

Dual Energy-Flow Enhanced Graph Neural Network for Visual Question Answering

Abstract

Scene Graphs (SG), as a structural abstraction of natural images, contain massive detailed information. Modeling visual reasoning through SG can significantly improve the ability and strengthen the interpretability of reasoning. However, existing models often fail to neither *jointly* exploit objects, relations, and attributes information in SG, nor balance the importance of objects and relations. In this paper, we introduce a novel Dual Energy-Flow Enhanced Graph Neural Network (DE-GNN), which learns a comprehensive representation by encoding full-scale scene graphs information from objects, attributes, and relations. Specifically, two types of SG structures are employed in the encoder: (i) *Object-significant graphs* which absorb attribute and relation information into nodes' representations. (ii) *Relation-significant graphs* which intensify the model's perception of relation features. In addition, we design an *energy-flow mechanism* to enhance the information transfer from edges and adjacent nodes to the updating nodes. We conduct extensive experiments on public GQA and Visual Genome datasets and achieve new state-of-the-art performances highlighting the benefits of our method.¹

Introduction

Recent developments in deep learning have accelerated the research progress in Computer Vision (CV) and Natural Language Processing (NLP) areas. Multimodal fusion tasks between image and text have attracted a growing attention, such as image captioning and visual question answering (VQA) tasks. In particular, the task of VQA requires a model to answer a free-form natural language question using visual information from an image. VQA has proven to be a crucial multimodal task with a large scope of applications such as AI assistants, multimodal customer service dialogue and image-based search to name a few.

Scene graph (SG) reasoning is an important branch of VQA tasks, see (Hildebrandt et al. 2020). To generate the scene graph, the model extracts objects' names, attributes and relationships from the images and constructs them into graph representation as illustrated in Figure 1. SG representation modeling displays several virtues over classical techniques leveraging object features extracted from images by, for eg., convolutional neural network (CNN) since

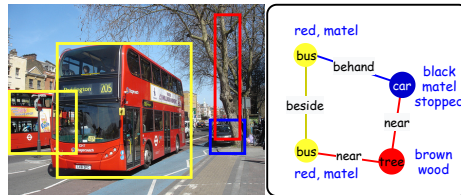


Figure 1: Visualization of a scene graph with objects, attributes, and relations information

in SG (a) the features are presented in plain and free text form (Damodaran et al. 2021), (b) it makes use of graph structures which have better interpretability (Zhang, Chao, and Xuan 2019). In this contribution, we propose two reasoning methods on scene graphs: (i) Consider scene graphs as probabilistic graphs and iteratively update nodes' probabilities using soft instructions extracted from questions such as Neural State Machine (NSM) (Hudson and Manning 2019; Le et al. 2020); (ii) Apply Graph Neural Network (GNN) into scene graphs (Singh et al. 2019; Li et al. 2019) to learn a joint representation of the nodes and their relations, and then feed the representation into a predictor to generate the answer.

Scene graph reasoning frameworks have proven to be useful in VQA tasks, see for instance (Johnson et al. 2015; Hildebrandt et al. 2020; Yang et al. 2020). However, none of the existing methods fully utilize the scene graph information, including objects, attributes, and relations. Besides, they fail at generating comprehensive representations for objects using features from their neighbors and their attributes. Generally, information from objects and relations connected to them are reconstructed into object features in GNN-based methods. However, these encoding methods lack information from objects' attributes and objects on the other side of the edges. The NSM methods use attention mechanisms to update answer possibilities of objects, attributes, and relations, but they cannot learn the joint representation of all three types of information. Additionally, GNN-based models and NSM models are more focused towards object features, and considering relation features as references. Empirically, we demonstrate that a correct relation representation is crucial to the VQA task and enables to alleviate the bottlenecks of VQA implied by inefficient usages of scene graph

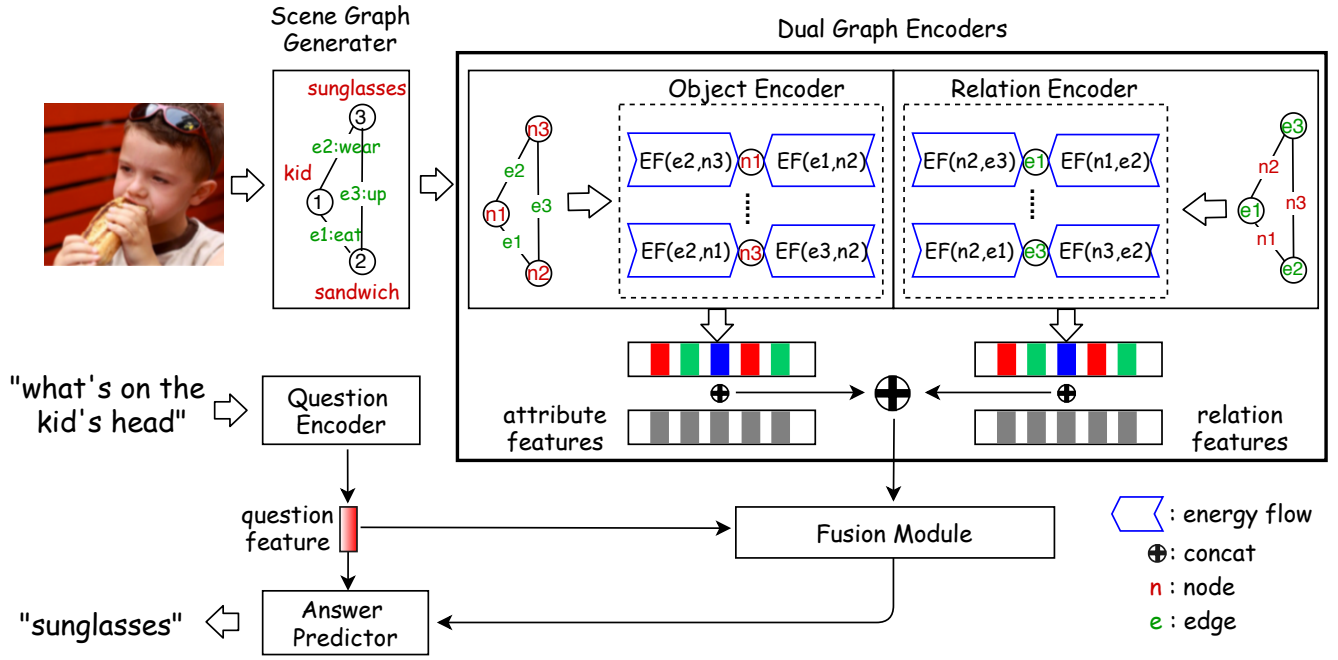


Figure 2: Model structure of the proposed Dual Energy-Flow enhanced Graph Neural Networks. EF stands for the energy-flow module. Images are transformed into scene graphs by the scene graph generator. The object-significant form and relation-significant form of the scene graph are injected into the object encoder and the relation encoder. Nodes’ representations are generated from the sum of energy-flow modules. The representations are then be fused with question representation to predict an answer.

information described above.

Therefore, as a fix to current ineffective strategies, we propose the Dual Energy-Flow Enhanced Graph Neural Network (DE-GNN) for VQA, introducing a novel scene graph reasoning model that extracts full-scale feature maps from objects, attributes, and relations information in scene graphs. Concretely, as shown in Figure 2, our DE-GNN model contains a scene graph generator, a question encoder, dual graph encoders, and a fusion module. Essentially, the scene graph generator extracts graphs out of images. Besides, to preserve integrated information in the encoding process, we transform scene graphs into a relation-significant modality, in which nodes represent relations and edges represent objects, and an object-significant modality, in which nodes represent objects and edges represent relations. Lastly, after receiving scene graphs in two modalities, dual graph encoders can produce feature maps focusing on both relations and objects.

Furthermore, to learn a node’s joint representation from its attributes, edges, and adjacent nodes, we modify the gated graph neural network (GGNN) structure in our proposed DE-GNN by adding the energy-flow module. It is a bidirectional GRU that guides the internal information flow. The encoder can capture information from nodes, edges, and adjacent nodes that connect to them. The outputs of the encoder pass through multi-head attention layers using question features extracted from the question encoder, see Figure 2. Hence, the model can dynamically focus on the critical parts of the questions and use the most similar part of the scene graph as the most adequate answer.

In summary, our main contributions are as follows:

- We propose a novel DE-GNN model to learn a com-

prehensive representation of scene graphs by encoding graphs’ object-significant modality and relation-significant modality.

- Our energy-flow module is more suitable for processing graphs with meaningful edges and nodes with internal attributes.
- We conduct experiments on GQA and Visual Genome and experimental results demonstrate the effectiveness of DE-GNN which can improve the reasoning accuracy on semantically complicated questions.

Related Works

Visual Question Answering. Most VQA approaches utilize a question encoder architecture that can learn complex temporal dynamics using a sequence of hidden states. To encode the image, most VQA approaches employ CNN-based pre-trained models like Mask-RCNN or Faster-RCNN (Fan and Zhou 2018; Patro and Namboodiri 2018; Nam, Ha, and Kim 2017). The image encoder and question encoder then pass through a multimodal fusion part and the output fusion vector pass through an answer predictor.

To learn image representations that more focused on questions, many attention-based models are proposed such as BUTD (Anderson et al. 2018), SAT (Yang et al. 2016), question-guided spatial attention (Xu and Saenko 2016). In Lu et al. (2016), the authors proposed a hierarchical co-attention model that jointly implements both image-guided question attention and question-guided visual attention. MacNet (Hudson and Manning 2018) uses Mac-cells to combine attention and encoding function. However, there

still exists a significant semantic gap between image and natural language. Transformer-based models such as Unicoder-VL (Li et al. 2020) can achieve outstanding performance on VQA tasks, but these models need complicated pretrain strategies and extra datasets. The pretraining tasks are time-consuming and hard to update under the changeable environment. To solve the existing problems in attention-based and transformer-based VQA models, we apply scene graphs as our reasoning model base.

Scene Graph Generation and Reasoning. Most scene graph generation (SGG) methods use object detection methods like mask-rcnn or faster-rcnn to extract region proposals from images (Xu et al. 2017; Yang et al. 2018; Zellers et al. 2018; Woo et al. 2018; Dai, Zhang, and Lin 2017; Li et al. 2017; Yin et al. 2018). Methods to reduce the SGG training bias has been put forward (Tang et al. 2020). Due to the graph hierarchy extracted from images, SG can promotes explainable reasoning for downstream multimodal tasks such as VQA (Zhang, Chao, and Xuan 2019). In our work, scene graph generation methods are used to transform VQA datasets into scene graph datasets. Our model is then tested in datasets generated by different SGG methods.

In typical scene graph reasoning models, neural state machine (Hudson and Manning 2019) first predicts a scene graph that represents its underlying semantics and serves as a structured model of the world. Then it performs sequential reasoning over the graph, iteratively traversing its nodes to answer a given question or draw a new inference. But, as we describe below, state machine-based models can not effectively capture complicated scene graph features. For instance, FSTT (Singh et al. 2019) uses GGNN based model to encode scene graphs but it neglects vital information from edges and attributes. Relation-aware Graph Attention Network (Li et al. 2019) encodes each image into a graph and models multitype inter-object relations via a graph attention mechanism, to learn question-adaptive relation representations. However, neither can fully use attribute information nor can it learn the comprehensive representation of scene graphs using graph attention network. Our model uses GGNN structure to learn more comprehensive scene graph representations.

Graph Neural Network. GNN (Scarselli et al. 2009) extended traditional neural networks into graph domains. A group of graph-based models (Morris et al. 2019; Liu et al. 2019) were proposed for different graph tasks including graph representation learning. Inspired by convolution neural network, GCN (Kipf and Welling 2017) improves efficiency with fast approximated spectral operations. GAT (Velickovic et al. 2018) introduced the attention mechanism to GNN, leveraging masked self-attentional layers to address the shortcomings of prior methods based on graph convolutions or their approximations. GGNN (Li et al. 2016) uses gated recurrent units (GRU) to accelerate the training speed and gain favorable inductive biases on large-scaled graphs. (Wang et al. 2016, 2018; Sun and Li 2019) apply GNN-based models on knowledge graphs, which similar to scene graphs. However, existing GNN-based models cannot effectively process graphs with node attributes and com-

plicated labels. Our DE-GNN model can learn a comprehensive representation using full-scale scene graph information from objects, attributes, and relations to overcome these problems.

DE-GNN Methodology

First we define the VQA task. It is a classification task that, given a text question about an image, output an answer. Formally, given question q and image m , the model aims to maximizing a conditional distribution over candidate answers a :

$$\hat{a} = \arg \max_{a \in A} p_{\theta}(a|q, m) \quad (1)$$

where A is the set of all possible answers, p_{θ} represents the VQA model with the trainable vector of parameters θ and \hat{a} denotes the final answer.

Our proposed architecture designed for the VQA task is illustrated in Figure 2. Our model contains a scene graph generator, a question encoder, dual graph encoders and a fusion module. For the scene graph generator, we follow the method detailed in (Tang 2020) and other three baselines referred in this work, which we will describe in the experiment section. For the question encoder, semantic questions are first projected into an embedding space using GLOVE pretrained word embedding model (Pennington, Socher, and Manning 2014). After adding a positional encoding matrix into questions, we use long short-term memory (LSTM) networks to generate questions embedding $q \in R^{dim}$. We introduce our dual GGNN encoders in the following subsection.

Object/Relation-Significant Graph

We organize scene graphs into object-significant and relation-significant modalities.

Object-Significant Graph. We define the object-significant modality as G_{obj} , every nodes represent objects in the image and every edges represent relations between two objects. Define N as the node set and E as the edge set. For $n_i, n_j \in N$, $e_k \in E$, $\langle n_i - e_k - n_j \rangle$ denotes the relation tuple that represents the relation e_k from object n_i to object n_j . Noted that relation tuples are not symmetrical: if $\langle n_i - e_k - n_j \rangle$ is a valid relation tuple, $\langle n_j - e_k - n_i \rangle$ may not exist. Also, n_i and n_j may have several relations.

Relation-Significant Graph. We define relation-significant modality as G_{rel} , every nodes represent relations appear between objects in the image and every edges represent objects, which is completely opposed to the object-significant modality. For $e_i, e_j \in E$, $n_k \in N$, $\langle e_i - n_k - e_j \rangle$ denotes the relation tuple that represents the relation e_i and e_j have a shared object n_k . Noted that relation tuples are also not symmetrical.

Attribute types. Define L as attribute types (such as material, color, etc). For each node $n_i \in N$ that corresponds to an object in the image, we define a set of $L + 1$ property variables $\{n_i^j\}_{j=0}^L$, where n_i represents the object's name embedding and n_i^l represents the embedding of node's l^{th} attribute.

Dual Encoders

In our DE-GNN model, every input scene graph is transformed into an information tuple (N, E, A_{in}, A_{out}) where:

- N is a collection of node embeddings.
- E is a collection of directed edges that specify valid relation between nodes.
- A_{in} is the adjacency matrix of incident edges.
- A_{out} is the adjacency matrix of output edges.

Let h_i^t is the hidden state of node n_i in GGNN at timestep t , then at $t = 0$, we initialize h_i^0 as the GLOVE embedding of n_i with appropriate zero padding:

$$h_i^0 = [n_i^T, 0]^T. \quad (2)$$

The incident and output edges are retrieved in the respective adjacency matrices A_{in} and A_{out} .

Energy-Flow Module To enhance the information transfer from edges and adjacent nodes to the updating nodes, we use the Energy-Flow module (EF). EF module comes as a replacement of the fully-connected layers from the original GGNN model. In the energy-flow module, consider, for instance the tuple, $\langle n_i, e_k, n_j \rangle$ where the edge e_k 's embedding state e_k and neighbor node n_j 's hidden state h_j are injected into a bidirectional GRU network as input sequence while the node n_i 's hidden state h_i is injected as GRU's initial hidden state. The output of the GRU represents the updating information for hidden state h_i , which corresponds to the key information from edge e_k and node n_j that is related to node n_i . The sum of every GRU output is n_i 's total information gain from n_i adjacent nodes and edges. The detailed formula is as follows:

$$EF_i(A_{in}) = \sum_{\langle i, j \rangle \in A_{in}} \text{GRU}([e_k, h_j], h_i),$$

$$EF_i(A_{out}) = \sum_{\langle j, i \rangle \in A_{out}} \text{GRU}([e_k, h_j], h_i),$$

where $EF_i(A_{in})$ is n_i 's incident information gain, and $EF_i(A_{out})$ is n_i 's output information gain.

Propagation Model At timestep t , the hidden states of all nodes are updated by the following gated propagator module:

$$k_i^t = [EF_i^t(A_{in}), EF_i^t(A_{out})], \quad (3)$$

where k_i^t represents the node n_i 's representation from all its incident edges, output edges and adjacent nodes.

Then, we adopt GRU-like updates to incorporate information from adjacent nodes and from the previous timestep leading to an update of each node's hidden state:

$$c_i^t = [h_i^{(t-1)}, k_i^{(t-1)}]W + b,$$

$$z_i^t = \sigma(U^z c_i^t), \quad (4)$$

$$r_i^t = \sigma(U^r c_i^t),$$

where W, U^z and U^r are referred to as trainable weight matrices and b as a bias term. At timestep t , we denote by z_i^t and r_i^t the update and reset gates, respectively.

$$\tilde{h}_i^t = \tanh(U_1 k_i^{(t-1)} + U_2 (r_i^t \odot h_i^{(t-1)})), \quad (5)$$

$$h_i^t = (1 - z_i^t) \odot h_i^{(t-1)} + z_i^t \odot \tilde{h}_i^t. \quad (6)$$

Here, U_1 and U_2 denote the trainable parameters of the linear layers, the operator \odot is the element-wise multiplication. After T steps, the GGNN encoder generates the final hidden state map G of the graph. Finally, we compute the graph embedding $g_i \in G$ for node n_i as follows:

$$g_i = \sigma(f(h_i^T, n_i)), \quad (7)$$

where $f(\cdot, n_i)$ is the multi-layer perceptron (MLP) layer which receives the concatenation of h_i^T and n_i , then generates the final representation of node n_i .

Fusion Module and Answer Predictor

Once the dual encoders embedded in our model output the node and relation features, we first fuse the attributes into feature maps. For node feature map G^N and relation feature map G^E , the fusion feature map F^N and F^E are defined as

$$F_i^N = \begin{cases} [g_i^N, n_i^0] \\ \vdots \\ [g_i^N, n_i^L] \end{cases}, \quad F_j^E = [g_j^E, e_j], \quad F = [F^N, F^E], \quad (8)$$

where F_i^N indicates the fusion features of node i and g_i^N is node i 's representation from the GGNN encoder. We denote by the vector (n_i^0, \dots, n_i^L) the embeddings attributes of node i . F_j^E corresponds to the fusion feature of edge j . g_j^E is edge j 's representation from the GGNN encoder. e_j is edge j 's original embedding. The full-scale feature map, noted F , is the concatenation of F^N and F^E .

Then, the question embedding q generated from the LSTM encoder and the full-scale feature map F are fed into a multi-head attention layer, where the query is stored in F and the key and values are stored in q . The reasoning vector, noted r , and which stems from the graph and the question, is computed using a weighted sum of the feature map using the scores output from the attention layer; i.e.:

$$r = \text{Attention}(F, q). \quad (9)$$

Regarding the answer predictor module, we adopt a two-layer MLP noted by $f(\cdot)$. This MLP can be viewed as a classifier over the set of candidate answers. The input of the answer predictor is the concatenation vector (q, r) . This type of classifier has been applied in many VQA models such as NSM (Hudson and Manning 2019) and MacNet (Lu et al. 2016). Formally, the output answer reads:

$$\hat{a} = \arg \max(\text{softmax}(f((q, r))))). \quad (10)$$

Experiment

Datasets

The **Visual Genome** dataset contains 108077 images with comprehensively annotated objects, attributes, and relations. Due to the lack of scene graph annotations, we

Table 1: Performance on new dataset in details.

Question type	What	Color	Where	How	Who	When	Why	Overall
Percentage	(54%)	(14%)	(17%)	(3%)	(5%)	(4%)	(3%)	(100%)
VG-GT								
NSM	0	0	0	0	0	0	0	45.1
MLP	-	-	-	-	-	-	-	58.5
F-GN	60.9	53.6	62.0	46.2	63.3	83.7	50.9	60.1
U-GN	61.6	54.0	62.4	45.9	63.9	83.2	50.3	60.5
SAN	-	-	-	-	-	-	-	62.6
FSTT	65.5	45.6	70.1	47.8	68.3	82.1	91.5	65.6
ReGAT	72.1	70.8	64.4	68.9	72.7	65.0	92.3	71.2
DEGNN (ours)	75.9	64.9	73.1	66.8	82.6	81.4	98.8	75.4
Motif								
NSM	0	0	0	0	0	0	0	43.1
FSTT	48.8	40.4	49.2	40.1	40.6	54.5	70.3	48.1
F-GN	58.7	60.8	60.4	47.2	61.8	84.8	49.0	60.0
U-GN	59.4	58.2	60.3	54.3	66.6	85.3	48.1	60.5
ReGAT	75.4	69.2	57.6	69.9	69.1	57.4	91.8	69.9
DEGNN (ours)	79.4	67.6	62.7	65.3	72.8	63.0	96.1	72.9

use a Scene Graph Generation codebase, found in (Tang 2020), to generate scene graphs for Visual Genome. In order to comprehensively evaluate our scene graph reasoning method, we use four different SGG methods including Motif (Zellers et al. 2018), IMP (Xu et al. 2017), vctree (Tang et al. 2019) and unbiased-causal-TDE (Tang et al. 2020) to generate scene graphs with different qualities and biases. We split the dataset into train, valid, and test sets using a 7 : 1 : 2 ratio.

The **GQA** dataset focuses on real-world reasoning, scene understanding and compositional question answering. It consists of 113k images and 22M questions of assorted types and varying compositionality degrees, measuring performance on an array of reasoning skills such as object and attribute recognition, transitive relation tracking, spatial reasoning, logical inference and comparisons.

Implementation Details

We use 50-dimensional GLOVE word embeddings model (Pennington, Socher, and Manning 2014) to embed words in the scene graph and questions. In order to record the questions’ position information, we set up the positional encoding matrix PE:

$$\begin{aligned} \text{PE}_{\text{pos}=2i} &= \sin(\text{pos}/10000^{2i/d_m}), \\ \text{PE}_{\text{pos}=2i+1} &= \cos(\text{pos}/10000^{2i/d_m}), \end{aligned}$$

where pos is the position of the word in the question sequence. If pos is odd, the position information is generated by a sin function, else, it is generated by a cos function. We also let model dimension equal to $d_m = 50$.

After adding position information, the question embeddings are injected into a single-directional GRU network. The hidden dimension of GRU is 100, and the dropout rate is 0.2.

In our energy-flow enhanced GGNN encoder, the propagator time step is 5, and we use a bidirectional GRU as our

energy-flow module. The hidden dimension of GRU is set to 50 with 1 layer.

In the fusion module, we apply a multi-head attention layer with 5 heads and no dropout. As for the answer predictor, we select top-2000 answer candidates and use a 2-layer MLP as the output classifier.

We use Adam (Kingma and Ba 2015) as the optimizer of our model, and Cross Entropy Loss as the loss function of our model. Our batch size is 512. The learning rate is dynamic according to the epoch number. We initialize the learning rate to be $1e^{-3}$, and when 30% epochs finish, the learning rate drops to $2e^{-4}$. When 60% epochs finish, the learning rate drops to $4e^{-5}$ and it becomes $8e^{-6}$ after 80% epochs finish. We train our model and other baselines on a single V100 GPU.

Experimental Results

In this sub-section, we provide experimental results on four scene graph generated datasets mention before. The baselines we compare use various methods to generate scene graphs for images. To ensure fairness, we reimplement them, removing their scene graph generation parts to eliminate the interference of different generation methods.

Table ?? reports results on the test sets of four different datasets generated from the VG dataset. Compared to the baseline models, we can observe that our DE-GNN model outperforms the other baselines. In Motif, Unbias-Causal, and IMP datasets, our model has a 10% to 20% improvement in performance.

In addition, the stability of our model is conspicuous. Our model can achieve consistent and stable performance under different scene graph qualities. Our model’s performances under four different scene graph datasets only suffer 3% fluctuation, while FSTT suffers 4.7% fluctuation and ReGAT suffers 26.9% fluctuation. Figure ?? is the intuitive validation curves on four datasets. Our model in the blue line

Table 2: Ablation study

Models	Acc.
Base	35.4%
+EF	-%
+Oj+EF	39.3%
+Re+EF	38.8%
+Oj+Re	-%
+ (w/o QF)	54.9%
+ (w/o attr)	-%
DEGNN+Text:LSTM	75.2%

can steadily converge at nearly 15 epochs under four different datasets with various scene graph qualities.

Table 3 reports results on the test sets of the GQA dataset

To demonstrate that our dual encoders structure can intensify the model’s perception of relation features and learn a comprehensive representation from nodes, attributes, and relations information, we make badcase analysis for baselines and our model on Motif dataset. To classify the badcase answer category, we generate three dictionaries to record objects, attributes and relations that appear in scene graphs. For each answer, we first extract potential relations and match them up with the relation dictionary. Then we split the objects and attributes in the answer and search objects and attributes dictionaries. As for some evasive answers containing both objects and its’ attributes, we add them in both object and attribute categories.

Figure ?? shows results on our badcase analysis. Our model surpasses all baselines in the object aspect. Also, our model reduces nearly half of the wrong answers in FSTT, Re-GAT, and NSM in the attribute aspect. Our model also performs well in relation retrieval, outperforming GNN based FSTT and Re-GAT.

The question fusion module, which concatenates the question vector with the reasoning vector before entering into the answer predictor module, is a common module in VQA models, including NSM, FSTT, and our DE-GNN model. This method has been shown to improve the accuracy of VQA models. However, from a cognitive point of view, the question fusion module lacks of interpretability since the question features are included in the reasoning vector of the model. Also, the addition of the question fusion module may lead the reasoning model to only *guess answers* from questions, which negatively influences the reasoning itself. We retrain our model and other baselines without the question fusion module to evaluate the reasoning ability without the influence of outer question information. Table 2 shows the results of models without question fusion module. Noted that there is no question fusion module in Re-GAT baseline, so the Re-GAT result is the same as Table ?. After reducing the concatenation of the question vector and reasoning vector, FSTT, NSM, and our DE-GNN model suffer accuracy recessions. Without question fusion, our model still outperforms other baselines.

Table 3: Performance on GQA dataset.

Models	Binary↑	Open↑	Validity↑	Distribution↓	Accuracy↑
Human	91.20	87.40	98.90	-	89.30
BottomUp	66.64	34.83	96.18	5.98	49.74
MAC	71.23	38.91	96.16	5.34	54.06
SK T-Brain	77.42	43.10	96.26	7.54	59.19
PVR	77.69	43.01	96.45	5.80	59.27
GRN	77.53	43.35	96.18	6.06	59.37
Dream	77.84	43.72	96.38	8.40	59.72
LXRT	77.76	44.97	96.30	8.31	60.34
NSM	78.94	49.25	96.41	3.71	63.17
ReGAT	83.57	62.58	92.70	9.32	70.50
DEGNN(ours)	69.79	72.21	93.80	3.78	71.21

Ablation Study

We compare three ablated forms of DE-GNN with our complete one. The accuracy results reported in Table ?? are obtained using the Motif dataset. The Object-EF model is the object encoder part of our DE-GNN model, which contains one energy-flow enhanced GGNN network to encode object-significant graphs. On the other hand, the relation-EF model is the other half of our DE-GNN model, which contains one energy-flow enhanced GGNN network to encode relation-significant graphs. The baseline model is the original GGNN network to encode object-significant graphs.

First, we validate the effectiveness of applying dual structure to balance the importance of relations and objects by splitting our DE-GNN into an object-single model and a relation-single model. Table ?? shows that both object-EF model and relation-EF model perform poorly, at about 39%. It also shows that both relations and objects are vital to VQA performance. Lack of any of them leads to severe accuracy recession. Combining the object-single model and the relation-single model leads to an empirical gain of approximately 35% accuracy upward, which shows that the dual structure is significant in balancing relation and object information.

Then, we validate the effectiveness of applying energy-flow structure to learn a more comprehensive representation for scene graphs than the original GGNN structure, which represents the baseline in Table ?. We compare the object-EF model and the baseline model, which both learn representations from object-significant graphs, and note that after adding the energy-flow structure, there is an accuracy improvement of around 3%. This shows that energy-flow structure can effectively improve the representation quality of scene graphs.

Visualization

To better illustrate the effectiveness of the dual encoder structure and the energy-flow module in our DE-GNN model, we compare the attention scores learned by DE-GNN model with those learned by our baseline, object-EF, and relation-EF models. Figure 3 is the detail of the visualization result. Row 1 is three typical images with questions.

Comparing the first graph in row 2 with row 3 shows that energy-flow enhanced GGNN encoder can more correctly

focus on crucial objects than the original GGNN encoder. For the objects mentioned in the questions, the attention scores of "bus" increase by 0.29. As for objects unrelated to questions, the attention scores of "car" and "tree" decrease by 0.12 and 0.08. The original GGNN encoder can not fuse object and attribute information, which leads to the wrong answer. Our object-EF model learns a jointly representation from objects and attributes. The top-3 candidate attributes for the question are "red", "steel", and "driving". Our object-EF model correctly answers "red".

Comparing the first and third graphs in row 3 with row 4 shows that both object-EF and relation-EF can capture related information, but these models have a significant bias on objects and relations. Relation-EF shows the acute perception on relations, but the model can not capture object information or score objects correctly, which leads to relation-EF's failure on the first graph. The object-EF model can not capture "on" relation in graph 3, while relation-EF model can easily capture the correct answer.

Conclusion

In this work, we studied classic scene graph reasoning methods such as GNN-based models and Neural State Machine for VQA. We observed that existing methods fail to exploit nodes, relations, and attributes information jointly in scene graphs. To address this problem, we propose the Dual Energy-Flow Enhanced Graph Neural Network (DE-GNN), which encodes each scene graph into feature representations via object encoder and relation encoder to generate full-scale feature maps using nodes, attributes, and relations information. Our method have shown significant improvement on the VG dataset and achieve new state-of-the-art performances.

In the future, we will test our DE-GNN model on more datasets on VQA (Such as GQA, VQA-CP2, etc). And we hope that our work can further enhance the effect of scene graph for reasoning.



Figure 3: Visualization of attention scores learned by baseline, object-EF, relation-EF, and DE-GNN.

Our DE-GNN, which in row 5, can not only balance the importance of objects and relations, but also learn jointly representations from objects, attributes, and relations using the energy-flow module. Comparing the second graph in row 3 and row 5, our model correctly capture "horse" object and "behind" relation. This leads to the correct attention score of "old man", which is 0.61 higher than the score from object-EF. Our model answers three questions correctly.

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