

Mini Project (Phase 1)

- Due at the beginning of Module B Evaluation Workshop.
- Choose an object/phenomenon *unique* to you.
- Informally describe the logic-structure connection involving the object/phenomenon.
- No length requirement. Must be word-processed (except diagrams).
- Self-evaluation: 1 pt if requirements satisfied.

Read project page

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Review Questions

- Type of a relation? [E.g., B2 Ex1-C]
- How to justify properties of a relation?
 - Reflexive: For *every* $a \in A$, $(a, a) \in R$ holds.
 - Symmetric: For *every* $(a, b) \in R$, $(b, a) \in R$ holds.
 - Antisymmetric: If *both* $(a, b) \in R$ and $(b, a) \in R$ hold, $a = b$. [I.e., cannot have both unless $a = b$]
 - Transitive: For *every* $(a, b) \in R$ and $(b, c) \in R$, $(a, c) \in R$ holds.

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B4: Structures

Today

- Formally represent structures and use them to analyze phenomena
 - Formally represent a structure
 - Overview of structure classification
 - Structures for *language acquisition*
- Take-home exercises
 - Human body, El Capitan

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Section 1

Defining a Structure

- How to organize structure components to define a structure?
 - Multiple structure components
 - Helpful for comparing multiple structures

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Structure

- An *n-tuple* involving sets, relations, and functions. Why not sets?
- Convention (in this course)
 - Structure name in Roman bold, e.g., **Structure**
- Example
 - **Max** = (\mathbf{R}, max)
 - R** = the set of real numbers set
 - $max: \mathbf{R} \times \mathbf{R} \rightarrow \mathbf{R}$ function type
 - $max = \{((x, y), z) \mid \text{if } x > y, z = x; \text{ otherwise } z = y\}$

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function definition

Levels of Structure Definition

- **Complete** definition
 - All structure components are completely define.
 - E.g., **Max** in the previous slide
- Definition of a *collection of structures*
 - Some structure components show *only types* but no actual definitions.
 - E.g., **RealBinaryOp** = (\mathbf{R}, op)
 - R** = the set of real numbers
 - $op: \mathbf{R} \times \mathbf{R} \rightarrow \mathbf{R}$ type, but no function definition
- **Max** is an *instance* of **RealBinaryOp**.

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Section Summary

- Structure definition
 - **Name** = n -tuple
 - Structure component definition and types
- Degree of structure definition
 - Complete
 - Definition of a class

cf. Java abstract class/interface

Group Exercise

- Completely define a structure (**NorthPole**) to represent North Pole (as we discussed in class/exercises)
 - Set of Santa Claus, S
 - Set of reindeer, R
 - Set of objects, O (define this concisely!)
 - Relation "carries", $carries$

Include the "type" of relation

Section 2

Structure Classification

- Operational structures
 - Involves sets and functions, but no relations
 - E.g., **Max**, **PrimitiveCount**, **Strings**
- Relational structures
 - Involves sets and relations, but no functions
 - E.g., **Graph**, (\mathbf{R}, \leq) , **Professionals**
- Hybrid structures
 - Involves sets, relations, and functions

Fine-Tuned Classification

- Operational structures
 - Properties of function/operation: surjective, injective, bijective
 - Properties of **binary** function/operation: associative, identity element, commutativity
- Relational structures
 - Properties of relation: reflexivity, symmetry, transitivity

Section Summary

- Broad classification
 - Operational, relational, hybrid
- Fine-tuned classification
 - Based on properties of relation/function

Group Exercise

- Define a structure (**Org**) to represent a corporate organization Define completely with made-up information
- Is **Org** an operational, relational, or hybrid structure?
- What kind of **properties** does the relation/function possess?

Modeling Language Acquisition

- Very rough language acquisition process
 - 12 months: objects (mommy, daddy, etc.)
 - 15 months: common nouns (toy, food, etc.)
 - 18 months: two-word sentences
 - 24 months: three-word sentences
 - After that

Representing these stages using structures?

12 Months: Objects

- $\text{Lang}_{12} = (\text{Objects})$
- $\text{Objects} = \{i, m, d, f, g, t, u, v\}$

visual association

- i
- m
- d
- f
- g
- t

limitations?

15 Months: Common Nouns

- $\text{Lang}_{15} = (\text{Objects}, \text{Food}, \text{Toy}, \text{Mad})$ lexicon (dictionary)
- $\text{Objects} = \{i, m, d, f, g, t, u, v\}$
- $\text{Food} = \{f, g\}$
- $\text{Toy} = \{t, u, v\}$ semantics
- $\text{Mad} = \{d\}$

- m
- f
- Food
- Toy
- Mad

Common nouns as set

18 Months: Two Words

- $\text{Lang}_{18} = (\text{Objects}, \text{Food}, \text{Toy}, \text{Mad})$
- $\text{Objects} = \{i, m, d, f, g, t, u, v\}$
- $\text{Food} = \{f, g\}$
- $\text{Toy} = \{t, u, v\}$
- $\text{Mad} = \{d\}$

- m
- Food
- f is Food
- t is Toy
- d is Mad

statement (True/False)

English "is" as 'ε'

syntax

24 Months: Three Words

- $\text{Lang}_{24} = (\text{Objects}, \text{Food}, \text{Toy}, \text{Mad}, \text{PlayWith})$
- $\text{Objects} = \{i, m, d, f, g, t, u, v\}$
- $\text{Food} = \{f, g\}$
- $\text{Toy} = \{t, u, v\}$
- $\text{Mad} = \{d\}$
- $\text{PlayWith} = \{(i, t), (d, f)\}$
- $\text{PlayWith: Objects} \hat{=} \text{Objects}$

- m
- Food
- f (is) Food
- i PlayWith t
- d PlayWith f
- i PlayWith f

Verbs as binary relation

syntax even more crucial

After That

- Use of function?
- Adjectives?
- Relative clauses?
- Logical words: and, or, if, ...?
- Ambiguity?
- Understanding and generation?

B2 Ex3: Pair as a Set

Conditions

- $(a, b) \neq (b, a)$
- $(a, b) = (c, d) \Leftrightarrow (a = c \text{ and } b = d)$
- $(a, a) \neq (a) \neq a$

n -tuples in general ...

Textbook Ex. 19, p. 54

Summary Exercise

- Are you ready to do today's take-home exercises?
 - If yes, very briefly explain how you got all the necessary information, techniques, etc.?
 - If no, what do you need to do?
- [Questions/Comments/Suggestions](#)