# Neural-Symbolic VQA: Disentangling Reasoning from Vision and Language Understanding 

http://nsvqa.csail.mit.edu
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## Task: Visual Reasoning



Question: Are there an equal number of large things and metal spheres?

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## CLEVR Dataset



## CLEVR Dataset

- Synthetic images of shapes with compositional attributes



## CLEVR Dataset

- Synthetic images of shapes with compositional attributes
- Machine generated questions paired with programs


Question: Are there an equal number of large things and metal spheres?

Program: equal_number(count(filter_size(Scene, Large)), count(filter_material(filter_shape(Scene, Sphere), Metal)))

Answer: Yes

## Neural-Symbolic Visual Question Answering (NS-VQA)

## I. Neural Scene Parsing

II. Neural Question Parsing
III. Symbolic Program Execution
ylinder 3. tilter_cube - 5. count

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## Neural-Symbolic Visual Question Answering (NS-VQA)


II. Neural Question Parsing

III. Symbolic Program Execution

| 1. filter_cylinder |  |  |
| :--- | :--- | :--- |
| 2. | relate_behind |  |
| ID | Size | Shape |
| 1 | Small | Cube |
| 2 | Large | Cube |
| 3 | Large | Cube |
| 5 | Large | Cube |

## Neural-Symbolic Visual Question Answering (NS-VQA)



## I. Neural Scene Parsing

II. Neural Question Parsing

III. Symbolic Program Execution

| ID | Size | Shape | ... | ID | Size | ... |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | Small | Cube |  | 2 | Large | . $\cdot$ | Answer: 3 |
| 2 | Large | Cube | $\ldots$ | 3 | Large | $\ldots$ |  |
| 3 | Large | Cube |  | 5 | Large | $\ldots$ |  |
| 5 | Large | Cube |  |  |  |  |  |

## Neural-Symbolic Visual Question Answering (NS-VQA)



## I. Neural Scene Parsing

II. Neural Question Parsing

How many cubes that are behind the cylinder are large?
III. Symbolic Program Execution

4. filter large 5. count

IID Size

## Lrge

Large
Large

## Neural-Symbolic Visual Question Answering (NS-VQA)



## I. Neural Scene Parsing

II. Neural Question Parsing

III. Symbolic Program Execution


## Neural-Symbolic Visual Question Answering (NS-VQA)



## I. Neural Scene Parsing

## II. Neural Question Parsing



## III. Symbolic Program Execution

## Neural-Symbolic Visual Question Answering (NS-VQA)

|  |  |  | CNN | ID | Size | Shape | Material | Color | X | y | Z |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | 1 | Small | Cube | Metal | Purple | -0.45 | -1.10 | 0.35 |
|  | Mask |  |  | 2 | Large | Cube | Metal | Green | 3.83 | -0.04 | 0.70 |
|  | R-CNN |  |  | 3 | Large | Cube | Metal | Green | -3.20 | 0.63 | 0.70 |
|  |  |  |  | 4 | Small | Cylinder | Rubber | Purple | 0.75 | 1.31 | 0.35 |
|  |  |  |  | 5 | Large | Cube | Metal | Green | 1.58 | -1.60 | 0.70 |

## I. Neural Scene Parsing

## II. Neural Question Parsing

III. Symbolic Program Execution

1. filter_cylinder
2. relate_behind
3. filter_cube
4. filter_large
. count

## Neural-Symbolic Visual Question Answering (NS-VQA)

|  | $\begin{gathered} \text { Mask } \\ \text { R-CNN } \end{gathered}$ | CNN | ID | Size | Shape | Material | Color | x | y | z |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | 1 | Small | Cube | Metal | Purple | -0.45 | -1.10 | 0.35 |
|  |  |  | 2 | Large | Cube | Metal | Green | 3.83 | -0.04 | 0.70 |
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## I. Neural Scene Parsing

## II. Neural Question Parsing

III. Symbolic Program Execution

1. filter_cylinder
2. filter_cube
3. filter_large
4. count
5. relate_behind
.

How many cubes that are behind the $\rightarrow$ cylinder are large?

$\rightarrow$| $\qquad$LSTM $\rightarrow$ 1. filter_shape(scene, cylinder) <br> LSTM  <br> Encoder  <br> LSTM $\rightarrow$ 2. relate(behind) <br> LSTM $\rightarrow$ 3. filter_shape(scene, cube) <br> LSTM $\rightarrow$ 4. filter_size(scene, large) <br> LSTM $\rightarrow$ 5. count(scene) |  |
| :--- | :--- |
|  |  |


$\longrightarrow$| ID | Size | Shape | Material | Color |
| :---: | :---: | :---: | :---: | :---: |
| 4 | Small | Cylinder | Rubber | Purple |

## Neural-Symbolic Visual Question Answering (NS-VQA)

|  |  |  |  | ID | Size | Shape | Material | Color | x | y | z |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \text { Mask } \\ \text { R-CNN } \end{gathered}$ |  |  | 1 | Small | Cube | Metal | Purple | -0.45 | -1.10 | 0.35 |
|  |  |  |  | 2 | Large | Cube | Metal | Green | 3.83 | -0.04 | 0.70 |
|  |  |  |  | 3 | Large | Cube | Metal | Green | -3.20 | 0.63 | 0.70 |
|  |  |  |  | 4 | Small | Cylinder | Rubber | Purple | 0.75 | 1.31 | 0.35 |
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## I. Neural Scene Parsing

## II. Neural Question Parsing



## Neural-Symbolic Visual Question Answering (NS-VQA)

|  |  |  |  | ID | Size | Shape | Material | Color | x | y | z |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \text { Mask } \\ \text { R-CNN } \end{gathered}$ |  |  | 1 | Small | Cube | Metal | Purple | -0.45 | -1.10 | 0.35 |
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|  |  |  |  | 5 | Large | Cube | Metal | Green | 1.58 | -1.60 | 0.70 |

## I. Neural Scene Parsing

## II. Neural Question Parsing

## III. Symbolic Program Execution

| How many cubes that are behind the $\rightarrow$ cylinder are large? | LSTM <br> Encoder | LSTM | $\rightarrow$ 1. filter_shape(scene, cylinder) | 1. filter_cylinder <br> 2. relate_behind |  |  |  | . filt |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | LSTM | $\rightarrow$ 2. relate(behind) | ID | Size | Shape | Material | Color |
|  |  | LSTM | $\rightarrow$ 3. filter_shape(scene, cube) $\longrightarrow$ | 1 | Small | Cube | Metal | Purple |
|  |  | LSTM | $\rightarrow 4 . f i l t e r \_s i z e(s c e n e, ~ l a r g e) ~$ | 2 | Large | Cube | Metal | Green |
|  |  | LSTM | $\rightarrow$ 5. count(scene) | 3 | Large | Cube | Metal | Green |
|  |  |  |  | 5 | Large | Cube | Metal | Green |

## Neural-Symbolic Visual Question Answering (NS-VQA)



## Neural-Symbolic Visual Question Answering (NS-VQA)



## I. Neural Scene Parsing

## II. Neural Question Parsing

## III. Symbolic Program Execution

| How many cubes$\rightarrow$ | LSTM Encoder | LSTM | $\rightarrow$ 1. filter_shape(scene, cylinder) | 1. filter_cylinder <br> 2. relate_behind |  |  | 3. filter_cube <br> 4. filter_large |  | 5. count |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | LSTM | $\rightarrow$ 2. relate(behind) | ID | Size | Shape | Material | Color | Answer: 3 |
|  |  | LSTM | $\rightarrow$ 3. filter_shape(scene, cube) $\longrightarrow$ | 2 | Large | Cube | Metal | Green |  |
| cylinder are large? |  | LSTM | $\rightarrow$ 4. filter_size(scene, large) | 3 | Large | Cube | Metal | Green |  |
|  |  | LSTM | $\rightarrow$ 5. count(scene) | 5 | Large | Cube | Metal | Green |  |

## Advantage 1: High Accuracy

- Symbolic reasoning is robust to longer logic traces
- Our model outperforms current state-of-the-art methods on CLEVR

| Method | Accuracy (\%) |
| :---: | :---: |
| Human | 92.6 |
| RN | 95.5 |
| IEP | 96.9 |
| FiLM | 97.6 |
| MAC | 98.9 |
| TbD | 99.1 |
| NS-VQA (Ours) | $\mathbf{9 9 . 8}$ |

## Advantage 2: Data Efficiency

- Our disentangled model requires fewer questions for training



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- $91 \%$ accuracy when trained on $1 \%$ questions ( $44 \%$ higher than strongest baseline)



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- Our disentangled model requires fewer questions for training
- $91 \%$ accuracy when trained on $1 \%$ questions ( $44 \%$ higher than strongest baseline)
- $99.7 \%$ accuracy when trained on $10 \%$ questions ( $14 \%$ higher than strongest baseline)


## Advantage 3: Transparency and Interpretability



Question: What number of cylinders are gray objects or tiny brown matte objects?

## Ours <br> scene

filter small
filter_brown
filter_rubber
scene
filter_gray union
ilter_cylinder count

Answer: 1
Answer: 2


Question: Are there more yellow matte things that are right of the gray ball than cyan metallic objects?

| Ours | IEP |
| :---: | :---: |
| scene | filter small |
| filter_cyan | filter_cyan |
| filter_metal | union |
| count | filter_brown |
| (4 modules) | . (25 modules) |
| scene | filter_small |
| filter_yellow | filter_yellow |
| filter_rubber | filter_rubber |
| greater than | greater than |
| Answer: no | Answer: no |

## Advantage 3: Transparency and Interpretability



Question: What number of cylinders are gray objects or tiny brown matte objects?

## Ours <br> scene

filter small
filter brown
filter_rubber
scene
filter_gray union
ilter_cylinder
count

Answer: 1
Answer: 2


Question: Are there more yellow matte things that are right of the gray ball than cyan metallic objects?
Ours IEP scene filter_small
filter_cyan union filter brown . (25 modules) filter_small filter_yellow filter_rubber count greater_than

Answer: no

## Summary

- Neural-Symbolic VQA (NS-VQA)
- Disentangled visual reasoning
- Neural scene and question parsing
- Symbolic program execution

| Method | Accuracy (\%) |
| :---: | :---: |
| Human | 92.6 |
| RN | 95.5 |
| IEP | 96.9 |
| FiLM | 97.6 |
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| NS-VQA (Ours) | $\mathbf{9 9 . 8}$ |

- Advantages
- High accuracy (99.8\% on CLEVR)
- Data efficiency (99.7\% with 10\% training data)
- Interpretability and transparency



