



**POLITECNICO**  
MILANO 1863

# Concept-Based Explanations for Image Classifiers Using Textual Prompts

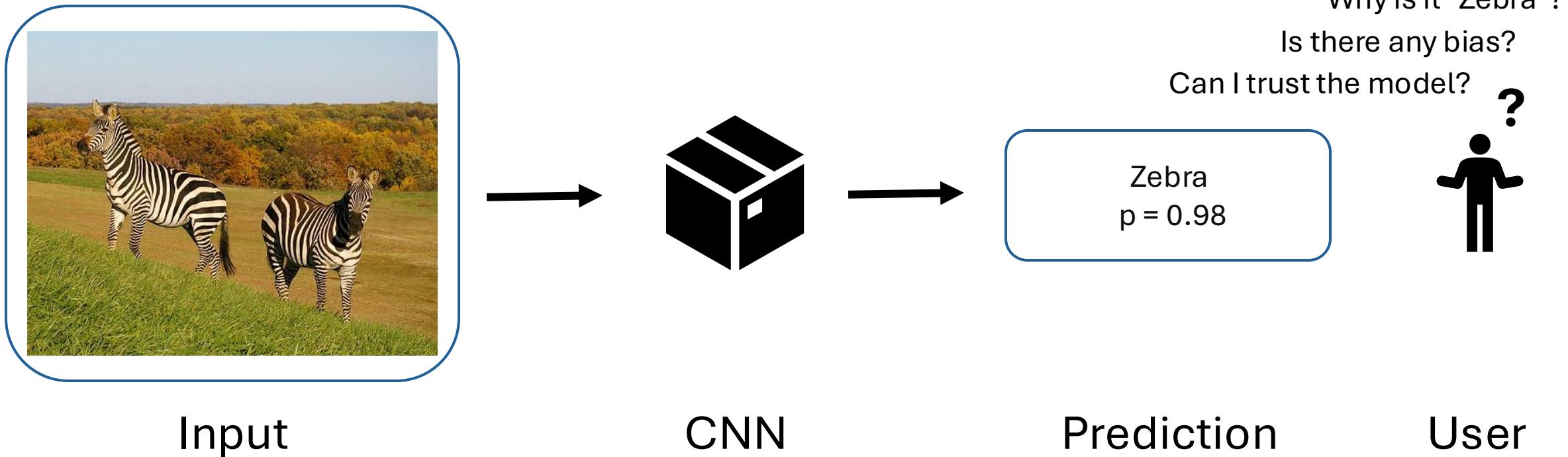
Daniele Di Santi

**Academic year:** 2024/2025

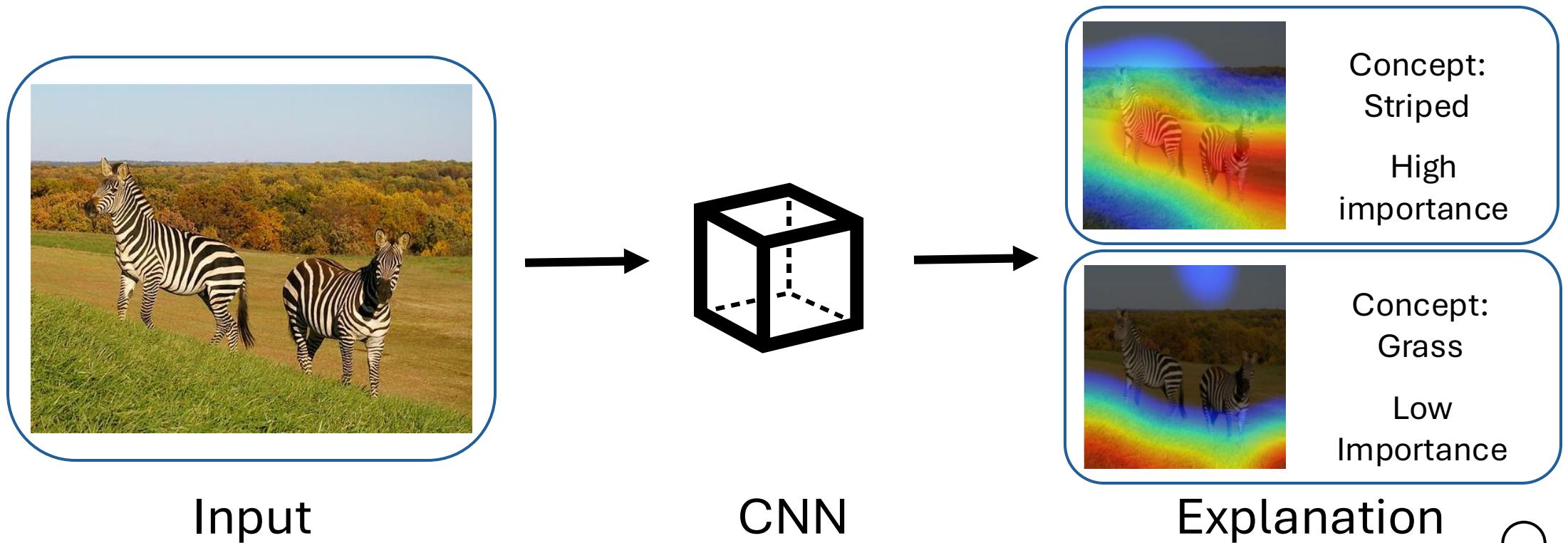
**Advisor:** Prof. Marco Brambilla

**Co-advisors:** Riccardo Campi, Matteo Bianchi, Antonio De Santis

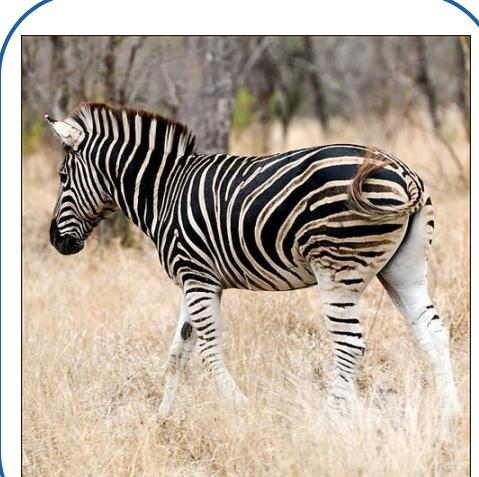
# Black-box Systems



# Explainable Artificial Intelligence (XAI)

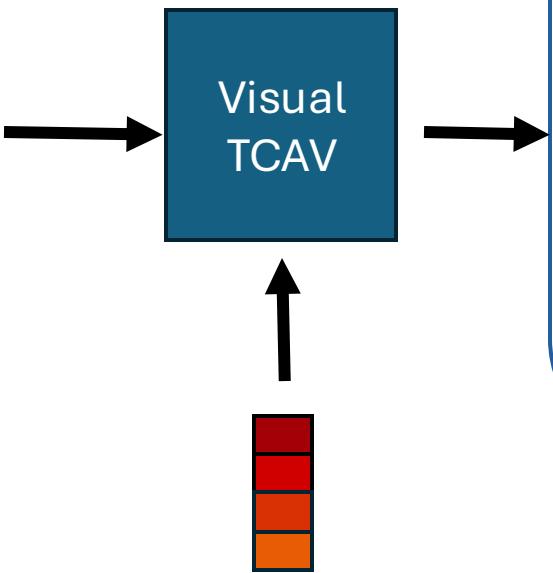


# Visual TCAV



Input image

CAV



RESNET50 architecture  
striped concept

layer1 layer

Class	Attrib.
zebra	<b>0.055</b>
gazelle	<b>0.026</b>
impala	<b>0.027</b>

layer2 layer

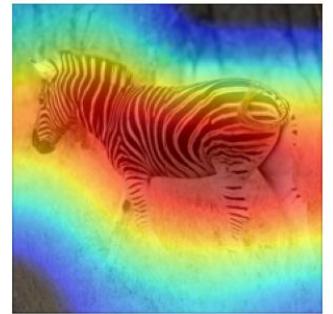
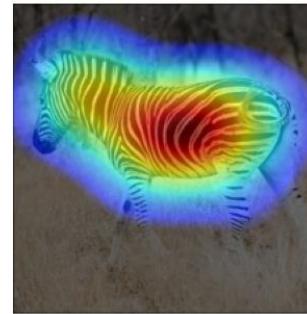
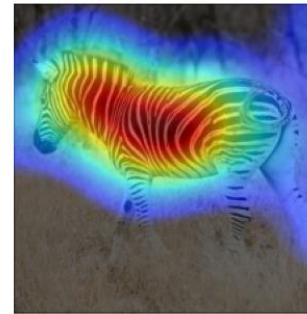
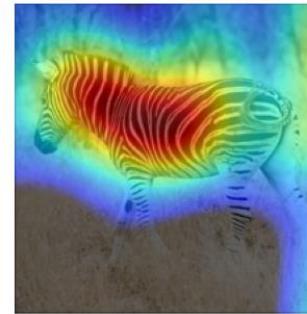
Class	Attrib.
zebra	<b>0.035</b>
gazelle	<b>0.019</b>
impala	<b>0.017</b>

layer3 layer

Class	Attrib.
zebra	<b>0.031</b>
gazelle	<b>0.014</b>
impala	<b>0.012</b>

layer4 layer

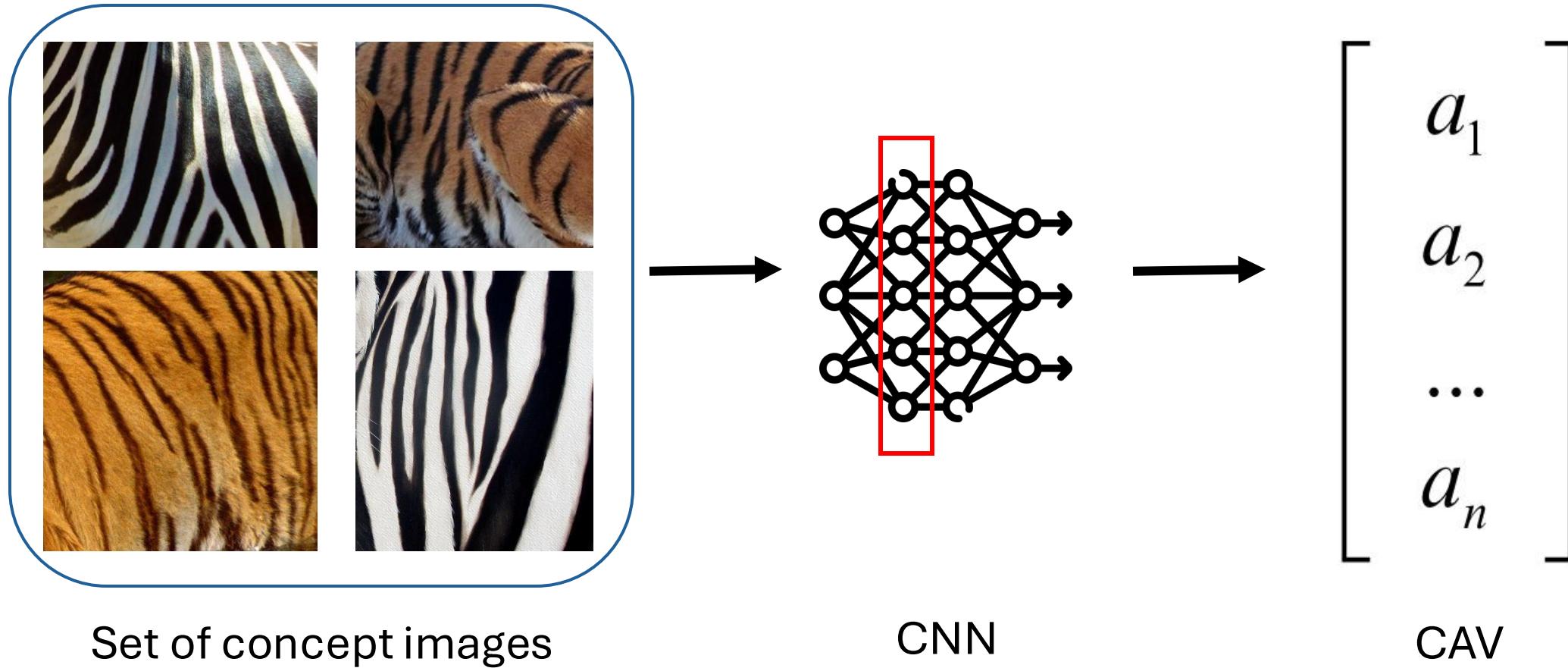
Class	Attrib.
zebra	<b>0.16</b>
gazelle	<b>0.039</b>
impala	<b>0.032</b>



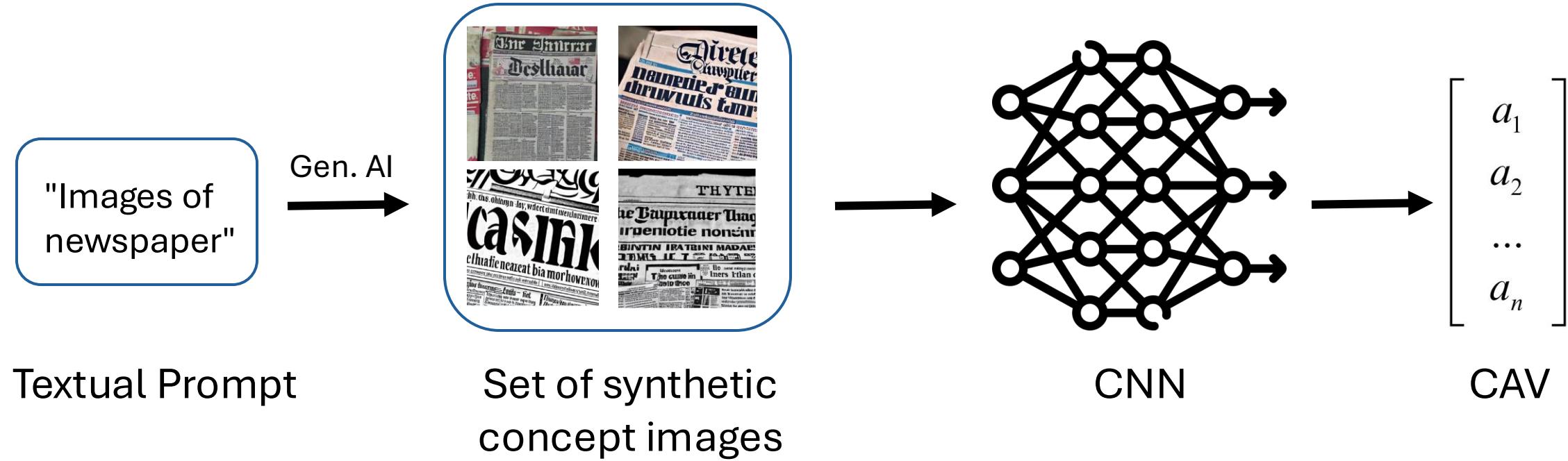
Concept map + concept attributions

Antonio De Santis et al., Visual-tcav: Concept-based attribution and saliency maps for post-hoc explainability in image classification, 2025.

# Problem: Standard CAV Extraction

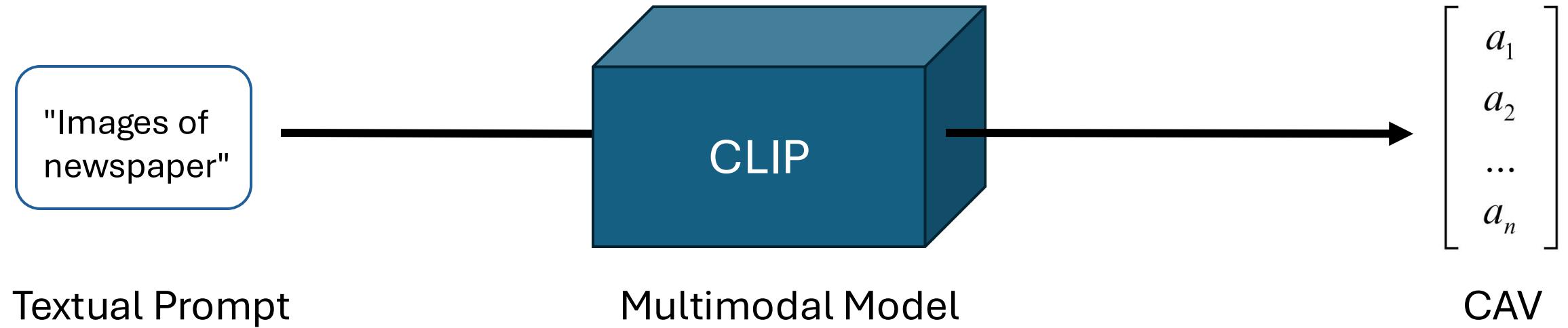


# Other Solution: Synthetic Images

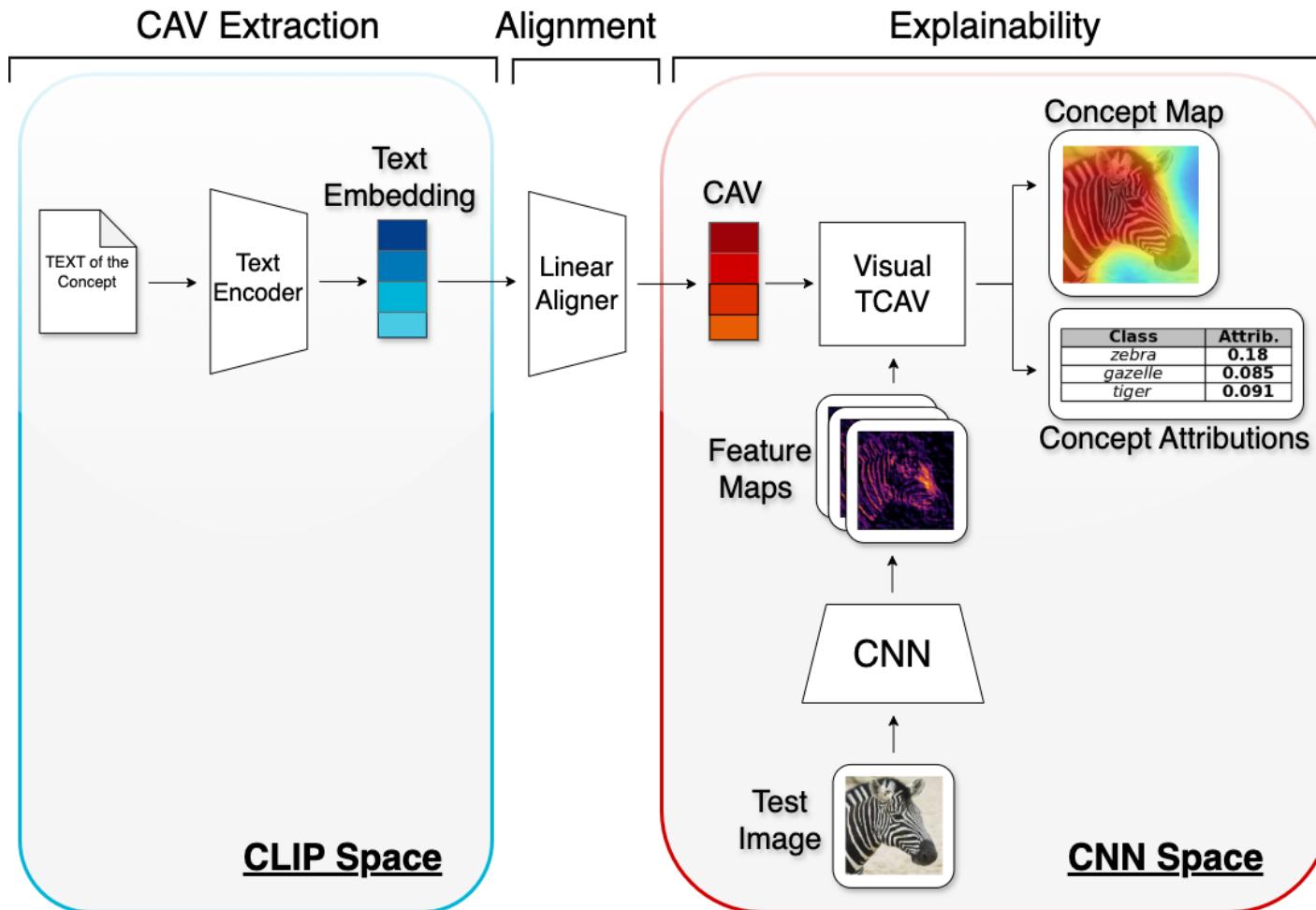


Riccardo Campi et al., Towards synthetic concept activation vectors via generative models. In Proceedings of the Computer Vision and Pattern Recognition Conference (CVPR) Workshops, pages 2720–2728, June 2025.

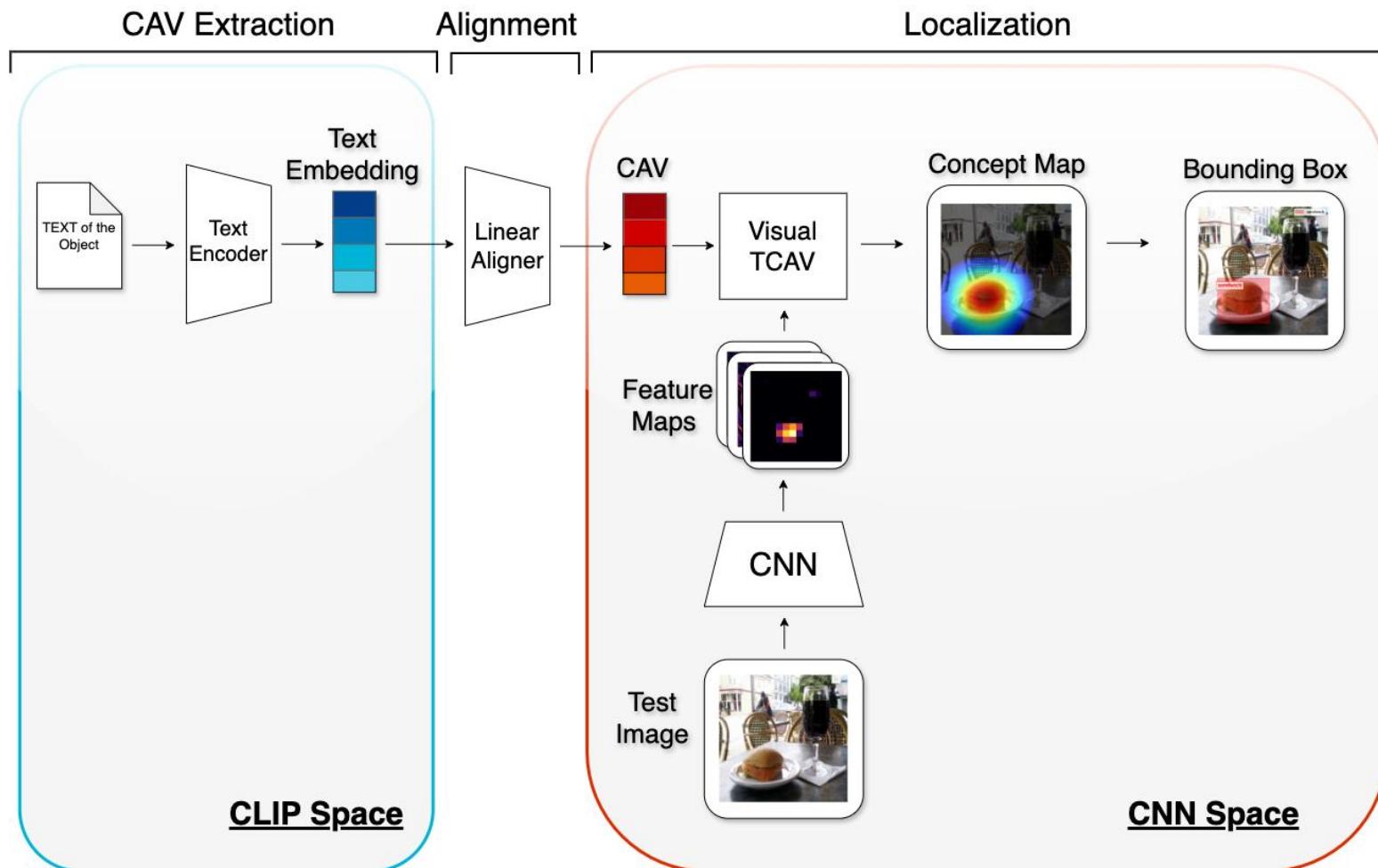
# Our idea: from text to CAV



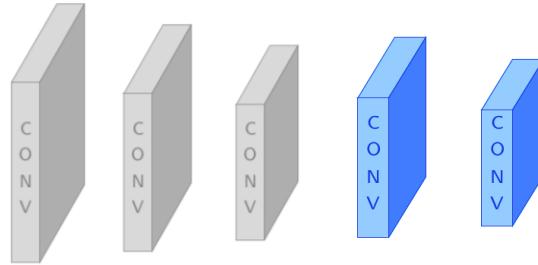
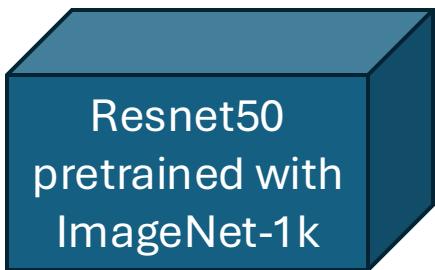
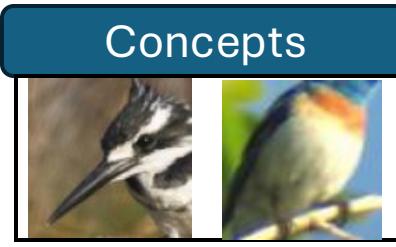
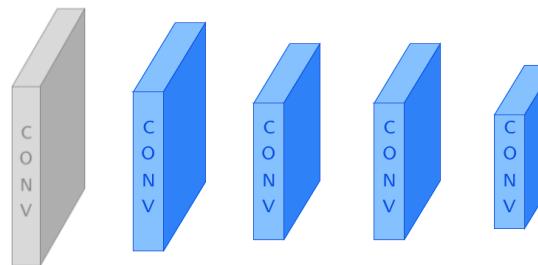
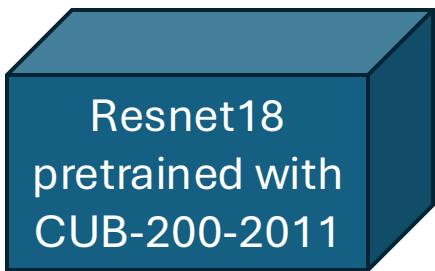
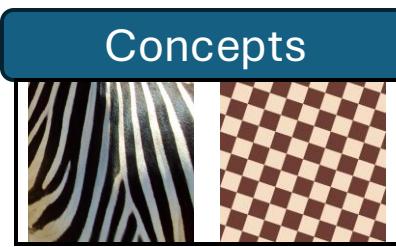
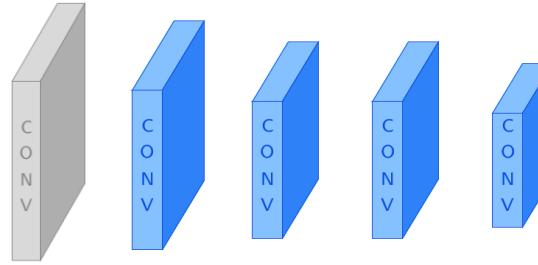
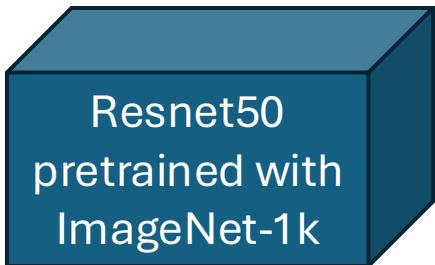
# Our Solution



# Other use: Localization



# Experiments Setup



Explanation

Localization

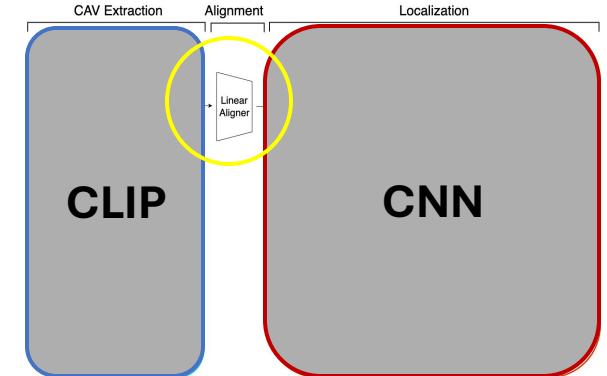
# Linear Aligners Training

Resnet50  
pretrained with  
ImageNet-1k

Resnet18  
pretrained with  
CUB-200-2011

Layer	MSE	R^2
layer1	0.492	0.891
layer2	1.14	0.74
layer3	1.798	0.6
layer4	3.205	0.288

Layer	MSE	R^2
stage1	0.328	0.927
stage2	0.819	0.818
stage3	1.447	0.678
stage4	2.853	0.366

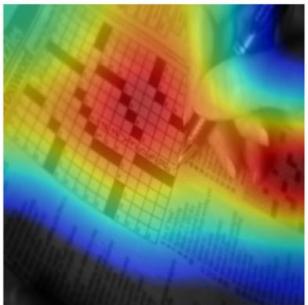


# Experiments: ImageNet-1k

RESNET50 architecture  
chequered concept

layer4 layer

Class	Attrib.
<i>crossword_pu..</i>	<b>0.1</b>
<i>digital_watc..</i>	<b>0.022</b>
rule	<b>0.014</b>

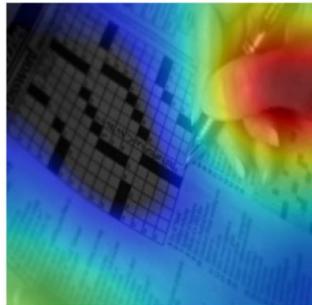


chequered

RESNET50 architecture  
hand concept

layer4 layer

Class	Attrib.
<i>crossword_pu..</i>	<b>0.024</b>
<i>digital_watc..</i>	<b>0.01</b>
rule	<b>0.011</b>

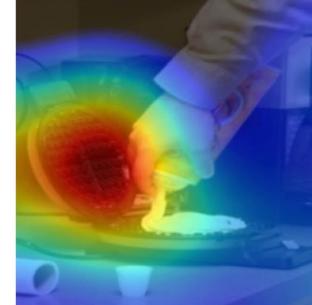


hand

RESNET50 architecture  
waffled concept

layer4 layer

Class	Attrib.
<i>waffle_iron</i>	<b>0.13</b>
<i>mouse</i>	<b>0.027</b>
<i>computer_key..</i>	<b>0.041</b>

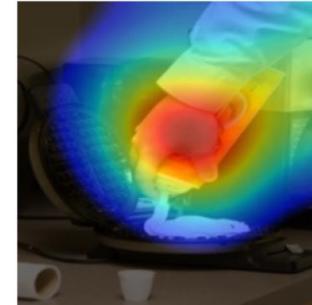


waffled

RESNET50 architecture  
hand concept

layer4 layer

Class	Attrib.
<i>waffle_iron</i>	<b>0.012</b>
<i>mouse</i>	<b>0.0084</b>
<i>computer_key..</i>	<b>0.008</b>

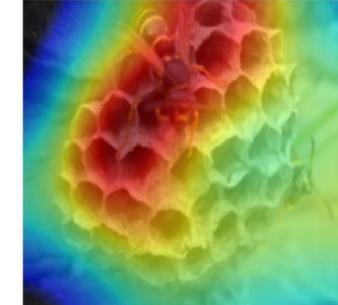


hand

RESNET50 architecture  
honeycombed concept

layer4 layer

Class	Attrib.
<i>honeycomb</i>	<b>0.2</b>
<i>bee</i>	<b>0.096</b>
<i>apiary</i>	<b>0.1</b>



honeycombed

RESNET50 architecture  
bee concept

layer4 layer

Class	Attrib.
<i>honeycomb</i>	<b>0.007</b>
<i>bee</i>	<b>0.0051</b>
<i>apiary</i>	<b>0.0039</b>

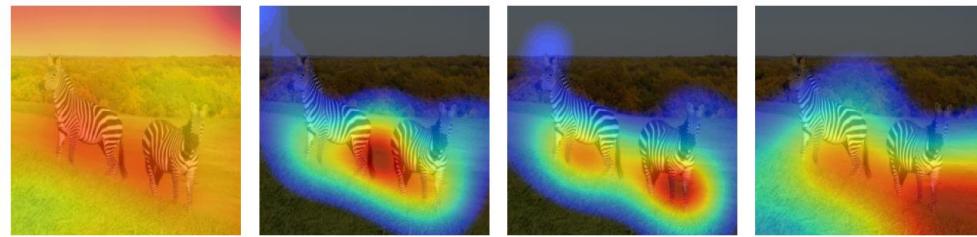


bee

# Experiments: ImageNet-1k

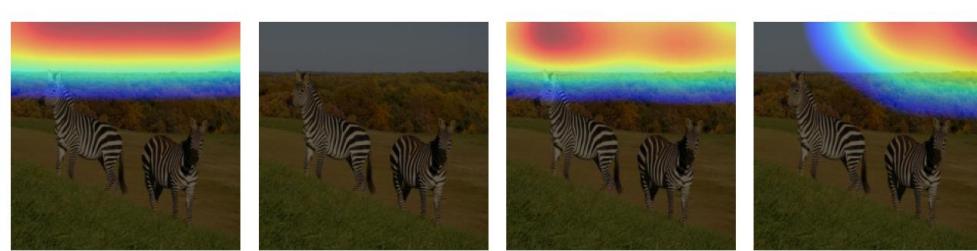
RESNET50 architecture  
legs concept

layer1 layer		layer2 layer		layer3 layer		layer4 layer	
Class	Attrib.	Class	Attrib.	Class	Attrib.	Class	Attrib.
zebra	0.29	zebra	0.035	zebra	0.047	zebra	0.082
gazelle	0.13	gazelle	0.017	gazelle	0.021	gazelle	0.049
impala	0.15	impala	0.017	impala	0.019	impala	0.039



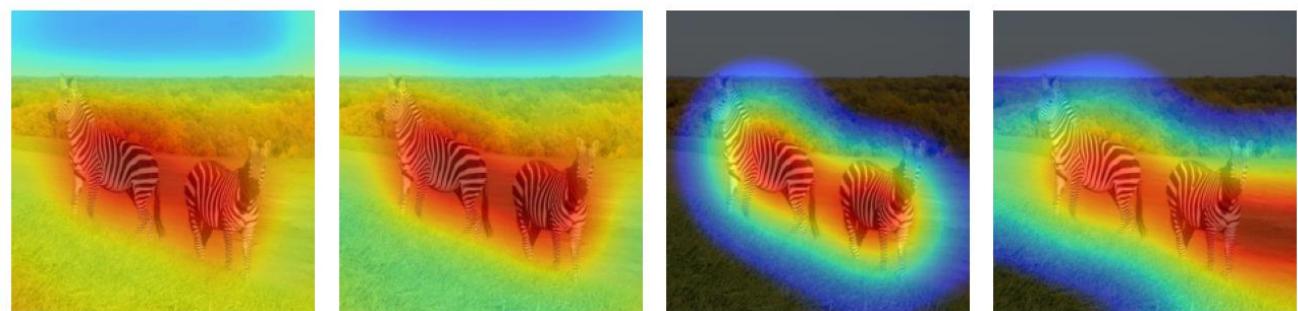
RESNET50 architecture  
sky concept

layer1 layer		layer2 layer		layer3 layer		layer4 layer	
Class	Attrib.	Class	Attrib.	Class	Attrib.	Class	Attrib.
zebra	0.019	zebra	0.0e + 00	zebra	0.008	zebra	0.0067
gazelle	0.011	gazelle	0.0e + 00	gazelle	0.0033	gazelle	0.0035
impala	0.015	impala	0.0e + 00	impala	0.0032	impala	0.0041



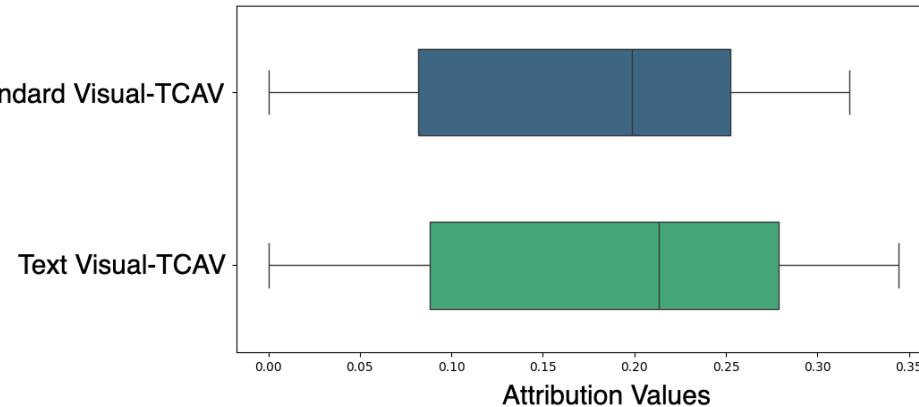
RESNET50 architecture  
striped concept

layer1 layer		layer2 layer		layer3 layer		layer4 layer	
Class	Attrib.	Class	Attrib.	Class	Attrib.	Class	Attrib.
zebra	0.26	zebra	0.17	zebra	0.093	zebra	0.26
gazelle	0.12	gazelle	0.09	gazelle	0.032	gazelle	0.055
impala	0.14	impala	0.095	impala	0.027	impala	0.04

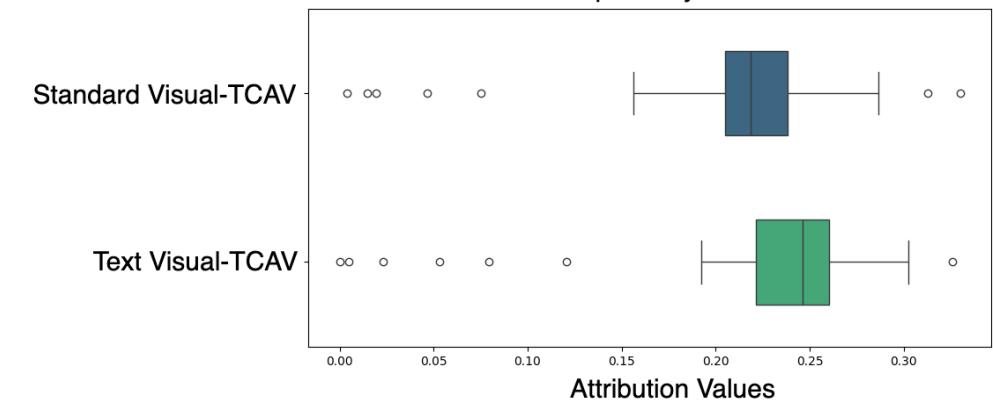


# Experiments: ImageNet-1k

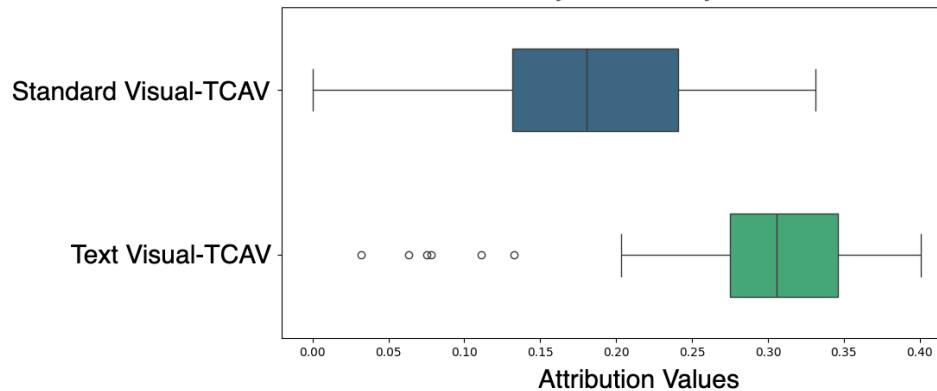
Standard Visual-TCAV vs Text Visual-TCAV Attributions  
waffled - layer4



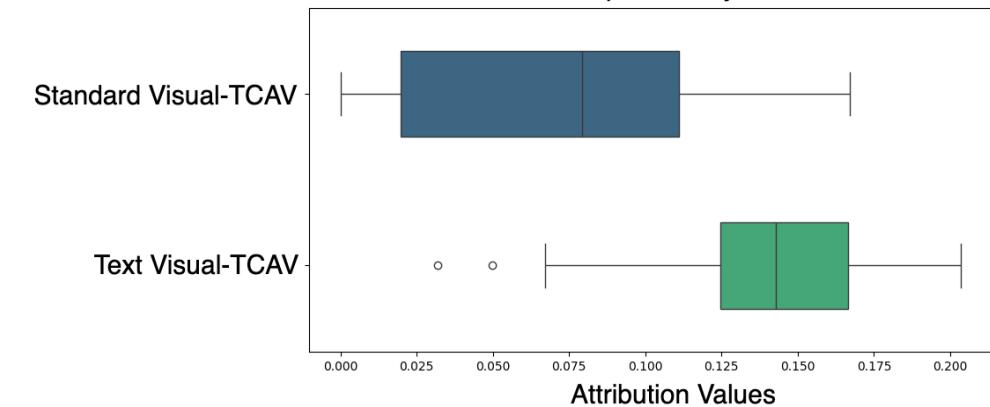
Standard Visual-TCAV vs Text Visual-TCAV Attributions  
striped - layer4



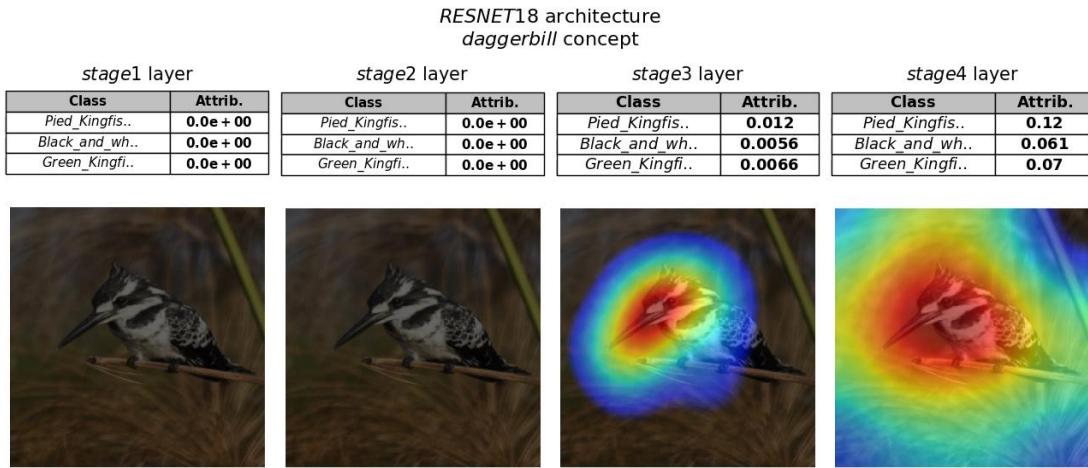
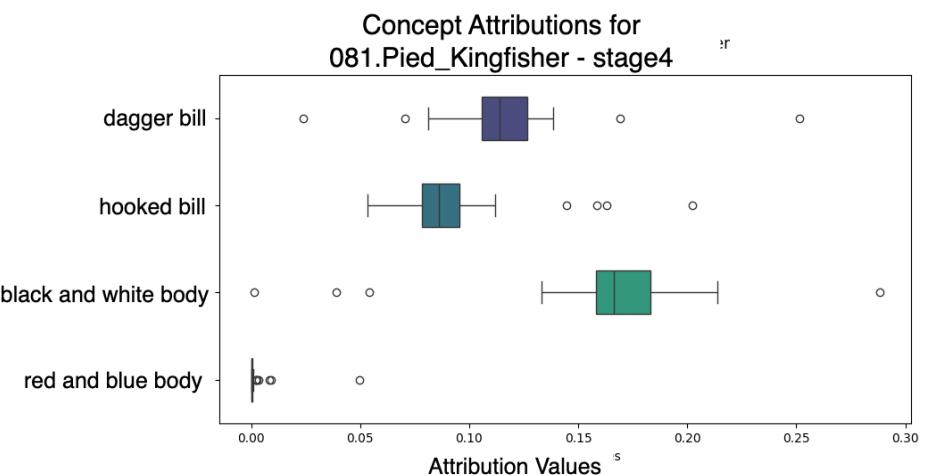
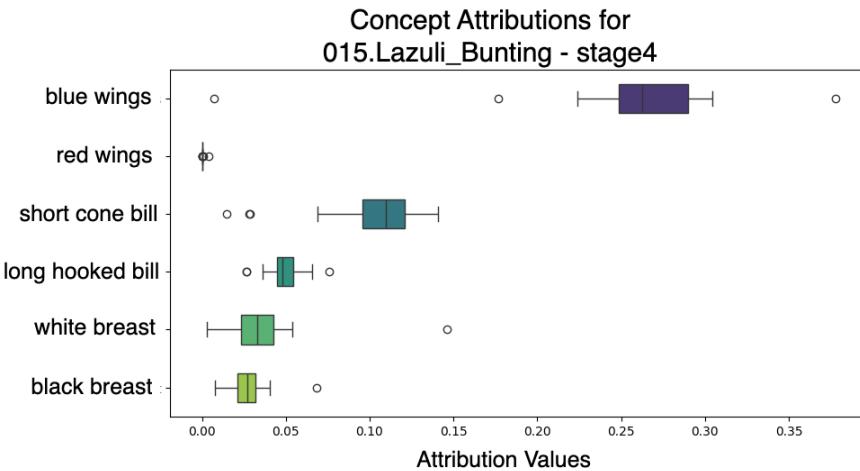
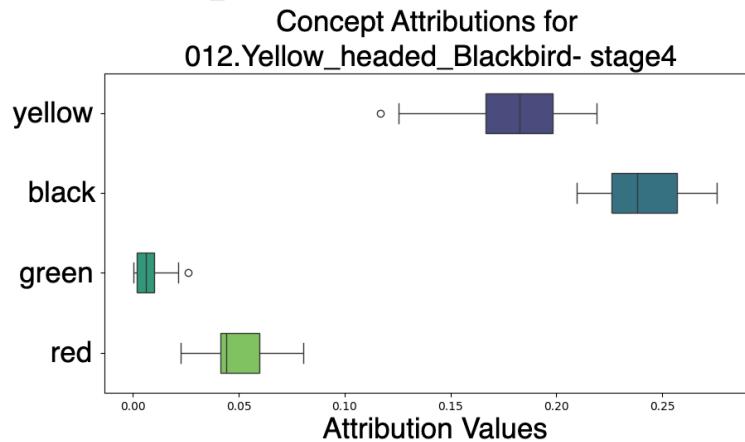
Standard Visual-TCAV vs Text Visual-TCAV Attributions  
honeycombed - layer4



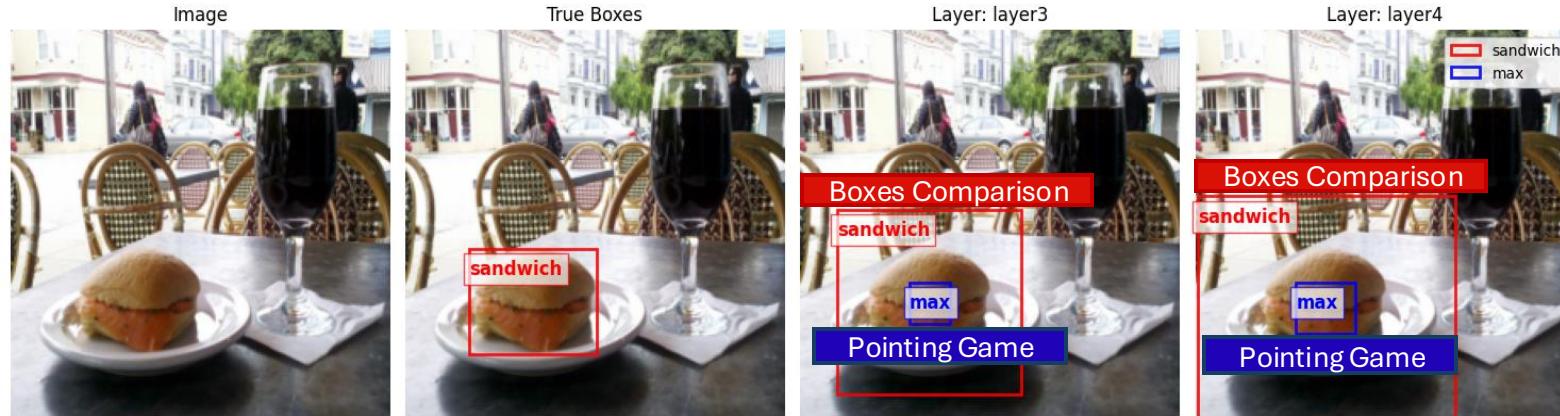
Standard Visual-TCAV vs Text Visual-TCAV Attributions  
chequered - layer4



# Experiments: CUB-200-2011



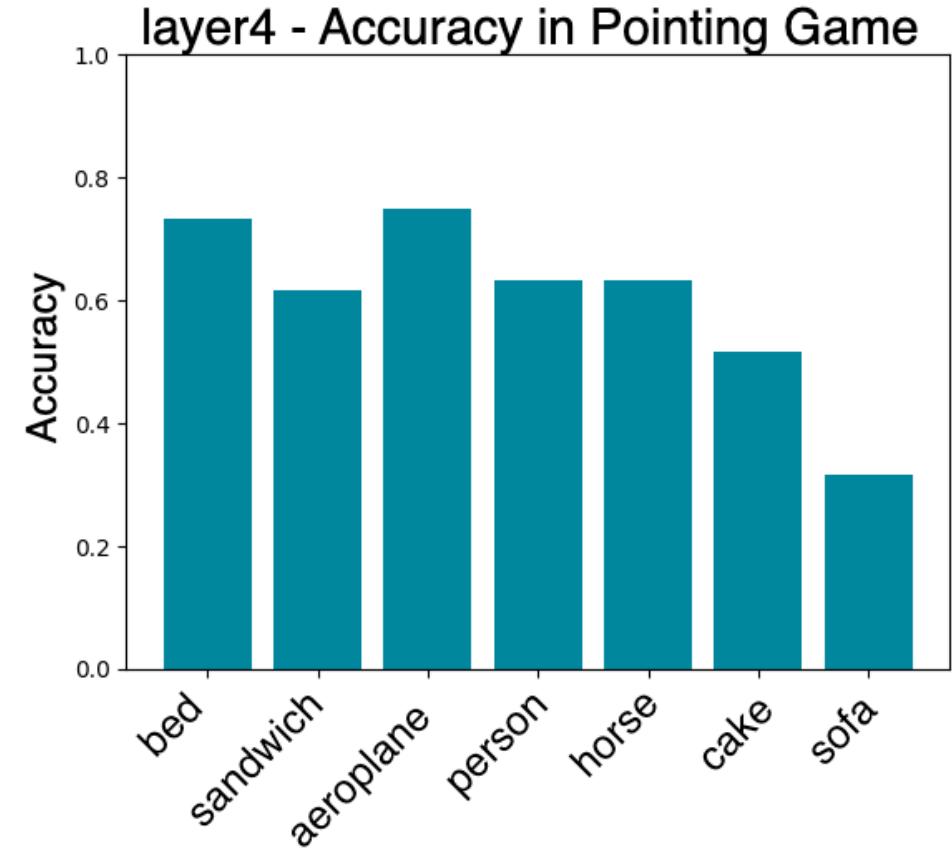
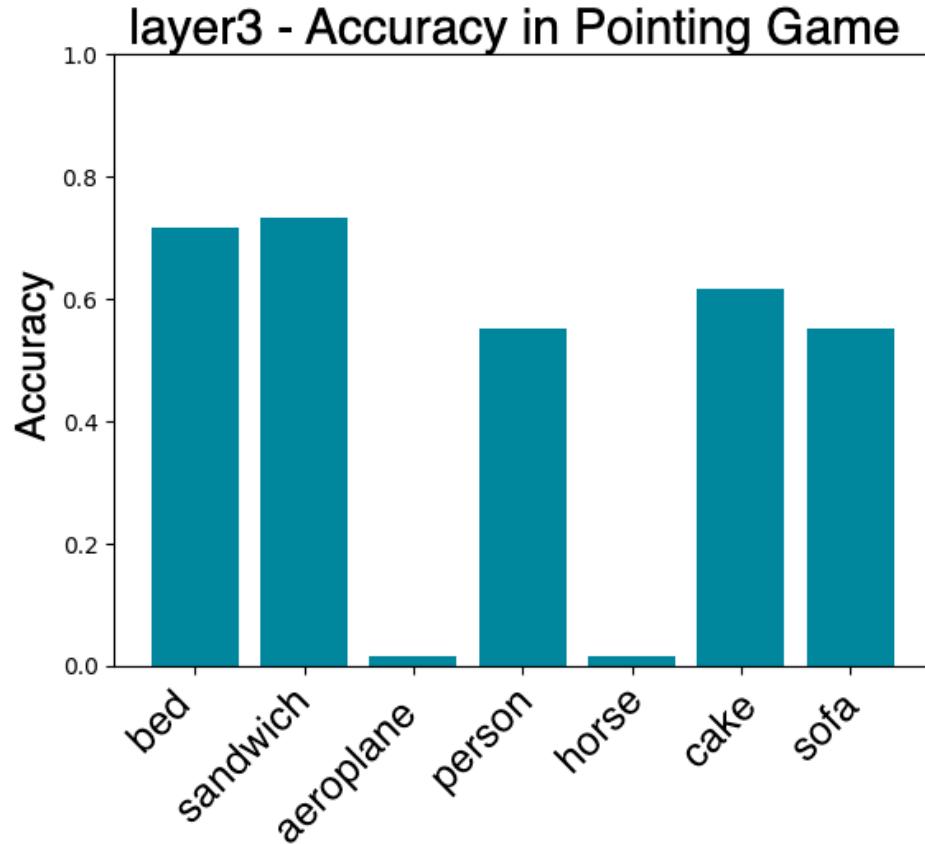
# Experiments: Zero-Shot Localization with coco



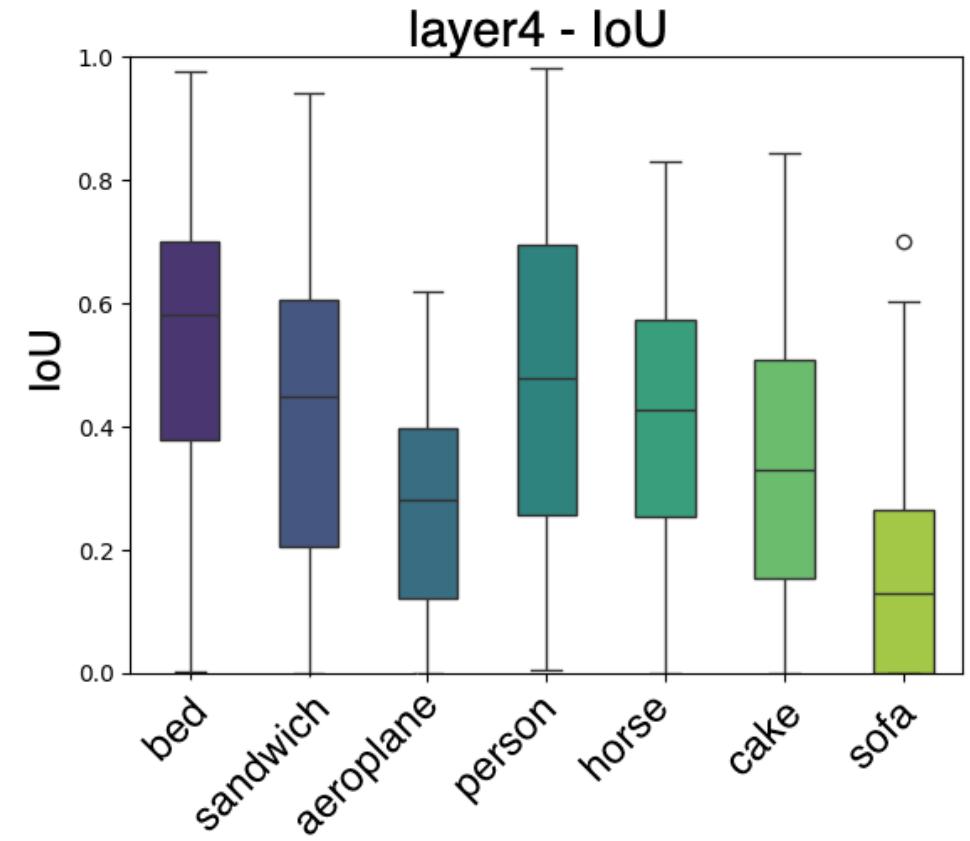
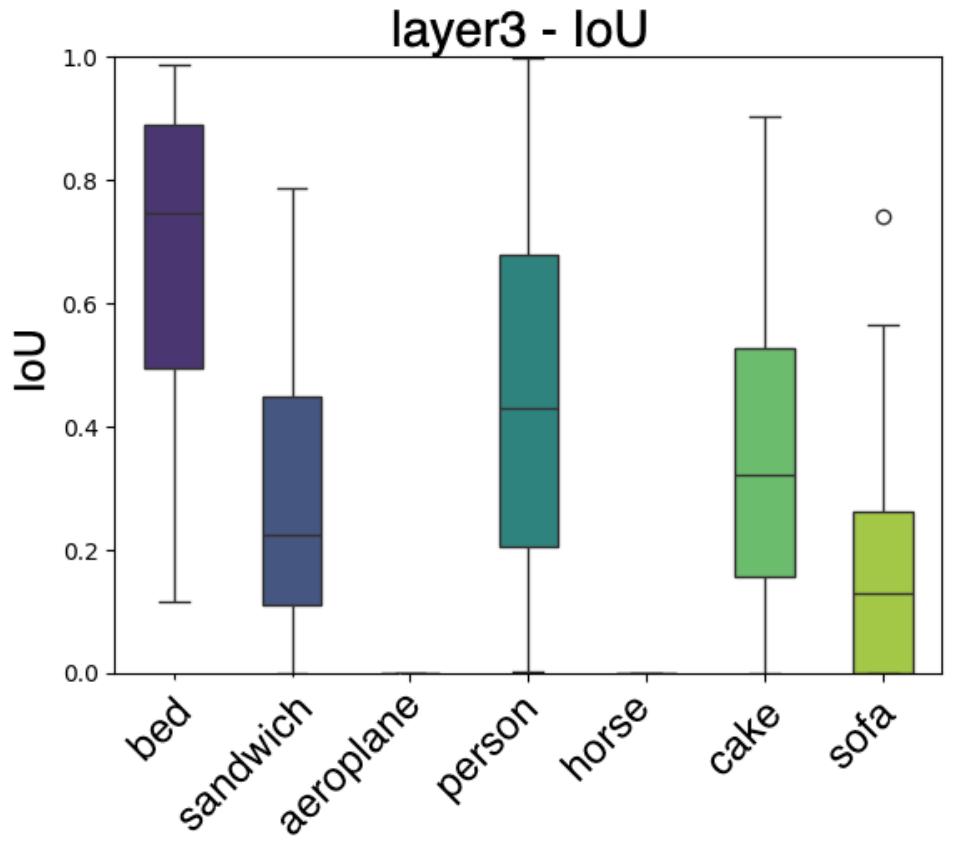
We implement two tasks to assess the performance of zero-shot localization with CAVs from text:

- Pointing Game (correct object position)
- Boxes comparison with IoU (bounding box covers most part of the object)

# Accuracy in Pointing Game



# IoU Distribution in Boxes Comparison



# Conclusions

## CAVs from text

- **High scalability** for CAV extraction
- **No concept images** for CAV extraction
- **Consistent explanations**
- **Localization** tasks without an annotated dataset
- **Zero-shot localization**

## Future work

- More **complex architectures** for the aligners
- More robust ways to **refine** the **concept maps**



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Thank you for your  
attention