

A

## technical drawings

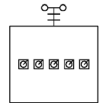
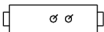
## nuts &amp; bolts



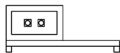
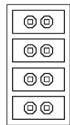
## vehicles



## gadgets

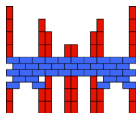
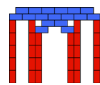


## furniture

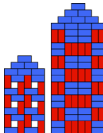
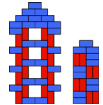
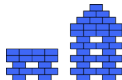
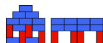


## block towers

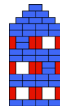
## bridges



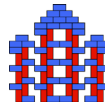
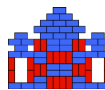
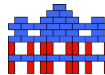
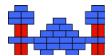
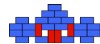
## cities



## houses



## castles



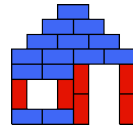
B

## using language to probe object representations

what is the set of concepts we use to represent objects?

horizontal()  
window() ? door()  
pyramid\_roof()

program abstraction  
generates hypothesis  
space of conceptual  
abstractions



represent image  
with a program

```
h v h (r 2) h (r 1)
v (l 1) h (r 2) v v
(r 4) v v (l 1) h
(l 2) h (l 2) h (l
2) h (r 1) h (r 2)
h (r 2) h (l 1) h
(l 2) h (r 1) h
```

Part I: is there a  
correspondence  
between programs  
and language?

place a window  
next to a door,  
then build a  
pyramid roof

Part II: aligning  
language with  
conceptual  
representations