

Θλίψη και Ανία-ΤΥΠΟΠΟΙΗΣΗ ΣΕ ΒΑΣΗ ΓΝΩΣΗΣ-

ΔΗΜΗΤΡΙΟΣ ΑΡΓΙΑΛΑΣ

ΑΝΑΠΑΡΑΣΤΑΣΗ ΓΝΩΣΗΣ ΣΧΕΤΙΚΑ ΜΕ ΤΗΝ ΘΛΙΨΗ ΚΑΙ ΑΝΙΑ ΣΕ ΛΟΓΙΣΜΙΚΟ ΕΜΠΕΙΡΟΥ ΣΥΣΤΗΜΑΤΟΣ

ΓΙΑ ΝΑ ΓΙΝΕΙ ΚΑΤΑΝΟΗΤΟ ΣΕ ΕΝΑ ΠΡΩΤΟ ΒΑΘΜΟ ΤΙ ΣΑΣ ΠΡΟΤΕΙΝΑ ΤΗΛΕΦΩΝΙΚΑ ΕΧΩ ΦΤΙΑΞΕΙ ΚΑΝΟΝΕΣ ΣΕ ΕΝΑ ΛΟΓΙΣΜΙΚΟ ΕΜΠΕΙΡΟΥ ΣΥΣΤΗΜΑΤΟΣ --NEXPERT OBJECT -- ΚΑΙ ΤΟ ΑΝΕΠΤΥΞΑ ΑΡΚΕΤΑ ΔΕΙΧΝΟΝΤΑΣ ΠΩΣ ΤΡΕΧΕΙ ΩΣΤΕ ΝΑ ΥΠΑΡΞΗ ΜΙΑ ΠΡΩΤΗ ΕΝΤΥΠΩΣΗ ΤΗΣ ΑΝΑΠΑΡΑΣΤΑΣΗΣ ΤΗΣ ΓΝΩΣΗΣ (ΒΙΒΛΙΟΓΡΑΦΙΑΣ, ΟΧΙ ΑΚΡΙΒΩΣ ΕΜΠΕΙΡΩΝ) ΣΧΕΤΙΚΑ ΜΕ ΤΗΝ ΘΛΙΨΗ ΚΑΙ ΑΝΙΑ ΜΟΝΟ.

ΑΠΟ ΚΕΙΜΕΝΟ [psychiki_diaxeirisi.pdf—ΟΜΑΔΑ ΚΑΘ. Χ. ΠΑΠΑΓΕΩΡΓΙΟΥ] ΣΕΛΙΔΑ 2, ΠΑΝΩ

Θλίψη και **ανία**. Η διακοπή της εργασίας και των δραστηριοτήτων που δίνουν νόημα στη ζωή του καθενός μας και η μειωμένη επαφή με άλλα άτομα διαταράσσουν την καθημερινότητά μας, κάτι που μπορεί να οδηγήσει σε μειωμένη διάθεση κι έντονη βαρεμάρα.

ΑΠΟ ΑΥΤΟ ΤΟ ΚΕΙΜΕΝΟ ΚΑΝΩ ΚΑΝΟΝΕΣ ΠΑΡΑΚΑΤΩ!

ΤΑ ΒΗΜΑΤΑ ΑΝΑΠΤΥΞΗΣ ΒΑΣΗΣ ΓΝΩΣΗΣ ΕΙΝΑΙ ΤΑ ΑΚΟΛΟΥΘΑ.

1 ΕΝΟΙΟΛΟΓΙΚΗ ΣΥΛΛΗΨΗ + 2 ΑΝΑΠΑΡΑΣΤΑΣΗ + 3 ΤΥΠΟΠΟΙΗΣΗ

ΟΙ ΚΑΝΟΝΕΣ ΣΕ ΑΥΤΗ ΤΗΝ ΠΡΩΤΗ ΑΝΑΠΑΡΑΣΤΑΣΗ ΕΙΝΑΙ ΤΗΣ ΜΟΡΦΗΣ **HYPOTHESIS**

- **EVIDENCE1**
- **EVIDENCE2**
- **EVIDENCE3,**
-

ΣΕ ΠΡΩΤΗ ΑΝΑΓΝΩΣΗ ΤΟ ΕΚΑΝΑ ΜΕ [ΚΑΙ]

διαταραγμένη καθημερινότητά

- διακοπή της εργασίας
- διακοπή δραστηριοτήτων που δίνουν νόημα στη ζωή
- μειωμένη επαφή με άλλα άτομα

ΤΟ ΠΑΡΑΠΑΝΩ ΔΕΝ ΜΠΟΡΕΙ ΝΑ ΕΙΝΑΙ **[ΚΑΙ]** ΑΛΛΑ ΜΑΛΛΟΝ **[Η]** ΕΚΑΣΤΟ, ΚΑΙ ΕΤΣΙ ΕΚΑΝΑ ΤΟΥΣ ΠΑΡΑΚΑΤΩ 3 ΚΑΝΟΝΕΣ

ΠΑΡΑΚΑΤΩ ΕΚΑΝΑ 3 ΚΑΝΟΝΕΣ ΜΕ ΤΗΝ ΙΔΙΑ ΥΠΟΘΕΣΗ ΑΡΑ ΕΙΝΑΙ ΔΟΜΗ [Η] ΚΑΙ ΟΧΙ [ΚΑΙ] ΟΠΩΣ ΤΟ ΠΑΡΑΠΑΝΩ.

διαταραγμένη καθημερινότητα

- διακοπή της εργασίας

διαταραγμένη καθημερινότητα

- διακοπή δραστηριοτήτων που δίνουν νόημα στη ζωή

διαταραγμένη καθημερινότητα

- μειωμένη επαφή με άλλα άτομα

ΠΡΟΣΘΕΤΩ ΚΑΙ ΑΛΛΟΥΣ 4 ΚΑΝΟΝΕΣ ΑΠΟ ΤΗΝ ΣΥΝΕΧΕΙΑ ΤΟΥ ΚΕΙΜΕΝΟΥ

μειωμένη διάθεση

- διαταραγμένη καθημερινότητα

Θλίψη

- διαταραγμένη καθημερινότητα

Ανία

- διαταραγμένη καθημερινότητα

έντονη βαρεμάρα

- διαταραγμένη καθημερινότητα

===== **RULES IN THE PROGRAM NEXPERT OBJECT** =====

```
(@RULE= R7
  (@LHS=
    (Yes (disturbed_daily_life))
  )
  (@HYPO= bad_mood)
)
(@RULE= R2
  (@LHS=
    (Yes (disturbed_daily_life))
  )
  (@HYPO= boredom)
)
(@RULE= R4
  (@LHS=
    (Yes (reduced_contact_with_others))
  )
  (@HYPO= disturbed_daily_life)
)
(@RULE= R5
  (@LHS=
    (Yes (interruption_of_meaningful_activities))
  )
  (@HYPO= disturbed_daily_life)
)
(@RULE= R3
  (@LHS=
    (Yes (temporal_loss_of_work))
  )
  (@HYPO= disturbed_daily_life)
)
(@RULE= R6
  (@LHS=
    (Yes (disturbed_daily_life))
  )
  (@HYPO= intense_boredom)
)
```

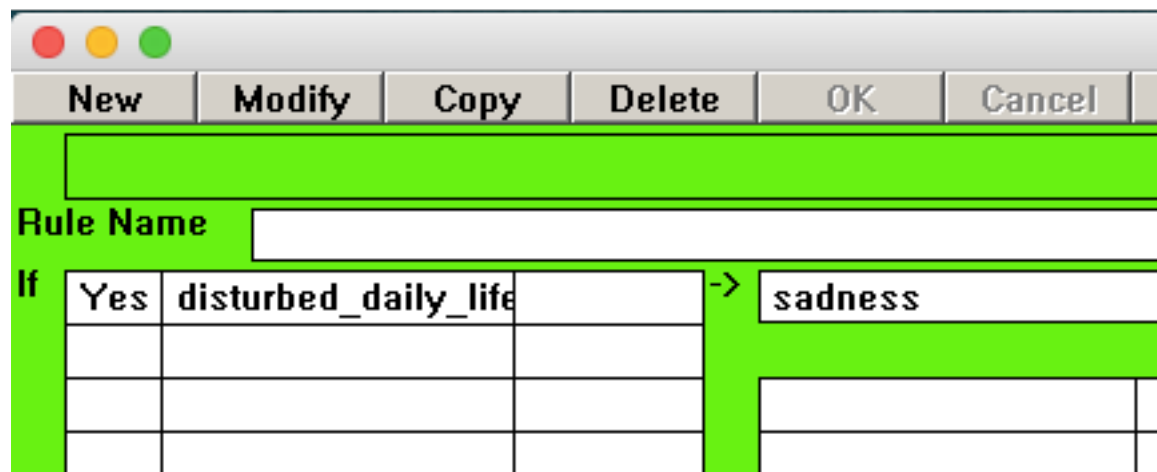
=====

ΠΑΡΑΚΑΤΩ ΔΕΙΧΝΩ ΤΟΝ ΚΑΘΕ ΚΑΝΟΝΑ ΑΠΟ ΤΟΥΣ 7 ΣΕ ΤΡΕΙΣ ΔΙΑΦΟΡΕΤΙΚΕΣ ΕΚΦΑΝΣΕΙΣ

R7

=====

```
(@RULE= R1
  (@LHS=
    (Yes (disturbed_daily_life))
  )
  (@HYPO= sadness)
)
```



Rule 7

If

there is evidence of disturbed_daily_life

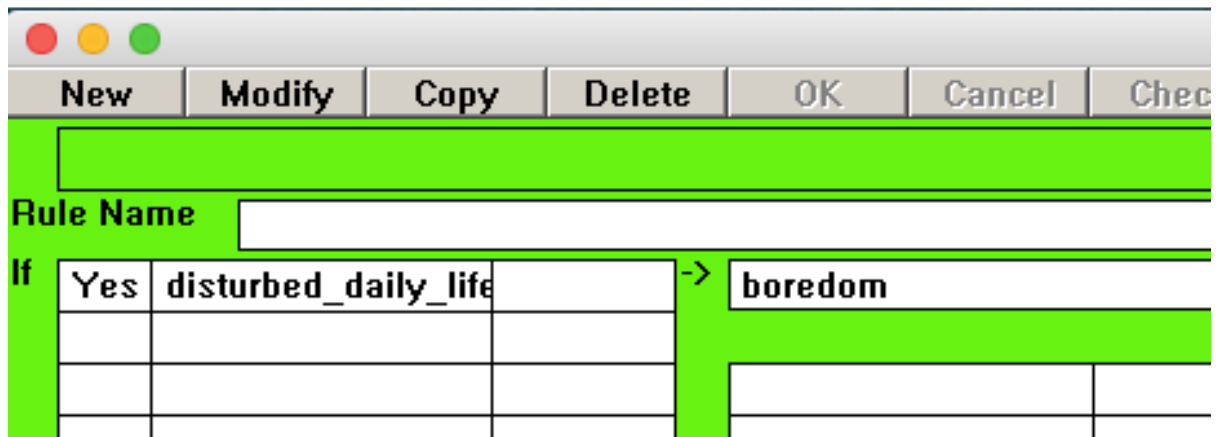
Then sadness

is confirmed.

=====

R2

```
=====  
(@RULE= R2  
  (@LHS=  
    (Yes (disturbed_daily_life))  
  )  
  (@HYPO= boredom)  
)
```



Rule 2

If

there is evidence of disturbed_daily_life

Then boredom

is confirmed.

=====

R3

```
(@RULE= R4
  (@LHS=
    (Yes (reduced_contact_with_others))
  )
  (@HYPO= disturbed_daily_life)
)
```

The screenshot shows a window with a title bar containing three colored buttons (red, yellow, green). Below the title bar is a menu bar with buttons for 'New', 'Modify', 'Copy', 'Delete', 'OK', 'Cancel', and 'Check'. The main area of the window is divided into sections. A green bar is at the top. Below it is a 'Rule Name' field. Underneath is an 'If' section with a table:

Yes	reduced_contact_wi	->	disturbed_daily_life

Below the table is another green bar.

The screenshot shows a window with a title bar containing three colored buttons (red, yellow, green). Below the title bar is a menu bar with buttons for 'New', 'Modify', 'Copy', 'Delete', 'OK', 'Cancel', and 'Check'. The main area of the window is divided into sections. A green bar is at the top. Below it is a 'Rule Name' field. Underneath is an 'If' section with a table:

Yes	reduced_contact_wi	->	disturbed_daily_life

Below the table is another green bar.

Rule 3

If

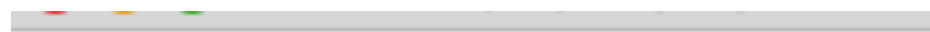
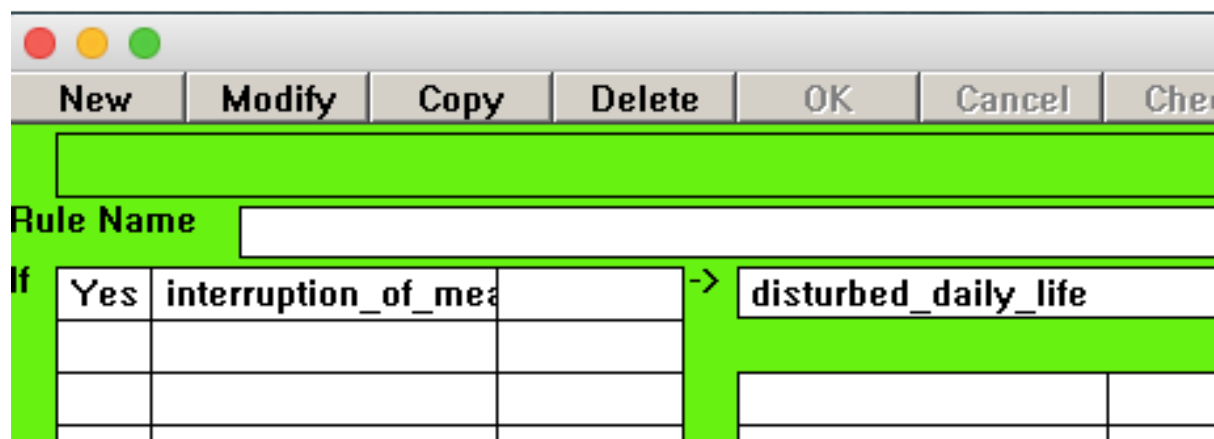
there is evidence of reduced_contact_with_others

Then disturbed_daily_life

is confirmed.

R4

```
=====  
(@RULE= R5  
  (@LHS=  
    (Yes (interruption_of_meaningful_activities))  
  )  
  (@HYPO= disturbed_daily_life)  
)
```



Rule 4

```
If  
  there is evidence of interruption_of_meaningful_activities  
Then disturbed_daily_life  
  is confirmed.
```

=====

R5

```
=====  
(@RULE= R3  
  (@LHS=  
    (Yes (temporal_loss_of_work))  
  )  
  (@HYPO= disturbed_daily_life)  
)
```

Rule Name			
If	Yes	temporal_loss_of_v	-> disturbed_daily_life

Rule 5

If

there is evidence of temporal_loss_of_work.

Then disturbed_daily_life

is confirmed.

=====

R6

```
=====  
(@RULE= R6  
  (@LHS=  
    (Yes (disturbed_daily_life))  
  )  
  (@HYPO= intense_boredom)  
)
```

The screenshot shows a window with a title bar containing three colored buttons (red, yellow, green) and a menu bar with buttons for 'New', 'Modify', 'Copy', 'Delete', 'OK', and 'Cancel'. Below the menu bar is a green header bar. Underneath, there is a 'Rule Name' field. The main area contains a table with a green background. The table has a header row with 'If' on the left, 'Yes', 'disturbed_daily_life', and an arrow '->' pointing to 'boredom'. Below the header are three empty rows.

If	Yes	disturbed_daily_life	->	boredom

The screenshot shows a window titled 'LIST OF RULES'. It displays the following text:

Rule 6

If

there is evidence of disturbed_daily_life

Then intense_boredom

is confirmed.

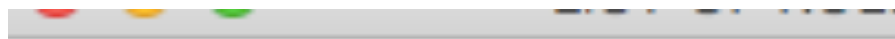
=====

R1

```
=====  
(@RULE= R7  
  (@LHS=  
    (Yes (disturbed_daily_life))  
  )  
  (@HYPO= bad_mood)  
)
```

The screenshot shows a window with a title bar and a menu bar containing 'New', 'Modify', 'Copy', 'Delete', 'OK', 'Cancel', and 'Check'. Below the menu bar is a green header bar. Underneath, there is a 'Rule Name' field. A table is displayed with the following structure:

If	Yes	disturbed_daily_life	->	bad_mood



Rule 1

if

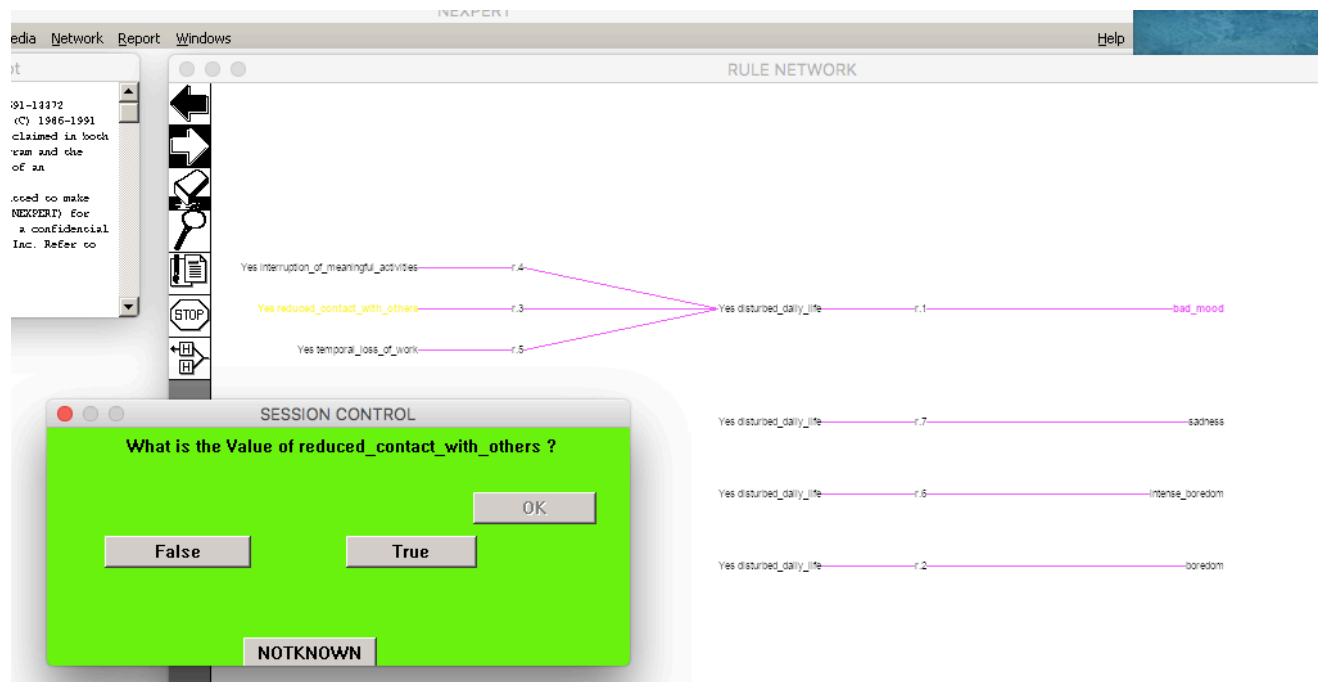
there is evidence of disturbed_daily_life

Then bad_mood

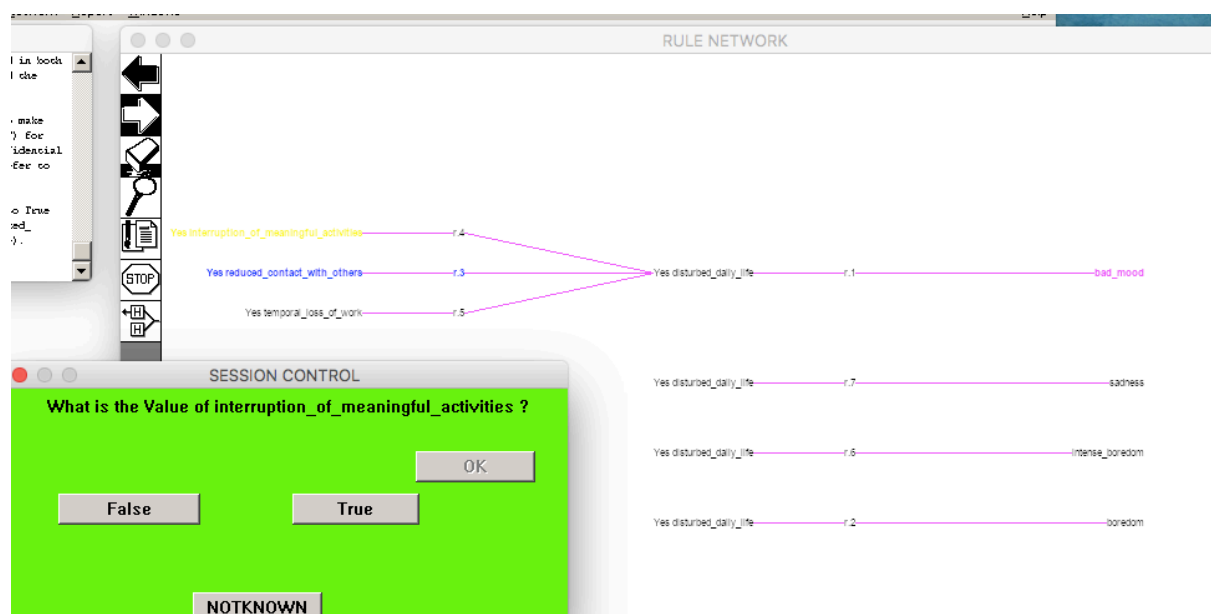
is confirmed.

=====

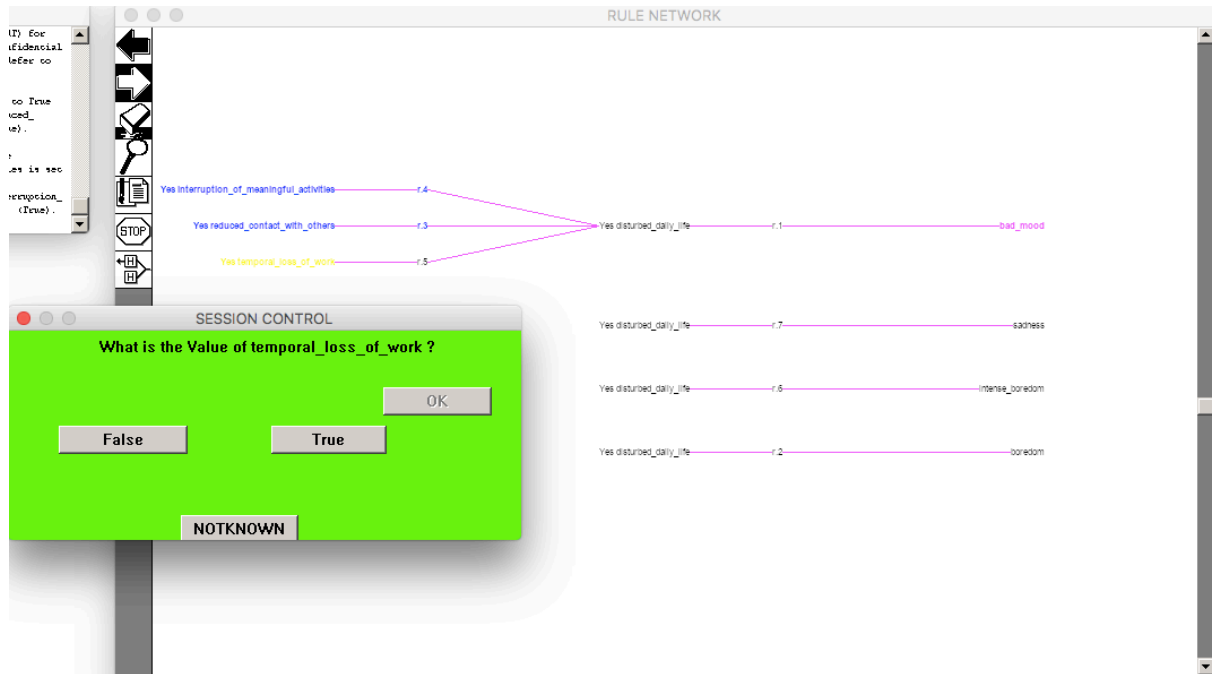
2. BELOW I SHOW THE RULE-NETWORK SHOWING WITH YELLOW COLOR THE QUESTION ASKED AS IT APPEARS ALSO IN THE SESSION CONTROL WINDOW. THE USER REPLIES TRUE.



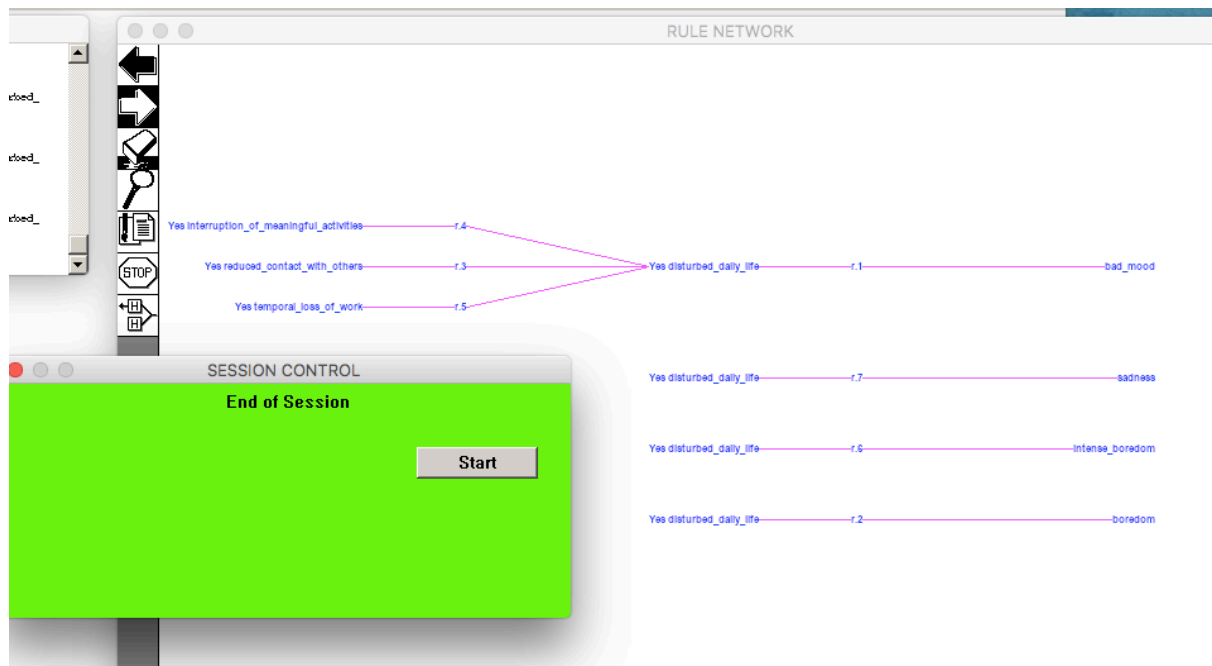
3. BELOW I SHOW THE RULE-NETWORK SHOWING WITH YELLOW COLOR THE QUESTION ASKED AS IT APPEARS ALSO IN THE SESSION CONTROL WINDOW. THE USER REPLIES TRUE.



4. BELOW I SHOW THE RULE-NETWORK SHOWING WITH YELLOW COLOR THE QUESTION ASKED AS IT APPEARS ALSO IN THE SESSION CONTROL WINDOW. THE USER REPLIES TRUE.



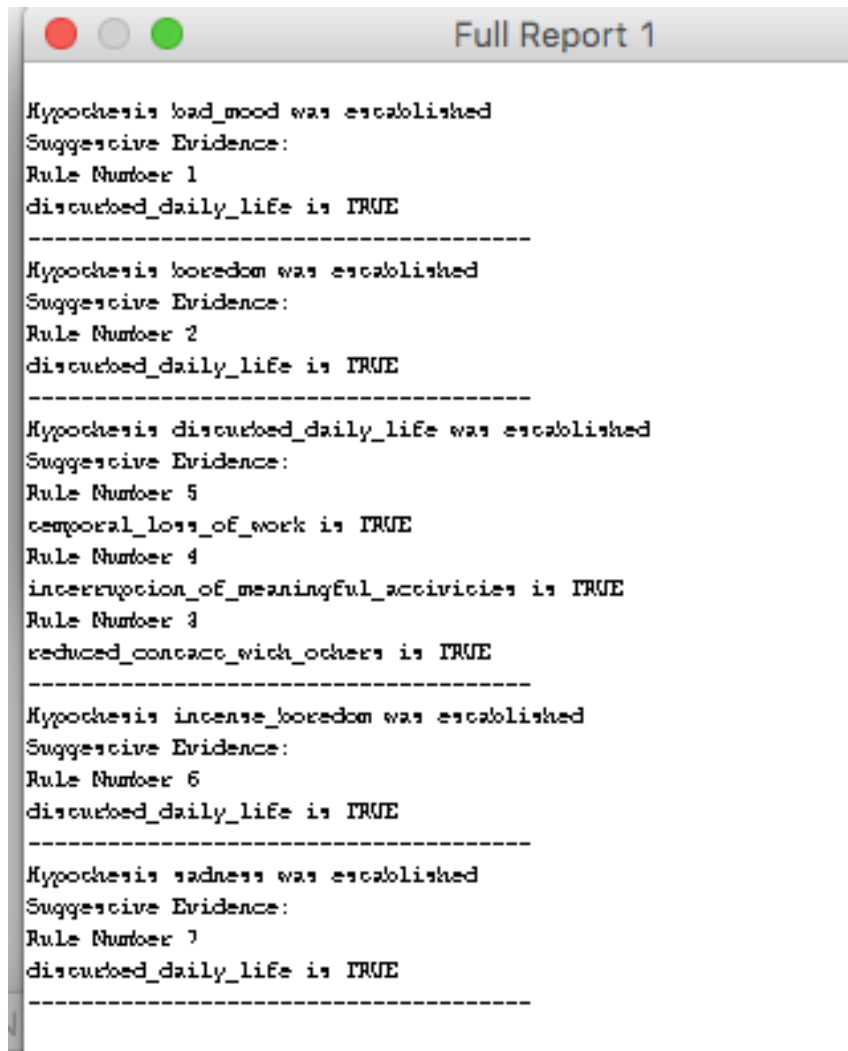
5. EXPERT SYSTEM PROGRAM ENDED SHOWING THE HYPOTHESIS OF BAD-MOOD TRUE.



6. THIS IMAGE SHOW THE TRANSCRIPT WINDOW SHOWING ALL HYPOTHESES AND EVIDENCES BEING TRUE OR FALSE

```
Suggesting bad_mood
reduced_contact_with_others is set to True
Condition there is evidence of reduced_contact_with_others in rule 3. (True).
Rule 3 is set to true
discarded_daily_life is set to True
interruption_of_meaningful_activities is set to True
Condition there is evidence of interruption_of_meaningful_activities in rule 4. (True).
Rule 4 is set to true
temporal_loss_of_work is set to True
Condition there is evidence of temporal_loss_of_work in rule 5. (True).
Rule 5 is set to true
Condition there is evidence of discarded_daily_life in rule 1. (True).
Rule 1 is set to true
bad_mood is set to True
Condition there is evidence of discarded_daily_life in rule 7. (True).
Rule 7 is set to true
sadness is set to True
Condition there is evidence of discarded_daily_life in rule 6. (True).
Rule 6 is set to true
intense_boredom is set to True
Condition there is evidence of discarded_daily_life in rule 2. (True).
Rule 2 is set to true
boredom is set to True
```

7. THIS IMAGE SHOW THE FULL REPORT WINDOW SHOWING ALL HYPOTHESES AND EVIDENCES BEING TRUE OR FALSE TOGETHER WITH THE RULES EXECUTED



8. THIS IMAGE SHOWS THE RULE NETWORK TOGETHER WITH THE PREVIOUSLY STATED WINDOWS

The screenshot displays the NEXPERT software interface with several windows open:

- Transcript:** Shows a detailed log of rule firings and conditions. Key entries include:
 - Serial Number 1-2, 43-PC9-006691-12372
 - REDUCED CONTACT WITH OTHERS: Condition there is evidence of reduced_contact_with_others in rule 3. (True).
 - INTERUPTION OF MEANINGFUL ACTIVITIES: Condition there is evidence of interruption_of_meaningful_activities in rule 4. (True).
 - TEMPORAL LOSS OF WORK: Condition there is evidence of temporal_loss_of_work in rule 5. (True).
 - DISRUPTED DAILY LIFE: Condition there is evidence of disrupted_daily_life in rule 1. (True).
 - BOREDOM: Condition there is evidence of boredom in rule 2. (True).
- RULE NETWORK:** A flowchart showing the relationships between rules. Nodes include:
 - Yes interruption_of_meaningful_activities (r.4)
 - Yes reduced_contact_with_others (r.3)
 - Yes temporal_loss_of_work (r.5)
 - Yes disturbed_daily_life (r.1)
 - Yes disturbed_daily_life (r.2)
 - Yes disturbed_daily_life (r.3)
 - Yes disturbed_daily_life (r.6)
 - Yes disturbed_daily_life (r.2)
 - bad_mood
 - sadness
 - intense_boredom
 - boredom
- Case Status 2:** A table summarizing the current state of the case.

RELEVANT DATA	Value
Data	
disrupted_daily_life	True
interruption_of_meaningful_activities	True
reduced_contact_with_others	True
temporal_loss_of_work	True
RELEVANT HYPOTHESES AND CONCLUSIONS	
Hypothesis	STATUS
bad_mood	True
boredom	True
disrupted_daily_life	True
intense_boredom	True
sadness	True
- SESSION CONTROL:** A window with a green background and a "Start" button, indicating the end of a session.
- Full Report:** A window on the right side showing a list of hypotheses and their corresponding evidence.
 - Hypothesis bad_mood was established. Suggestive Evidence: Rule Number 1, disrupted_daily_life is TRUE.
 - Hypothesis boredom was established. Suggestive Evidence: Rule Number 2, disrupted_daily_life is TRUE.
 - Hypothesis disrupted_daily_life was established. Suggestive Evidence: Rule Number 5, temporal_loss_of_work is TRUE.
 - Hypothesis intense_boredom was established. Suggestive Evidence: Rule Number 4, interruption_of_meaningful_activities is TRUE.
 - Hypothesis sad_mood was established. Suggestive Evidence: Rule Number 3, reduced_contact_with_others is TRUE.
 - Hypothesis sadness was established. Suggestive Evidence: Rule Number 6, disrupted_daily_life is TRUE.
 - Hypothesis boredom was established. Suggestive Evidence: Rule Number 3, disrupted_daily_life is TRUE.
 - Hypothesis disrupted_daily_life was established. Suggestive Evidence: Rule Number 1, disrupted_daily_life is TRUE.

10. FROM NOW ON RULES ARE EXECUTED BY FORWARD REASONING UP TO THE END WHERE AGAIN IT IS PROVED TRUE THE HYPOTHESIS BAD MOOD.

