

The Visual Narrative Engine

A Computational Model of the Visual Narrative Parallel Architecture

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**How do people understand
visual narrative?**



***We don't know the process that
underlies visual story understanding.***

*We don't know the process that
underlies ~~visual~~ story understanding.*

We don't know the process that underlies ~~visual~~ story understanding.

- AI is broadly *functionalist*

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- AI is broadly *functionalist* ...they are rational hypotheses, and that's okay

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human unconstrained

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- AI is broadly *functionalist* ...they are rational hypotheses, and that's okay
human unconstrained
- Knowledge-lean Story Understanding:
Document Analysis
- Knowledge-rich Story Generation:
Narrative-theoretic Heuristic Search Planning
- Neurosymbolic Understanding+Generation:
Benchmarked Commonsense Reasoning

We don't know the process that underlies ~~visual~~ story understanding.

- AI is broadly *functionalist*
 - Remarkable progress on story understanding

Knowledge-rich Story Understanding

By the 1990s, we knew...

Wilensky *et al.* — people predict which goals and subsequent plans explain observed actions by characters

Norvig — scripts are important for generating knowledge-based inferences

Mueller — spatiotemporal reasoning constrains story inferences

Lehnert — means-ends (causal) and hierarchical (purposive) reasoning contribute the most to a person's memory of a story

Black and Bower — hierarchical problem solving is key for inferencing and understanding

Winston — it is possible to combine these in a principled manner

Knowledge-rich Story Understanding

By the

Wiler

The Psychology Survey says...

plain

**They were all right about the
concepts!**

d

s

soning

But not right about the procedures.

Black ar

d

Winston — it is possible to combine these in a principled manner

Knowledge-rich Story Understanding

By the
Wiler

T

Fun fact:

**Neurosymbolic approaches are
discovering the same**

- Events
- Goals
- Characters
- Scripts

Black an

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Knowledge-rich Story Understanding

By the
Wilen

The Book of the

Fun fact:

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Black an

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Another fun fact:
The 80s knew what we had to do

Although the HST theory suggests the form of the products of comprehension in the reader's memory, it is seriously deficient in not spelling out the moment-by-moment *process* by which the reader arrives at those representational products.

This deficit is the primary focus for the theoretical work in the future. Although we have no process theory at present, we will indicate some of the considerations and issues that must be resolved in arriving at a process model for story comprehension.

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 - Too abstract

Desiderata for a Computational Model of Human Online Narrative Sensemaking

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Abstract

Storytelling presents a compelling context for the development of intelligent systems. Increasingly, research on intelligent systems has targeted the development of computational models for the generation and understanding of stories. However, few projects include in their accounts components that reflect insight in to the narrative comprehension process provided by narratology and cognitive psychology. In this paper, we synthesize these relevant perspectives into desiderata for computationally modeling the narrative sensemaking process. We describe the set of requirements that process models ought to satisfy should they aim to define a computational procedure reflecting the human sensemaking processes, either in the production of narrative or in its

However, despite excellent work on developing computational models of narrative sensemaking, scholars – with notable exceptions – have not attempted to include in their accounts directly relevant perspectives from narratology and cognitive psychology. In this paper, we synthesize these relevant perspectives into desiderata for computationally modeling sensemaking. We describe the set of requirements that process models ought to satisfy should they aim to define a computational procedure that reflects or complements the human sensemaking processes conceptually described and empirically investigated by cognitive psychologists. We target modeling sensemaking in an *online* manner, *i.e.* during the consumption of the narrative.

Rogelio E. Cardona-Rivera and R. Michael Young; **Desiderata for a Computational Model of Human Online Narrative Sensemaking**. In the *Working Notes of the 2019 AAAI Spring Symposium on Story-enabled Intelligence*, Stanford, CA, USA, 2019.

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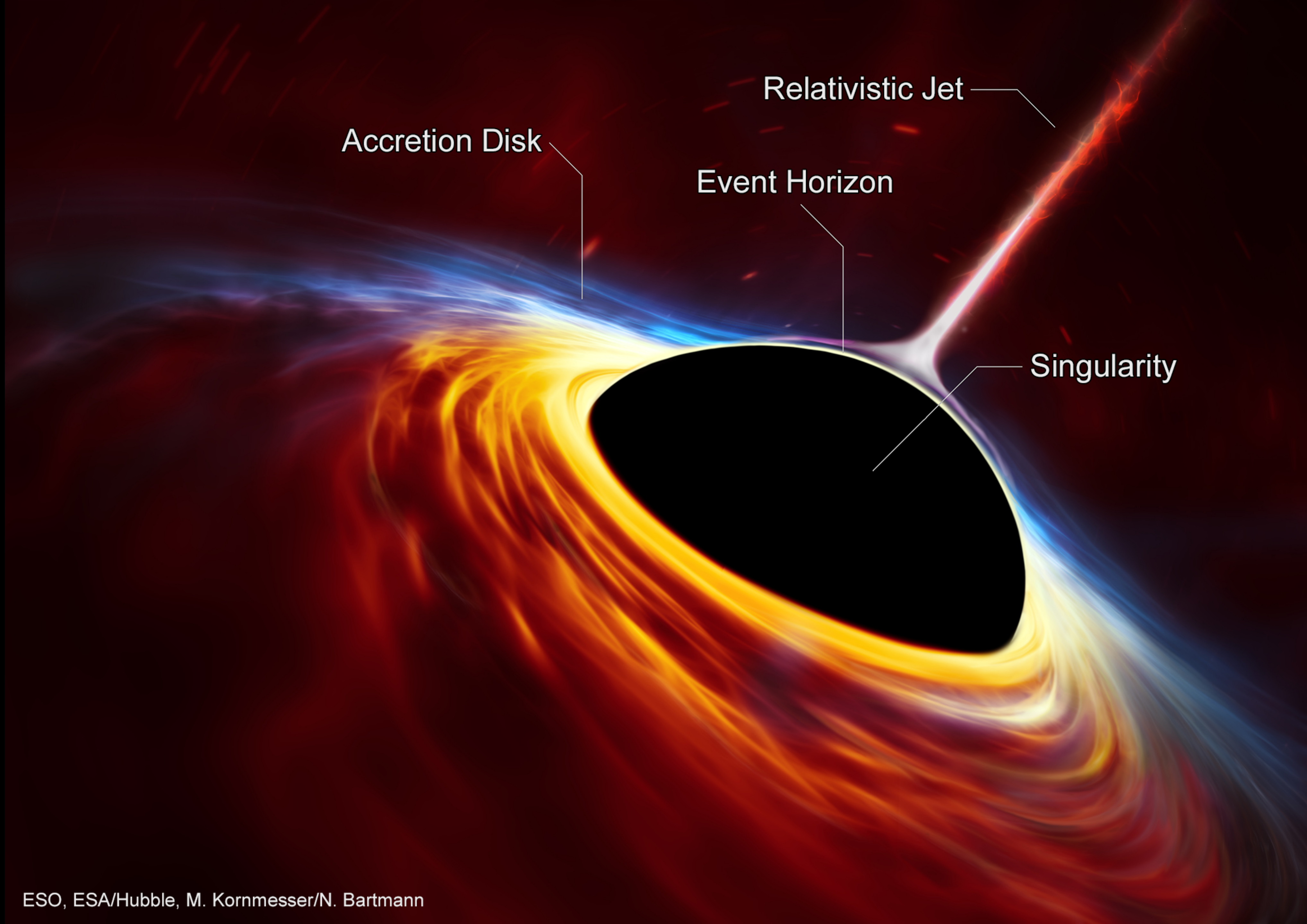
- AI is broadly *functionalist*
 - Remarkable progress on story understanding
- Story psychology has offered process-level accounts
 - Too abstract
- Soapbox: Must bring these together
 - Biologically-plausible structural models

Lieto, A., & Radicioni, D. P. (2016). From human to artificial cognition and back: New perspectives on cognitively inspired AI systems. Cognitive Systems Research, 39, 1 – 3.

**This paper is an existence proof:
we can describe the (visual)
story understanding procedures
mechanically**

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story understanding procedures
mechanically**

We may need to rely on simulation



Accretion Disk

Relativistic Jet

Event Horizon

Singularity

A black hole with swirling accretion disks in shades of blue, yellow, and red. Four labels with leader lines point to different parts of the image: 'Continuity Prediction' points to the left accretion disk; 'Narration' points to the top right; 'Event Horizon' points to the black circular center; and 'Understanding' points to the right accretion disk.

Continuity Prediction

Narration

Event Horizon

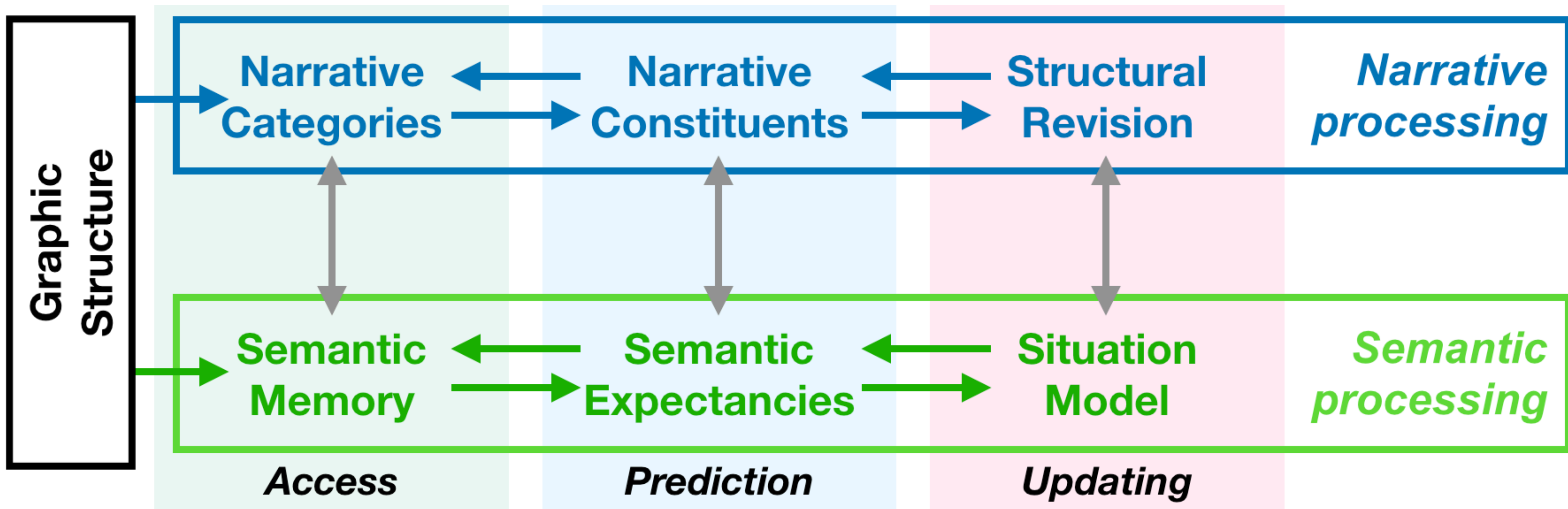
“Understanding”

**We discretize a narration into its
constituent event structure**

**And what happens next is
anybody's guess**

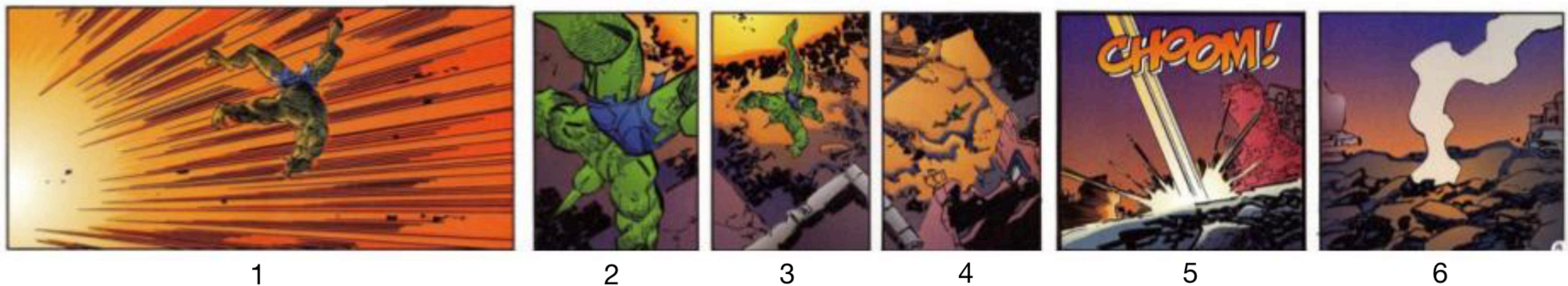
Parallel Interfacing Narrative Semantics

Dual (Syntax/Semantics) Process Reasoning

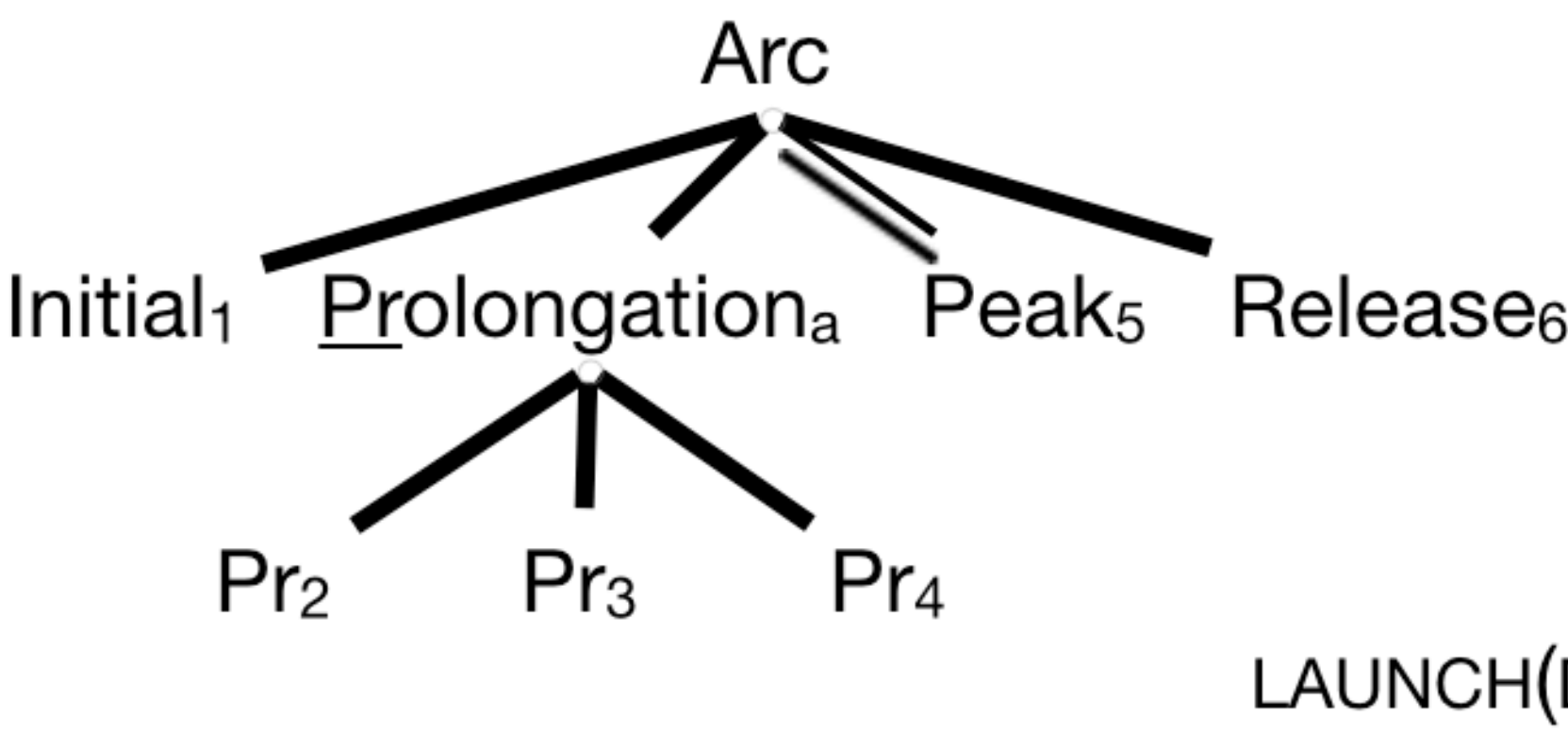


Visual Narrative Grammar

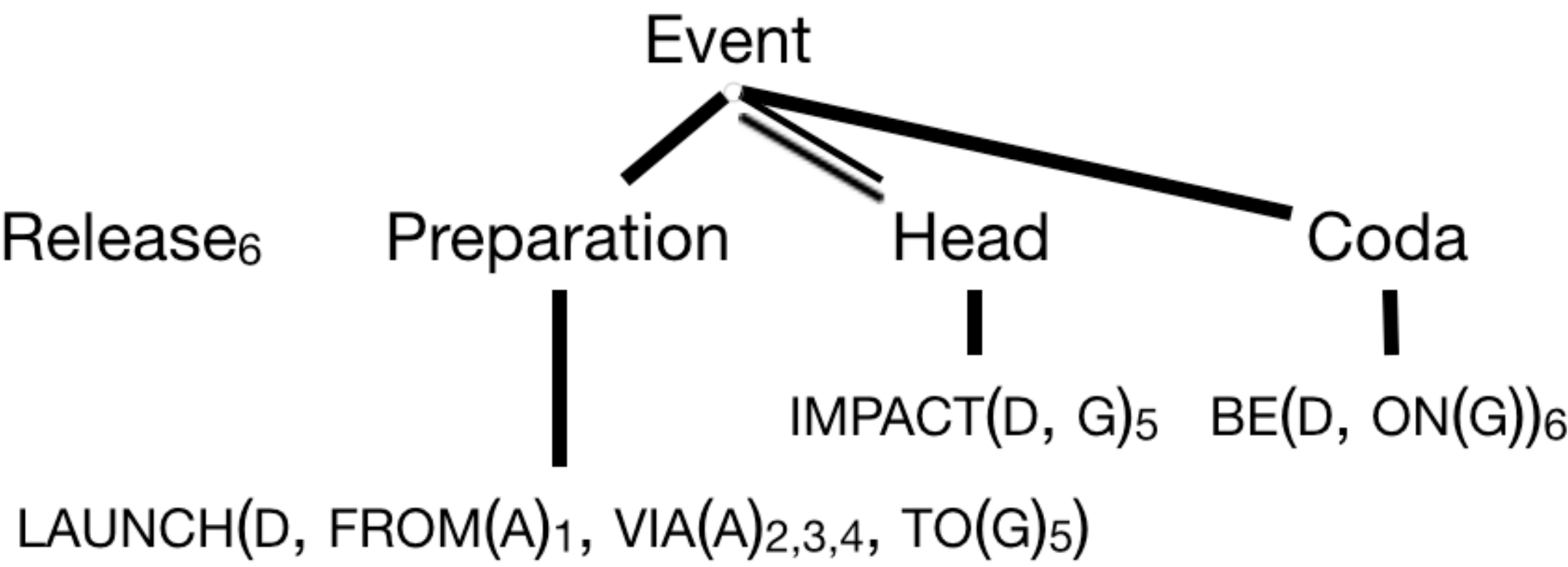
Graphic Structure



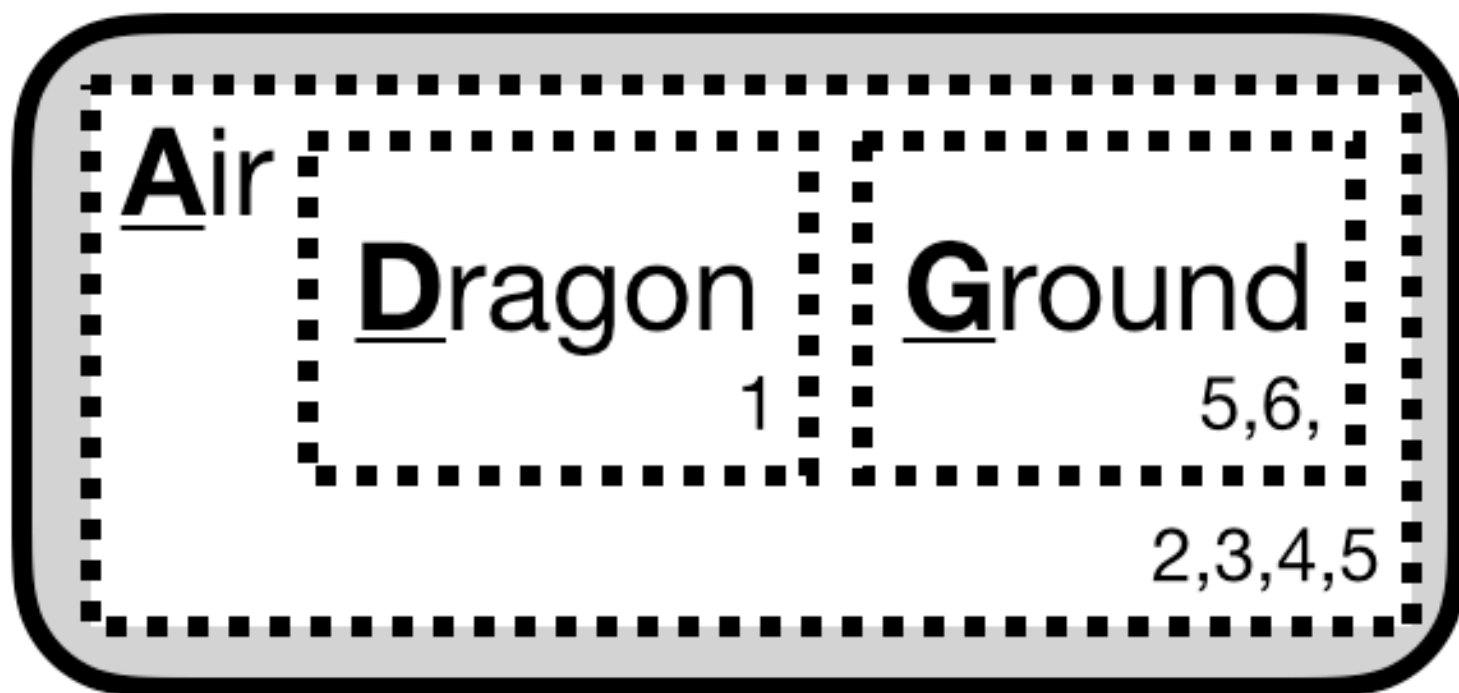
Narrative Structure



Event Structure



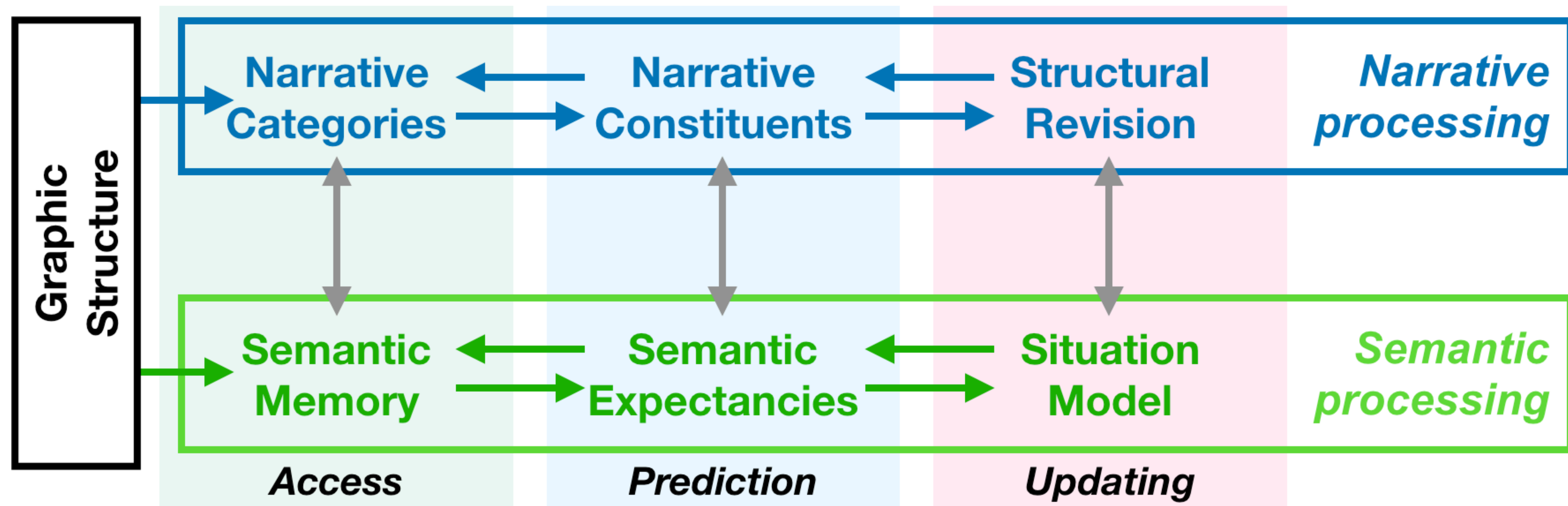
Spatial/Referential Structure



The Visual Narrative Engine

Model of the combined VNG+PINS = Visual Narrative Parallel Arch.

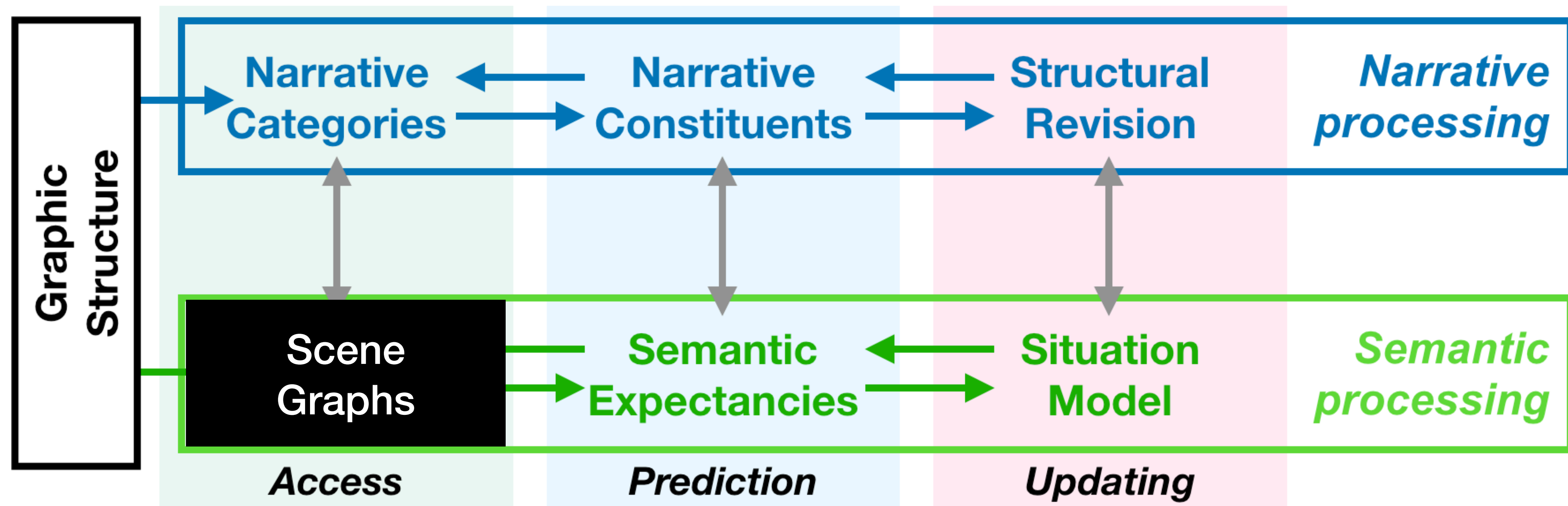
- Research Question: Can we describe procedures to match posited interfaces?



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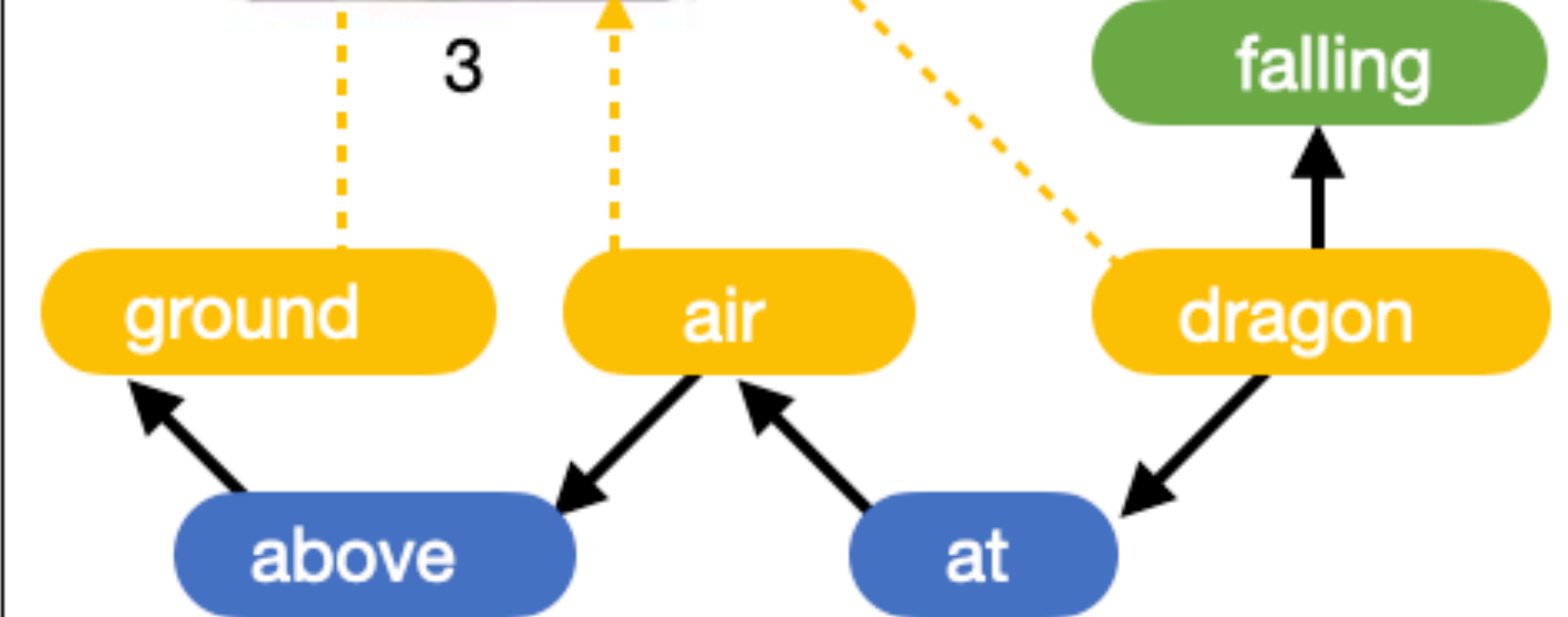
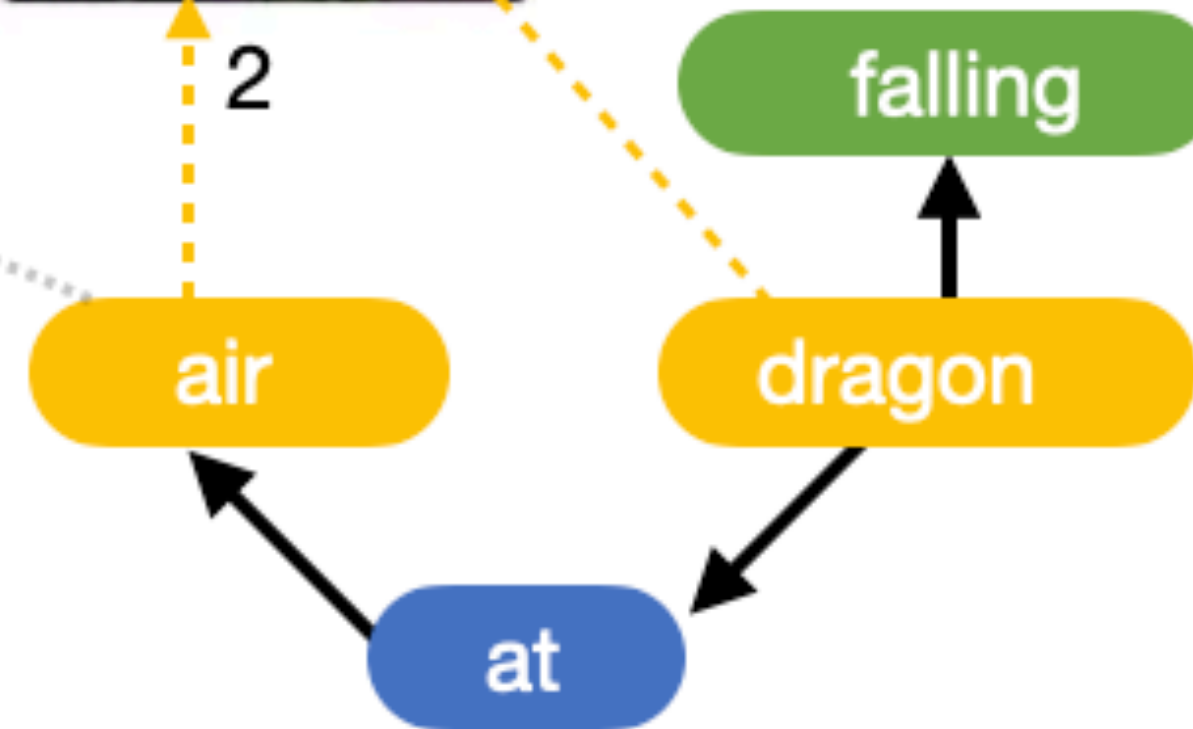
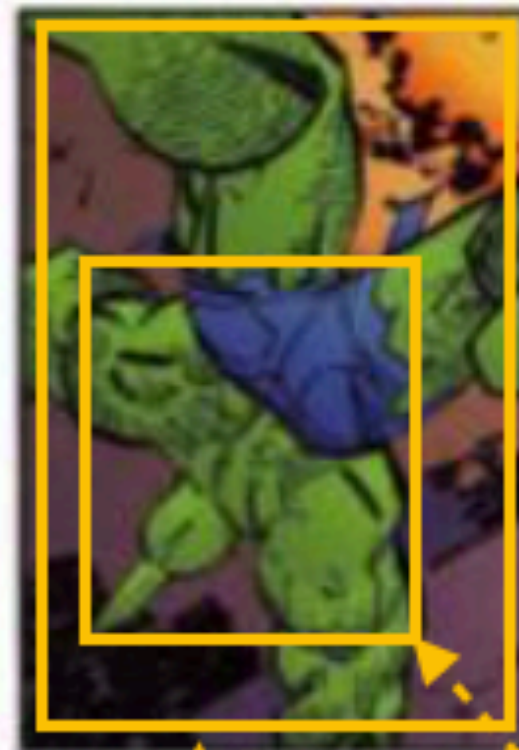
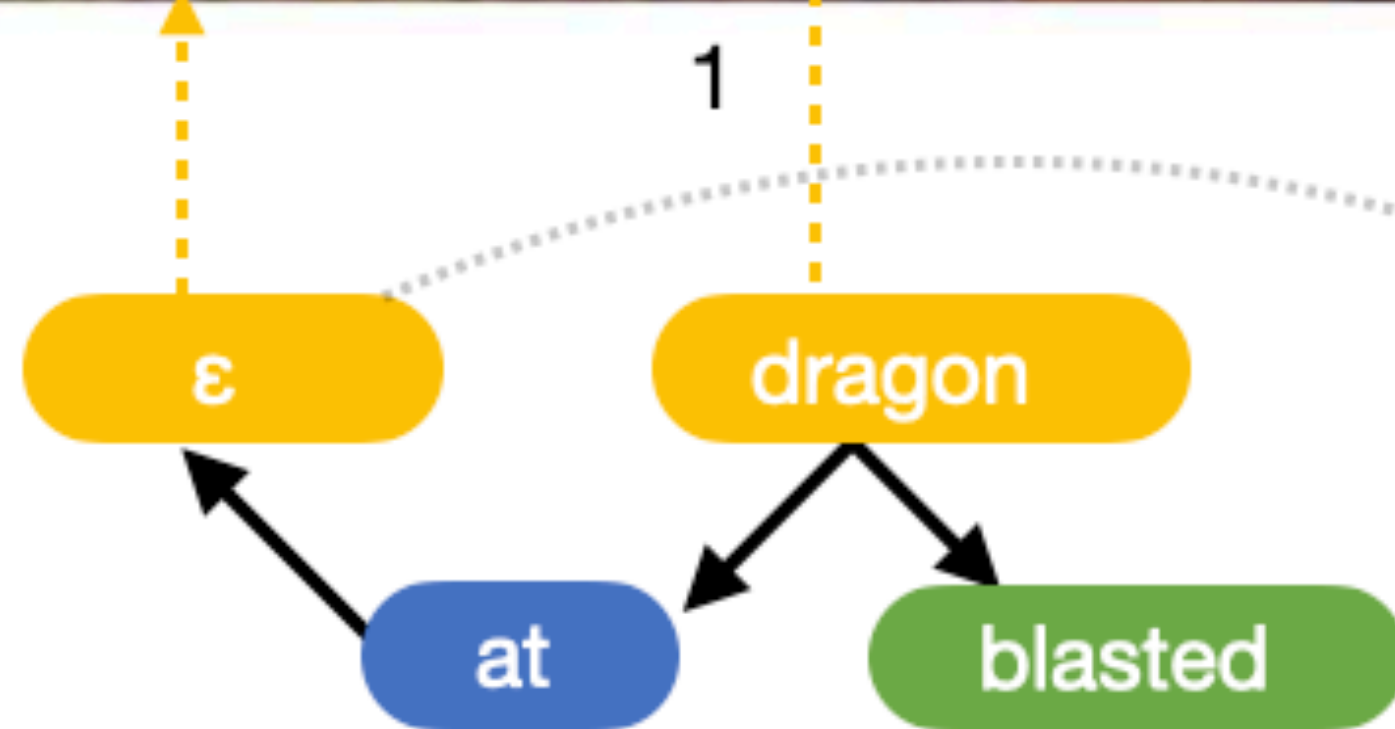
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Scene Graphs

A Representation from Computer Vision

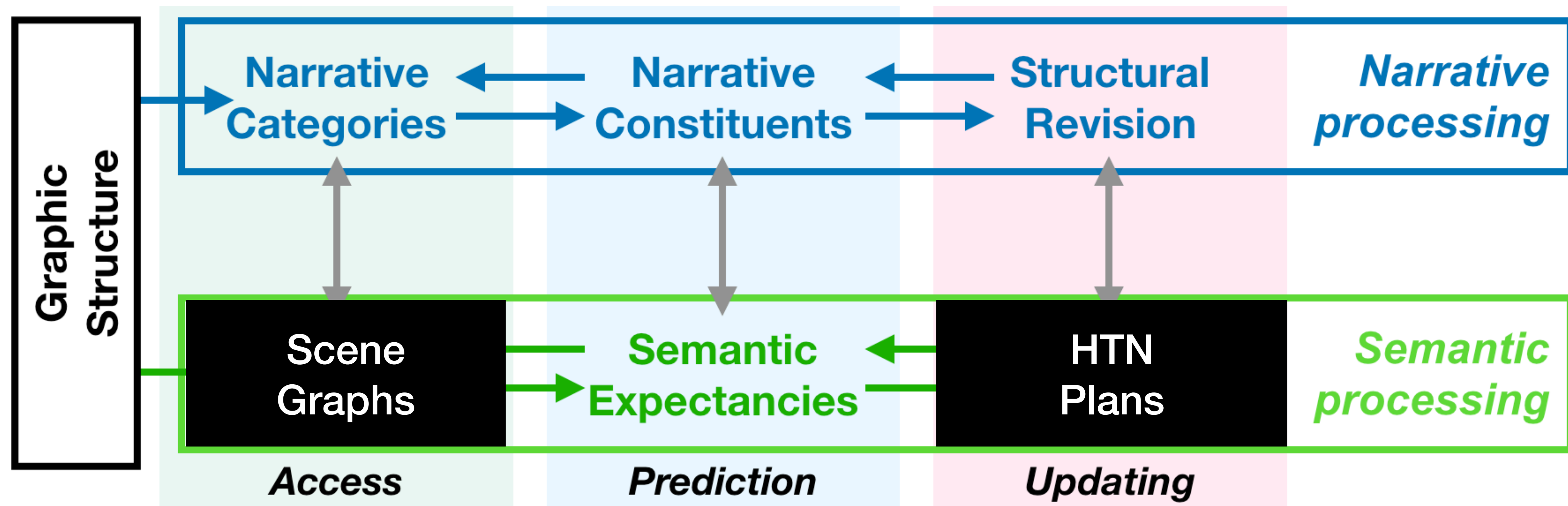
Graphic Structure



The Visual Narrative Engine

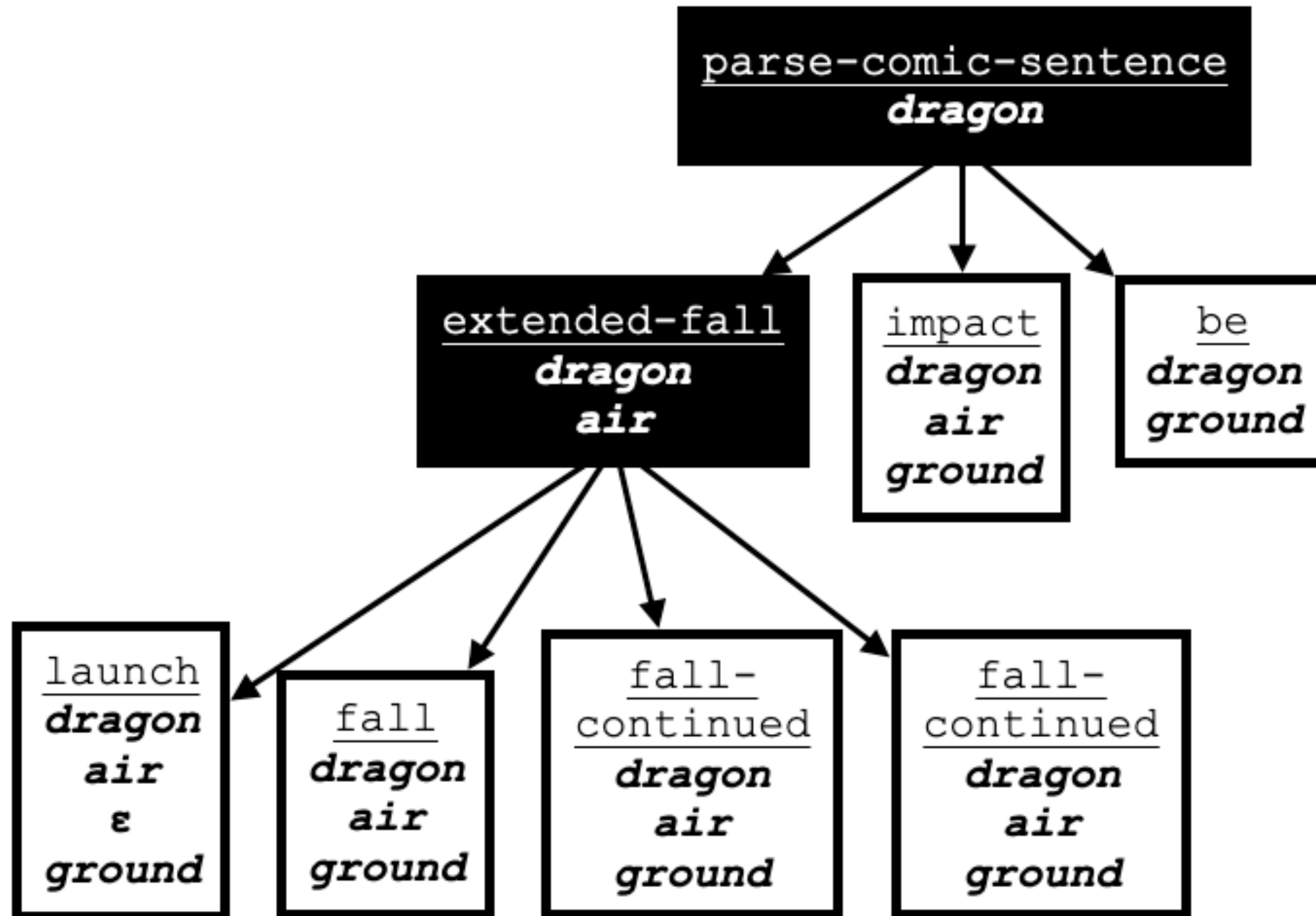
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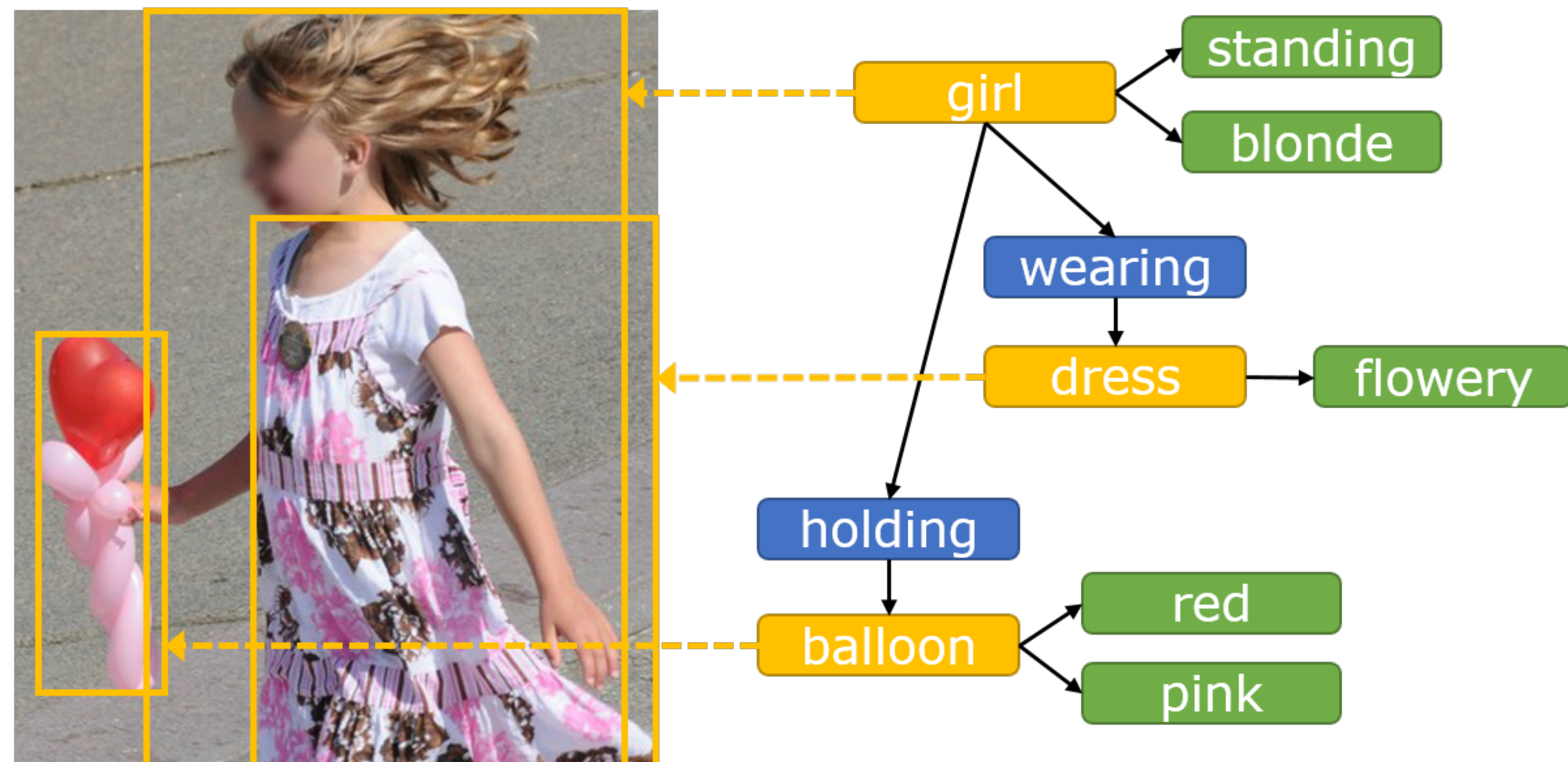


Hierarchical Task Networks

A Representation from Automated Planning



Representations are Compatible!



Binary Literals

`wearing(?girl, ?dress)`
`holding(?girl, ?balloon)`

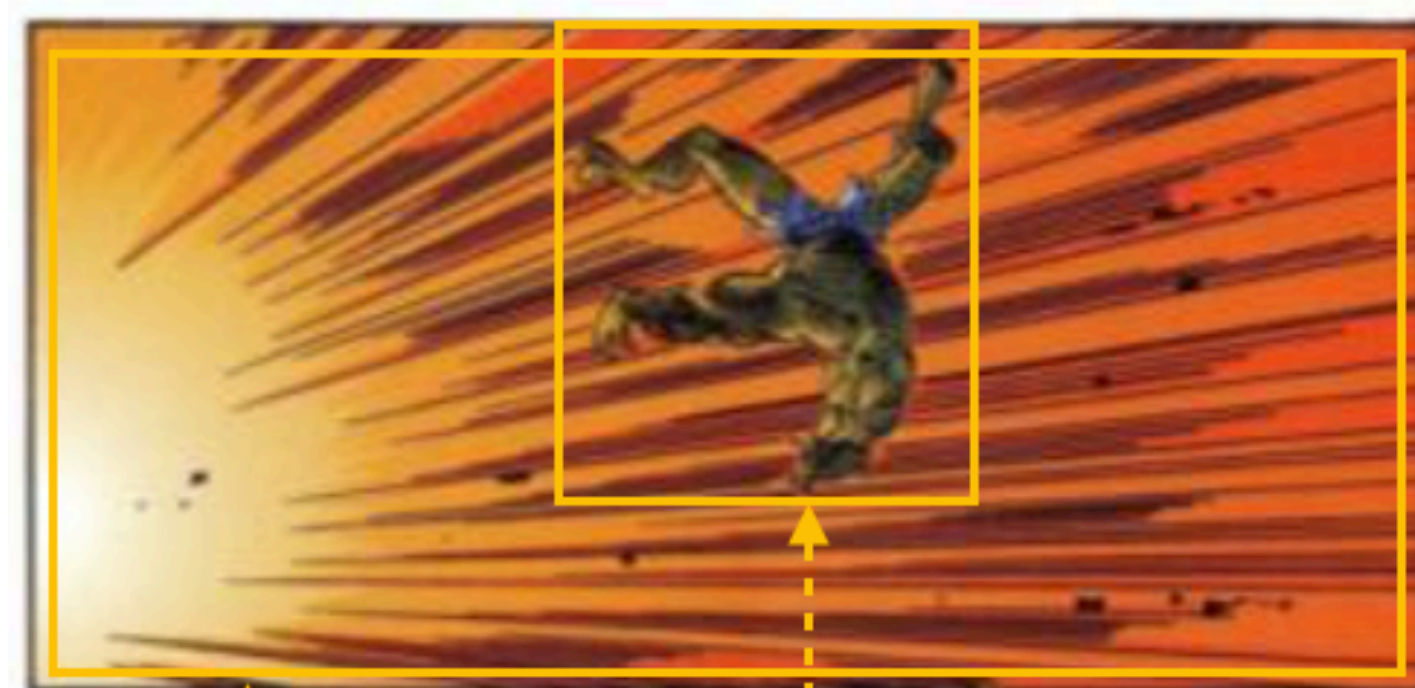
Unary Literals

`standing(?girl)`
`blonde(?girl)`

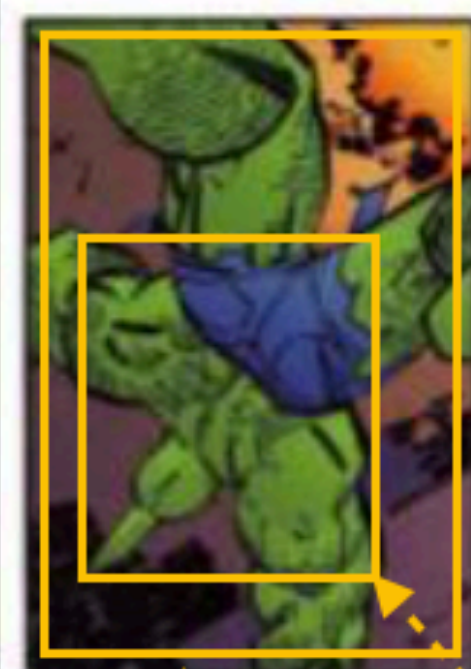
`flowery(?dress)`
`red(?balloon)`
`pink(?balloon)`

Rogelio E. Cardona-Rivera and Boyang Li; **PlotShot: Generating Discourse-constrained Stories around Photos.**
In Proceedings of the 12th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment
(AIIDE-16), pages 2-8, Burlingame, CA, USA, 2016.

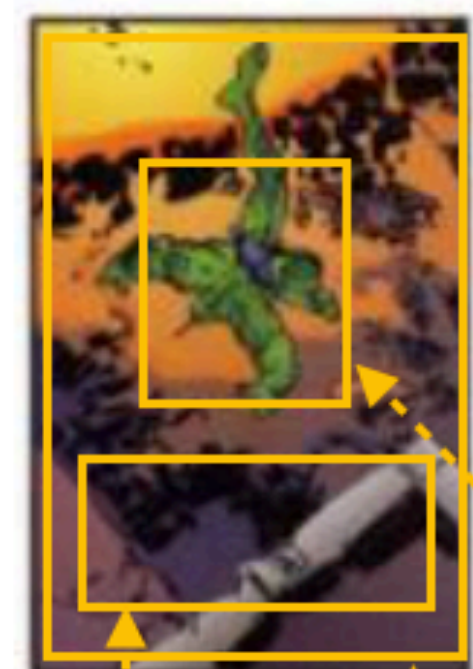
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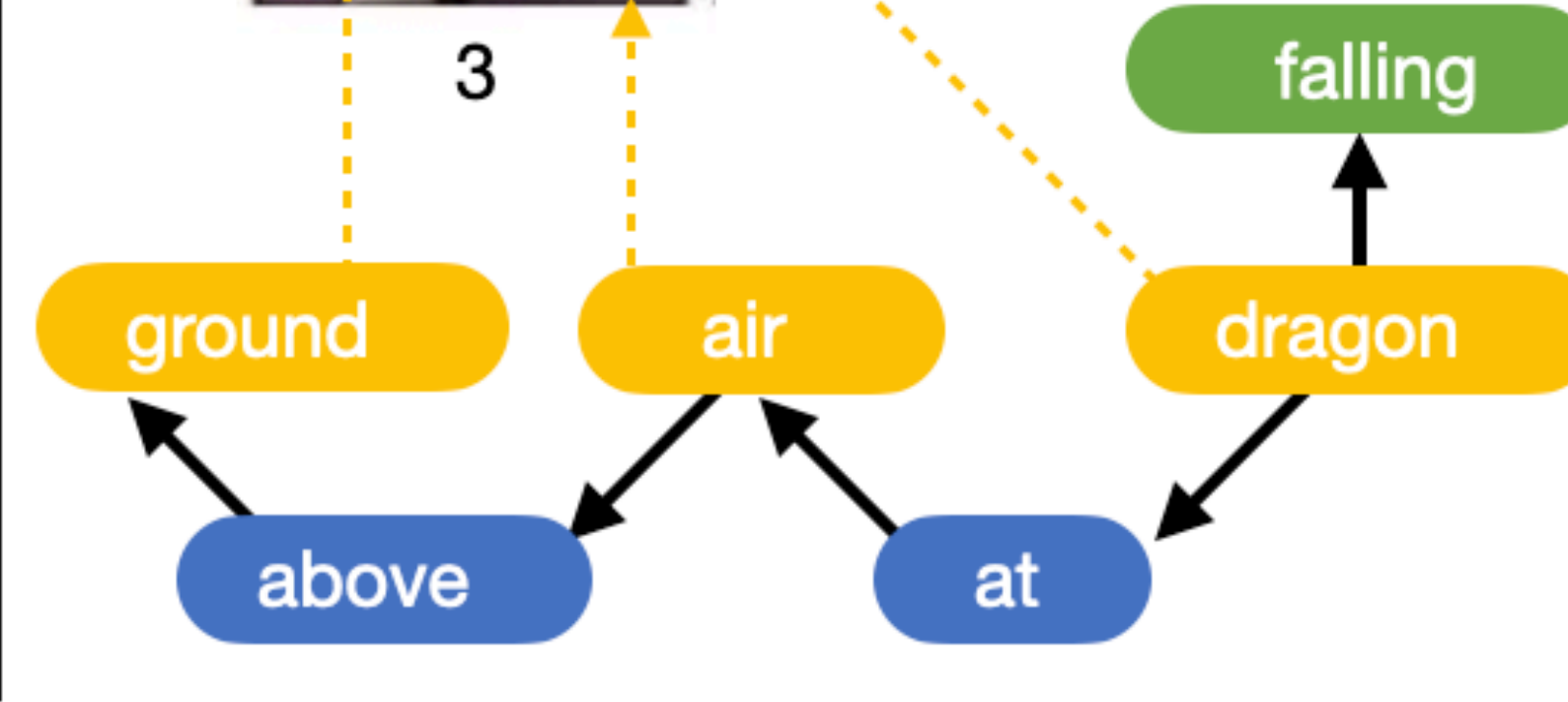
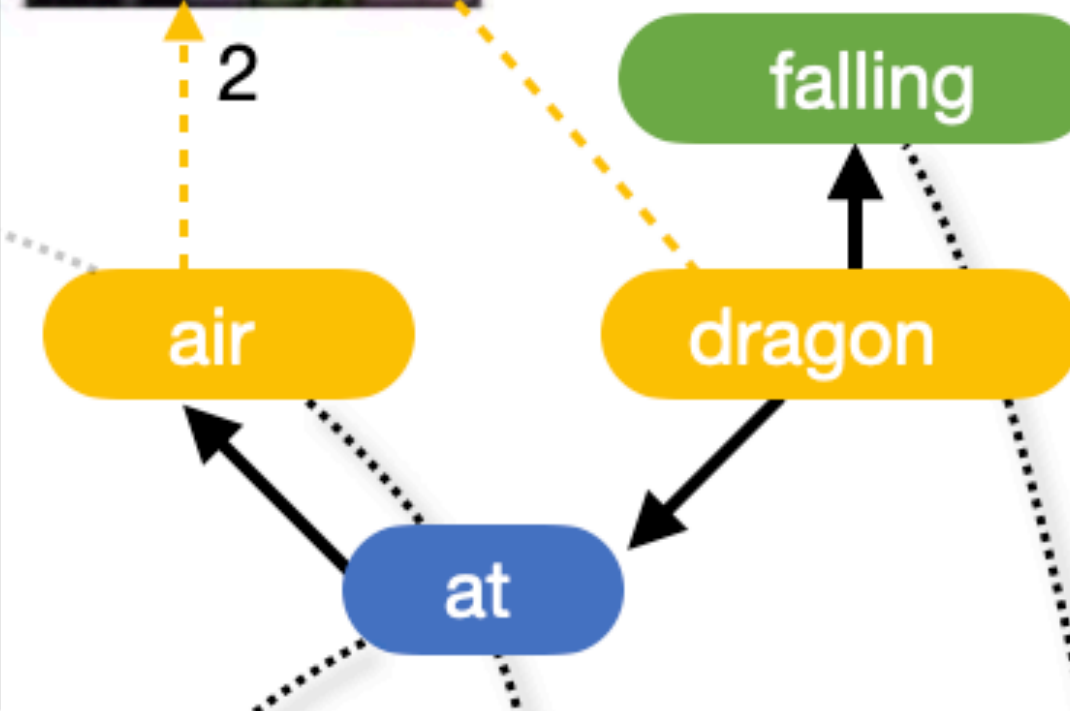
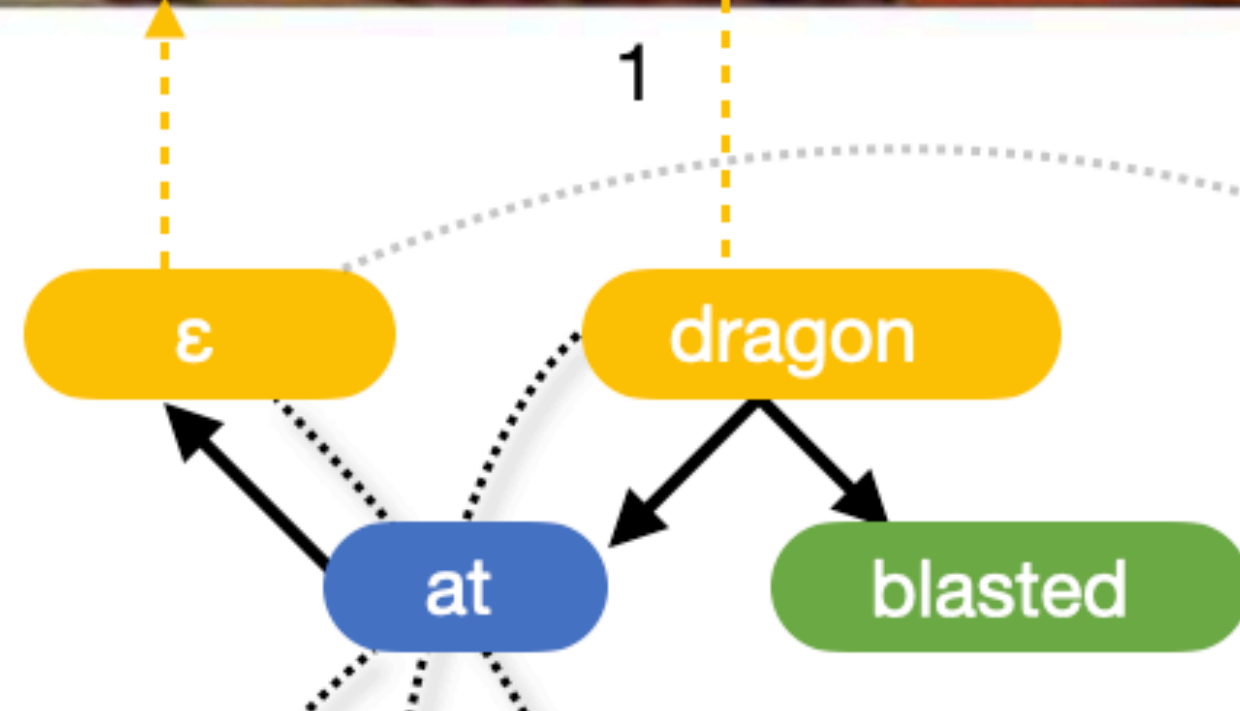
1



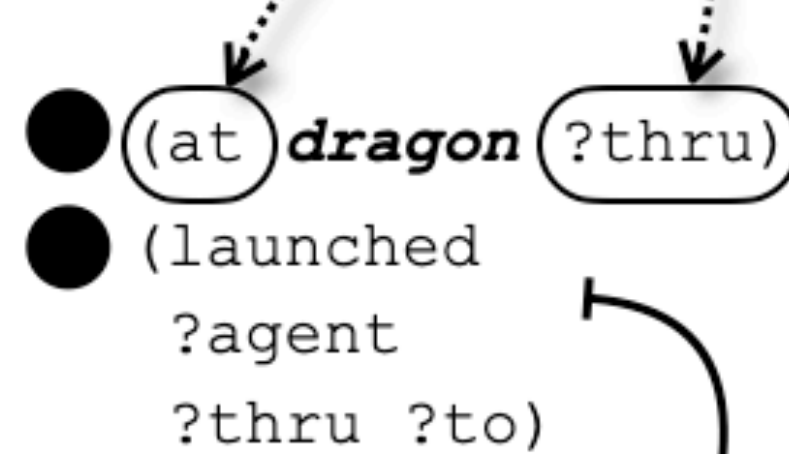
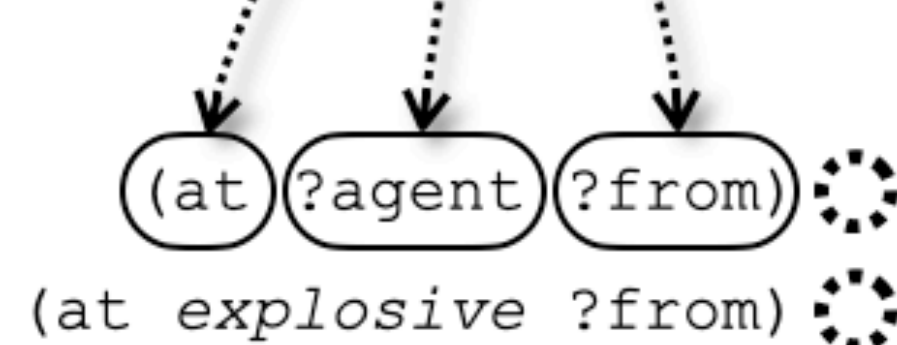
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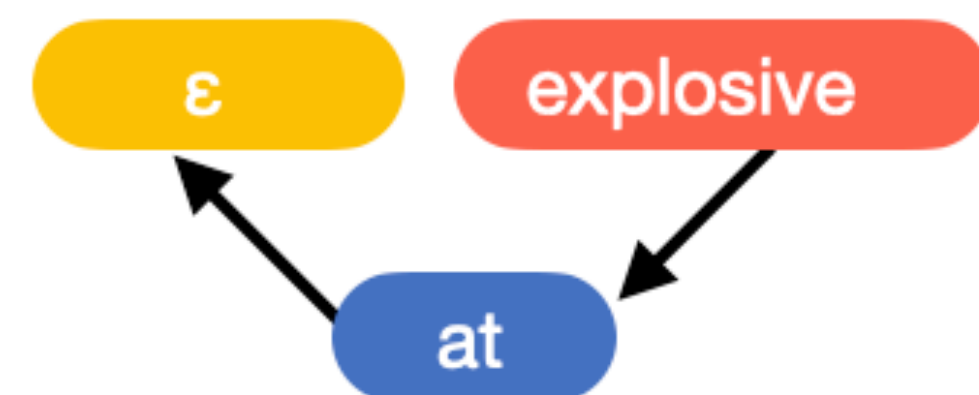
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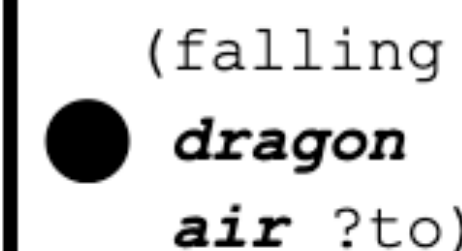
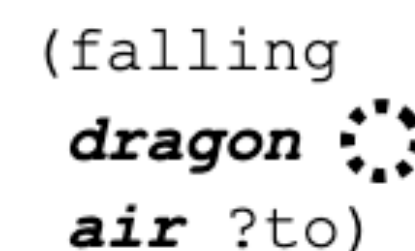
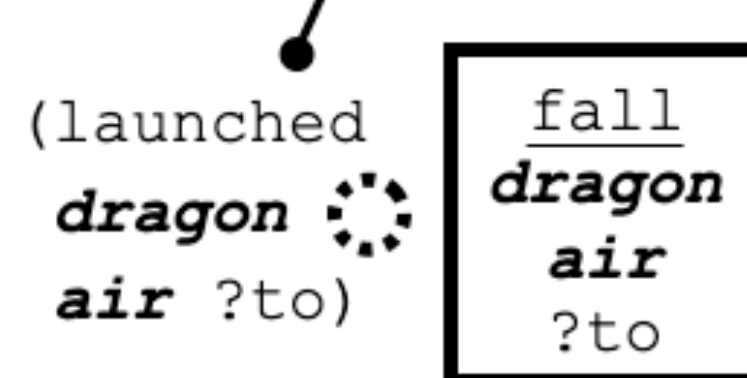
Event Structure



Inferred:

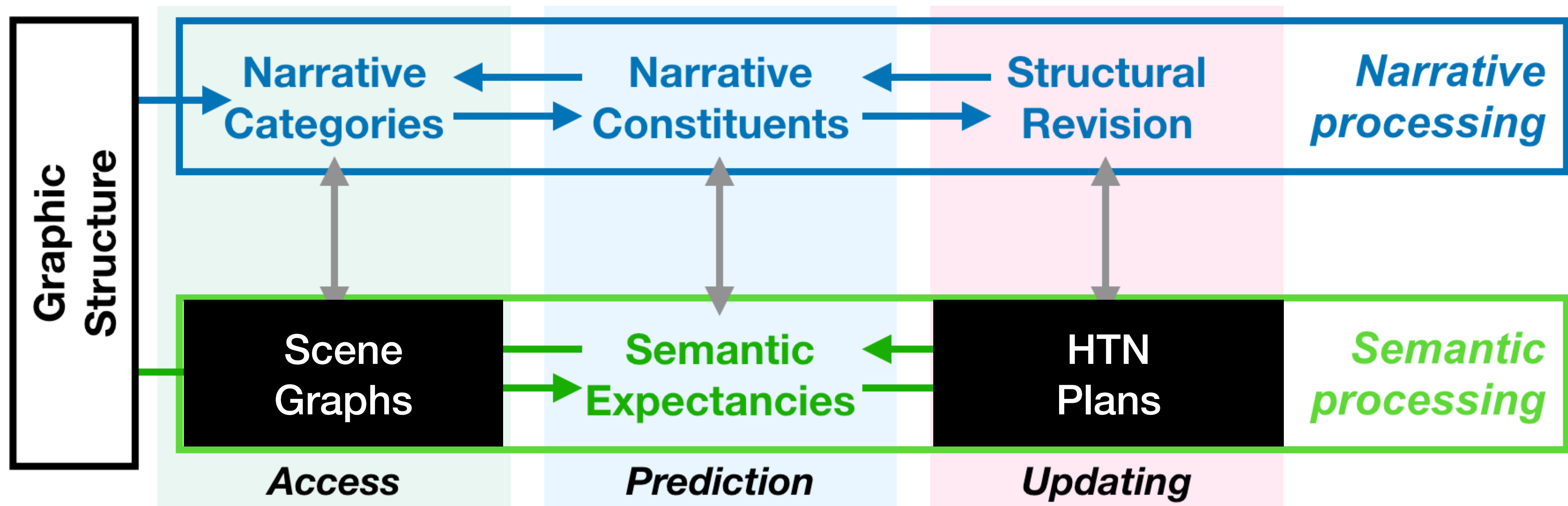


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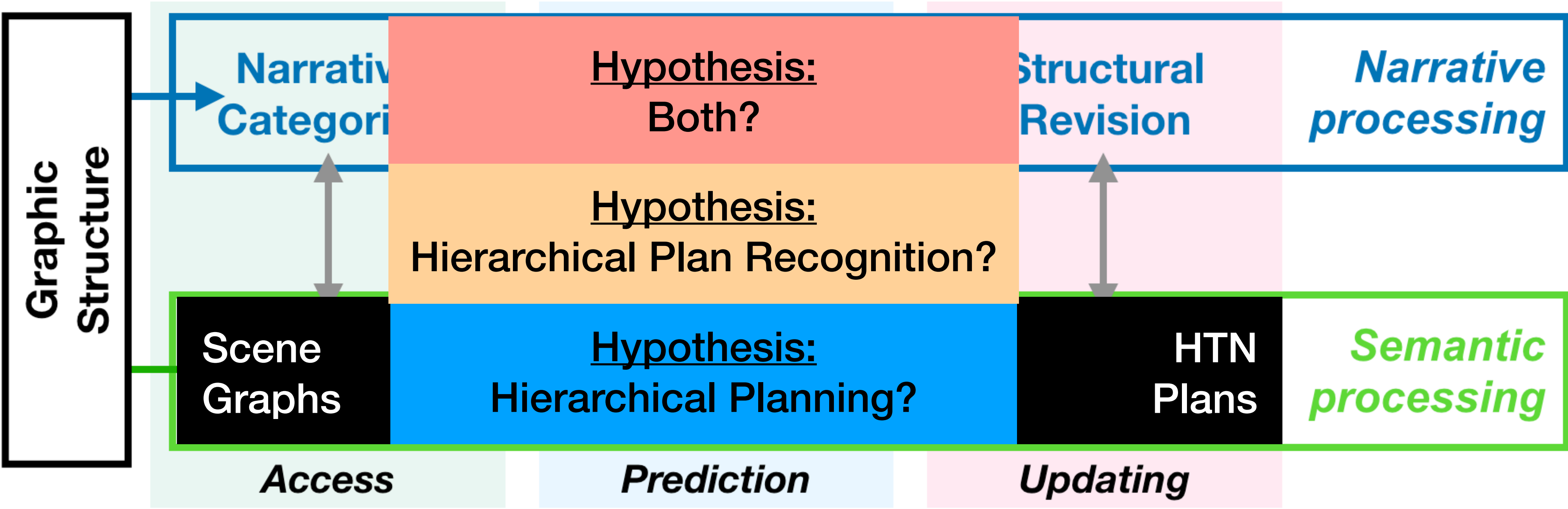


Open question: What's the bridge?

- Research Question: Can we describe procedures to match posited interfaces?



Open question: What's the bridge?



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