

UC Merced

Proceedings of the Annual Meeting of the Cognitive Science Society

Title

Modeling Active Recognition as a Result of Analogical Mapping and Transfer

Permalink

<https://escholarship.org/uc/item/0d4998z6>

Journal

Proceedings of the Annual Meeting of the Cognitive Science Society, 29(29)

ISSN

1069-7977

Authors

Petkov, Georgi
Shahbazyan, Luiza

Publication Date

2007

Peer reviewed

Modeling Active Recognition as a Result of Analogical Mapping and Transfer

Georgi Petkov (gpetkov@cogs.nbu.bg)

Central and East European Center for Cognitive Science , New Bulgarian University
21 Montevideo Str., Sofia 1618, Bulgaria

Luiza Shahbazyan (Itsavak@abv.bg)

Central and East European Center for Cognitive Science , New Bulgarian University
21 Montevideo Str., Sofia 1618, Bulgaria

Keywords: Analogy-making, Recognition, Attention.

Model for Active Recognition

Most of the models for recognition rely on bottom-up analysis of the sensory information which is then compared to some kind of memory traces (templates or structural descriptions).

Instead, we started from several principles we assume to be fundamental for the cognition and then we tried to model recognition processes based on these principles. The presented model integrates an associative organization of memory, high context sensitivity, and the assumption that analogy-making (in particular mapping) is not just an isolated human capability, but is the very core of cognition. For the debate about the role of analogy-making for recognition processes see Chalmers, French, & Hofstadter, 1992; Forbus, Gentner, Markman, & Ferguson, 1998.

It seems natural to use the dynamic and context-sensitive cognitive architecture DUAL (Kokinov, 1994), which combines all these principles as a basis for modeling. In this way, the model of recognition is integrated with other cognitive processes rather than being considered in isolation. Of course, we are far from the full accomplishment of this ambitious task. However, this is the driving force behind this study.

The input of the model is a small set of features that serve as a source of activation. The activation spreads in the long-term memory through the relevant concepts and then back to some of their instances. Locally, and a-synchronously, some hypotheses for correspondences between the input features and some memory traces emerge. These correspondences capture their neighbors and spread even further. Hypotheses for recognition emerge by the same mechanisms. At the same time, the relevant relations are transferred from the long-term memory to the scene description as anticipations (Petkov, Naydenov, Grinberg, Kokinov, 2006) for what is out there. All these anticipations are checked sequentially, in order of their relevance. If the simulated perceptual system confirms certain anticipation, the representation of the environment is enriched a bit. At the same time, another role of the verification process is to bind together the hypotheses for recognition that correspond to the arguments of the checked relation.

The result is that with very few modifications of the existing AMBR mechanisms and holding all principles of

the DUAL architecture, the model is able to recognize objects not only on the basis of their features, but on the basis of the relational structure of these features as well. In addition, the structural representation of the objects is an automatic process based on the processes of analogical mapping, anticipation, and binding. In a few simulations, it was demonstrated that the system not just recognizes objects, constructed from primitives, but also it is able to recognize hierarchical objects, constructed from other complex objects. Both top-down and bottom-up processes interplay and as a consequence often the system recognizes the whole objects before their parts. Finally, the model for recognition is integrated with the AMBR model and thus, the whole process from perceptions to problem solving is simulated.

This is the first step of a long-term project. Many improvements are necessary, in particular, psychologically plausible attentional mechanisms and set of primitives in order to achieve higher ecological validity and generality.

Acknowledgments

This work is supported by the Project ANALOGY: Humans—the Analogy-Making Species, financed by the FP6 NEST Programme of the European Commission. (Contr. No 029088).

References

- Chalmers, D., French, R., & Hofstadter, D. (1992). High-level perception, representation and analogy: a critique of artificial intelligence methodology. *Journal of Experimental & Theoretical Artificial Intelligence*, 4, 185-211.
- Forbus, K., Gentner, D., Markman, A., & Ferguson, R. (1998). Analogy just looks like high-level perception: Why a domain-general approach to analogical mapping is right. *Journal of Experimental and Theoretical Artificial Intelligence*, 10(2), 231-257.
- Kokinov, B. (1994). The context-sensitive architecture DUAL. *Proceedings of the Sixteenth Annual Conference of the Cognitive Science Society*. Hillsdale, NJ: LEA.
- Petkov, G., Naydenov, Ch., Grinberg, M., & Kokinov, B. (2006). Building robots with analogy-based anticipation. *Proceedings of the 29th German Conference on Artificial Intelligence (KI-2006)*, LNAI 4314, Bremen, Germany, 2007. Springer, 72-86.