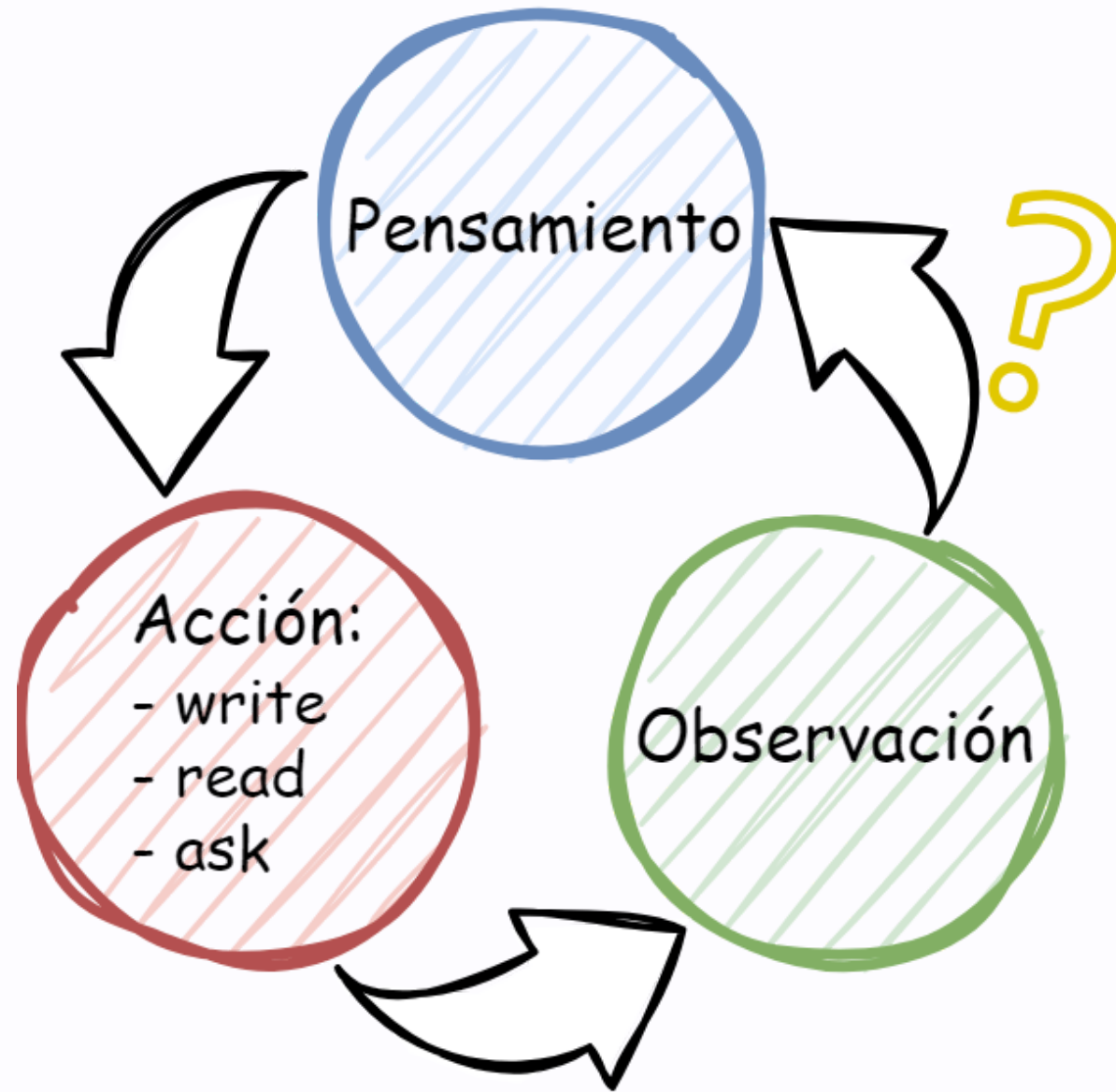




1Importer

Un agente autónomo para *Obsidian.md*





Generar texto plano



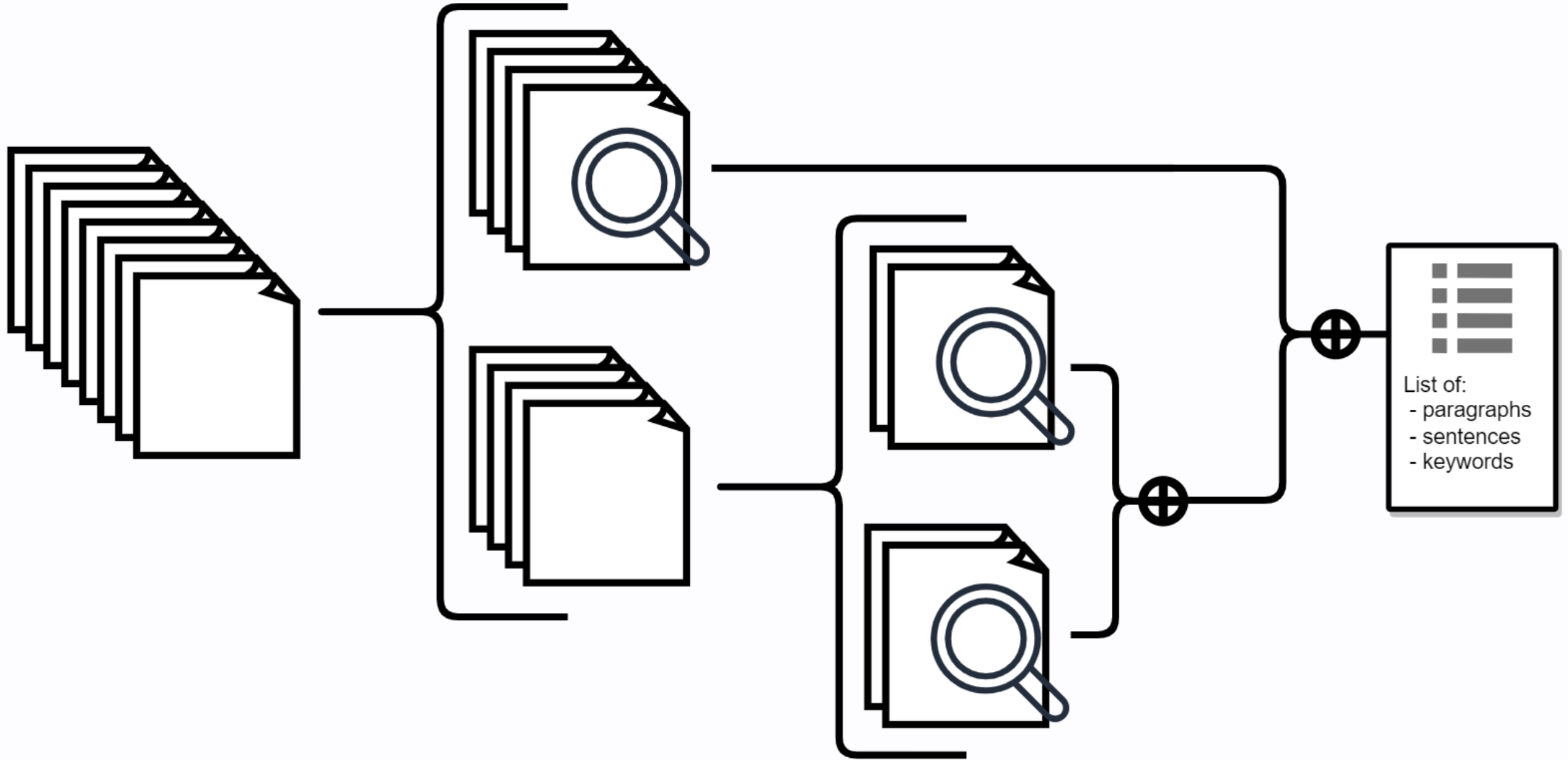
Generar texto siguiendo una gramática (e.g. JSON)



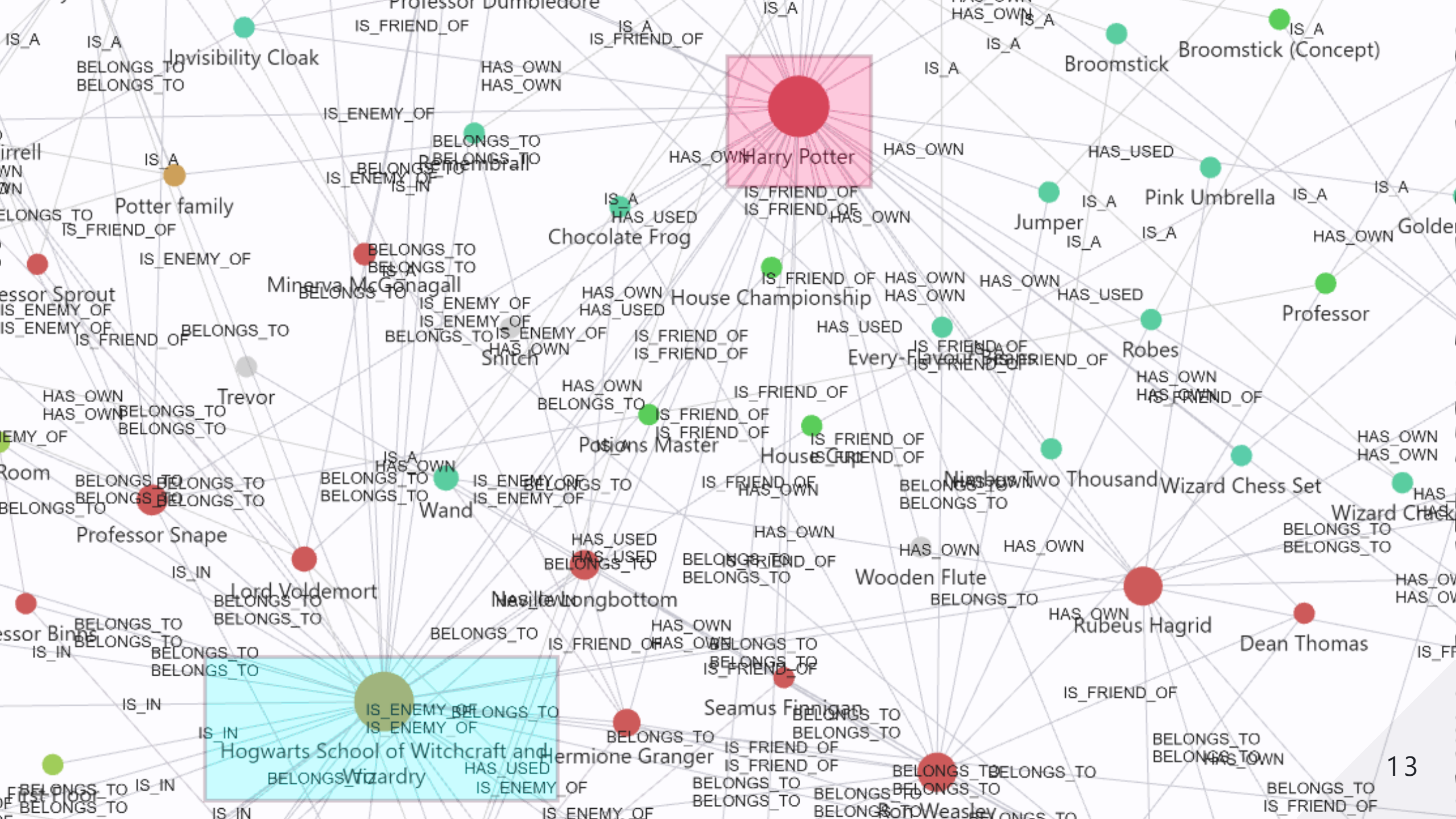
{JSON}

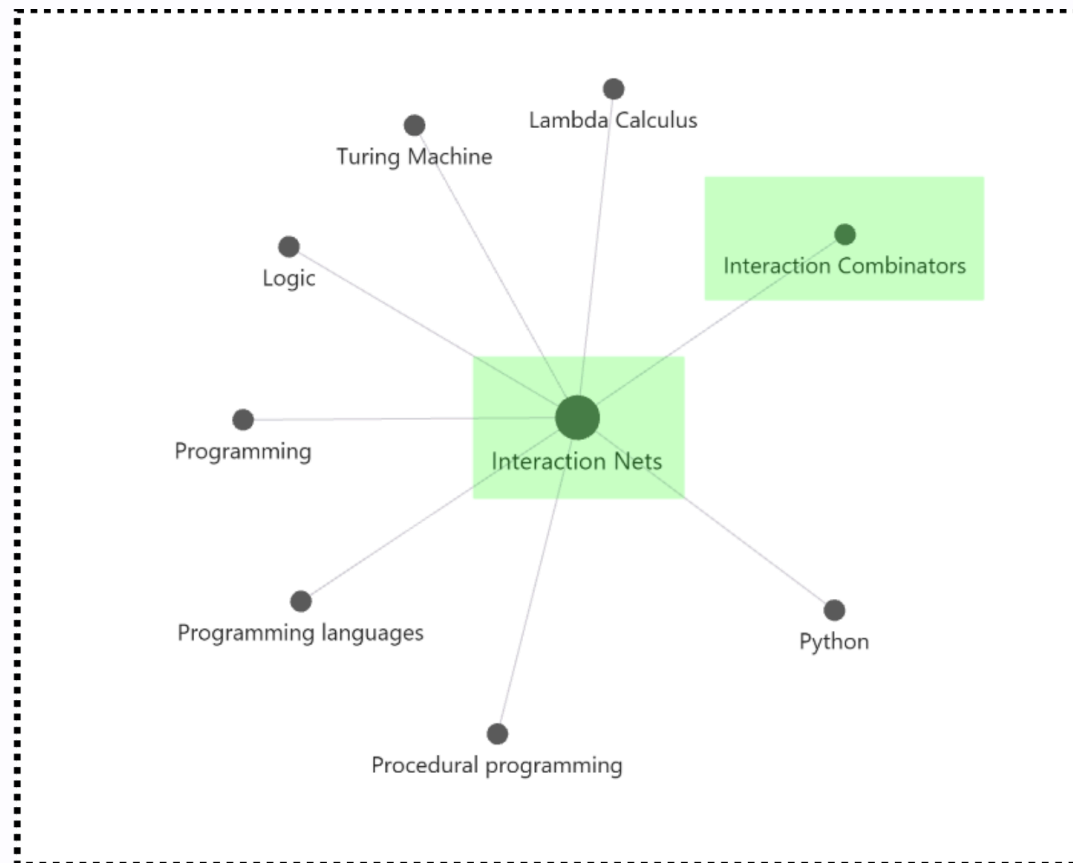
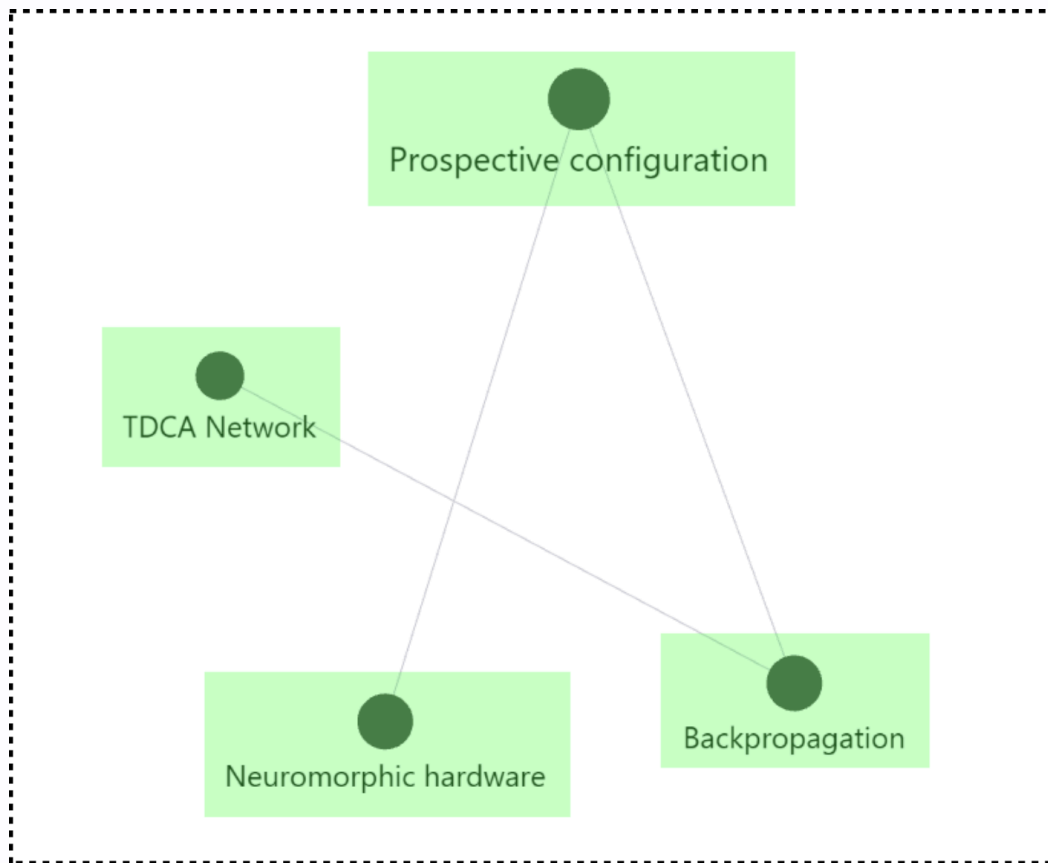


A schema guides the generation process



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?