

#### **Eyes Wide Shut? Exploring the Visual Shortcomings of Multimodal LLMs**

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智能多媒体内容计算实验室 Intelligent Multimedia Content Computing Lab

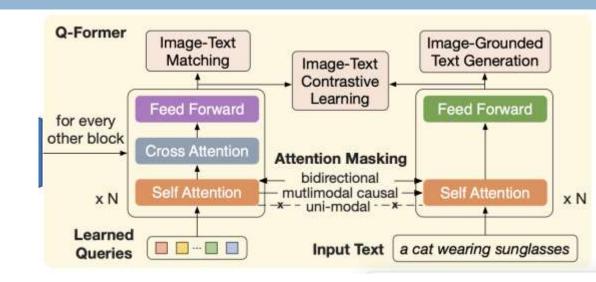


- □研究背景
- □研究方法
- 口实验效果
- □总结

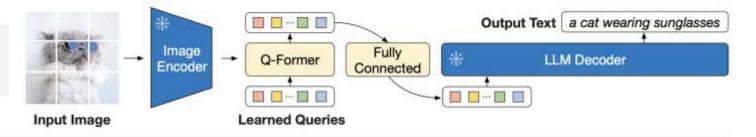
### MLLM--BLIPv2



- CLIP+LLM
- Q-former的结构
- 将query输入llm



Bootstrapping from a Decoder-based Large Language Model (e.g. OPT)



### GPT4V对简单的视觉内容描述出错













Q: Is the dog facing left or right from the camera's perspective?

The doe is facing to the right from the camera's perspective. You can tell by the position of its tail and the orientation of its body

window in this image?

No, there are no windows visible in this image. The image shows a traditional red pillar box, which is a type of mailbox found in the United Kingdom

Q: Is the door of the truck cab open?

No, the door of the truck is not open in the image provided.

Q: In this image, how many eyes can you see on the animal?

The image shows one eye of the animal, It's a close-up of a bald eagle facing slightly to its right, which presents only one side of its face to the viewer

Q: How many wheels can you see in the image?

In the Image provided, I can see two wheels on the visible side of the car



Q: Does the keyboard have a backlight?

Based on the image, it appears that the keyboard does have a backlight This is indicated by the Illumination seen around the keys, which suggests that there is a light source beneath them to enhance visibility in low-light conditions.



Q: From the camera's perspective, is the piano's back panel on the left or right side?

From the camera's perspective, the plano's back panel is on the left side. The keys visible in the foreground suggest that we looking at the plants from from right. side, thus placing the back gamel on the left. from this angle



Q: Is the edge of the heart in the picture white or dark-colored?

The image you've provided is small and of low resolution, but it appears that the hearts have a dark-colored edge or outline. This outline varies in visibility, likely due to the quality of the image.



Q: Is the school bus parked facing the camera or away from the camera?

The school bus is parked facing away from the camera. You can tell because the rear lights and the back of the exterior rearriess mirro are visible. The text "SCHOOL BUS" is also reversed, which is typically seen on the front of a bus, designed so that it reads correctly in a



Q: Are the butterfly's feet visible?

The butterfly's feet are not visible in this image. The wings and part of the body of the butterfly are in view, but the feet are either hidden beneath the body or out of the frame of the picture. Butterflies have delicate, slender feet. which are often not the most noticeable feature when they are perched, especially from the angle shown in this image.

Figure 1. Instances are systematically identified where the visual question answering (VQA) capabilities of GPT-4V [41] fall short (Date accessed: Nov 04, 2023). Our research highlights scenarios in which advanced systems like GPT-4V struggle with seemingly simple questions due to inaccurate visual grounding. Text in red signifies an incorrect response, while text in green represents hallucinated

## 问题



□ CLIP视觉编码器基于实例级预训练,细节特征提取能力不足(CLIP-blind pair)

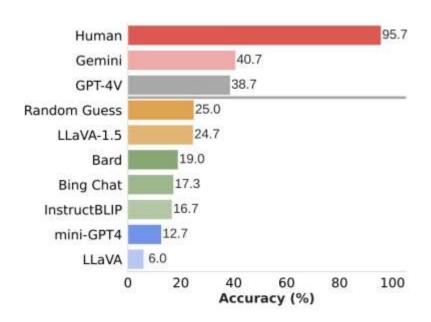


Figure 4. Benchmark results of current SOTA MLLM models and humans. We evaluate benchmark questions for current SOTA MLLM models and human performances through user studies.



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### 构建MMVP (multimodal visual patterns) benchmark

- 1. CLIP blind pair: 有明确视觉差异,但是clip特征相似
  - ImageNet, LAION-Aesthetics
  - CLIP-ViT-L-14: 相似度>0.95
  - DINOv2-ViT-L-14: 相似度<0.6



Figure 2. Constructing MMVP benchmark via CLIP-blind pairs. Left: We start with finding CLIP-blind pairs that have similar CLIP embedding but different DINOv2 embedding. Center: We manually inspect the differences between pair-wise images and formulate questions based on the differences in the images. Right: We ask MLLMs the question alongside the CLIP-blind pair. The model receives \*\varphi\$ a score only when both questions for the CLIP-blind pair are answered correctly.

Lab

### 构建MMVP benchmark



- □ 2. 人工标注question+answer
- □ 3. 测试MLLM准确率

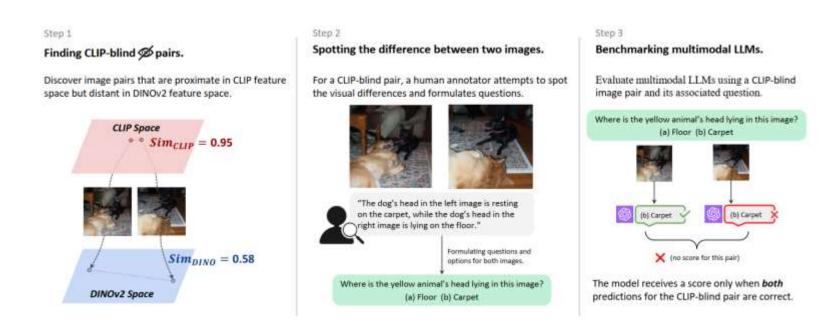


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### 构建MMVP benchmark



### □ MMVP benchmark 举例

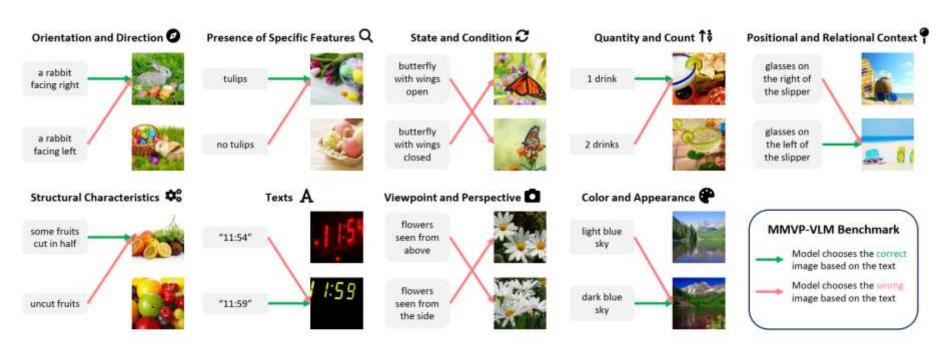


Figure 5. Examples from MMVP-VLM. MMVP-VLM consists of image pairs across nine visual patterns. The examples in the figure are from EVA01 ViT-g-14 model [54], one of the largest CLIP models that also fails to choose the right image given the text description.

### 构建MMVP benchmark

#### Human 40.7 Gemini GPT-4V 38.7 25.0 Random Guess LLaVA-1.5 24.7 19.0 Bard 17.3 Bing Chat InstructBLIP 16.7 mini-GPT4 12.7

LLaVA 6.0

#### ı 3. MMVP测试结果

Swapping options The first experiment swaps the two options in the MMVP benchmark. For example, we change the question from "Are the butterfly's wings closer to being open or closed? (a) Open (b) Closed" to "Are the butterfly's wings closer to being open or closed? (a) Closed (b) Open".

Empirically, we find that GPT-4V obtains a 40.3% accuracy on the option swapping in our study, as opposed to the original 38.7%. We observe that a few questions are answered differently, while the majority remain the same. This further suggests that the visual incapabilities are in the vision encoder rather than in alignment or the LLMs.

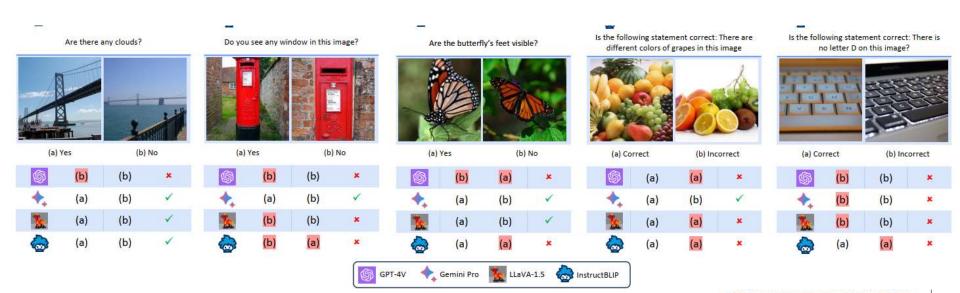
Figure 4. Benchmark results of current SOTA MLLM models and humans. We evaluate benchmark questions for current SOTA MLLM models and human performances through user studies.

Accuracy (%)

80

100

20



## Benchmark总结

We identify 9 visual patterns:
Orientation and Direction
Presence of Specific Features
State and Condition
Quantity and Count

Quantity and Count

Positional and Relational Context

Color and Appearance

Structural and Physical Characteristics

Text

A

0

Viewpoint and Perspective

#### Visual Patterns

● 更先进的CLIP只在color 和state有提升

|                         | Image<br>Size    | Params<br>(M) | IN-1k<br>ZeroShot | 0    | Q    | C    | 14   | ۴    | •    | <b>\$</b> ° | A    | 0    | MMVP<br>Average |
|-------------------------|------------------|---------------|-------------------|------|------|------|------|------|------|-------------|------|------|-----------------|
| OpenAI ViT-L-14 [43]    | 224 <sup>2</sup> | 427.6         | 75.5              | 13.3 | 13.3 | 20.0 | 20.0 | 13.3 | 53.3 | 20.0        | 6.7  | 13.3 | 19.3            |
| OpenAI ViT-L-14 [43]    | 336 <sup>2</sup> | 427.9         | 76.6              | 0.0  | 20.0 | 40.0 | 20.0 | 6.7  | 20.0 | 33.3        | 6.7  | 33.3 | 20.0            |
| SigLIP ViT-SO-14 [66]   | 224 <sup>2</sup> | 877.4         | 82.0              | 26.7 | 20.0 | 53.3 | 40.0 | 20.0 | 66.7 | 40.0        | 20.0 | 53.3 | 37.8            |
| SigLIP ViT-SO-14 [66]   | 384 <sup>2</sup> | 878.0         | 83.1              | 20.0 | 26.7 | 60.0 | 33.3 | 13.3 | 66.7 | 33.3        | 26.7 | 53.3 | 37.0            |
| DFN ViT-H-14 [10]       | 224 <sup>2</sup> | 986.1         | 83.4              | 20.0 | 26.7 | 73.3 | 26.7 | 26.7 | 66.7 | 46.7        | 13.3 | 53.3 | 39.3            |
| DFN ViT-H-14 [10]       | 378 <sup>2</sup> | 986.7         | 84.4              | 13.3 | 20.0 | 53.3 | 33.3 | 26.7 | 66.7 | 40.0        | 20.0 | 40.0 | 34.8            |
| MetaCLIP ViT-L-14 [62]  | 224 <sup>2</sup> | 427.6         | 79.2              | 13.3 | 6.7  | 66.7 | 6.7  | 33.3 | 46.7 | 20.0        | 6.7  | 13.3 | 23.7            |
| MetaCLIP ViT-H-14 [62]  | 224 <sup>2</sup> | 986.1         | 80.6              | 6.7  | 13.3 | 60.0 | 13.3 | 6.7  | 53.3 | 26.7        | 13.3 | 33.3 | 25.2            |
| EVA01 ViT-g-14 [54]     | 224 <sup>2</sup> | 1136.4        | 78.5              | 6.7  | 26.7 | 40.0 | 6.7  | 13.3 | 66.7 | 13.3        | 13.3 | 20.0 | 23.0            |
| EVA02 ViT-bigE-14+ [54] | 224 <sup>2</sup> | 5044.9        | 82.0              | 13.3 | 20.0 | 66.7 | 26.7 | 26.7 | 66.7 | 26.7        | 20.0 | 33.3 | 33.3            |

Table 1. Performance of various CLIP based models on different visual patterns in MMVP-VLM benchmark. Models scaled up in resolution show minimal improvement, whereas a slight advantage is observed when scaling up the network. For each visual pattern, ImageNet-1k Zero-shot accuracy and MMVP average, we use light gray to highlight the best performance. For most of the visual patterns, all CLIP-based methods show struggle, as evident from the scores. We use symbols for visual patterns due to space limit: (a): Orientation and Direction, (a): Presence of Specific Features, (b): State and Condition, (c): Quantity and Count, (c): Positional and Relational Context, (c): Color and Appearance, (c): Structural and Physical Characteristics, (c): Viewpoint and Perspective.

## Benchmark总结



#### □ MLLM的性能

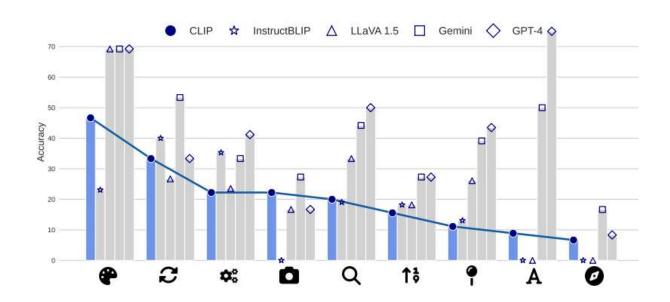


Figure 6. CLIP and MLLM's performance on visual patterns. If CLIP performs poorly on a visual pattern such as " orientation", MLLMs also underperform on the visual pattern.

### Mixture of Feature方法



- Additive:  $\alpha F_{clip} + (1 \alpha F_{dino})$
- interleaved:保持顺序,空间交错

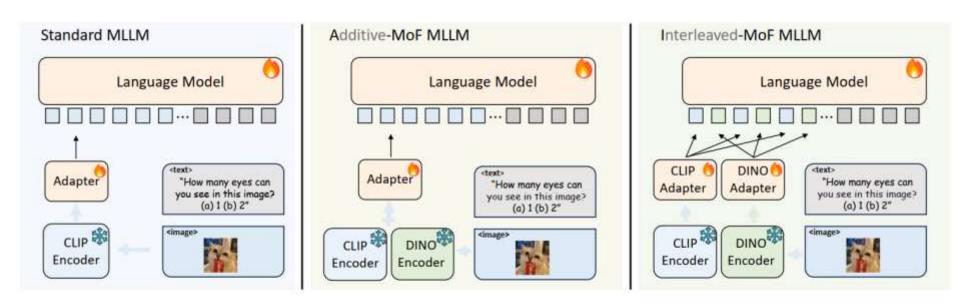


Figure 7. Different Mixture-of-Feature (MoF) Strategies in MLLM. Left: Standard MLLM that uses CLIP as off-the-shelf pretrained vision encoder; Middle: Additive-MoF (A-MoF) MLLM: Linearly mixing CLIP and DINOv2 features before the adapter; Right: Interleaved-MoF (I-MoF MLLM) Spatially interleaving CLIP visual tokens and DINOv2 visual tokens after the adapter.



□ Additive: 随着dinov2特征的比例增加, mmvp效果提升, 指令跟随

效果降低

□ Interlead: 指令跟随能力得到保持

| method  | SSL ratio | MMVP         | LLaVA        |
|---------|-----------|--------------|--------------|
| LLaVA   | 0.0       | 5.5          | 81.8         |
|         | 0.25      | 7.9 (+2.4)   | 79.4 (-2.4)  |
|         | 0.5       | 12.0 (+6.5)  | 78.6 (-3.2)  |
| LLaVA   | 0.625     | 15.0 (+9.5)  | 76.4 (-5.4)  |
| + A-MoF | 0.75      | 18.7 (+13.2) | 75.8 (-6.0)  |
|         | 0.875     | 16.5 (+11.0) | 69.3 (-12.5) |
|         | 1.0       | 13.4 (+7.9)  | 68.5 (-13.3) |
|         |           |              |              |

Table 2. Empirical Results of Additive MoF. We use DINOv2 as the image SSL model in our work. With more DINOv2 features added, there is an improvement in visual grounding, while a decline in instruction following ability.

| method                       | res       | #tokens | MMVP         | LLaVA | POPE |
|------------------------------|-----------|---------|--------------|-------|------|
| LLaVA                        | $224^{2}$ | 256     | 5.5          | 81.8  | 50.0 |
| LLaVA                        | $336^{2}$ | 576     | 6.0          | 81.4  | 50.1 |
| LLaVA + I-MoF                | $224^{2}$ | 512     | 16.7 (+10,7) | 82.8  | 51.0 |
| LLaVA <sup>1.5</sup>         | $336^{2}$ | 576     | 24.7         | 84.7  | 85.9 |
| LLaVA <sup>1.5</sup> + I-MoF | $224^{2}$ | 512     | 28.0 (+3.3)  |       |      |

Table 3. Empirical Results of Interleaved MoF. Interleaved MoF improves visual grounding while maintaining same level of instruction following ability.



- □研究背景
- □研究方法
- □实验效果
- □后续工作
- □总结



| II. mamamamatan   | LLa     | aVA     | LLaVA-1.5 |         |  |  |
|-------------------|---------|---------|-----------|---------|--|--|
| Hyperparameter    | Stage 1 | Stage 2 | Stage 1   | Stage 2 |  |  |
| batch size        | 128     | 128     | 256       | 128     |  |  |
| lr                | 1e-3    | 2e-5    | 2e-3      | 2e-5    |  |  |
| lr schedule decay | cosine  | cosine  | cosine    | cosine  |  |  |
| lr warmup ratio   | 0.03    | 0.03    | 0.03      | 0.03    |  |  |
| weight decay      | 0       | 0       | 0         | 0       |  |  |
| epoch             | 1       | 3       | 1         | 1       |  |  |
| optimizer         |         | AdamV   | V [33]    |         |  |  |
| DeepSpeed stage   | 2       | 3       | 2         | 3       |  |  |

Table 4. Hyperparameters for MoF training on LLaVA and LLaVA-1.5.



#### Stage II

| method                       | res       | #tokens | MMVP | $LLV^{B}$ | $LLV^{W}$ | MMB  | $VQA^T$ | POPE | $VQA^{V2}$ | MM-V |
|------------------------------|-----------|---------|------|-----------|-----------|------|---------|------|------------|------|
| LLaVA <sup>1.5</sup>         | $336^{2}$ | 576     | 24.7 | 84.7      | 70.7      | 67.7 | 61.3    | 85.9 | 80.0       | 35.4 |
| LLaVA <sup>1.5</sup> + I-MoF | $224^{2}$ | 512     | 28.0 | 82.7      | 73.3      | 61.6 | 55.3    | 86.3 | 77.3       | 33.5 |
| $LLaVA^{1.5} + I-MoF$        | $336^{2}$ | 1152    | 31.3 | 81.8      | 73.3      | 65.4 | 58.7    | 86.7 | 79.3       | 34.6 |

Table 6. Comparison with LLaVA-1.5 on 6 more benchmarks. Interleaved-MoF LLaVA-1.5 obtains performance on par with the original method while showing improvements on benchmarks evaluating visual grounding. Benchmark names are abbreviated due to space limits. LLV<sup>B</sup>: LLaVA Benchmark [31]; LLV<sup>W</sup>: LLaVA-In-the-Wild [30]; MMB: MMBench [32]; VQA<sup>T</sup>: TextVQA[52]; POPE: POPE [27]; VQA<sup>V2</sup>: VQA-v2 [15]; MM-V: MM-Vet [64].

|             | LLaVA-1.5 | InstructBLIP | Bard | Gemini | GPT-4 |
|-------------|-----------|--------------|------|--------|-------|
| Correlation | 0.87      | 0.71         | 0.79 | 0.72   | 0.31  |

Table 5. Pearson Correlation between the CLIP model and MLLMs. Open-source models that explicitly use CLIP-based models are highlighted in gray.



#### Stage II

| method                       | res       | #tokens | MMVP | $LLV^{B}$ | $LLV^{W}$ | MMB  | $VQA^T$ | POPE | $VQA^{V2}$ | MM-V |
|------------------------------|-----------|---------|------|-----------|-----------|------|---------|------|------------|------|
| LLaVA <sup>1.5</sup>         | $336^{2}$ | 576     | 24.7 | 84.7      | 70.7      | 67.7 | 61.3    | 85.9 | 80.0       | 35.4 |
| LLaVA <sup>1.5</sup> + I-MoF | $224^{2}$ | 512     | 28.0 | 82.7      | 73.3      | 61.6 | 55.3    | 86.3 | 77.3       | 33.5 |
| $LLaVA^{1.5} + I-MoF$        | $336^{2}$ | 1152    | 31.3 | 81.8      | 73.3      | 65.4 | 58.7    | 86.7 | 79.3       | 34.6 |

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## 总结



- □ 对MLLM在视觉问题上的错误进行详尽分析,并且聚焦到视觉编码器能力上。
- □ Benchmark构造与实验有说服力
- MoF方法



# Thanks!