

# matRiks

## An R package for the automatic generation of Raven-like matrices

**Ottavia M. Epifania**, Andrea Brancaccio, Debora de Chiusole,  
Pasquale Anselmi, Luca Stefanutti

University of Padova

European Meeting of the Matemathical Psychology Group

1 In the begininng

2 Time goes by. . .

3 The matRiks package

4 Why?

1 In the beginnng

2 Time goes by...

3 The matRiks package

4 Why?

## Raven and the generative rules

---

Measuring fluid intelligence without tapping into prior knowledge and by-passing what is learnt through acculturation... How?

Visual analogies... But how?

Generative rules used for manipulating the visual and/or logical relationship between figures and objects

# An example

---

The puzzle consists of a 3x3 grid of shapes. The shapes in the grid are:

- Row 1: Circle with 1 triangle (top-left), Square with 2 triangles (top-middle), Square with 3 triangles (top-right)
- Row 2: Circle with 2 triangles (middle-left), Square with 4 triangles (middle-middle), Square with 5 triangles (middle-right)
- Row 3: Circle with 3 triangles (bottom-left), Square with 6 triangles (bottom-middle), Square with a semi-circle on the right side (bottom-right)

Below the grid are 8 options, each in a rounded rectangle:

- 1: Square with 6 triangles and a semi-circle on the right side.
- 2: Solid black shape with a semi-circle on the right side.
- 3: Square with 3 triangles and a semi-circle on the right side.
- 4: Square with a circle inside and a semi-circle on the right side.
- 5: Square with 9 triangles and a semi-circle on the right side.
- 6: Square with 4 triangles and a semi-circle on the right side.
- 7: Square with 5 triangles and a semi-circle on the right side.
- 8: Square with 4 triangles and a semi-circle on the right side, with a decorative border.

# An example

---

1 2 3 4

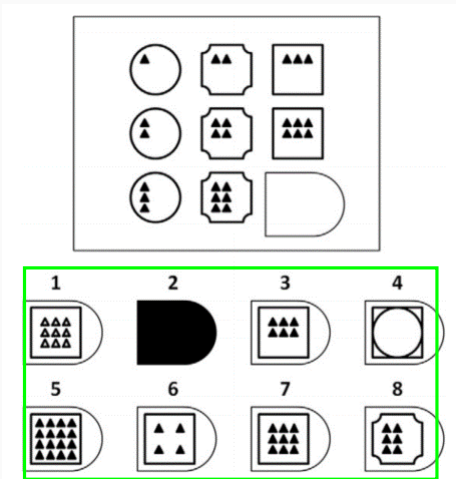
5 6 7 8

# An example

The puzzle consists of a 3x3 grid of shapes. The first two rows are complete, and the third row has a missing piece in the bottom-right corner. The options are numbered 1 through 8.


# An example

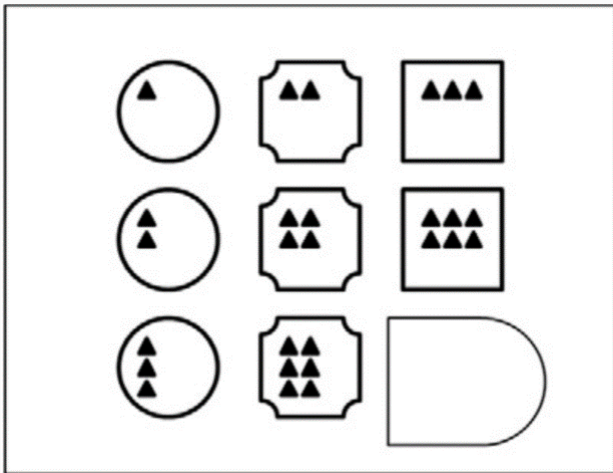
---





# The matrix










---



# The matrix

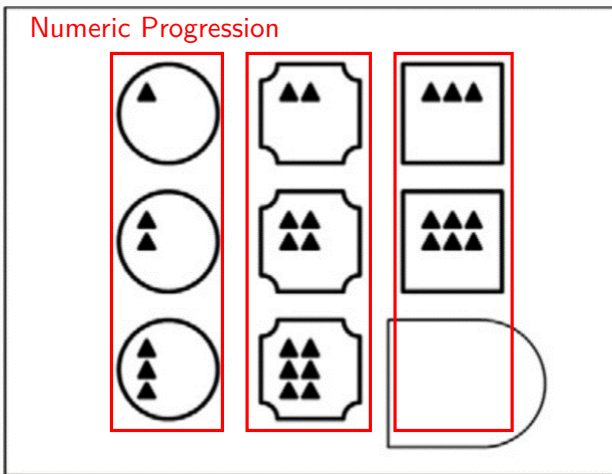
---

Change shapes & Numeric Progression

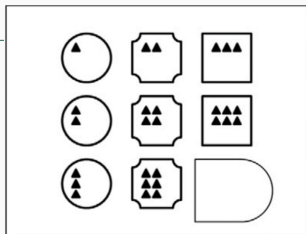
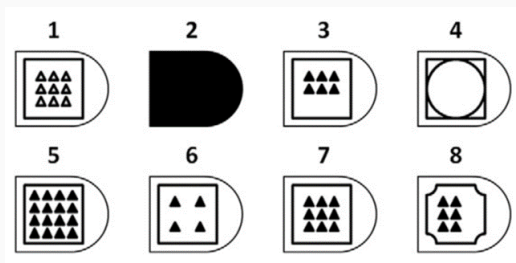
		
		
		

# The matrix

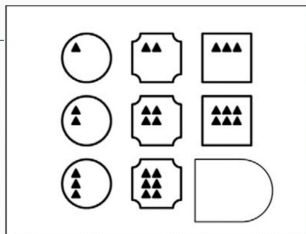
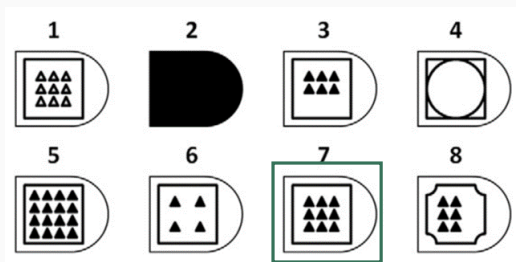
---



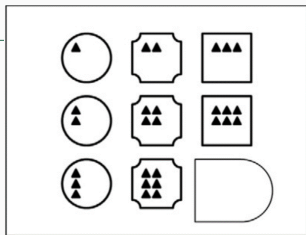
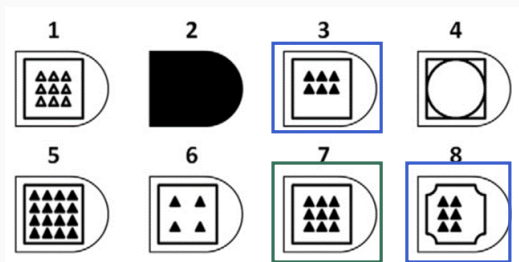
# The response options



# The response options



# The response options

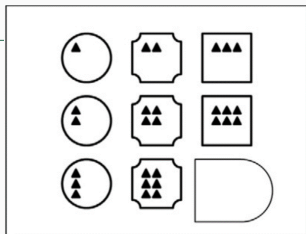
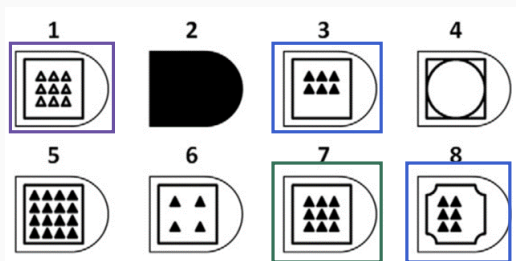


## Repetition

Incomplete Correlate  
Wrong Principle  
Difference

Repetition of a cell adjacent to the empty cell  
"Almost" the correct answer  
An incorrect rule is used to solve the matrix  
Pop-up effect

# The response options



Repetition

Incomplete Correlate

Wrong Principle

Difference

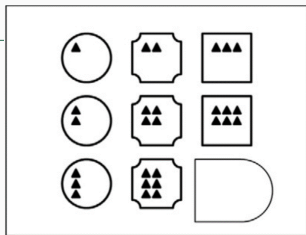
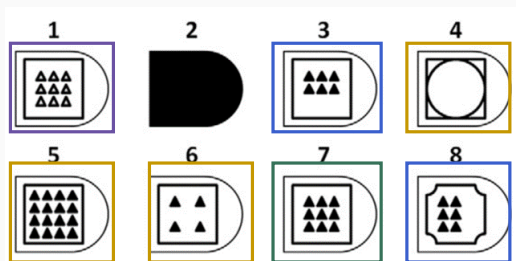
Repetition of a cell adjacent to the empty cell

"Almost" the correct answer

An incorrect rule is used to solve the matrix

Pop-up effect

# The response options



Repetition

Incomplete Correlate

Wrong Principle

Difference

Repetition of a cell adjacent to the empty cell

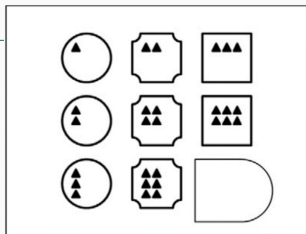
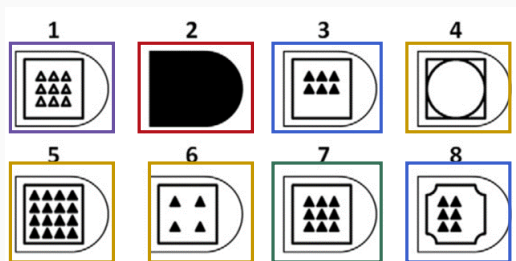
"Almost" the correct answer

An incorrect rule is used to solve the matrix

Pop-up effect



# The response options



Repetition

Incomplete Correlate

Wrong Principle

Difference

Repetition of a cell adjacent to the empty cell

"Almost" the correct answer

An incorrect rule is used to solve the matrix

Pop-up effect

# Generative rules

---

Category	Rule	Definition
Visuospatial	Completion	Identification of the missing portion of a figure
	Orientation	Manipulation of spatial orientation
	Shape	Manipulation of shape
	Filling	Manipulation of filling
	Size	Manipulation of size
Pre-inference	Object Addition	Overlapping objects present in different cells
	Object Subtraction	Deleting objects present in different cells
Logic	AND	The third cell is obtained from the intersection of the first two
	OR	The third cell is obtained from the union of the first two
	XOR	The third cell is obtained from the union of the first two but only for the elements that do not repeat
Directional Logic	Horizontal	The rules are applied horizontally
	Vertical	The rules are applied vertically
	Diagonal	The rules are applied simultaneously in vertical and horizontal

# Distractors

---

Category	Definition	Specific	Definition
Repetition	Repetition of a cell adjacent to the empty cell	R-Left	Repetition of the cell to the left of the empty cell
		R-Top	Repetition of the cell above the empty cell
		R-Diag	Repetition of the top-left cell relative to the empty cell
Incomplete correlate	Correct answer with one element missing or modified	IC-Neg	Negative of the correct answer
		IC-Flip	Rotation of the correct answer (or one of its elements)
		IC-Size	Change in size of the correct answer (or one of its elements)
		IC-Inc	Correct answer with one element missing
Wrong Principle	Use of the wrong rule to solve the matrix	WP-Copy	Copy of a cell not adjacent to the empty cell
		WP-Matrix	Overlapping of two cells in the matrix
Difference	Pop-up effect		

1 In the beginnng

2 Time goes by...

3 The matRiks package

4 Why?

Time has passed... but few open and easy-to-use resources are available for the generation of Raven's like matrices

Corvus

Sandia (prendi lo screenshot di Dedra)

A parte che sono brutte, i generatori o non funzionano o sono difficili da usare ma hanno tutti una roba in comune:

NON permettono le riproducibilità degli stimoli in modo semplice

In the beginnng  
○○○○○○○

Time goes by...  
○○

The matRiks package  
●○○○○○○○○○○○○○○○○○○○○

Why?  
○○○

1 In the beginnng

2 Time goes by...

3 The matRiks package

4 Why?

# matRiks

---

```
install.packages("matRiks")  
library(matRiks)  
# how to generate an RMarkdown file with your matrices!  
vignette("generate_matriks")
```

Generates  $2 \times 2$  and  $3 \times 3$  Raven-like matrices and the related set of distractors

Allows for concatenating figures together

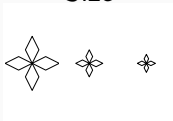
Allows for creating multi-layer matrices by combining concatenating single-layer matrices together

Allows for creating new figures from scratch

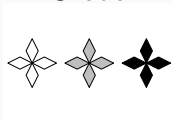
# Visuo-spatial rules

---

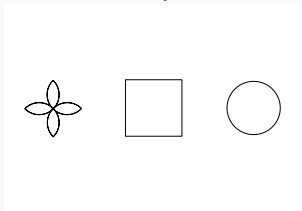
Size



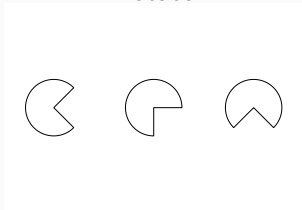
Shade



Shape



Rotate



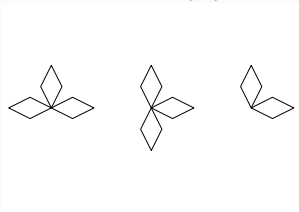
...



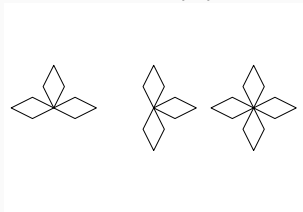
# Logical rules

---

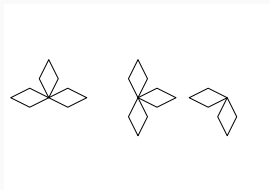
AND ( $\cap$ )



OR ( $\cup$ )



XOR ( $\Delta$ )



# The “workflow”

---

Qui farò un grafico con le frecce direzionate, ora non ho idea di come farlo

Choose a figure or a concatenation of figures

Choose the rule or a combination of rules to be applied vertically, horizontally, or diagonally.

Generate and draw the matrix

Generate the set of distractors

# figure

---

```
$shape  
[1] "square"
```

```
$size.x  
$size.x[[1]]  
[1] 15
```

```
$size.y  
$size.y[[1]]  
[1] 15
```

```
$theta.1  
$theta.1[[1]]  
[1] 0
```

```
$theta.2  
$theta.2[[1]]  
[1] 0
```

```
$rotation  
$rotation[[1]]  
[1] 0.7853982
```

```
$pos.x  
$pos.x[[1]]  
[1] 0
```

```
$pos.y  
$pos.y[[1]]  
[1] 0
```

```
$lty  
$lty[[1]]  
[1] 1
```

```
$lwd  
$lwd[[1]]  
[1] 3
```

```
$num  
$num[[1]]  
[1] 1
```

```
$nv  
$nv[[1]]  
[1] 4
```

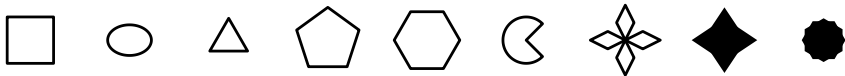
```
$shade  
$shade[[1]]  
[1] NA
```

```
$visible  
[1] 1
```

```
$tag  
$tag[[1]]  
[1] "simple" "fill" "d.ex
```

# Built-in figures

---



## cof()

---

concatenation of figures

```
single = FALSE
```

```
draw(cof(square(),  
      size(ninja())))
```

```
single = TRUE
```

```
draw(cof(square(),  
      size(ninja()),  
      single = TRUE,  
      name = "my_figure")
```

## cof()

---

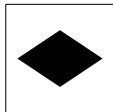
concatenation of figures

```
single = FALSE
```

```
draw(cof(square(),  
      size(ninja())))
```

```
single = TRUE
```

```
draw(cof(square(),  
      size(ninja()),  
      single = TRUE,  
      name = "my_figure")
```



```
List of 15
 $ shape   : chr [1:3] "square" "luck" "luck"
 $ size.x  :List of 3
  ..$ : num 15
  ..$ : num 5.56
  ..$ : num 5.56
 $ size.y  :List of 3
  ..$ : num 15
  ..$ : num 8.33
  ..$ : num 8.33
 $ theta.1 :List of 3
  ..$ : num 0
  ..$ : num 0
  ..$ : num 1.57
 $ theta.2 :List of 3
  ..$ : num 0
  ..$ : num 0
  ..$ : num 1.57
 $ rotation:List of 3
  ..$ : num 0.785
.....
```

```
List of 15
 $ shape   : chr "my_figure"
 $ size.x  :List of 2
  ..$ : num [1:2] 15 5.56
  ..$ : num [1:2] 15 5.56
 $ size.y  :List of 2
  ..$ : num [1:2] 15 8.33
  ..$ : num [1:2] 15 8.33
 $ theta.1 :List of 2
  ..$ : num [1:2] 0 0
  ..$ : num [1:2] 0 1.57
 $ theta.2 :List of 2
  ..$ : num [1:2] 0 0
  ..$ : num [1:2] 0 1.57
 $ rotation:List of 2
  ..$ : num [1:2] 0.785 1.571
  ..$ : num [1:2] 0.785 3.142
 $ pos.x   :List of 2
  ..$ : num [1:2] 0 0
  ..$ : num [1:2] 0 0
.....
```

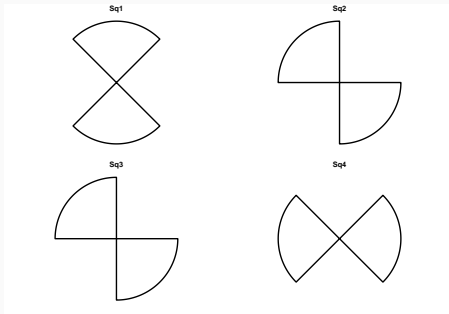
# mat\_apply(): $2 \times 2$

---

```
mat_apply(Sq1, hrules, vrules, mat.type)
```

```
mat_apply(axe(),  
  vrules = "rotate",  
  hrules = "rotate",  
  mat.type = 4)
```

	[,1]	[,2]
[1,]	"Sq1"	"Sq2"
[2,]	"Sq3"	"Sq4"

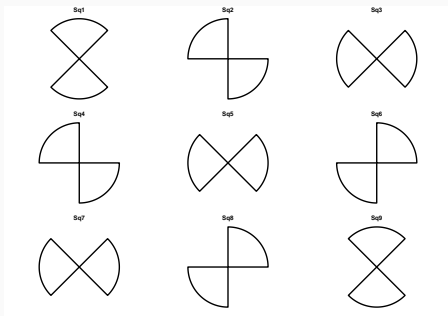




# mat\_apply(): 3 × 3

```
mat_apply(axe(),  
  vrules = "rotate",  
  hrules = "rotate",  
  mat.type = 4)
```

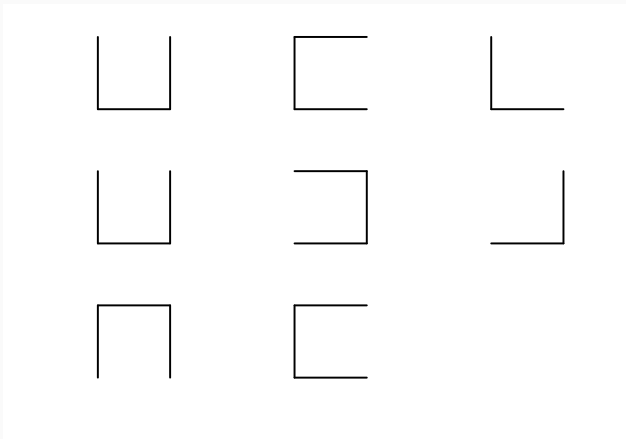
	[,1]	[,2]	[,3]
[1,]	"Sq1"	"Sq2"	"Sq3"
[2,]	"Sq4"	"Sq5"	"Sq6"
[3,]	"Sq7"	"Sq8"	"Sq9"



## Single-layer vs. multi-layer matrices

---

```
draw(mat_apply(cof(square4()), hrules = "AND"), hide = TRUE)
```



# Single-layer vs. multi-layer matrices

---

concatenation of matrices: `com()`

```
draw(com(mat_apply(square4(), hrules = "AND"),  
        mat_apply(size(maxi(), 2), vrules = "OR", hrules = "OR")), hide = TRUE)
```



# Single-layer vs. multi-layer matrices

concatenation of matrices: `com()`

```
draw(com(mat_apply(square4(), hrules = "AND"),  
        mat_apply(size(maxi(), 2), vrules = "OR", hrules = "OR")), hide = TRUE)
```



# The distractors

---

Distractors	Definition
R-Left	Sq8
R-Top	Sq6
R-diag	Sq5
Wp-Copy	One within SQ1, SQ2, SQ3, SQ4, SQ7
WP-Matrix	One within SQ1, SQ2, SQ3, SQ4, SQ7 with the superimposition of another cell.
Difference	One within SQ1, SQ2, SQ3, SQ4, SQ7 with the superimposition of a figure which is not manipulated in the matrix.

# The distractors

---

Distractors	Definition
R-Left	Sq8
R-Top	Sq6
R-diag	Sq5
Wp-Copy	One within SQ1, SQ2, SQ3, SQ4, SQ7
WP-Matrix	One within SQ1, SQ2, SQ3, SQ4, SQ7 with the superimposition of another cell.
Difference	One within SQ1, SQ2, SQ3, SQ4, SQ7 with the superimposition of a figure which is not manipulated in the matrix.
IC-Inc	Correct response with a missing element
	Single-Layer: Not possible Multi-layer:
IC-Neg	Color inversion of the correct response
	Single-layer matrix: Color inversion of the figure in the correct response Multi-layer matrix:
IC-Flip	Rotation of the correct response
	Single-layer matrix: Rotation of the figure in the correct response Multi-layer matrix:
IC-Scale	Resize of the correct response
	Single-layer: Resize of the figure in the correct response Multi-layer matrix:

# The distractors

---

Distractors	Definition
R-Left	Sq8
R-Top	Sq6
R-diag	Sq5
Wp-Copy	One within SQ1, SQ2, SQ3, SQ4, SQ7
WP-Matrix	One within SQ1, SQ2, SQ3, SQ4, SQ7 with the superimposition of another cell.
Difference	One within SQ1, SQ2, SQ3, SQ4, SQ7 with the superimposition of a figure which is not manipulated in the matrix.
IC-Inc	Correct response with a missing element
	Single-Layer: Not possible
	Multi-layer: The most internal figure is removed from the correct response.
IC-Neg	Color inversion of the correct response
	Single-layer matrix: Color inversion of the figure in the correct response
	Multi-layer matrix: Color inversion of the foreground figure of the correct response
IC-Flip	Rotation of the correct response
	Single-layer matrix: Rotation of the figure in the correct response
	Multi-layer matrix: Rotation of the foreground figure of the correct response
IC-Scale	Resize of the correct response
	Single-layer: Resize of the figure in the correct response
	Multi-layer matrix: Resize of the foreground figure of the correct response

# response\_list()

```
draw(response_list(my_mat), main = TRUE)
```

correct



r\_diag



r\_left



r\_top



wp\_copy



wp\_matrix



difference



ic\_neg



ic\_flip



ic\_size



ic\_inc





# Don't like the difference distractor?

Change the random seed

correct



r\_diag



r\_left



r\_top



wp\_copy



wp\_matrix



difference



ic\_neg



ic\_flip



ic\_size

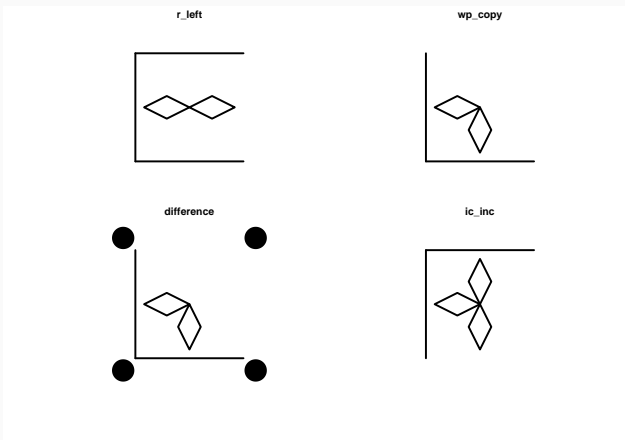


ic\_inc



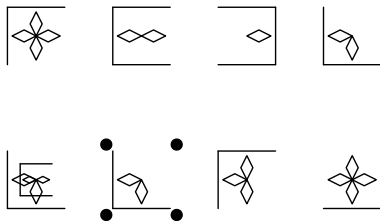
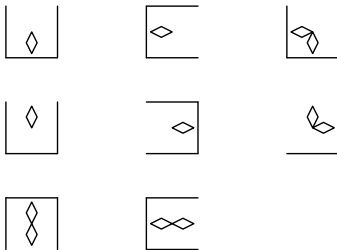
# A handful of distractors

```
draw(response_list(my_mat, seed = 17),  
      main = TRUE, distractors = c("r_left", "wp_copy",  
                                   "difference", "ic_inc"))
```



# The final result

---



In the beginnng  
○○○○○○○

Time goes by...  
○○

The matRiks package  
○○○○○○○○○○○○○○○○○○○○

Why?  
●○○

1 In the beginnng

2 Time goes by...

3 The matRiks package

4 Why?

# PsycAssist



Psyc Assist login

[Home](#) [Il progetto di ricerca](#) [Il team di ricerca](#) [Collaborazioni](#)

## PsycAssist

A Psychological Assistant for accurate and adaptive neuropsychological assessments

### Missione del progetto

Sviluppare un **sistema intelligente di web-app** per la **valutazione neuropsicologica** che somministra test, raccoglie e analizza dati, fornisce report personalizzati comprensivi di suggerimenti per la riabilitazione.

# PsycAssist



Campione

le scuole

In the begining  
○○○○○○○

Time goes by...  
○○

The matRiks package  
○○○○○○○○○○○○○○○○○○○○

Why?  
○○●

# Come è andataa con rasch

---