

Measuring and Improving Chain-of-Thought Reasoning in Vision-Language Models

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Abstract

Vision-language models (VLMs) can effectively act as visual assistants, interpreting questions about images and producing human-like responses. This work explores their abilities to demonstrate human-like reasoning. To address concerns about the consistency of VLMs' reasoning, we introduce a chain-of-thought (CoT) consistency measure. We tackle the challenge of extensive human annotations by proposing an LLM-Human-in-the-Loop pipeline. Based on this pipeline, we build the CURE[🧠] benchmark to measure both the zero-shot reasoning performance and consistency of VLMs. We evaluate state-of-the-art VLMs and find that even the best-performing model is unable to demonstrate strong visual reasoning capabilities and consistency, indicating that substantial efforts are required to enable VLMs to perform visual reasoning as systematically and consistently as humans. As an early step, we propose a two-stage training framework aimed at improving both the reasoning performance and consistency of VLMs without human annotations. The framework consists of two primary stages: supervised fine-tuning and learning from feedback, to guide VLMs in generating reasoning chains that exhibit both consistency and groundedness. Our framework exhibits a 4% relative improvement in reasoning performance and consistency. We release the dataset at <https://github.com/Yangyi-Chen/CoTConsistency>.

1 Introduction

Vision-language models (VLMs) exhibit competence at generating human-like responses by leveraging multimodal instructional data and large language models (LLMs) (Li et al., 2023a; Liu et al., 2023c,a; Chen et al., 2023). A key direction in improving such VLMs is to enable grounded and consistent visual reasoning. We thus take a critical

look at the reasoning capability of existing VLMs, measuring and improving both their performance and consistency in reasoning. For reasoning performance, we aim to measure whether VLMs can derive high-level inference that extends beyond the immediately perceived information correctly. For reasoning consistency, we seek to determine the extent to which VLMs can identify the underlying reasoning chains that lead to the high-level inference.

Previous work simplifies the evaluation of reasoning consistency by only considering coarse-grained rationales (Zellers et al., 2019) and relying on human evaluation (Lu et al., 2022a) and similarity measure (Wei et al., 2023), which lacks scalability and preciseness. Thus, we motivate to establish a new benchmark dataset that provides annotation of the fine-grained reasoning steps to automatically measure reasoning consistency. However, collecting such a dataset is challenging due to high-cost underlying human effort and may contain inconsistencies among annotators for the reasoning chains (González et al., 2021; Larson et al., 2020).

To address this challenge, we propose an LLM-Human-in-the-Loop pipeline for dataset construction. Several recent efforts have shown that LLMs can effectively follow human instructions to generate high-quality datasets (Brown et al., 2020; Meng et al., 2022; Ubani et al., 2023; Wang et al., 2022e). This pipeline functions by incorporating limited human assistance for providing instructions and filtering rules, enabling LLMs to efficiently generate high-quality datasets in a semi-automatic manner, substantially reducing annotation cost. Based on an existing coarse-grained visual inference dataset Sherlock (Hessel et al., 2022), we establish a benchmark CURE[🧠] for Chain-of-Thought VisUAI Reasoning Evaluation. It contains 1,622 human-verified samples of high-level visual inference and corresponding CoT reasoning chains, intended for zero-shot evaluation. Two examples are presented in Figure 1. Particularly, the CoT rea-

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Figure 1: Besides the high-level inference about the images (e.g., *The girl is turning two years old today.*), CURE also contains CoT reasoning chains to evaluate VLMs’ reasoning performance and consistency. We only show 2 (of 6) candidate options for presentation. We highlight the ground truth answers. More examples are shown in Figure 9.

soning chains consist of progressive subquestions, ranging from recognition (e.g., *What is on the cake?*) to cognition (e.g., *What does each candle represent?*), with the purpose of measuring the reasoning consistency of VLMs. Due to the notorious difficulty of natural language generation evaluation (Sai et al., 2023; Hendrycks et al., 2021), we formulate CURE as a multiple-choice task for the ease of automatic evaluation. Particularly, for each visual input, we assess the reasoning in VLMs by evaluating their overall inference capabilities for a designated area (the bounding box in Figure 1) and their ability to correctly address the intermediate reasoning chain leading to the final inference.

We evaluate the state-of-the-art (SOTA) VLMs on CURE. The key conclusions from these evaluations are: (1) The model’s success in complex visual inference depends on LLMs components, visual inputs, and instruction finetuning; (2) Even the SOTA VLM (BLIP-2) falls short in comparison to human performance regarding overall visual reasoning performance. In addition, our findings indicate a lack of reasoning consistency. Specifically, the reliability of intermediate reasoning steps cannot be assured, irrespective of the accuracy of the final inference (and vice versa). This suggests VLMs are not always consistent in their reasoning.

To enhance VLMs’ reasoning performance and consistency, we propose a two-stage training framework for training rationale-augmented VLMs. In the first stage, VLMs are trained on reasoning samples that encompass step-by-step reasoning chains, which are automatically generated by LLMs. However, VLMs may produce inaccurate high-level inferences due to inconsistencies or hallucination in the rationales after this stage. Thus, we introduce a subsequent stage that integrates feedback from LLMs to examine the reasoning process. This approach avoids the complex task of directly scrutinizing the high-level inferences of VLMs. The results demonstrate the relative improvement in

both reasoning performance and consistency is approximately 4% compared to the SOTA.

2 Related Work

The CoT reasoning approach is first proposed for LLMs (Wei et al., 2022). We discuss related work regarding LLMs CoT reasoning and vision-language pretraining in Appendix B and focus on vision-language reasoning in this section. There exists a paucity of comprehensive diagnostic studies concerning VLMs with the aim of quantifying their reasoning consistency, although efforts have been spent on measuring the visual reasoning performance (e.g., Sherlock) (Hessel et al., 2022) and coarse-grained rationale evaluation, including multiple-choice question answering (e.g., VCR) (Zellers et al., 2019), human evaluation of generated rationales (Lu et al., 2022a), and similarity measure between the generated and the ground-truth rationales (Wei et al., 2023). Some work has identified the failure of VLMs to accurately answer subquestions that are components of the main problems (Ray et al., 2019; Jing et al., 2022; Selvaraju et al., 2020; Wang et al., 2022f; Lu et al., 2022a; Wei et al., 2023). For instance, VLMs may correctly determine the significant size of a mountain in an image but erroneously classify it as small when responding to a query such as "Are the mountains small?" (Ray et al., 2019). In contrast to the aforementioned studies that focus on coarse-grained rationale evaluation and individual subquestions, we create reasoning chains that consist of coherent subquestions capable of supporting high-level inference. This approach allows us to precisely measure the extent to which reasoning in VLMs is consistent and grounded.

3 CURE Benchmark

We present the CURE dataset for measuring visual reasoning performance and consistency in VLMs and the LLM-Human-in-the-Loop pipeline

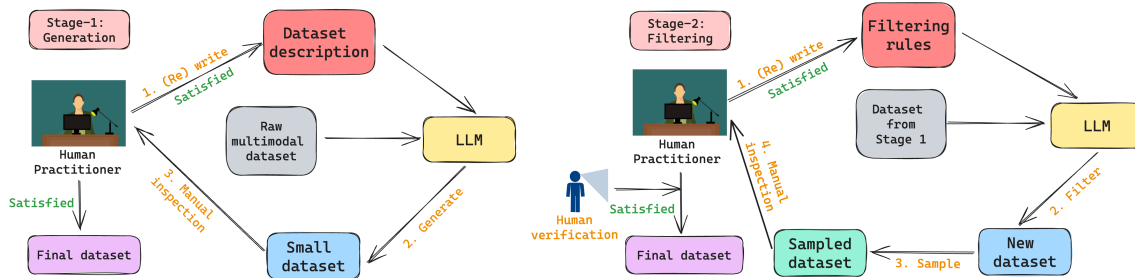


Figure 2: The LLM-Human-in-the-Loop dataset construction pipeline consists of the generation and filtering stages. We use this procedure to create CURE in a semi-automatic manner.

adopted to construct it semi-automatically. Our dataset builds on the Sherlock dataset (Hessel et al., 2022), which measures abductive reasoning by annotating visual clues (text and bounding boxes for perceptual elements) and high-level inference. However, our aim is not only to measure the capacity of VLMs to accurately perform high-level visual inference but also to subsequently ascertain the extent to which the resulting inference is thoroughly substantiated. We thus add two new annotations to enable this: **(1) Reasoning Chains:** We provide fine-grained and precise CoT reasoning containing coherent subquestions that can be chained together to derive the high-level inference provided by Sherlock. **(2) Candidate Answers:** To avoid the long-standing issues in the evaluation of natural language generation (Sai et al., 2023), we transform the generation task of high-level inference and CoT subquestions into a multiple-choice question answering task by generating plausible but incorrect alternative candidates for each ground truth, as shown in Figure 1.

In this section, we outline the procedure to semi-automatically create CURE with LLMs and then describe the evaluation metrics adopted to measure reasoning performance and consistency.

3.1 LLM-Human-in-the-Loop Data Generation Pipeline

Our dataset construction pipeline consists of two stages, as illustrated in Figure 2. The first stage aims to generate a preliminary dataset that potentially contains instances of failure, while the second stage filters out the error cases, similar to the crowdsourcing dataset collection approaches (Lin et al., 2014). In both stages, LLMs carry out the majority of tasks, while human practitioners (the researchers in this case) iteratively correct errors made by LLMs (Bubeck et al., 2023).

3.1.1 Stage-1: Preliminary Generation

We randomly select 10,000 examples from the Sherlock evaluation set to serve as the raw coarse-grained examples. In this stage, the practitioner engineers an initial prompt that basically describes the data LLMs should generate based on each raw example. The dataset description is then fed along with necessary context – the visual clues describing the image and the high-level inference from Sherlock – to generate a small initial dataset of reasoning chains (e.g., for 50 examples). These examples are usually inadequate and look different than intended. Next, the practitioner should carefully examine the generated examples and revise the dataset description accordingly. Through multiple iterations, a curated instruction that contains dataset descriptions and specific requirements can be produced to guide LLMs to generate the full-sized preliminary dataset.

Reasoning Chains. We use GPT-4 (OpenAI, 2023) in all dataset generation steps. Our stage-1 prompt for generating reasoning steps is shown in Appendix F. This prompt starts by describing the overall goal, inputs, and outputs we expect from LLMs. It then outlines five principles to ensure LLMs generate meaningful and reasonable subquestions. We also find that the inclusion of an in-context example for a step-by-step demonstration of sample generation significantly enhances the ability of LLMs to generate samples that conform to the specified principles. The resulting preliminary dataset contains fairly uniform reasoning chains for 1.6k examples. Typically the generated subquestions support the high-level inference when chained together, following a progression from perception problems to more complex visual inference, thus adhering to the "from recognition to cognition" practice (Zellers et al., 2019).

Iteration	Common Failure Modes
1	The CoT reasoning chains lack consistent subquestions that are capable of deriving the high-level inference.
2	The candidate inference about the image exhibits similarity in meaning with the ground truth inference.
3	The ground truth answers for the subquestions are incorrect due to the occurrence of hallucination in LLMs.
4	The candidate answers for the subquestions are also correct.
5	The problems can be solved directly without relying on visual inputs.
6	The subquestions can contain some words that are irrelevant to the visual inputs.

Table 1: The identified common failure modes at each iteration.

Candidate Answers. We can potentially evaluate whether the outputs from VLMs match or closely resemble ground truth inference or reasoning steps, similar to the practice in previous work (Lu et al., 2022a; Wei et al., 2023). However, this approach has two notable shortcomings: (1) The evaluation of natural language generation has been a persistent challenge, lacking a universally accepted approach (Sai et al., 2023); (2) Although we provide ground truth answers for each image, some alternative predictions may also be correct, regarding the nature of abductive reasoning (Walton, 2014). To address the above issues, we formulate CURE as a multiple-choice question answering task, requiring VLMs to select the most likely inference/answer from the six candidates provided. We prompt LLMs using the same stage-1 procedure to generate potential candidate inference/answers. These candidate answers maintain relevance to the provided image while incorporating factual inaccuracies when compared to the ground truth. The prompts adopted are shown in Appendix F.

3.1.2 Stage-2: Filtering

Although samples in the preliminary dataset generally adhere to the desired criteria, failures still arise due to inherent limitations in LLMs (Borji, 2023). However, by drawing explicit attention to common failure modes, we can instruct LLMs to correctly filter out bad example groups. In each round, the practitioner selects a small number of samples and conducts a thorough inspection to extract predominant failure modes. A distinct prompt is then created for each failure mode that requires LLMs to determine whether reasoning chains or sets of candidate answers meet that failure case. This prompt is applied to all remaining preliminary data, removing all examples that LLMs identify as lying in the failure modes. The practitioner then repeats this procedure through multiple iterations until the randomly selected sample of examples no longer exhibits any instances of error. We conduct a total of six iterations to systematically remove groups

of samples that displayed common failure modes. The identified failure modes are listed in Table 1, and the prompts are described in Appendix F.

Human Verification. While the filtering stage yields a substantial labor reduction when compared to the initial unfiltered dataset (50% reduction estimated), there still exist some failure cases. For example, our analysis finds that a certain amount of examples in the Sherlock dataset share the same reasoning problem that relies on simplistic visual cues such as sky and lighting conditions to infer weather patterns and differentiate between day and night. This kind of shortcut annotation is documented in previous studies (Gururangan et al., 2018; Geva et al., 2019; Yuan et al., 2023). We motivate to address these concerns since CURE is for evaluation purposes. We hire human annotators to meticulously review the entire created dataset to ensure two primary objectives: (1) Each sample’s validity for measuring reasoning performance and consistency; (2) The inclusion of diverse samples in the evaluation dataset. The details of human verification are described in Appendix D.

3.2 Human Evaluation

CURE contains 1,622 evaluative instances. We employ human annotators to conduct human evaluation with emphasis on two aspects: (1) What is the level of human performance observed on CURE? (2) Do the samples within CURE hold validity and can be effectively used for evaluation? We select a sample of 200 instances from CURE. The annotation details are described in Appendix D. We engage three human annotators to conduct the task of answering multiple-choice questions and provide annotations indicating the presence of any failure mode mentioned in Table 1 or any other unidentified failure modes. The human performance is listed in Table 2. The detailed discussion of the human performance compared with the model performance is in Sec. 5. In the assessment of sample validity, merely 3% of the evaluation samples within the benchmark are found to

demonstrate specific issues. Of this subset, 2% of the samples exhibit inconsistent reasoning chains, while 1% of the samples provide incorrect answers for the subquestions. It is worth noting that apart from the issues outlined in Table 1, no other problems have been reported. These findings serve as a validation of the high quality of CURE, and also demonstrate the effectiveness of our pipeline at identifying unqualified samples. The detailed statistics of CURE are described in Appendix A.

3.3 Evaluation Metrics

As described in the previous section, we frame CURE as a multiple-choice problem with six potential inferences per image and six plausible candidates for every subquestion (reasoning step). Specifically, each image I_i is paired with a high level question Q_h^i associated with six candidate inferences $O_h^i = \{o_{h1}^i, o_{h2}^i, \dots, o_{h6}^i\}$. Additionally, reasoning chains are made up of several questions Q_c^i . Each question $q \in Q_c^i$ is associated with a set of six candidate answers $O_q^i = \{o_{q1}^i, o_{q2}^i, \dots, o_{q6}^i\}$. We propose a series of metrics that evaluate not only the reasoning ability of the VLMs but also the consistency in their reasoning.

3.3.1 Metrics for Reasoning Performance

Performance in High-Level Reasoning. The metric R_h is designed to measure the VLMs’ ability in accurately choosing the most probable inference from the candidate pool for each image:

$$R_h = \frac{1}{N} \sum_{i=1}^N \mathbb{I}(\hat{a}_h^i = a_h^i), \quad (1)$$

$$\hat{a}_h^i \in \{o_{h1}^i, o_{h2}^i, \dots, o_{h6}^i\},$$

where N signifies the total number of images, $\mathbb{I}(x)$ is the indication function that returns 1 if x is true and 0 otherwise, \hat{a}_h^i and a_h^i are model’s chosen answer and ground truth answer respectively.

Performance in CoT Reasoning. The metric R_{cot} is used to evaluate the VLMs’ ability to correctly answer all subquestions contained in the reasoning chain for each image:

$$R_{cot} = \frac{1}{N} \sum_{i=1}^N \mathbb{I} \left(\sum_{j=1}^M \mathbb{I}(\hat{a}_j^i = a_j^i) = M \right), \quad (2)$$

$$\hat{a}_j^i \in \{o_{j1}^i, o_{j2}^i, \dots, o_{j6}^i\},$$

where M is the number of subquestions within the CoT reasoning chain per image, \hat{a}_j^i is the model’s prediction, and a_j^i is the ground truth answer.

Overall Performance in Reasoning. We propose R_o to measure if VLMs can successfully perform both high-level reasoning and CoT reasoning for every image:

$$R_o = \frac{1}{N} \sum_{i=1}^N \mathbb{I}(\hat{a}_h^i = a_h^i) * \mathbb{I} \left(\sum_{j=1}^M \mathbb{I}(\hat{a}_j^i = a_j^i) = M \right) \quad (3)$$

where the notations adhere to previous definitions.

3.3.2 Metrics for Reasoning Consistency

Consistency in Forward Reasoning. We define C_f to evaluate the VLMs’ capacity to correctly answer the high-level inference question once all subquestions have been correctly addressed:

$$C_f = \frac{1}{\sum_{i=1}^N s_i} \sum_{i=1}^N s_i \cdot \mathbb{I}(\hat{a}_h^i = a_h^i), \quad (4)$$

$$\hat{a}_h^i \in \{o_{q1}^i, o_{q2}^i, \dots, o_{q6}^i\},$$

where s_i equals 1 if all subquestions for the i th image have been correctly answered by the VLM, and 0 otherwise, and other notations adhere to their previous definitions.

Consistency in Backward Reasoning. We define C_b to evaluate the VLMs’ proficiency in correctly answering all subquestions given the successful answering of the high-level inference question:

$$C_b = \sum_{i=1}^N \mathbb{I} \left(\sum_{j=1}^M \mathbb{I}(\hat{a}_j^i = a_j^i) = M \right), \quad (5)$$

$$\hat{a}_j^i \in \{o_{j1}^i, o_{j2}^i, \dots, o_{j6}^i\},$$

where h_i equals 1 if the VLM correctly answers the high-level inference question for the i th image, and 0 otherwise, and other notations adhere to their previous definitions.

4 Approach

In preliminary experiments, we find that VLMs can effectively conduct high-level visual inference when provided with complete reasoning chains. Thus, we propose to train a model capable of generating rationales that can potentially enhance visual reasoning performance and consistency. To this end, we propose a bifurcated training framework that is able to train a VLM to efficiently produce rationales that facilitate high-level visual inference (see Figure 3). In the first stage, we aim to train CoTBLIP to generate rationales that contain enough visual details and reasonable

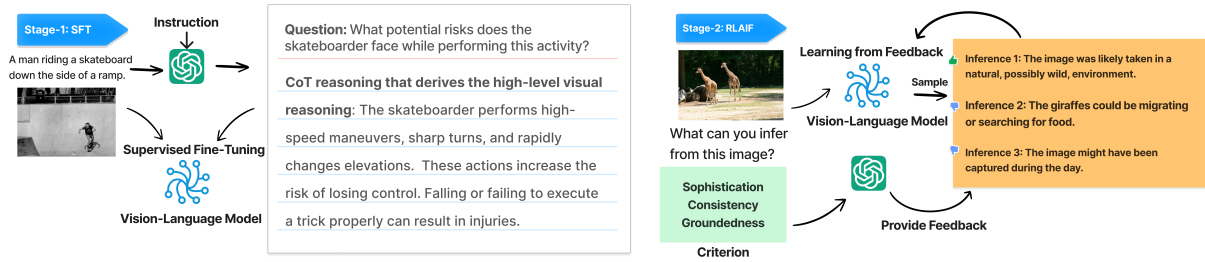


Figure 3: The two-stage training framework consisting of SFT and RLAIIF. We instruct LLMs to examine the reasoning process of VLMs to improve the challenging high-level inferences.

inference. To further mitigate certain issues in generated rationales (e.g., hallucination) for better high-level inferences, we introduce the second Reinforcement Learning from LLMs (AI) Feedback (**RLAIIF**) stage. We select BLIP-2-T5_{xl} as our backbone model due to its strong performance on basic vision-language tasks (Xu et al., 2023; Fu et al., 2023). Consequently, we refer to our rationale-generation model as **CoTBLIP**.

Stage-1: SFT. We utilize the complex reasoning samples from the LLaVA dataset (Liu et al., 2023c). The original 77K samples are produced by instructing GPT-4 to generate visual inference using a carefully curated set of five human-annotated captions and bounding boxes associated with images from the COCO Dataset (Lin et al., 2014). However, the generated samples consist of repetitive, dialogic expressions that might not be entirely grounded in the images. We thus perform a further post-processing step that prompts LLMs to generate CoT reasoning chains based on the original samples, placing an emphasis on ensuring that these chains are logical, consistent, and succinct. The detailed prompt is shown in Appendix F. We train CoTBLIP on these refined samples using SFT.

Following the SFT stage, CoTBLIP is competent in generating plausible rationales. However, the high-level inferences may be inaccurate since the produced rationales might contain inconsistent reasoning chains or contents that are not grounded in the images (hallucination). In addition, the scalability of the SFT training stage is limited due to its dependence on high-quality human-annotated dense captions, which makes it difficult for this stage to leverage image-caption pairs in the wild. This can lead to lower generalizability on a broad range of visual concepts. Therefore, we extend the training into a second stage, optimizing the generation of rationales using feedback from LLMs. Specifically, we leverage LLMs to inspect the rea-

soning process, which is more straightforward than directly scrutinizing the high-level inferences.

Stage-2: RLAIIF. In this stage, we use image-caption pairs sourced from the wild (e.g., SBU Captions (Ordonez et al., 2011)). For each image, CoTBLIP is initially prompted to generate three CoT reasoning chains, leading to high-level visual inference regarding each image. We also note that there is a noticeable variation in the quality of these generated reasoning chains, which necessitates external feedback. Therefore, we use LLMs (GPT-3.5-Turbo) to provide feedback on the reasoning chains based on the provided caption, considering three aspects:

- **Sophistication:** The CoT reasoning chains should derive interesting high-level visual inference, instead of trivial visual information (e.g., The image might be captured during the day.)
- **Consistency:** The reasoning chains should be logically consistent to derive the high-level inference without unsupported assertions or gaps.
- **Groundedness:** The extracted visual details in the reasoning chains should be fully grounded in the images, instead of hallucination.

The prompt we use is described in Appendix F. We adapt the methods proposed by (Ouyang et al., 2022) to facilitate pairwise comparison between two reasoning chains and establish a ranking for the three generated reasoning chains. In addition, we leverage a consistency check to exclude instances in which LLMs exhibit conflicting rankings. We use the SBU Captions to generate around 27K LLM preference samples considering the constraints of our available resources. We also demonstrate that increasing the sample size during this stage results in consistent performance improvements in Section 5.3.

Given the LLM preference data, we employ Conditional Reinforcement Learning to train

CoTBLIP due to its stability as observed in previous work (Lu et al., 2022b; Liu et al., 2023b; Laskin et al., 2022). Specifically, we introduce two control tokens, namely <Good> and <Bad>. For each sample containing a set of three ranked reasoning chains, we add the <Good> control token to the highest-ranked chain and the <Bad> control tokens to the remaining two chains. In the training time, given an appended control token, we optimize CoTBLIP to maximize the likelihood of the associated reasoning chain. Through this approach, CoTBLIP can learn to distinguish the difference between control tokens and their respective outputs (Liu et al., 2023b). We note that there is no requirement to perform training for a separate reward model, given that the LLM is capable of fulfilling that role effectively.

Inference. During inference, we initially prompt CoTBLIP to generate rationales. However, it is important to acknowledge that when dealing with CoT subquestions that primarily involve basic visual perceptual problems and text-only inference based on provided visual details, the generated rationales may have limited effectiveness. Thus, the rationales are used exclusively for high-level visual inference. Specifically, these rationales are incorporated before the top-tier question to prompt the downstream VLMs to generate the prediction. In our implementation, we opt for utilizing the original BLIP-2-T5_{xl} model to conduct predictions based on the rationales generated by CoTBLIP.

5 Experiment

5.1 Model

We evaluate the reasoning performance and consistency of the following models on CURE. We include GPT-3.5-Turbo-0613 (**Turbo**), which is a text-only model without visual inputs. We include **OFA-Large/Huge** (Wang et al., 2022b), which are the leading VLMs without LLMs component. We include the **BLIP-2-OPT**_{6.7b}/**T5**_{xl} (Li et al., 2023a), which effectively utilizes LLMs for vision-language modeling. Additionally, we incorporate **InstructBLIP-T5**_{xl} (Dai et al., 2023), which performs instruction tuning on a mixture of vision-language datasets. We include **LLaVA**_{13b} (Liu et al., 2023c) and **miniGPT-4**_{13b} (Zhu et al., 2023) that have undergone extensive training on vision-language instruction tuning data. Our approach **CoTBLIP** appends the generated CoT reasoning chain to the frozen BLIP-2-T5_{xl} model and

prompts it to predict the answer. Note that this pertains exclusively to high-level visual inference.

5.2 Experimental Results

The concrete implementation details of evaluation are described in Appendix C. We consider the evaluation metrics defined in Sec. 3.3. The experimental results regarding the reasoning performance and consistency are listed in Table 2. We summarize the findings as follows: (1) The model’s ability to perform complex visual inference and produce reasonable outputs relies on three crucial elements: LLMs, visual inputs, and instruction fine-tuning. Models solely reliant on text-based information (Turbo), VLMs lacking LLMs components (OFA), and VLMs incorporating LLMs that have not undergone instructional fine-tuning (BLIP-2-OPT) exhibit inadequate performance; (2) The Chat-based VLMs (LLaVA, miniGPT-4) that have been explicitly supervised fine-tuned on synthetic user-interaction response samples exhibit a lack of visual reasoning ability and reasoning consistency. The underlying cause can be ascribed to the informal nature of the chat-style data, which lacks sufficient supervision to facilitate VLMs in acquiring the ability to integrate visual elements effectively for performing high-level visual inference; (3) The existing best-performing model, BLIP-2-T5, still falls short in reasoning performance and consistency, compared to the human evaluation results. This suggests that significant effort is needed to facilitate VLMs in achieving a level of visual reasoning comparable to that of humans in a systematic and consistent manner; (4) Our framework improves VLMs’ ability to perform visual reasoning and demonstrate better reasoning consistency to a certain extent. Specifically, we observe a 4% improvement in both the high-level visual inference and the forward reasoning consistency. CoTBLIP offers a distinct advantage by providing CoT rationales that contain both extracted visual details and potential inference, thereby improving the visual reasoning pertaining to a specific image.

5.3 Further Analysis

Ablation Study. We conduct an ablation study to understand the contribution of the SFT and RLAIIF stages. The results are presented in Table 3. We observe that both of these stages contribute to the improvement in reasoning performance and consistency. In particular, we observe further improvements when employing the RLAIIF after the SFT

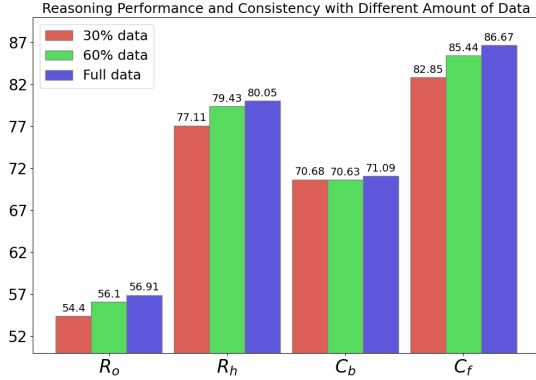


Figure 4: The influence of the percentage of training samples in RLAIF stage on performance.

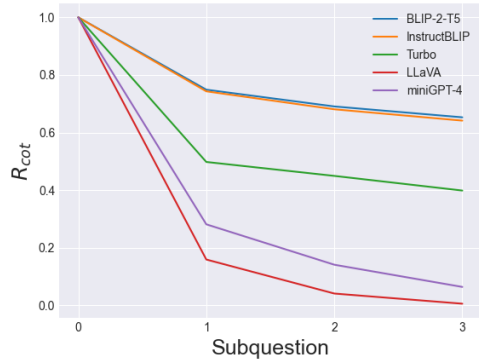


Figure 5: The CoT reasoning performance across the subquestions.

Metric	Performance			Consistency	
	R_o	R_h	R_{cot}	C_b	C_f
Random	0.14	16.67	0.82	0.82	16.67
Turbo	15.97	33.42	40.26	47.79	39.66
OFA-Large	0.12	17.63	0.62	0.70	20.0
OFA-Huge	0.06	16.40	0.68	0.38	9.09
BLIP-2-OPT	0.06	14.61	0.62	0.42	10.0
BLIP-2-T5	54.56	76.82	65.66	71.03	83.10
InstructBLIP-T5	54.01	76.14	65.35	70.93	82.64
LLaVA	0.12	14.67	17.82	17.65	14.29
miniGPT-4	2.10	23.12	38.75	41.80	28.81
CoTBLIP (ours)	56.91	80.05	65.66	71.09	86.67
Human	85.0	93.0	89.0	91.40	95.51

Table 2: The results (%) of the reasoning performance and consistency. The human performance is averaged among 3 human annotators. See Sec. 3.3 for the metrics.

Metric	Performance		Consistency	
	R_o	R_h	C_b	C_f
BLIP-2-T5	54.93	77.68	70.71	83.66
CoTBLIP	56.91	80.05	71.09	86.67
- w/o RLAIF	55.06	78.67	69.98	83.85
- w/o SFT	54.75	77.32	70.81	83.38

Table 3: Ablation study of the SFT and RLAIF stages (%). BLIP-2-T5 refers to prompting BLIP-2 without training to generate rationales. The R_{cot} metric (omitted here) holds the same across all methods because the generated rationales are only used for high-level visual inference.

stage. For example, the overall reasoning (R_o) for the combined stages (CoTBLIP) is 56.91 compared to 54.93 and 55.06 by the baseline and the SFT stage only, respectively. This can be attributed to the ability of RLAIF to facilitate enhanced calibration of the generated rationales, thereby augmenting their cohesiveness and substantiated na-

ture. However, using only the RLAIF without the SFT stage negatively impacts performance when contrasted with the results of directly prompting BLIP-2 without training for rationale generation followed by answer prediction. The presence of the SFT stage enables VLMs to generate reasonable rationales. In its absence, CoTBLIP (BLIP-2) is restricted to producing only image captions or trivial rationales that do not contribute significantly to high-level inference. Thus, without the SFT stage for initialization, the training of CoTBLIP with RLAIF is not feasible.

Training Data of the RLAIF Stage. We investigate the impact of varying the amount of training data during the RLAIF stage (see Figure 4). We omit the presentation of R_{cot} as they are identical. Our findings reveal that a continuous expansion of training samples positively impacts the RLAIF training stage of CoTBLIP, regarding both reasoning performance and consistency. These results demonstrate the potential of utilizing web-scale image-captions data to further improve the training, attributing to the scalability of the RLAIF stage.

Backward Reasoning Consistency. We conduct a comprehensive study on the CoT reasoning performance (R_{cot}) of VLMs, evaluating the extent of performance degradation in answering subquestions (see Figure 5). We select examples that contain three subquestions for the presentation purpose. We observe that existing VLMs often struggle with the initial visual perceptual problem, which involves basic visual details needed for high-level visual inference. However, these models can partially derive the high-level inference when provided with the extracted visual details to some degree, ev-

idenced by the relatively small performance drop when answering the second and third questions. This demonstrates that high-level visual inference derived by VLMs is not entirely grounded in the visual details, leading to a low C_b . We also discuss the forward reasoning consistency in Appendix E.

6 Conclusion

We create CURE[🧠] using an LLM-Human-in-the-Loop pipeline and identify the deficiencies in existing VLMs for reasoning performance and consistency. To tackle these challenges, we introduce a two-stage training framework consisting of supervised fine-tuning and learning from LLMs feedback. Our method demonstrates improvement in VLMs' reasoning performance and consistency.

Limitation

As shown in Table 2, our proposed CoTBLIP still exhibits a significant gap, regarding the reasoning performance and consistency compared to the human annotators. This indicates substantial efforts are necessary to enable existing VLMs to perform robust visual inference like humans. CoTBLIP currently can only generate general visual inference about the given images, without considering the instructions. Future work is needed to enable CoTBLIP to perform instruction-guided reasoning chain generation that can more effectively facilitate high-level inference.

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Appendix

A Dataset Statistics

CURE[🌐] contains 1,622 evaluative instances, wherein each instance encompasses an average of 2.91 reasoning chains, also known as subquestions, reflecting a profound commitment to providing rich, complex data for effective analysis. On average, the lengths of the candidate inference, subquestions, and candidate answers in the dataset are 7.05, 9.97, and 2.96, respectively. Note that these elements are products of LLMs, generated based on the visual clues provided by human annotators. We thus present the word cloud of the visual clues regarding the evaluation samples in Figure 6. Upon examination, it becomes apparent that these visual values primarily center around human-oriented concepts. They incorporate information about entities, activities, and occurrences that are directly associated with individuals. This observation provides a partial representation of the data distribution within our dataset, particularly in relation to the target inference, subquestions, and their corresponding answers.

In addition, we delineate the distribution of question types within CURE[🌐] as presented in Figure 7. We find that CURE[🌐] comprises various kinds of questions with the "What" type questions dominating the distribution. This dominance is primarily due to the extensive use of such questions in Sherlock for cultivating a holistic comprehension of any given context or subject matter. Indeed, these types of queries are inherently employed to both obtain a detailed narrative of the scenario, as well as to facilitate visual inference based on the perceived information.

B Related Work

Vision-Language Pretraining. VLMs have demonstrated remarkable performance across various downstream tasks, primarily due to their extensive pre-training on large-scale datasets (Gan et al., 2022; Uppal et al., 2022; Wang et al., 2022c). Initially, VLMs heavily relied on object detectors for image comprehension (Li et al., 2019; Tan and Bansal, 2019; Lu et al., 2019; Li et al., 2020a,b, 2021b, 2020b, 2021b; Zhang et al., 2021). Subsequent developments in VLMs research have aimed to bypass the need for resource-intensive object detectors (Dou et al., 2022; Huang et al., 2020; Kim et al., 2021), streamline the inference pro-

cess (Huang et al., 2021; Xu et al., 2021), incorporate more extensive visual data (Yang et al., 2022; Yao et al., 2022; Li et al., 2021a; Radford et al., 2021), and introduce additional tasks for object grounding during pre-training (Jia et al., 2021; Yao et al., 2022). As research progresses, efforts are made to design a unified architecture for VLMs, enabling them to handle multiple tasks without requiring task-specific adjustments (Wang et al., 2021, 2022b; Li et al., 2023a). Leveraging large-scale multimodal instruction tuning data for effective alignment of the two modalities, VLMs can effectively parse the questions and generate user-friendly responses (Li et al., 2023a; Liu et al., 2023c; Zhu et al., 2023).

CoT Reasoning Consistency The CoT reasoning approach was initially introduced to enhance the reasoning capabilities of LLMs by prompting them to generate rationales and then answers (Wei et al., 2022). This approach is extended to various domains, models, and more complex problems (Poesia et al., 2023; Li et al., 2023b; Chen et al., 2022; Jin and Lu, 2023; Yao et al., 2023b,a; Saparov et al., 2023; Wang et al., 2024). In addition, the CoT reasoning consistency is effectively utilized to improve the reasoning performance (Wang et al., 2022d). However, it is still not clear how consistent LLMs reasoning is, given the mixed results in previous work (Wang et al., 2022a; Lanham et al., 2023; Madaan and Yazdanbakhsh, 2022; Saparov and He, 2023; Sahu et al., 2022).

C Implementation Details of Evaluation

Given that none of the VLMs under consideration has been trained on grounded data, it is not feasible to directly incorporate bounding box information into these models. We adopt a compromise solution that involves preprocessing the evaluation samples through the automatic incorporation of annotated bounding boxes into the images. We instruct VLMs to focus on the specific region delineated by the bounding boxes in the prompts provided. We describe the prompts for evaluation in Appendix F. For each top-tier question or subquestion in the reasoning chain, VLMs only need to select one option from candidate answers. Namely, VLMs choose an answer based on the highest probability among six options: "A", "B", "C", "D", "E", and "F".

sistance. We observe that CoTBLIP demonstrates the ability to generate coherent rationales, starting with visual elements that are highly relevant to the image, and subsequently advancing towards more sophisticated visual inference that significantly impacts the prediction. For example, the reasoning chain in the second example in Figure 8 seems to first identify some motorcyclists that are parked on a street in some kind of gathering and then provides the high-level inference indicating that these folks might be part of a community interested in such vehicles. Notably, incorporating the rationales explicitly within the context enhances the reasoning consistency of VLMs.

F Prompts

We compile the list of prompts utilized in our implementation to instruct LLMs to perform their designated tasks.

F.1 Candidate Answers Generation for CoT Subquestions

Imagine a scene: {Human-Annotated Visual
 ↳ Clue}
 Here is a question and its corresponding
 ↳ answer:
 Q: {CoT Subquestion}
 A: {CoT Answer}
 Please generate 5 different answers in
 ↳ 1-5 words that are semantically
 ↳ similar but contain factual
 ↳ errors.

F.2 Filtering

Imagine a scene: {Human-Annotated
 ↳ Visual Clue}
 We want to make an inference about this
 ↳ scene by asking some coherent and
 ↳ subsequent questions.
 The questions are as follows:
 Q1: {CoT Subquestion-1}
 A1: {CoT Answer-1}
 Q2: {CoT Subquestion-2}
 A2: {CoT Answer-2}

So we draw the inference: {Human-
 ↳ Annotated High-Level Inference}

Judge whether the reasoning chain is
 ↳ coherent and consistent. Directly
 ↳ answer yes or no.

F.3 Baseline Evaluation

Pay attention to the designated area
 ↳ outlined by the red bounding
 ↳ box in the image.
 Question: {Subquestion}
 Six potential answers are as follows:

A: {Candidate A}
 B: {Candidate B}
 C: {Candidate C}
 D: {Candidate D}
 E: {Candidate E}
 F: {Candidate F}
 Which one is most likely to be correct?
 ↳ Directly answer (A/B/C/D/E/F):

What can we infer from the designated
 ↳ area outlined by the red bounding
 ↳ box in the image?

Here are six potential answers:
 A: {Candidate A}
 B: {Candidate B}
 C: {Candidate C}
 D: {Candidate D}
 E: {Candidate E}
 F: {Candidate F}
 Which one is most likely to be correct?
 ↳ Directly answer (A/B/C/D/E/F):

What can we infer from the
 ↳ designated area outlined by
 ↳ the red bounding box in the
 ↳ image? Consider the following
 ↳ reasoning chain: {Reasoning
 ↳ Chain Generated by CoTBLIP}

Here are six potential answers:
 A: {Candidate A}
 B: {Candidate B}
 C: {Candidate C}
 D: {Candidate D}
 E: {Candidate E}
 F: {Candidate F}
 Which one is most likely to be correct?
 ↳ Directly answer (A/B/C/D/E/F):

F.4 CoT Reasoning Chains Generation

You need to generate some questions
 ↳ for evaluating vision-
 ↳ language models. You will be
 ↳ given a scene description and
 ↳ a corresponding high-level
 ↳ inference about this scene.
 ↳ Please generate step-by-step
 ↳ questions and corresponding
 ↳ answers that can derive the
 ↳ final inference. The
 ↳ reasoning chain should
 ↳ contain 2-4 questions, and
 ↳ the answers should contain
 ↳ 1-3 words.

Consider the following principle:

1. The reasoning chain needs to be as
 ↳ short as possible.
2. The questions are used to evaluate
 ↳ vision-language models that don't
 ↳ have access to the scene
 ↳ description. So the first few
 ↳ questions are about visual
 ↳ information in the scene
 ↳ description, and you should not
 ↳ mention "description" in the
 ↳ questions.

3. The reasoning chain should be
 - ↪ consistent and cohesive. Each
 - ↪ step should be atomic or based on
 - ↪ previous steps, and should not
 - ↪ be duplicated or redundant.
4. You should avoid generating questions
 - ↪ with yes/no as the answers.
5. End your answer with the format 'The
 - ↪ final reasoning chain is: ', and
 - ↪ if you think such a task cannot
 - ↪ be accomplished, please directly
 - ↪ return 'No'.

Scene description: patches of snow
 ↪ spread throughout grass on the
 ↪ side of freeway.

High-level inference: Cold weather is
 ↪ causing hazardous conditions at
 ↪ this location.

Let's think step by step: We need to
 ↪ initially generate some
 ↪ perceptual questions based on the
 ↪ visual information in the scene
 ↪ description. Then we need to
 ↪ generate questions about the
 ↪ visual reasoning based on the
 ↪ previously perceived information.
 ↪ For the perceptual question, we
 ↪ have the information that
 ↪ patches of snow appear on the
 ↪ side of freeway in the scene.
 ↪ Then for the visual reasoning
 ↪ problem, we can infer that cold
 ↪ weather causes the appearance of
 ↪ snow, and based on the knowledge
 ↪ that snow can affect traffic, we
 ↪ can infer that cold weather can
 ↪ cause hazardous conditions at
 ↪ this location.

The final reasoning chain is:

Q1: What is seen on the grass on the
 ↪ side of the freeway?

A1: Patches of snow.

Q2: What kind of weather conditions
 ↪ could cause patches of snow to
 ↪ appear?

A2: Cold weather.

Q3: How can cold weather and patches of
 ↪ snow affect the conditions of a
 ↪ location?

A3: Hazardous conditions.

Scene description: {Human-Annotated
 ↪ Visual Clue}

High-level inference: {Human-Annotated
 ↪ High-Level Inference}

Let's think step by step:

F.5 Postprocessing of LLaVA Dataset

You need to generate some training
 ↪ samples for vision-language
 ↪ models. You will be given
 ↪ several scene descriptions to

↪ help you understand the
 ↪ image. Then a human-annotated
 ↪ question-answering pair will
 ↪ be given.

Please generate a step-by-step reasoning
 ↪ chain. The reasoning chain
 ↪ should be very concise and short,
 ↪ containing less than 15 words
 ↪ for each step, and the total
 ↪ steps should be less than 4.

For example:

Scene description:

A group of people skiing down a hill;
 Several people on skis on a snowy slope;
 A group of young men riding down the
 ↪ side of a snow covered slope;
 Five skiers going through obstacles on a
 ↪ ski slope;
 people skating on the snow with orange
 ↪ flags on the way.

Question: What can you say about the
 ↪ skill level of the skiers
 ↪ featured in the image?

Answer: In the image, there is a group
 ↪ of five people skiing down a
 ↪ snowy slope with orange flags
 ↪ marking their trail. It appears
 ↪ that they are maneuvering through
 ↪ those obstacles on the ski slope
 ↪ , which suggests that these
 ↪ skiers possess a certain level of
 ↪ skill and experience. The fact
 ↪ that they can ski together in
 ↪ close proximity and navigate
 ↪ through obstacles demonstrates
 ↪ their ability to maintain control
 ↪ and balance while skiing. It's
 ↪ reasonable to assume that these
 ↪ skiers may have had some training
 ↪ or practice to reach this skill
 ↪ level, as navigating a snow-
 ↪ covered slope with obstacles
 ↪ typically requires a level of
 ↪ expertise beyond that of a
 ↪ beginner skier.

Let's think step by step:

The skiers are navigating through
 ↪ obstacles. They are skiing in
 ↪ close proximity. This implies
 ↪ advanced skill and experience.

Now consider this example:

Scene description: {COCO Captions}

Question: {LLaVA Question}

Answer: {LLaVA Answer}

Let's think step by step:

F.6 Feedback Generation

You will receive two inferences on
 ↪ an image produced by two
 ↪ models. Your objective is to
 ↪ choose the superior inference
 ↪ . Additionally, you will
 ↪ receive a description of the

- ↪ scene to aid in your
- ↪ understanding.

Let's think step by step:

- When making your judgment, please keep
- ↪ the following principles in mind:
1. The language used in the inference
 - ↪ should flow naturally.
 2. The inference should be grounded in
 - ↪ the image's content.
 3. The inference should be logical,
 - ↪ congruent, and concise.
 4. The inference should be comprehensive
 - ↪ and complete, ultimately drawing
 - ↪ a high-level inference.

Give your answer after the "Answer:"

For example:

Scene description: grass in a rock

Inferences:

- A: The small plant growing out of the
- ↪ rock in the image is likely to be
 - ↪ a native species that has been
 - ↪ transplanted from another area,
 - ↪ such as an urban or natural
 - ↪ environment. Native plants tend
 - ↪ to have deeper roots and are more
 - ↪ resistant to environmental
 - ↪ conditions than their non-native
 - ↪ counterparts, making them ideal
 - ↪ for adapting to different
 - ↪ habitats and environments.
- B: The small plants growing out of the
- ↪ crack in the rock are likely a
 - ↪ result of natural processes, such
 - ↪ as erosion or weathering over
 - ↪ time. This can be beneficial to
 - ↪ the plant's survival and growth,
 - ↪ helping it adapt to its
 - ↪ environment and thrive.
 - ↪ Additionally, this type of
 - ↪ habitat is conducive for
 - ↪ microorganisms that help maintain
 - ↪ soil quality and provide
 - ↪ nutrients necessary for healthy
 - ↪ plant growth.

- Let's think step by step: Inference A
- ↪ captures the unique phenomenon of
 - ↪ plants growing out of the rock,
 - ↪ emphasizes the natural process
 - ↪ and potential environmental
 - ↪ benefits, and provides a more
 - ↪ comprehensive understanding of
 - ↪ the scene. On the contrary,
 - ↪ Inference B fails to explain the
 - ↪ mechanism or the specific
 - ↪ relationship between the plants
 - ↪ and the rock. The mention of
 - ↪ adaptation to harsh conditions is
 - ↪ relevant, but it does not
 - ↪ encompass the entire context of
 - ↪ the image.

Answer: A

Now consider this example:

Scene description: {Image Caption}

Inference:

A: {Inference-1}

B: {Inference-2}

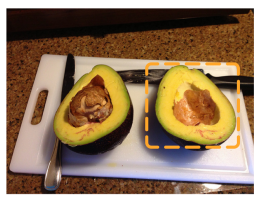
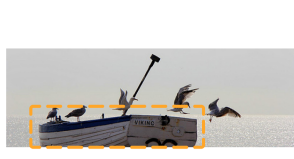
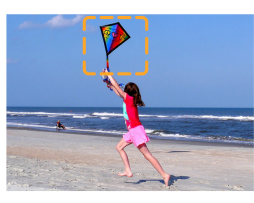
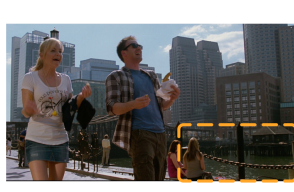
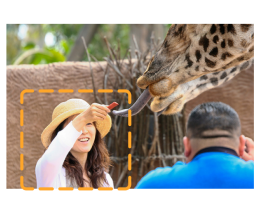


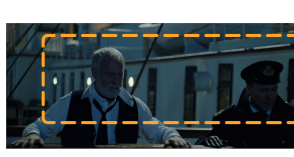
	<p>Visual Clue: Fruit cut in half. Ground Truth Inference: People going to eat it Reasoning Chain:</p> <ul style="list-style-type: none"> • What is the state of the fruit in the scene? . A: Cut in half. B: Fried and crispy. • Why would someone cut a fruit in half? A: To practice knife skills. B: To eat it. • Who is likely going to consume the fruit? A: Plants. B: People. 		<p>Visual Clue: A lot of seabirds on the boat. Ground Truth Inference: This boat has been sitting for some time. Reasoning Chain:</p> <ul style="list-style-type: none"> • What is seen on the boat? A: A lot of seabirds. B: A group of lions. • What could be the reason for the presence of many seabirds on the boat? A: The boat has been stationary. B: The birds are lost. • What can be inferred about the boat's status based on the presence of many seabirds? A: It's a popular attraction. B: It has been sitting for some time
	<p>Visual Clue: A child holding a spool of string and a kite floating in the air. Ground Truth Inference: It is windy outside. Reasoning Chain:</p> <ul style="list-style-type: none"> • What is the child holding? . A: A hat. B: A kite. • What is the kite doing? A: Running from clouds. B: Floating in the air. • What condition is necessary for a kite to float in the air? A: Windy conditions. B: Sky magnets working properly. 		<p>Visual Clue: A large body of water between the walkway and a city skyline. Ground Truth Inference: This city has a major port. Reasoning Chain:</p> <ul style="list-style-type: none"> • What is located between walkway and city skyline? . A: A body of water. B: A barren desert wasteland • What can a large body of water near a city indicate? A: Abundance of whales. B: Presence of a port. • What is the significance of a port in a city? A: Major port. B: A popular beach town.
	<p>Visual Clue: A person holding an animal treat. Ground Truth Inference: This person is a tourist. Reasoning Chain:</p> <ul style="list-style-type: none"> • What is the person holding in their hand? . A: Toy for pets. B: An animal treat. • What is a possible reason for someone to hold an animal treat? A: Sculpting with clay. B: Interacting with animals. • What type of people often interact with animals while holding treats? A: Celebrities. B: Tourists. 		<p>Visual Clue: Kids walking out of a school building. Ground Truth Inference: The kids have just been let out of class. Reasoning Chain:</p> <ul style="list-style-type: none"> • What are the kids doing in the scene? . A: Sleeping inside the building. B: Walking out of a building. • What is written on the building? A: Hospital building. B: School. • Why would kids be walking out of a school building? A: They have been let out of class. B: They won a competition.
	<p>Visual Clue: Brown sausage patty on a plate Ground Truth Inference: The person who is going to eat this is not vegetarian. Reasoning Chain:</p> <ul style="list-style-type: none"> • What is on the plate? . A: Chocolate donut sprinkle. B: Brown sausage patty • What is a sausage patty typically made of? A: Fruit filling mix. B: Meat. • Do vegetarians eat meat? A: Yes, always. B: No. 		<p>Visual Clue: Ship windows in background. Ground Truth Inference: They are on a ship Reasoning Chain:</p> <ul style="list-style-type: none"> • What type of windows are seen in the background? . A: Bus windows. B: Ship windows. • What does the presence of ship windows suggest about the location? A: In outer space. B: On a ship.

Figure 9: More examples included in CURE. We only show 2 candidate options (of 6 in total) for the sake of presentation





	<p>Ground Truth Inference: This is the name of the train</p> <p>BLIP-2 Prediction: The sign displays the train's destination city.</p> <p>Generated CoT Reasoning: Two persons stand in front of a train. There is a sign on the front of the train saying HOGWARTS. That suggests the train could be an exhibition</p>		<p>Ground Truth Inference: This is in a tropical climate.</p> <p>BLIP-2 Prediction: They're in a suburban residential area.</p> <p>Generated CoT Reasoning: The pictures show tropical palm trees and tall buildings in a city. This indicates that it may rain all year round</p>
	<p>Ground Truth Inference: The street is beautified</p> <p>BLIP-2 Prediction: Street is under construction.</p> <p>Generated CoT Reasoning: The picture shows a city scene with lots of green plants. This implies that the city is prosperous and beautiful</p>		<p>Ground Truth Inference: The boat is used for a sporting event.</p> <p>BLIP-2 Prediction: The number indicates the boat's age.</p> <p>Generated CoT Reasoning: There are many boats in the picture with numbers on them. This indicates that the people may need to identify these ships by numbers.</p>

Figure 10: More examples for qualitative analysis of CoTBLIP.