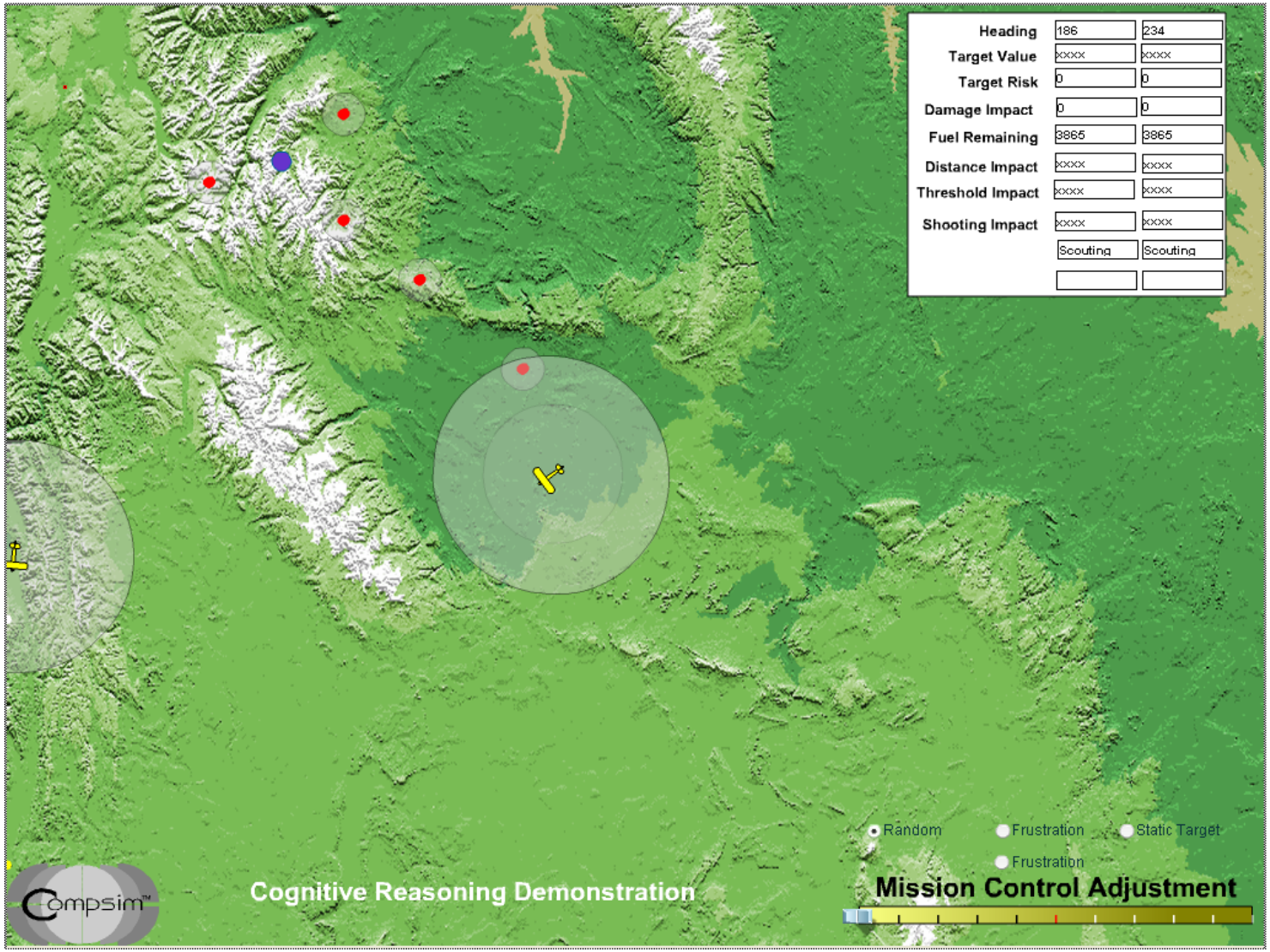
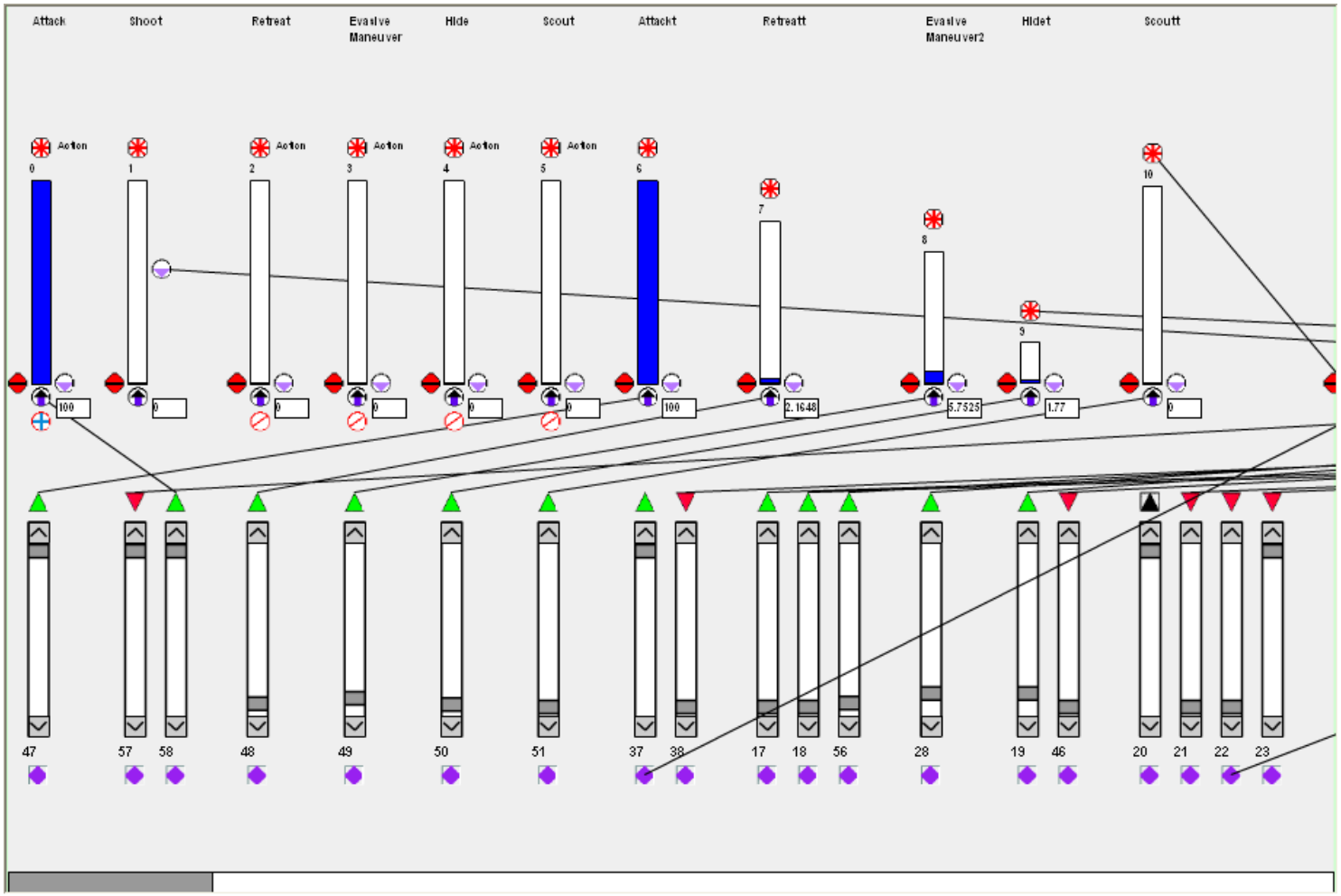
Demonstrations

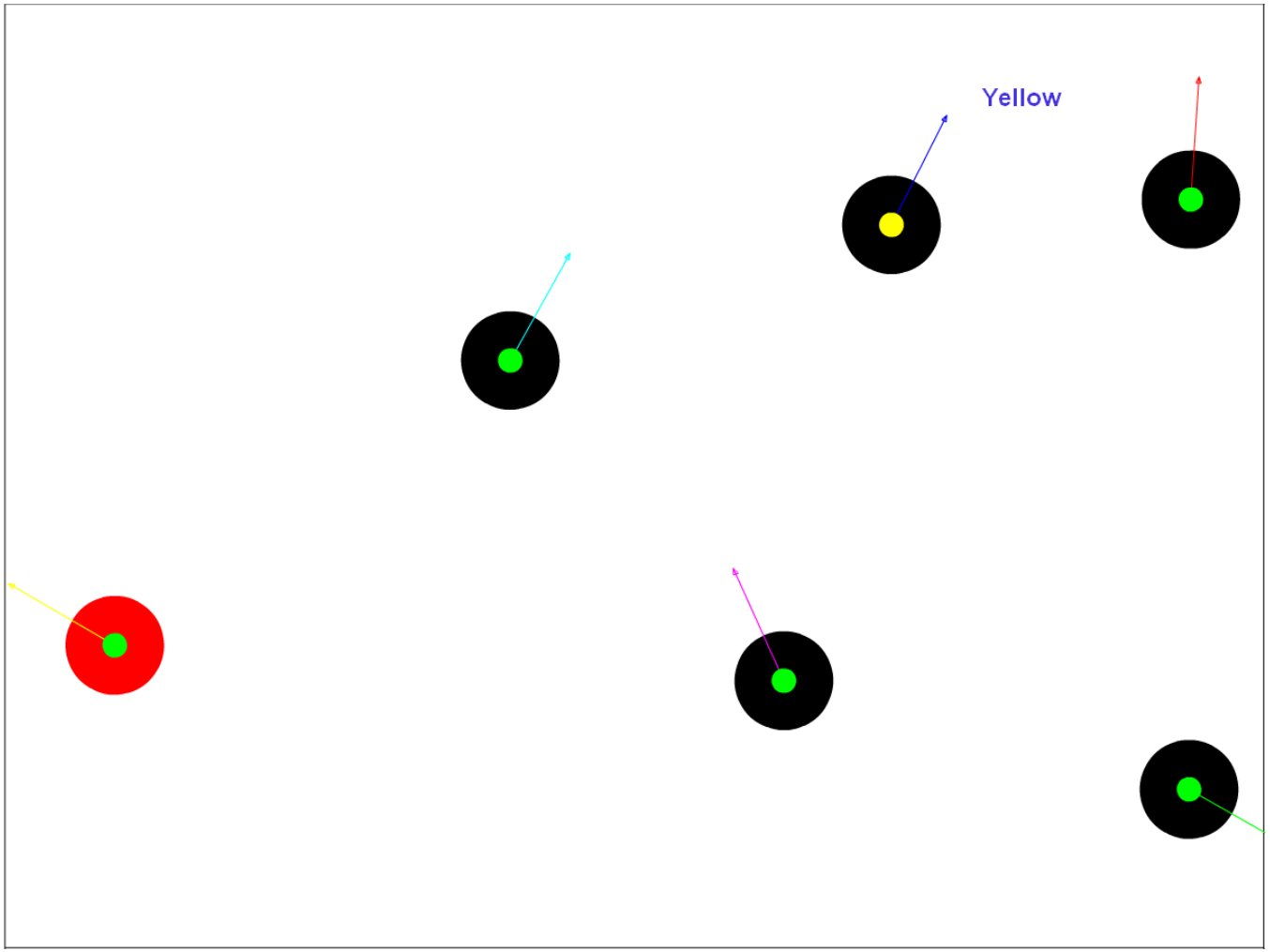
1. UAV Demo


Heading
186
234
Target Value
xxxx
xxxx
Target Risk
0
0
Damage Impact
0
0
Fuel Remaining
3865
3865
Distance Impact
xxxx
xxxx
Threshold Impact
xxxx
xxxx
Shooting Impact
xxxx
xxxx
Scouting
Scouting
Random
Frustration
Static Target
Frustration
Mission Control Adjustment
Compsim
Cognitive Reasoning Demonstration

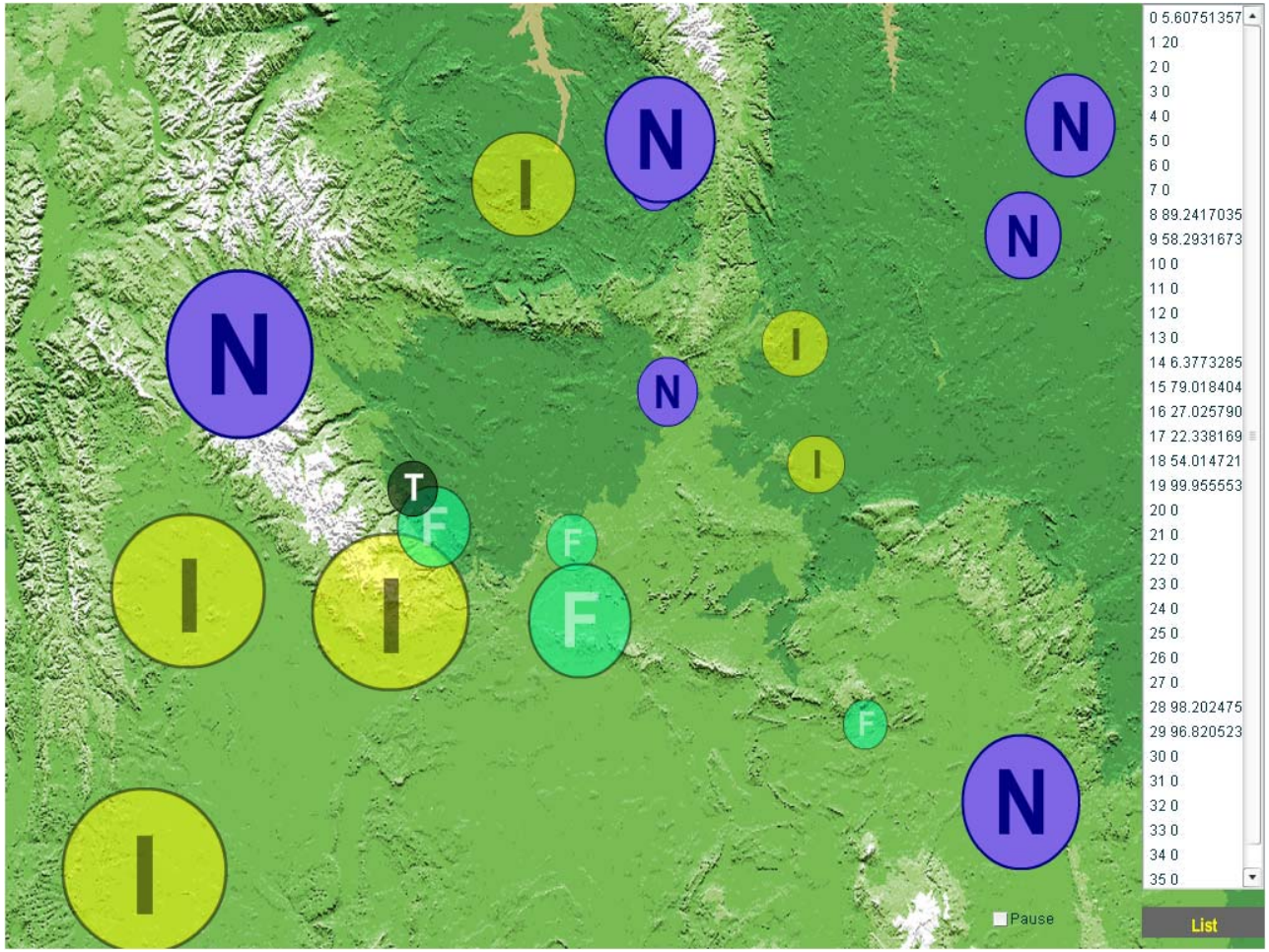
2. KEEL Dynamic Graphical Language for UAV Demo



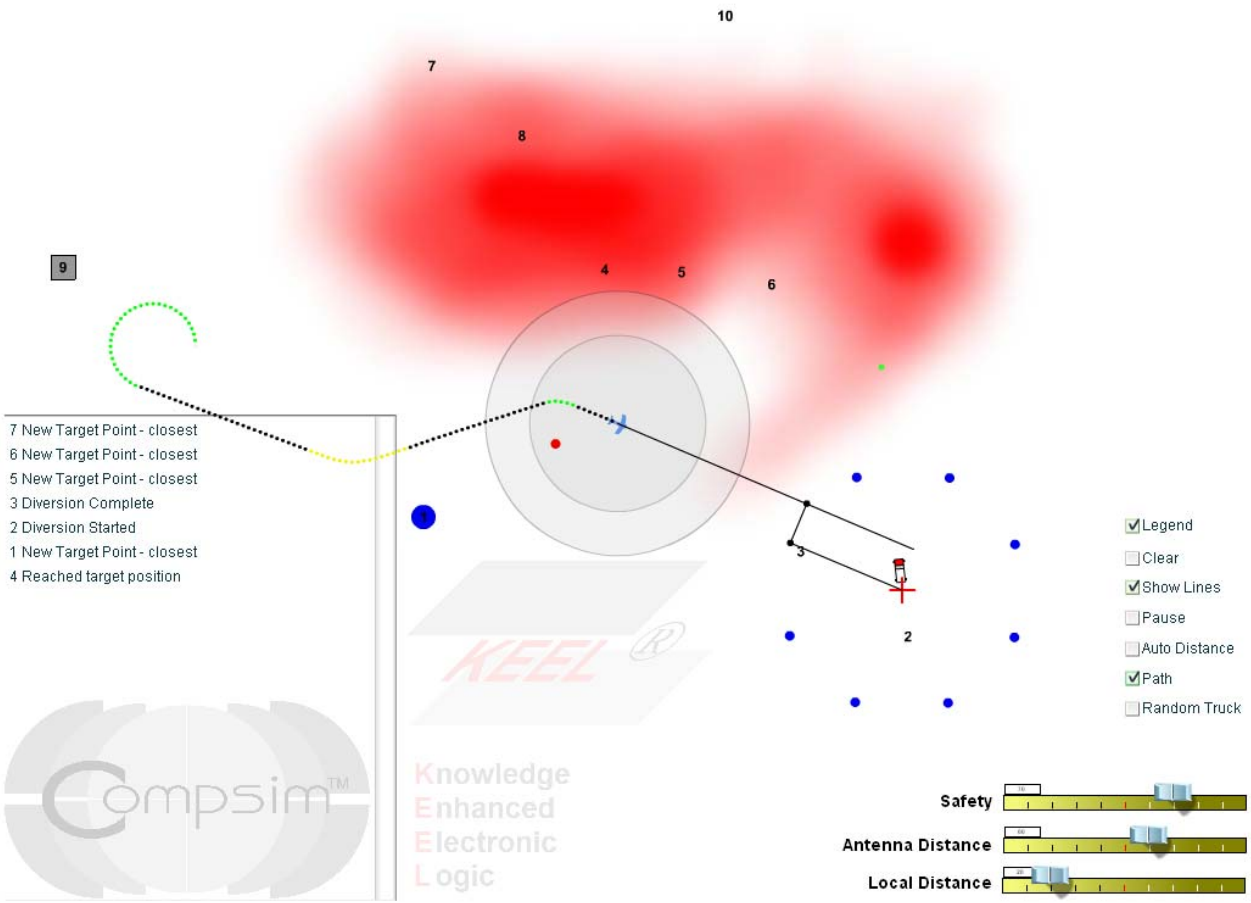
3. Swarm Leadership



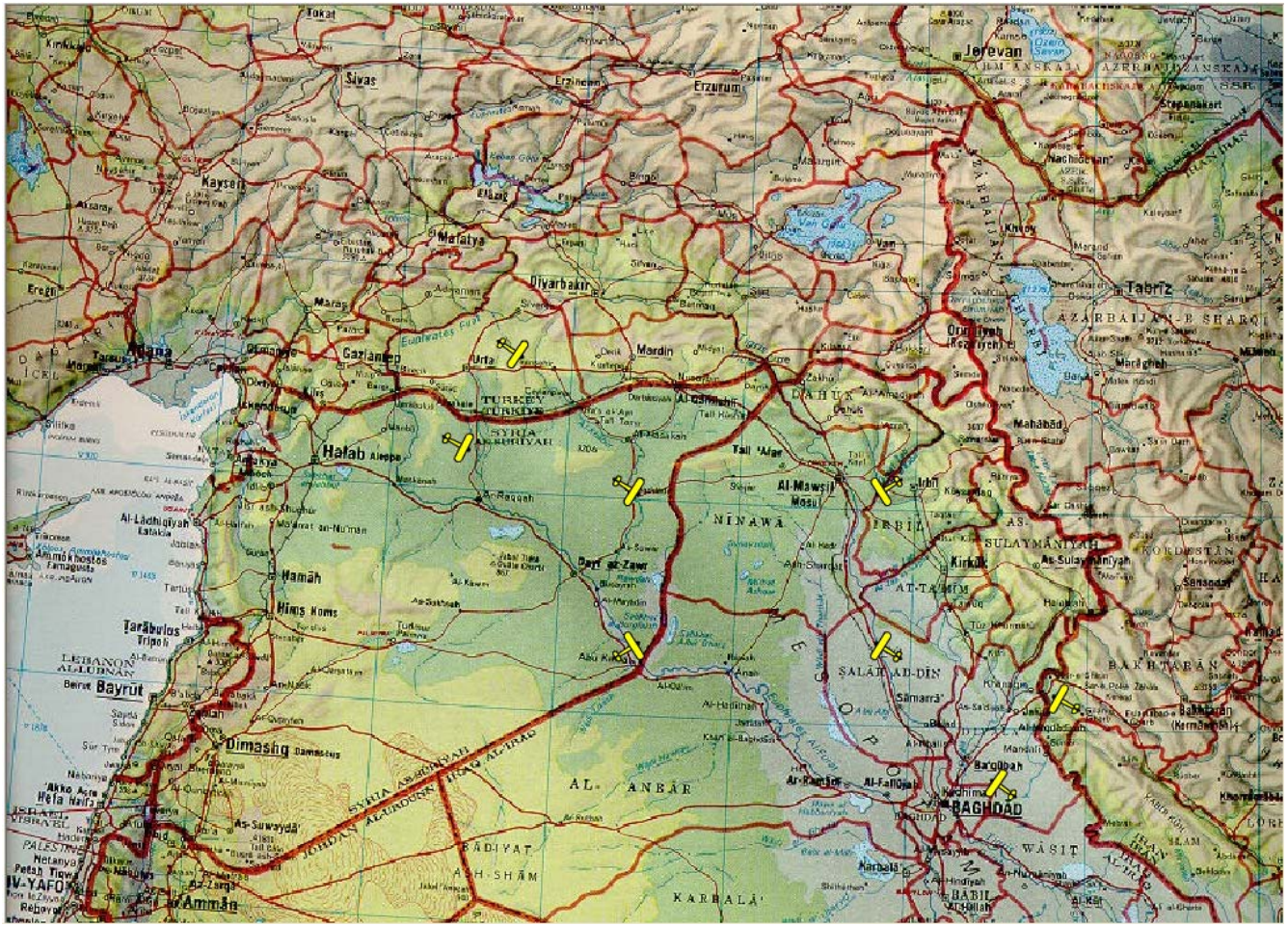
4. Adaptive Targeting



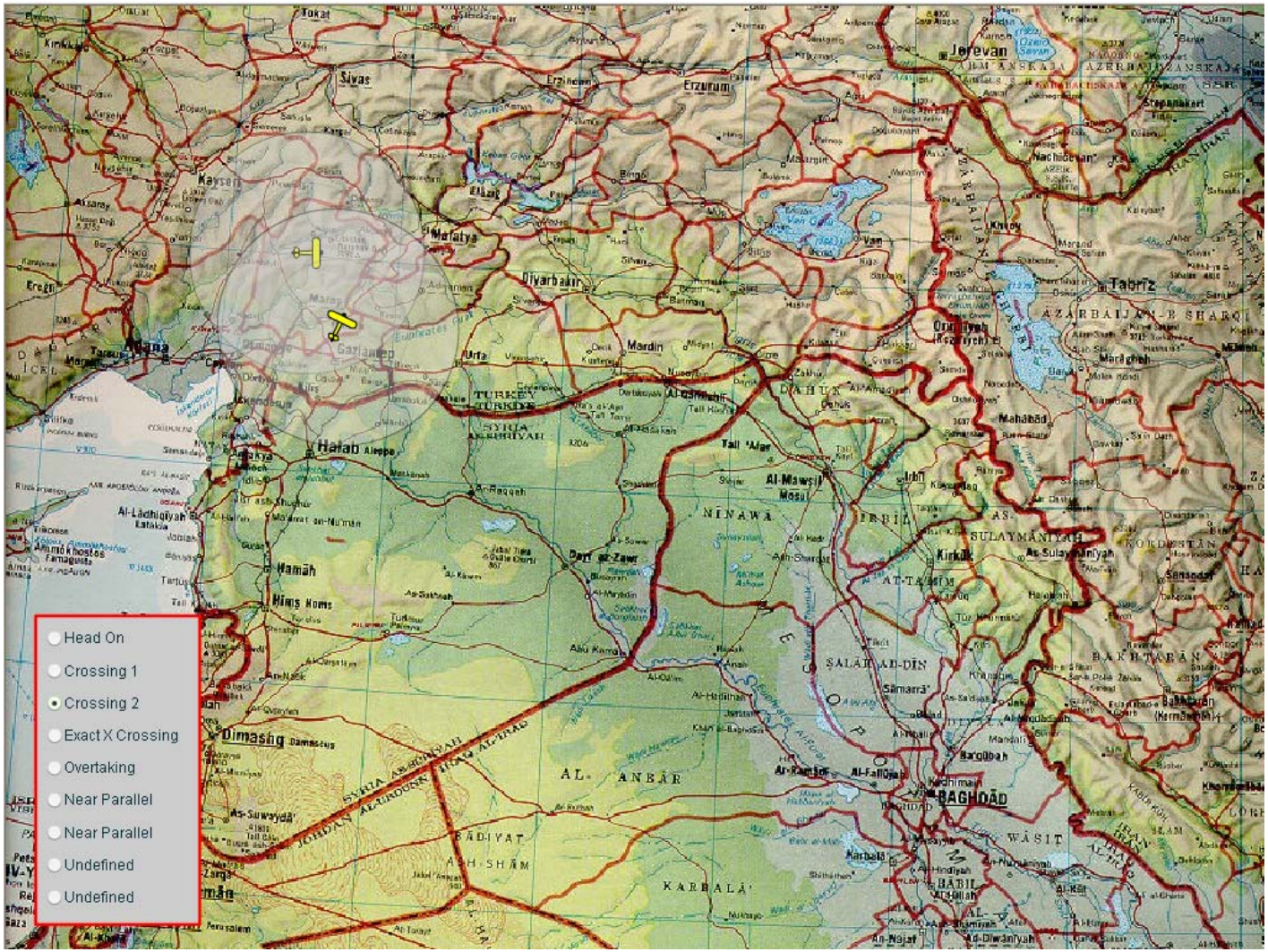
5. UAV Surveillance



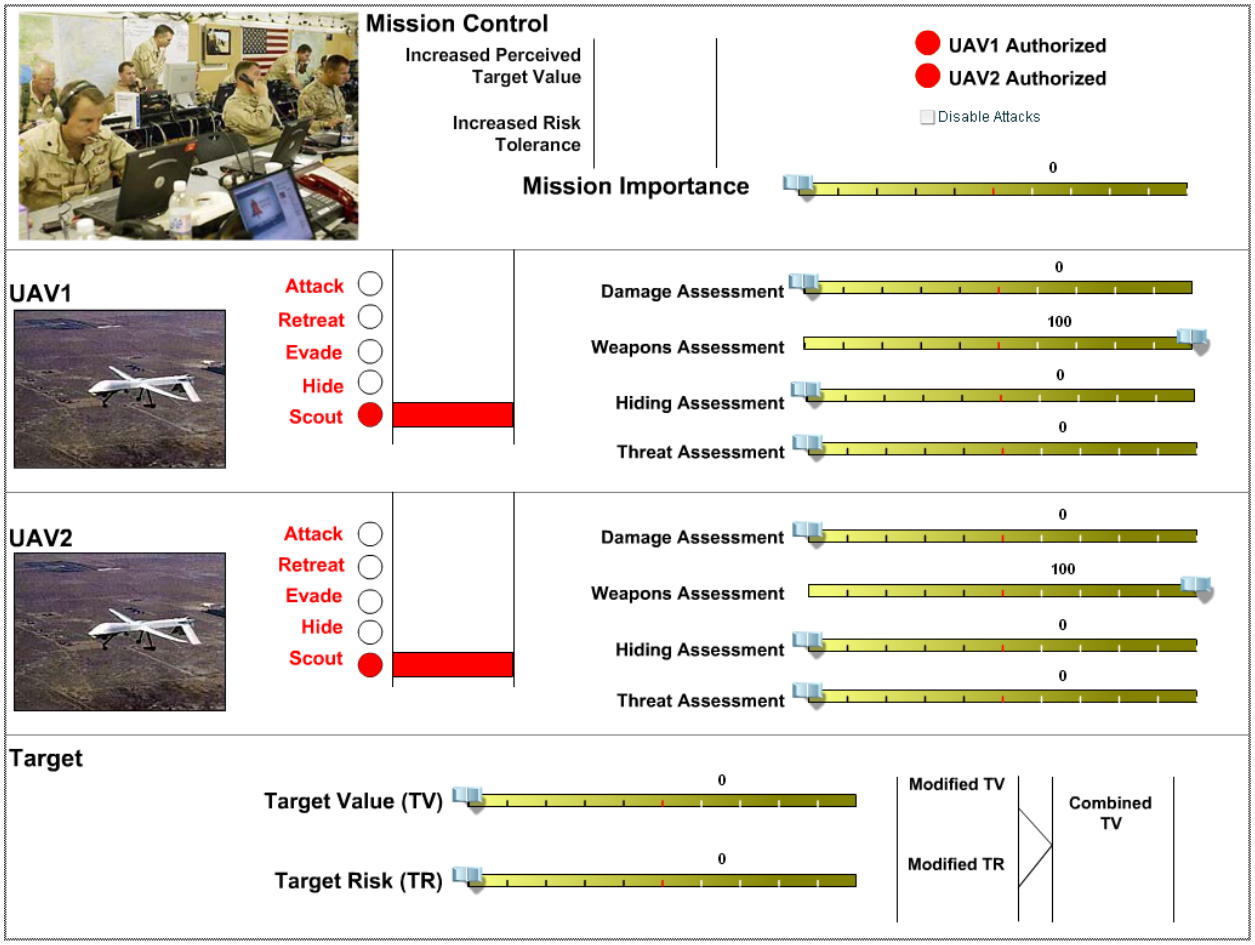
6. UAV Collision Avoidance



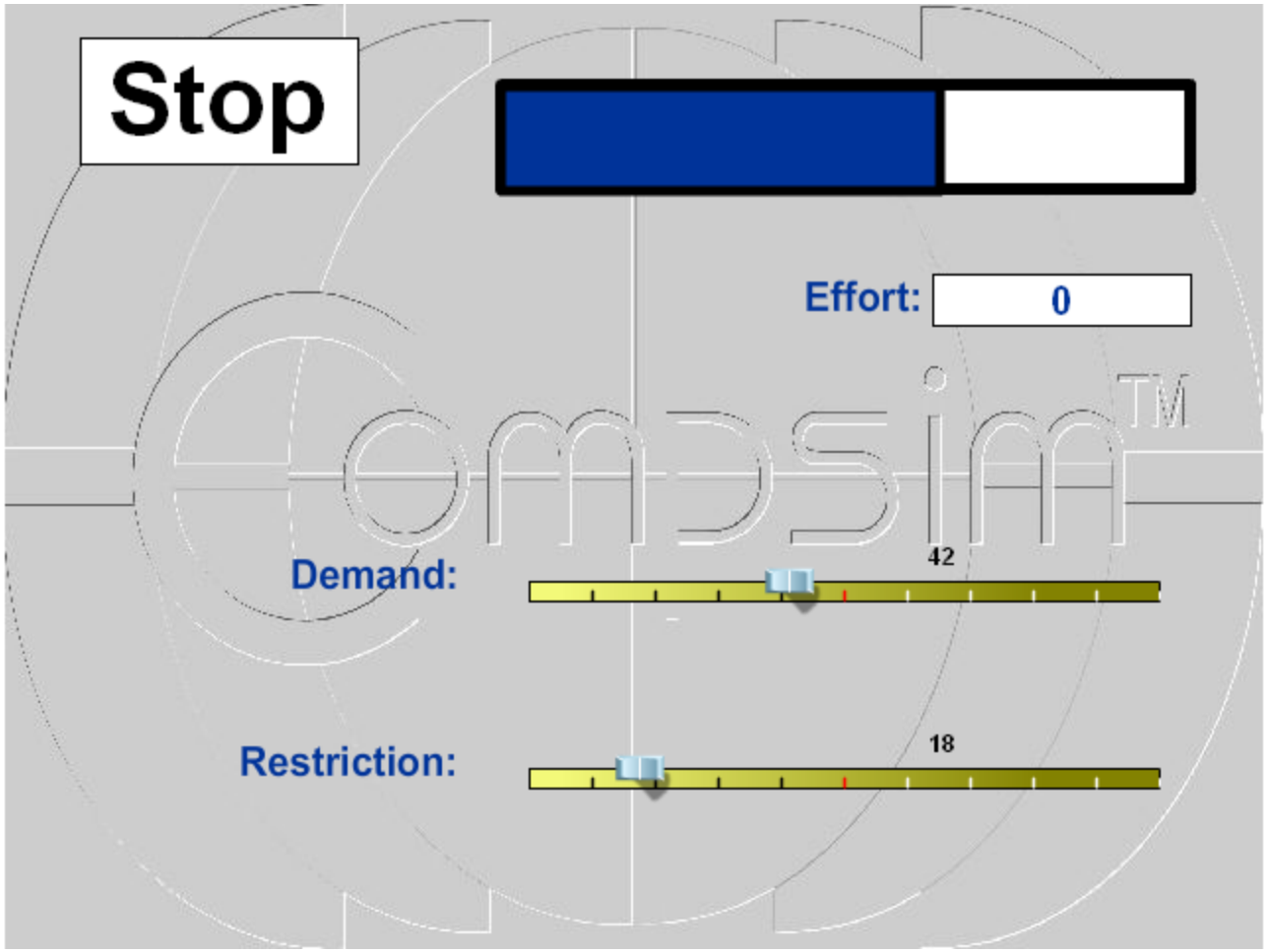
7. Controlled Collisions



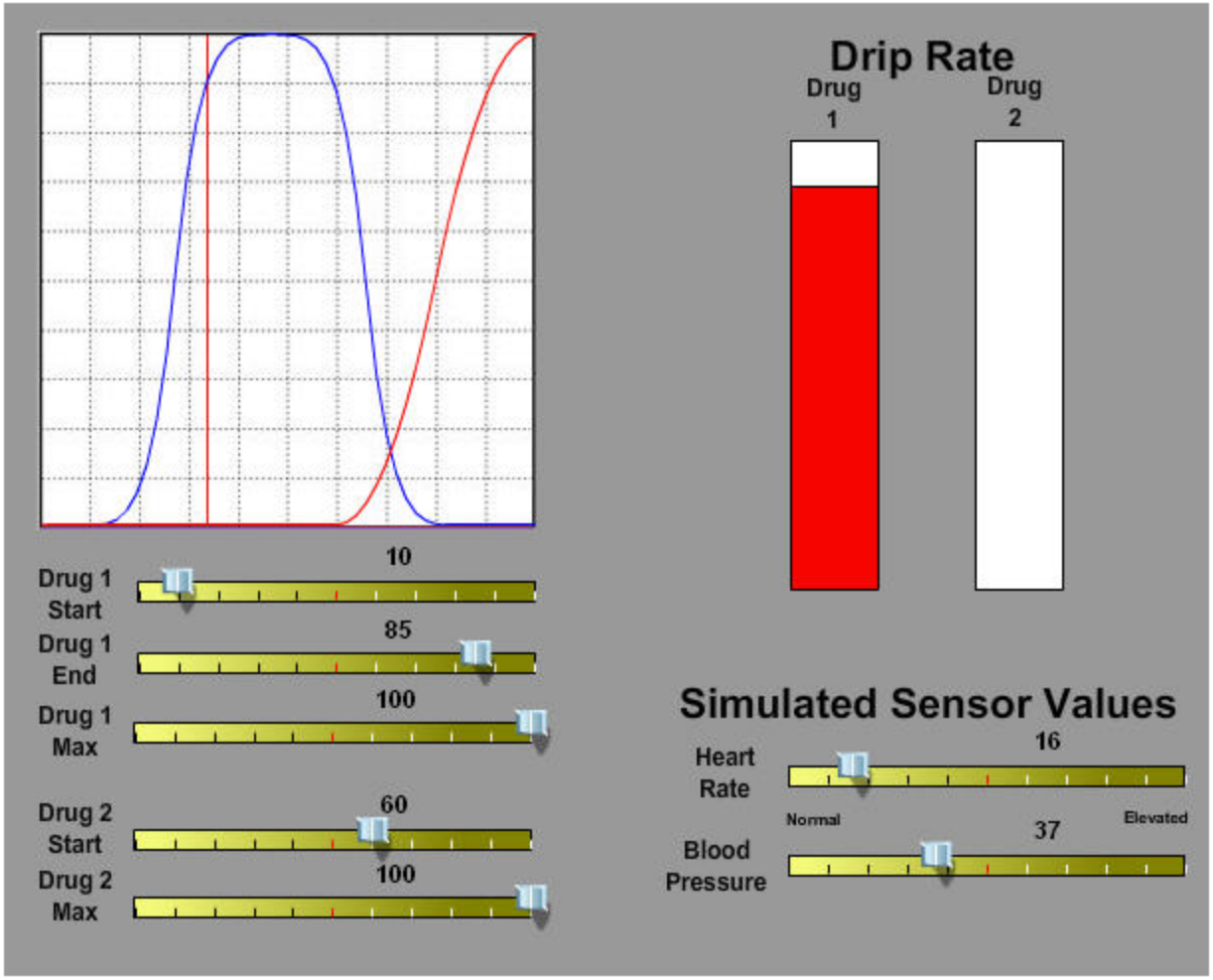
8. Command and Control



9. Artificial Lung



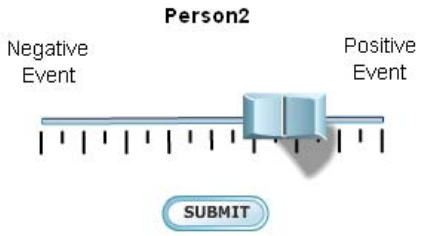
10. Dual Drug Dispensing



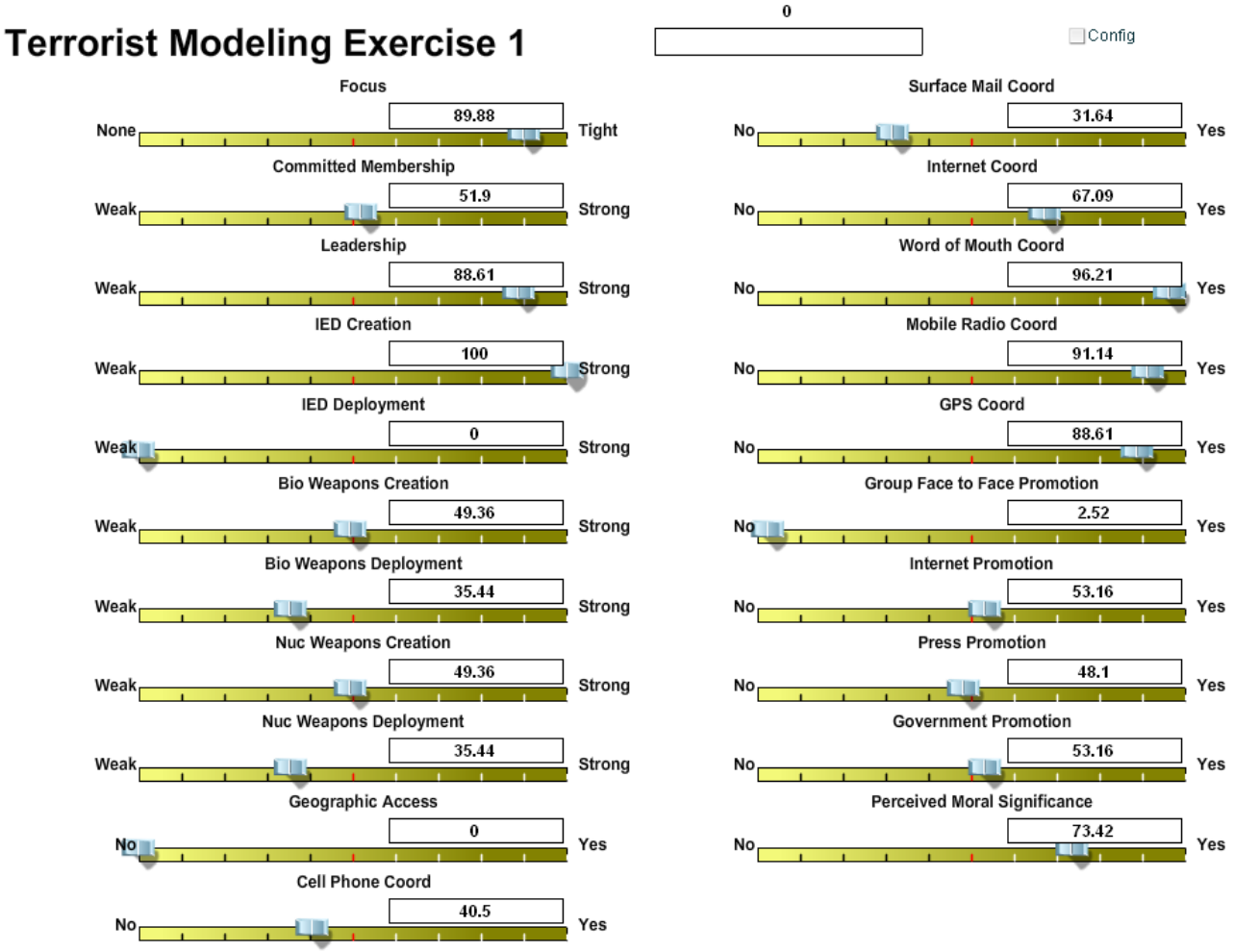
11. PDA / Chest Pain Risk Factors

12. Human Event Profiling

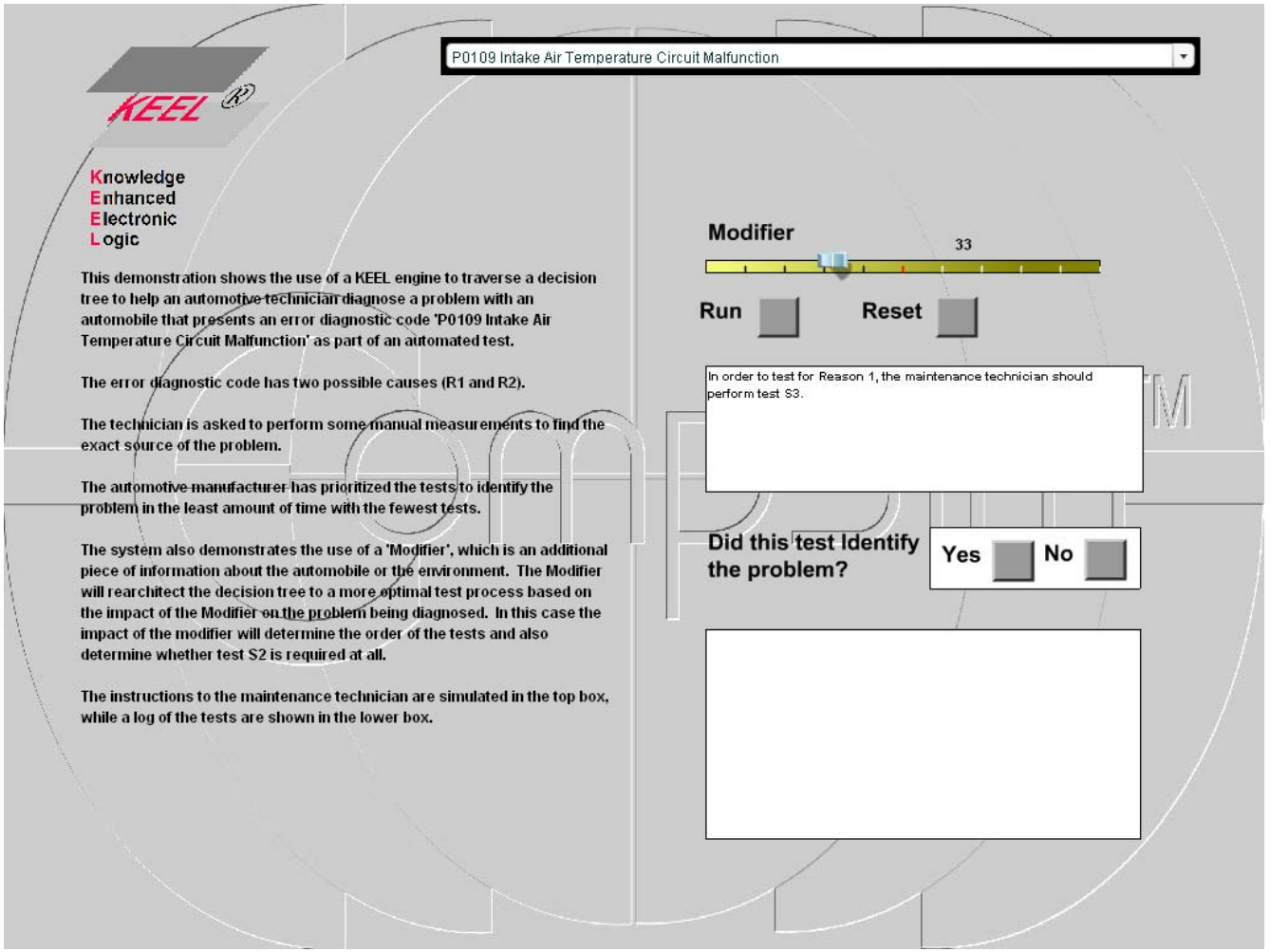
The objective is to simulate the impact of an event on the person you are profiling. This event can be a positive / supporting event or a threatening event. When you press SUBMIT, this event will be sent to the Compsim server, where background information on the individual will be integrated in a KEEL Engine. This information will be used to calculate an emotional state of the individual, which will be used to determine the how the impact of the event will be treated by that individual. When this impact is very large, the person may react irrationally.



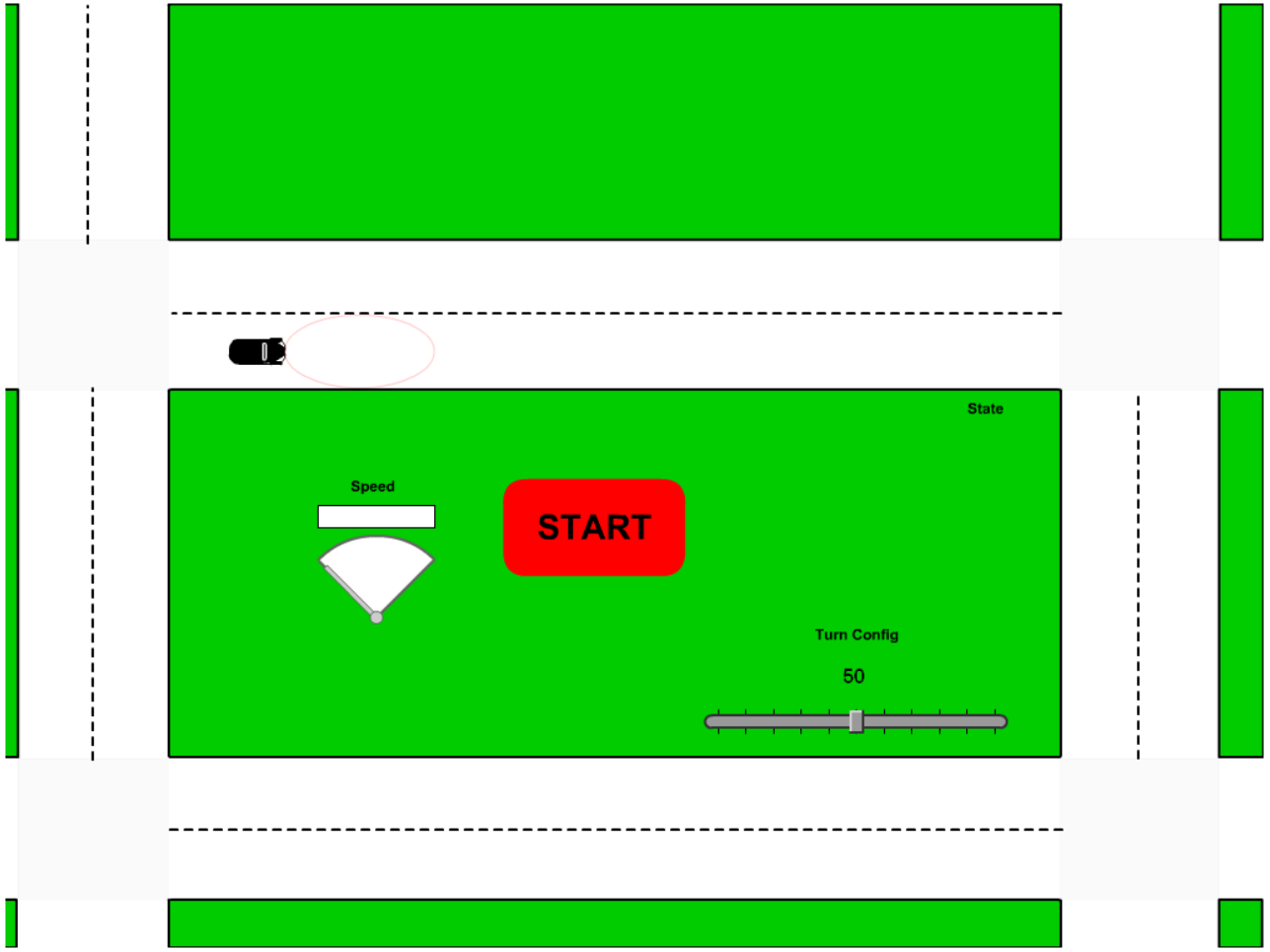
13. Group Behavioral Modeling



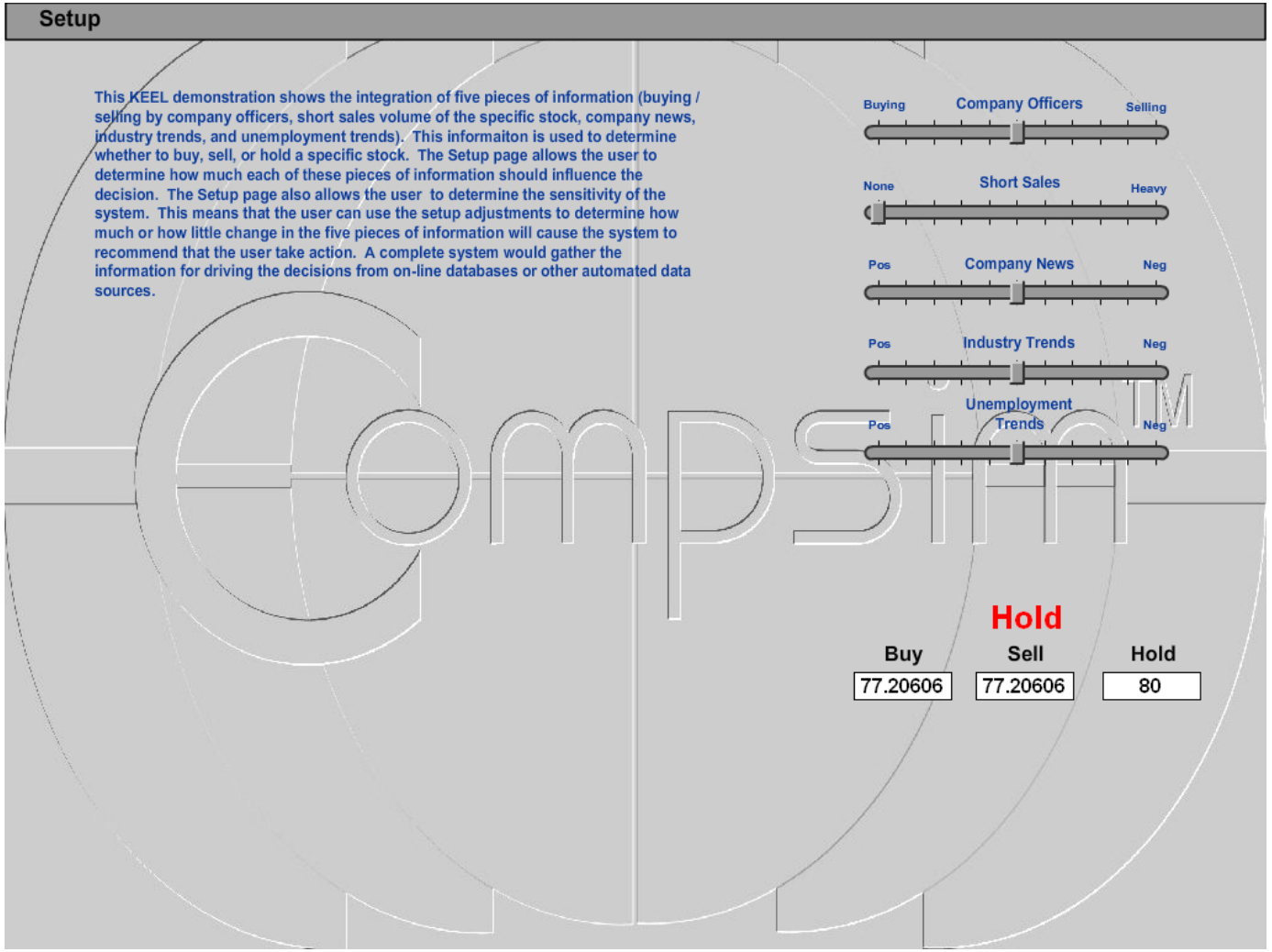
14. Automotive Diagnostics



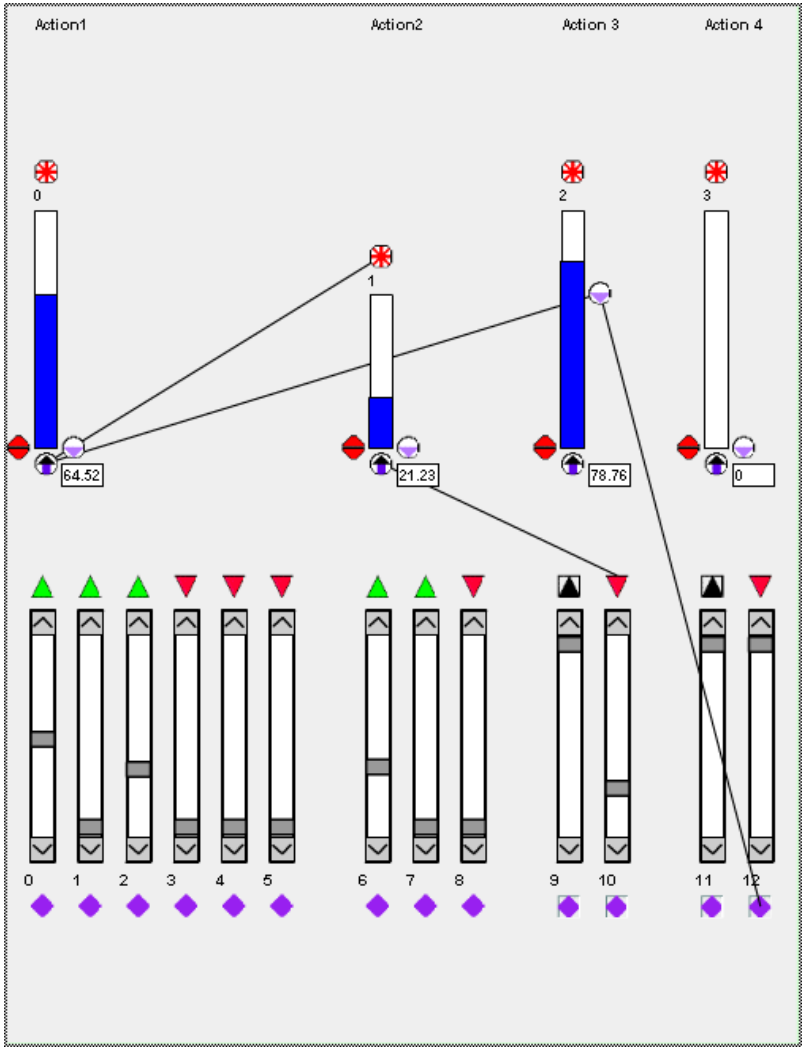
15. Vehicle Tracking Control



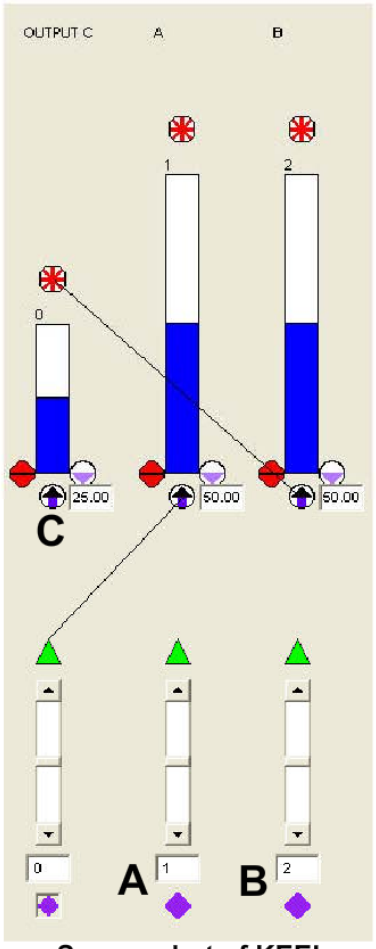
16. Stock Picking



17. Dynamic Graphical Language



18. Simple KEEL Formula



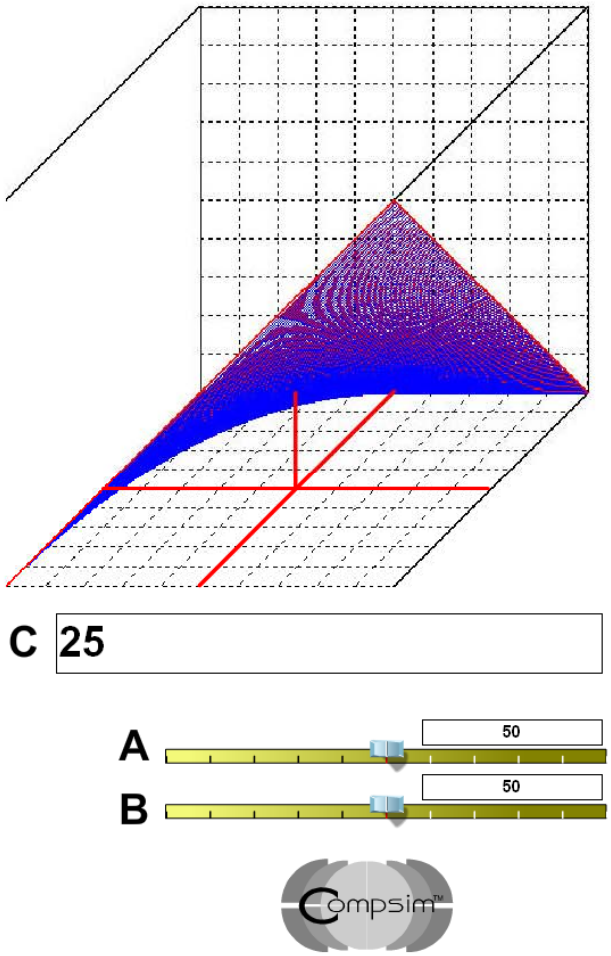
Screen shot of KEEL source code

This is a simple formula described with the KEEL "dynamic graphical language" (left). Variable A "contributes to the accumulation of C". Variable B "controls the importance of C".

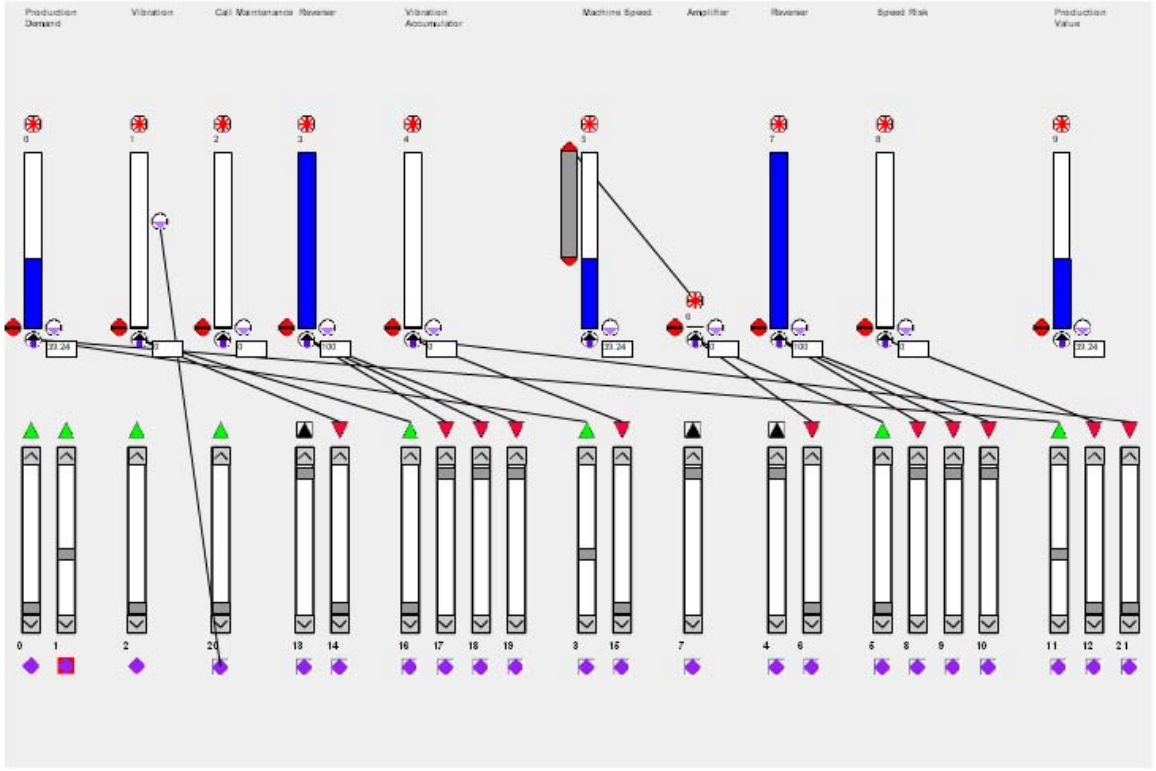
Manipulate the scroll bars to the right and execute the embedded formula.

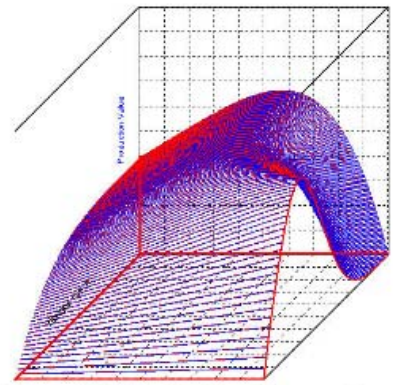
For any input combination a new value of C is calculated.

This is a super simple example where the input variables are accumulated in linear fashion. However, non-linear behavior is easy to capture and execute.



19. Non-Linear KEEL Formula





Extended Production Demand

0

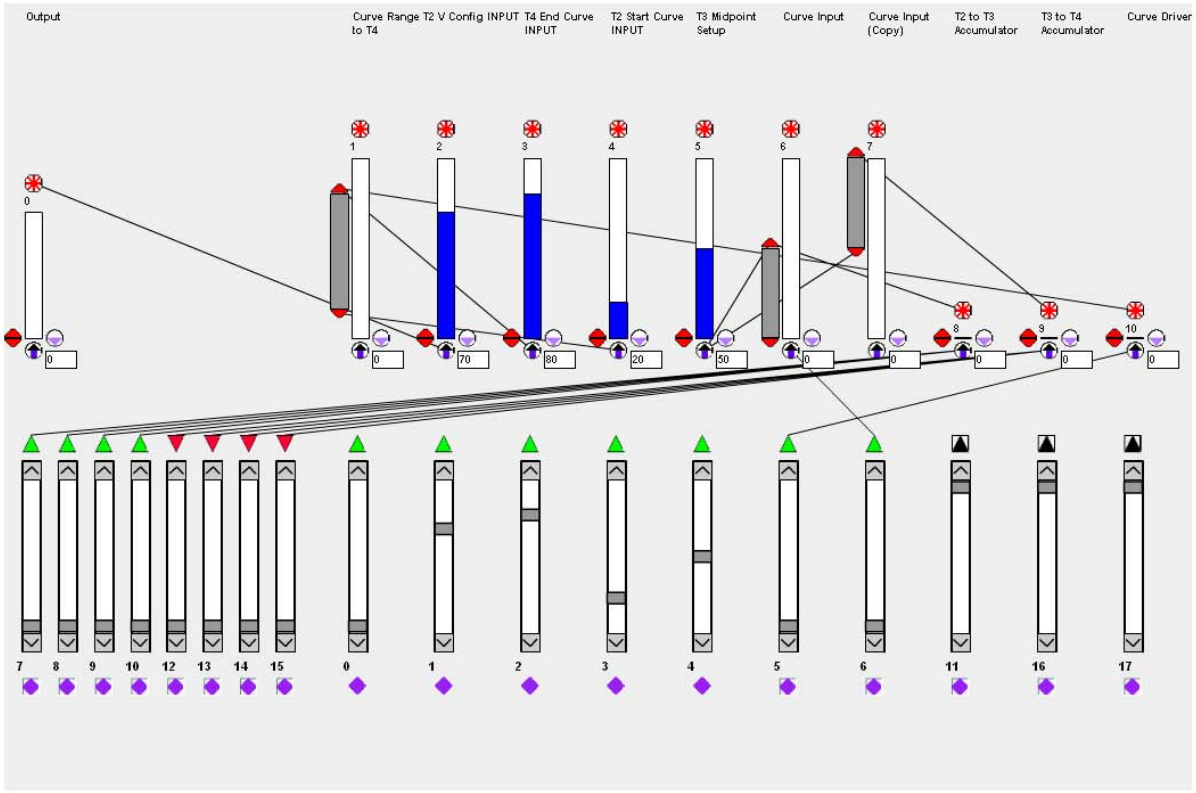
Vibration

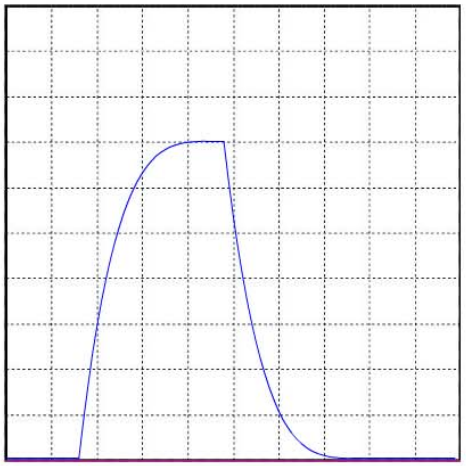
0

Production Value

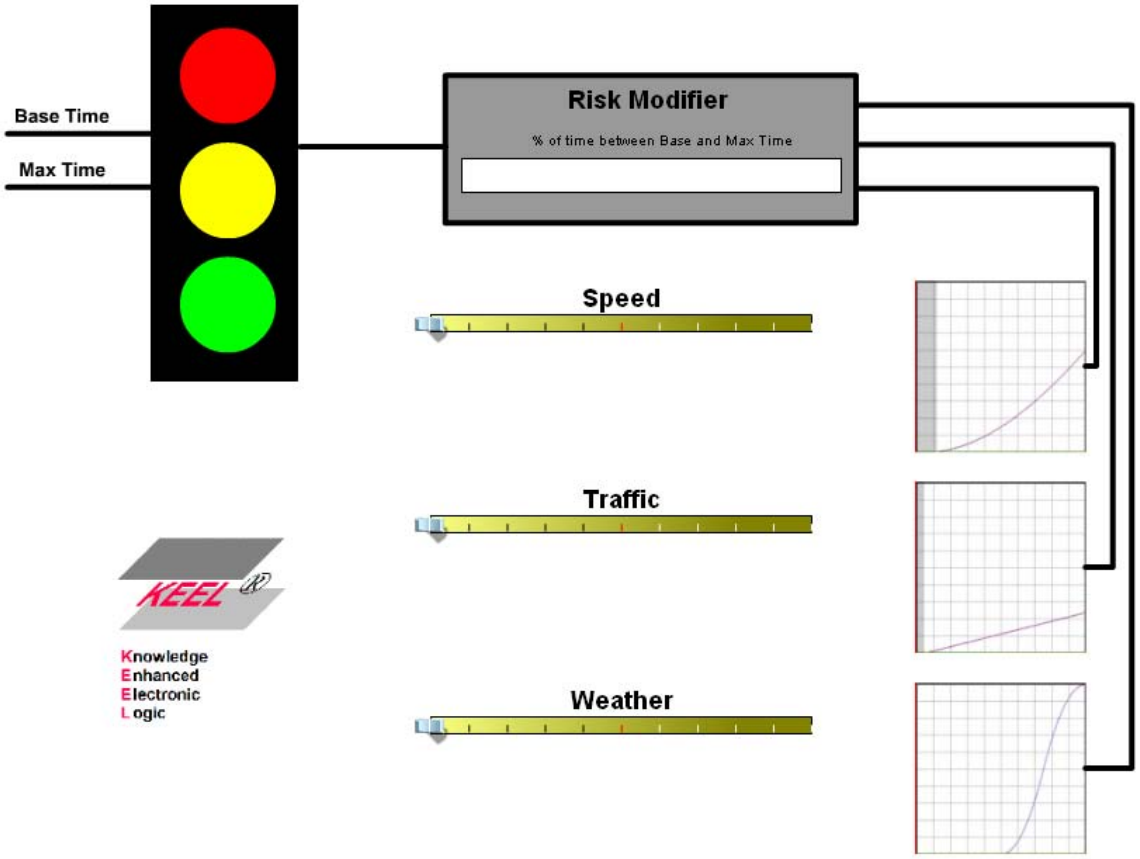
39.24

20. A Canned Dynamic Curve

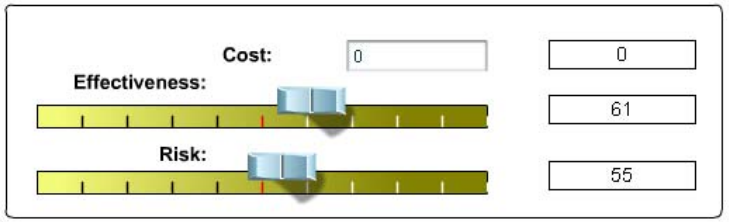




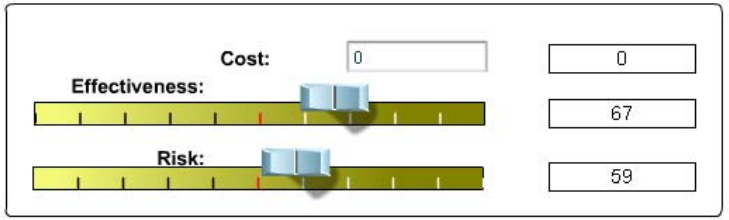
21. Data Fusion Problem (Traffic Light)



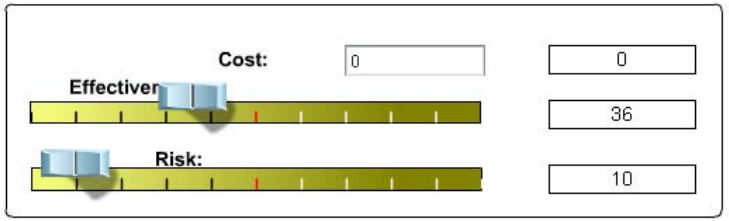
22. Cost Effective Decisions



27.45



27.47

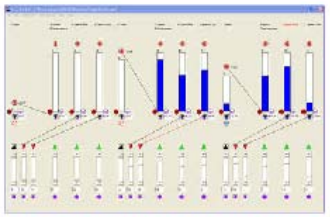


32.4

Evaluate

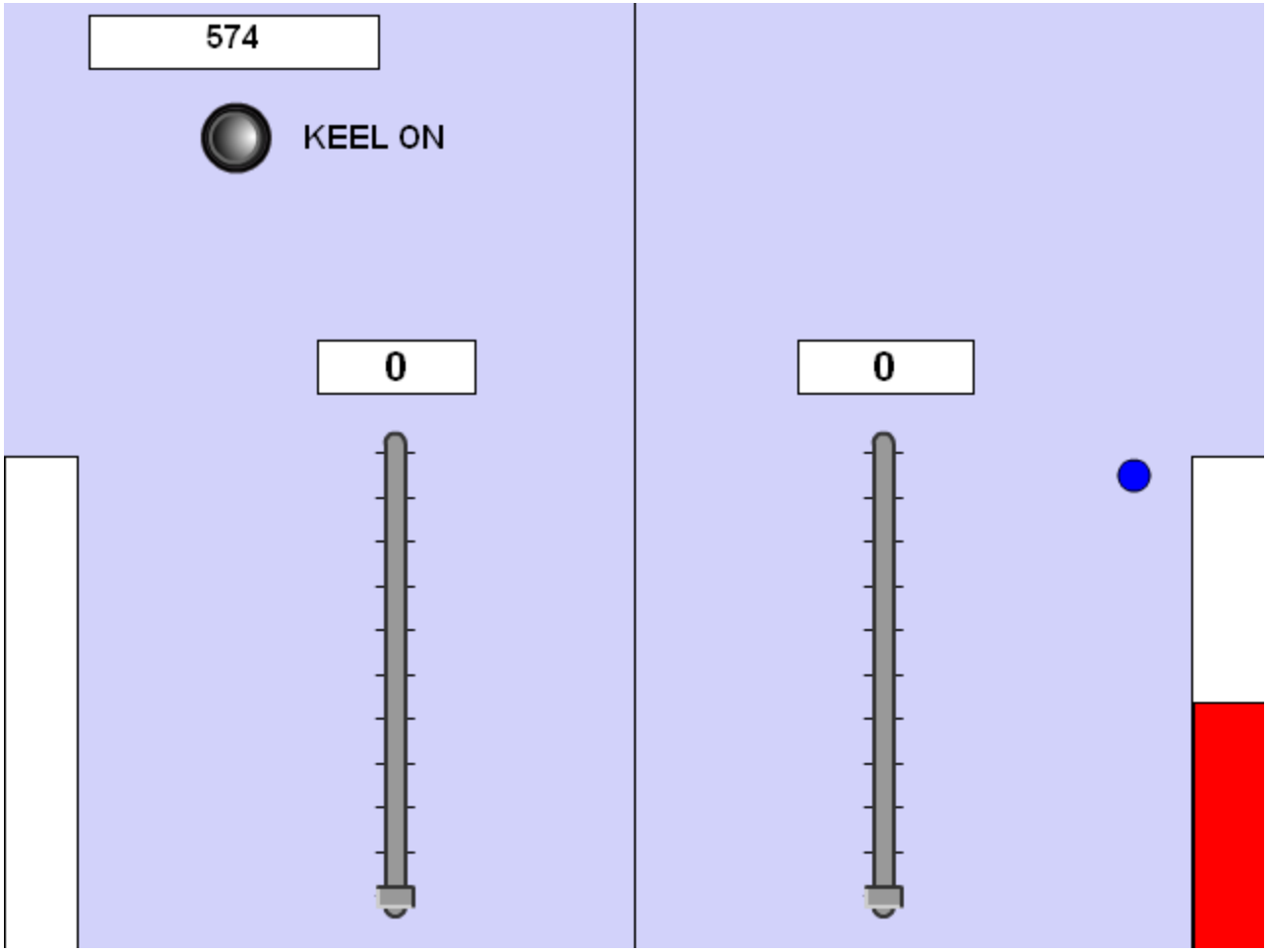
KEEL

Knowledge
Enhanced
Electronic
Logic

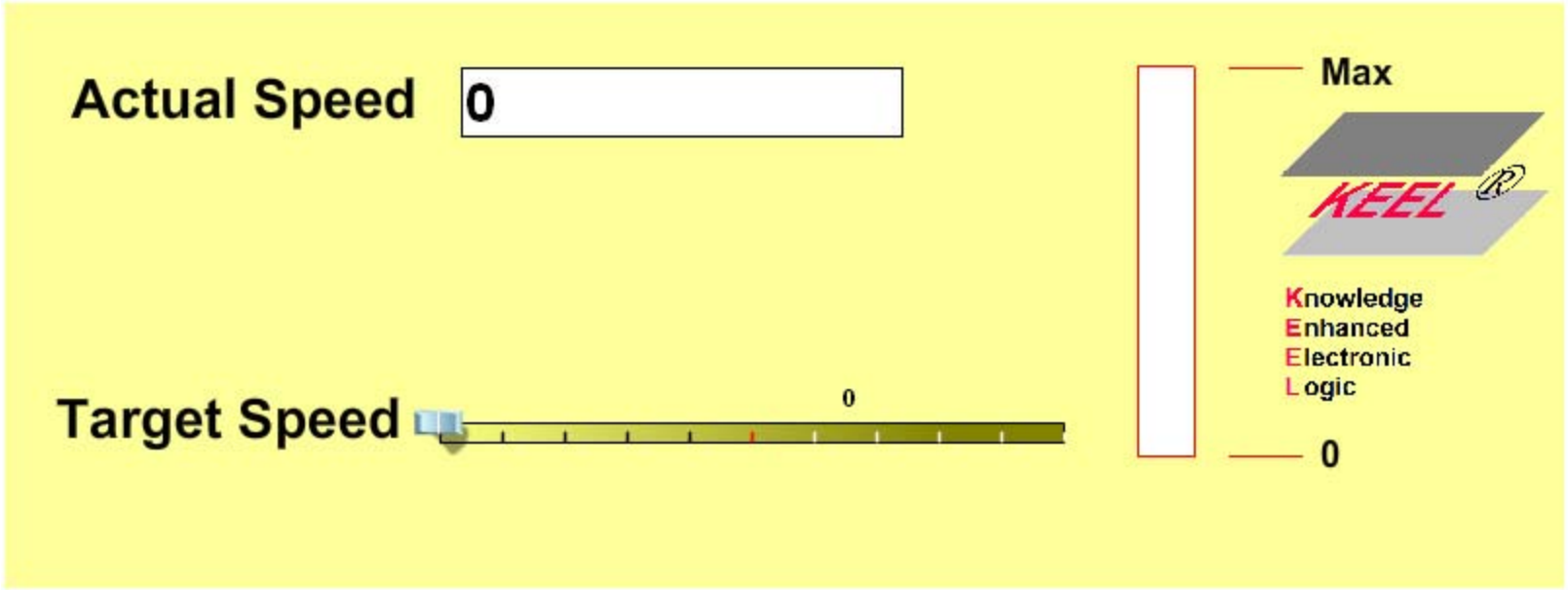


Cost Effective Decisions

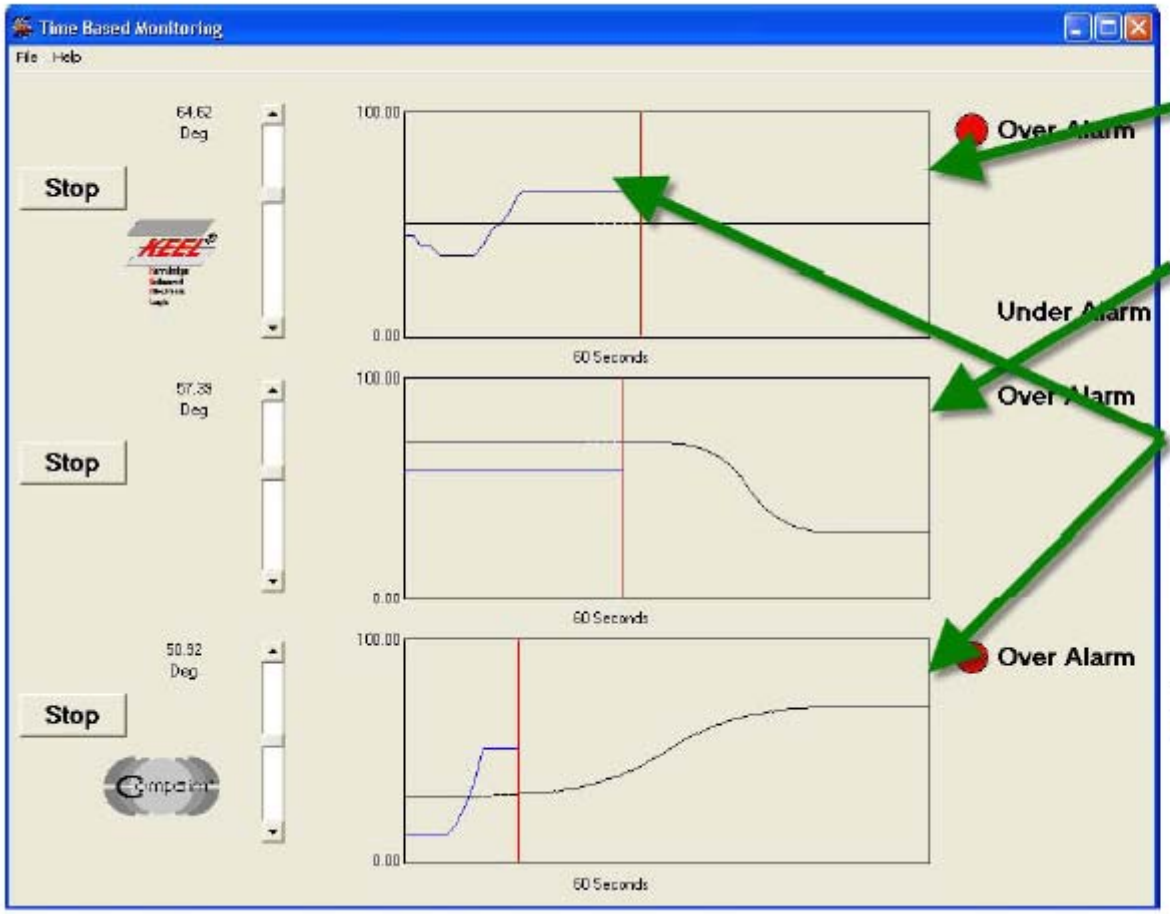
23. Feedback Control



24. Speed Control



25.Time Based Monitoring



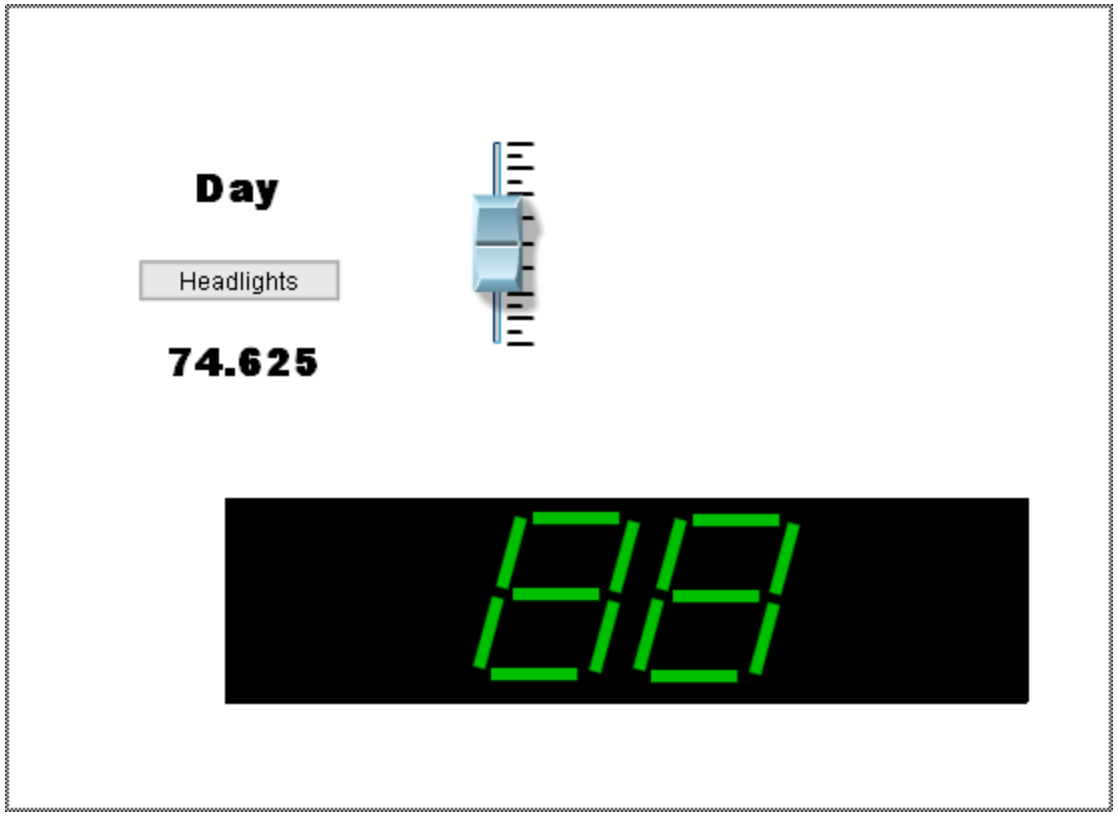
1. Chart 1 was started

2. Chart 2 was started

3. An Over Alarm was detected, which triggered Chart 3 to start

4. Shortly later, Chart 3 detected an Over Alarm

26. Dimmer Switch



27. Decision to Attack

Justification for Attack

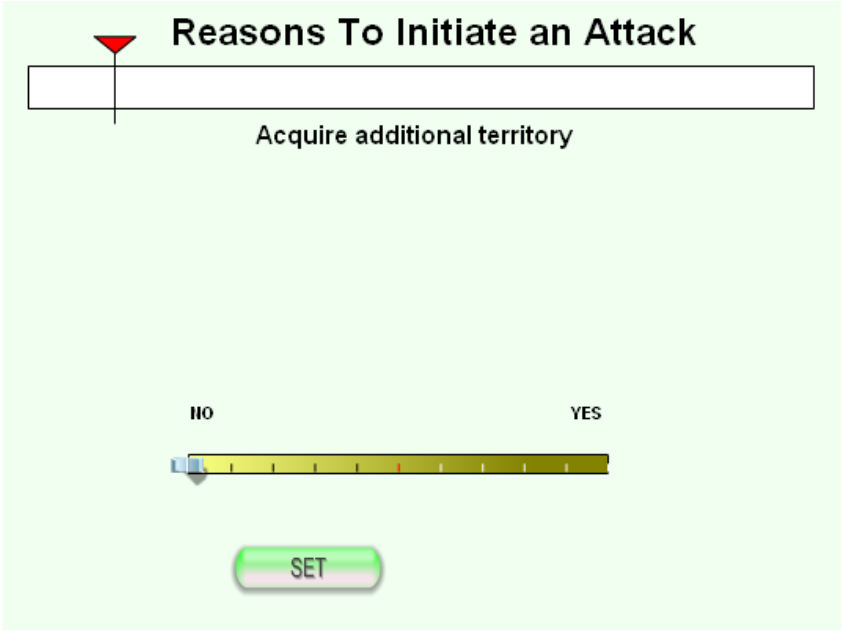
This exercise is intended to document the justification for an agressive act. It is provided to indicate the judgmental / subjective reasoning that a person, a tribe, an organization, or a country might exercise in making this decision.

It is offered as a better way of exposing the justification than is available using the English written or verbal language, which is always open to interpretation.

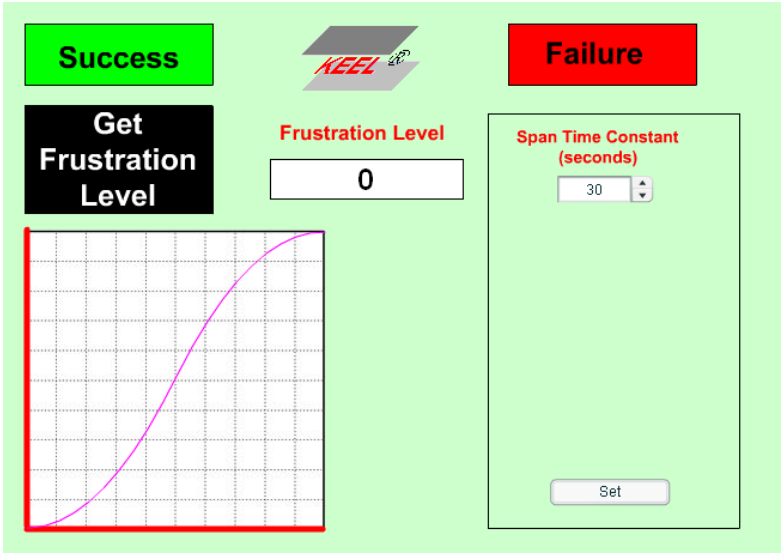
The user is provided with a series of reasons that may cause the individual or organization to choose attack as the preferred option. This is followed with a series of reasons that may cause the individual or organization NOT to attack.

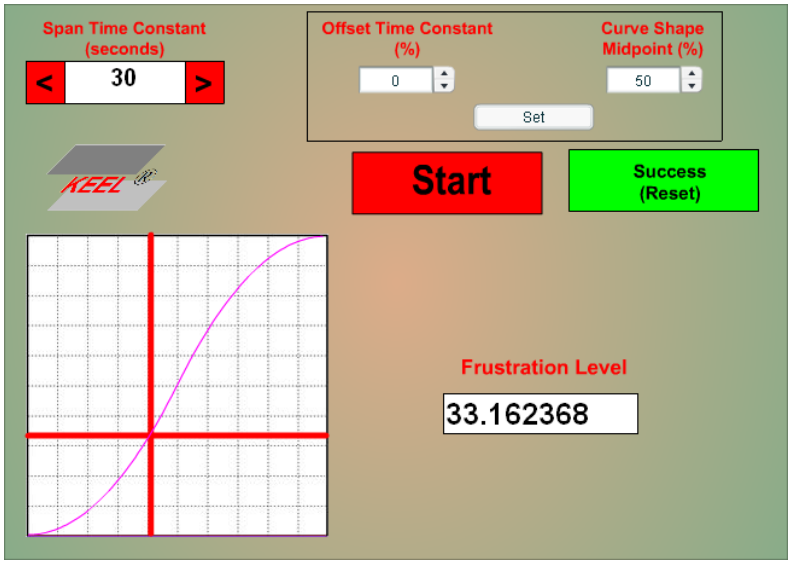
These reasons are combined using Compsim's patented judgmental reasoning model. An analog result is obtained that will range between 0 and 100.

This result will explain the reasoning to attack (or not). It is intended to show how the drivers and blockers might be accumulated.

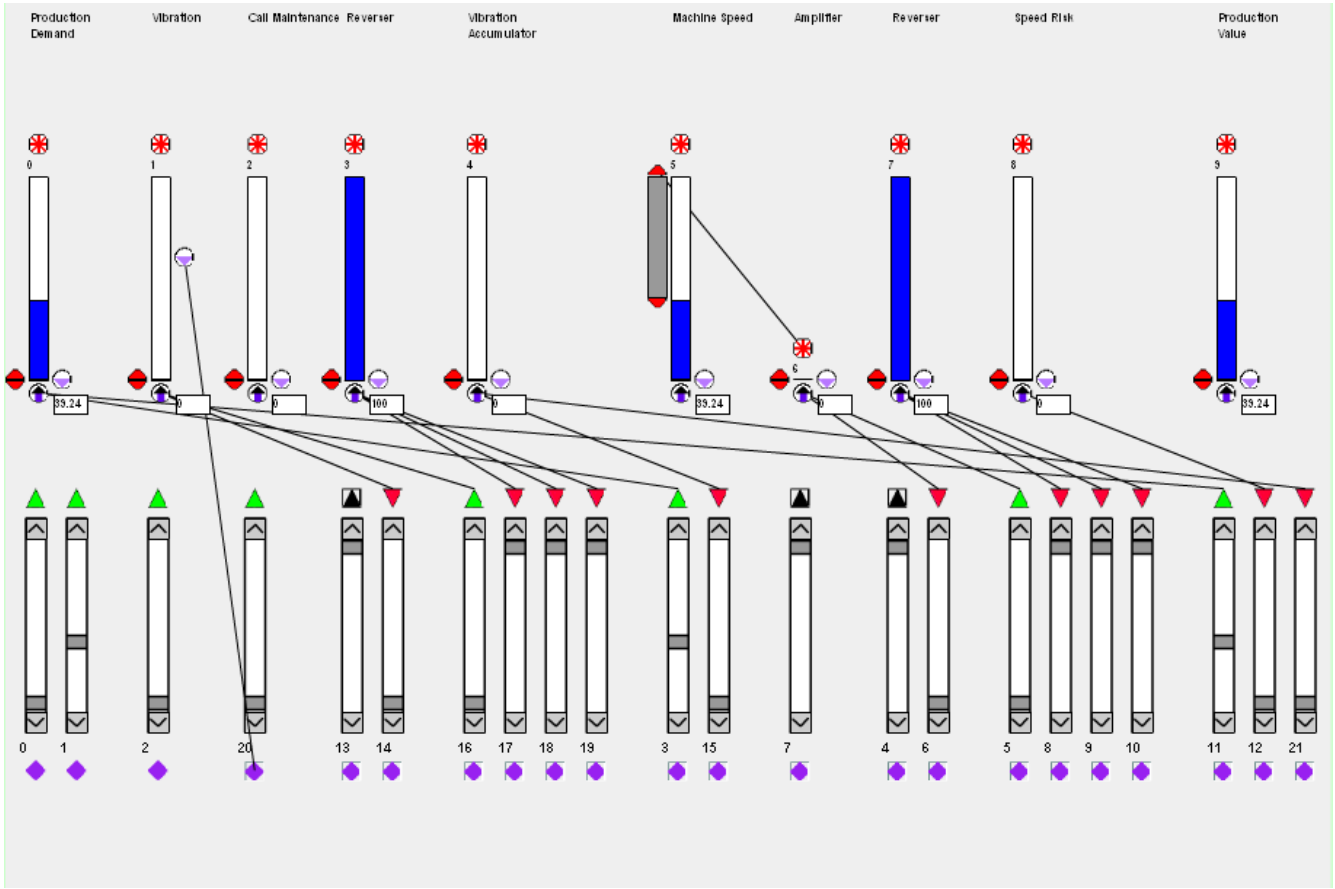


28. Frustration Models

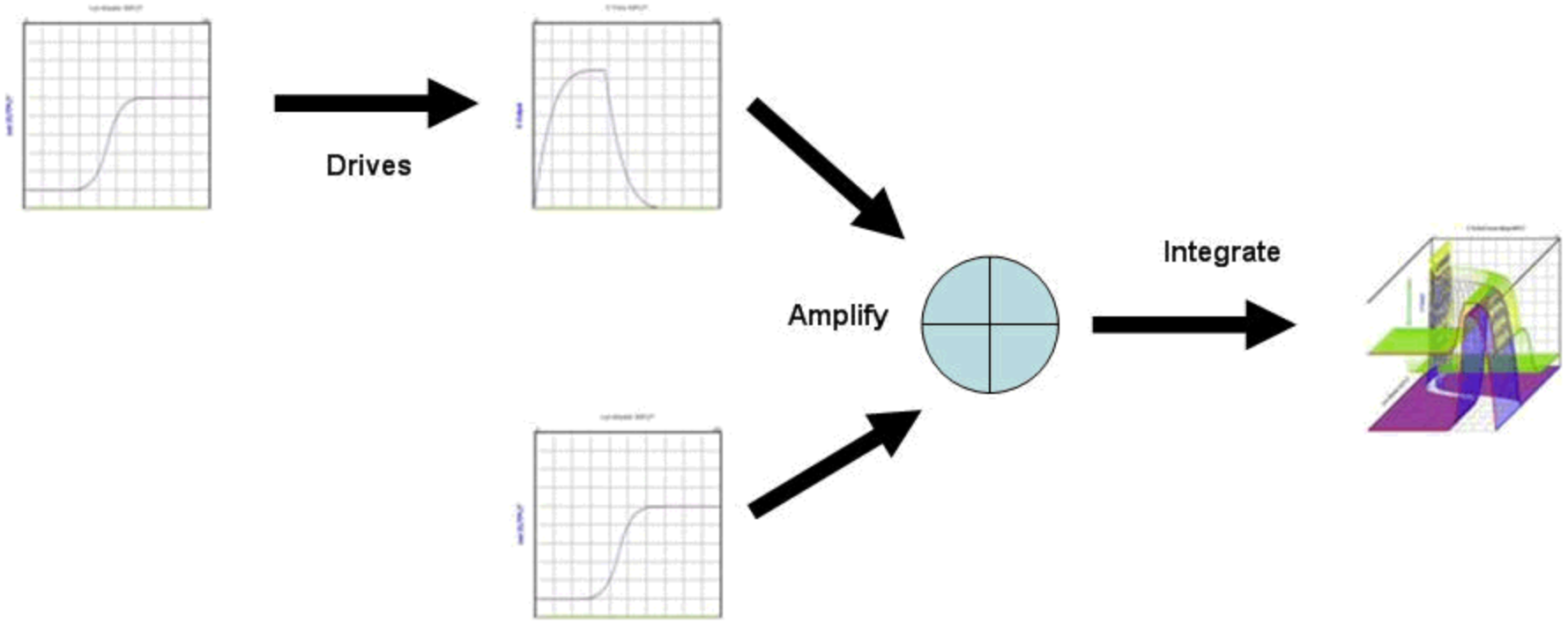




29. Intelligent PLC / PAC



30. Heuristic Reasoning



31. Opinionizer™