

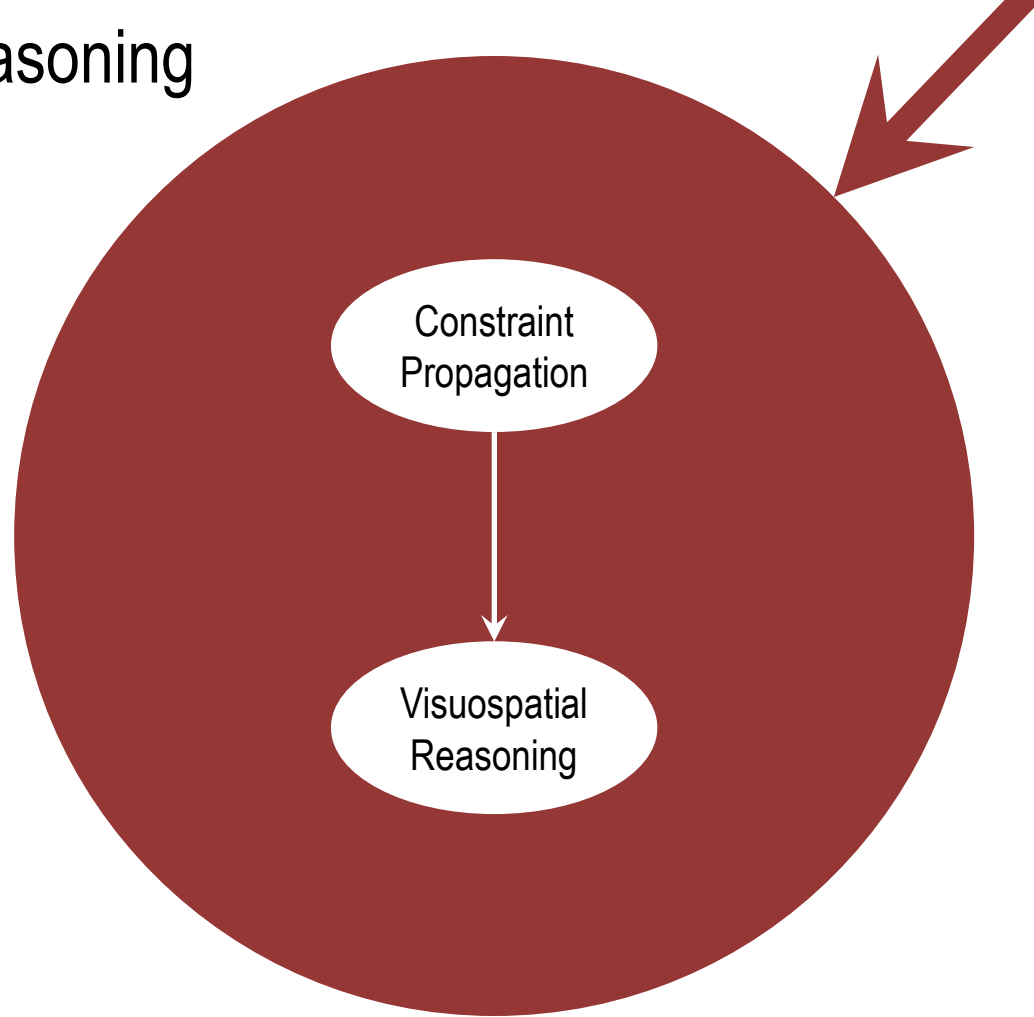


Advanced Topics



Visuospatial Reasoning

Visuospatial Reasoning

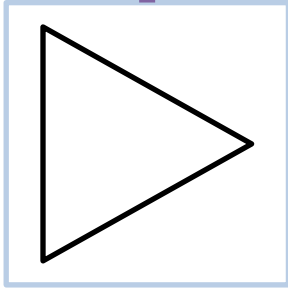


Visuospatial Knowledge: Knowledge wherein causality is, at most, implicit.

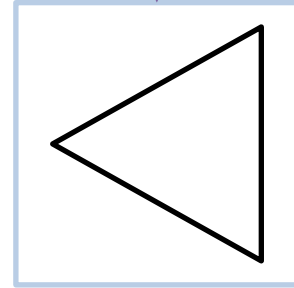
Visuospatial Knowledge: Knowledge wherein causality is, at most, implicit.

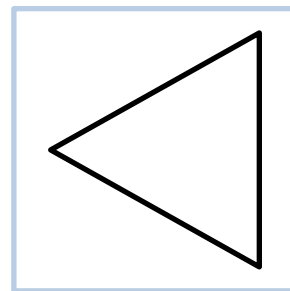
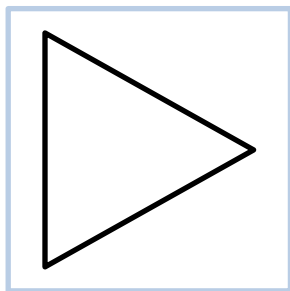


Shape
name : x
shape : triangle
rotation : 90°



Shape
name : x
shape : triangle
rotation : 270°





Measure

key : G

style : pop

tempo : 90



Measure

key : B

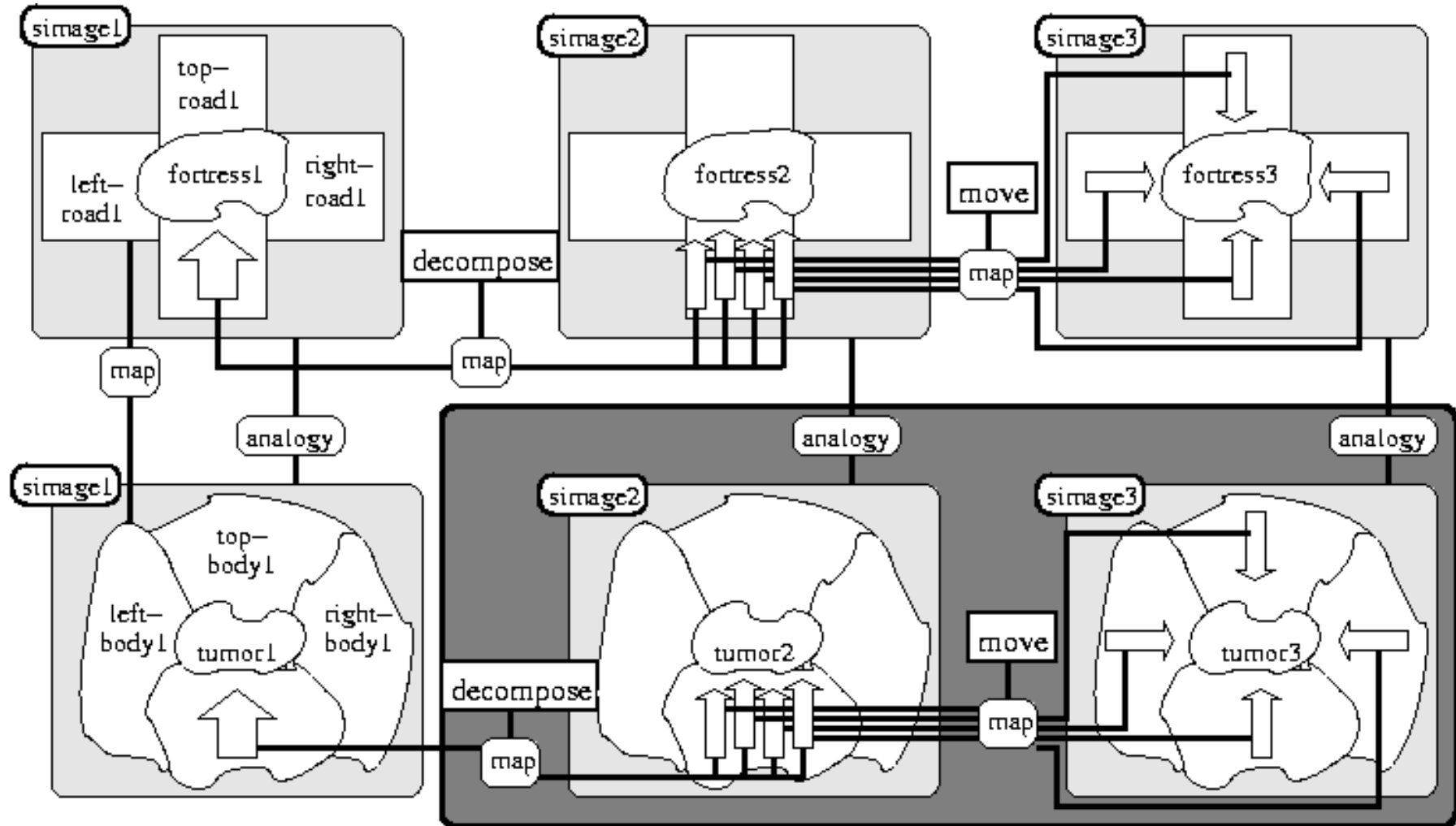
style : pop

tempo : 90

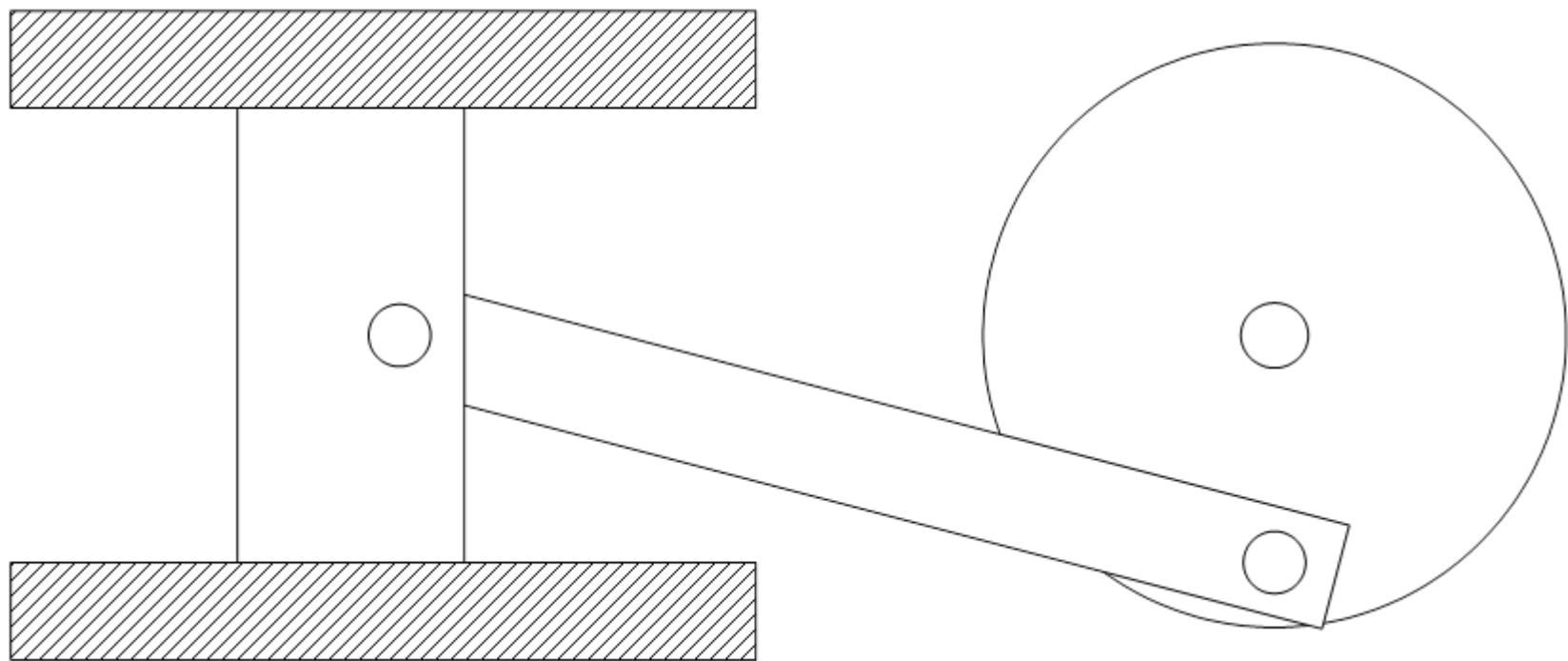


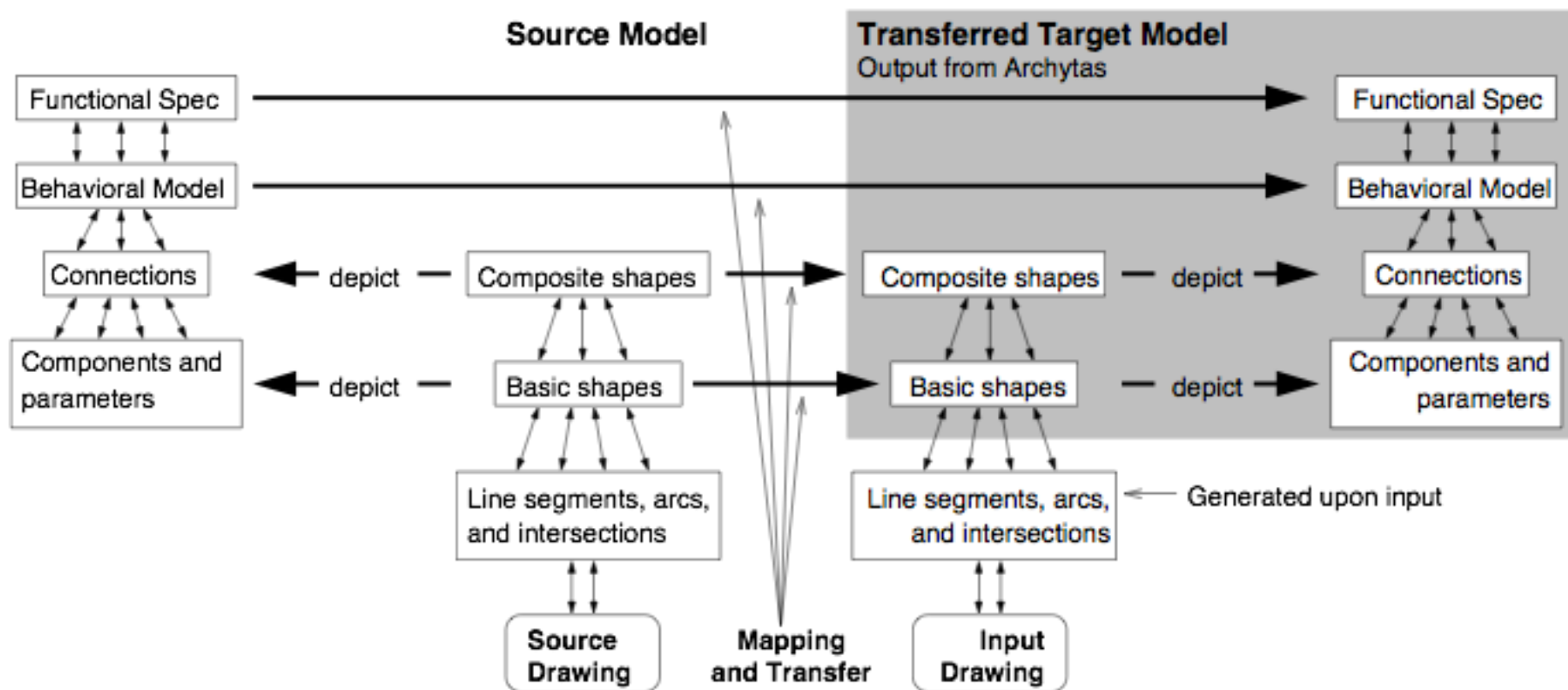


Content	Visuospatial	Verbal
	Appearance: What and Where	Arbitrary: Driven by Inferential Needs
Encoding	Analogical: Structural Correspondence	Propositional: No Correspondence

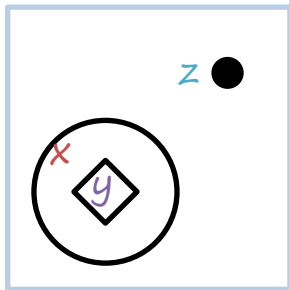


System Output

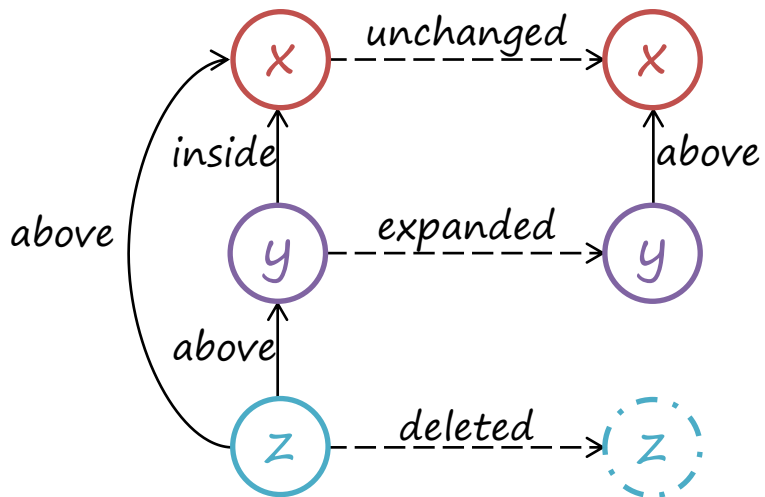
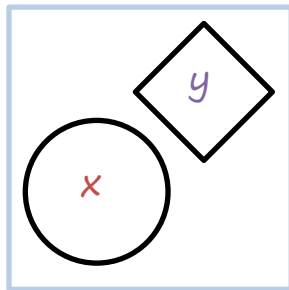




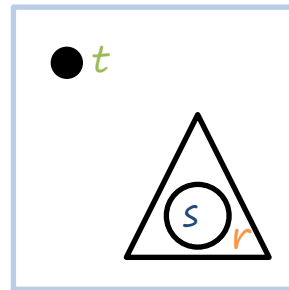
A



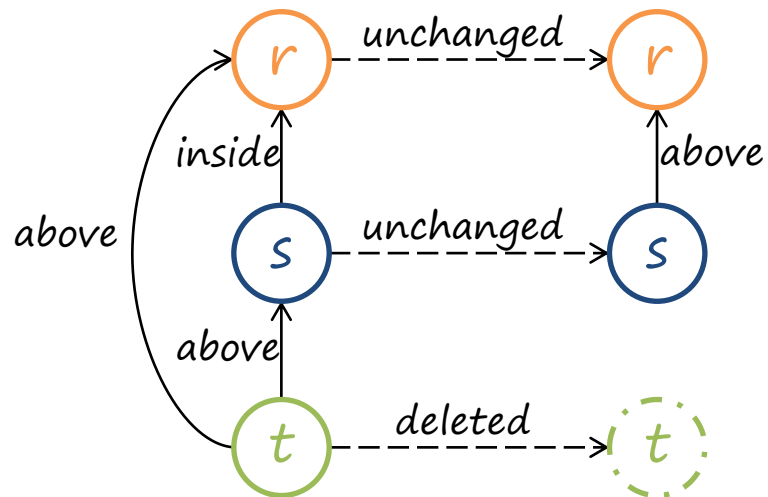
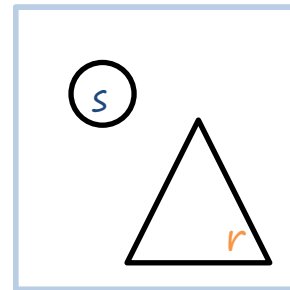
B



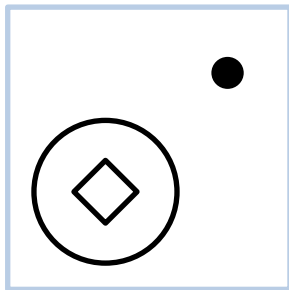
C



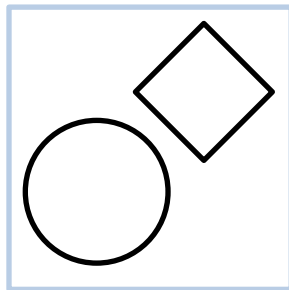
5



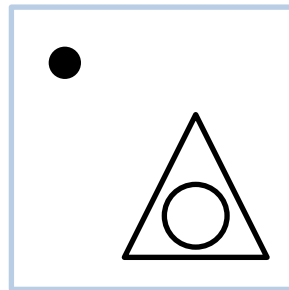
A



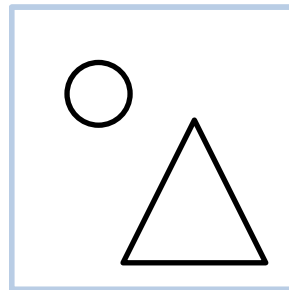
B




C



5





Systems Thinking

Systems Thinking:

Reasoning about systems with numerous components and processes at multiple, potentially invisible, levels of abstraction.

Today, an extremely serious earthquake of magnitude 8.5 hit Lower Slabovia, killing 25 people and causing \$500 million in damage. The President of Lower Slabovia said that the hard-hit area near the Sadie Hawkins fault has been a danger zone for years.

Today, the **President of Lower Slabovia** killed **25** proposals totaling **\$500 million** for research in **earthquake** prediction. Our Lower Slabovian correspondent calculates that **8.5** research proposals are rejected for every one approved. There are rumors that the President's science advisor, **Sadie Hawkins**, is at **fault**.

Restaurant Script

Script

script : restaurant

track : formal dining

props : tables, menu, check,
money, F = food, P = place

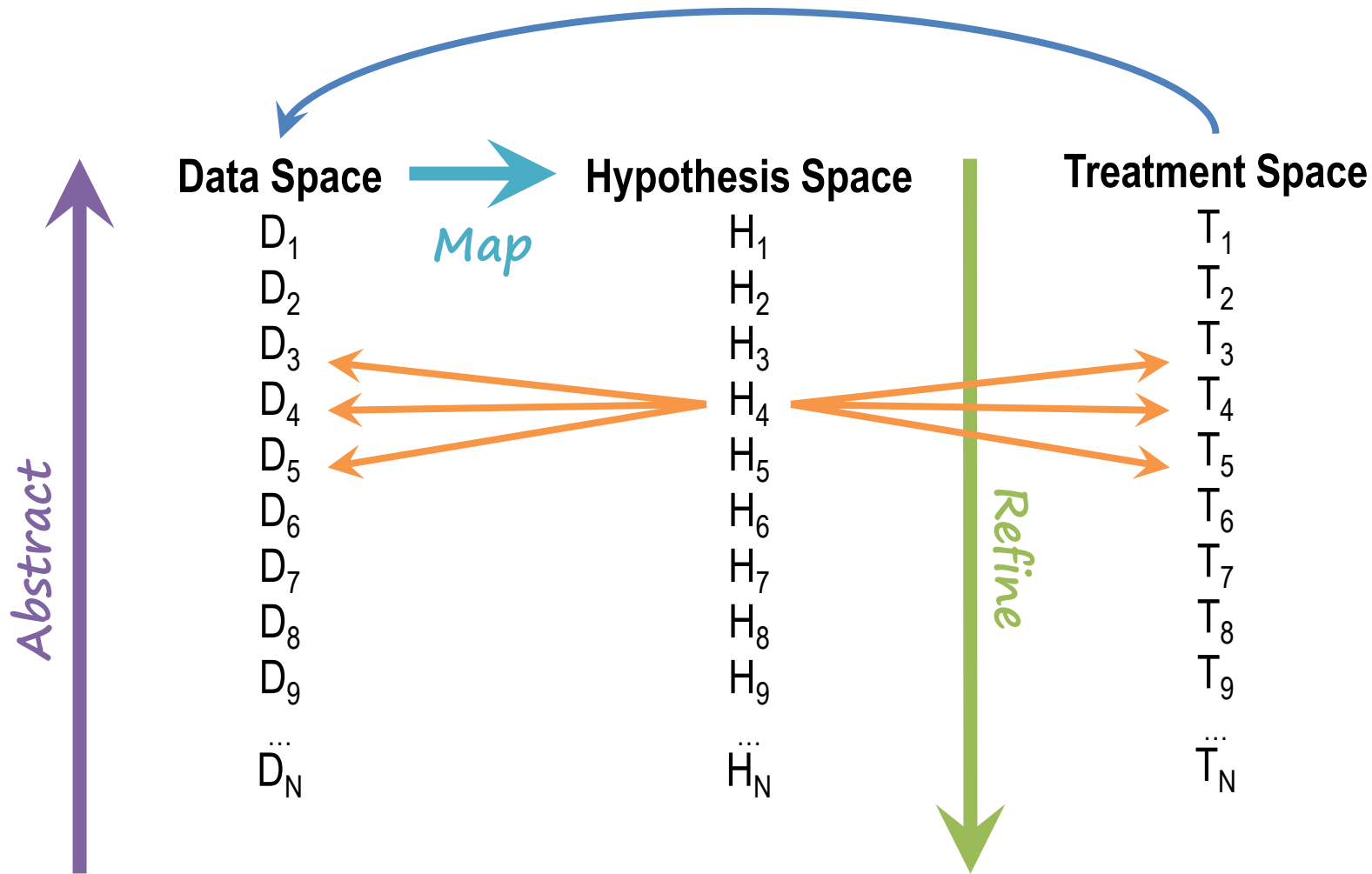
roles : S = customer, W = waiter,
C = cook, M = cashier,
O = owner

entry : S is hungry, S has money

result : S has less money,
O has more money,
S is not hungry,
S is pleased

scenes :





Function Models: Three Types

Light bulb
circuit

Function:
Create Light

Stimulus:
External
Force

State
Beginning

Light

Lumens:
0fc

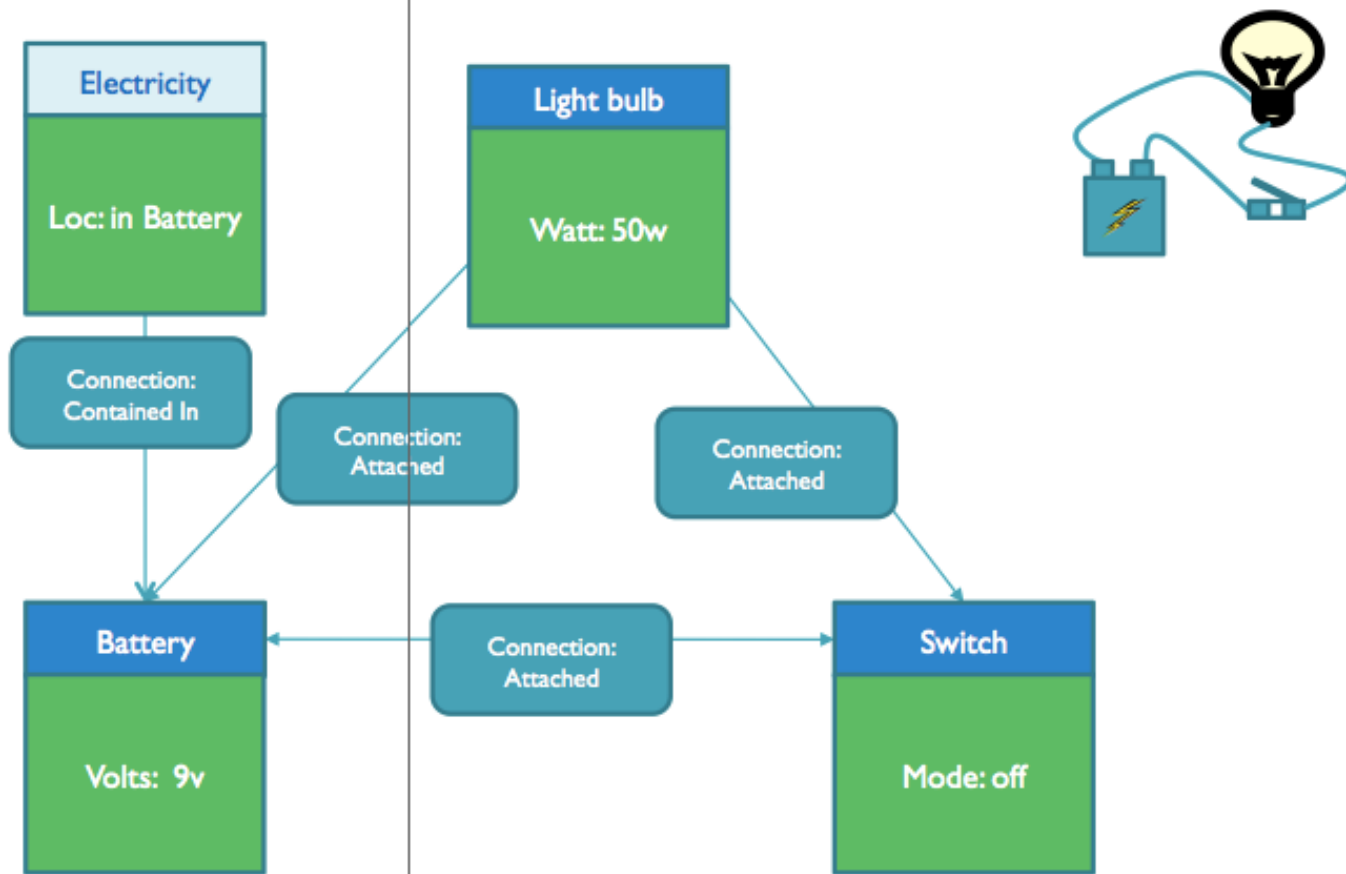
State
Objective

Light

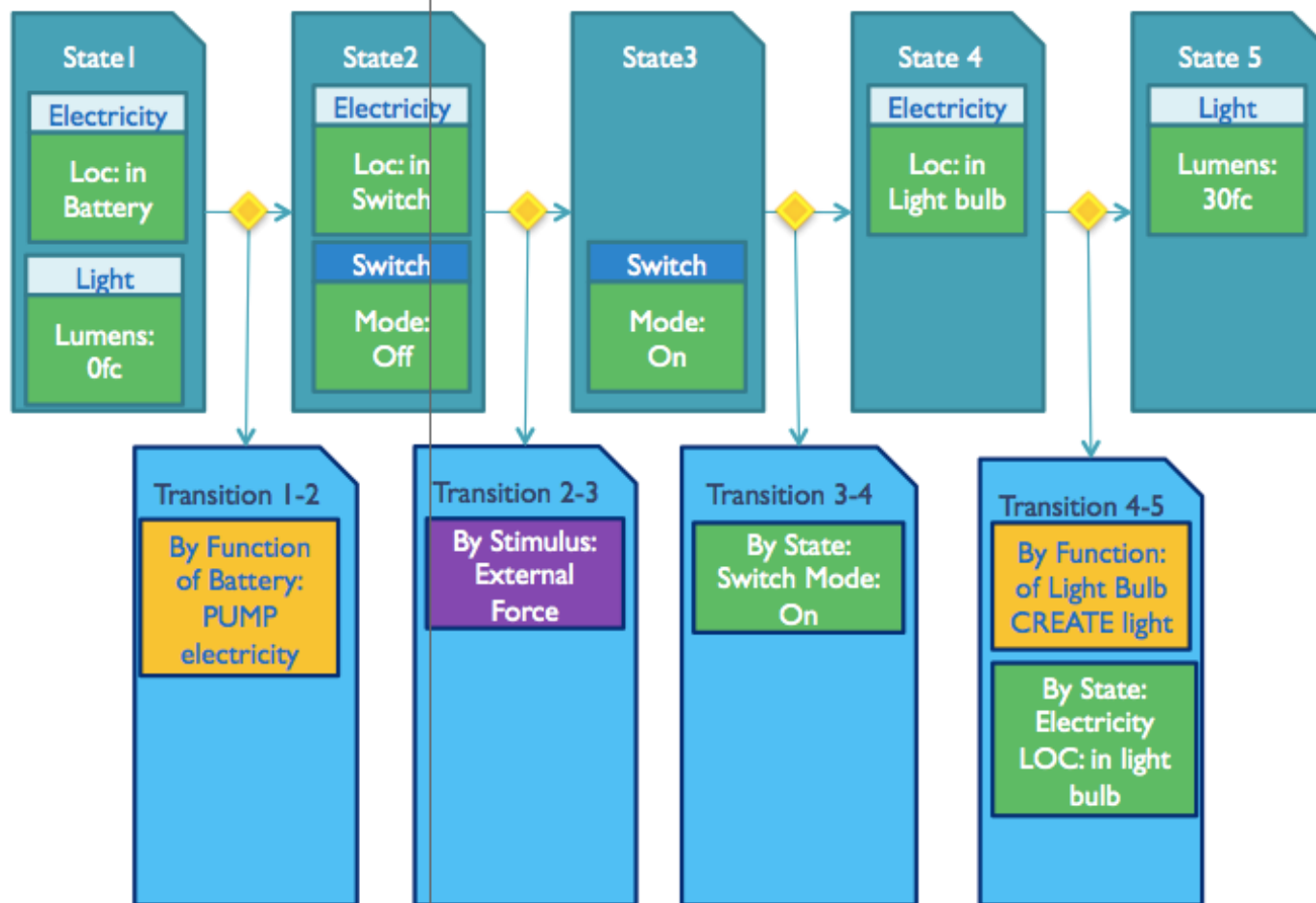
Lumens:
30fc



Structure Model: Light Circuit



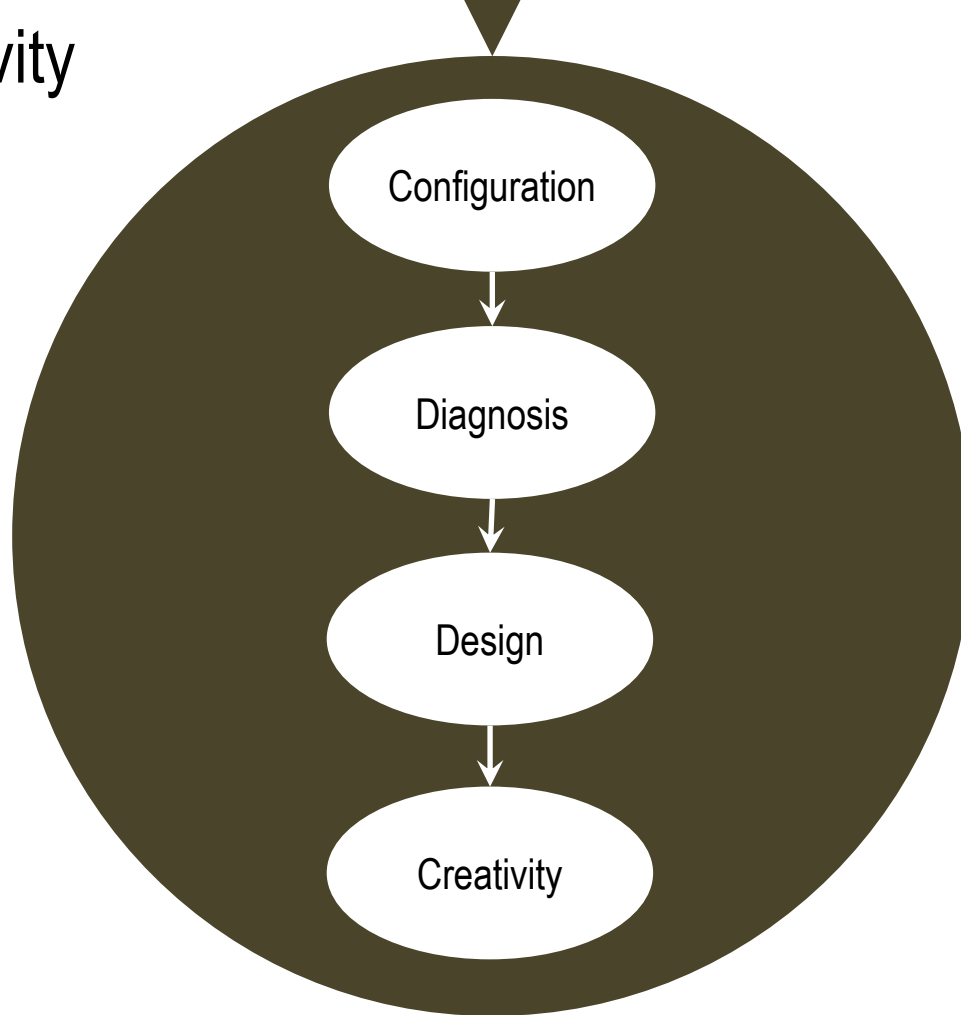
Behavior: Create Light





Design

Design & Creativity



Design Thinking:

*Reasoning about ill-defined, unconstrained, open problems
that are situated in the world.*

Order:

A chair that weighs over 200g, costs at most \$20 to make, and has 4 legs.

Materials Table

Material	Cost per gram
Plastic	\$0.01
Wood	\$0.05
Metal	\$0.10

Chair

mass : 250g
cost : \$20
legs : ●
seat : ●
arms : ●
back : ●

Chair Legs

count : 4
size : 25g
material : wood
cost : \$5.00

Chair Seat

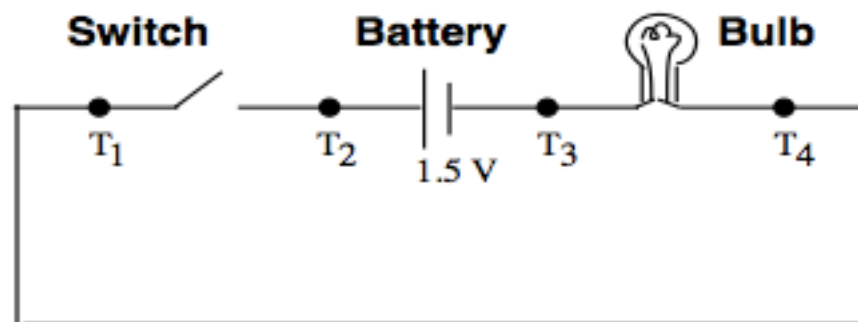
size : 50g
material : metal
cost : \$5.00

Chair Arms

size : 50g
material : metal
cost : \$5.00

Chair Back

size : 50g
material : metal
cost : \$5.00



DESIRED DESIGN:

GIVEN:

?SUB
?prop1: ?val12

MAKES:

?SUB
?prop1: ?val22

BY-BEHAVIOR: Behavior B2

CANDIDATE DESIGN:

GIVEN:

?SUB
?prop1: ?val11

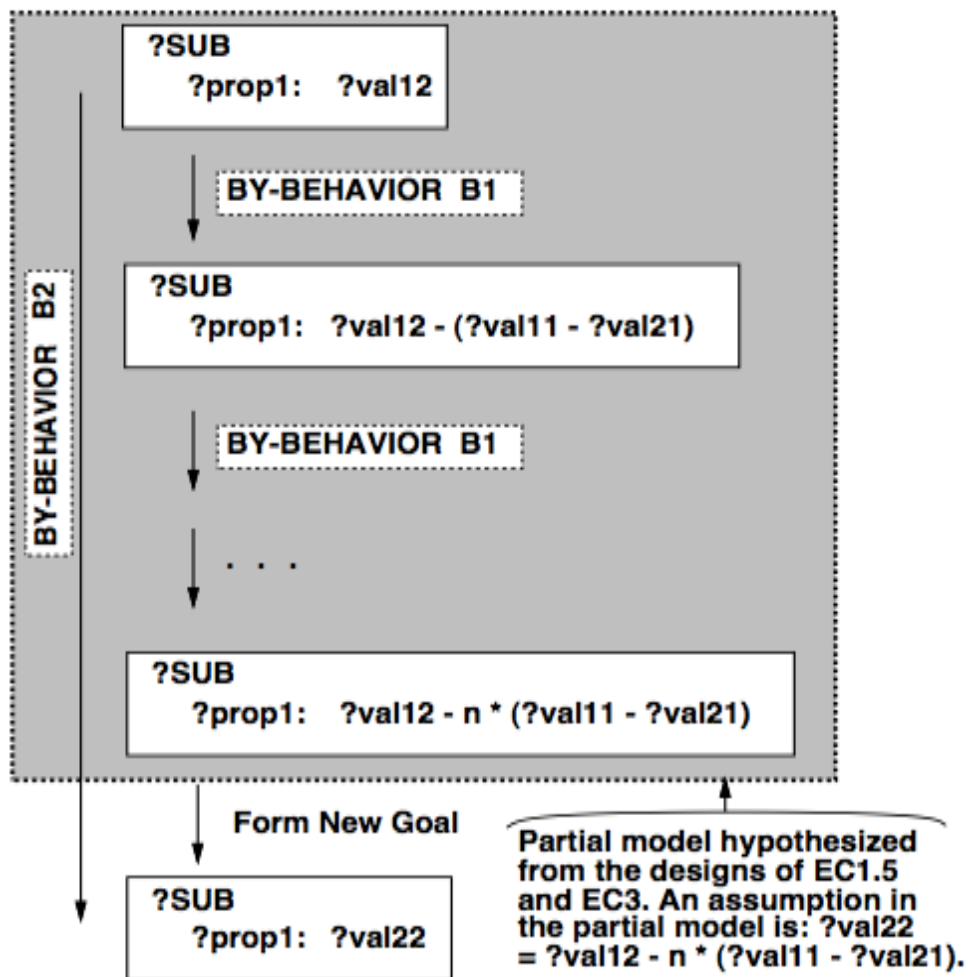
MAKES:

?SUB
?prop1: ?val21

BY-BEHAVIOR: Behavior B1

CONDITION:

?val22 ~ ?val12 >> ?val21 ~ ?val11





Creativity

What is creativity?

A non-obvious, desirable product.

Please also post your answer on the class forum.

Something is creative
if it is...

- Novel
- Valuable
- Unexpected

Some other processes of
creativity:

- Emergence
- Re-representation
- Serendipity

For each of the following tasks, mark the box if successful completion of a task would mean that the agent is creative.

- Performing well on Raven's Progressive Matrices
- Solving the stacked blocks problem
- Configuring a chair based on input parameters
- Diagnosing an illness in a patient
- Designing a route to a new destination
- Correctly classifying new types of animals
- Using a chair to prop open a door
- Deciding between multiple strategies for a problem
- Designing a new car based on a new fuel source

Do you agree with David's assessment that none of these results are creative because we can trace through the underlying process that led to them?

- o Yes, because in order for a result to be creative, it must be novel, and output of an algorithm cannot be novel.
- o Yes, because given a set of input, the output will always be the same; therefore, the product can never be unexpected.
 - o No, because it defines creativity in terms of the output rather than the process.
 - o No, because under this definition, humans are only considered creative because we don't know how the brain works yet.



AI Ethics

*Visuospatial Reasoning:
Reasoning wherein causality
is, at most, implicit.*

