Fusion class

function obj = Fusion(xTerrainMax,yTerrainMax,p)

start

Add library paths

Define MMS parameters

Define husion parameters

Define terrain grid parameters

Setup terrain grid

Define uniform GM parameters

Generate uniform GM

The initial log(p(X)) input to husion

Visualize husion output pdf

stop

function updateFusion(obj,D,xl\_in)

start

Define human inputs

The initial log(p(X)) input to husion

Calculate p(D|X,xl\_in) for the input word at current Husion time step

Husion calculation: p(X|D) = p(D|X)p(X)/p(D) using log of sum trick to prevent underflow

Visualize husion output pdf

stop

function BotFusion(obj,Li)

start

The initial log(p(X)) input to husion

Calculate p(D|X,xl\_in) for the input word at current Husion time step

Husion calculation: p(X|D) = p(D|X)p(X)/p(D) using log of sum trick to prevent underflow

Visualize husion output pdf

stop

function slowFusion(obj,c)

start

The initial log(p(X)) input to husion

Calculate p(D|X,xl\_in) for the input word at current Husion time step

Husion calculation: p(X|D) = p(D|X)p(X)/p(D) using log of sum trick to prevent underflow

Visualize husion output pdf

stop