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PRESENTATION ON VISUAL REASONING

Presenter:

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INTRODUCTION

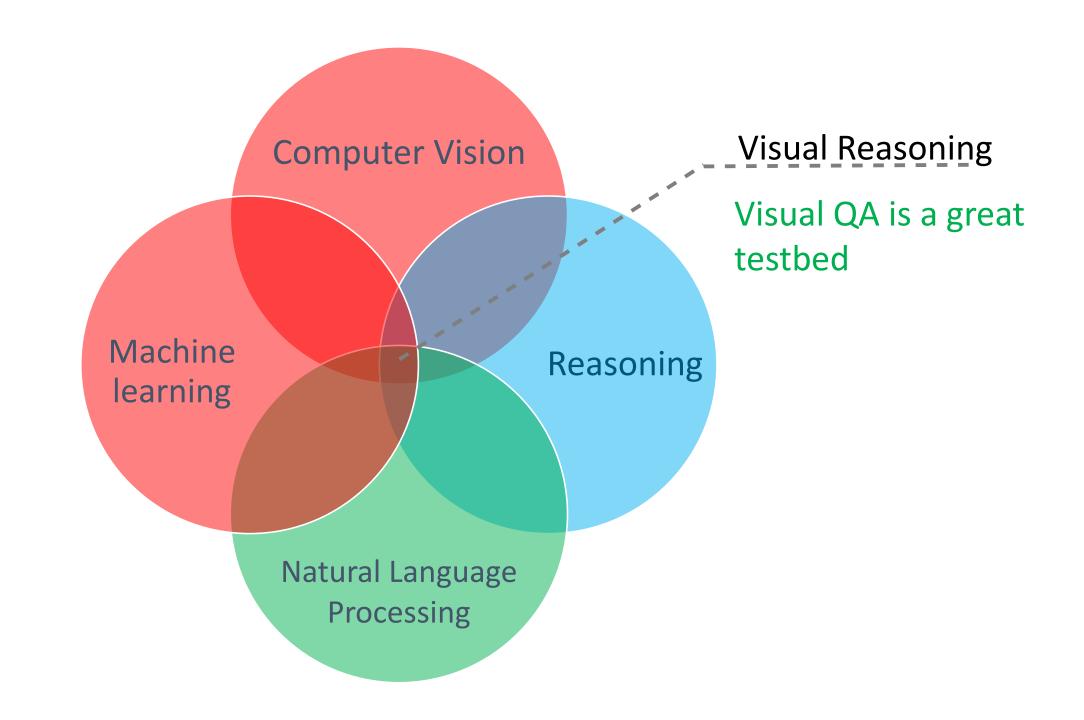
Visual reasoning is the process of analyzing visual information and being able to solve problems based upon it. A person's visual reasoning abilities are related to overall intelligence. It is a component of nonverbal intelligence, meaning that a person does not have to use language in order to solve visual problems.

Visual Reasoning Test

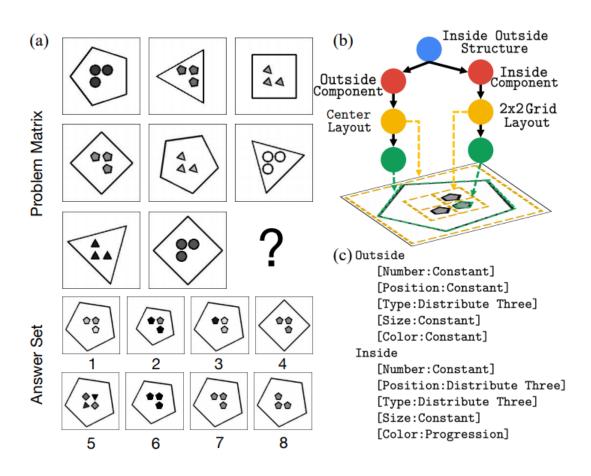
These questions may require the test taker to identify and manipulate visual patterns. They show a set of shapes and ask the test taker to identify what shapes should come next in the pattern. For example, identifying relationships, similarities and differences between shapes and patterns, recognizing visual sequences and relationships between objects and remembering these. Diagrammatic reasoning is used where the ability to cope with complexity and deal with novelty is required rather than relying on previous experience.

Visual Reasoning Test Assessment is useful for hiring

- Graphic Designers
- Computer Programmer
- Air Traffic Controllers
- Advertising Executives
- System Analysts
- System Designers



Typical Visual Reasoning



Learning | Reasoning

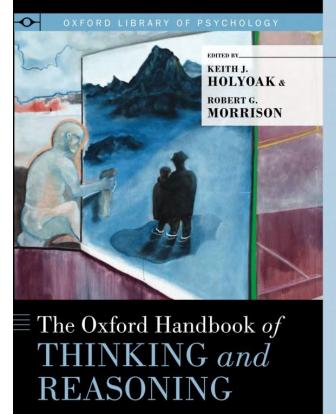
- Learning is to improve itself by experiencing or acquiring knowledge
 & skills
- Reasoning is to deduce knowledge from previously acquired knowledge in response to a query (or a cues)
- Early theories of intelligence (a) focuses solely on reasoning, (b) learning can be added separately and later! (Khardon & Roth, 1997).
- Learning precedes reasoning or the two interacting? Can reasoning be learnt? Are learning and reasoning indeed different facets of the same mental/computational process?

Many facets of reasoning

Analogical Relational Inductive Deductive Abductive Judgemental Causal

Legal Scientific Moral Social Visual Lingual Medical Musical

Problem solving
Theorem proving
One-shot learning
Zero-shot learning
Counterfactual



Thinking and reasoning, long the academic province of philosophy, have over the past century emerged as core topics of empirical investigation and theoretical analysis in the modern fields of cognitive psychology, cognitive science, and cognitive neuroscience. Formerly seen as too complicated and amorphous to be included in early textbooks on the science of cognition, the study of thinking and reasoning has since taken off, brancing off in a distinct direction from the field from which it originated

The Oxford Handbook of Thinking and Reasoning is a comprehensive and authoritative handbook covering all the core topics of the field of thinking and reasoning. Written by the foremost experts from cognitive psychology, cognitive science, and cognitive neuroscience, individual chapters summarize basic concepts and findings for a major topic, sketch it is history, and give a sense of the directions in which research is currently heading. Chapters include introductions to foundational issues and methods of study in the field, as well as treatment of specific types of thinking and reasoning and their application in fields such as business, clucation, lass, medicine, music, and science. The volume will be of interest to scholars and students working in developmental, social and clinical psychology, philosophy, economics, artificial intelligence, education, and linguistics.

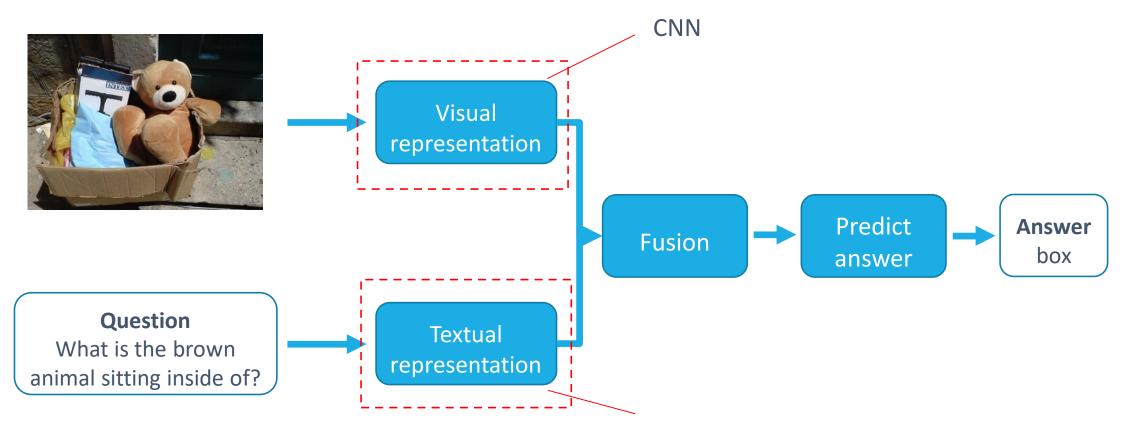
Bottou's vision

- Is not necessarily achieved by making logical inferences
- Continuity between algebraically rich inference and connecting together trainable learning systems
- Central to reasoning is composition rules to guide the combinations of modules to address new tasks

"When we observe a visual scene, when we hear a complex sentence, we are able to explain in formal terms the relation of the objects in the scene, or the precise meaning of the sentence components. However, there is no evidence that such a formal analysis necessarily takes place: we see a scene, we hear a sentence, and we just know what they mean. This suggests the existence of a middle layer, already a form of reasoning, but not yet formal or logical."

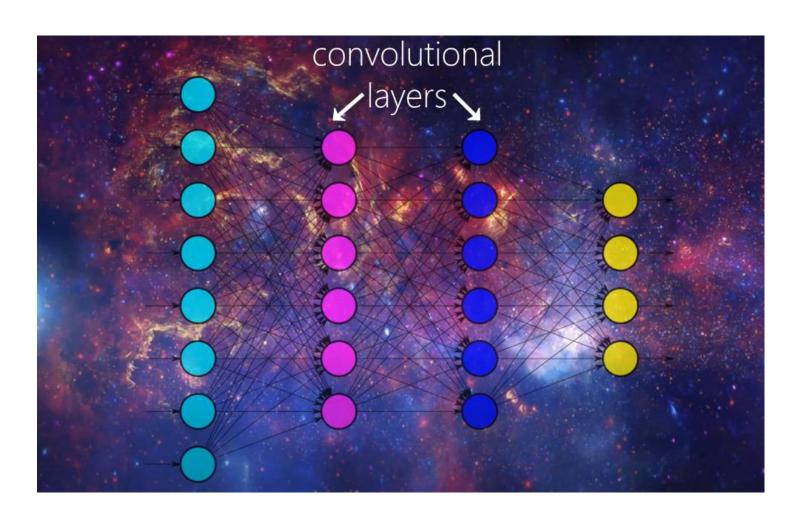


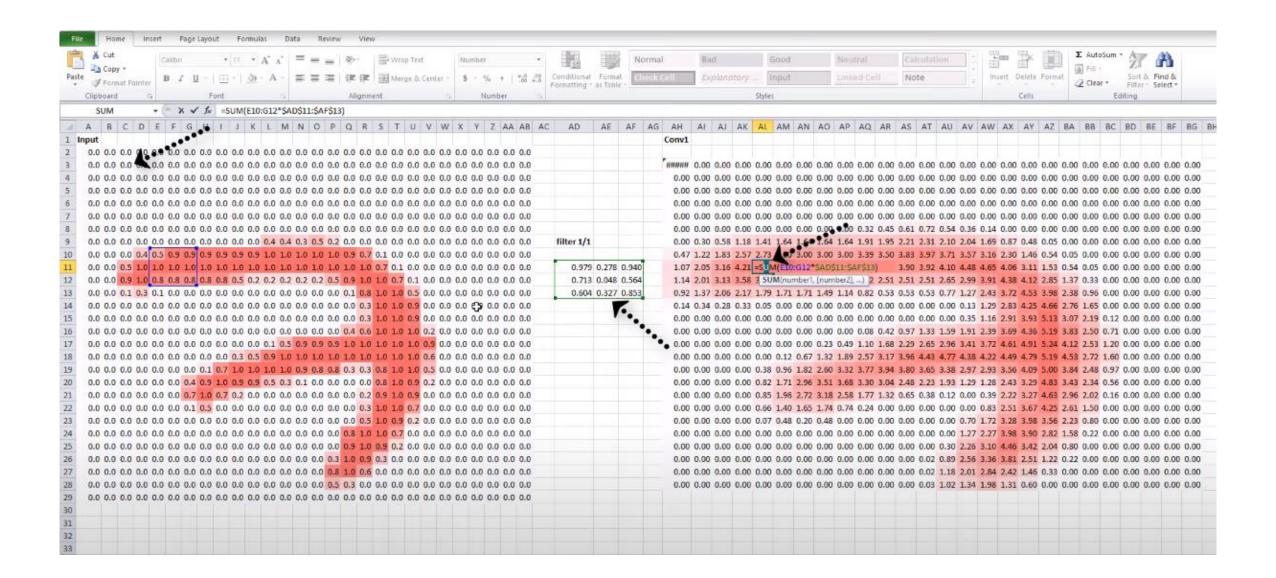
A simple VQA framework that works surprisingly well

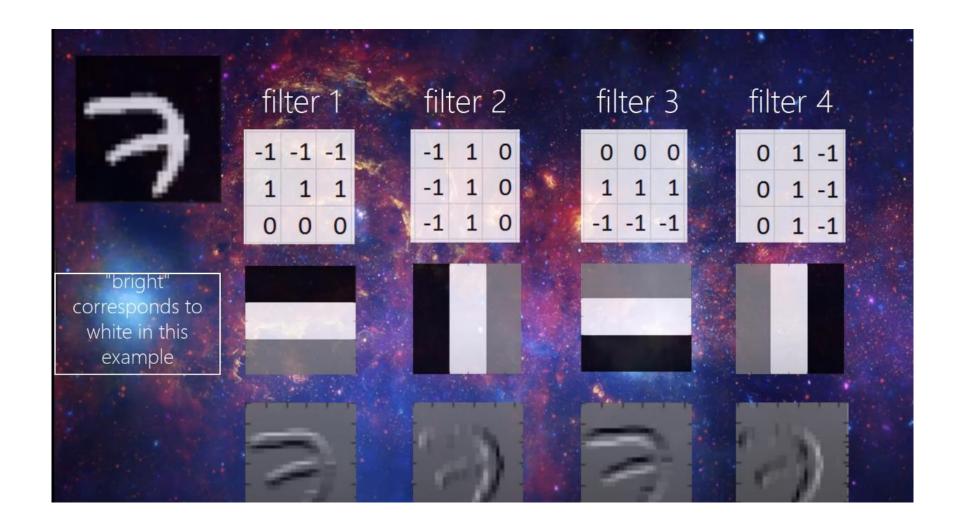


Word embedding + LSTM

CNN(Convolutional Neural Network)







Diagrammatic Reasoning(DR) Problems

Visual IQ questions that are based on RPM vary in nature and diverse in complexities. Answers of RPM-based reasoning requires common sense, idea about the shapes, and knowledge of mathematics. There exist different types of DR problems. For examples, a typical 2×2 DR problem, 4 × 1 problems ,etc DR problems of the order 3×3 are considered as formal RPMs

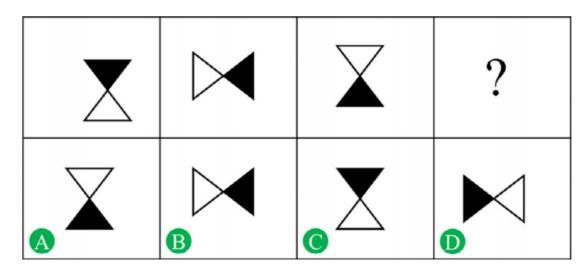
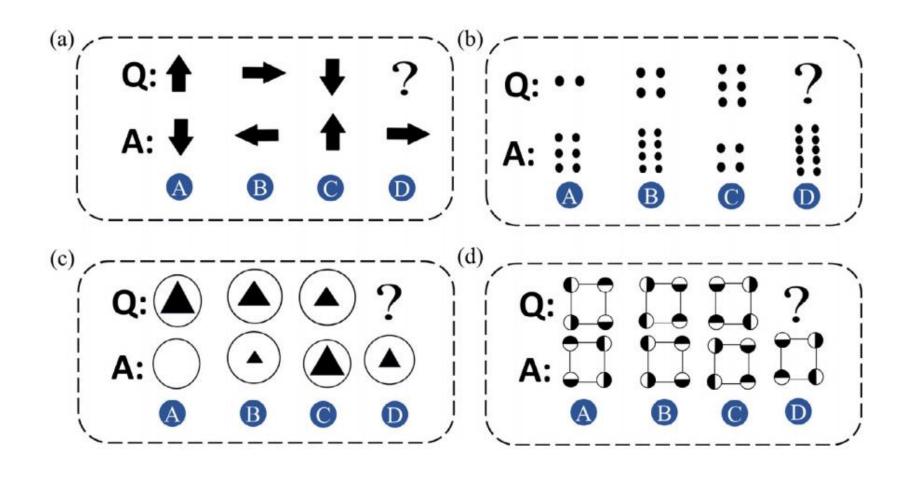


Fig. 1. A typical example of a diagrammatic reasoning problem. The first row presents the first three objects of a sequence of four objects in a particular order. The second row presents the multiple choices typically shown to an examinee. Option D is the right answer for the above problem.

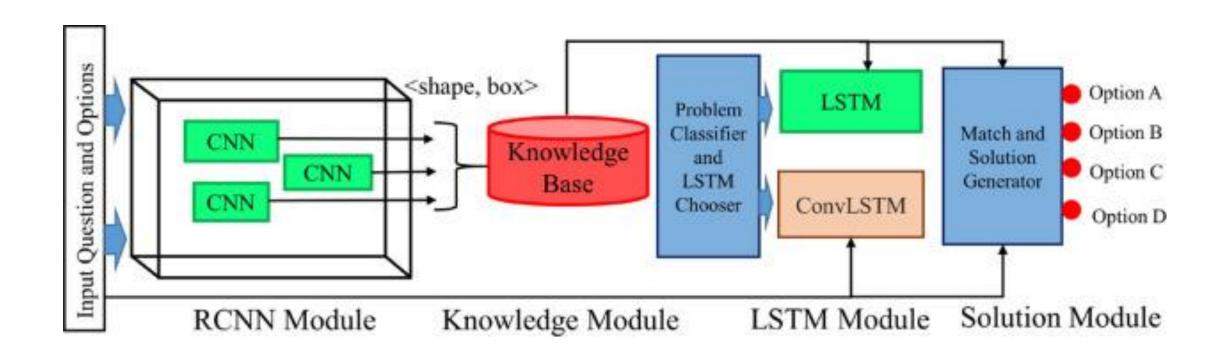
Types of DR problems



Raven's Progressive Matrices (RPM) Solving Methods

Ref	Problem Type	Feature	Method
Kunda et al. [3]	2×2	High-level(Symbol)	Model-based
Lovett et al. [4]	3×3	High-level (Object)	Model-based
Ragini et al. [5]	3×3	High-level (Structure)	Model-based
Mcgreggor et al.[6]	3×3	High-level (Object)	Model-based
Lovett et al.[7]	3×3	High-level (Structure)	Model-based
Santoro et al.[1]	3×3	Low-level (Raw Image)	Learning-based
Hill et al. [2]	3×3	Low-level (Raw Image)	Learning-based
Zhang et al. [8]	3×3	Low-level (Raw Image)	Learning-based
Sekh, Arif Ahmed, et al [9]	4×1	High-level (Relation) + Low-level (Raw Image)	Learning-based

"Can We Automate Diagrammatic Reasoning?." *Pattern Recognition* (2020)



Paper links

- 1. <u>A. Santoro, F. Hill, D. Barrett, A. Morcos, T. Lillicrap, Measuring abstract rea-soning in neural networks, in: International Conference on Machine Learning, 2018, pp. 4 477–4 486.</u>
- 2. F. Hill, A. Santoro, D. Barrett, A. Morcos, T. Lillicrap, Learning to make analogies by contrasting abstract relational structure, in: International Conference on Learning Representations, 2019, pp. 1–14.
- 3. M. Kunda, K. McGreggor, A. Goel, Addressing the ravens progressive matrices test of ægeneral g intelligence, in: AAAI Fall Symposium Series, 2009, pp. 22–27.
- 4. A. Lovett, K. Forbus, J. Usher, A structure-mapping model of raven's progres-sive matrices, in: Proceedings of the Annual Meeting of the Cognitive Science Society, 32, 2010, pp. 2761–2766.
- 5. M. Ragni, S. Neubert, Solving raven's iq-tests: an ai and cognitive modeling approach, in: Proceedings of the 20th European Conference on Artificial Intel- ligence, IOS Press, 2012, pp. 666–671.
- 6. K. McGreggor, A. Goel, Confident reasoning on raven's progressive matrices tests, in: 28th AAAI Conference on Artificial Intelligence, 2014, pp. 380–386.
- 7. A. Lovett, K. Forbus, Modeling visual problem solving as analogical reasoning., Psychol Rev. 124 (1) (2017) 60.
- 8. <u>C. Zhang , F. Gao , B. Jia , Y. Zhu , S.-C. Zhu , Raven: A dataset for relational and analogical visual reasoning, in: Proceedings of the IEEE Conference on Com- puter Vision and Pattern Recognition, 2019, pp. 5317–5327 .</u>
- 9. Sekh, Arif Ahmed, et al. "Can We Automate Diagrammatic Reasoning?." *Pattern Recognition* (2020): 107412.