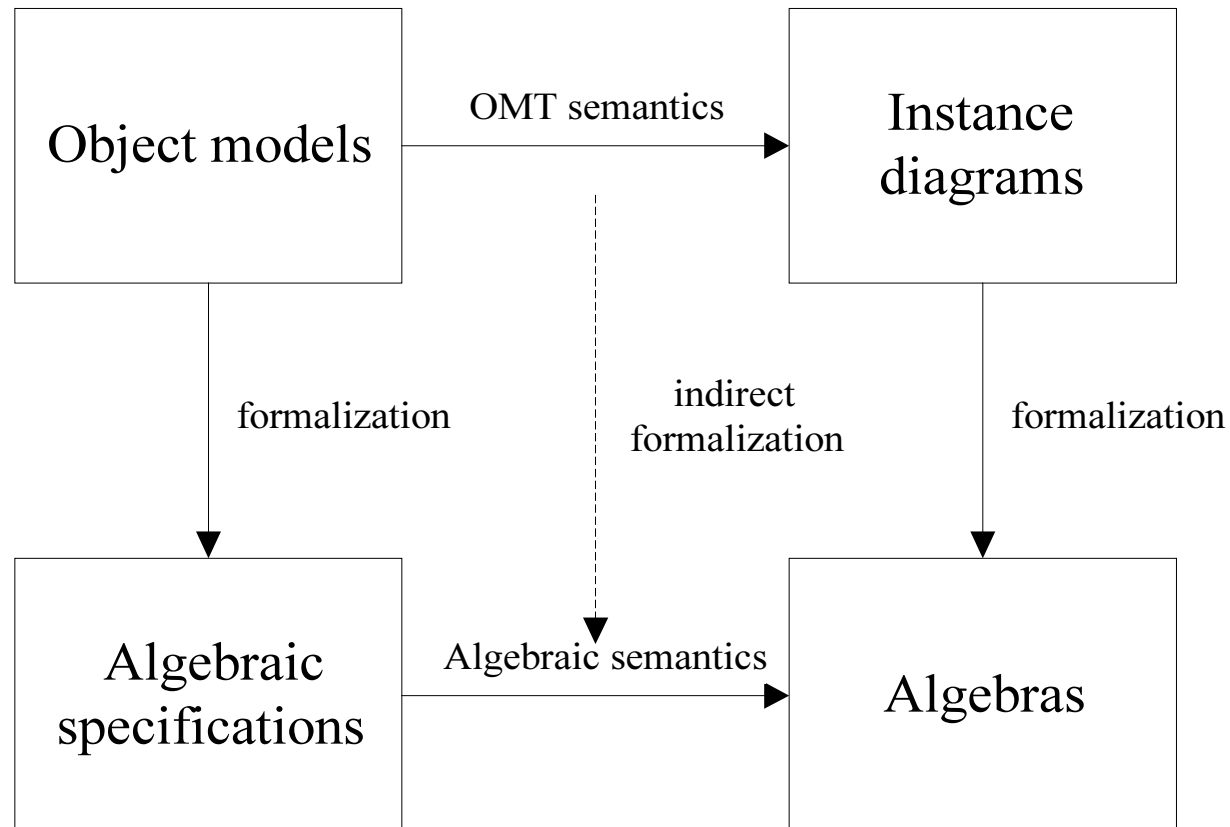




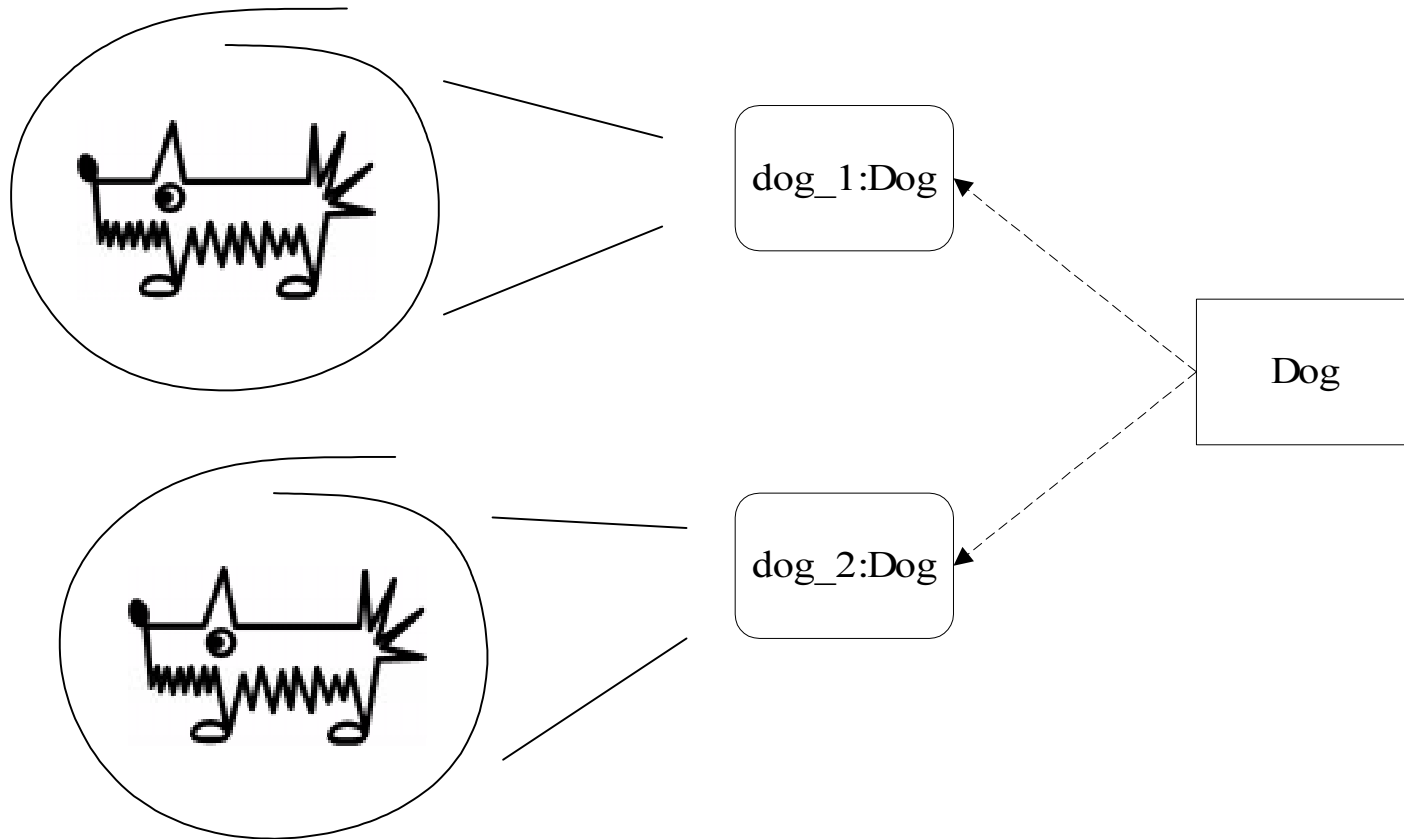
Towards Cartoon Semantics of Object Modeling

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One of the methods of semantics definition



Easy understandable objects



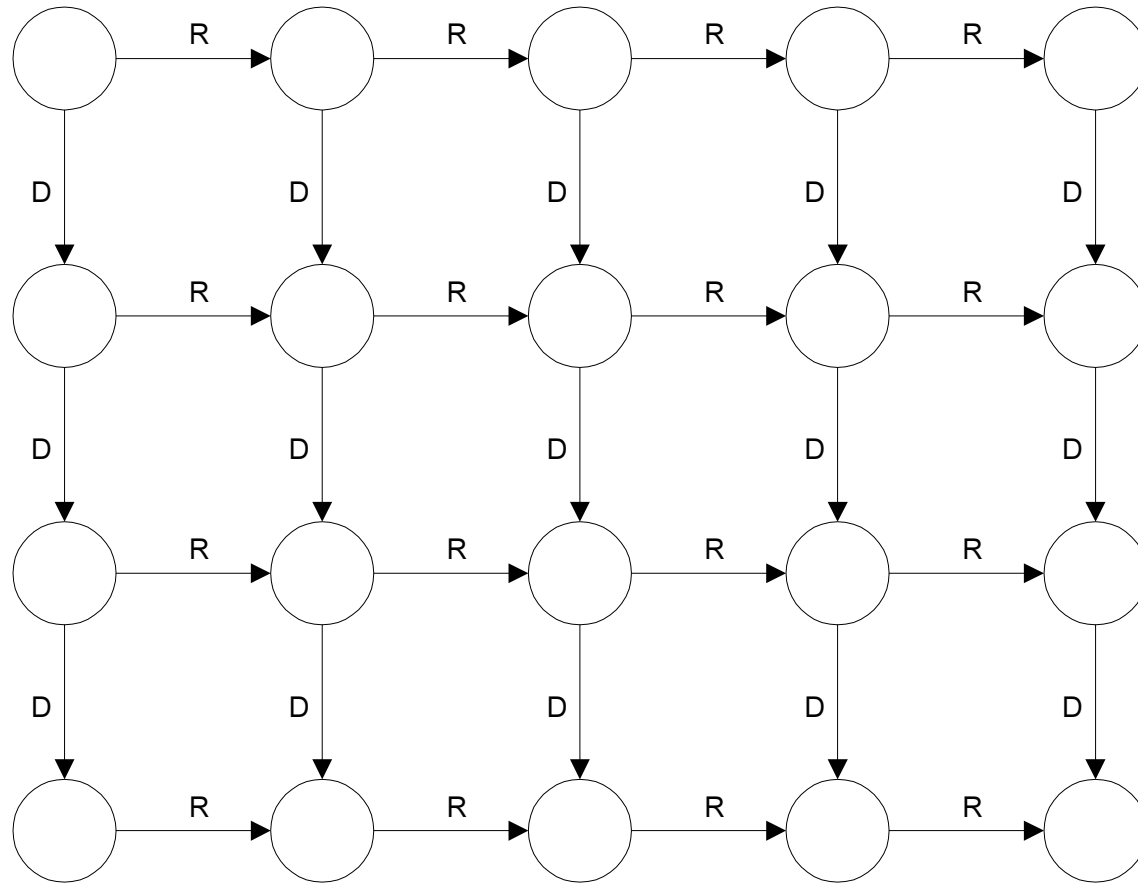
The way to solution



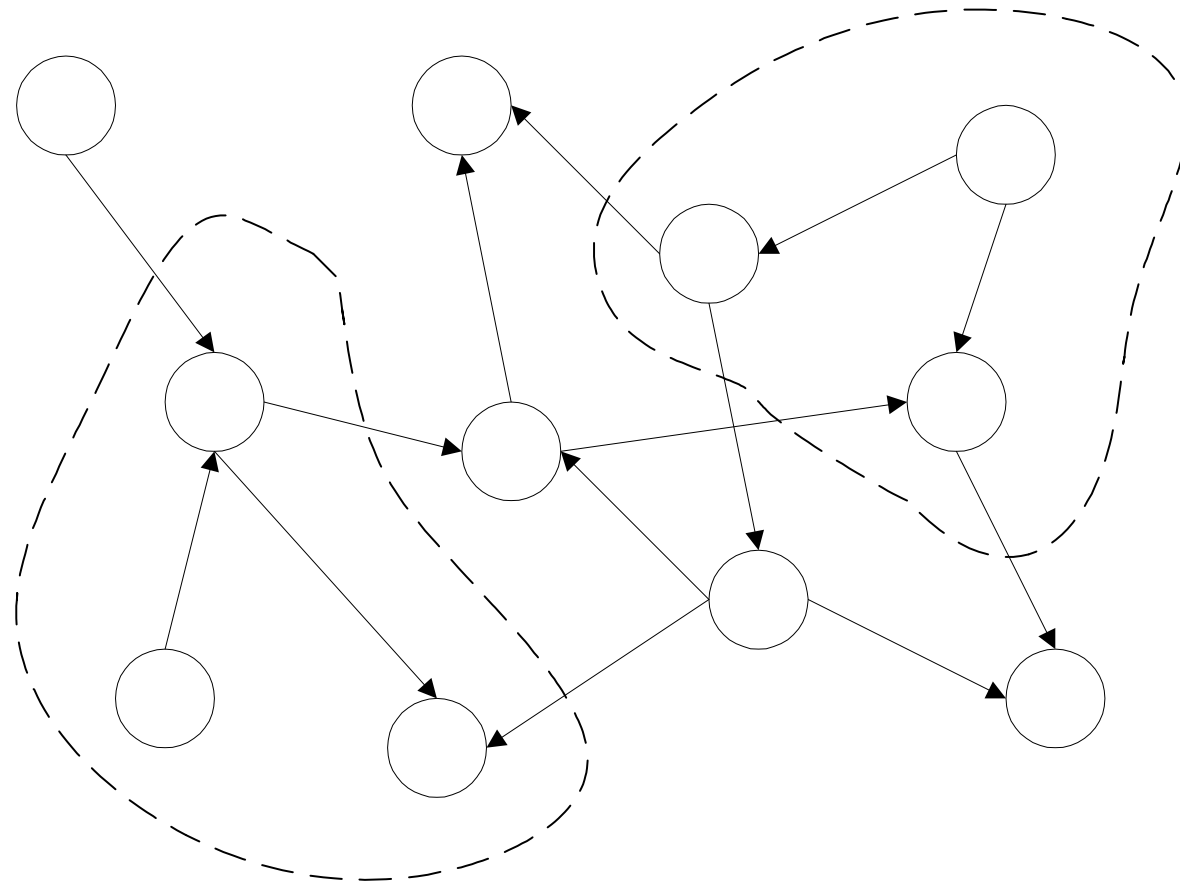
⌘ Formalization of the Real world

⌘ Formalization of the Abstract
world

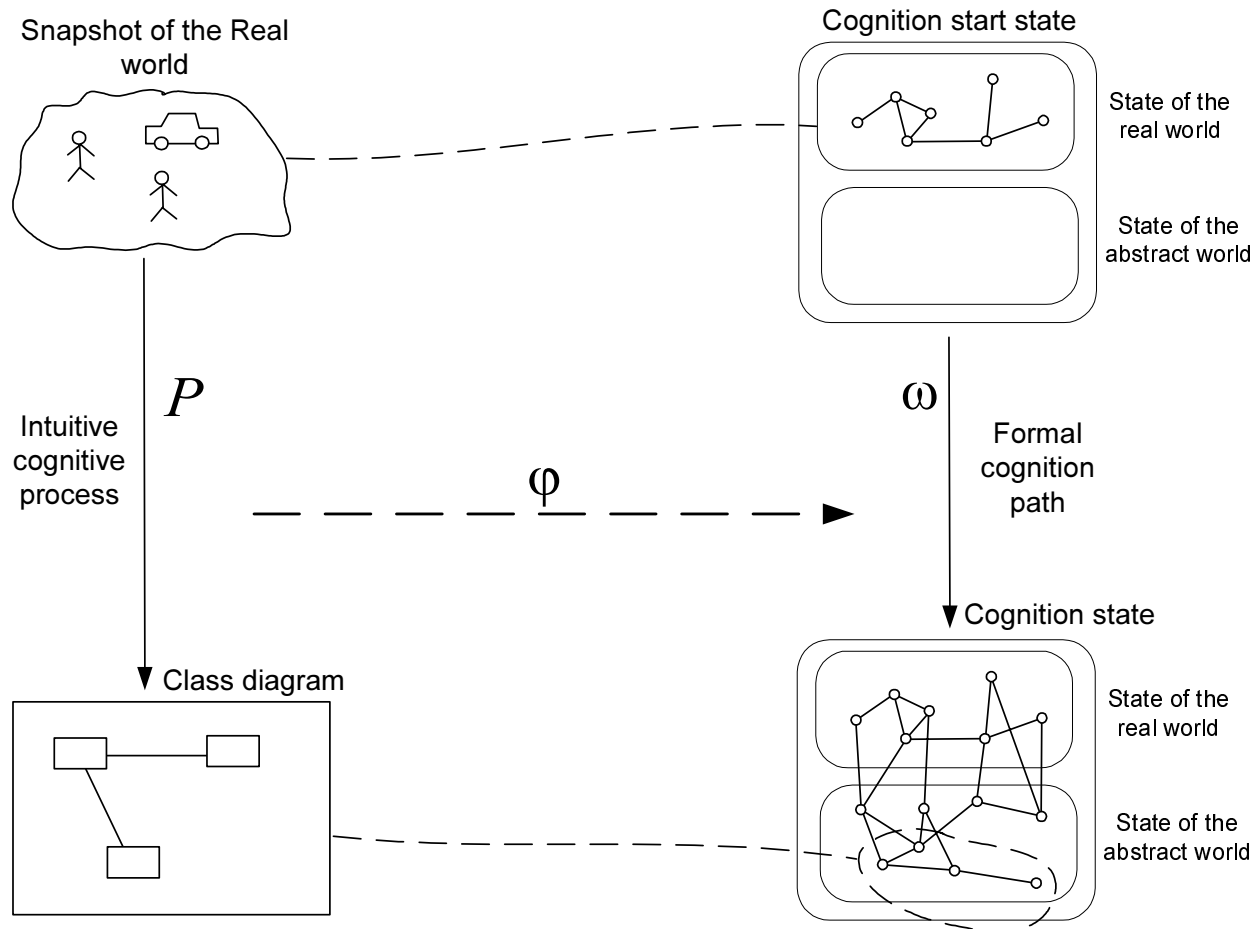
Display screen



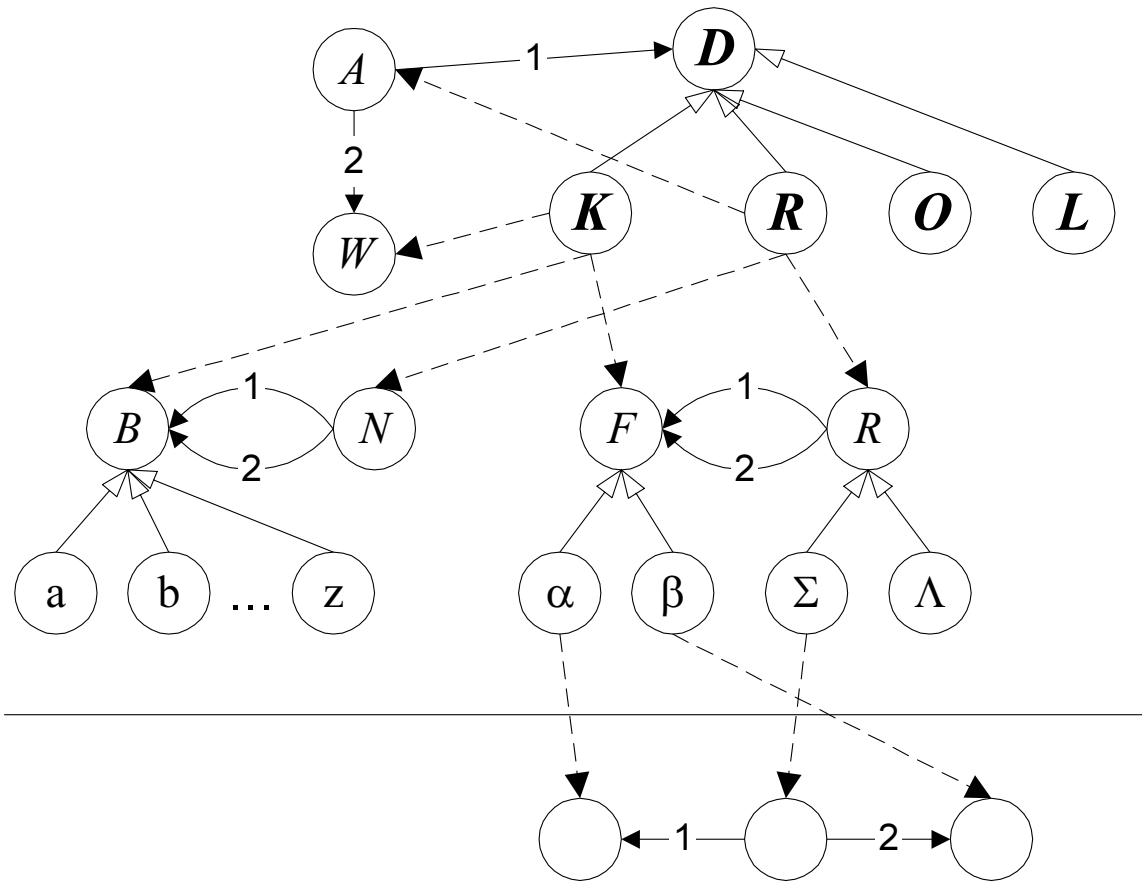
Model of the real world



Formalization of the cognitive process



Cognition start state



Steps of the cognitive process



- create an object, which represents a subgraph (of the real or abstract world state)
- create a class
- create an edge *instance-of* from an existing class node to any existing abstract node
- create an edge *subclass-of* between two existing class nodes
- create an edge *subclass-of* between two existing relation nodes
- create a new occurrence of a letter
- create a new word
- attach an existing word to an existing abstract node
- create a relation
- create a link
- create an edge *instance-of* from an existing relation node to any existing link node

Main thesis



- ⌘ For every intuitive cognitive process P beginning with a fixed real world state S there exists a correct formal cognition path ω beginning with the same state S and a mapping φ , such that:
- model $M = \langle O, K, R \rangle$ (corresponding to P) can be embedded into the formal model M_ω (corresponding to ω) by the mapping φ ,
 - for every $x \in O \cup K \cup R$ its mapping $\varphi(x)$ is *intuitively adequate* to x .