Challenges in Building Fundamental Technologies for Real-World Simulation with Languages
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- **Objective**
  - Development of fundamental technology to enable simulation of the real world based on symbolic manipulation using language.

- **Methodology**
  1. **Building a model with the ability to recognize the physical environment**
     - Extracting latent inflection points of individual object’s behavior and building a model that can predict those inflection points.
  2. **Natural language inference based on the physical characteristics of the observed object**
     - Build a method to express the behavior of an observed object in natural language, and to reason about it in natural language together with the knowledge described in natural language.