

Artificial Intelligence Programming Paradigms

Assignment 2

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1 Introduction

In this assignment, we demonstrate the use of the Incremental Recruitment Language (IRL) framework to filter geometric forms by color. The primitive we introduce is named "filter-by-color". It can both filter an object set given a color and retrieve a color given a source set and a filtered set. We use an ontology in the primitive to retrieve the context and the colors.

We reuse some of the code from "irl-tutorial.lisp" to filter by shape and show several combinations of the two primitives. We also use the context defined in "irl-tutorial.lisp" and add colors to objects.

We introduce 3 color categories : red, green and blue and we think of a similarity measure to introduce continuous color values in RGB.

We also think of a way to chunk this primitive for composition and matching.

The code is available in the "assignment2.lisp" source file.

2 Stand-alone use

In 1, we filter all red objects from the context using the primitive.

Evaluating irl program

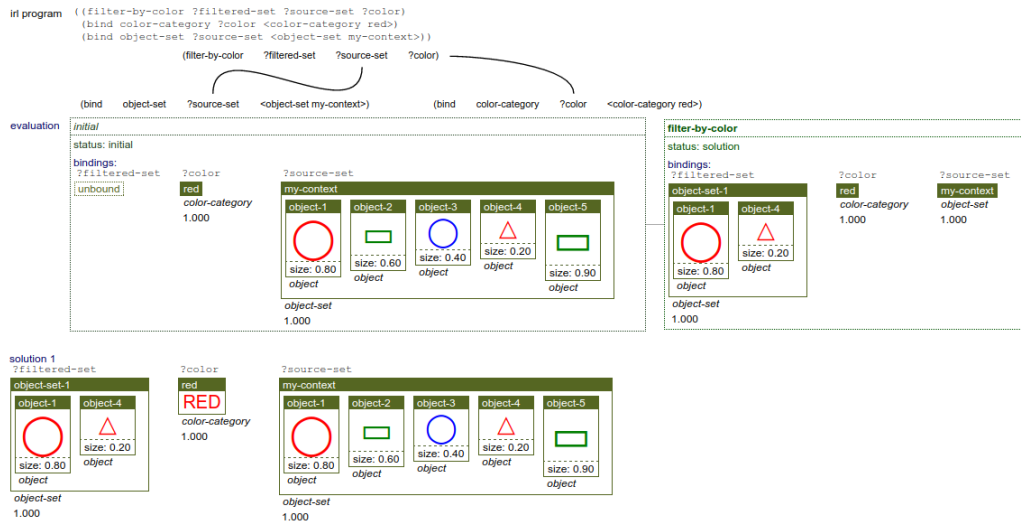


Figure 1: Filter red objects from context

In 2, we retrieve the red color from the context and a filtered set containing the red circle.

In 3, we try to retrieve yellow objects and there is no solution in this context.

3 Use in combination with shape

In 4, we retrieve all red circle objects from the context using "filter-by-color" and "filter-by-shape".

Evaluating irl program

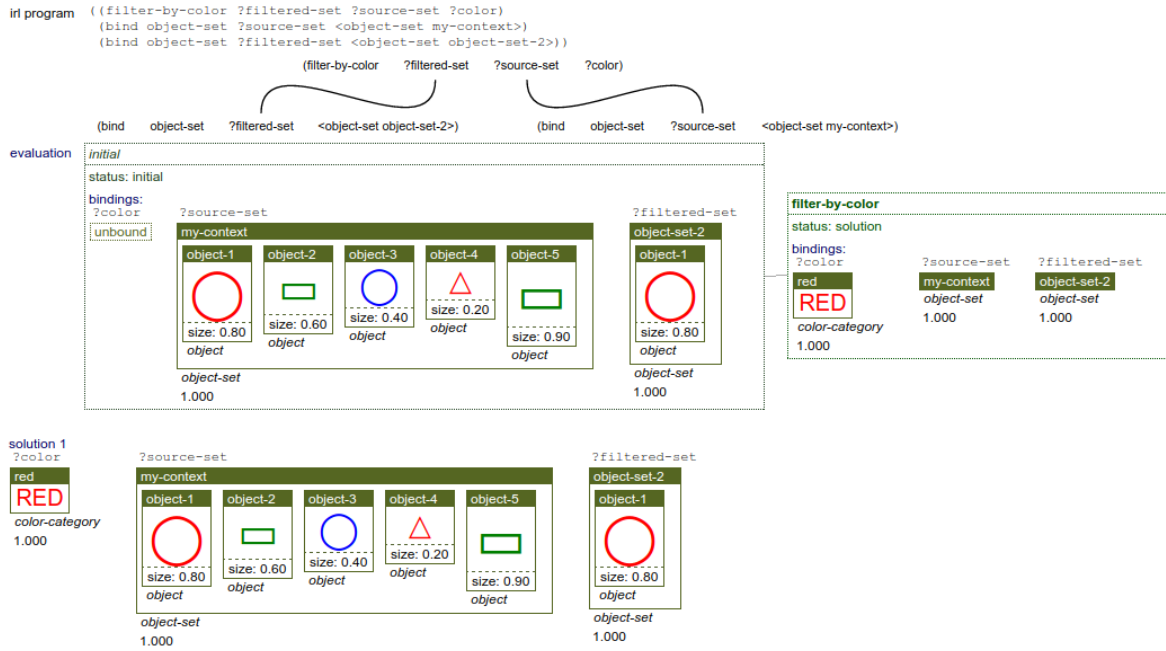


Figure 2: Retrieve red color from context and red circle

Evaluating irl program

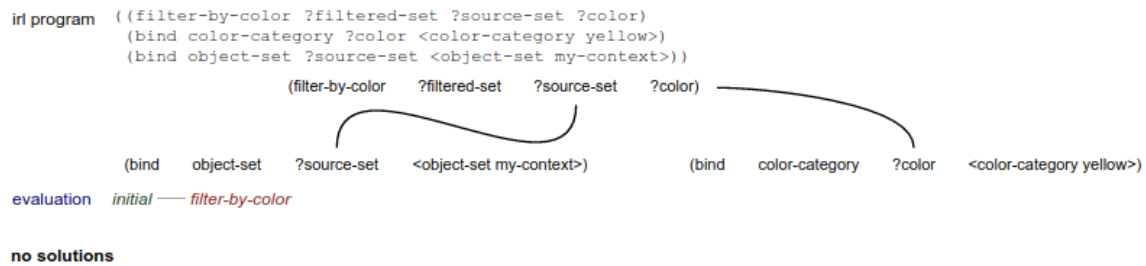


Figure 3: Try to retrieve yellow objects

In 5, we retrieve the red color and the circle shape from the context and a filtered set containing the red circle.

In 6, we try to retrieve red rectangles and there is no solution in this context.

4 Continuous color values

In order to introduce continuous color values, we could code them as a triplet of RGB colors, each ranging from 0 to 1. The similarity measure would be the euclidian distance in the 3-dimensional space. Color categories would be defined as a triplet in the same way and in order to categorize a color in such a category, we would choose the category with the highest similarity.

5 Chunk

In 7, we use use a chunk to retrieve all objects of a given color. The chunk uses the primitives "get-context" and "get-color-category" to get data from the ontology.

Evaluating irl program

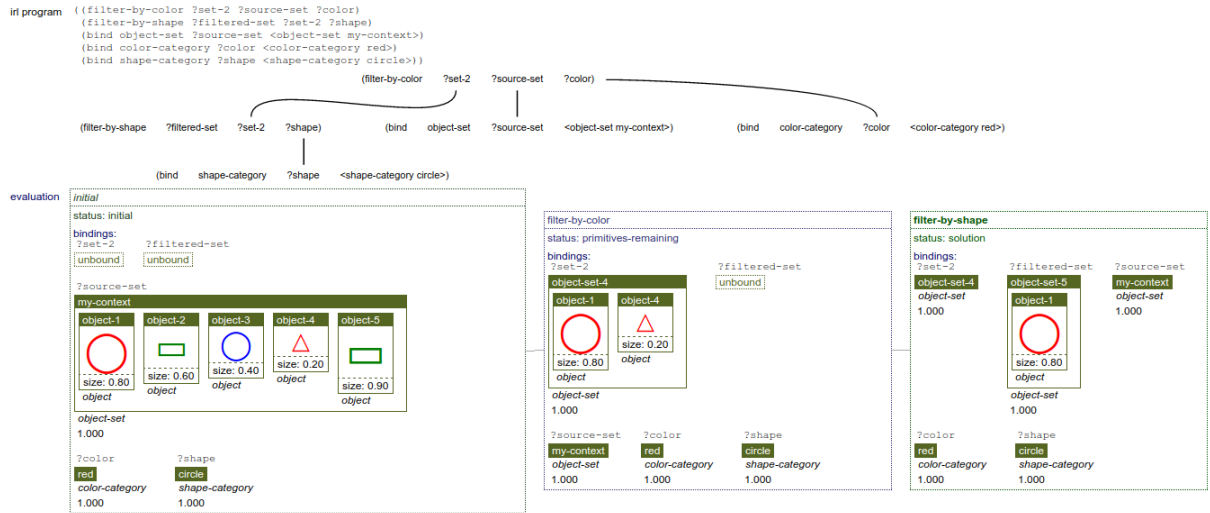


Figure 4: Filter red circle objects from context

Evaluating irl program

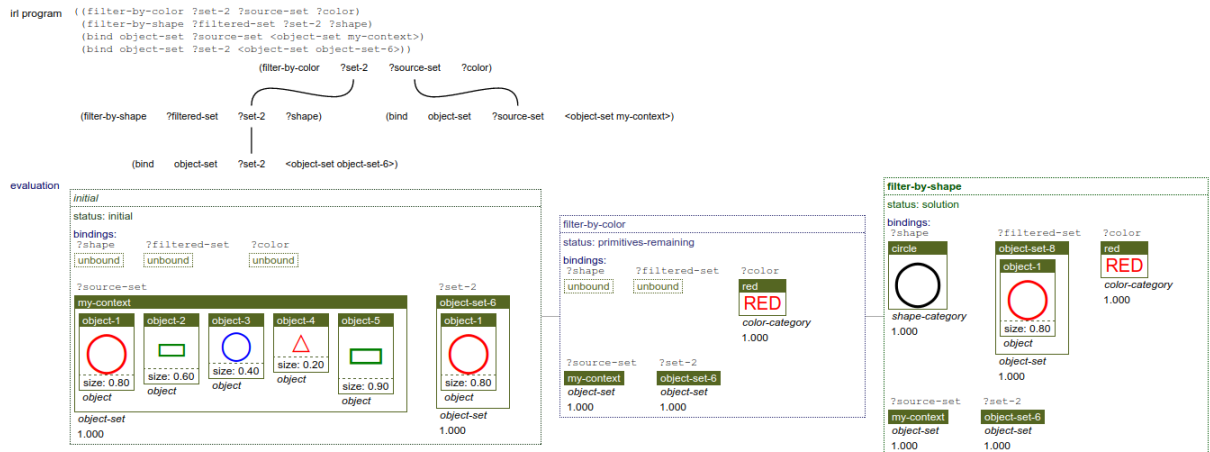


Figure 5: Retrieve red color and circle shape from context and red circle

Evaluating irl program

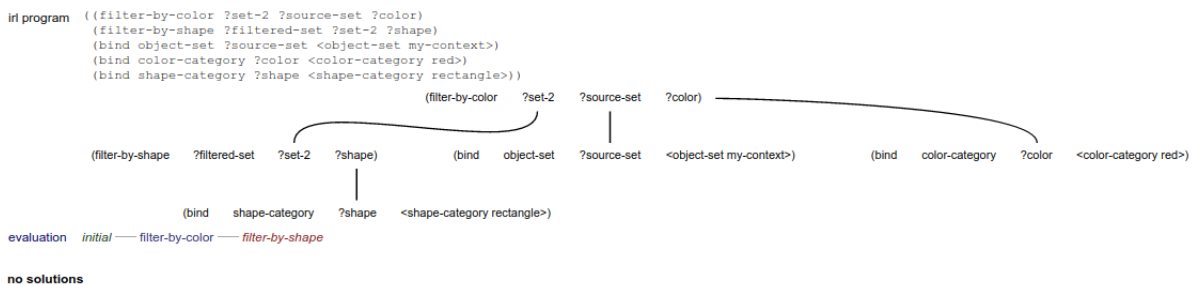


Figure 6: Try to retrieve red rectangles

Evaluating irl program

```

irl program ((filter-by-color ?target-set ?source-set ?color)
            (get-color-category ?color) (get-context ?source-set))






            (filter-by-color ?target-set ?source-set ?color)

            (get-context ?source-set) (get-color-category ?color)

evaluation initial — get-context — get-color-category — filter-by-color

```

solution 1
?source-set



my-context				
object-1	object-2	object-3	object-4	object-5
				
size: 0.80	size: 0.60	size: 0.40	size: 0.20	size: 0.90
object	object	object	object	object

object-set
1.000

?color

red
RED
color-category
1.000

?target-set

object-set-10	
object-1	object-4
	
size: 0.80	size: 0.20
object	object

object-set
1.000

Figure 7: Retrieve red objects using a chunk