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User Manual of COKAM+

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User Manual of COKAM+

Version 2.0, December 1992

Version 1.4.1 written by

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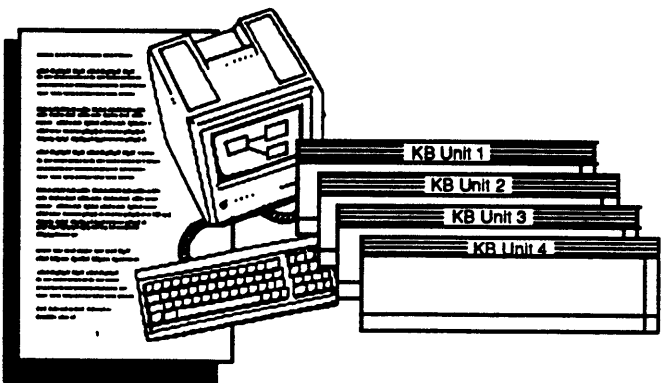
	<h1>COKAM+</h1>
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<p>mail to: Gabriele Schmidt Tel.: (+49 631) 205-3462 e-mail: schmidt@dfki.uni-kl.de</p>	<p>Copyright Notice</p> <p>This software is distributed for non-profit and research purposes only. Non-profit redistribution of the current version or parts of the current version permitted if this copyright notice is included unchanged.</p> <p>There is no warranty of any kind for this prototype. It will be further improved as time permits.</p>

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1. Installation and Starting of COKAM+

For installing the program COKAM+ (and an example knowledge base) ca. 2 MB (+ 500 KB for the knowledge base) on the hard disk are necessary. For starting COKAM+ Allegro Common Lisp, Version 1.3.2 is required together with the Macintosh system software version 6.1.7. COKAM+ needs at least 2 MB RAM . A monitor of 19" allows to clearly arrange the multiple windows of an application of COKAM+.

Before working with COKAM+ the following requirements must be fulfilled:

- (i) The folder which contains the program of COKAM+ ("COKAM-x-y.image") *must* contain a folder called "COKAM".

- (ii) This folder "COKAM" must contain the following folders:
 - "data"
 - "knowledge-base"
 - "domain-models"
 - "expertise-models"

In the current version 2 ("COKAM-2.image") the user must only guarantee, that the folder "data" contains the file "Cokam.picture" and a file of the program RESEDIT or another program for editing resource files. This file is called "Cokam.resources" and contains graphical descriptions (pictures) of the cases which are applied in COKAM+. Furthermore, the text files from which knowledge will be acquired with COKAM+ must be ascii text files, e.g. WORD text files with the format "ASCII with line breaks", and must be transferred into the folder "data". These files must have the extension ".txt". The template files are stored in this folder, too (extension ".tpl").

All further folders or files which are stored in the folders mentioned above are constructed by the program itself. The user must **not** edit or change anyhow these files.

If the requirements mentioned above are fulfilled, COKAM+ can be started with a double click on the icon of the program.

2. The Menu Bar of COKAM+

After starting the program the menu bar of the Mac finder or of the present program will be substituted by the menu bar of COKAM+. It contains the following menus:



Figure 2.1: The menu bar of COKAM+

- "COKAM"
- "Sourcetexts"
- "Knowledge Base"
- "Domain Model"
- "Expertise Model"
- "Case Base"
- (• "*Graph*")

The menu "COKAM" (see chapter 3) offers the basic functions of the program. These functions allow to start the construction of an informal knowledge base by producing knowledge units from marked text segments. There are also functions to quit and to restart the program.

"Sourcetexts" summarizes all functions which allow to operate on the source texts and the structure of the texts (see chapter 4).

3. COKAM+

3.1. Marking Text Segments and Producing Knowledge Units

The construction of a new informal knowledge base begins by marking text segments in the source texts and by consequently producing knowledge units.

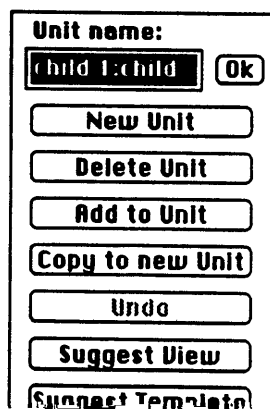
The menu function "Acquire Knowledge from Text .." in the menu bar "COKAM" initiate the knowledge acquisition from text. First a dialog window is shown by which a source text which is in the folder "data" can be selected. After selecting the text is shown on the screen. If the dialog window shows no text which can be selected then see chapter 4.5.

3.1.1. Source texts and text structures

The presented source text can be scrolled by clicking the mouse on the scroll bar on the right of the text. Corresponding to other Mac programs text segments can be marked with the mouse. Marked text segments are inverted. Above the source text window a second window called "text browser" is shown. In this window the hierarchical structure of the text is displayed as a tree. This structure allows to quickly navigate trough large source texts by clicking a node of the tree with the mouse. The construction of such structures for new source texts is explained in chapter 4.3.

3.1.2. Unit dialog window

On the right side of the window of the source text a dialog window is visible which allows the construction of knowledge units.



Show Link

Figure 3.1: Unit dialog window

Until no unit is produced only the button "New Unit" is active for clicking with the mouse. If the button is clicked an empty knowledge unit which has the default title "Unit 1" is presented at the right side of the dialog window. This title can be changed in the editing field of the dialog window. Each new unit contains such a default title with a number at the beginning. The number is calculated by adding 1 to the number of existing units. The other buttons are related to the unit which is at the right side of the dialog window. This is the present unit. The following functions are related to it:

"Add to Unit"

The text which is already marked in the source text window will be copied to the present unit. For the user invisible a reference from the unit to the source text is stored so that later the text segment of the source text can be found (see button "Links"). The text segment which was marked in the source text before is now presented in bold letters. Thus, in future applications of the knowledge base it becomes obvious that this text segment was already used for the construction of a knowledge unit.

"Copy to Unit"

This function allows to decompose a unit into a subunit. A new unit will be produced. The text which is marked in the present unit will be copied into this new unit. If no text is selected, there will be an error message. Similar to the function "Add to Unit" the new unit has a reference to its source which can be found by clicking the button "Links" in the window of the function "Source".

"Delete Unit"

The present unit will be deleted from the knowledge base except that the unit is used in explanation structures. Then, a selection of all explanation structures in which the unit is used will be shown. The explanation can immediately be shown with the help of the selection window (see also "Links"). If a unit is deleted its children inherit its references to sources.

Notice!

In version 2 by using "Delete Unit" *each* present unit is deleted, i.e., a unit which is used in explanation structures is also deleted. If some units refer to the deleted unit in the explanation structures these units are deleted, too. There is no warning before!

"Undo"

This button is only efficient after choosing the action "Add to Unit". Then "Add to Unit" is completely undone.

"Suggest View"

By clicking the button "Suggest View" the window with the model of expertise will be shown if it is not already there. In the window of the model of expertise the views which were already selected are shown as inverted boxes. Additionally a dialog window which contains all views of the model of expertise appears. In this window the views which are suggested by the system are inverted. You can agree with the suggested views and click the button "ok" and the new views are shown in the model of expertise. Or you can correct the suggestion. Then, you can click on inverted views if you want to unselect them or on the other views if you want to add them. By clicking you can use the conventional Macintosh key combinations like "shift click" for marking several views following each other or like "apple click" for marking several views¹.

"Suggest Template"

If a knowledge unit has references to the model of expertise templates can be suggested (see chapter 9). The templates are shown in a dialog windows which allows to mark one template by clicking and to copy it to a child unit of the present unit with the button "Copy to Unit" (see above).

"Show Links"

By clicking on the button "Show Links" a pull down menu is opened, which shows the possible types of links which can be shown for the present knowledge unit:

"Source"

This link refers to the original text from which the text of the present knowledge unit was copied. If the text of the present unit refers to the source text which is already shown then the source text is scrolled so that at the top of the text the copied text segment is shown in bold letters. If the text of the present unit refers to another source text a dialog window allows you to show the referred source text or to keep the present source text.

If the source of the present unit is another unit, this one becomes the present unit of the stack.

¹Notice!

If you have defined your one key combinations for some functions in the control field of the system software (for example with "QuicKeys") then this functions can overrule the key functions defined in

"Children"

If a child unit has been produced from the present unit, this child unit becomes the present unit of the stack. .

"Expertise"

If there is a link from the present unit to the model of expertise, the model is shown and the corresponding categories of the model of expertise are inverted.

"Domain"

Similar to *"Expertise"* for the domain model.

For generating links to the model of expertise or the domain model see chapter 6.

"Cancel"

The pull down menu is closed without carrying out any functions.

3.1.3. The stack of units

All units which are visible on the screen (or become visible by scrolling the stack) are called the unit stack. Within the unit stack a new unit is located on the right side of the unit dialog, i.e. the new unit is the present unit. Clicking on any unit causes a scrolling of the unit stack, so that the clicked unit is located on the right side of the unit dialog. Thus, the new unit becomes the present unit and all functions within the dialog window relate to it. The unit stack need not contain all units of an informal knowledge base. For loading an unit stack according to search criteria see chapter 5.3.

3.2. Reset

The menu "COKAM" contains the function "Reset". By selecting this function the program is set into the state it had after starting the program. All open windows and dialogues are closed and the knowledge base in the working space is deleted. If the knowledge base has unsaved modifications, e.g. new units, the system knows this. Before executing the reset it asks you whether to save the changes or to cancel the rest or to go on. The system can ask about unsaved changes in the knowledge base, the model of expertise and the domain model.

3.3. Quit

The selection of the function "Quit" in the "COKAM" menu finishes the program. If there are unsaved changes they can be saved or not or the function "Quit" can be canceled (similar to "Reset").

4. Source Texts

4.1. Load a source text

A new source text for producing or enlarging a knowledge base can be selected with the function "Load Sourcetext .." of the menu "Sourcetext". The source text is shown on the left side of the screen and a reference to the text is stored in the corresponding knowledge base. Therefore, a source text must be selected from the menu for a knowledge base only once. After that (even after starting the program again) the program finds the text in connection with the knowledge bases automatically. A prerequisite is that the knowledge base is stored within the folder "COKAM". This folder must contain the folder "data" which contains the source texts.

4.2. Showing loaded source texts

Loaded source text, i.e. source texts which already refer to the knowledge base, can be shown by clicking the function "Show Sourcetext .." of the menu "Sourcetext". For showing the source text and its text structure see 4.3.

4.3. Construction and application of the text structures

4.3.1. Construction of the text structure

If the source text is shown it is possible to construct a hierarchical structure of the text in the window above the source text which is called "Text Browser". If such a structure already exists for a source text the system always loads it together with the source text. The construction of such a structure can be done in the following manner:

The source text must be scrolled to a text segment which is to use in the text structure, e.g. a heading of a chapter. This text segment must be marked with the mouse. Then, you can activate the text browser window by clicking on it. After that you must click on a node of the structure by pressing the apple key at the same time ("option-click"). The marked text segment becomes a new node under the node on which you have clicked. A node can stand for the level of the structure of the text.

It is also possible to add names for text segments in the structure which are not mentioned in the text. Then you must put the cursor on the desired part of the text without marking this part. Then you can activate the text browser window and again click on a node of the structure by pressing the apple key at the same time ("option-click"). Now the program asks you for a name of the new node.

4.3.2. Deleting nodes of the text structure

If you click on a particular node and press the keys "alt"- and "apple" at the same time (command-option-click) this node and all nodes which depend on this node are deleted from the structure..

4.3.3. Navigating through the source text with the help of the text browser

If the text browser window is activated you just have to click on a node of the structure and the source text is scrolled to the part of the text which is associated with the clicked node.

4.4. Saving the text structure

In the menu "Sourcetexts" there is a function "Save Textstructure". A new or changed text structure can be stored by selecting this function. The structure is then associated with the corresponding source text. The structure need not explicitly be loaded together with the source text.

5. Working with the Informal Knowledge Base

5.1. Loading the informal knowledge base

For working with an existing knowledge base the knowledge base must be loaded by selection the function "Load KB .." in the menu "Knowledge Base". The case base (see chapter 7) and models (see chapter 6) which are associated with the knowledge base and the references to the source texts are automatically loaded together with the knowledge base. When the loading function is finished the knowledge base is loaded in the working space, i.e. the unit stack is still empty after that. But now the window "search unit" (see below) and the "unit dialog" window (see above) are shown. Associated source text can be loaded by clicking on the function "Show Sourcetext .." in the menu "Sourcetexts". A unit stack can be selected and shown with the help of the "Search Units" window.

5.2. Looking for knowledge units and use of the unit stack

The function "Search Units .." or the loading of the informal knowledge base activates a dialog window which allows to ask queries about the knowledge base.

Search Units

Expertise Category:
 with subcategories

Domain Category:
 with subcategories

Substring:
 with parents

Title:
 combine criteria ..
 conjunctive disjunctive

add to unit stack
 replace unit stack

Search

Befestigungssystem v. Wendeschneidplatt...
Befestigungssystem v. Wendeschneidplatt...
Befestigungssystem v. Wendeschneidplatt...
Eckenradius
Eckenwinkel
child 1: Einstellwinkel b. Schruppen
Ermittlung von Werkzeugen
Flächen
Freiwinkel 1
Freiwinkel 2
Freiwinkel 3

Figure 5.1: Dialog for searching units

The result of such a query is a set of units which build the loaded unit stack or which replace or enlarge the present unit stack. If there is no answer to a query which should answer particular criteria, the set of results is empty. The program answers every query and reports about the success or failure of the query. For asking queries the following functions can be used:

5.2.1. Search criteria

Searching according to a category of the model of expertise

In an editor field of the dialog box you can type in a category of the model of expertise. Only a substring which begins with the first letters of the category is necessary. The substring will be completed during the search process if the corresponding category exists in the model of expertise (also see chapter 6.)

The option "with Subcategories" can be selected or unselected by clicking with the mouse on the box on the right side of the editor field. This option determines whether only units of the category in the editor field are selected or whether also units of all subcategories of this category are selected (see chapter. 6).

Searching according to a category of the domain model

Another editor field allows to type in categories of the domain model. This field can be used similar to the editor field of the model of expertise.

Searching according to a substring in a unit

In the third field a substring can be typed in. According to this criteria all units are found which contain the substring somewhere in their text field.

Searching according to a title of a unit or a substring of a title

The fourth and last editor field allow to look for units with a particular title or substring in the title.

Searching units with or without older generations

The option "with parents" allows to look for all units without distinguishing whether the units are parent or child units. By default only the units of the youngest generation are searched.

The search process according to the criteria is activated by clicking the button "Search". If one or more criteria are not selected, i.e. their editor fields are empty, only that units are found which fit into the remaining criteria.

If the search button is pressed without selecting any criteria all unit of the knowledge base are found and shown in the unit stack.

5.2.2. Combining the selected search criteria

It is possible to combine the search criteria either conjunctively or disjunctively. By default the search is conjunctive, i.e. all criteria must be fulfilled at the same time so that a unit fits into the requirements. This can be changed by clicking on one of the two buttons under "combine search criteria ..".

5.2.3. Building the unit stack from the selected units

You can choose between adding the found units to an already existing unit stack or replacing an existing unit stack. This can be determined by selecting on of the two options "Add to Unit Stack" or "Replace Unit Stack".

5.2.4. Quickly finding units according to their title

On the bottom of the search dialog window the titles of the units which are shown in the present unit stack are listed in their alphabetical order. This order is only broken for child units. Child units can be found directly after their parent unit. The list of the titles can be scrolled with the help of the scroll bar on its right side. By clicking on the certain title of one of the units the unit stack is scrolled so that the unit with this title becomes the present unit, i.e. the unit is on the right side of the dialog window.

5.3. Saving a knowledge base

A knowledge base can be saved at any time so that provisional results can also be saved. By using the function "Save KB" a knowledge base can be saved with its previous name if the knowledge base was changed before. It is always possible to save a knowledge base with a new name by using the function "Save as ..". If you then type in the name of an existing knowledge base, a dialogue gives you the warning that you can overwrite the existing knowledge base if you want.

6. The Model of Expertise and the Domain Model

Exactly *one* model of expertise and *one* domain model is associated with *one* informal knowledge base. In the following the possible functions for working with the model of expertise are described. With the exception of using templates and keywords the same functions are offered to work with the domain model. Therefore the two models are explained together.

6.1. Building a new model structure of the expertise / domain model

In principle a model structure can be build like the text structure of a source text (see chapter 4.3). After selecting the function "New" in the menu "Expertise Model" (or "Domain Model") the system asks for a new name of the model and then opens a window. In this window the root of the structure has the name which you typed in as the new model name. (At the moment only hierarchical structures can be shown which could be too restrictive for showing a model of expertise.)

Adding a new category of the model of expertise (of the domain model)

An option-click (apple key + click) on a node or the root of the structure causes the program to asks for the name of the new category. The category is represents as a new node which contains the new name and is linked to the clicked node in the hierarchy.

Deleting a category of the model of expertise (of the domain model)

With command-option-click ("alt" + "apple" + click) a node of the structure and all nodes which depend on this node can be deleted from the model of expertise (from the domain model). The root can not be deleted.

6.2. Saving a model structure of the expertise / domain model

A model can be saved by selecting the functions "Save" or "Save as .." in the menu of the corresponding model. With "Save" changes of the model can be saved and with "Save as .." the model can be saved under a new name. If the program is restarted or you quit the program the systems reminds you if there are unsaved changes of the model and offers you the possibility to save it now.

6.3. Loading a model structure of the expertise / domain model

The menu function "Load .." in the menu of the corresponding model allows to load an already built structure. This can be necessary if the model was not associated with the knowledge base up to now (also see chapter 6.4). If there is already a model of expertise

(or a domain model) and its changes are not saved you can save it before loading the new model.

6.4. Associating the expertise / domain model with a knowledge base

After loading or building a model it is associated with the knowledge base which is loaded in the working space. *One* knowledge base can only be associated with *one* model of expertise and *one* domain model. But one model can be associated with several different knowledge bases. If a knowledge base is loaded and another model will be loaded or built, the association of the knowledge base to the former model is deleted. Before the link to the former model is deleted changes of this model can be saved, so that the model is not lost. The current association of a model with a knowledge base causes that the model is automatically loaded by loading the knowledge base! Thus if a model itself is loaded explicitly this causes a new association between this model and the knowledge base.

6.5. Showing the expertise / domain model of a knowledge base

The model of expertise (or the domain model) which is associated with a loaded knowledge base can be shown by selecting the function "Show" in the menu of the corresponding model.

6.6. Associating keywords with the model of expertise

Keywords can be associated with each view of the model of expertise. By clicking on a particular view and pressing the shift key at the same time ("shift-click") a dialog window appears which shows all keywords which are associated with this view in alphabetical order.

For managing the keywords the dialog window offers the following functions:

Adding a keyword

By clicking on the button "Add" a new window appears in which the name of a new keyword can be typed. After finishing the input the keyword is added into the list of the associated words.

Adding a marked word

If you have already marked a word in the text of the present knowledge unit with the help of the mouse then you can click on the button "Add marked" and the marked word will be added into the list of the associated words.

Deleting a keyword

In order to delete a keyword from the list you must mark the corresponding word and then click on the button "Delete".

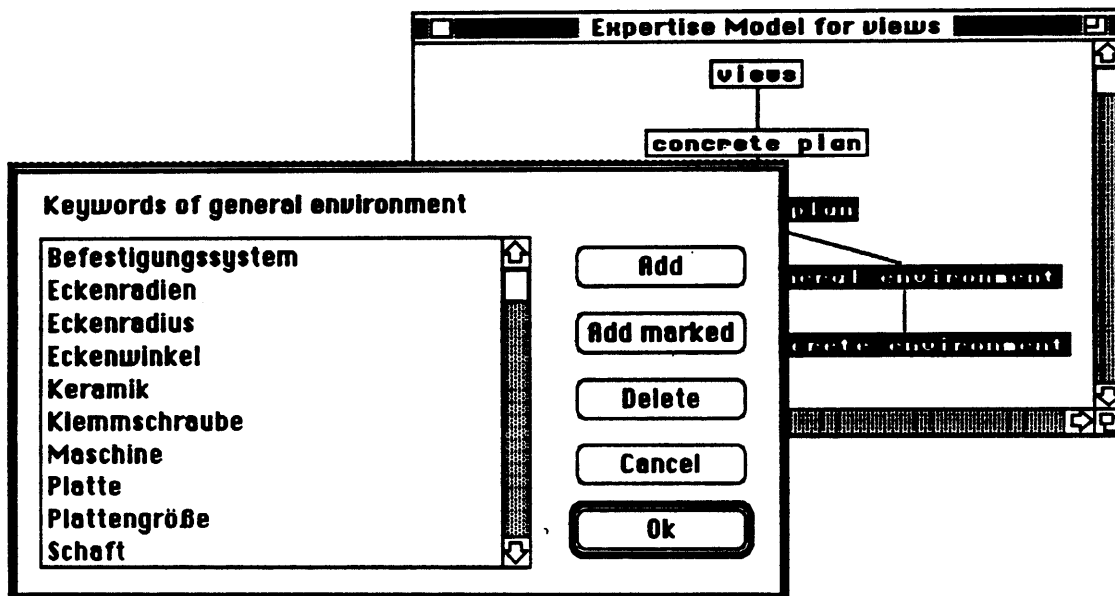


Figure 6.1: Dialog window which shows the keywords of the view "general environment" and the different functions

The changes of the keyword list can be undone by using the function "Cancel" or can be saved by using the function "Ok".

COKAM+ uses the keywords to suggest particular views of the model of expertise for a particular knowledge unit (see 3.1.2 "Unit dialog window"). For this reason the keywords should be closely related to the corresponding view of the model of expertise. So, if COKAM+ finds a keyword in the text of the knowledge unit, it will suggest the corresponding view.

7. The Case Base

A case base can be associated with an informal knowledge base. For such a case base several cases can be defined. A case should consist of a problem description and the solution of the problem. It should be domain-specific and prototypical in the domain. It is assumed that such cases are very often represented graphically. In order to present the cases in their usual form they are scanned in, stored in a resource file of the folder "data" (see chapter 1). From this resource file the pictures of cases, e.g. a picture of the problem description and a picture of the solution can be loaded and used to construct a case. Several of such cases are collected in one case base. There are the following functions in the menu 'Case Base':

selecting this function you are asked for the name of the new case base in a dialog

window. After finishing this input a new case base with the new name is constructed and associated with the knowledge base. Therefore a knowledge base must be loaded in order to use this function correctly. If a case base which is related to the knowledge base already exists a warning informs you that this case base is deleted by constructing the new case base. Then, you can decide whether to go on or to cancel the process.

Adding a solution step (an operator) to a problem description

The option-click on the picture of the problem description opens the dialog window again. Now a solution step (operator) can be marked by clicking on its name. If you press the "OK" button the operator is selected, graphically connected to the

problem description by drawing a line, and stored together with the complete case. If you press the "Cancel" button the window disappears and nothing else happens.

Deleting a solution step (an operator)

Deleting an operator can be done by command-option-clicking on the picture of the operator. The selected solution step is deleted in the structure of the case.

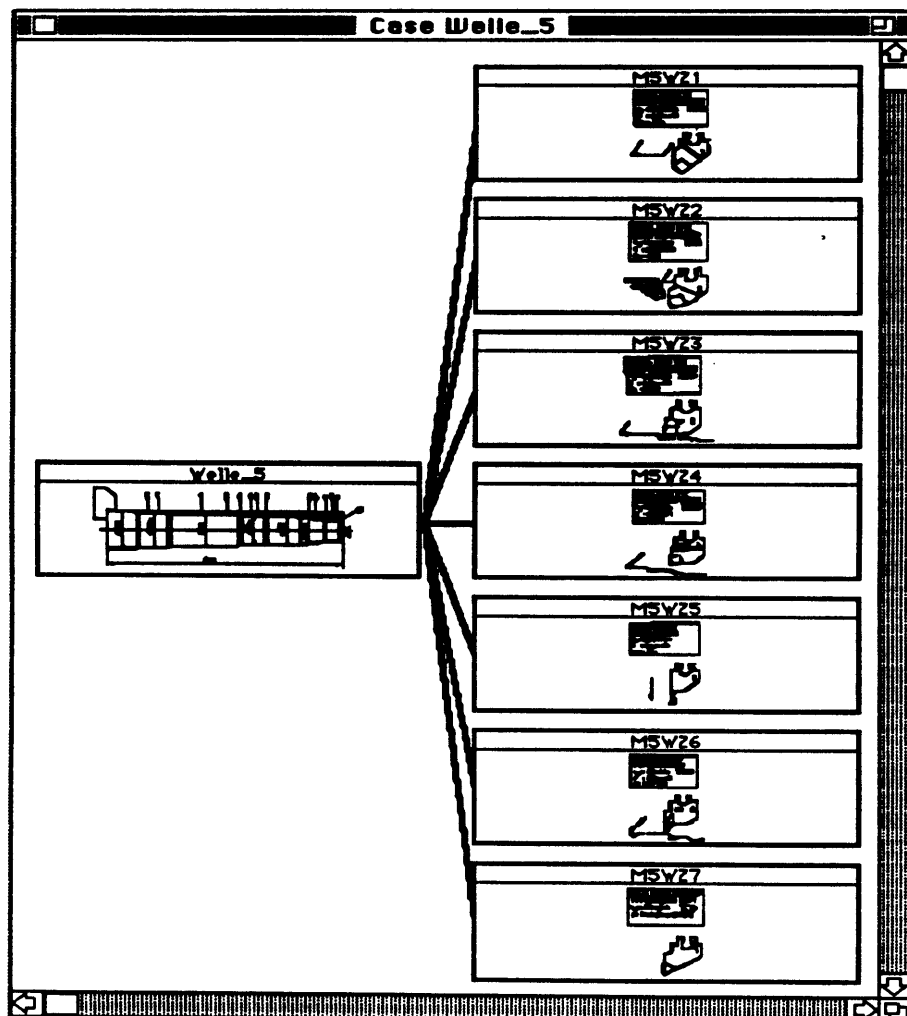


Figure 7.1 One case of a case base in our domain.
This case consists of the problem description (called "Welle_5") and seven solution steps.

The knowledge units can be associated with the solution steps (operators) of a case. Corresponding to the solution steps the knowledge units are conditions. They can be distinguished in *preconditions*, *consequences* and *abstraction and refinement rules*. After

clicking on a solution step (or a problem description) a dialog window offers the possibilities to show the picture of the solution step (or the problem description) or to show the structure of the conditions of the solution step.

The picture of a solution step (or a problem description)

If you click on the button "Picture" the picture of the corresponding solution step (or problem description) appears in the upper left corner of the screen. The size of the window is variable.

Preconditions, consequences and abstraction and refinement rules of solution steps

If you select the function "Conditions" in the dialog window, then two windows appear on the screen. The window at the top shows a solution step, its preconditions (knowledge units which directly refer to the solution step) and abstraction and refinement rules of the preconditions (knowledge units which refer to other knowledge units). The other window shows the same solution step, its consequences (knowledge units to which the solution step directly refers) and abstraction and refinement rules of the consequences (knowledge units which refer to other knowledge units).

By option-clicking on the solution step or on a card of a knowledge unit the present knowledge unit of the unit stack is linked to the card on which you have clicked. Depending on the window in which you have clicked on the solution step the linked knowledge unit is interpreted as a precondition or as a consequence.

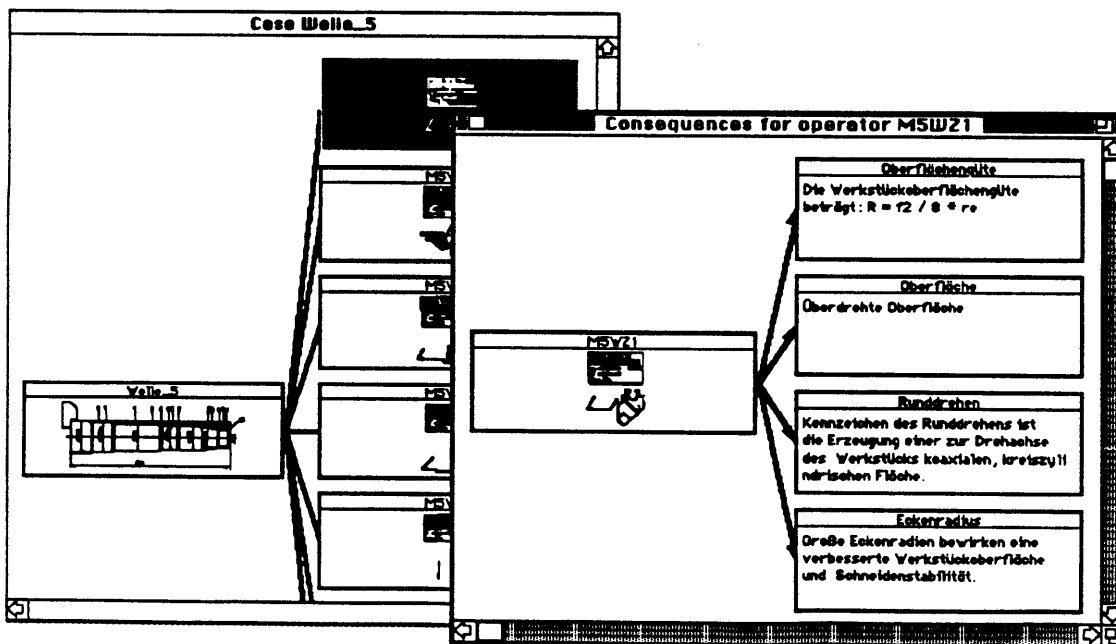


Figure 7.2.: The case, one of its operators and consequences of the operator

7.3. Showing a case

After clicking on the button "Select old Case" a dialog window shows you the names of all cases which are stored in the present case base. After selecting a case by clicking on its name the case is presented in a window. Now, the case can be edited like described in chapter 7.2.

7.4. Deleting a case

In order to delete a case you must select the function "Delete Case" in the menu "Case Base". Again, a dialog window with the names of all cases of the present case base appears. You can either cancel the function or mark the to be deleted case with the mouse. This case will be eliminated from the list of cases of the present case base.

8. Structuring the Knowledge Units

COKAM+ offers two different possibilities to structure knowledge units. The two types of structuring are briefly summarized in the chapter.

8.1. Relating to the model of expertise

Knowledge units can be associated with the views of the model of expertise. If a knowledge unit is assumed to be relevant for the problem solving process it must be associated with at least one view. On the one side the association can be done by clicking on the corresponding view. On the other side the function "Suggest View" of the unit dialog (see chapter 3.1.2) can help by finding the correct relations. Based on the views with which a knowledge unit is associated templates can be suggested (see chapter 9).

8.2. Relating to cases

To each solution step of a case a knowledge unit can be linked (see chapter 7.2.). Depending on the type of the link the knowledge unit is a precondition, a consequence or an abstraction and refinement rule. The type of such a link can influence the kind of templates which are suggested (see chapter 9).

9. Templates

In order to support the formalization of knowledge units COKAM+ offers the possibility of managing templates. To a given knowledge unit the program suggests a set of templates. From this set you have to select that template of which you assume that it fits the knowledge unit best. That template can be added to the knowledge unit by the function "Add to unit". Or it can be copied to a new child unit of the corresponding knowledge unit with the function "Copy to new unit". The set of possible templates depends on the selected views of the model of expertise and can be influenced by kind of the structuring of the the knowledge units according to the cases.

9.1. Construction of a template file

A template file can be constructed with each text editor which can save the file in ascii format. The template file has to be stored in the folder "data" and must have the extension "tpl". In the file there are two lists: .

Head of definition

In the first list which is called head of definition the individual views of the model of expertise are referred to symbols. Each of these relations is written in parentheses so that the syntax looks like this:

```
( ("View A of Expertise"      Expertise_Symbol_A)
.....
("View Z of Expertise"      Expertise_Symbol_Z) )
```

Body of definition

In the second list which is called body of definition a combination of the condition symbols and the expertise symbols which are defined for the views of the model in the first list is associated with a specific template. The syntax of the second list looks like:

```
(Condition_Symbol      (Selection List of Expertise_Symbols)
                          (Form of Templates))
```

Condition symbols can be :

precondition, consequence, ar-rule (for abstraction and refinement rule; also see chapter 7.2) and Nil (empty condition symbol).

Contrary to the condition symbols the expertise symbols can be defined according to the view of the model of expertise (see first list). In the selection list they are now combined to a logical term. All atomic expertise symbols in the list are seen as a conjunction. If there is a list of some expertise symbols within the list the symbols of this embedded list are seen as disjunction.

Example:

```

("concrete plan"          cplan)          Head of definition
("general plan"           splan)
("general product"        aprod)
("concrete product"       cprod)
("general environment"     aenv)
("concrete environment"   cenv))

((consequence (aprod (splan cplan) (aenv cenv))          Body of definition
  ("operator" (replace operator 1))
  ("product" (replace aprod *))          Template 1
  ("plan" (replace (splan cplan) *))
  ("environment" (replace (aenv cenv) *))
  "-->"
  ("product" (replace (aprod cprod))))

(consequence ((splan cplan) (aenv cenv))
  ("operator" (replace operator 1))
  ("plan" (replace (splan cplan) *))          Template 2
  ("environment" (replace (aenv cenv) *))
  "-->"
  ("environment" (replace (aenv cenv) 1))
  ...           ...           ...

(precondition ((aprod cprod) (splan cplan))
  ("operator" (replace operator 1))
  ("product" (replace (aprod cprod)          Template n
  "-->"
  ("plan" (replace (splan cplan) 1))))
)

```

Now, assume the program must suggest a set of templates for a knowledge unit. This
judgment is calculate a solution step as a consequence (condition symbol:

10. Formalization of Knowledge Units (The Use of Templates)

With the help of the function "Suggest Template" of the unit dialog window the program suggests a set of templates. This suggestion depends on the relation of the present knowledge unit to the views of the model of expertise and its relations to the case solutions. If there is no case solution activated the template is selected based on the views. The suggested templates are shown in a dialog window.

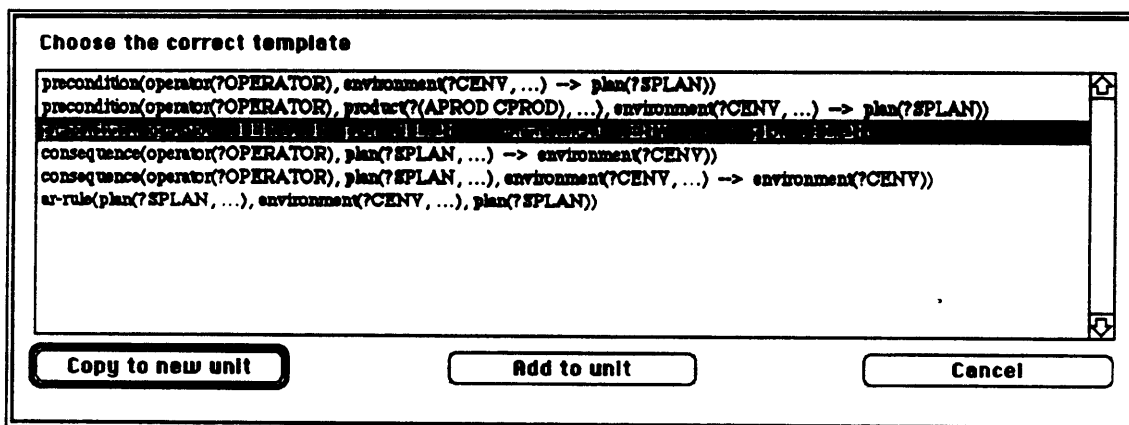


Figure 10.1.: Dialog window for selecting templates

After marking the template which fits the present knowledge unit best this template can be copied to the knowledge unit by the function "Add to unit". Or it can be copied to a new child unit of the corresponding knowledge unit with the function "Copy to new unit". After that you can edit the template and fill in the concrete data which are mentioned in an informal form in the parent knowledge unit.

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