Human-Oriented Solving and Explaining of Logic Grid Puzzles
Claes, Jens; Bogaerts, Bart; Gamba, Emilio; Canoy, Rocsildes; Guns, Tias

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Human-Oriented Solving and Explaining of Logic Grid Puzzles

Jens Claes¹, Bart Bogaerts², Rocsildes Canoy², Emilio Gamba², Tias Guns²

From human-level problem specification, to human-level solving and explanation.

- A.I. system that starts from natural language
- Can reason over its perception of the language meaning
- Can explain its reasoning steps, and aid users in problem solving

Applicable to other rich decision problems: scheduling, planning, regulation, fiscal, business processes, ...

HolyZebra approach:

```
In: Natural Language sentences
Out: Part-Of-Speech tagged words
```

```
In: POS tagged sentences
Out: Lexicon for our B&B grammar
```

```
First order Logic
Out: Discourse Representation Theory
```

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Lexicon and Grammar
Out: Logical Representation (Discourse Representation Theory)
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```
Clue Generation
Out: IDP Puzzle specification
```

```
Ordering of reasoning steps by mental effort required
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Try it yourself!
https://bartbog.github.io/zebra/