TASK 6: Scaling the neighboring weight vectors: Scale the weight vectors that are neighbors to the winning weight vector, to be more similar to the sample vector. The function used for scaling, simply has decrease the radius of what gets affected over time.

TASK 6 Demo Outline: "Scaling the neighboring weight vectors"

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(setf map '())   ;create an empty list
(create map 16) ;give the list 16-squared empty list elements
nil
(visualize map) ;displays the map-list as a grid
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(setf map (init map random)) ;assigns each list in the map-list to have three elements a red,
green, and blue value RANDOMLY
(visualize map) ;displays the map-list as a grid
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7
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6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(setf map (init map four-corners)) ;assigns each list in the map-list to have three elements a red,
green, and blue value to have red, green, blue, and black initialized at the four corners of the map
and have them fade away radially.
(visualize map) ;displays the map-list as a grid
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7
6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
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(setf map (init map equidistant-from-center)) ;assigns each list in the map-list to have three
elements a red, green, and blue value to have red, green, and blue initialized equidistant from the
center of the map and have them fade away radially.
(visualize map) ;displays the map-list as a grid
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6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(setf sample (create-sample random)) ;create a random sample to help select a winning RGB
weight vector
(print sample)
(32 245 0)
(setf sample (create-sample custom (0 245 32))) ;create a custom sample to help select a winning
RGB weight vector
(print sample)
(0 245 32)
(setf winning-weight-vector (winner map sample))
(print winning-weight-vector) ;prints the most similar RGB weight vector in the map to the one
given
(42 37 125)
(setf samples (create-samples 5 random)) ;creates 5 random samples using the (create-sample)
function, a specified amount of samples to generate, and a specifier to generate the sample RGB
vectors at random
(display samples) ;prints the most similar RGB weight vectors in the map to the ones given as a
list
((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0))
(setf samples (create-samples 5 custom ((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0
0)))) ;creates 5 custom samples by a prompt for manual input, a specified amount of samples to
generate, a specifier to generate the sample RGB vectors customly, and a list of lists containing
the 3 elements consisting of R G B values
(display samples) ;prints the most similar RGB weight vectors in the map to the ones given as a
list
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((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0))
(setf sample (create-sample random)) ;create a random sample to help select a winning RGB
weight vector
(print sample)
(32 245 0)
(setf sample (create-sample custom (0 245 32))) ;create a custom sample to help select a winning
RGB weight vector
(print sample)
(0 245 32)
(setf winning-weight-vector (winner map sample euclidean-distance))
(print winning-weight-vector) ;prints the most similar RGB weight vector in the map to the one
given
(42 37 125)
(setf samples (create-samples 5 random)) ;creates 5 random samples using the (create-sample)
function, a specified amount of samples to generate, and a specifier to generate the sample RGB
vectors at random
(setf winning-weight-vectors (winners map samples euclidean-distance)) ;sets the most similar
RGB weight vectors in the map to the ones given as a list
(print winning-weight-vectors)
((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0))
(setf samples (create-samples 5 custom ((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0
0)))) ;creates 5 custom samples by a prompt for manual input, a specified amount of samples to
generate, a specifier to generate the sample RGB vectors customly, and a list of lists containing
the 3 elements consisting of R G B values
(setf winning-weight-vectors (winners map samples euclidean-distance)) ;sets the most similar
RGB weight vectors in the map to the ones given as a list
(print winning-weight-vectors)
((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0))
(setf winning-weight-vector (winner map sample pearson-correlation-coefficient))
(print winning-weight-vector) ;prints the most similar RGB weight vector in the map to the one
given
(42 37 125)
(setf samples (create-samples 5 random)) ;creates 5 random samples using the (create-sample)
function, a specified amount of samples to generate, and a specifier to generate the sample RGB
vectors at random
(setf winning-weight-vectors (winners map samples pearson-correlation-coefficient)) ;sets the
most similar RGB weight vectors in the map to the ones given as a list
(print winning-weight-vectors)
((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0))
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(setf samples (create-samples 5 custom ((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0)))) ;creates 5 custom samples by a prompt for manual input, a specified amount of samples to generate, a specifier to generate the sample RGB vectors customly, and a list of lists containing the 3 elements consisting of R G B values
(setf winning-weight-vectors (winners map samples pearson-correlation-coefficient)) ;sets the most similar RGB weight vectors in the map to the ones given as a list
(print winning-weight-vectors)
((42 37 125) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0))
(setf neighbors (find-neighbors map winning-weight-vector hexagons)) ;creates a list of lists consisting of the RGB vectors
(print neighbors)
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(setf neighbors (find-neighbors map winning-weight-vector concentric-squares)) ;creates a list of lists consisting of the RGB vectors
(print neighbors)
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(setf neighbors (find-neighbors map winning-weight-vector gaussian)) ;creates a list of lists consisting of the RGB vectors
(print neighbors)
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(setf map (scale-winner winning-weight-vector sample map)) ;remake the map with the winning-weight-vector scaled to be more like the sample
(visualize graded-map) ;displays the map-list as a grid
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
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6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7
6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125)
(setf map (scale-neighbors neighbors sample map)) ;remake the map with the
winning-weight-vector scaled to be more like the sample
(visualize graded-map) ;displays the map-list as a grid
(5 3 8) (5 6 7) (3 0 5) (7 6 0) (24 98 12) (34 32 87) (154 0 0) (42 37 125) (5 3 8) (5 6 7) (3 0 5) (7
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