

Abstraction and Analogy in Artificial Intelligence

Melanie Mitchell

Santa Fe Institute

A PROPOSAL FOR THE
DARTMOUTH SUMMER RESEARCH PROJECT
ON ARTIFICIAL INTELLIGENCE

J. McCarthy, Dartmouth College
M. L. Minsky, Harvard University
N. Rochester, I.B.M. Corporation
C.E. Shannon, Bell Telephone Laboratories

August 31, 1955

We propose that a 2 month, 10 man study of artificial intelligence be carried out during the summer of 1956 at Dartmouth College in Hanover, New Hampshire. The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves. We think that a significant advance can be made in one or more of these problems if a carefully selected group of scientists work on it together for a summer.

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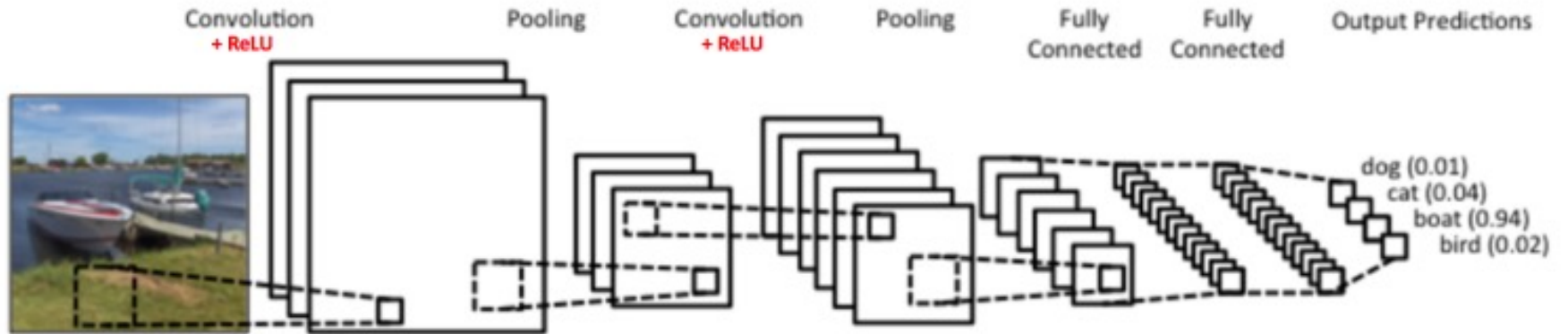
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Deep neural networks:



<https://ujjwalkarn.me/2016/08/11/intuitive-explanation-convnets/>

ImageNet Object-Recognition Competition

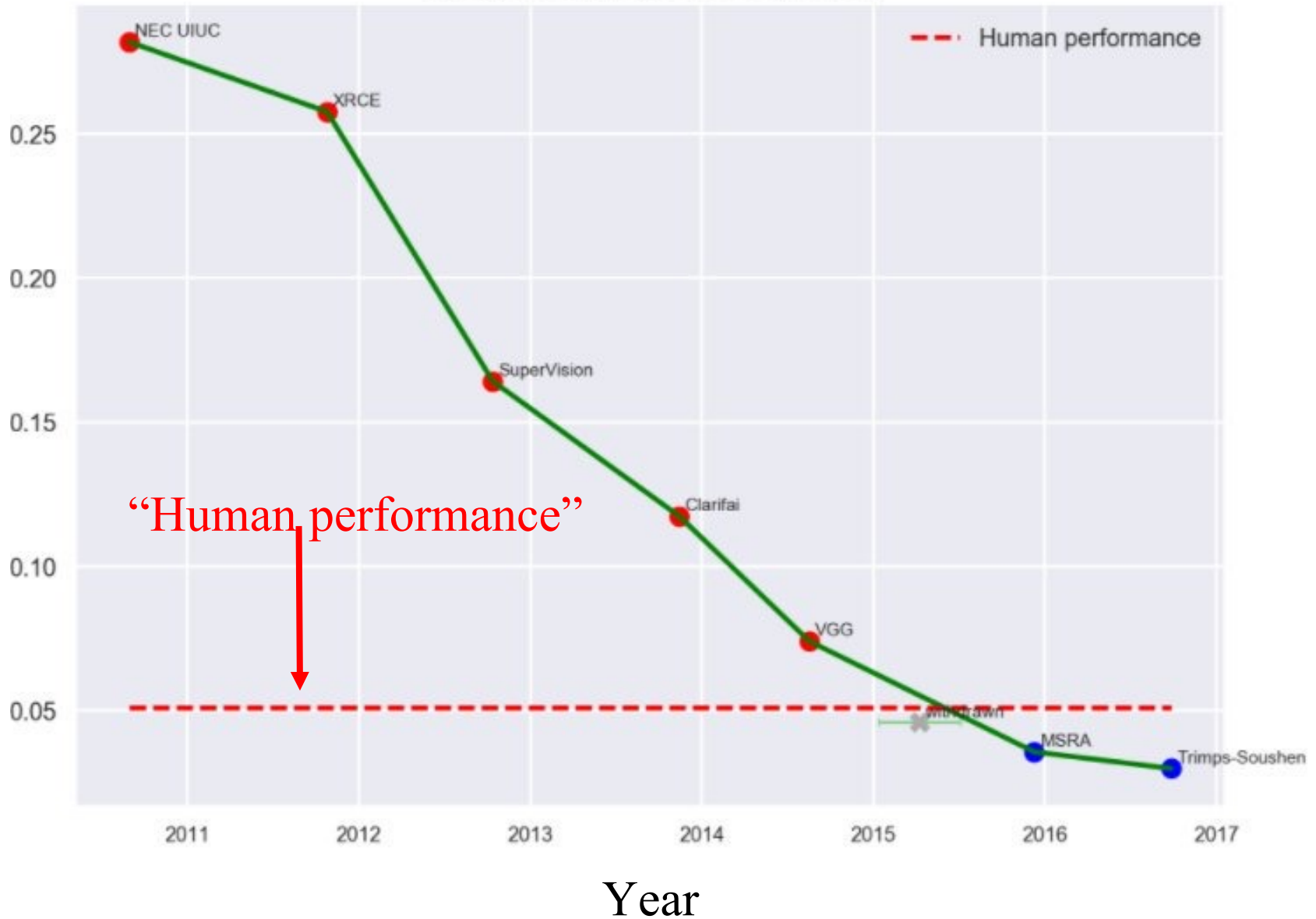
Train on 1.2 million human-labeled images

Test on 500K images

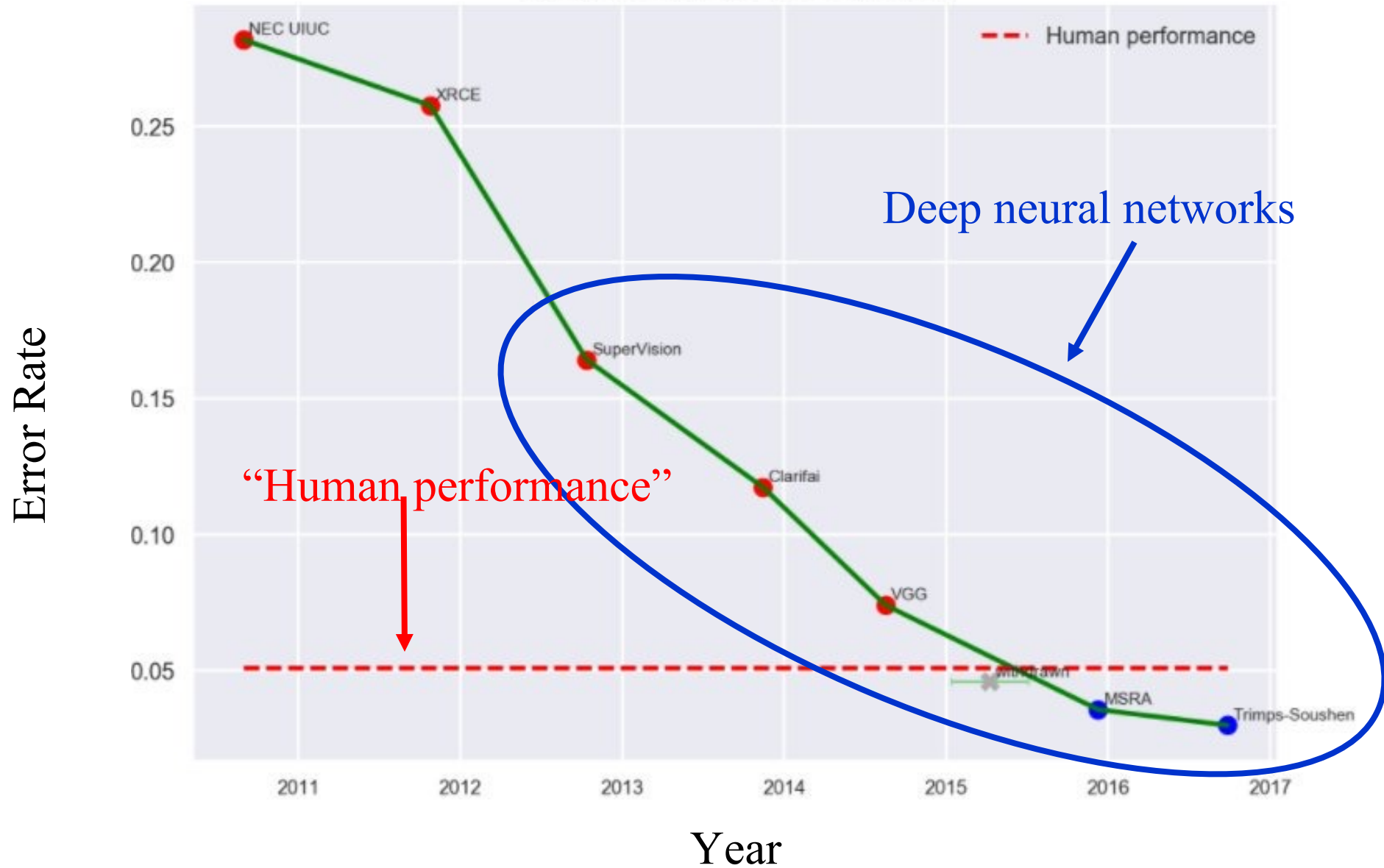


ImageNet Object Recognition

Error Rate



ImageNet Object Recognition



What Are These Machines Learning?

What Are These Machines Learning?



“Animal”



“No Animal”

What Are These Machines Learning?

Alcorn, Michael A., et al. "Strike (with) a Pose: Neural Networks Are Easily Fooled by Strange Poses of Familiar Objects." *arXiv preprint arXiv:1811.11553* (2018).



fire truck 0.99

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fire truck 0.99

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fire truck 0.99

school bus 0.98

fireboat 0.98

bobsled 0.79

What Are These Machines Learning?

5' 0°



5' 15°



10' 0°



10' 30°



40' 0°

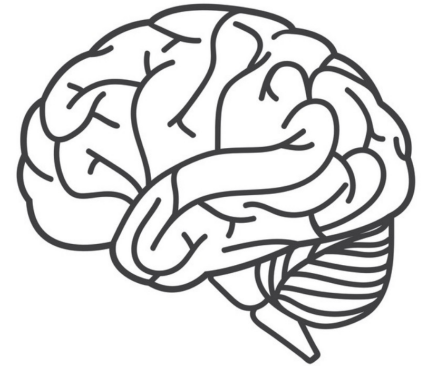
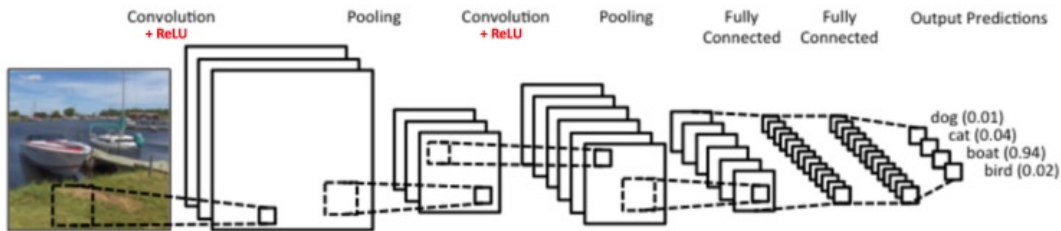


“Speed Limit 80”

Evtimov et al., “Robust Physical-World Attacks on Deep Learning Models”, 2017

“Perceptual Categories” versus **Concepts**

“Perceptual Categories” versus Concepts



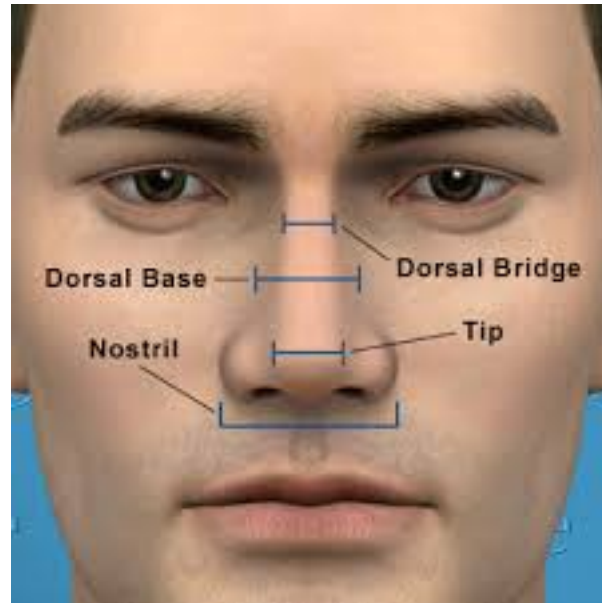
“Bridge”

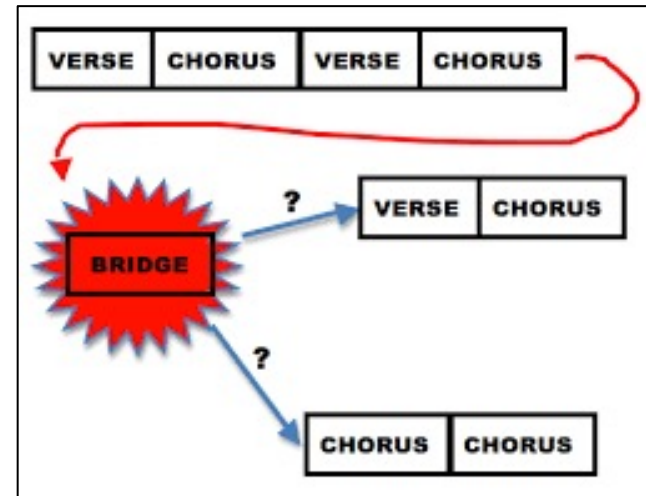
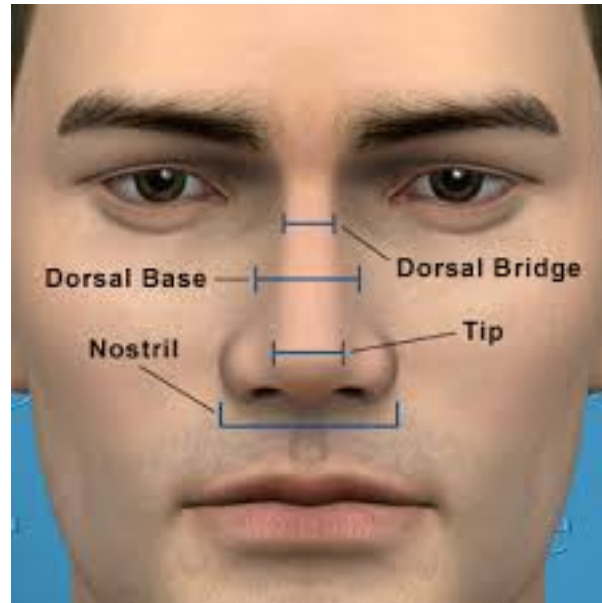
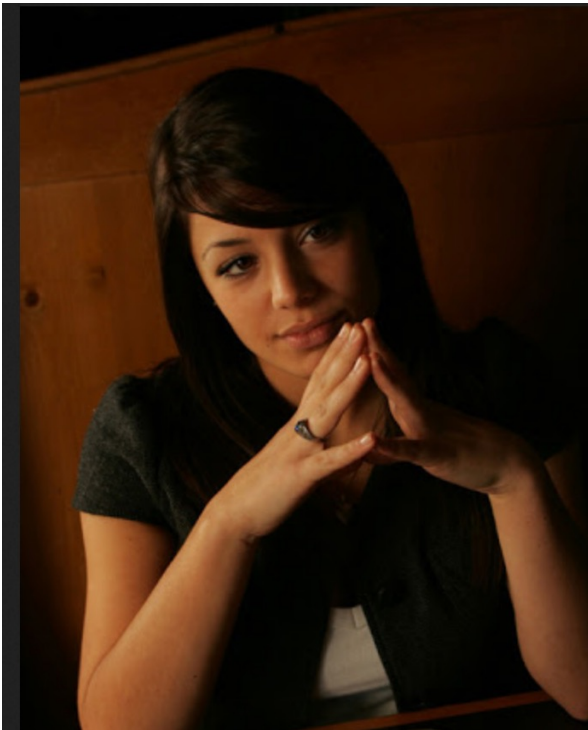












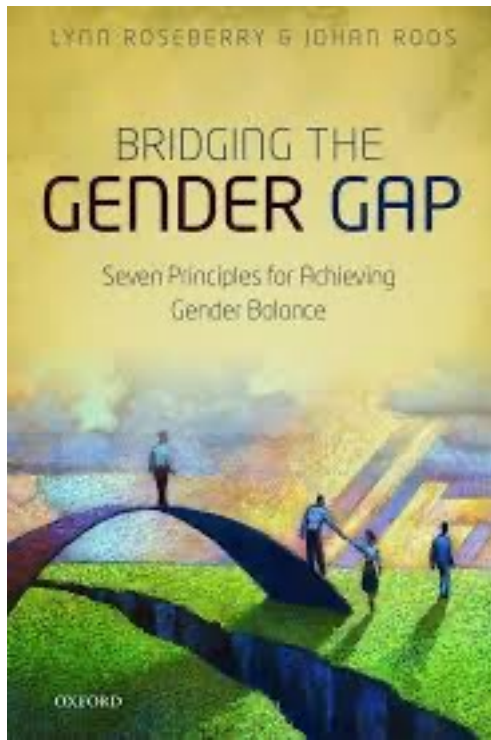
LYNN ROSEBERRY & JOHN ROOS

BRIDGING THE GENDER GAP

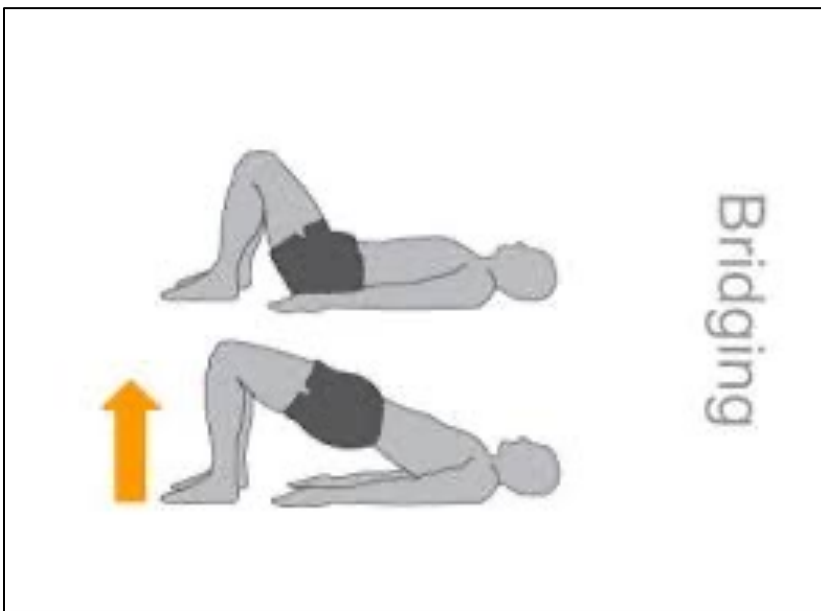
Seven Principles for Achieving
Gender Balance



OXFORD

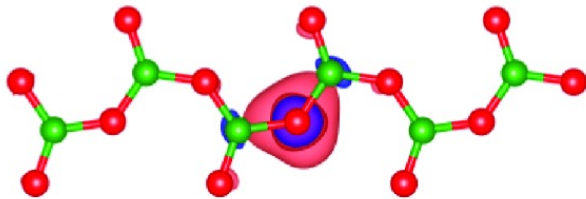


Biden says he's a 'bridge' to new 'generation of leaders' while campaigning with Harris, Booker, Whitmer

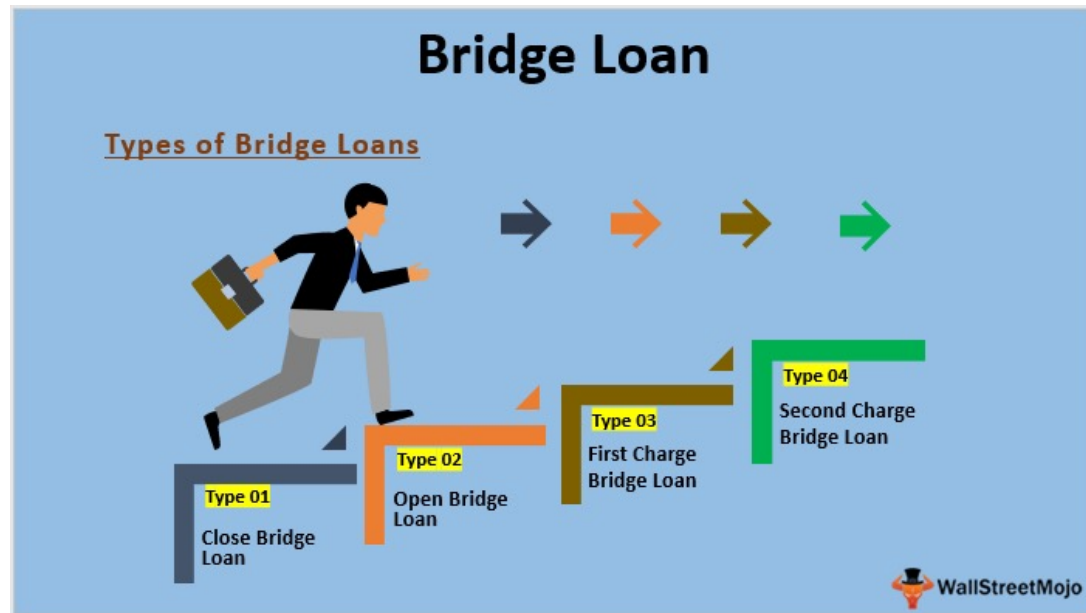
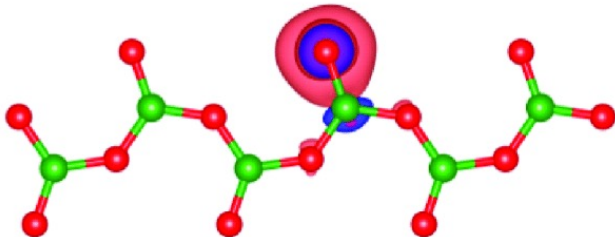


“Don't burn your bridges”

(a) bridging oxygen



(b) non-bridging oxygen



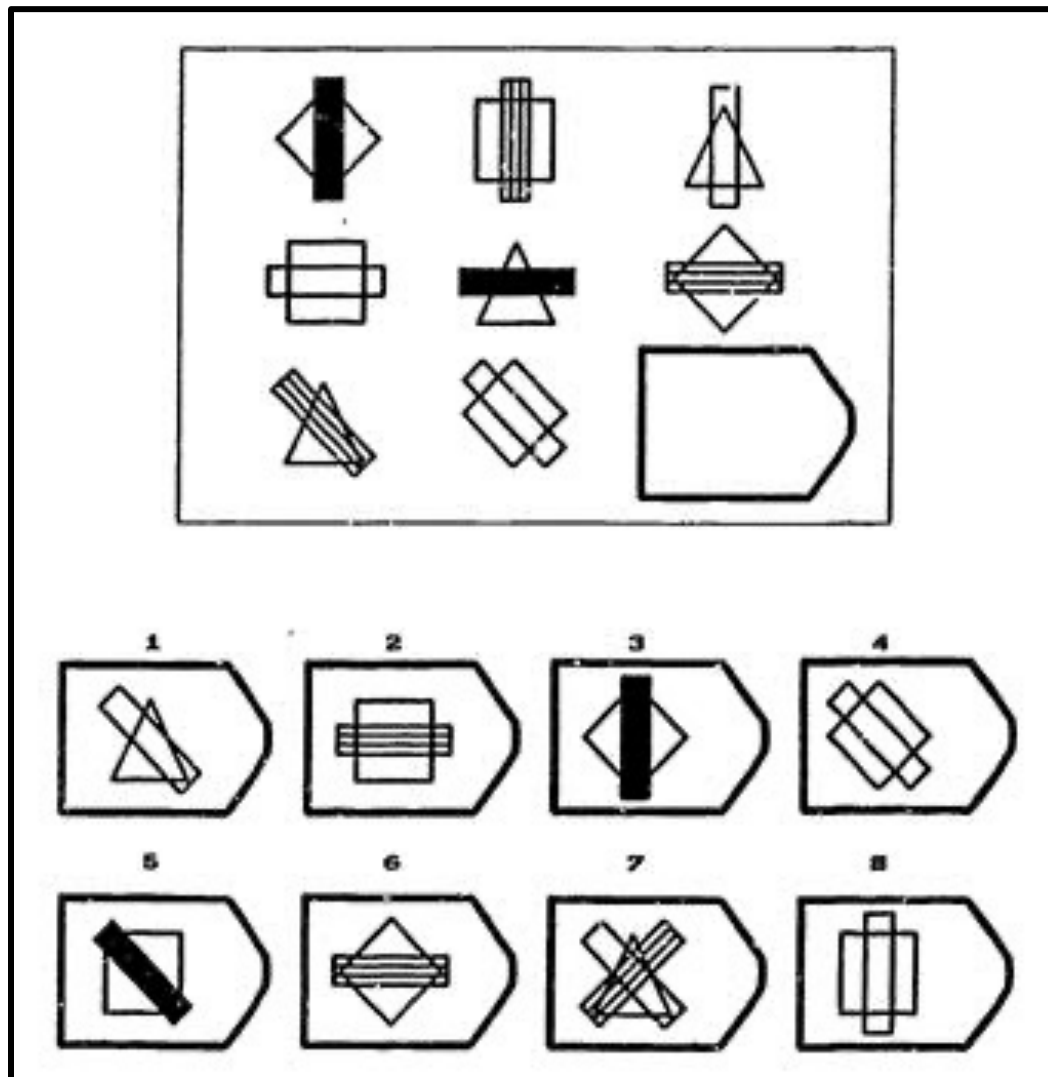
“A concept is a package of analogies.”

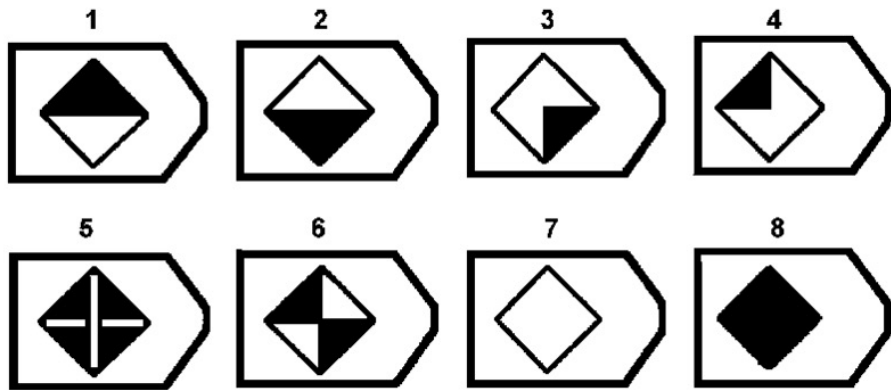
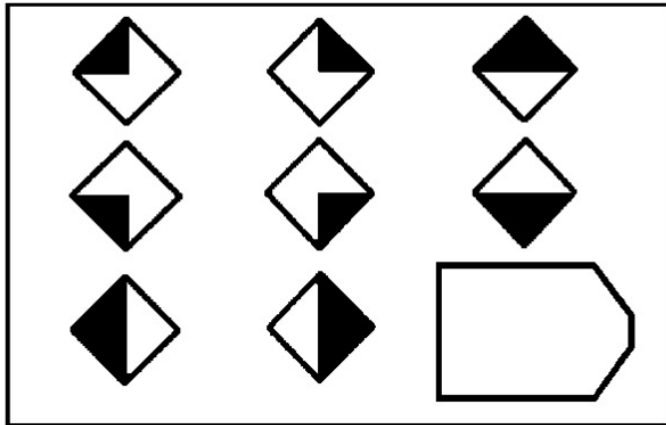
—D. Hofstadter, *Analogy as the Core of Cognition*

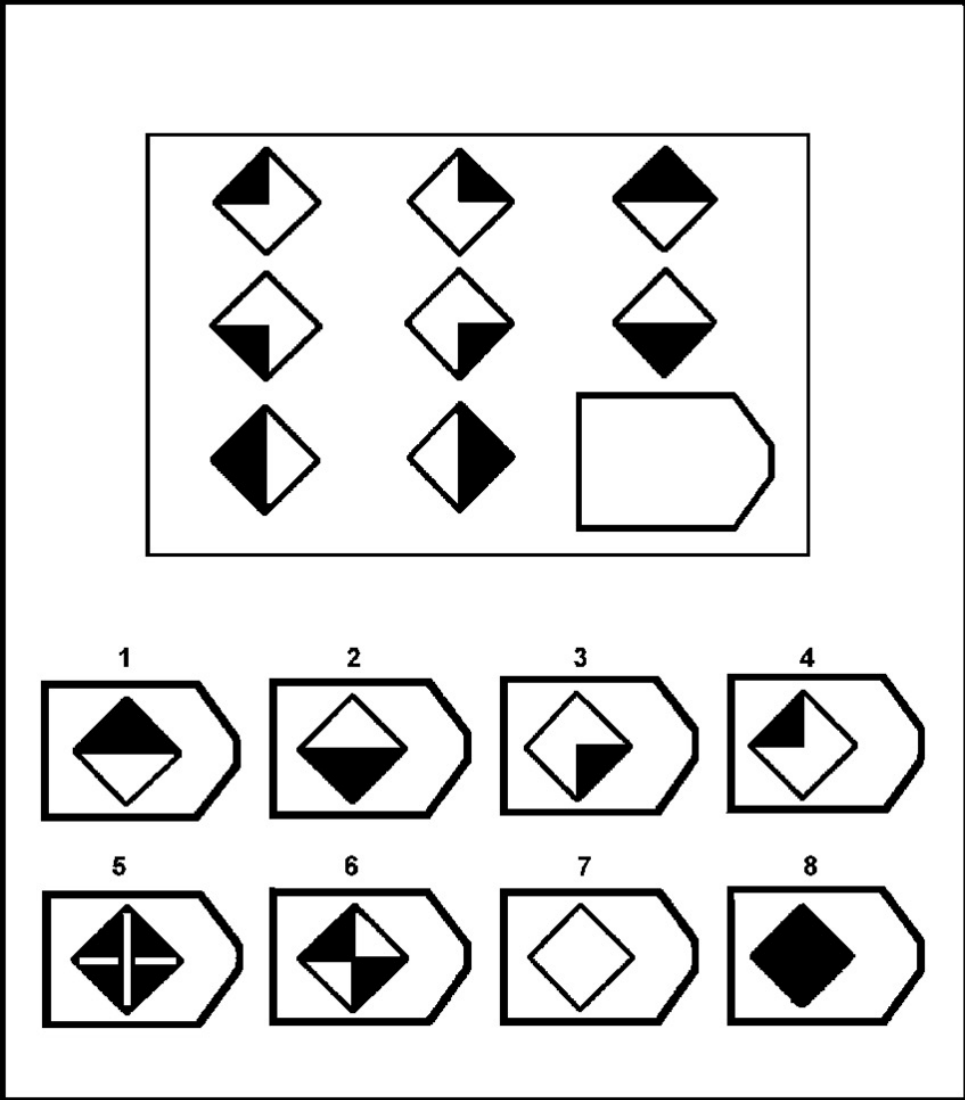
How can we get machines to learn *concepts*
(rather than perceptual categories) and make
analogies?

Deep Learning Approaches

Raven's Progressive Matrices



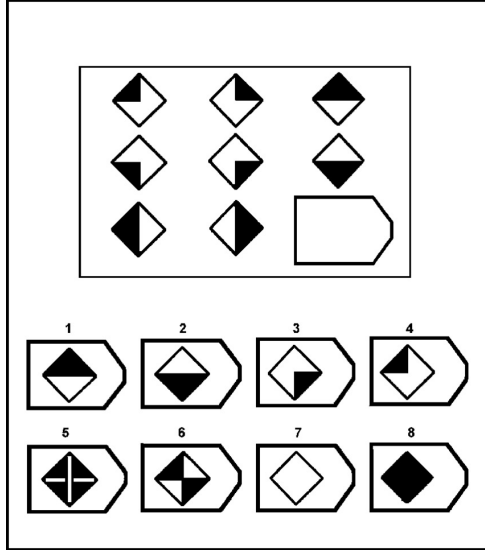




“highly correlated with human intelligence.”

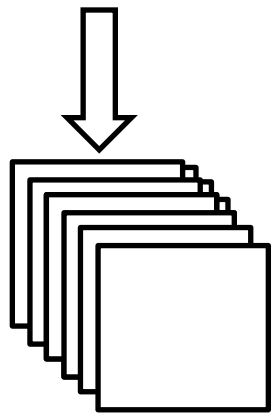
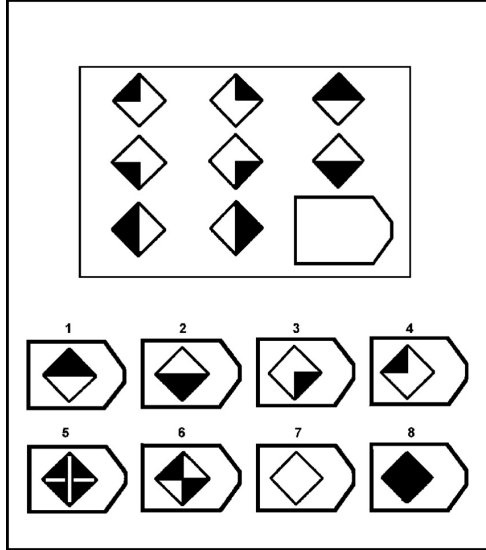
Deep learning approaches

Zhou et al, 2020, "Solving Raven's Progressive Matrices with Neural Networks"



Deep learning approaches

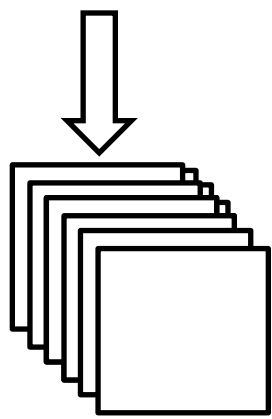
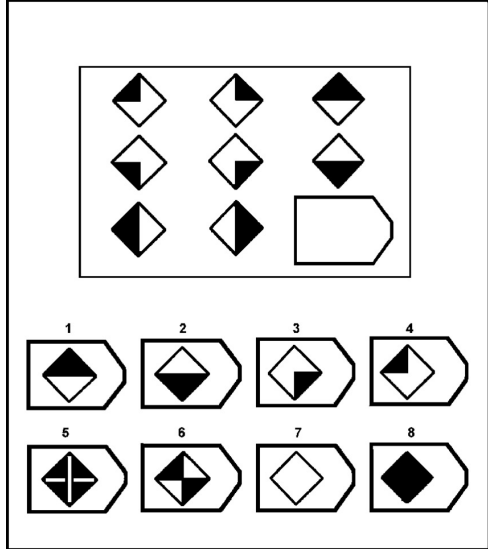
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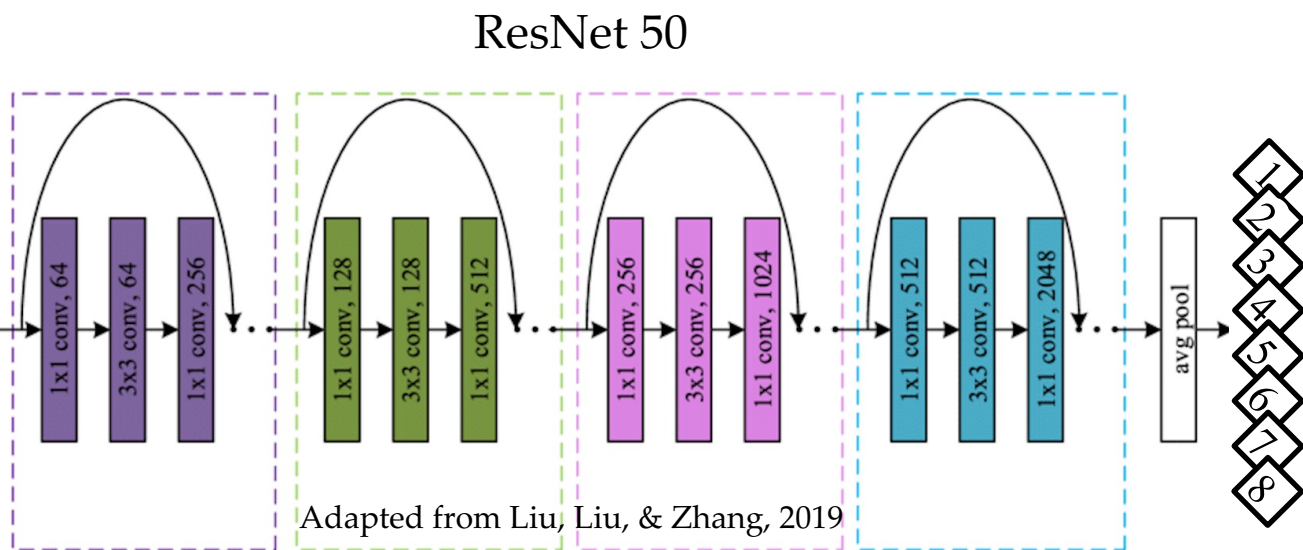
16 images (8 in
problem
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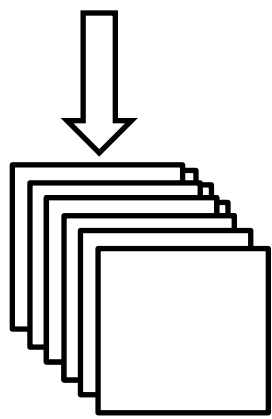
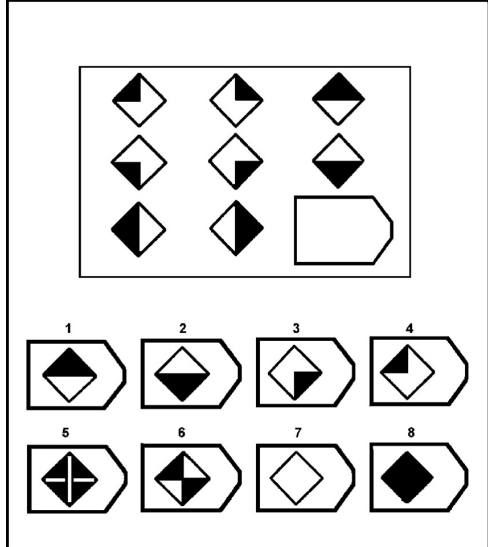
16 images (8 in problem matrix, 8 possible answers)



Probability distribution over the 8 possible answers

Deep learning approaches

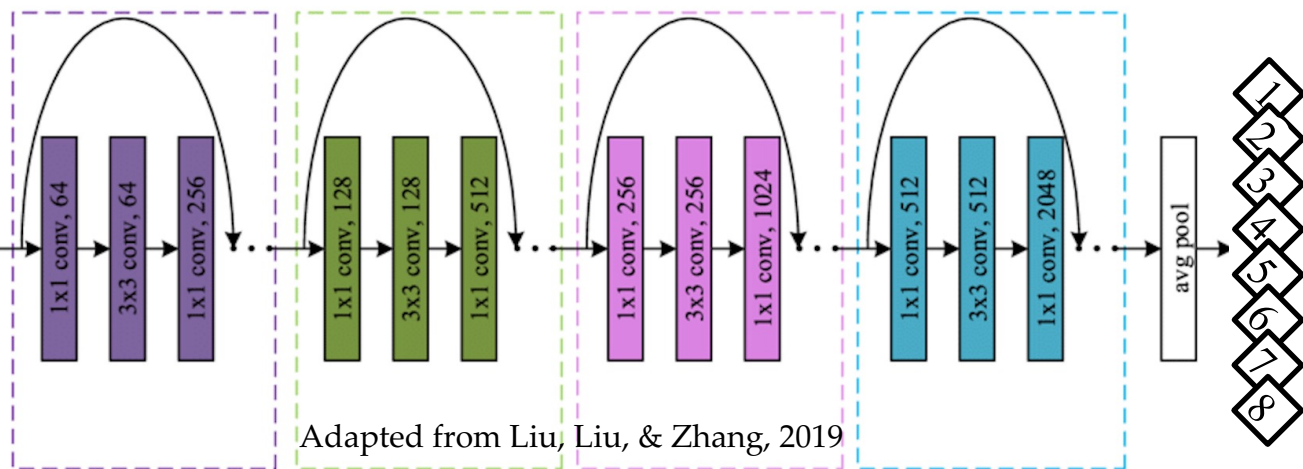
Zhou et al, 2020, "Solving Raven's Progressive Matrices with Neural Networks"



16 images (8 in problem matrix, 8 possible answers)

42,000 training examples (problems)
14,000 test examples

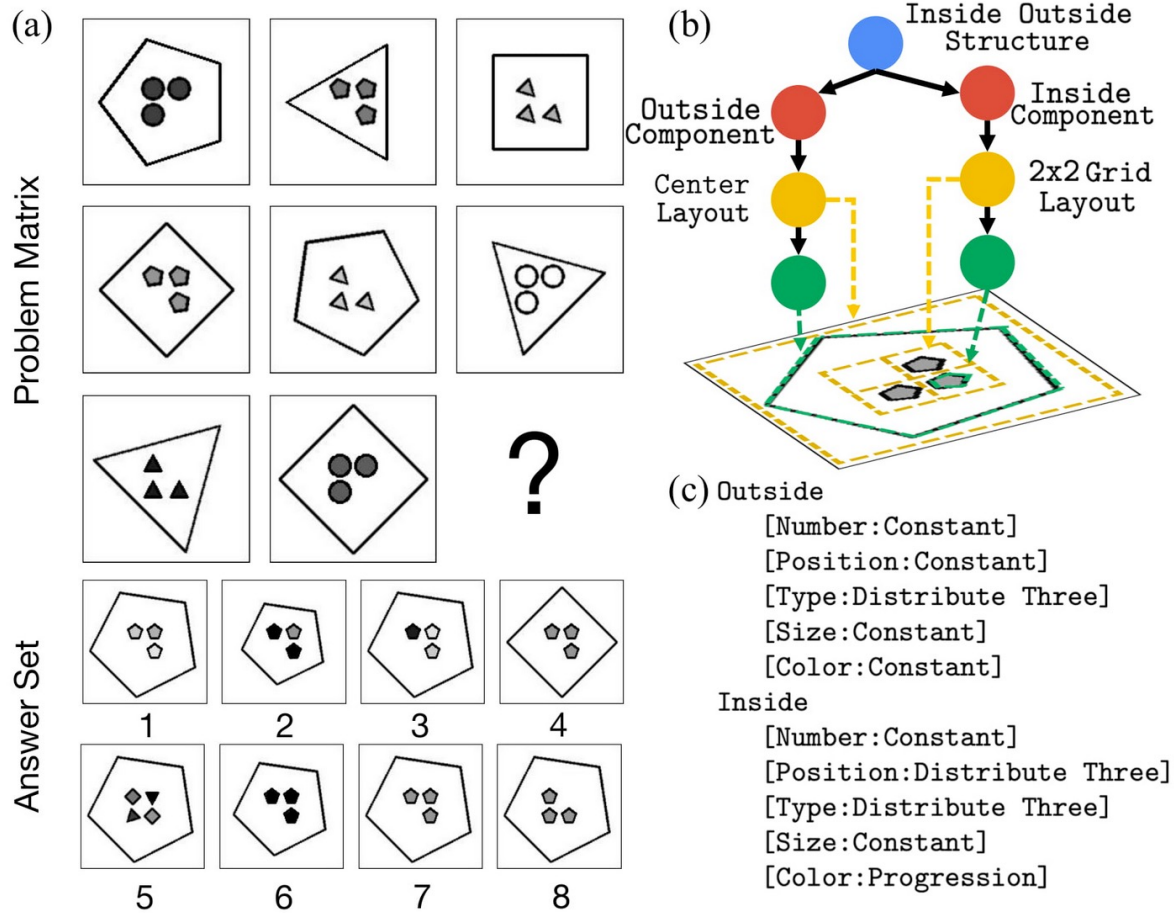
ResNet 50



Adapted from Liu, Liu, & Zhang, 2019

Probability distribution over the 8 possible answers

RAVENS dataset is generated using a stochastic image grammar



Results:

Zhou et al, 2020, “Solving Raven's Progressive Matrices with Neural Networks”

Table 2. Testing accuracy of different models in supervised manner. Avg denotes the average accuracy of each model.

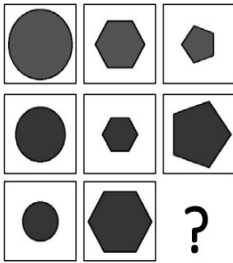
Method	<i>Avg</i>	<i>Center</i>	<i>2*2Grid</i>	<i>3*3Grid</i>	<i>L-R</i>	<i>U-D</i>	<i>O-IC</i>	<i>O-IG</i>
LSTM	13.07	13.19	14.13	13.69	12.84	12.35	12.15	12.99
WReN	14.69	13.09	28.62	28.27	7.49	6.34	8.38	10.56
CNN	36.97	33.58	30.30	33.53	39.43	41.26	43.20	37.54
ResNet-18+MLP	53.43	52.82	41.86	44.29	58.77	60.16	63.19	53.12
LSTM+DRT	13.96	14.29	15.08	14.09	13.79	13.24	13.99	13.29
WReN+DRT	15.02	15.38	23.26	29.51	6.99	8.43	8.93	12.35
CNN+DRT	39.42	37.30	30.06	34.57	45.49	45.54	45.93	37.54
ResNet-18+MLP+DRT	59.56	58.08	46.53	50.40	65.82	67.11	69.09	60.11
RseNet-18 (ours, w/o pre-train)	77.18	72.75	57.00	62.65	91.00	89.60	88.40	78.85
RseNet-50 (ours, w pre-train)	86.26	89.45	66.60	67.95	97.85	98.15	96.60	87.20
CoPINet	91.42	95.05	77.45	78.85	99.10	99.65	98.50	91.35
Human	84.41	95.45	81.82	79.55	86.36	81.81	86.36	81.81

Bias in RAVENS dataset

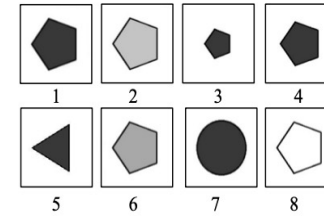
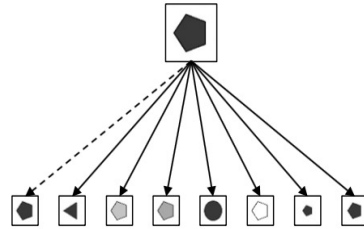
(Hu et al, Hierarchical rule induction network for abstract visual reasoning)

→ **Modify one attribute**
---> **No modification**

Context Matrix



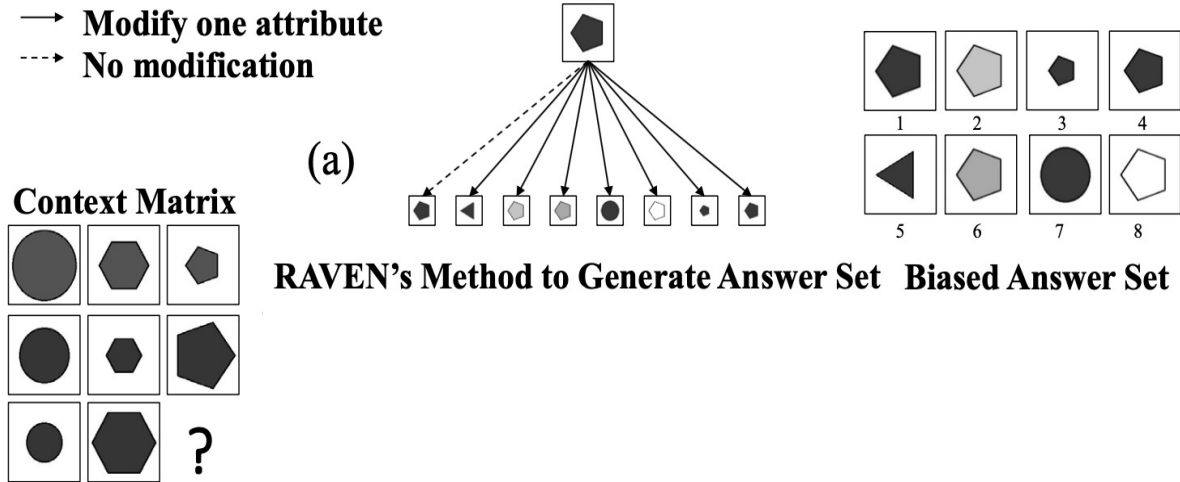
(a)



RAVEN's Method to Generate Answer Set Biased Answer Set

Bias in RAVENS dataset

(Hu et al, Hierarchical rule induction network for abstract visual reasoning)



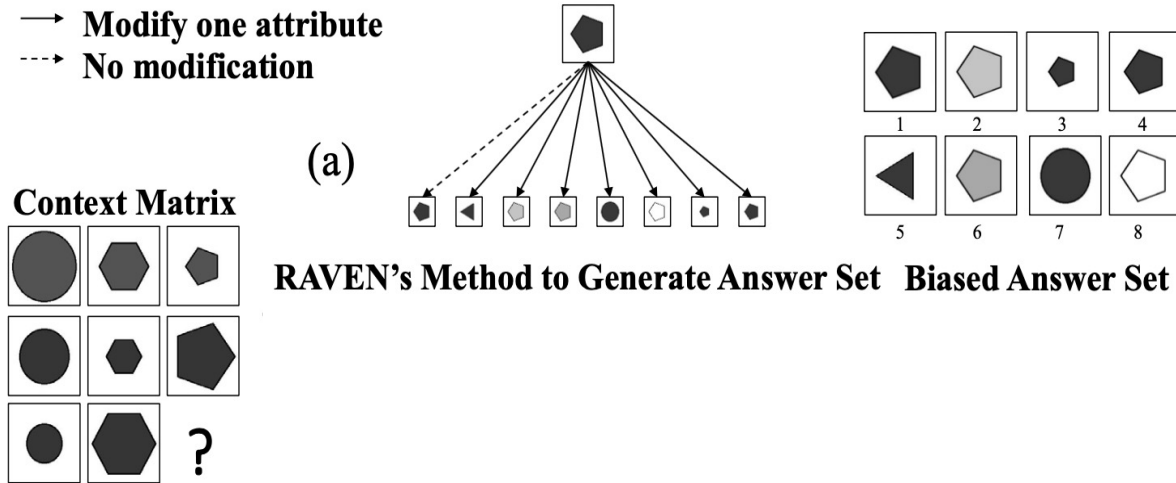
Model	RAVEN	Balanced-RAVEN
ResNet	89.2%	40.3%
Context-blind ResNet	90.1%	12.5%

Table 1. Test on RAVEN and Balanced-RAVEN.

Train on candidate answers
only!

Bias in RAVENS dataset

(Hu et al, Hierarchical rule induction network for abstract visual reasoning)



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Train on candidate answers only!

Many types of deep learning approaches for Ravens-like problems

Wild Relation Network, Barrett et al. 2018

Disentangled Feature Representations, Steenbrugge et al. 2018

Attention Relation Network, Hahne et al. 2019

Contrastive Perceptual Inference Network, Zhang et al, 2019

Logic Embedding Network, Zheng et al., 2019

Multi-Layer Relation Network, Jahrens & Martinetz, 2020

Hierarchical Rule Induction Network, Hu et al., 2020

-
-
-

Deep Learning Approaches

Limitations

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- Requires very large corpus of training examples. Need to generate automatically. Makes NNs susceptible to shortcuts.

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The essence of abstraction and analogy is few-shot learning!

Copycat Architecture

Hofstadter & Mitchell, 1995

Letter-String Analogies

(Hofstadter and Mitchell, 1995)

abc → **abd**

pqrs → **?**

Letter-String Analogies

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abc \rightarrow **abd**

pqrs \rightarrow **?**

abc \rightarrow **abd**

ppqrrss \rightarrow **?**

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abc → **abd**

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ppqrrss → ?

abcd → **dcba**

srqp → ?

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axxd → **abcd**

xqxxx → ?

Letter-String Analogies

(Hofstadter and Mitchell, 1995)

abc → **abd**

pqrs → ?

- Idealized “situations”, with objects, relations, groups, actions, events

abc → **abd**

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Letter-String Analogies

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abc → **abd**

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- Idealized “situations”, with objects, relations, groups, actions, events

abc → **abd**

ppqqrss → ?

- Meant to be a tool for exploring general issues of abstraction and analogy-making

abcd → **dcba**

srqp → ?

axxd → **abcd**

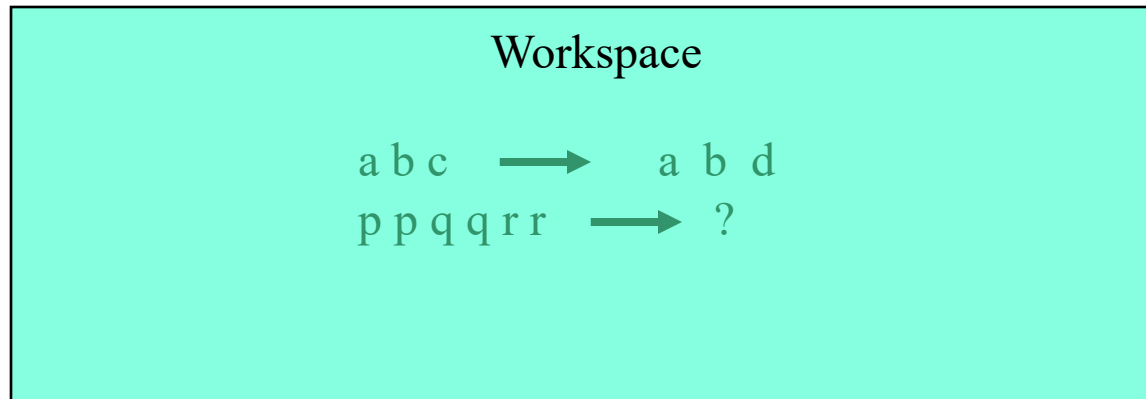
xqxxx → ?

Copycat Architecture

(Mitchell & Hofstadter, 1995, “The Copycat project: A model of mental fluidity and analogy-making”)

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Copycat Architecture

Concept network

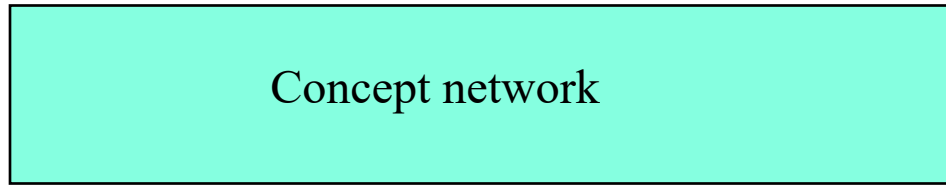
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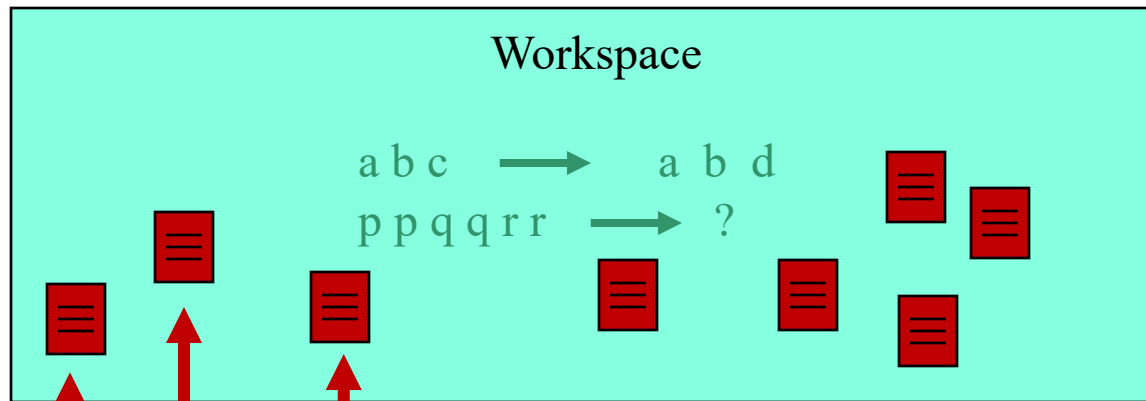
Workspace

a b c → a b d
p p q q r r → ?

Copycat Architecture

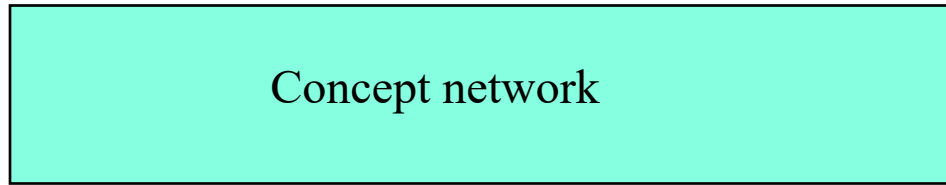


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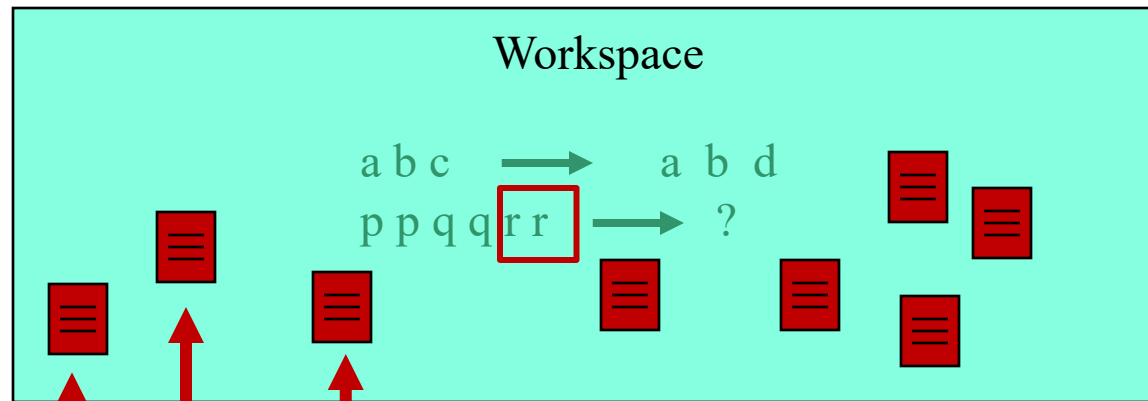


Perceptual agents (codelets)

Copycat Architecture

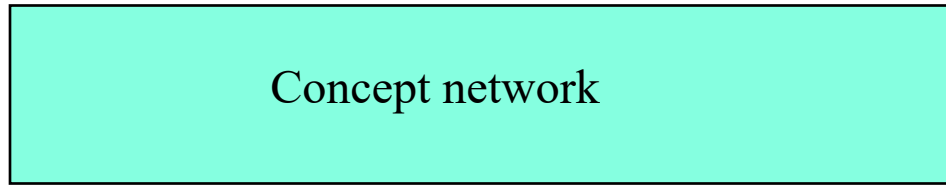


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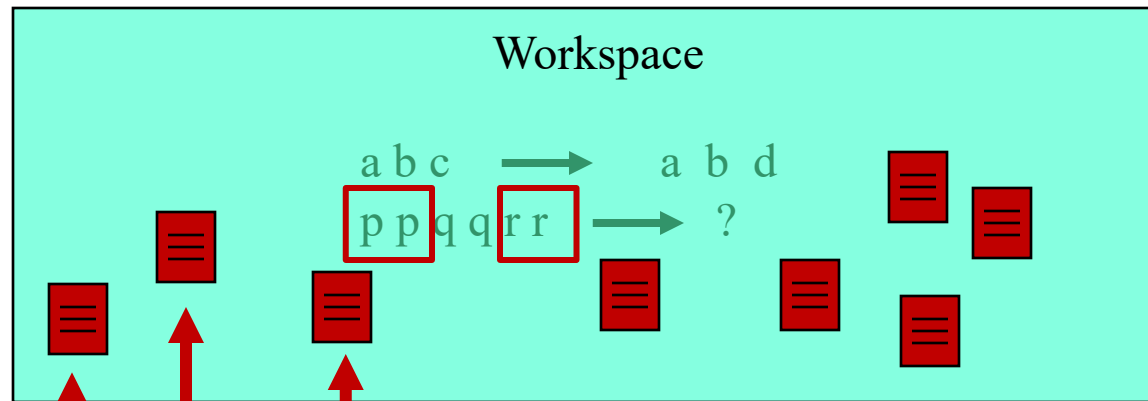


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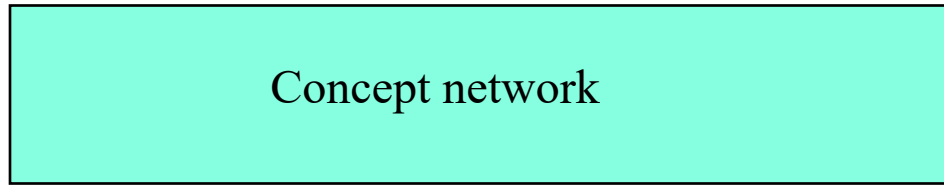


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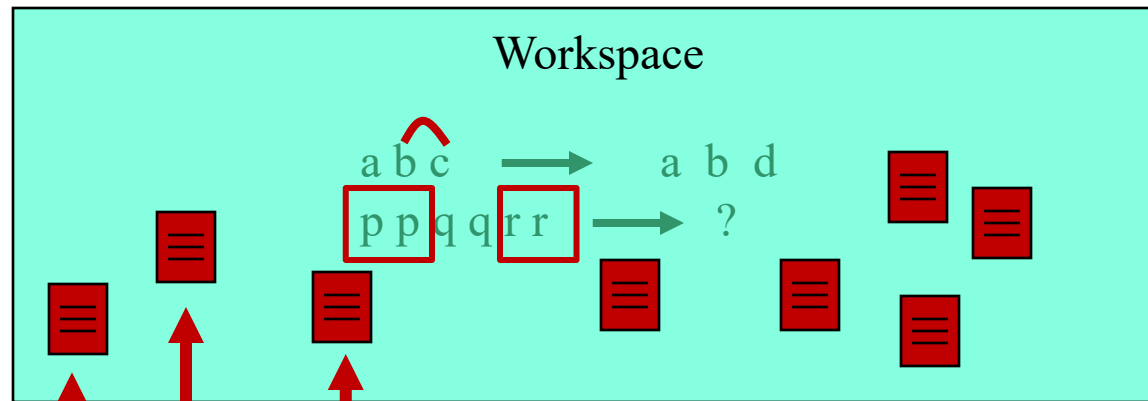


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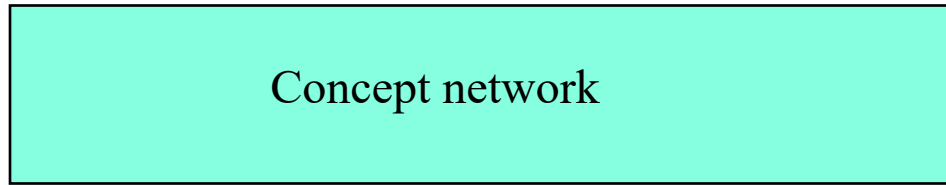


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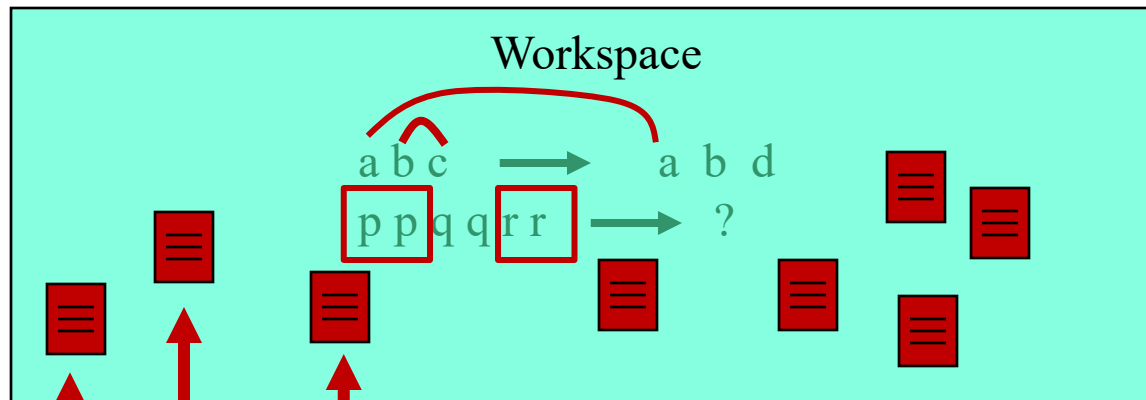


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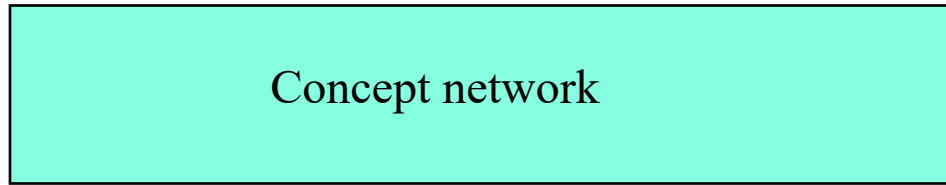


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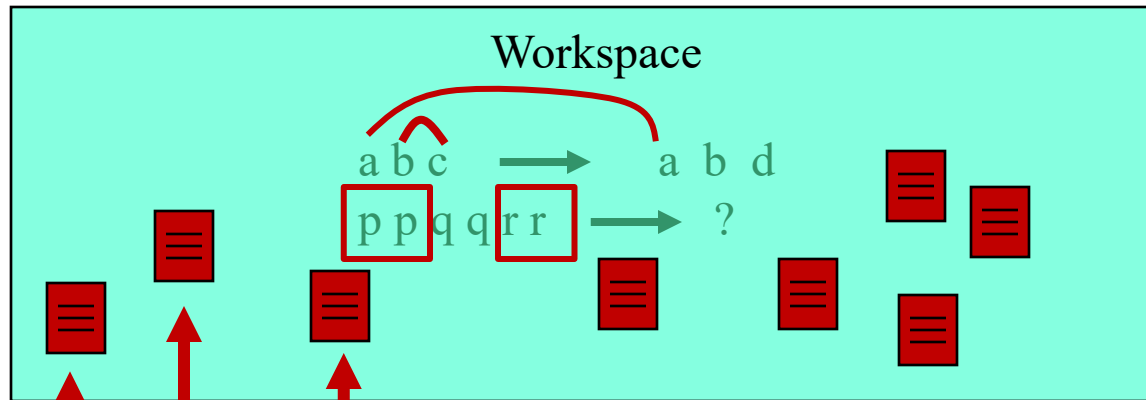


Perceptual agents (codelets)

Copycat Architecture



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Perceptual agents (codelets)



Temperature

Copycat (Metacat) demo



Workspace

Workspace
(Codelets run: 0)

a b c \Rightarrow *c b a*

p p q q r r \Rightarrow *?*

Metacat Control Panel

Help Demos Windows Options Clear Memory

abc -> cba; ppqrr -> ? seed: 1426119692

Slow Speed Fast

Step Go Stop Reset

Some important ideas from Copycat

- Modeling analogy-making—and other “high-level” cognitive processes—as **perception**, where a representation is **actively** built up over time

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- Perception unfolds **dynamically**, continually integrating symbolic/subsymbolic and top down/bottom-up processes

Some important ideas from Copycat

- Modeling analogy-making—and other “high-level” cognitive processes—as **perception**, where a representation is **actively** built up over time
- Perception unfolds **dynamically**, continually integrating symbolic/subsymbolic and top down/bottom-up processes
- Continual integration of **prior knowledge** with bottom-up perceptions and perceived context

Copycat

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Copycat

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- Copycat's architecture is too ad hoc

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- Not clear how general the architecture is

Copycat

Limitations

- Copycat's architecture is too ad hoc
- Not clear how general the architecture is
- How to form new concepts beyond what is given in its prior conceptual repertoire?

How to make progress
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How to make progress on abstraction and analogy in AI?

- Need common suite of challenging tasks
- Advantage of idealized domains:
 - We can be explicit about what prior knowledge and assumptions are needed for each task domain.
 - By avoiding language-based tasks, we can avoid anthropomorphizing what a system has achieved.

- AI methods should be evaluated on hidden human-created examples that periodically change (no static evaluation “test sets”).

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Thank you for listening!

