

Fuzzy Rules for the Cue Prioritization Stage

April 8, 2010

Accommodation Rules

1. IF scene is *poor* THEN accommodation is *unsuitable*
 2. IF scene is *fair* THEN accommodation is *fair*
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Aerial Perspective Rules

1. IF scene is *poor* THEN aerial_perspective is *unsuitable*
 2. IF scene is *fair* THEN aerial_perspective is *fair*
 3. IF scene is *suitable* AND (minDistance is *far* OR maxDistance is *far*) THEN aerial_perspective is *strong*
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Binocular Disparity Rules

1. IF scene is *poor* THEN binocular_disparity is *unsuitable*
 2. IF scene is *fair* THEN binocular_disparity is *fair*
 3. IF scene is *suitable* AND (minDistance is NOT *far* OR maxDistance is NOT *far*) AND asthetic_impression is *low_priority* THEN binocular_disparity is *strong*
 4. IF scene is *suitable* AND (minDistance is NOT *far* OR maxDistance is NOT *far*) AND asthetic_impression is *medium_priority* THEN binocular_disparity is *fair*
 5. IF scene is *suitable* AND (minDistance is NOT *far* OR maxDistance is NOT *far*) AND asthetic_impression is *high_priority* THEN binocular_disparity is *weak*
 6. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND surface_target_detection is *low_priority* THEN binocular_disparity is *weak*
 7. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND surface_target_detection is *medium_priority* THEN binocular_disparity is *fair*
 8. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND surface_target_detection is *high_priority* THEN binocular_disparity is *strong*
 9. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND patterns_of_points_in_3d is *low_priority* THEN binocular_disparity is *weak*
 10. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND patterns_of_points_in_3d is *medium_priority* THEN binocular_disparity is *fair*
 11. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND patterns_of_points_in_3d is *high_priority* THEN binocular_disparity is *strong*
 12. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND judging_relative_positions is *low_priority* THEN binocular_disparity is *weak*
 13. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND judging_relative_positions is *medium_priority* THEN binocular_disparity is *fair*
 14. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND judging_relative_positions is *high_priority* THEN binocular_disparity is *strong*
 15. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND reaching_for_objects is *low_priority* THEN binocular_disparity is *weak*
 16. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND reaching_for_objects is *medium_priority* THEN binocular_disparity is *fair*
 17. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close*) AND reaching_for_objects is *high_priority* THEN binocular_disparity is *strong*
 18. IF scene is *suitable* AND (minDistance is NOT *far* OR maxDistance is NOT *far*) AND tracing_data_path_in_3d_graph is *low_priority* THEN binocular_disparity is *weak*
 19. IF scene is *suitable* AND (minDistance is NOT *far* OR maxDistance is NOT *far*) AND tracing_data_path_in_3d_graph is *medium_priority* THEN binocular_disparity is *fair*
 20. IF scene is *suitable* AND (minDistance is NOT *far* OR maxDistance is NOT *far*) AND tracing_data_path_in_3d_graph is *high_priority* THEN binocular_disparity is *strong*
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Convergence Rules

1. IF scene is *poor* THEN convergence is *unsuitable*
 2. IF scene is *fair* THEN convergence is *fair*
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Depth-of-focus Rules

1. IF scene is *poor* THEN dept_of_focus is *unsuitable*
 2. IF scene is *fair* THEN dept_of_focus is *fair*
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Kinetic Depth Rules

1. IF scene is *poor* THEN kinetic_depth *unsuitable*
 2. IF scene is *fair* THEN kinetic_depth is *fair*
 3. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *low_priority* THEN kinetic_depth is *weak*
 4. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *medium_priority* THEN kinetic_depth is *fair*
 5. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *high_priority* THEN kinetic_depth is *strong*
 6. IF scene is *suitable* AND patterns_of_points_in_3d is *low_priority* THEN kinetic_depth is *weak*
 7. IF scene is *suitable* AND patterns_of_points_in_3d is *medium_priority* THEN kinetic_depth is *fair*
 8. IF scene is *suitable* AND patterns_of_points_in_3d is *high_priority* THEN kinetic_depth is *strong*
 9. IF scene is *suitable* AND surface_target_detection is *low_priority* THEN kinetic_depth is *weak*
 10. IF scene is *suitable* AND surface_target_detection is *medium_priority* THEN kinetic_depth is *fair*
 11. IF scene is *suitable* AND surface_target_detection is *high_priority* THEN kinetic_depth is *strong*
 12. IF scene is *suitable* AND asthetic_impression is *low_priority* THEN kinetic_depth is *weak*
 13. IF scene is *suitable* AND asthetic_impression is *medium_priority* THEN kinetic_depth is *fair*
 14. IF scene is *suitable* AND asthetic_impression is *high_priority* THEN kinetic_depth is *strong*
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Linear Perspective Rules

1. IF scene is *poor* THEN linear_perspective *unsuitable*
 2. IF scene is *fair* THEN linear_perspective is *fair*
 3. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *low_priority* THEN linear_perspective is *strong*
 4. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *medium_priority* THEN linear_perspective is *fair*
 5. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *high_priority* THEN linear_perspective is *weak*
 6. IF scene is *suitable* AND patterns_of_points_in_3d is *low_priority* THEN linear_perspective is *strong*
 7. IF scene is *suitable* AND patterns_of_points_in_3d is *medium_priority* THEN linear_perspective is *fair*
 8. IF scene is *suitable* AND patterns_of_points_in_3d is *high_priority* THEN linear_perspective is *weak*
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Motion Parallax Rules

1. IF scene is *poor* THEN motion_parallax *unsuitable*
 2. IF scene is *fair* THEN motion_parallax is *fair*
 3. IF scene is *suitable* AND minDistance is NOT *far* AND judging_relative_positions is *low_priority* THEN motion_parallax is *weak*
 4. IF scene is *suitable* AND minDistance is NOT *far* AND judging_relative_positions is *medium_priority* THEN motion_parallax is *fair*
 5. IF scene is *suitable* AND minDistance is NOT *far* AND judging_relative_positions is *high_priority* THEN motion_parallax is *strong*
 6. IF scene is *suitable* AND minDistance is NOT *far* AND reaching_for_objects is *low_priority* THEN motion_parallax is *weak*
 7. IF scene is *suitable* AND minDistance is NOT *far* AND reaching_for_objects is *medium_priority* THEN motion_parallax is *fair*
 8. IF scene is *suitable* AND minDistance is NOT *far* AND reaching_for_objects is *high_priority* THEN motion_parallax is *strong*
 9. IF scene is *suitable* AND minDistance is NOT *far* AND aesthetic_impression is *low_priority* THEN motion_parallax is *weak*
 10. IF scene is *suitable* AND minDistance is NOT *far* AND aesthetic_impression is *medium_priority* THEN motion_parallax is *fair*
 11. IF scene is *suitable* AND minDistance is NOT *far* AND aesthetic_impression is *high_priority* THEN motion_parallax is *strong*
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Motion Perspective Rules

1. IF scene is *poor* THEN motion_perspective *unsuitable*
 2. IF scene is *fair* THEN motion_perspective is *fair*
 3. IF scene is *suitable* AND aesthetic_impression is *low_priority* THEN motion_perspective is *weak*
 4. IF scene is *suitable* AND aesthetic_impression is *medium_priority* THEN motion_perspective is *fair*
 5. IF scene is *suitable* AND aesthetic_impression is *high_priority* THEN motion_perspective is *strong*
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Relative Brightness Rules

1. IF scene is *poor* THEN relative_brightness is *unsuitable*
 2. IF scene is *fair* THEN relative_brightness is *fair*
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Relative Height Rules

1. IF scene is *poor* THEN relative_height is *unsuitable*
 2. IF scene is *fair* THEN relative_height is *fair*
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Relative Size Rules

1. IF scene is *poor* THEN relative_size is *unsuitable*
 2. IF scene is *fair* THEN relative_size is *fair*
 3. IF scene is *suitable* AND judging_relative_positions is *low_priority* THEN relative_size is *weak*
 4. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close* OR minDistance is *near* OR maxDistance is *near*) AND judging_relative_positions is *medium_priority* THEN relative_size is *fair*
 5. IF scene is *suitable* AND (minDistance is *close* OR maxDistance is *close* OR minDistance is *near* OR maxDistance is *near*) AND judging_relative_positions is *high_priority* THEN relative_size is *strong*
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Shadow Rules

1. IF scene is *poor* THEN shadow is *unsuitable*
 2. IF scene is *fair* THEN shadow is *fair*
 3. IF scene is *suitable* AND asthetic_impression is *low_priority* THEN shadow is *strong*
 4. IF scene is *suitable* AND asthetic_impression is *medium_priority* THEN shadow is *fair*
 5. IF scene is *suitable* AND asthetic_impression is *high_priority* THEN shadow is *weak*
 6. IF scene is *suitable* AND patterns_of_points_in_3d is *low_priority* THEN shadow is *strong*
 7. IF scene is *suitable* AND patterns_of_points_in_3d is *medium_priority* THEN shadow is *fair*
 8. IF scene is *suitable* AND patterns_of_points_in_3d is *high_priority* THEN shadow is *weak*
 9. IF scene is *suitable* AND surface_target_detection is *low_priority* THEN shadow is *strong*
 10. IF scene is *suitable* AND surface_target_detection is *medium_priority* THEN shadow is *fair*
 11. IF scene is *suitable* AND surface_target_detection is *high_priority* THEN shadow is *weak*
 12. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *low_priority* THEN shadow is *strong*
 13. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *medium_priority* THEN shadow is *fair*
 14. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *high_priority* THEN shadow is *weak*
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Shading Rules

1. IF scene is *poor* THEN shading is *unsuitable*
 2. IF scene is *fair* THEN shading is *fair*
 3. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *low_priority* THEN shading is *strong*
 4. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *medium_priority* THEN shading is *fair*
 5. IF scene is *suitable* AND tracing_data_path_in_3d_graph is *high_priority* THEN shading is *weak*
 6. IF scene is *suitable* AND surface_target_detection is *low_priority* THEN shading is *weak*
 7. IF scene is *suitable* AND surface_target_detection is *medium_priority* THEN shading is *fair*
 8. IF scene is *suitable* AND surface_target_detection is *high_priority* THEN shading is *strong*
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Texture Gradient Rules

1. IF scene is *poor* THEN texture_gradient is *unsuitable*
 2. IF scene is *fair* THEN texture_gradient is *fair*
 3. IF scene is *suitable* AND surface_target_detection is *low_priority* THEN texture_gradient is *weak*
 4. IF scene is *suitable* AND surface_target_detection is *medium_priority* THEN texture_gradient is *fair*
 5. IF scene is *suitable* AND surface_target_detection is *high_priority* THEN texture_gradient is *strong*
 6. IF scene is *suitable* AND judging_relative_positions is *low_priority* THEN texture_gradient is *weak*
 7. IF scene is *suitable* AND judging_relative_positions is *medium_priority* THEN texture_gradient is *fair*
 8. IF scene is *suitable* AND judging_relative_positions is *high_priority* THEN texture_gradient is *strong*
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