

A frame includes:

1. *Frame identification information.*
2. *Relationship of this frame to other frames.* The “hotel phone” might be a special instance of “phone,” which might be an instance of a “communication device.”
3. *Descriptors of requirements for a frame.* A chair, for instance, has its seat between 20 and 40 cm from the floor, its back higher than 60 cm, etc. These requirements may be used to determine when new objects fit the stereotype defined by the frame.
4. *Procedural information on use of the structure described.* An important feature of frames is the ability to attach procedural code to a slot.
5. *Frame default information.* These are slot values that are taken to be true when no evidence to the contrary has been found. For instance, chairs have four legs, telephones are pushbutton, or hotel beds are made by the staff.
6. *New instance information.* Many frame slots may be left unspecified until given a value for a particular instance or when they are needed for some aspect of problem solving. For example, the color of the bedspread may be left unspecified.

Fig 7.12 Part of a frame description of a hotel room. “Specialization” indicates a pointer to a superclass.

