# POLYMATH: A Challenging Multi-modal Mathematical Reasoning Benchmark

**Anonymous ACL submission** 

#### Abstract

Multi-modal Language Large Models (MLLMs) exhibit impressive problem-solving abilities in various domains, but their visual comprehension and abstract reasoning skills remain under-evaluated. To this end, we present POLYMATH, a challenging benchmark aimed at evaluating the general cognitive reasoning abilities of MLLMs. POLYMATH comprises 5,000 manually collected high-quality images of cognitive textual and visual challenges across 10 distinct categories, including pattern 011 recognition, spatial reasoning, and relative reasoning. We conducted a comprehensive, 014 and quantitative evaluation of 15 MLLMs using four diverse prompting strategies, including Chain-of-Thought and Step-Back. The best scores achieved on POLYMATH are  $\sim 41\%$ ,  $\sim 36\%$ , and  $\sim 27\%$ , obtained by 018 019 Claude-3.5 Sonnet, GPT-40 and Gemini-1.5 Pro respectively - highlighting the logical and visual complexity of these questions. A further fine-grained error analysis reveals that these models struggle to understand spatial relations and perform drawn-out, high-level reasoning. This is further strengthened by our ablation study estimating MLLM performance when given textual descriptions in place of diagrams. 027 As evidenced by  $\sim 4\%$  improvement over textual descriptions as opposed to actual images, we discover that models do not truly comprehend visual diagrams and the spatial information therein, and are thus prone to logical errors. Finally, we evaluate the OpenAI o1 models and find that their performance only matches the human baseline, highlighting the difficulty of the benchmark. The results on POLYMATH highlight the room for improvement in multi-modal reasoning 039 and provide unique insights to guide the development of future MLLMs<sup>1</sup>.

#### 1 Introduction

Large Language Models (LLMs) (Brown et al., 2020; Jiang et al., 2024; Touvron et al., 2023a; Achiam et al., 2023) and Multi-modal Large Language Models (MLLMs) (OpenAI, 2023b; Team et al., 2023; Su et al., 2023; Chen et al., 2023b) have rapidly become a pivotal area of research. MLLMs with robust reasoning capabilities in visual contexts can solve complex educational problems (Seo et al., 2015; Wang et al., 2017), support analysts with logical queries on statistical data (Wu et al., 2023; Yang et al., 2023), and contribute to advanced research areas such as theorem proving and scientific discovery (Taylor et al., 2022; Dong et al., 2023; Trinh et al., 2024). Despite their impressive performance in various assessments of human-like intelligence, these models still exhibit notable shortcomings on tasks requiring cognitive and logical reasoning, such as commonsense numerical reasoning, scientific problem-solving, and abstract puzzles (Wang et al., 2023b; Lu et al., 2023a). Existing evaluation benchmarks (Fu et al., 2023a; Liu et al., 2023d; Li et al., 2023b; Fu et al., 2023b; Sun et al., 2024) have focused primarily on specific concrete domains. While general-purpose visual questionanswering (VQA) datasets capture some elements of mathematical reasoning, a systematic investigation into abstract and general cognitive reasoning which are essential for tasks like visual puzzles remains an underexplored frontier.

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In this paper, we present POLYMATH, a benchmark specifically crafted to evaluate the complex multi-modal cognitive reasoning capabilities of MLLMs. We propose a task taxonomy to guide the development of POLYMATH: (1) we identify ten distinct reasoning skills, including *spatial reasoning, pattern recognition*, and *numerical reasoning*. and (2) we cover a diverse array of visual contexts, including images with venn diagrams, spatiallyrelated layouts, as well as geometric figures. POLY-

<sup>&</sup>lt;sup>1</sup>https://anonymous.4open.science/r/PolyMATH-052D

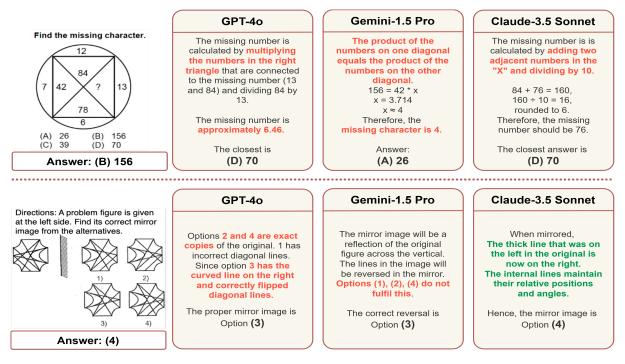


Figure 1: Examples of the reasoning patterns employed by MLLMs when faced with questions involving visual information. In the top row, models fail to perceive the relationship between adjacent semicircles; in the bottom row, models fail to comprehend fine details in the answer images.

MATH is a meticulously curated dataset of 5000 multimodal reasoning problems newly acquired from a publicly available source (Table 1). The problems of the original source have been crafted and rigorously reviewed by expert annotators, and require diverse fine-grained problem-solving capabilities. Additionally, we provide detailed textual representations of diagrams of the samples. As denoted in fig. 1, these problems are designed to assess the logical reasoning abilities of the average high school student over text and diagrams. We observe that MLLMs fail to demonstrate the cognitive reasoning skills required to solve these questions.

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We conduct extensive experiments on POLY-MATH with state-of-the-art (SOTA) closed-source MLLMs like the Claude family (3.5 Sonnet, 3 Sonnet, 3 Haiku), Gemini-1.5 Pro, and GPT-4o, and 9 open-source MLLMs like LLaVA (34B) and ShareGPT4V. We evaluate them via zero shot, few shot, Chain-of-Thought (Wei et al., 2022b) and step back prompting (Zheng et al., 2024). We show that POLYMATH is a challenging benchmark, with human performance (established by qualified human annotators with graduate degrees) reaching only 66.3% accuracy. The most powerful model we evaluate, Claude-3.5 Sonnet, achieves the best score of 41.90% followed by GPT-4o, which attains 36.50%. The best open source models like LLaVA-v1.6 Mistral (7B) and ShareGPT4V (13B) achieves the accuracy of 15.20% and 12.80% respectively. We additionally create a diagram only subset (*test-img*) of the benchmark to gauge the gap in visual reasoning abilities between the multimodal models and average human capability. We find that the performance of these models drops further to 26.20% for Claude-3.5 Sonnet and 22.50% by Gemini-1.5 Pro when evaluated on *test-img* only. In contrast with human cognitive patterns, when given text descriptions in place of the diagram in these questions, model accuracy improves by  $\sim$ 4-7%. We also conduct an error analysis on Claude-3.5 Sonnet, Gemini-1.5 Pro and GPT-40, and find that the most common errors stem from misunderstanding diagrams ( $\sim 60\%$ ), misidentifying logical patterns (~ 25%), and forgetting relational information (~ 12%). Finally, we evaluate OpenAI o1 models (OpenAI, 2024b) on without diagram questions of the benchmark and observe 66.72% accuracy (o1-preview), 2% points below than the human baseline.

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#### 2 Related Work

The development of MLLMs builds on the progress132of LLMs (Touvron et al., 2023a,b; OpenAI, 2023a;133Jiang et al., 2024) and large vision models (Kirillov134et al., 2023; Zhang et al., 2023d,c,e). These mod-135

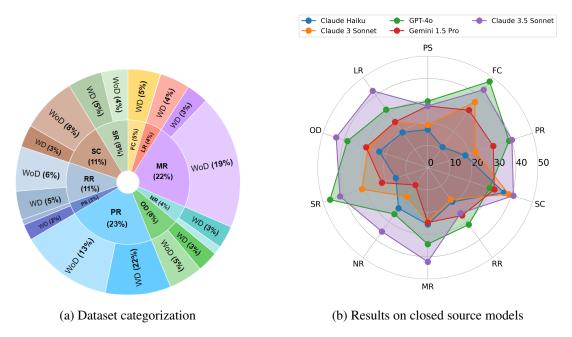


Figure 2: An overview of POLYMATH's distribution and difficulty (a) exhibits the per-category split of the 5000 questions in the dataset, along with the split of *with diagram* (WD) and *without diagram* (WoD) for that category ; (b) Compares the per-category performance of various MLLMs.

els extend LLMs to handle a wider range of tasks across multiple modalities, including 2D images (Li et al., 2022; Dai et al., 2023; Alayrac et al., 2022; Li et al., 2023a), 3D point clouds (Guo et al., 2023; Xu et al., 2023b), audio (Han et al., 2023; Su et al., 2023), and video (Zhang et al., 2023a; Chen et al., 2023a). Notable examples like OpenAI's GPT-4V (OpenAI, 2023b) and Google's Gemini (Team et al., 2023) demonstrate advanced visual reasoning capabilities, setting new benchmarks in the multimodal space.

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As MLLMs rapidly advance (Li et al., 2023c), there is a growing need for benchmarks that evaluate mathematical problem-solving in visual contexts. Existing benchmarks, such as GeoQA (Chen et al., 2021a), VQA (Goyal et al., 2017), and Uni-Geo (Chen et al., 2022a), focus mostly on geometric problems. Other efforts target geometric diagrams, charts, and synthetic images (Chen et al., 2022a; Masry et al., 2022). Recent datasets also assess external knowledge, commonsense reasoning, and scientific or medical understanding (Zhang et al., 2023g). MathVista (Lu et al., 2023a) expands multimodal math tasks, while MMMU (Yue et al., 2023a) focuses on college-level problems. Prior works evaluate LLMs across QA, mathematics, and science (Bubeck et al., 2023; Nori et al., 2023), while recent research (Zhang et al., 2023f) explores whether models like GPT-4V perform vision and language tasks independently or together.

Existing extensive benchmarks (Fu et al., 2023a; 166 Liu et al., 2023d; Li et al., 2023b; Xu et al., 2023a) 167 primarily focus on concrete, real-world problems 168 within specific domains. These benchmarks of-169 ten include comparatively simple diagram inter-170 pretation questions involving plots or mathemati-171 cal questions related to geometry, which primar-172 ily evaluate models' abilities to parse information 173 from a single image and solve problems using well-174 established logical principles and formulae. How-175 ever, they do not sufficiently test models' capabili-176 ties in abstract visual reasoning, including spatial 177 recognition, visual logic and puzzle solving, and 178 pattern recognition. This limitation represents a 179 notable gap, as visual puzzle tasks require logical 180 leaps that differ fundamentally from reasoning pat-181 terns over textual or linguistic problems. Moreover, 182 spatial reasoning questions assess models' abilities 183 to internalize and manipulate configurations in 3D space, as well as reason over spatial information and infer implicit relationships based on positional 186 data. This category of questions aligns closely with human cognition and reasoning abilities, and 188 evaluating model performance against human base-189 lines on these questions reveals the substantial gap 190 in reasoning abilities that models must bridge to 191 approach human-comparable reasoning capability. 192 Our proposed dataset aims to address this gap by 193 challenging and comprehensively evaluating pre-194 viously underexplored model skills in categories 195

Category	PS	FC	PR	SC	RR	MR	NR	SR	OD	LR	Overall
Full dataset											
Questions with Diag. Questions w/o Diag. Total Questions	114 39 153	233 0 233	472 664 1136	160 398 558	206 319 525	157 964 1121	162 58 220	246 191 437	151 246 397	3 217 220	1904 3096 5000
				test	mini						
Questions with Diag. Questions w/o Diag. Total Questions	27 4 31	47 0 47	102 125 227	33 79 112	47 58 105	28 196 224	30 14 44	53 34 87	38 41 79	0 44 44	405 595 1000
test-img											
Total Questions	60	122	248	84	108	82	85	129	79	3	1000

Table 1: An overview of the per-category distribution of questions in the *test, testmini*, and *test-img* splits of POLYMATH. *testmini* and *test-img* are 1000-instance subsets, aimed at faster and image-focused evaluations respectively. We also report the frequency of *with diagram* and *without diagram* questions for each category.

where their performance still lags significantly behind human reasoning baselines. Additionally, we provide a detailed analysis of the strengths and weaknesses of these models across a wide range of categories and skills, shedding light on specific reasoning errors and their frequency of occurrence across categories and in comparison to one another.

## **3** Curating POLYMATH

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POLYMATH is curated mainly from questions directed at students taking the National Talent Search Examination, a nationwide competitive exam held by the National Council of Educational Research and Training of India. These questions and their solutions are created by experts in their fields and rigorously peer-reviewed, and thus contain minimal errors. These questions aim to assess Scholastic Aptitude (SAT), or the ability to recall domainspecific scientific and mathematical knowledge, as well as Mental Ability (MAT), or the ability to think logically and apply a range of analytical skills. We catalog the skills assessed by each sample along the categorization schema defined in Table 6.

#### 3.1 Collection Pipeline

219To guarantee high-quality data, we manually col-220lected image snippets and engineered a stream-221lined, automated framework for curation and anno-222tation. Continuous human reviews were conducted223throughout the process, ensuring quality and pre-224venting error propagation.

Step 1: We generate a universally unique identifier
(UUID) for a given question paper to identify all
the questions curated from it.

**Step 2**: Annotators manually collected separate snippets of each question and their associated contextual information (including disconnected pieces) that apply to multiple questions.

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**Step 3**: An image merging script automatically identified and merged question images (in case the question gets split by pages) with their relevant context images.

**Step 4**: We used an LLM to transcribe the questions and their ground truth answers. We also generate additional metadata, including category (§3.2), whether it contains a diagram (Fig 4), and image description (§3.3). A manual check was performed to ensure the quality of the generated metadata.

**Step 5**: An annotation file, where each row corresponds to a question, is automatically populated.

#### 3.2 Dataset categorization

We develop a categorization schema that catalogues 245 questions on basis of the information provided and 246 the type of reasoning assessed by the question. 247 Based on the continuous human evaluation during 248 collection, we identify 10 distinct question cate-249 gories. We enumerate these categories along with 250 their definitions in Table 6. We further distinguish 251 between questions with diagram and without dia-252 gram. The with diagram questions are designed 253 around the information presented in the diagrams 254 (Fig 4). The overall per-category distribution, along 255 with the with diagram and without diagram split, 256 is visualized in Figure 2. 257

#### 3.3 Additional metadata

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The complexity of collected question images and the heavy presence of diagram-based reasoning tasks makes POLYMATH a challenging multimodal benchmark. To make POLYMATH usable for both text and vision model evaluations, we provide transcriptions of questions and answers. To further facilitate text-based evaluation, we generate detailed, human-vetted text descriptions of attached diagrams such that a human could visualize the image based on this description (Fig 4). Results on text-only characterization of questions in our dataset can be found in §4.3.

#### 3.4 Quality Assurance

Following the collection and annotation process, we conduct a comprehensive quality check. We discard samples that are [1] of low resolution, [2] outside the scope of the categories (Table 6), or [3] missing vital information. We also discard samples with watermarks and other visual noise that renders the sample illegible. Our subject-expert annotators rectify incorrectly-extracted ground truth answers. Concurrently, we verify that the questions belong to their assigned categories, and correct any observed misalignments therein.

#### 3.5 Division of the *testmini* Subset.

The final iteration of POLYMATH comprises 5000 questions. To enable faster model validation, we extract a 1000-instance subset, testmini, using stratified sampling over all categories. All quantitative results reported were obtained on this testmini subset of POLYMATH. We also create a test-img question set, consisting solely of 1000 with diagram questions, aimed at faster, focused assessment of models' visual comprehension. We use a random sampling strategy to create *test-img* due to diagram imbalance.<sup>2</sup> For data distribution, see Table 1. Further details on data collection and annotation are available in §B.1.

#### 4 **Experiments**

We conduct a systematic evaluation of existing MLLMs on POLYMATH. We first introduce the experimental setup in this section. Then we present our findings followed by multiple dataset analysis experiments. Additional experimental results and qualitative examples are present in §C and E.3.

#### 4.1 **Experimental Setup**

Evaluation Models: We examine the performance of foundation models across two distinct categories on POLYMATH: (a) Closedsource MLLMs, represented by models like GPT-40 (gpt-4o-2024-05-13) (OpenAI, 2024a), OpenAI O1 (01-preview-2024-09-12, o1-mini-2024-09-12) (OpenAI, 2024b). Gemini-1.5 Pro (gemini-1.5-pro-002) 2023), Claude-3.5 Sonnet (Team et al., (claude-3-5-sonnet-20240620) (Anthropic, 2024b) and Claude 3 Haiku and (claude-3-sonnet-20240229, Sonnet claude-3-haiku-20240307) (Anthropic, 2024a) (b) Open-source MLLMs, such as LLaVA (v1.5-13B, v1.6-Mistral-7B, v1.6-Vicuna-13B) (Liu et al., 2023a), LLaVA-v1.6-34B (Liu et al., 2024), G-LLaVA (7B, 13B) (Gao et al., 2023a), ShareGPT4V (7B, 13B) (Chen et al., 2023c) & Qwen2-VL-2B-Instruct (Wang et al., 2024b) (c) Text Based LLMs Reka Flash (Ormazabal et al., 2024), Llama-3 (70B) (AI@Meta, 2024), Mistral Large (AI, 2024). We conduct experiments on all open-source models using six NVIDIA A100 GPUs. Hyperparameters are available in §C.

Implementation Details All reported results are 329 on the testmini subset. As a comparative baseline, 330 we simulate random chance by selecting a random option for multiple-choice questions over 1000 tri-332 als. Additionally, the problems in POLYMATH 333 were independently solved by the paper's authors (four engineering graduates and two PhDs), serv-335 ing as a human performance baseline. We evaluate 336 the benchmark using various prompting methods, 337 including zero shot, few shot (2-shot), Chain-of-338 Thought (Wei et al., 2022b), and Step Back prompt-339 ing (Zheng et al., 2024). For multiple-choice ques-340 tions, we use exact match for answer comparison. 341 The model inference prompts are structured to elicit 342 a step-by-step solution, the final answer, and the 343 corresponding option. Details about these prompts 344 are provided in §C.2. As part of our analysis, we 345 conducted three additional experiments: (1) ana-346 lyzing model performance on the *test-img* split, (2) 347 converting the questions from *test-img* into text, 348 along with the transformation of diagrams into descriptions, and (3) evaluating OpenAI o1 models 350 on questions without diagrams. 351

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<sup>&</sup>lt;sup>2</sup>All datasets (*test*, *testmini* and *test-img*) will be publicly released

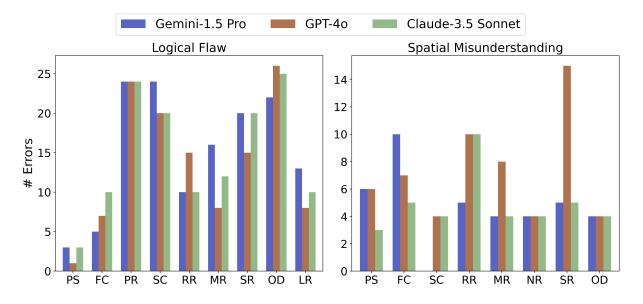


Figure 3: Frequency of LF and SM errors across different question categories. We report per-model figures to enable a comparison of model abilities. They are most prevalent in the OD, PR, and SC categories of questions, owing to the amount of logical leaps and visual reasoning required by these questions.

Category	PS	FC	PR	SC	RR	MR	NR	SR	OD	LR	Overall	
					Baseline							
Random chance	9.68	4.26	6.61	9.82	9.52	9.82	15.91	6.90	7.59	9.09	8.60	
Human eval	51.08	70.57	61.82	69.35	69.84	76.64	58.71	62.64	64.98	51.14	66.62	
	Zero Shot Inference											
Claude Haiku	17.02	11.36	17.86	36.36	18.99	25.55	22.58	15.24	23.21	19.54	20.80	
Claude-3 Sonnet	19.15	36.36	22.77	38.64	17.72	24.23	16.13	31.43	28.57	25.29	25.40	
GPT-40	29.79	47.73	38.84	29.55	31.65	34.36	25.81	46.67	38.39	32.18	36.60	
Gemini-1.5 Pro	27.66	31.82	31.25	31.82	26.58	24.67	9.68	21.90	29.46	25.29	26.90	
Claude-3.5 Sonnet	27.66	43.18	40.18	40.91	25.32	42.29	35.48	41.90	43.75	42.53	39.70	
			Cha	in-of Thoi	ight Prom	oting Infere	ence					
Claude Haiku	19.15	15.91	21.88	20.45	26.58	25.55	19.35	21.90	25.00	28.74	23.50	
Claude-3 Sonnet	23.40	34.09	30.80	40.91	27.85	31.72	22.58	33.33	22.32	26.44	29.70	
GPT-40	21.28	54.55	41.96	25.00	27.85	29.96	9.68	40.95	41.07	33.33	35.00	
Gemini-1.5 Pro	27.66	34.09	39.29	22.73	27.85	30.84	35.48	30.48	31.25	26.44	31.90	
Claude-3.5 Sonnet	31.91	43.18	41.52	45.45	27.85	43.17	48.39	38.10	45.54	44.83	41.20	
				Step Back	Prompting	g Inference						
Claude Haiku	12.77	20.45	23.66	15.91	27.85	26.87	19.35	14.29	20.54	20.69	22.00	
Claude-3 Sonnet	27.66	43.18	36.16	27.27	24.05	28.63	22.58	29.52	35.71	33.33	31.60	
GPT-40	12.77	45.45	42.41	27.27	31.65	34.80	16.13	41.90	41.07	37.93	36.50	
Gemini-1.5 Pro	31.91	38.64	38.84	25.00	29.11	31.28	32.26	31.43	32.14	27.59	32.70	
Claude-3.5 Sonnet	34.04	43.18	41.96	47.73	29.11	43.61	48.39	38.10	46.43	45.98	41.90	

Table 2: Closed-source MLLM results on *testmini* using zero-shot, CoT, and step-back prompting. Highest and lowest scores per strategy are highlighted including random chance and human baselines (avg of six runs).

### 4.2 Results

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**Closed Source Models** Across various prompting strategies (Table 2), Claude-3.5 Sonnet performed best with these advanced prompts, achieving up to 41.90% accuracy in Step Back Prompting, compared to 39.70% in zero shot. GPT-40 followed closely, especially in FC and PS questions, showing strong performance with zero shot and Step Back Prompting. Gemini-1.5 Pro performed moderately across all categories but lacked dominance in any specific area, while Claude Haiku being the smallest of the closed sourced MLLMs, consistently underperformed across all prompting strategies. In terms of prompting strategies, Chain-

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Model	PS	FC	PR	SC	RR	MR	NR	SR	OD	LR	Overall
Qwen2 VL (2B) Instruct	9.38	2.13	6.17	6.25	8.57	3.57	4.55	4.60	8.86	2.27	5.60
LLaVA-v1.6 Mistral (7B)	6.45	4.26	14.98	14.29	18.10	15.18	9.09	19.54	22.78	13.64	15.20
G-LLaVA (7B)	12.90	0.00	9.25	3.57	5.71	7.59	2.27	4.60	3.80	6.82	6.30
ShareGPT4V (7B)	6.45	10.64	16.30	13.39	7.62	11.61	11.36	11.49	10.13	11.36	12.10
LLaVA-v1.6 Vicuna (13B)	12.90	12.77	8.37	8.04	13.33	5.80	15.91	6.90	13.92	4.55	9.10
LLaVA 1.5 (13B)	3.23	14.89	7.49	11.61	7.62	6.70	9.09	8.05	11.39	13.64	8.70
ShareGPT4V (13B)	9.68	17.02	13.66	12.50	15.24	10.71	9.09	12.64	17.72	6.82	12.80
G-LLaVA (13B)	13.67	2.33	11.12	5.69	7.98	10.23	1.07	6.70	5.76	7.98	8.26
LLaVA-v1.6 (34B)	9.68	25.33	9.69	12.50	6.67	10.71	13.64	10.34	15.19	9.09	11.30

Table 3: Results of open-source MLLMs on the *testmini* split of POLYMATH. We report model results using zero shot inference. The highest and lowest scores achieved by a model in each category are highlighted.

of-Thought and Step Back Prompting enhanced the performance of top models like Claude-3.5 Sonnet and GPT-40, allowing them to excel in tasks requiring structured reasoning and re-evaluation. Both strategies led to marked improvements over zero shot prompting, in categories like SR, PR, and LR.

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**Open Source Models** Table 3 showcases the results of open-source MLLMs. LLaVA-v1.6-Mistral-7B model achieved the highest overall score of 15.2%. It excelled in OD (22.78%), SR (19.54%), RR (18.1%), and MR (15.18%) indicating its proficiency in generating precise, coherent, and relevant responses, even for out-of-distribution samples. The ShareGPT4V (13B) model exhibited the second-highest overall score of 12.8%, with outstanding performance in the PR (13.66%), SC (12.5%), RR (15.24%), MR (10.71%), SR (12.64%), and OD (17.72%) categories. Other models, such as LlaVA-v1.6-Vicuna 13B, LlaVA-1.5 (13B), G-LLaVA (13B), and LlaVA-v1.6 (34B), exhibited varying levels of success across the 386 different categories, highlighting their individual strengths and weaknesses in handling the diverse reasoning aspects tested by the dataset.

**Human Evaluation** To ascertain the difficulty of the dataset, we asked six graduate students specifically for the evaluation of human performance on POLYMATH. We assigned questions from a specific problem category to each student. They were asked to provide only the final answer without detailed reasoning, simulating zero-shot inference.

#### 4.3 Experimental Analysis

MLLMs Rely More on Image Descriptions than 398 **Image** To evaluate the visual reasoning capabilities, we used test-img subset, which contains ques-400 tions with diagrams. Additionally, we generated 401 a text-only version of test-img by replacing all di-402 agrams with detailed textual descriptions. Both 403

experiments were carried out in a zero shot setting. Our analysis reveals three key findings. First, we observed a noticeable decline in performance on test-img, particularly for models like GPT-40 and Claude-3.5 Sonnet, compared to their results on the *testmini* subset. This suggests that both models perform well on questions without diagrams, and their decreased accuracy on *test-img* is largely due to the presence of diagram-based problems. Second, when we replaced the diagrams in *test-img* with text descriptions, the performance of all models improved by  $\sim 4\%$ , indicating that the models struggle with diagrams and benefit from textual representations. Finally, we evaluated popular textonly LLMs such as LLaMA-3 (70B), Reka Flash, and Mistral Large on the text-description version of *test-img*. Their scores ( $\sim 15\%$ ) were lower than those of the MLLMs ( $\sim 27\%$ ), underscoring the advantage of multi-modal models in handling visually-grounded tasks.

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A Closer Look at Model Errors We analysed total of 236 samples where all three state of the art MLLMs (Claude-3.5 Sonnet, GPT-40 and Gemini-1.5 Pro) gave incorrect answers on testmini. Based on the manual inspection of the responses, we identified 7 types of errors that MLLMs make (Table 10). The total error distribution of all three models is present in Table 11. Qualitative examples for category-wise errors are present in §E.3. The most common error on this dataset was Logical Flaw (LF), occurring in nearly  $\sim 60\%$  of incorrect samples. Spatial Misunderstanding (SM), which involves a lack of understanding of diagram structure and content, was a close second ( $\sim 25\%$ ). Figure 3 shows the category-wise distribution of the two types of error. These errors were most prevalent in OD, PR, and SC category of questions, as making uncommon logical leaps and fully comprehending visuals is integral to solving these. Furthermore,

Category	PS	FC	PR	SC	RR	MR	NR	SR	OD	LR	Overall
			MLLM	Inference	on Diagra	ums (Multi-	-modal)				
Claude-3 Haiku	16.67	15.57	18.55	22.62	25.93	19.51	31.76	17.83	21.52	33.33	20.60
Claude-3 Sonnet	21.67	23.77	22.98	17.86	20.37	24.39	32.94	22.48	26.58	66.67	23.60
GPT-40	20.00	20.49	22.18	19.05	23.15	20.73	20.00	17.05	34.18	66.67	21.80
Gemini-1.5 Pro	11.67	23.77	22.58	27.38	28.70	25.61	10.59	18.60	29.11	66.67	22.50
Claude-3.5 Sonnet	31.67	27.87	25.00	19.05	28.70	25.61	25.88	22.48	31.65	100.00	26.20
		N	ILLM Infe	rence on L	Diagram D	escription	s (Text-onl	y)			
Claude-3 Haiku	30.00	25.41	18.55	19.05	25.93	28.05	27.06	26.36	30.38	100.00	24.60
Claude-3 Sonnet	30.00	32.79	25.40	22.62	26.85	36.59	37.65	26.36	31.65	100.00	29.30
GPT-40	26.67	28.69	29.44	23.81	31.48	34.15	30.59	29.46	27.85	33.33	29.30
Gemini-1.5 Pro	25.00	26.23	25.00	27.38	21.30	28.05	16.47	19.38	22.78	33.33	23.60
Claude-3.5 Sonnet	38.33	30.33	26.61	23.81	37.96	35.37	34.12	28.68	36.71	100.00	31.40
		I	LLM Infer	ence on D	iagram De	scriptions	(Text-only	')			
Mistral Large	15.00	13.11	11.29	15.48	18.52	13.41	9.41	17.83	25.32	33.33	14.90
Reka Flash	16.67	13.93	12.10	16.67	19.44	14.63	9.41	18.60	26.58	33.33	15.80
Llama-3 (70B)	16.67	13.93	11.69	16.67	19.44	14.63	10.59	18.60	26.58	33.33	15.80

Table 4: Visual comprehension ablation results on *test-img*. We compare [1] multi-modal inference with diagrams and [2] unimodal inference using text descriptions. Highest and lowest scores per category are highlighted. Unimodal LLM performance on text-only questions is also reported.

Category PS	FC	PR	SC	RR	MR	NR	SR	OD	LR	Overall
# Instances 4	0	125	79	58	196	14	34	41	44	595
Human Eval   100	-	61.60	69.62	82.76	64.29	71.43	79.41	82.93	59.09	68.40
o1-mini o1-preview 0.00		58.40 75.20				71.43 57.14			40.91 56.82	58.15 66.72

Table 5: Results of OpenAI o1-mini and o1-preview on the *without diagram* (text-only) samples from the *testmini* split. We observe that while overall, human cognitive abilities have a slight edge over o1 models, over certain categories (PR, MR), o1 models outperform human performance.

in questions involving extrapolation over multi-443 444 ple weakly connected data points, models came to conclusions that contradicted earlier data, in-445 dicating a lack of information retention. Finally, 446 447 we found that models fell into identical fallacious reasoning patterns, e.g. assuming that a pattern 448 holds across each row when a pattern is replicated 449 across columns. The category with the highest % of 450 shared errors was PR, where we observed that GPT, 451 Gemini, and Claude followed the same incorrect 452 reasoning structure on nearly 80% of the analysed 453 samples. Thus, despite their differences, in practice 454 455 we see that MLLMs share the same strengths and shortcomings. For more details, see §E. 456

457 Evaluation of OpenAI o1 models To under-458 stand the capabilities of recent text-only reason-459 ing models (o1-preview and o1-mini), we evaluate 460 these models on 595 text-only questions. We also 461 present human baseline scores on these questions. 462 These results are presented in Table 5. o1-preview 463 ( $\sim 67\%$ ) scores competitively with human performance ( $\sim 68\%$ ), while o1-mini ( $\sim 58\%$ ) lags behind the human baseline by 10%.

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#### 5 Conclusion

In this work, we introduce POLYMATH, a benchmark designed to systematically analyze the mathematical reasoning capabilities of state-of-the-art models in visually complex scenarios. Our evaluation of 14 prominent foundation models highlights that significant advancements have been made, especially with the GPT-40 and Claude-3.5 Sonnet models. However, a substantial gap of  $\sim 24\%$ still exists between Claude-3.5 Sonnet, the bestperforming model, and human performance. This disparity sets a clear direction for future research, emphasizing the need for models that can seamlessly integrate mathematical reasoning with visual comprehension. Moreover, our analysis of model reasoning errors and experiments on samples containing diagrams and their textual representations offer valuable insights for future investigations.

#### Limitation and future work

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Our benchmark, POLYMATH, makes key contribu-485 tions by integrating mathematical and visual tasks. 486 While we have made progress in evaluating model 487 performance, we recognize certain limitations. One 488 limitation is dataset coverage. Although POLY-489 MATH covers a wide range of tasks and visual 490 contexts, some mathematical problems and visual 491 types may be underrepresented. Additionally, fo-492 cusing on mathematical reasoning within visual 493 contexts, especially in domains like competitive 494 high-school-level questions involving problems in 495 spatial and logical reasoning, requires a more labor-496 intensive data collection process than text-only or 497 general-purpose datasets. Consequently, the scal-498 ability and generalizability of our benchmark to 499 other areas remain challenging. Annotations were performed by the authors meticulously, however, 501 due to the diversity of questions and images appearing in these sources, the annotations lack a consistent format. 504

In future iterations, our benchmark will aim to 505 cover a wider range of problems and visual contexts, with unified and comprehensive annotations. 507 This benchmark is part of an ongoing research effort, and we are committed to maintaining and refin-509 ing the datasets, including addressing potential data 510 noise, based on community feedback. Addition-511 ally, we will adapt the leaderboard to reflect new 512 model developments. In conclusion, despite the 513 limitations of our current approach, POLYMATH 514 marks a significant advancement in the field. We 515 remain dedicated to continuously improving the 516 benchmark to deepen our understanding of AI's 517 518 capabilities in mathematical and visual reasoning.

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## 1222 Appendix

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#### 1223 Appendix Overview

- Section A: Extended Related Work
- Section B: Dataset creation
- Section C: Additional Experimental Details
- Section D: Extended Analysis
- Section E: Qualitative Error Analysis

#### A Extended Related Work

High-quality evaluation datasets and benchmarks are crucial for assessing the progress of machine learning models in solving real-world tasks (Liao et al., 2021). Mathematical reasoning benchmarks have emerged as a significant focus area, posing challenges for large foundational models like Large Language Models (LLMs) and Multimodal Large Language Models (MLLMs). Initial datasets addressed basic algebraic (Hendrycks et al., 2021b) and arithmetic (Roy and Roth, 2016) word problems with limited scope. Subsequent efforts, including MATH (Hendrycks et al., 2021b), GSM8K (Cobbe et al., 2021), MMLU (Hendrycks et al., 2021a), and others (Zhou et al., 2023; Yue et al., 2023b; Wang et al., 2024a; Gao et al., 2023a; Luo et al., 2023), expanded the range and quality of textual mathematical problems, establishing robust benchmarks for LLM evaluation.

Despite substantial mathematical reasoning encapsulated in visual modalities, most existing benchmarks (Amini et al., 2019; Cobbe et al., 2021; Mishra et al., 2022; Frieder et al., 2023; Lu et al., 2023b) are textual only. Moreover, some datasets exhibit performance saturation, with GPT-4 achieving 92.0% accuracy on GSM-8K (Cobbe et al., 2021), a grade-school mathematics dataset. The rapid advancement of Large Multimodal Models (LMMs) necessitates robust multimodal benchmarks, as current benchmarks (Antol et al., 2015; Kembhavi et al., 2016; Kahou et al., 2017; Mathew et al., 2022) provide limited coverage of rigorous scientific domains crucial for general-purpose AI assistants.

While these benchmarks assess text-only mathematical reasoning, the rapid progress of MLLMs necessitates high-quality benchmarks for evaluating visual mathematical problem-solving. Prior attempts like GeoQA (Chen et al., 2021a), while MathVista (Lu et al., 2023a) and MMMU (Yue et al., 2023a) incorporated various multimodal tasks and college-level questions, respectively.

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MLLMs, building upon LLMs (Touvron et al., 2023a,b; OpenAI, 2023a; Jiang et al., 2024; Brown et al., 2020) and large vision models (Radford et al., 2021; Kirillov et al., 2023; Zhang et al., 2023d,c,e), have become increasingly prominent. They extend LLMs to diverse tasks and modalities, including 2D images (Li et al., 2022; Dai et al., 2023; Alayrac et al., 2022; Li et al., 2023a), 3D point clouds (Guo et al., 2023; Xu et al., 2023b; Hong et al., 2024), audio (Han et al., 2023; Su et al., 2023), and video (Zhang et al., 2023a; Chen et al., 2023a). Noteworthy examples like OpenAI's GPT-4V (OpenAI, 2023b) and Google's Gemini (Team et al., 2023) exhibit exceptional visual reasoning capabilities, setting new benchmarks in multi-modal performance.

However, their closed-source nature hinders broader application and development of MLLMs. Concurrently, open-source MLLMs like LLaMA-Adapter (Zhang et al., 2024; Gao et al., 2023b), LLaVA (Liu et al., 2023b, 2024, 2023a), MiniGPT-4 (Zhu et al., 2023a; Chen et al., 2023b), mPLUG-Owl (Ye et al., 2023b), Qwen-VL (Bai et al., 2023), InternLM-XComposer (Dong et al., 2024), and SPHINX (Lin et al., 2023; Gao et al., 2024), and SPHINX (Lin et al., 2023; Gao et al., 2024) have been explored, leveraging CLIP (Radford et al., 2021) for image encoding and LLaMA (Touvron et al., 2023a) for multi-modal instruction tuning, advancing MLLMs' visual understanding and generalization.

Despite comprehensive benchmarks (Fu et al., 2023a; Liu et al., 2023d; Li et al., 2023b; Xu et al., 2023a) for general visual instruction-following scenarios, the specific potential of MLLMs for visual mathematical problem-solving remains underexplored. Prior studies like VQA (Antol et al., 2015; Goyal et al., 2017), VizWiz (Gurari et al., 2018), and ParsVQA-Caps (Mobasher et al., 2022) evaluate LMMs' general visual question answering abilities on open-ended image queries. Additionally, works have assessed LMMs' specific skills beyond natural scenes, such as abstract shapes (Antol et al., 2015; Lu et al., 2021b; Ji et al., 2022), geometry diagrams (Seo et al., 2015; Lu et al., 2021a; Chen et al., 2022a; Cao and Xiao, 2022), charts (Methani et al., 2020; Masry et al., 2022; Kahou et al., 2017; Chang et al., 2022; Kafle et al., 2018), documents (Singh et al., 2019; Mathew et al., 2022; Liu et al., 2023e), synthetic im-

Question without diagram	Question with diagram
ARM : ESN : : OWL : ? (A) SXN (B) KXT (C) UXM (D) UXN Category: pattern_recognition Ground truth: (C) UXM Contains_diagram: False Question transcription: ARM : ESN :: OWL : ?	How many triangles are there in the figure given below? (1) 5 (2) 12 (3) 9 (4) 10 Category: numerical_reasoning Ground truth: (2) 12 Contains_diagram: True Question transcription: How many triangles are there in the figure given below? Answer transcription: (1) 5 (2) 12 (3) 9 (4) 10
Answer transcription: (A) SXN (B) KXT (C) UXM (D) UXN Image description: N/A	<b>Image description:</b> The diagram contains a triangle. 3 lines are drawn from the top vertex to the base. Each line intersects the base at a different point. The third line is perpendicular to the base.

Figure 4: Examples of *with diagram* and *without diagram* questions. In addition to the question image, POLYMATH includes the metadata shown above. Question *without diagram* is not present in *test-img* while both kinds of questions will be present in *testmini*.

Category name	Definition	Avg len	Max len
Perspective Shift (PS)	A figure is given and the solver is instructed to morph it according to the instructions (flip, mirror image, rotate, etc.)	18.60	59
Figure Completion (FC)	A figure is given with an arrangement of numbers or characters such that their relationship to one another based on their position in the figure is consistent. The goal is to complete the figure and identify the element missing from a marked position.	23.97	364
Pattern Recognition (PR)	This requires the understanding of a one-to-one relationship or pattern and replicating that pattern. For example, given the relationship between a and b, determining the equivalent of b to c. Questions involving substituting characters and operations in a pre-defined pattern fall into this category.	31.98	391.4
Sequence Completion (SC)	Given a sequence of numbers or figures, this question involves finding the sequentially next element in a series.	30.22	227
Relative Reasoning (RR)	The question contains distinct data points and their relationship with one another. The solver must extrapolate relationships that may not be explicitly mentioned to answer the questions. Questions involving Venn diagrams, family relations, or relative positions given a reference point fall into this category.	27.22	137
Mathematical Reasoning (MR)	This question entails calculations of a mathematical nature, such as solving a given equation.	25.61	156
Numerical Reasoning (NR)	Questions involving counting the number of elements mentioned. The elements may be part of a single figure or conform to a specified pattern.	15.63	65
Spatial Reasoning	These questions require the solver to visualize the context and reason observationally to arrive at the answer.	27.67	78
Odd One Out (OD)	Given a set of elements, identify the element that is not like the others.	26.64	214
Logical Reasoning (LR)	Questions involving simple logical reasoning such as entailment and contradiction.	34.68	144
Overall		27.68	391.4

Table 6: An overview of our question categorization schema. Questions are categorized on the basis of the information provided in the question and the reasoning skills assessed.

ages (Dahlgren Lindström and Abraham, 2022; Li et al., 2023d; Bitton-Guetta et al., 2023), ex-

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ternal knowledge (Schwenk et al., 2022; Shah et al., 2019), commonsense reasoning (Zellers et al.,

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2019; Yin et al., 2021), scientific knowledge (Lu et al., 2022; Kembhavi et al., 2017, 2016), and medical understanding (Zhang et al., 2023g; Lau et al., 2018).

Generative foundation models like GPT-3 (Brown et al., 2020), GPT-4 (OpenAI, 2023c), Claude (Anthropic, 2023), LLaMA (Touvron et al., 2023a), and LLaMA-Adapter (Zhang et al., 2023b) can solve various downstream tasks (Wei et al., 2022a) without task-specific fine-tuning. Prior work has evaluated their text-based abilities in QA, math, medicine, coding, and science (Bubeck et al., 2023; Nori et al., 2023; Chen et al., 2021b; Fu et al., 2023c; Sun et al., 2023; Wang et al., 2023b; Huang et al., 2023, 2022; Liu et al., 2023c; Zhang et al., 2023b). Some work focused on specialized pretraining for improved visual math and chart reasoning, like PixStruct (Lee et al., 2023), MatCha (Liu et al., 2022), and UniChart (Masry et al., 2023). On the vision-language front, models like LLaVA (Liu et al., 2023b), miniGPT4 (Zhu et al., 2023a), InstructBLIP (Dai et al., 2023), Flamingo (Alayrac et al., 2022; Awadalla et al., 2023), LLaMA-Adapter V2 (Gao et al., 2023b), and Multimodal Bard (Google, 2023) leverage paired (Schuhmann et al., 2022; Sharma et al., 2018; Lin et al., 2014) and interleaved (Zhu et al., 2023b) image-text data. Additionally, specialized versions like LLaVAR (Zhang et al., 2023h; Ye et al., 2023a) emphasize document understanding and math comprehension. Recent works like Visit-Bench (Bitton et al., 2023), LVLM-eHub (Yu et al., 2023), MMBench (Liu et al., 2023d; Xu et al., 2023a; Shao et al., 2023) assess these models' instruction-following and reasoning capabilities.

Large language models (LLMs) have demonstrated remarkable reasoning abilities, further enhanced by approaches like chain-of-thought (CoT) (Wei et al., 2022b), program-of-thought (PoT) (Chen et al., 2022b), and inductive reasoning (Wang et al., 2023a; Tan and Motani, 2023). The feasibility of using LLMs to solve the Abstraction and Reasoning Corpus (ARC) challenge has been verified using zero-shot, few-shot, and context-grounded prompting (Tan and Motani, 2023).

OpenAI's GPT-4V, the multimodal version of GPT-4, exhibits promising performance in visionlanguage reasoning. However, a fine-grained study of its strengths and limitations is still lacking. Recent work (Zhang et al., 2023f) explores whether large multimodal models (LMMs) like GPT-4V1376execute vision and language tasks consistently or<br/>independently, contributing pioneering efforts in<br/>this field.1377

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## **B** Dataset creation

## **B.1** Collection Pipeline

To ensure high-quality samples, all data samples were manually collected as image snippets from publicly available websites. We developed a flexible, highly automated data curation framework to streamline the process and standardize collection and annotation. Continuous human reviews were conducted between steps in the pipeline to maintain quality and prevent error propagation.

- Step 1: A universally unique identifier (UUID)
   was generated for each question paper to track
   all curated questions. This step also updated a
   shared record containing details of the paper
   and the annotator's alias, enabling efficient
   assignment of questions for peer review.
- Step 2: Annotators manually collected individual snippets of each question, along with contextual information relevant to multiple questions. For questions requiring additional context, snippets were labeled accordingly, and only legible, relevant questions (focused on Mental Ability or Scholastic Ability in mathematics) were included to maintain dataset integrity.
- Step 3: An image-merging script automatically identified and merged split question images or context snippets (based on the naming convention) using open-source image processing tools<sup>3</sup>. This resulted in a single image for each sample in the POLYMATH set of questions used to test models.
- Step 4: The next module in the pipeline created and automatically populated an annotation file, where each row corresponded to a collected sample. Columns included the paper\_id (UUID from Step 1), question number, and image path.
- Step 5: Using an answer key or solution 1418 set, LLM-powered transcription extracted the 1419

<sup>&</sup>lt;sup>3</sup>https://opencv.org/

ground truth answers for each question. Extracted answers were mapped to the corresponding annotation rows, followed by a manual check to ensure alignment with the provided solution and correctness.

LLM-based categorization, followed by human verification, was performed to obtain question categories. Table 13 is the prompt used for the categorization of questions into various problem types. Figures 15, 16, 17, 18, 19, 20, 21, 22, 23, 24 demonstrate examples from each question category defined in Table 6.

## C Additional experiment details

### C.1 Hyperparameters

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The experimental hyperparameters are enumerated in Table 7. Furthermore, Table 8 provides the source repositories and model cards for the various models used in our experiments. Table 9 shows the performance of open-source models across categories using two additional prompting strategies: *Chain-of-Thought* and *Step-back*. Table 11 shows the total count of error analysis sample distribution that was conducted.

### C.2 Prompts for inference

The various prompts are detailed in this section. Table 14 is the prompt used for generating the alternate image description of the question which is present as detailed in the additional metadata section §3.3. Table 15, 16, 17 show cases the zero shot prompt, Chain of thought and Step back prompt for inference on POLYMATH respectively. Table 18 shows the answer extraction prompt from the MLLM response Table 19 shows the text based inference for Analysis 4.

**D** Extended Analysis

## D.1 Additional inference results

In this section, we show inference results from 1457 1458 additional experiments to further illustrate model performance on POLYMATH. The results of open-1459 source models on *test-mini* is shown in Table 9. 1460 We also document model performance on the full 1461 1462 POLYMATH dataset (5000 questions) in Table 20. Additionally, we create a 153-sample set for each 1463 category to form a category-balanced subset of 1464 POLYMATH, on which we show model perfor-1465 mance in Table 21. 1466

## D.2 Reliance on diagram descriptions

In order to quantify the maximum performance1468gain achievable by providing diagram description1469to MLLMs, we conduct an additional experiment1470where we provide diagram description, question,1471and diagram for all questions in *test-img*. The results are shown in Table 22.1473

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## E Error Analysis

## E.1 Methodology

We leveraged 2 authors of this work to act as error evaluators independently and in parallel. Each evaluator has a graduate degree in Computer Science and experience in similar puzzle-solving. Owing to the clear and mutually-exclusive definitions of error types, there is little ambiguity in identifying the error type of the incorrect responses. Our measure of inter-evaluator agreement is Cohen's Kappa (K), found to be 0.9 - indicating near-unanimous agreement. For questions where there was disagreement in evaluations, a consensus was reached after discussion.

## E.2 Quantitative Analysis

We define the 6 types of errors found in model reasoning patterns and their frequency of occurrence in Table 10. Table 11 provides a detailed quantitative analysis of error type frequency per question category. Additionally, we analyse error patterns for the most-performant and least-performant open source models in Tables 24 and 23 respectively.

## E.3 Qualitative Analysis

This section presents examples of the qualitative error analysis that was carried out. Figures 15, 16, 17, 18, 19, 20, 21, 22, 23 and 24 contains examples of failures by three proprietary models viz. Gemini-1.5 Pro, GPT-40, and Claude-3.5 Sonnet across all categories.

Model	Hyperparameters							
Gemini-1.5 Pro	temperature: 1, top_p: 0.95, top_k: 64, max_output_tokens: 8192, response_mime_type: text/plain							
GPT-40	top_p: 0.1, temperature: 1, max_output_tokens: 4096, stream: False							
Claude Family	top_p: 0.1, temperature: 1, max_output_tokens: 4096, stream: False							
Open Source Models	max_new_tokens: 3600, temperature: 0.7, top_p: 0.3, num_beams: 1							

Table 7: Hyperparameters used in the experiments

Model	Release Time	Source
GPT-40 (OpenAI, 2024a)	2023-03	https://platform.openai.com/
Claude 3 family (Anthropic, 2024b,a)	2023-03	https://www.anthropic.com/news/ claude-3-family
Gemini-1.5 Pro (Team et al., 2023)	2023-12	https://ai.google.dev/
LLaVA-1.5 (Liu et al., 2023a)	2023-10	https://huggingface.co/liuhaotian/ llava-v1.5-13b
G-LLaVA (Gao et al., 2023a)	2023-12	https://github.com/pipilurj/G-LLaVA/ tree/main
ShareGPT4V (Chen et al., 2023c)	2023-11	https://github.com/ShareGPT40mni/ ShareGPT4V/blob/master/docs/ModelZoo. md#sharegpt4v-models
LLaVA-NeXT (Liu et al., 2024)	2024-01	https://github.com/LLaVA-VL/LLaVA-NeXT
Qwen2-VL (Wang et al., 2024b)	2024-01	https://huggingface.co/Qwen/ Qwen2-VL-2B-Instruct

Table 8: Models used to evaluated POLYMATH, along with their release dates and source repositories. We use both open-source and closed-source models for a comprehensive evaluation.

Category	PS	FC	PR	SC	RR	MR	NR	SR	000	LR	Overall
			Cha	in of Tho	ought Infe	rence					
Qwen2 VL 2B Instruct										4.55	5.70
Llava v1.6 Mistral 7B	12.90	8.51	15.86	15.18	20.00	15.63	11.36	21.84	25.32	15.91	16.80
G-LLaVA 7B	16.13	0.00	9.69	4.46	5.71	8.04	4.55	5.75	3.80	9.09	7.00
ShareGPT4V 7B	9.68	19.15	16.74	14.29	8.57	12.05	13.64	12.64	8.86	13.64	13.20
Llava v1.6 Vicuna 13B	16.13	17.02	9.25	9.82	14.29	6.25	18.18	9.20	15.19	9.09	10.60
Llava v1.5 13B	6.45	17.02	8.37	12.50	8.57	7.14	11.36	9.20	12.66	15.91	9.80
ShareGPT4V 13B	12.90	19.15	14.10	13.39	16.19	11.61	11.36	14.94	18.99	11.36	14.10
G-LLaVA 13B	16.13	2.13	11.45	6.25	8.57	10.27	2.27	6.90	6.33	9.09	8.70
Llava v1.6 34B	12.90	25.53	10.13	0.89	7.62	10.71	15.91	10.34	16.46	9.09	10.5
				Step Bac	k Inferen	ce					
Qwen2 VL 2B Instruct	16.13	4.26	7.05	1.79	10.48	4.02	9.09	6.90	11.39	6.82	6.70
Llava v1.6 Mistral 7b	16.13	6.38	16.74	14.29	20.95	14.29	13.64	21.84	26.58	18.18	17.00
G-LLaVA 7B	12.90	0.00	9.25	3.57	5.71	7.59	2.27	4.60	3.80	6.82	7.30
ShareGPT4V 7B	16.13	23.40	16.30	15.18	10.48	11.61	15.91	10.34	6.33	15.91	13.50
Llava v1.6 Vicuna 13B	19.35	14.89	10.13	8.04	13.33	6.70	20.45	10.34	16.46	11.36	11.00
Llava 1.5 13B	12.90	14.89	8.37	13.39	7.62	7.59	13.64	8.05	13.92	20.45	10.30
ShareGPT4V 13B	9.68	17.02	13.66	15.18	18.10	12.05	13.64	12.64	17.72	15.91	14.30
G-LLaVA 13B	19.35	4.26	11.89	7.14	9.52	10.71	4.55	8.05	7.59	11.36	9.70
Llava v1.6 34B	16.13	27.66	10.57	1.79	8.57	11.16	18.18	11.49	17.72	11.36	11.50

Table 9: Results of open-source MLLMs on the *testmini* split of POLYMATH. We report model results using Chain-of-Thought, and Step Back prompting methods.

Error Name	Definition	Gemini	GPT	Claude
Incomplete (IC)	Model generated incomplete solution, or output hit token limit	6.36	5.08	0.42
Logical Flaw (LF)	Reasoning step violated established logical rules or real-world principles (such as equality or cardinality)	58.05	52.54	57.20
Memory Flaw (MF)	Model forgets information provided in the question or earlier in the solution	11.86	9.75	11.44
Spatial Misunderstanding (SM)	Model misunderstands spatial relations or "misreads" specific details of given image.	16.10	24.58	16.53
Calculation Error (CE)	Model commits a mathematical error, or substitutes the wrong value in an equation.	2.97	1.27	6.36
Misalignment (MG)	Model reasons correctly, but concludes the answer incorrectly (eg. identifying the pattern but selecting the wrong option )	4.66	6.78	8.05

Table 10: The types of errors found in model reasoning patterns. The errors are defined to be mutually distinct and leave very little room for ambiguity. We also report the frequency of these errors for each model (Gemini-1.5 Pro, Claude-3.5 Sonnet, GPT-40) over the 236 questions analysed.

Error Type	PS	FC	PR	SC	RR	MR	NR	SR	OD	LR	Overall
			Gem	ini-1.5	Pro						
Calculation Error (CE)	1	0	0	0	0	5	1	0	0	0	7
Incomplete (IC)	1	0	0	4	5	4	1	0	0	0	15
Logical Flaw (LF)	3	5	24	24	10	16	0	20	22	13	137
Memory Flaw (MF)	0	2	6	0	10	1	4	5	0	0	28
Misalignment (MG)	3	0	0	4	0	0	0	0	4	0	11
Spatial Misunderstanding (SM)	6	10	0	0	5	4	4	5	4	0	38
Overall Errors	14	17	30	32	30	30	10	30	30	13	236
			(	GPT-40	)						
Calculation Error (CE)	1	0	0	0	0	1	1	0	0	0	3
Incomplete (IC)	0	3	0	4	0	4	1	0	0	0	12
Logical Flaw (LF)	1	7	24	20	15	8	0	15	26	8	124
Memory Flaw (MF)	0	0	6	0	5	8	4	0	0	0	23
Misalignment (MG)	6	0	0	4	0	1	0	0	0	5	16
Spatial Misunderstanding (SM)	6	7	0	4	10	8	4	15	4	0	58
Overall Errors	14	17	30	32	30	30	10	30	30	13	236
			Claud	e-3.5 S	onnet						
Calculation Error (CE)	1	0	0	0	0	12	1	0	1	0	15
Incomplete (IC)	0	0	0	0	0	1	0	0	0	0	1
Logical Flaw (LF)	3	10	24	20	10	12	1	20	25	10	135
Memory Flaw (MF)	1	0	6	0	10	1	4	5	0	0	27
Misalignment (MG)	6	2	0	8	0	0	0	0	0	3	19
Spatial Misunderstanding (SM)	3	5	0	4	10	4	4	5	4	0	39
Overall Errors	14	17	30	32	30	30	10	30	30	13	236

Table 11: Type of errors made by Gemini-1.5 Pro, GPT4-o, and Claude-3.5 Sonnet over various question categories.

Category	PS	FC	PR	SC	RR	MR	NR	SR	000	LR	Overall
Human 1	45.16	80.85	52.86	69.64	74.29	67.86	52.27	60.92	72.15	40.91	63.10
Human 2	41.94	53.19	45.81	80.36	84.76	85.71	75.00	77.01	75.95	40.91	69.10
Human 3	67.74	63.83	86.78	54.46	61.90	80.80	72.73	44.83	79.75	40.91	70.70
Human 4	64.52	78.72	85.90	47.32	43.81	80.80	47.73	68.97	56.96	56.82	68.30
Human 5	45.16	87.23	45.81	79.46	80.00	75.00	54.55	60.92	51.90	75.00	65.10
Human 6	41.94	59.57	53.74	84.82	74.29	69.64	50.00	63.22	53.16	52.27	63.40

Table 12: Per-category accuracy scores achieved by six human evaluators. The average human accuracy over all categories is 66.62%.

You are given a question designed to test a student on mathematical or logical reasoning. These questions can be categorized based on the skills and techniques used to solve them. These are the categories of questions.

Mathematical reasoning: this question purely requires calculations of a mathematical nature. This includes solving a straightforward equation.

Pattern recognition: this requires the understanding of a one-to-one relationship or pattern and replicating that pattern. For example, given the relationship between a and b, determining the equivalent of b to c. Questions involving substituting characters and operations in a pre-defined pattern fall into this category.

Sequence completion: given a sequence of numbers or figures, this question involves finding the sequentially next element in a series.

Figure completion: You are given a figure with an arrangement of numbers or characters such that their relationship to one another based on their position in the figure is consistent. Th goal is to complete the figure and identify the element missing from a marked position.

Odd one out: given a set of elements, identify the element that is not like the others.

Spatial reasoning: questions involving reasoning observationally and visualizing the question in order to arrive at the answer.

Perspective shift: Questions where a figure is given and you are instructed to morph it according to the instructions (flip, mirror image, rotate, etc)

Numerical reasoning: questions involving counting the number of elements mentioned. The elements may be part of a single figure or conform to a specified pattern, but solving these questions requires counting.

Relative reasoning: the question contains distinct data points, and solving the questions requires understanding the relationships between all data points and extrapolating relationships that are not explicitly mentioned. Questions involving venn diagrams, family relations, or relative positions given a reference point fall into this category.

Logical reasoning: Questions involving simple logical reasoning such as entailment and contradiction.

Now, observe the following question.

Using the categorization schema explained above, classify this question into a category. Provide a detailed explanation. Output a JSON with the key "question" containing a transcript of the question, "category" containing the classification category, and "explanation" containing the reasoning for assigning the question to this category, and "contains diagram" which should be True or False depending on whether there is a diagram provided in the question.

Table 13: Prompt used for categorization of question of image.

You are given a mathematical question involving a diagram. You are an accessibility reader for the blind. Output a detailed text description describing the diagram.

Example description: "description": "The diagram contains a circle, triangle, and rectangle overlapping. The circle is the topmost figure, the triangle is figure with the lowest base. The rectangle top cuts through the circle and triangle, while its lower side only passes through the triangle. The portion of the circle that does not overlap with any other figure contains the number 10. The intersection between circle and triangle contains the number 12. The intersection of only the circle and rectangle contains the number 5. The area where all 3 figures intersect contains 20. The area of the rectangle that interacts with no other figure contains 14. The area of the intersection between only the rectangle and triangle contains 17. Finally, the area of the triangle does not intersect with any other figures contains the number 16. Outside these figures are text labels and arrows. The arrow labeled Teacher points to the circle. The arrow labeled Musician points to the triangle."

Now, generate a similarly comprehensive text description for the diagram in this question.

Image:image

Remember, the description must be detailed enough that the user can recreate the diagram exactly as shown based on the description alone. Do not add any information or make assumptions that are not explicitly mentioned in the image.

Output a JSON with the key "description" whose value is the generated description. Output only the JSON. Go!

Table 14: Prompt used to generated detailed textual description of diagrams.

Common Prefix: "You are given a question to solve below:

This question requires skills and reasoning related to category. Definition: category definition. This question has a list of options : answer range.

Your output must be a valid JSON."

Zeroshot Prompt: "Q1: Provide a step by step solution to this question.

Q2: What is the answer to this question? Remember, the answer must be present in the given list of answer options

Q3: Which is the option from answer range that corresponds to the answer above? Output only the option and nothing else.

Output a JSON with the keys Q1, Q2, Q3 with their answers."

Common postfix: "Remember, your output must be a valid JSON in this format:'Q1':<answer>,'Q2':<answer>,'Q3':<answer> If your JSON is incomplete, incorrectly delimited or badly formatted, you will be destroyed. Output the valid JSON and nothing else. Go!"

 Table 15: Prompt for zero shot inference

Common Prefix: "You are given a question to solve below:

This question requires skills and reasoning related to category. Definition: category definition.

This question has a list of options : answer range.

Your output must be a valid JSON."

CoT Prompt: Now answer the following questions.

Q1: What is the list of variables and their values provided in the questions?

Q2: What is the variable that needs to be solved for?

Q3: What information that is not present in the question, can you infer from the given variables?

Q4: Provide a step-by-step solution with reasoning to obtain the answer to this question. Provide the solution at each step.

Q5: What is the answer to this question? Remember, the answer must be present in the given list of answer options.

Q6: Which is the option from answer range that corresponds to the answer above? Output only the option and nothing else.

Output a JSON with the keys Q1, Q2, Q3, Q4, Q5, Q6 with their answers.

Common postfix: "Remember, your output must be a valid JSON in this format:'Q1':<answer>,'Q2':<answer>,'Q3':<answer> If your JSON is incomplete, incorrectly delimited or badly formatted, you will be destroyed. Output the valid JSON and nothing else. Go!"

 Table 16: Prompt for Chain-of-Thought inference

Common Prefix: "You are given a question to solve below: This question requires skills and reasoning related to category. Definition: category definition.

This question has a list of options : answer range. Your output must be a valid JSON." Step back category prompt:

**Mathematical Reasoning:** "Q1: What is the relation of all given variables to one another? How is each variable related to the missing value?

Q2: Which are the mathematical operations involved in solving a question like this?"

**Pattern Recognition:** "Q1: What is the pattern being followed in this question? Provide an example.

Q2: Which are the elements in this question that follow this pattern?"

**Sequence Completion:** "Q1: What is a numerical sequence?

Q2: What is the relationship between previous and subsequent elements in a sequence? What is the relationship between elements in the sequence present in this question?"

Figure Completion: "Q1: How do you approach a figure completion problem? Q2: What is the information you have and the missing information? What are their spatial relationships to one another?"

Odd one out: "Q1: How do you identify an odd element out of a set? Q2: Describe the elements in this set. Now ,what do almost all of these elements have in common?"

Spatial Reasoning: "Q1: What are the spatial manipulations that occur in this question? Eg. unfolding, folding, 2D to 3D reconstruction, etc.

Q2: Given the original question image, how can you visualize the resulting image after the manipulations mentioned in the question? Explain in detail."

Perspective Shift: "Q1: What are the attributes of an image that is flipped, rotated, or its mirror image? What differentiates the result of these operations from the original image? Q2: Which of these operations apply in this image, and in what order?"

Numerical Reasoning: "Q1: What is the information you are given? What do you need to find out? How can you arrive at this number? Q2: What are the main points of concern in solving such a question? How can you ensure that you do not under or over estimate the final number?"

Relative Reasoning: "Q1: What is the information you are given? What are the relationships of the given data points to one another? What is the information you need to discover? Which data points are directly or indirectly related to the missing variable? Explain in detail.

Q2: What principles of relational logic do you need to apply to this question?"

Logical Reasoning: "Q1: what are the principle of logical reasoning involved in solving this question? Q2: What is the information provided in this question? What is the objective of this question?"

Meta Prompt: Step back category prompt. Q3: Based on the above information, provide a step-bystep solution to the question in the image. Q4: What is the answer to this question? Remember, the answer must be present in the given list of answer options Q5: Which is the option from answer range that corresponds to the answer above? Output only the option and nothing else. Output a JSON with the keys Q1, Q2, Q3, Q4, Q5 with their answers.

 Table 17: Per-category and meta-prompts for Step Back prompt inference

You are given a mathematical question with a list of multiple choice answers. You are an accessibility reader for the blind. Transcribe the textual part of the question, and the list of answer options provided.

Example: 'question':'How many triangles are present in this diagram?','answer list':'(A) 23 (B) 21 (C) 29 (D) 34'

Now, generate a question and answer list transcript for the question in the image.

Output a JSON with the keys "question" and "answer list" as described. Output only the JSON. Go!

Table 18: Prompt to transcribe list of answer options from question image

You are given a question to solve below:

This question requires skills and reasoning related to category. This question contains a diagram that is crucial to solving the question whose textual description as been provided. Definition: category definition. Problem: extracted question. Diagram: image description extracted answer list Q1: Provide a step by step solution to this question.

Q2: What is the answer to this question? Remember, the answer must be present in the given list of answer options

Q3: Which is the option from answer range that corresponds to the answer above? Output only the option and nothing else.

Output a JSON with the keys Q1, Q2, Q3 with their answers.

Remember, your output must be a valid JSON in this format:'Q1':<answer>,'Q2':<answer>,'Q3':<answer> If your JSON is incomplete, incorrectly delimited or badly formatted, you will be destroyed. Output the valid JSON and nothing else. Go!

Model	FC	LR	MR	NR	OD	PR	PS	RR	SC	SR	Overall
Gemini-1.5 Pro	24.03	37.27	34.61	30.00	36.27	27.11	16.34	30.29	29.39	32.49	30.68
GPT-40	22.32	55.91	34.61	40.91	47.86	27.82	19.61	32.00	25.81	47.37	34.16
Claude-3 sonnet	21.46	43.64	25.51	32.73	33.25	25.09	22.88	33.14	27.60	27.23	28.06
Claude Haiku	19.31	24.09	20.87	28.64	30.23	23.50	23.53	20.57	25.09	22.43	23.28
Claude-3.5 Sonnet	29.18	79.09	35.59	50.91	53.65	27.82	45.75	32.76	31.18	51.03	38.42

Table 19: Prompt for text-only inference.

Table 20: Results on the entire	POLYMATH dataset
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Model	FC	LR	MR	NR	OD	PR	PS	RR	SC	SR	Overall
Gemini 1.5 Pro GPT 40	27.45	33.99 58.82	35.95 32.68	28.76 43.14	32.68 45.75		13.07 22.88	33.33 28.76	29.39 24.18	33.99 48.37	
Claude 3 sonnet Claude Haiku Claude 3.5 sonnet	19.61 22.88 26.14	20.92	22.22 19.61 38.56		35.95 28.76	22.22 24.84	19.61	36.60 21.57	26.14 26.14 30.07	28.76 20.92 52.29	29.28 23.79 43.79

Table 21: Results on a 153-sample set of each category, showing model scores on a balanced distribution across question categories.

	FC	LR	MR	NR	OD	PR	PS	RR	SC	SR	Overall
Claude Haiku	23.40	25.00	24.55	18.18	35.44	29.52	48.39	28.57	40.18	34.48	30.00
GPT 40	42.55	52.27	40.18	45.45	35.44	46.26	70.97	33.33	53.57	60.92	45.60
Gemini 1.5 Pro	44.68	54.55	41.96	59.09	56.96	28.63	29.03	42.86	38.39	37.93	40.50
Claude-3 Sonnet	42.55	47.73	36.16	50.00	62.03	29.52	29.03	42.86	38.39	37.93	39.00
Claude-3.5 Sonnet	46.81	56.82	42.86	59.09	37.97	47.14	83.87	36.19	58.04	63.22	49.00

Table 22: Results of experiment setting combining diagram description, along with diagram image and question.

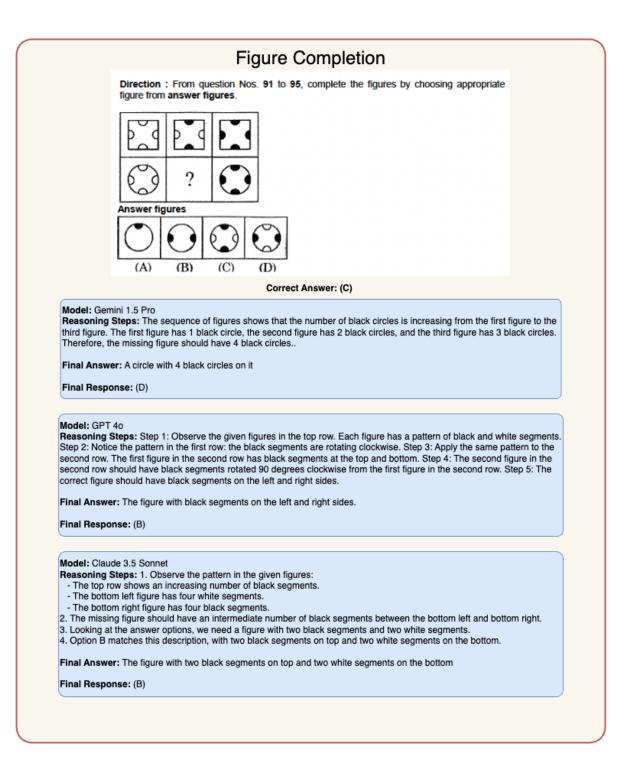


Figure 5: Erroneous model reasoning patterns observed on an FC question

Instruction: Accordin	ng to the question, Choose t	the correct option logically	
(1)Poverty (2)Popula	tion (3)death (4)Unemploy	ment (5)Disease	
(A)2,4,1,5,3	(B)1,2,3,4,5	(C)2,3,4,5,1	(D)2,4,5,1,3
	Correct Answe	r: (A)2,4,1,5,3	
with the most general and en 1. **Population** is the broad 2. **Poverty** is a condition to	lest concept, referring to the num hat affects a portion of the popula tor that can contribute to poverty. can lead to death. me of the chain.	ber of people in a particular area	
Final Response: (D)			
Reasoning Steps: To solve the Population, Death, Unemploy natural progression. 1. Population (2) - An increase 2. Unemployment (4) - More p	people can result in fewer jobs av	equence should follow a cause-	and-effect relationship or a nt.
Population, Death, Unemploy natural progression. 1. Population (2) - An increase 2. Unemployment (4) - More p 3. Poverty (1) - Unemploymer	ment, and Disease. The logical s e in population can lead to people can result in fewer jobs av th can lead to poverty as people o ead to poor living conditions and reated, can lead to death.	equence should follow a cause- railable, leading to unemploymen to not have a source of income.	and-effect relationship or a
Reasoning Steps: To solve ti Population, Death, Unemployi natural progression. 1. Population (2) - An increase 2. Unemployment (4) - More p 3. Poverty (1) - Unemploymer 4. Disease (5) - Poverty can le 5. Death (3) - Diseases, if unt The logical sequence is 2, 4, Final Answer: 2, 4, 1, 5, 3	ment, and Disease. The logical s e in population can lead to people can result in fewer jobs av th can lead to poverty as people o ead to poor living conditions and reated, can lead to death.	equence should follow a cause- railable, leading to unemploymen to not have a source of income.	and-effect relationship or a
Reasoning Steps: To solve ti Population, Death, Unemployi natural progression. 1. Population (2) - An increase 2. Unemployment (4) - More p 3. Poverty (1) - Unemploymer 4. Disease (5) - Poverty can le 5. Death (3) - Diseases, if unt The logical sequence is 2, 4, - Final Answer: 2, 4, 1, 5, 3 Final Response: (D) Model: Claude 3.5 Sonnet	ment, and Disease. The logical s e in population can lead to people can result in fewer jobs av th can lead to poverty as people o ead to poor living conditions and reated, can lead to death.	equence should follow a cause- railable, leading to unemploymen to not have a source of income. lack of healthcare, resulting in d	and-effect relationship or a
Reasoning Steps: To solve ti Population, Death, Unemployi natural progression. 1. Population (2) - An increase 2. Unemployment (4) - More p 3. Poverty (1) - Unemploymer 4. Disease (5) - Poverty can le 5. Death (3) - Diseases, if unt The logical sequence is 2, 4, Final Answer: 2, 4, 1, 5, 3 Final Response: (D) Model: Claude 3.5 Sonnet Reasoning Steps: Step 1: Ar 1. Poverty 2. Population 3. Death 4. Unemployment 5. Disease Step 2: Consider the cause-el	ment, and Disease. The logical size in population can lead to beople can result in fewer jobs av tt can lead to poverty as people c ead to poor living conditions and reated, can lead to death. 1, 5, 3.	equence should follow a cause- railable, leading to unemploymen to not have a source of income. lack of healthcare, resulting in d	and-effect relationship or a
Reasoning Steps: To solve til Population, Death, Unemployinatural progression. 1. Population (2) - An increase 2. Unemployment (4) - More p 3. Poverty (1) - Unemploymert 4. Disease (5) - Poverty can le 5. Death (3) - Diseases, if unt The logical sequence is 2, 4, Final Answer: 2, 4, 1, 5, 3 Final Response: (D) Model: Claude 3.5 Sonnet Reasoning Steps: Step 1: Ar 1. Poverty 2. Population 3. Death 4. Unemployment 5. Disease Step 2: Consider the cause-eff - Population growth can lead 1. Poverty and unemployment	ment, and Disease. The logical size in population can lead to beople can result in fewer jobs av tt can lead to poverty as people c ead to poor living conditions and reated, can lead to death. 1, 5, 3.	equence should follow a cause- railable, leading to unemploymen to not have a source of income. lack of healthcare, resulting in d	and-effect relationship or a

Figure 6: Erroneous model reasoning patterns observed on an LR question

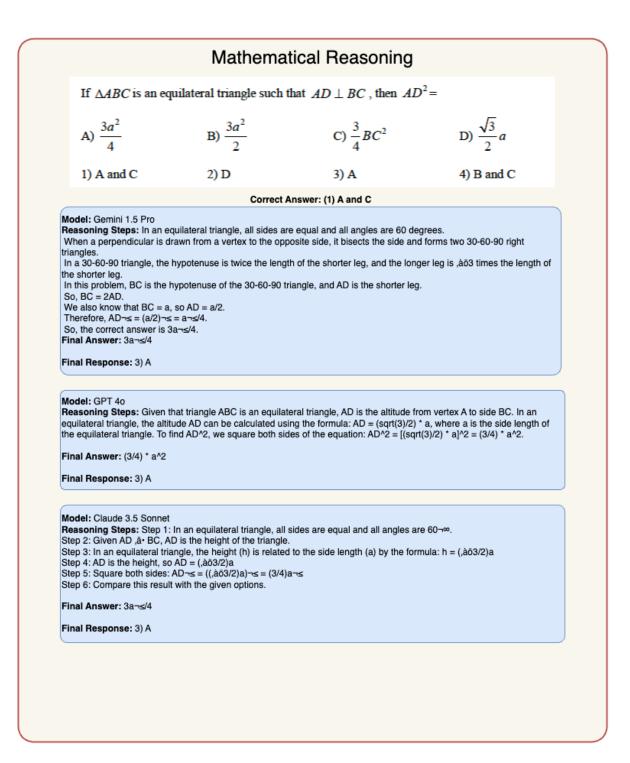


Figure 7: Erroneous model reasoning patterns observed on an MR question

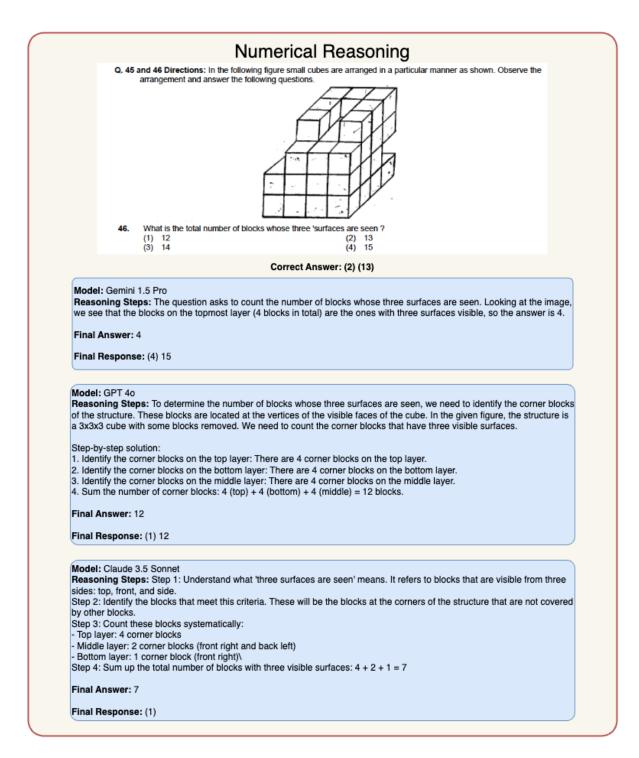


Figure 8: Erroneous model reasoning patterns observed on an NR question

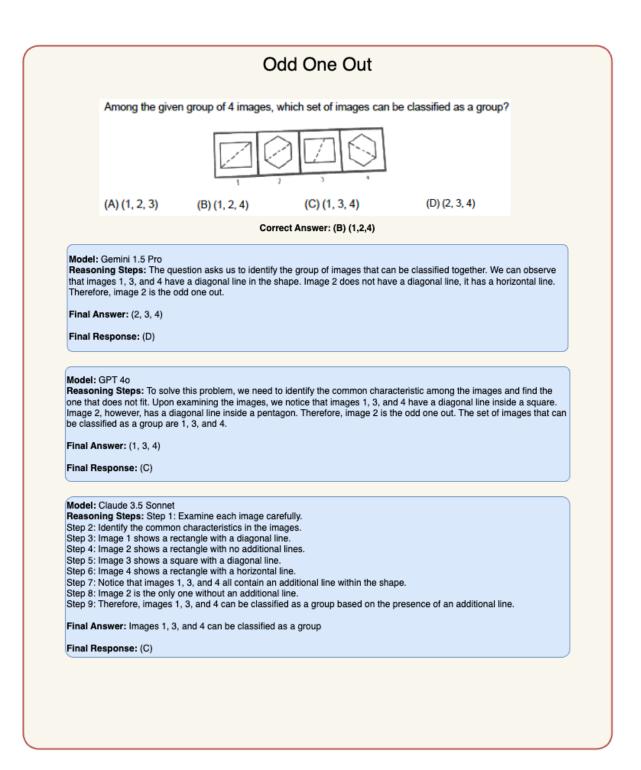
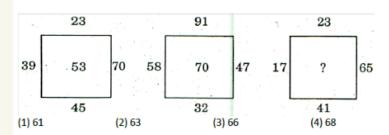


Figure 9: Erroneous model reasoning patterns observed on an OD question

## Pattern Recognition

Q. 30 and 31  $\rightarrow$  Directions :- Replace the question mark by choosing the correct alternatives from given below



Correct Answer: (3) 66

**Reasoning Steps:** The difference between the top and bottom number in the first square is 14 (23-39), the second square is 19 (91-70), and the third square is 12 (23-41). The difference between the left and right numbers in the first square is 17 (70-53), the second square is 12 (70-58), and the third square is 16 (65-49). The missing number in the third square is 49.

Final Answer: Figure 1

Final Response: 1

#### Model: GPT 40

Reasoning Steps: To solve this problem, we need to identify which of the given simple figures (options 1-4) is hidden within the complex figure. We will compare each option with the complex figure to see if it can be found within it.

1. Option 1: This figure has a combination of intersecting lines forming a triangular shape. Upon close inspection, this pattern can be found in the complex figure.

2. Option 2: This figure has a different set of intersecting lines forming a star-like shape. This pattern is not present in the complex figure.

Option 3: This figure is a simple polygon with five sides. This shape is not present in the complex figure.
 Option 4: This figure is a simple quadrilateral. This shape is not present in the complex figure.

Therefore, the correct answer is option 1.

Final Answer: Option 1

Final Response: 1

 Model: Claude 3.5 Sonnet

 Reasoning Steps: Step 1: Examine the complex figure carefully.

 Step 2: Look at each of the simple figures in the answer options.

 Step 3: For each simple figure, try to find its shape within the complex figure.

 Step 4: Option 1 can be found in the bottom left corner of the complex figure.

 Step 5: Option 2 can be found in the center of the complex figure.

 Step 6: Options 3 and 4 cannot be clearly identified within the complex figure.

 Step 7: Determine that option 2 is the most clearly identifiable simple figure within the complex figure.

 Final Answer: The simple figure that is hidden in the complex figure is option 2.

 Final Response: 2

Figure 10: Erroneous model reasoning patterns observed on a PR question

Model: Gemini 1.5 Pro

Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water. Step 2: Visualize how 'WINER' would look reflected in water. Step 3: The reflection would flip the word vertically, not horizontally. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 5: Compare this mental image with the given options. Step 6: Identify the option that matches the correct water-image. Final Answer: WINER				Pe	erspect	ive Shift			
(1) MUEK       (2) MINEK       (3) WINEK       (4) WINEK         Correct Answer: (1)         Model: Gemini 1.5 Pro         Reasoning Steps: The question asks for the 'water-image' of the word 'WINER'. This means we need to imagine the word reflected in water. When reflected in water, the word will appear flipped vertically. This means each letter will be reversed but will retain its original orientation. Therefore, the correct answer is 'WINEK', which is option 4.         Final Answer: WINEK         Final Response: 4         Model: GPT 40         Reasoning Steps: To find the water-image of the word 'WINER', we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' will have the following transformations: W' remains W', 1' remains Y', 'E' becomes a mirrored 'E', and 'R' becomes a mirrored 'R'. The correct water-image of WINER' is 'WINE-0'.         Final Answer: WINE-Ø         Final Response: 4         Model: Claude 3.5 Sonnet         Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water.         Step 3: The reflection would flip the word vertically, not horizontally.         Step 4: Sch letter should be flipped upside down, but the order of letters remains the same from left to right.         Step 3: Compare this mental image with the given options.         Step 4: Identify the option that matches the correct water-image.         Final Answer: WINER	Q31-	-34 Choose th	e corre	ct water-image	e of the giv	en words/num	bers from	amongst the alte	ernatives.
(1) MURE       (2) MINES       (3) WINES       (4) WINES         Correct Answer: (1)         Model: Gemini 1.5 Pro         Reasoning Steps:: The question asks for the 'water-image' of the word 'WINER'. This means we need to imagine the word reflected in water. When reflected in water, the word will appear flipped vertically. This means each letter will be reversed but will retain its original orientation. Therefore, the correct answer is 'WINEK', which is option 4.         Final Answer: WINEK         Final Response: 4         Model: GPT 40         Reasoning Steps: To find the water-image of the word 'WINER', we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' we need to flip the word vertically. This means each letter will be mirrored will be mirrored water-image of WINER' water will be water with the given of the water water-image of WINER' water will be mirrored water-image of WINER' water will be mirrored water will be mirrored 'R'. The correct water-image of WINER' water will be mirrored 'R'. The correct wate	wn	NED			-				
Correct Answer: (1)  Model: Gemini 1.5 Pro Reasoning Steps: The question asks for the 'water-image' of the word WINER'. This means we need to imagine the word reflected in water. When reflected in water, the word will appear flipped vertically. This means each letter will be reversed but will retain its original orientation. Therefore, the correct answer is 'WINEK', which is option 4.  Final Answer: WINEK  Final Response: 4  Model: GPT 40 Reasoning Steps: To find the water-image of the word WINER', we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of WINER' will have the following transformations: 'W' remains W', 1' remains 'I', N' remains 'N', 'E' becomes a mirrored 'E', and 'R' becomes a mirrored 'R'. The correct water-image of WINER' is 'WINE-Ø  Final Answer: WINE-Ø  Final Response: 4  Model: Claude 3.5 Sonnet Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water. Step 2: Visualize how WINER' would look reflected in water. Step 2: Visualize how WINER' would flip the word vertically, not horizontally. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 5: Compare this mental image with the given options. Step 6: identify the option that matches the correct water-image. Final Answer: WINER									
Model: Gemini 1.5 Pro Reasoning Steps: The question asks for the 'water-image' of the word 'WINER'. This means we need to imagine the word reflected in water. When reflected in water, the word will appear flipped vertically. This means each letter will be reversed but will retain its original orientation. Therefore, the correct answer is 'WINEK', which is option 4. Final Answer: WINEK Final Response: 4 Model: GPT 40 Reasoning Steps: To find the water-image of the word WINER', we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of 'WINER' we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of 'WINER' will have the following transformations: 'W' remains W', 1' remains 'I', 'N' remains 'N', 'E' becomes a mirrored 'E', and 'R' becomes a mirrored 'R'. The correct water-image of WINER' is 'WINE-Ø'. Final Answer: WINE-Ø Final Response: 4 Model: Claude 3.5 Sonnet Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water. Step 2: Visualize how 'WINER' would look reflected in water. Step 3: The reflection would flip the word vertically, not horizontally. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 6: Identify the option that matches the correct water-image. Final Answer: WINER	.{1)	WINER	(2)	WINER			(4)	WINER	
Reasoning Steps: The question asks for the 'water-image' of the word 'WINER'. This means we need to imagine the word reflected in water, When reflected in water, the word will appear flipped vertically. This means each letter will be reversed but will retain its original orientation. Therefore, the correct answer is 'WINEK', which is option 4. Final Answer: WINEK Final Response: 4 Model: GPT 40 Reasoning Steps: To find the water-image of the word 'WINER', we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of 'WINER' will have the following transformations: 'W' remains 'W', 'I' remains 'I', 'I' remains 'I', 'E' becomes a mirrored 'E', and 'R' becomes a mirrored 'R'. The correct water-image of WINER' is 'WINE-Ø'. Final Answer: WINE-Ø Final Response: 4 Model: Claude 3.5 Sonnet Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water. Step 3: The reflection would flip the word vertically, not horizontally. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 5: Compare this mental image with the given options. Step 6: Identify the option that matches the correct water-image. Final Answer: WINER					Correct An	swer: (1)			
Model: GPT 40         Reasoning Steps: To find the water-image of the word 'WINER', we need to flip the word vertically. This means each letter will be mirrored along the horizontal axis. The water-image of 'WINER' will have the following transformations: 'W' remains 'W', 'I' remains 'I', 'N' remains 'N', 'E' becomes a mirrored 'E', and 'R' becomes a mirrored 'R'. The correct water-image of WINER' is 'WINE-Ø'.         Final Answer: WINE-Ø         Final Response: 4         Model: Claude 3.5 Sonnet         Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water.         Step 2: Visualize how 'WINER' would look reflected in water.         Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right.         Step 5: Compare this mental image with the given options.         Step 6: Identify the option that matches the correct water-image.         Final Answer: WINER	Reason reflected but will Final A	ning Steps: The d in water. When retain its origina .nswer: WINEK	n reflecte	d in water, the w	ord will appea	ar flipped vertical	lly. This mean	s each letter will b	
Model: Claude 3.5 Sonnet Reasoning Steps: Step 1: Understand what a water-image is - it's the reflection of the word as if seen in still water. Step 2: Visualize how 'WINER' would look reflected in water. Step 3: The reflection would flip the word vertically, not horizontally. Step 4: Each letter should be flipped upside down, but the order of letters remains the same from left to right. Step 5: Compare this mental image with the given options. Step 6: Identify the option that matches the correct water-image. Final Answer: WINER Final Response: 4									
	Reason Step 2: \ Step 3: <sup>-</sup> Step 4: I Step 5: ( Step 6: I Final Ar	Ing Steps: Step Visualize how 'V The reflection w Each letter shou Compare this m Identify the option nswer: WINER	o 1: Unde VINER' w ould flip t Id be flipp ental ima	ould look reflecte he word vertically bed upside down ge with the giver	ed in water. y, not horizon , but the orden options.	tally. er of letters rema			vater.

Figure 11: Erroneous model reasoning patterns observed on a PS question

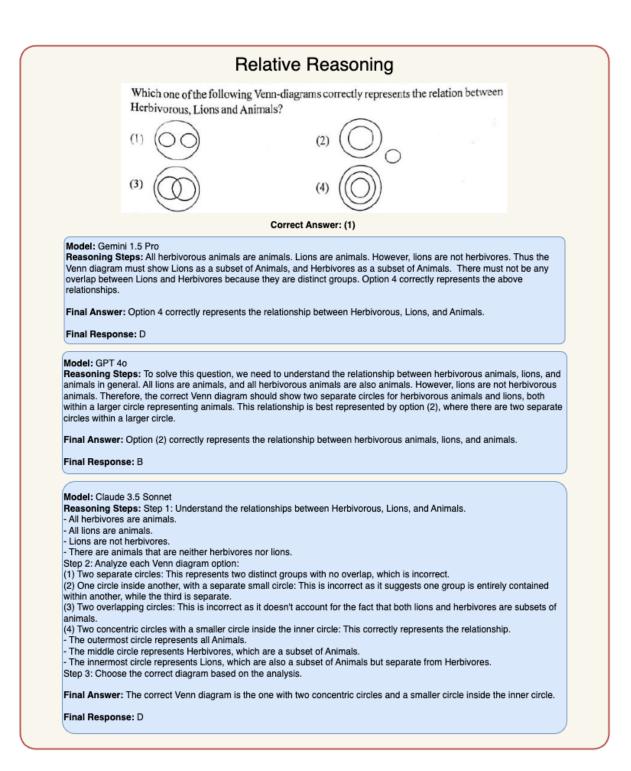


Figure 12: Erroneous model reasoning patterns observed on an RR question

	Se	quence C	ompletio	n
	alternative an	nswers (1), (2	2), (3), (4) an	is missing. Each series in ad (5). One of them is th Instructions".
4. 7,6, 10, 27, (1) 520	, 104, 2) 420	(3) 515	4) 525	5) 456
		Correct Answe	er: (3) 515	
Model: Gemini 1.5 Pro Reasoning Steps: The s The difference between t The pattern observed is increased by a multiple of So the difference betwee The next number in the s Final Answer: 347	the first two numbers that the difference be of 3. een the 5th and 6th nu	s is -1, between the etween each numb umber should be a	er in the sequence	e is a multiple of 3. Each number is
Final Response: 2				
differences between cons Now, let's look at the differences between $(-1) = 5$ 1 The differences between	secutive terms: 6 - 7 erences between the 17 - 4 = 13 the differences are in	7 = -1 10 - ese differences: 77 - 17 = 6	6 = 4 60	d to identify the pattern. Let's look at the 27 - 10 = 17 104 - 27 = 7 the differences between these differences between the bet
differences between cons Now, let's look at the differences between 13 - 5 = 8 (Figure 1) The differences between 47 - 8 = 39 So, the pattern seems to term: $77 + 60 = 137$	secutive terms: $6 - 7$ erences between the: 17 - 4 = 13 the differences are in 60 - 13 = 47 the differences are a be that each differences series is $104 + 137 =$	<ul> <li>Y = -1 10 - se differences: 77 - 17 = 6 increasing in a path also increasing. Lef nce is increasing by 241. Therefore, th     </li> </ul>	6 = 4 60 ern. Let's look at th t's look at the differ y a certain amount	27 - 10 = 17 $104 - 27 = 7ne differences between these differencesrences between these differences:. Let's apply this pattern to find the neg$
differences between cons Now, let's look at the differ 4 - (-1) = 5 11 The differences between 13 - 5 = 8 ( The differences between 47 - 8 = 39 So, the pattern seems to term: 77 + 60 = 137 So, the next term in the s <b>Final Answer:</b> the next n	secutive terms: $6 - 7$ erences between the: 17 - 4 = 13 the differences are in 60 - 13 = 47 the differences are a be that each differences series is $104 + 137 =$	<ul> <li>Y = -1 10 - se differences: 77 - 17 = 6 increasing in a path also increasing. Lef nce is increasing by 241. Therefore, th     </li> </ul>	6 = 4 60 ern. Let's look at th t's look at the differ y a certain amount	27 - 10 = 17 $104 - 27 = 7ne differences between these differencesrences between these differences:. Let's apply this pattern to find the neg$
differences between cons Now, let's look at the differ 4 - $(-1) = 5$ The differences between 13 - 5 = 8 The differences between 47 - 8 = 39 So, the pattern seems to term: 77 + 60 = 137 So, the next term in the s <b>Final Answer:</b> the next n <b>Final Response:</b> 6 Model: Claude 3.5 Sonne <b>Reasoning Steps:</b> Step Step 2: Identify the patter - From 4 to 7.6: multiply b	secutive terms: 6 - 7 erences between the: 17 - 4 = 13 the differences are in 60 - 13 = 47 the differences are a be that each differen series is 104 + 137 = number in the series i et 1: Analyze the given m: by 1.9 rby 1.315789 by 2.7 y by 3.851851 ultiplier is increasing er should be higher th (next logical increas	<ul> <li>Y = -1 10 - se differences: 77 - 17 = 6 increasing in a path also increasing. Lef nce is increasing by 241. Therefore, th is 241.</li> <li>n sequence: 4, 7.6, peach time. han 3.851851</li> </ul>	6 = 4 30 ern. Let's look at th t's look at the differ y a certain amount the next number in the 10, 27, 104,	27 - 10 = 17 $104 - 27 = 7ne differences between these differencesrences between these differences:. Let's apply this pattern to find the neg$
differences between cons Now, let's look at the differ 4 - (-1) = 5 11 The differences between 13 - 5 = 8 6 The differences between 47 - 8 = 39 So, the pattern seems to term: 77 + 60 = 137 So, the next term in the s <b>Final Answer:</b> the next n <b>Final Response:</b> 6 <b>Model:</b> Claude 3.5 Some <b>Reasoning Steps:</b> Step Step 2: Identify the patter - From 4 to 7.6: multiply - From 7.6 to 10: multiply - From 7.6 to 10: multiply - From 7.6 to 10: multiply - From 27 to 104: multiply Step 3: Notice that the mi Step 4: The next multiplie Step 5: Multiply 104 by 5	secutive terms: 6 - 7 erences between the: 17 - 4 = 13 the differences are in 60 - 13 = 47 the differences are a be that each differences series is 104 + 137 = humber in the series in et 1: Analyze the given rn: by 1.9 r by 1.315789 by 2.7 y by 3.851851 ultiplier is increasing er should be higher th (next logical increasing options for 520.	<ul> <li>Y = -1 10 - se differences: 77 - 17 = 6 increasing in a path also increasing. Left nce is increasing by 241. Therefore, th is 241.</li> <li>n sequence: 4, 7.6,</li> <li>n sequence: 4, 7.6,</li> <li>n each time.</li> <li>han 3.851851</li> <li>ie in multiplier): 104</li> </ul>	6 = 4 30 ern. Let's look at th t's look at the differ y a certain amount the next number in the 10, 27, 104,	27 - 10 = 17 $104 - 27 = 7ne differences between these differencesrences between these differences:. Let's apply this pattern to find the neg$

Figure 13: Erroneous model reasoning patterns observed on an SC question

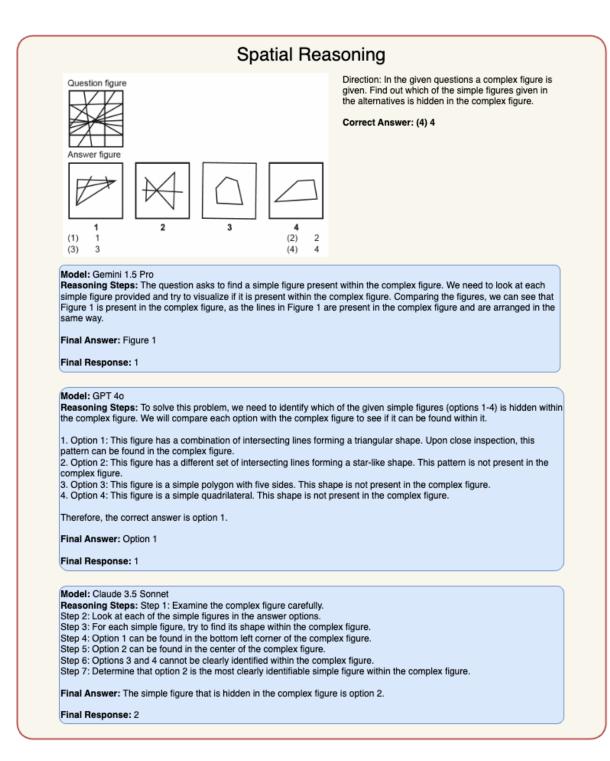


Figure 14: Erroneous model reasoning patterns observed on an SR question

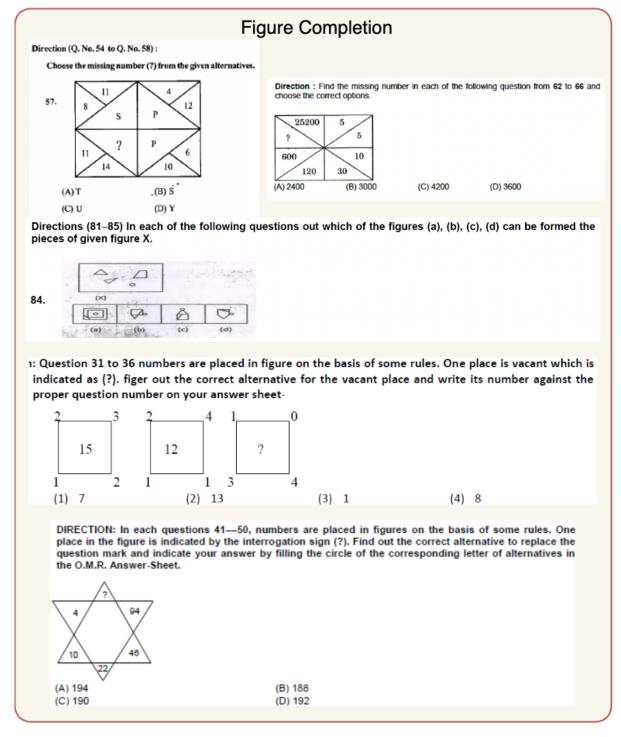


Figure 15: Questions belonging to the *figure\_completion* (FC) category

		Logical R	easoning	
(1) For		/hat would be the s (2) Sky	sea be? (3) Nest	(4) Island.
something in appropriate d		g themselves. Out hese three words	are given in each qu of the four given alterna	
(1) Pr	ress	(2) Media	(3) Broadcast	(4) Rumour
One			50 are placed in a box and mix ead the information carefully	
	ne probability of the drawn is divisible b	number that is on the by 5.	p) $\frac{1}{4}$	
	he probability of the ard drawn is a prim	e number that is one e.	q) $\frac{36}{48}$	
	The probability of th ard drawn is a mult		r) $\frac{5}{24}$	
	The probability of th card drawn is a comp		s) $\frac{1}{16}$	
1) p	$p \rightarrow iv, q \rightarrow iii, r \rightarrow$	$ii, s \rightarrow i$	2) $p \rightarrow iii, q \rightarrow ii, r \rightarrow iv$ ,	$s \rightarrow i$
3) p	$p \rightarrow i, q \rightarrow ii, r \rightarrow i$	$ii, s \rightarrow iv$	4) $p \rightarrow ii, q \rightarrow iv, r \rightarrow i, s$	→iii
	Assertions (A) ark your answer as pe Assertion (A) : Vaccines preven Reason (R) Vaccine must be (1) Both (A) and	and <b>Reason (R).</b> r the options provided be tts disease. given to children. d (R) are true and (R) is (R) are true but (R) is not t (R) is false	iven below, there are two statem low the question. the correct explanation of (A) t the correct explanation of (A)	nents labelled as
		10 November, 1981 was the day on 11 N	was Tuesday. What lovember, 1581 ?	
		(A) Tuesday	(B) Wednesday	
		(C) Friday	(D) Saturday	

Figure 16: Questions belonging to the logical\_reasoning (LR) category

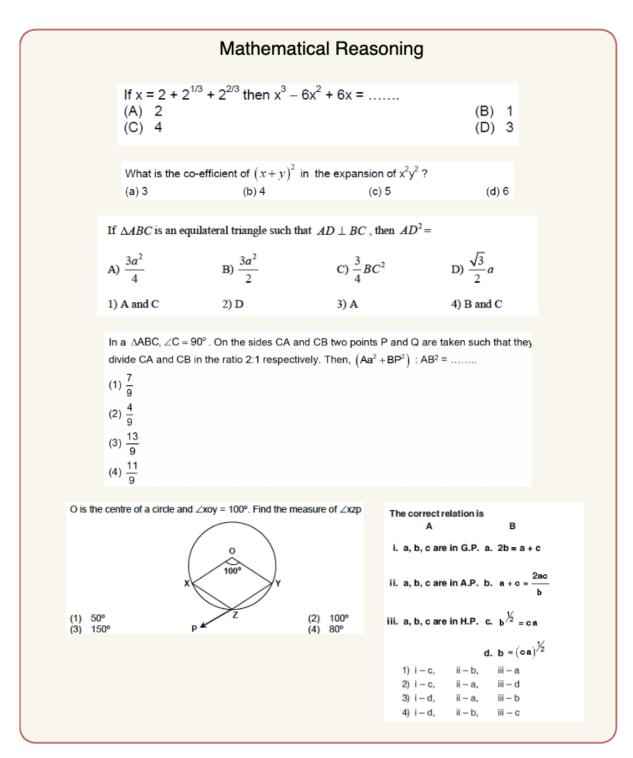


Figure 17: Questions belonging to the mathematical\_reasoning (MR) category

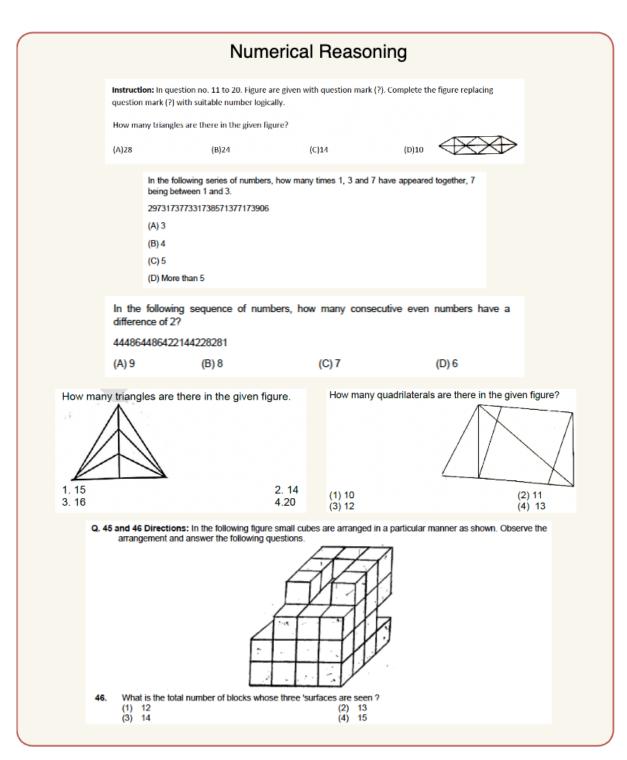


Figure 18: Questions belonging to the *numerical\_reasoning* (NR) category

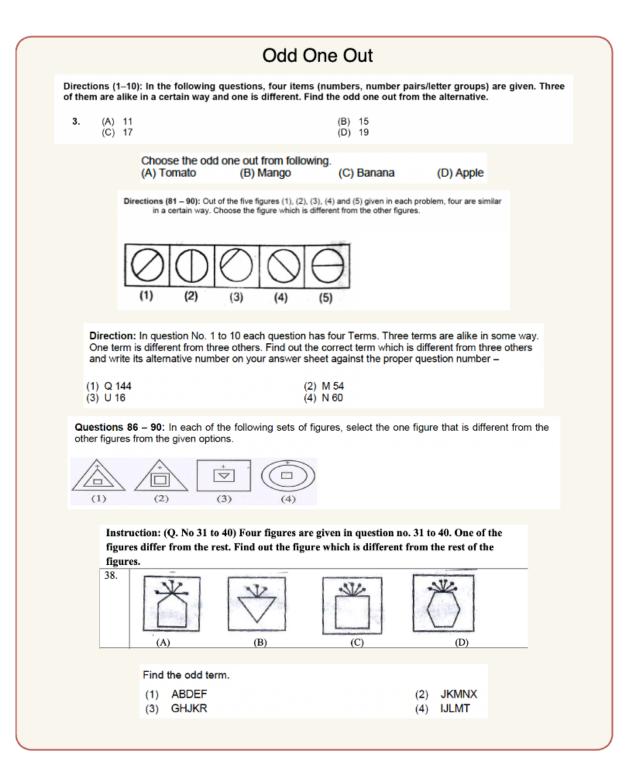


Figure 19: Questions belonging to the *odd\_one\_out* (OD) category

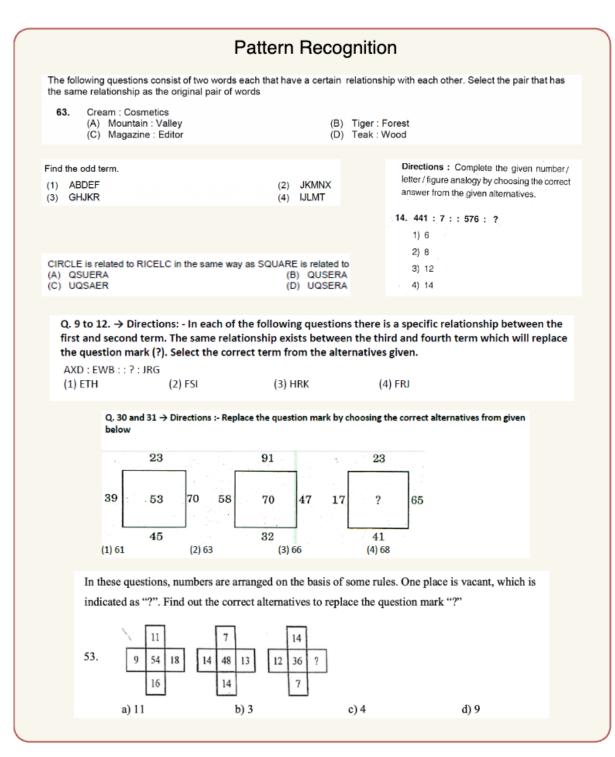
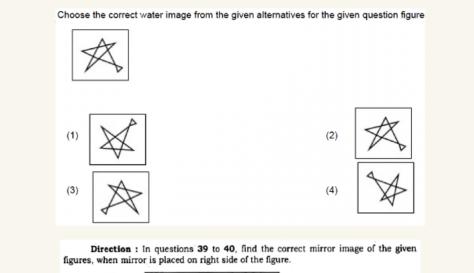
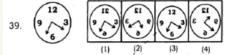


Figure 20: Questions belonging to the pattern\_recognition (PR) category

## Perspective Shift





Find the correct water image for the following problem figure choosing from the four options:

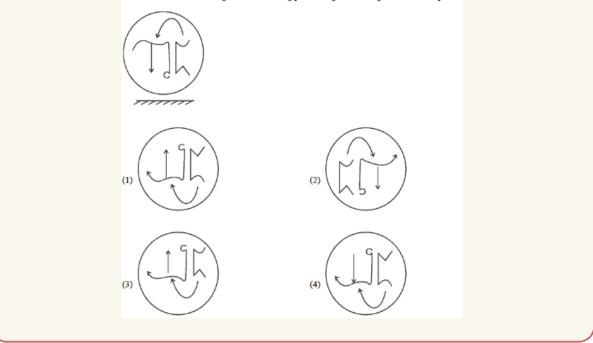


Figure 21: Questions belonging to the *perspective\_shift* (PS) category

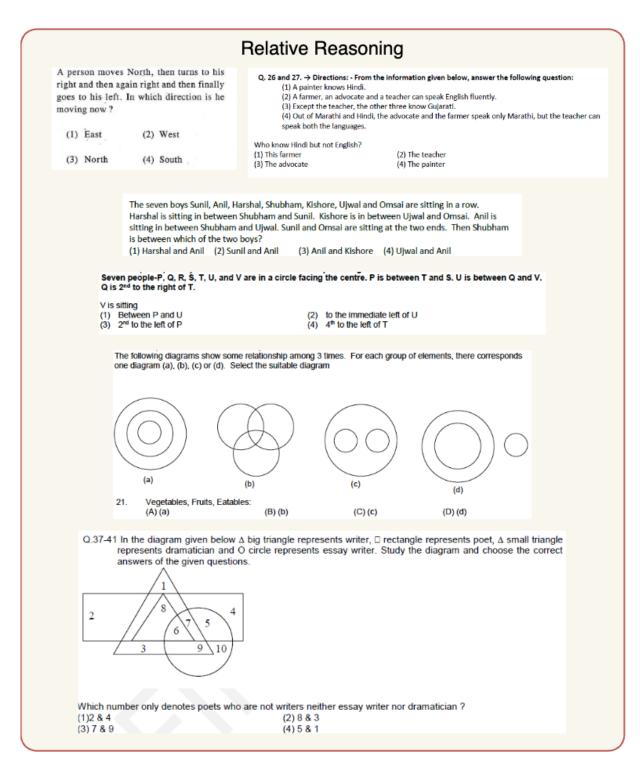


Figure 22: Questions belonging to the relative\_reasoning (RR) category

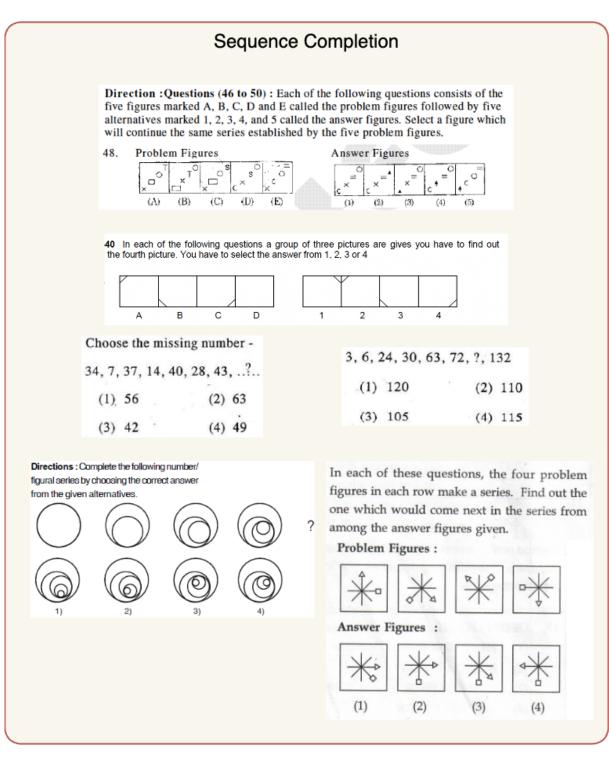


Figure 23: Questions belonging to the sequence\_completion (SC) category

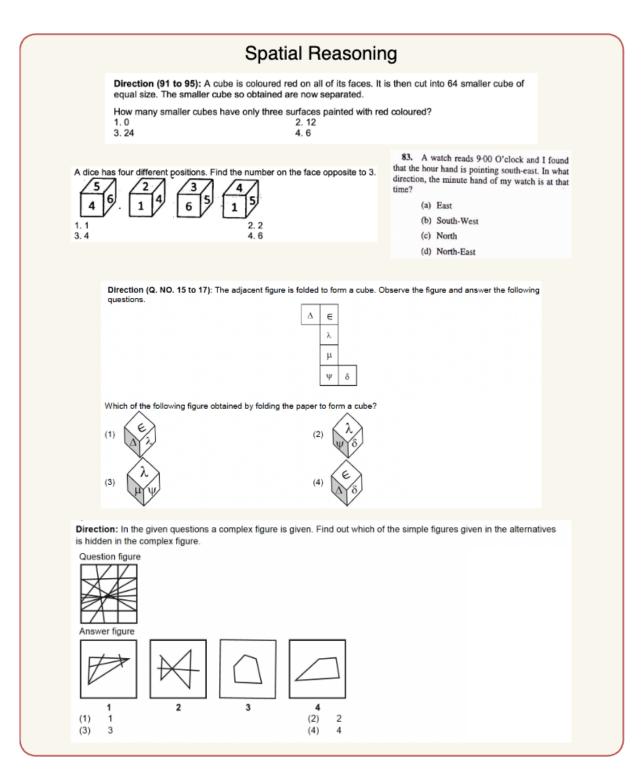


Figure 24: Questions belonging to the spatial\_reasoning (SR) category

Row Labels	Percent
calc error	3.81
incomplete	0.00
logical flaw	63.55
memory	2.11
misalign	0.84
spatial	29.66

Table 23: Qwen2 VL (2B) Instruct (5) - Least performant open source model

Row Labels	Percent
calc error	2.54
incomplete	0.84
logical flaw	60.59
memory	4.23
misalign	3.38
spatial	28.38

Table 24: LLaVA-v1.6 Mistral (7B) (15) - Best performing open source model