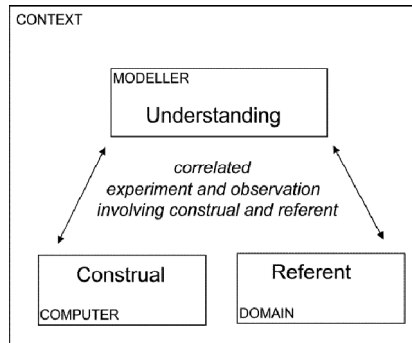


## The process of construal



## The key semantic principle in EM

*How is the connection between the construal and the referent established in the experience of the human observer?*

*“By embodying in the construal the pattern of observables, dependencies and agencies that we encounter in the referent”*

```

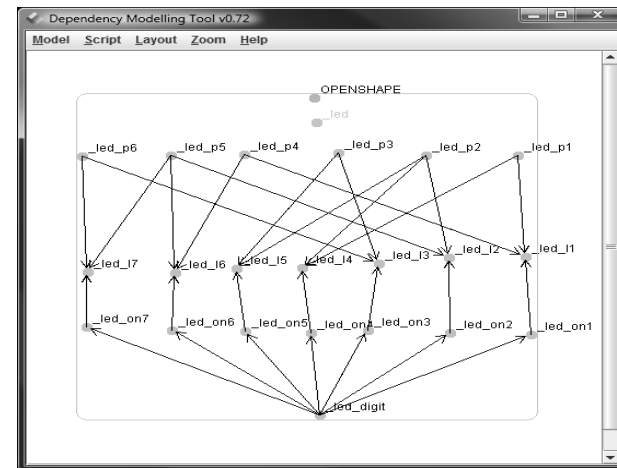
openshape led
within led {
  int digit
  point p1, p2, p3, p4, p5, p6           # 6 points
  line l1, l2, l3, l4, l5, l6, l7       # 7 segments
  boolean on1, on2, on3, on4, on5, on6, on7 # status of the 7 segments

  digit = 8                               # initially display all segments

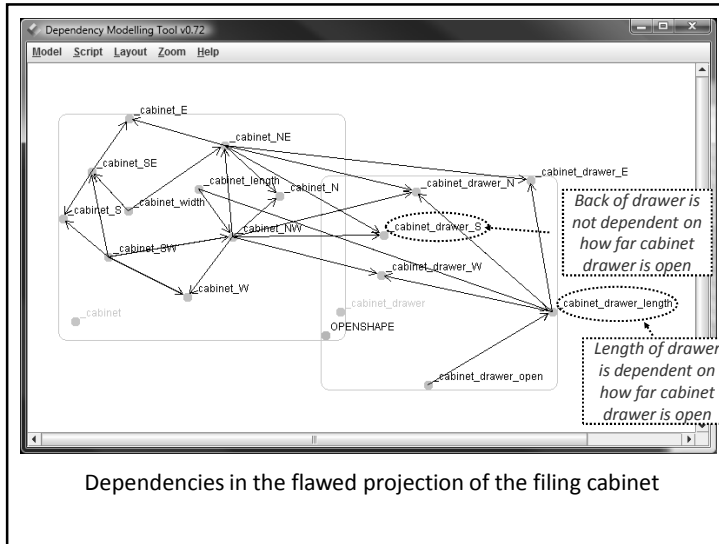
  p1 = {100, 800}
  p2 = {100, 500}
  p3 = {100, 200}
  p4 = {400, 800}
  p5 = {400, 500}
  p6 = {400, 200}

  on1 = digit != 1 && digit != 4
  on2 = digit != 0 && digit != 1 && digit != 7
  on3 = digit != 1 && digit != 4 && digit != 7
  on4 = (digit == 0 || digit >= 4) && digit != 7
  on5 = digit == 0 || digit == 2 || digit == 6 || digit == 8
  on6 = digit != 5 && digit != 6
  on7 = digit != 2

  l1 = if on1 then [p1, p4] else [p1, p1]
  l2 = if on2 then [p2, p5] else [p2, p2]
  l3 = if on3 then [p3, p6] else [p3, p3]
  l4 = if on4 then [p1, p2] else [p1, p1]
  l5 = if on5 then [p2, p3] else [p2, p2]
  l6 = if on6 then [p4, p5] else [p4, p4]
  l7 = if on7 then [p5, p6] else [p5, p5]
}
    
```



Dependencies in the digit line-drawing construal



### Original construal of the drawer

```

%donald
within cabinet {
  within drawer {
    length = ~/length * open
    N = [~/NW + {0, length}, ~/NE + {0, length}]
    S = [~/NW, ~/NE]
    W = [~/NW + {0, length}, ~/NW]
    E = [~/NE + {0, length}, ~/NE]
  }
}
    
```

### Improving the construal of the drawer

```

%donald
within cabinet {
  within drawer {
    S = [~/NW - {0, length * (1-open)}, ~/NE - {0, length * (1-open)}]
    W = [~/NW + {0, length * open}, ~/NW - {0, length * (1-open)}]
    E = [~/NE + {0, length * open}, ~/NE - {0, length * (1-open)}]
    N = [~/NW + {0, length * open}, ~/NE + {0, length * open}]
    length = ~/length * 1.0
  }
}
    
```

