Elements **Constraints** Few shot examples Few shot examples Rendered Realizations Rendered Realizations Concept Concept c1 =circle(p1(),p2()) l1*=line(p1(),p2()) c2 =circle(p3(c1),p4()) c1*=circle(p1(),p2()) c2*=circle(p2(),p1()) 13 = line(p5(c1), p6(c1, c2))l2*=line(p3(c1,c2),p4(c1,c2)) c3*=circle(p5(l1,l2),p1()) 13 =line(p1(),p6(l2,c3)) 14 =line(p6(12,c3),p2()) 15 = line(p2(),p7(l2,c3)) 16 =line(p7(l2,c3),p1() Test examples Test examples Positive Positive Negative (Close) l1*=line(p1(),p2()) c1*=circle(p1(),p2()) Negative (*Close*) c2*=circle(p2(),p1()) c1 =circle(p1(),p2()) 12*=line(p3(c1,c2),p4(c1,c2))c2 =circle(p3(c1),p4()) c3*=circle(p5(l1,l2),p1()) 13 = line(p5(), p6(c1, c2))13 =line(p1(),p6(l2,c3)) 14 = line(p6(12,c3),p2())15 = line(p2(), **p7(12)**) 16 = line(p7(12), p1()) Negative (Far) Negative (Far) l1*=line(p1(),p2()) c1 =circle(p1(),p2()) c1*=circle(p1(),p2()) c2 =circle(p3(c1),p4()) c2*=circle(p2(),p1()) 13 =line(p5(), p6(c1)) 12*=line(p3(c1,c2),p4(c1,c2))c3*=circle(p5(l1,l2),p1()) 13 = line(p1(), p6(12))14 = line(p6(12), p2()) 15 = line(p2(), **p7(12)**) 16 = line(p7(12), p1())