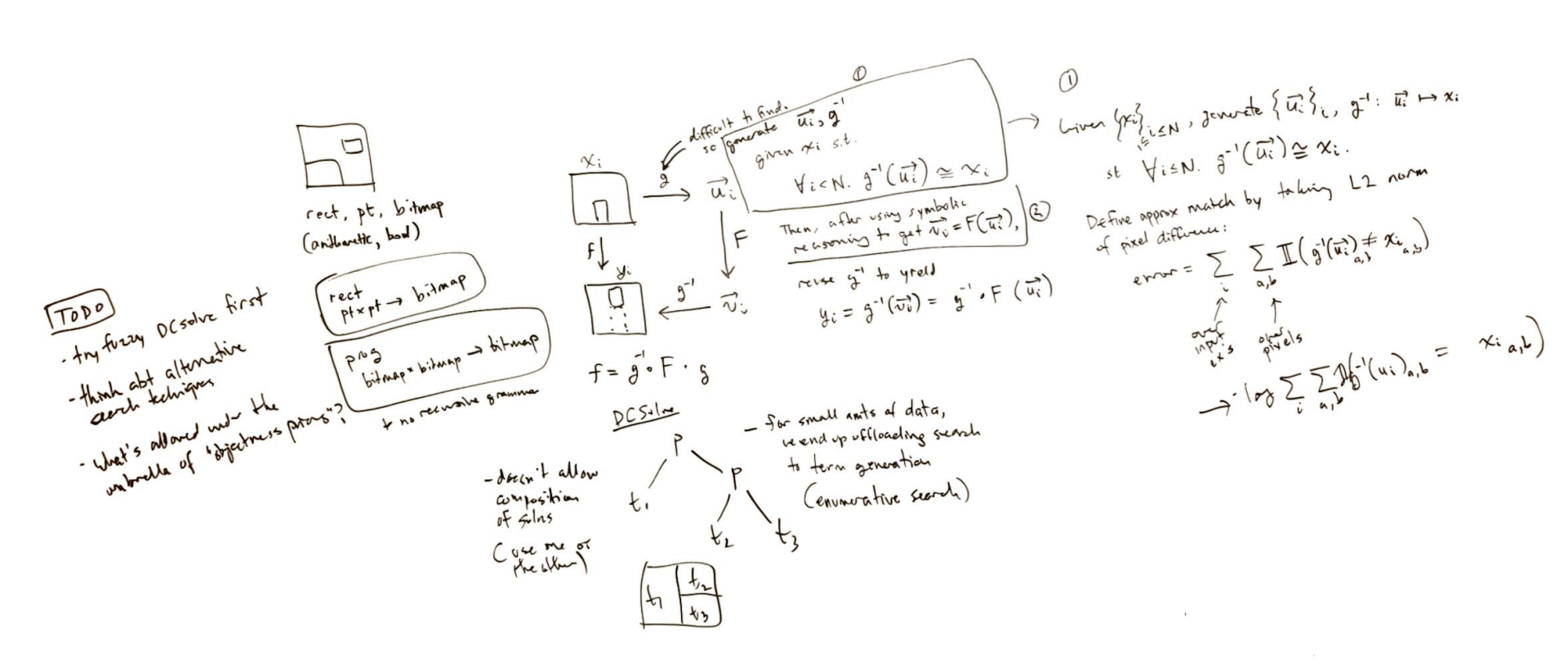
TODO
- try fuzzy DCsolve first
- think abt alternative search techniques
- what's allowed under the umbrella of "objectness prior"?
rect, pt, bitmap
(arithmetic, bool)
rect
pt×pt → bitmap
prog
bitmap × bitmap → bitmap
+ no recursive grammar
difficult to find; so generate $\vec{u_i}, g^{-1}$ given x_i s.t.
$\forall i \le N.\ g^{-1}(\vec{u_i}) \cong x_i$
Then, after using symbolic reasoning to get $\vec{v_i} = F(\vec{u_i})$,
reuse g^{-1} to yield
$y_i = g^{-1}(\vec{v_i}) = g^{-1} \circ F\ (\vec{u_i})$
$f = g^{-1} \circ F \cdot g$
DCSolve
- doesn't allow composition of skills
Curse me or the other)
- for small units of data, we end up offloading search to term generation (enumerative search)
Given $\{x_i\}_{i \le N}$, generate $\{\vec{u_i}\}_i$, $g^{-1}: \vec{u_i} \mapsto x_i$
st $\forall i \le N.\ g^{-1}(\vec{u_i}) \cong x_i$.
Define approx match by taking L2 norm of pixel differences:
$\text{error} = \sum_i \sum_{a,b} \mathbb{I}\left(g^{-1}(\vec{u_i})_{a,b} \neq x_{i\,a,b}\right)$
over input ex's
other pixels
$\rightarrow \log \sum_i \sum_{a,b} \mathbb{I}\left(g^{-1}(u_i)_{a,b} = x_{i\,a,b}\right)$