

Cognitive Systems Exercise 3

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Outline

How to count groups

- ▶ Similar to counting objects
- ▶ first filter for regions that are of interest
- ▶ for each object found in a interesting region scan group it belongs

filter for interesting regions

- ▶ peripheral view looks where the non-empty regions area
 - ▶ in contrast to color-based filtering from exercise 2

count groups of different types

proximity

- ▶ look at the whole cluster at once
 - ▶ cluster contains all cells reachable by going down, left, right or up

shape

- ▶ include all reachable cells with same shape as current cell

color

- ▶ include all reachable cells with same color as current cell

deal with obscured objects

- ▶ obscured objects means we don't know anything about the **actual** contents of the cell where it is
- ▶ optimistic approach:
 - ▶ if looking for objects/visual-routines include obscured cells
 - ▶ can be recognized if at least half of the objects aren't obscured
 - ▶ if included in a recognized object parts of the properties are *determined*
 - ▶ no contradictions where a obscured object is counted twice as different things

examples

#1

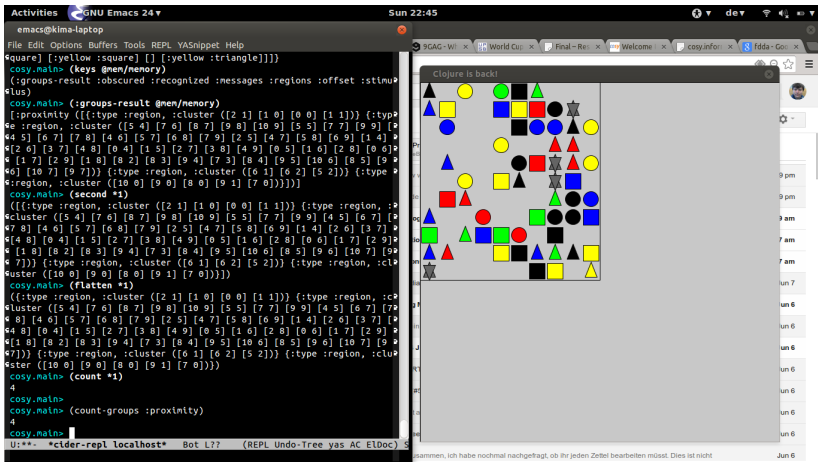


Figure : Recognizing 4 groups of proximity

#2

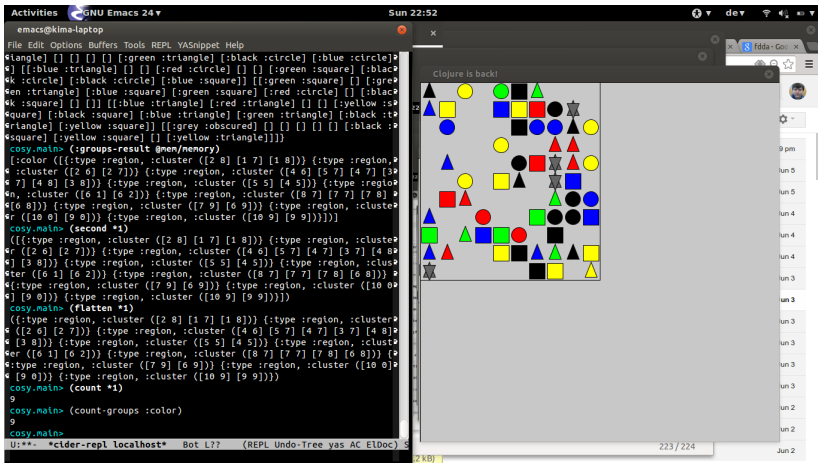


Figure : Recognizing the groups of color

#3

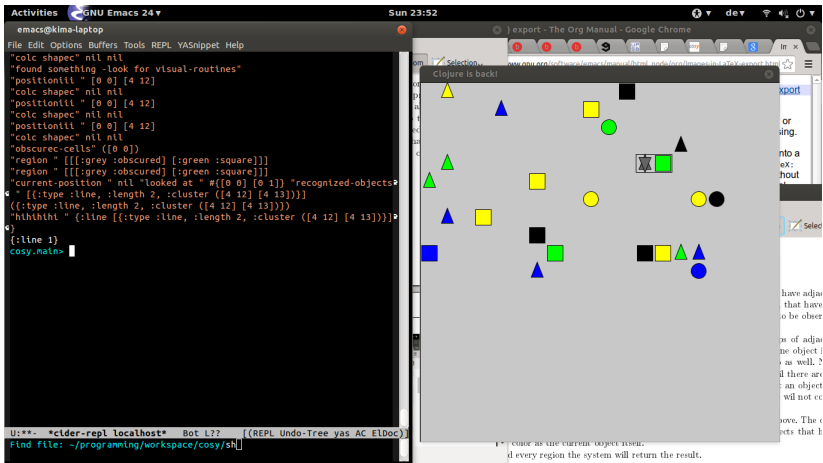


Figure : Recognizing one line-like object

#4

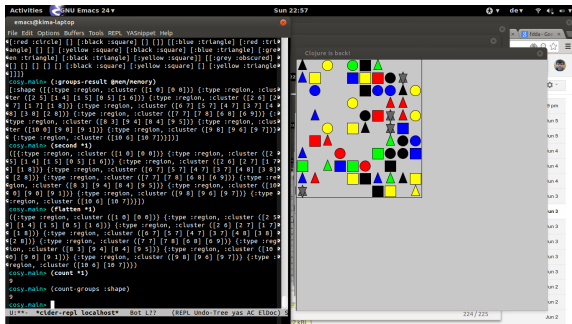


Figure : Recognizing the groups of shape

The left monitor shows the Emacs editor with the following C++ code:

```

Emacs 24.4 GNU Emacs 24.4 Sat 23:19

emacs@kali:~/laptop$
File Edit Options Buffers Tools REPL VASupport Help
Edit, then exit with C-c (C-c and single quote) -- C-c C-k to abort
(defmethod element-count :line [1]
  (- length 1))

(defn sum-elements [scanned-region]
  (reduce #(+ %1 (element-count %2)) 0 scanned-region))

(defn new-stimulus []
  (cosy-run/memory-discard recognized-objectured messages :region)
  (let [gen (first (cosy-gen/generate-next-array))]
    (swap! new/memory assoc
      :stimulus gen)))

(defn count-objects [colors shapes]
  (perl/peripheral-view :color colors
    :shape shapes :cluster :shape :two - 41x 126 (colorize-cliper :Pareto)
    :current-position nil [[blue :square] []] :red :square]]
  (current-position nil "looked at" #([0 2]) "recognized-objects" ([[]
    :type point, :cluster #([0 23])
    :color-region ([11 10] [11 10] [11 10] [11 10])
    :current-position [0 0] "looked at" #("recognized-objects" [])
    :region ([[] :red :square])
    :current-position nil "looked at" #("recognized-objects" [])
    :color-region ([14 10] [15 10] [14 10] [15 10])
    :current-position [0 0] "looked at" #("recognized-objects" [])
    found something - look for visual-routines"
    :region ([[] :red :triangle]]
    :current-position [0 1] "looked at" #([0 0]) "recognized-objects" ([[]
    :type point, :cluster #([0 0])
    :region ([[] :red :triangle]]
    :current-position nil "looked at" #([0 0]) "recognized-objects" ([[]
    :type point, :cluster #([0 0])
    ])
    ])
  (cosy-main))
cosy-main))
cosy-run/repl-cosy* Sat 23:17 (REPL Under-Tree yas AC Elaboc) Sat 23:17
end of buffer

```

The right monitor displays the program's output, showing a grid of colored shapes (squares, triangles, circles) and a smaller inset showing a zoomed-in view of a specific region.

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