



POLITECNICO
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Concept-Based Explanations for Image Classifiers Using Textual Prompts

Daniele Di Santi

Academic year: 2024/2025

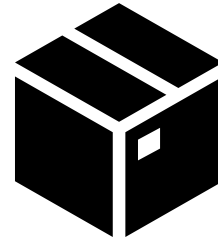
Advisor: Prof. Marco Brambilla

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

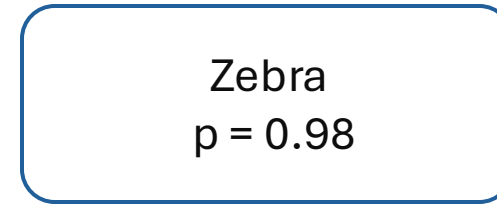
Black-box Systems



Input



CNN



Prediction

Why is it "Zebra"?
Is there any bias?
Can I trust the model?

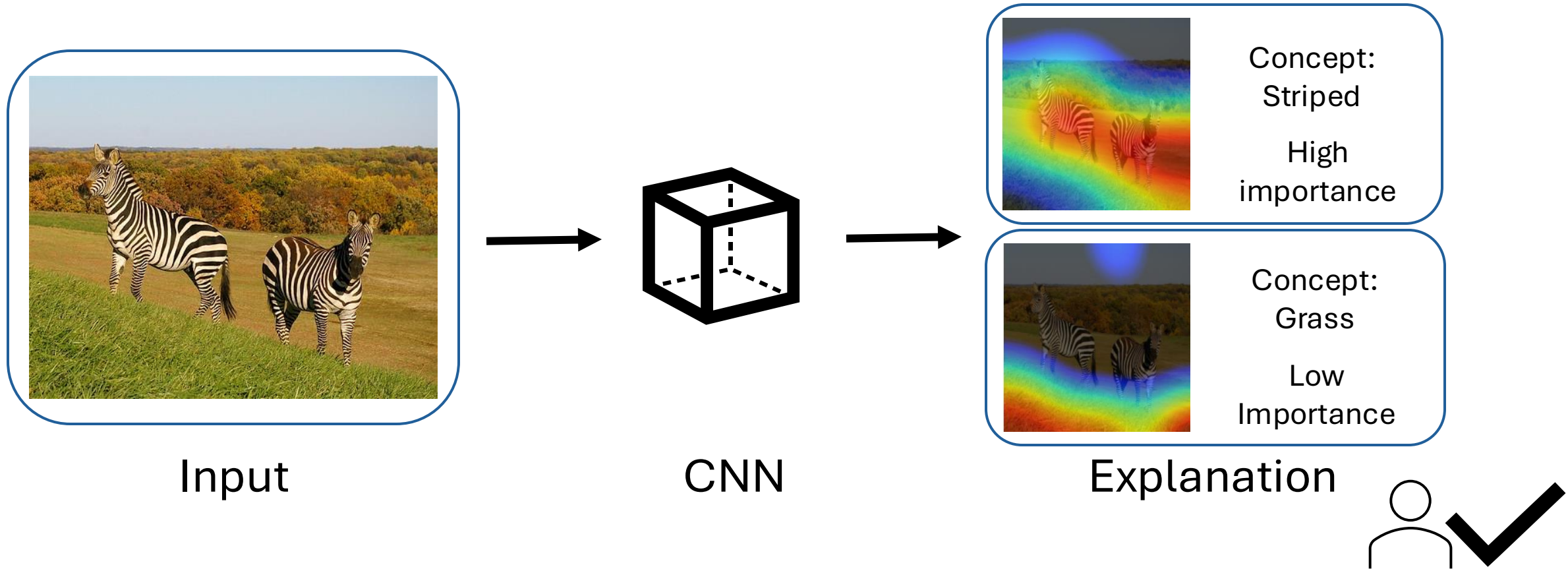
?



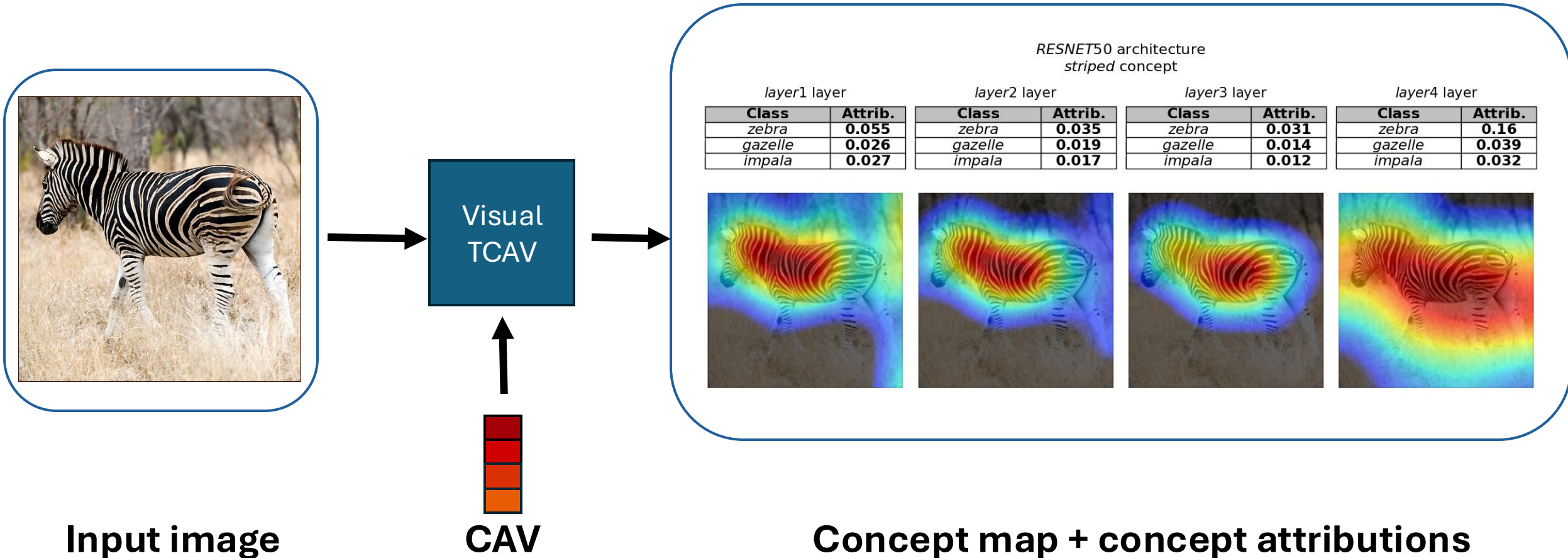
User



Explainable Artificial Intelligence (XAI)

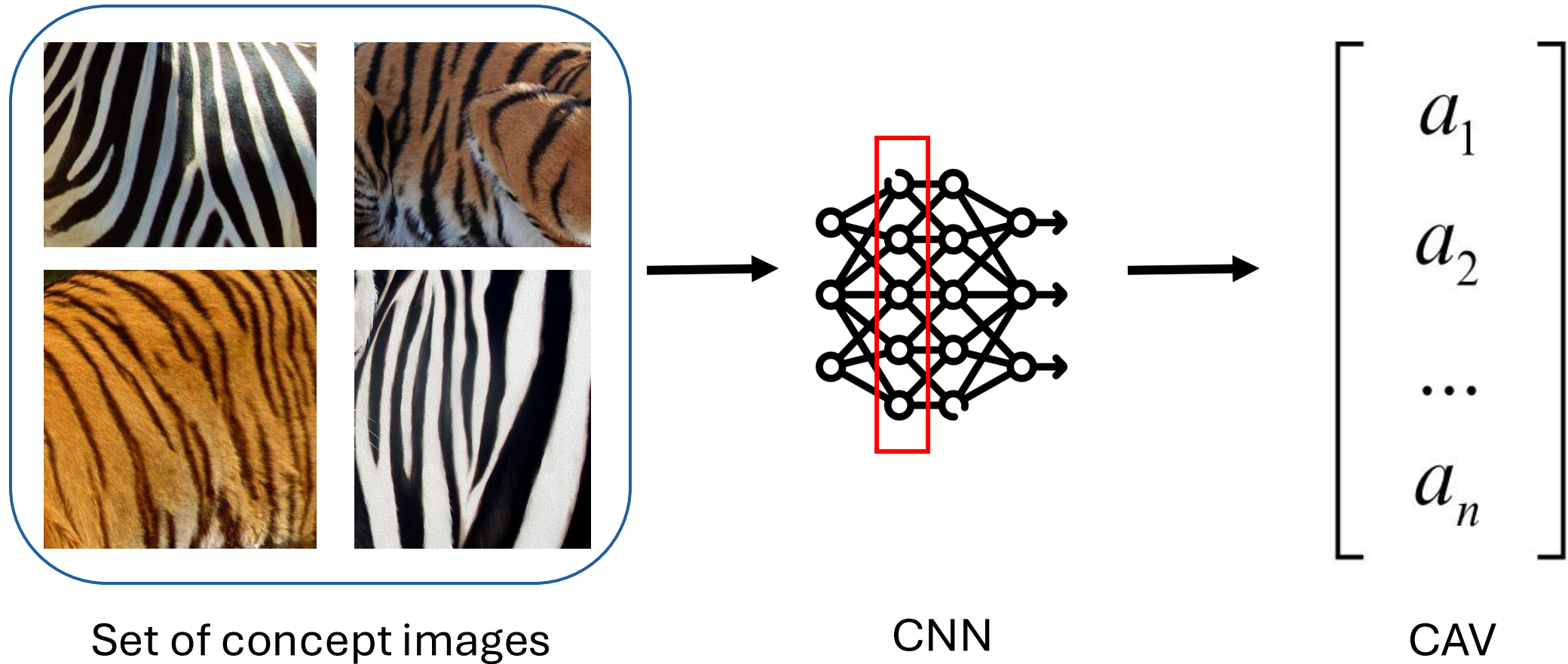


Visual TCAV

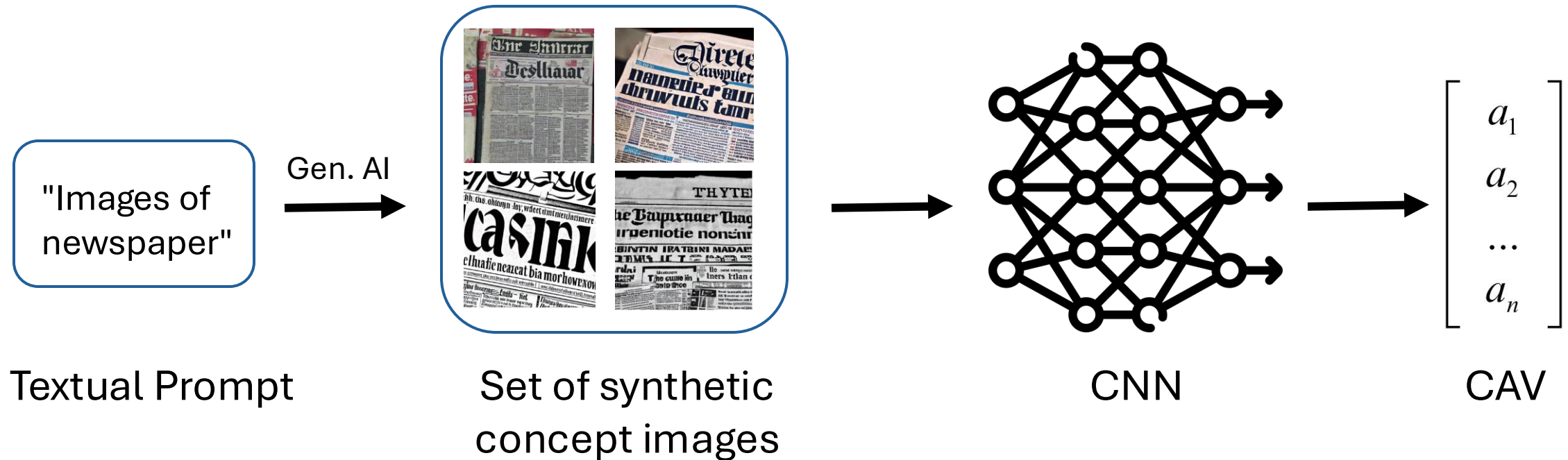


Antonio De Santis et al., Visual-tcav: Concept-based attribution and saliency maps for post-hoc explainability in image classification, 2025.

Problem: Standard CAV Extraction

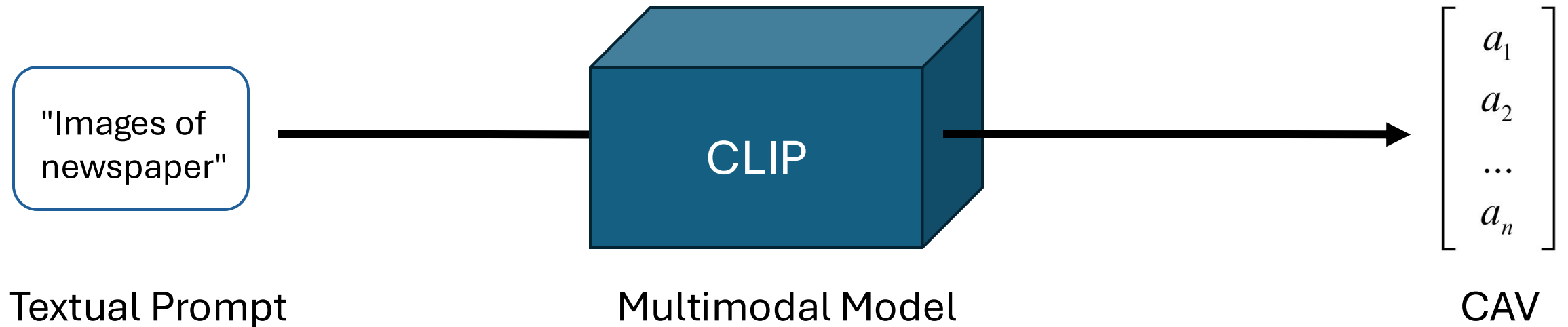


Other Solution: Synthetic Images

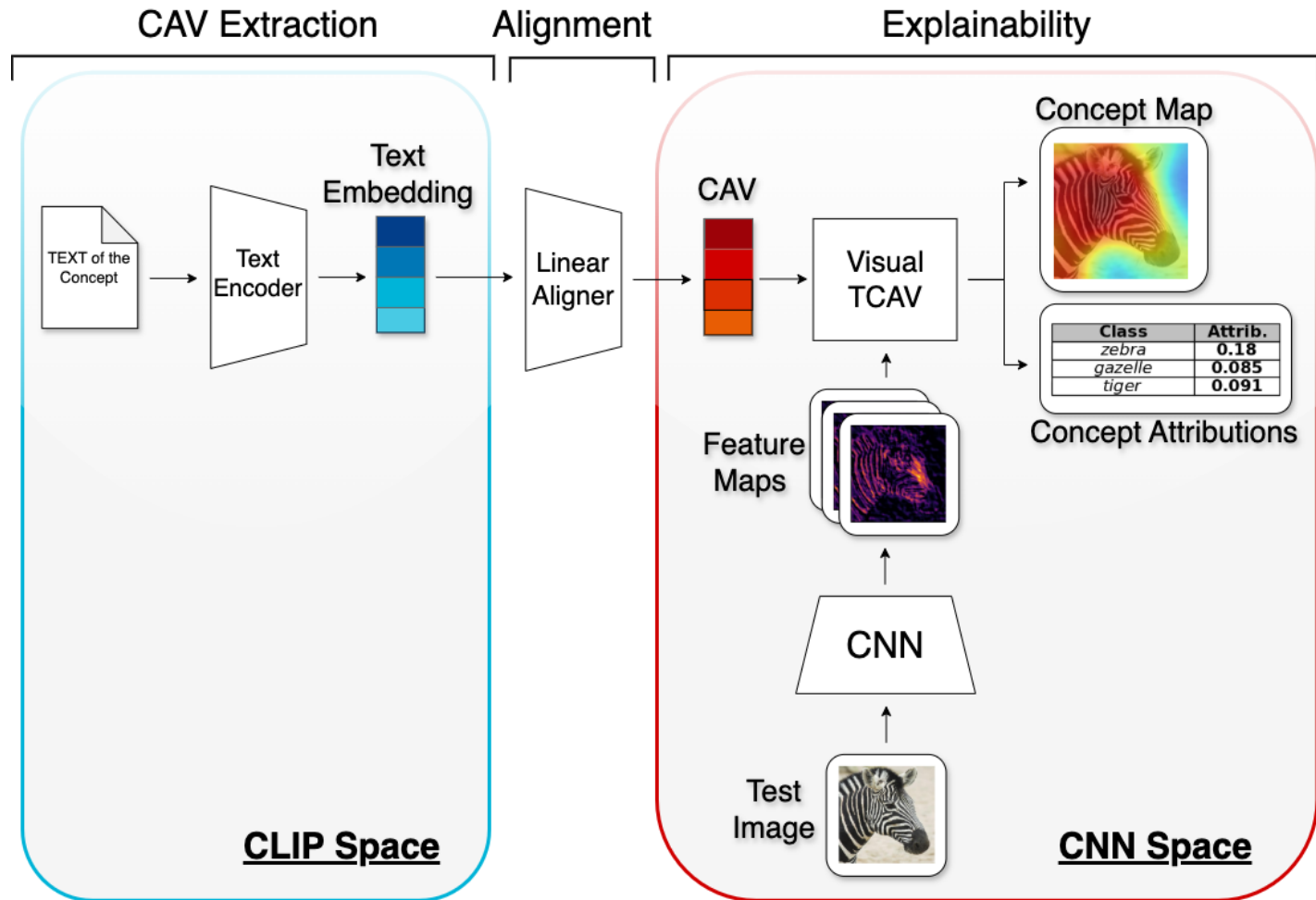


Riccardo Campi et al., Towards synthetic concept activation vectors via generative models. In Proceedings of the Computer Vision and Pattern Recognition Conference (CVPR) Workshops, pages 2720–2728, June 2025.

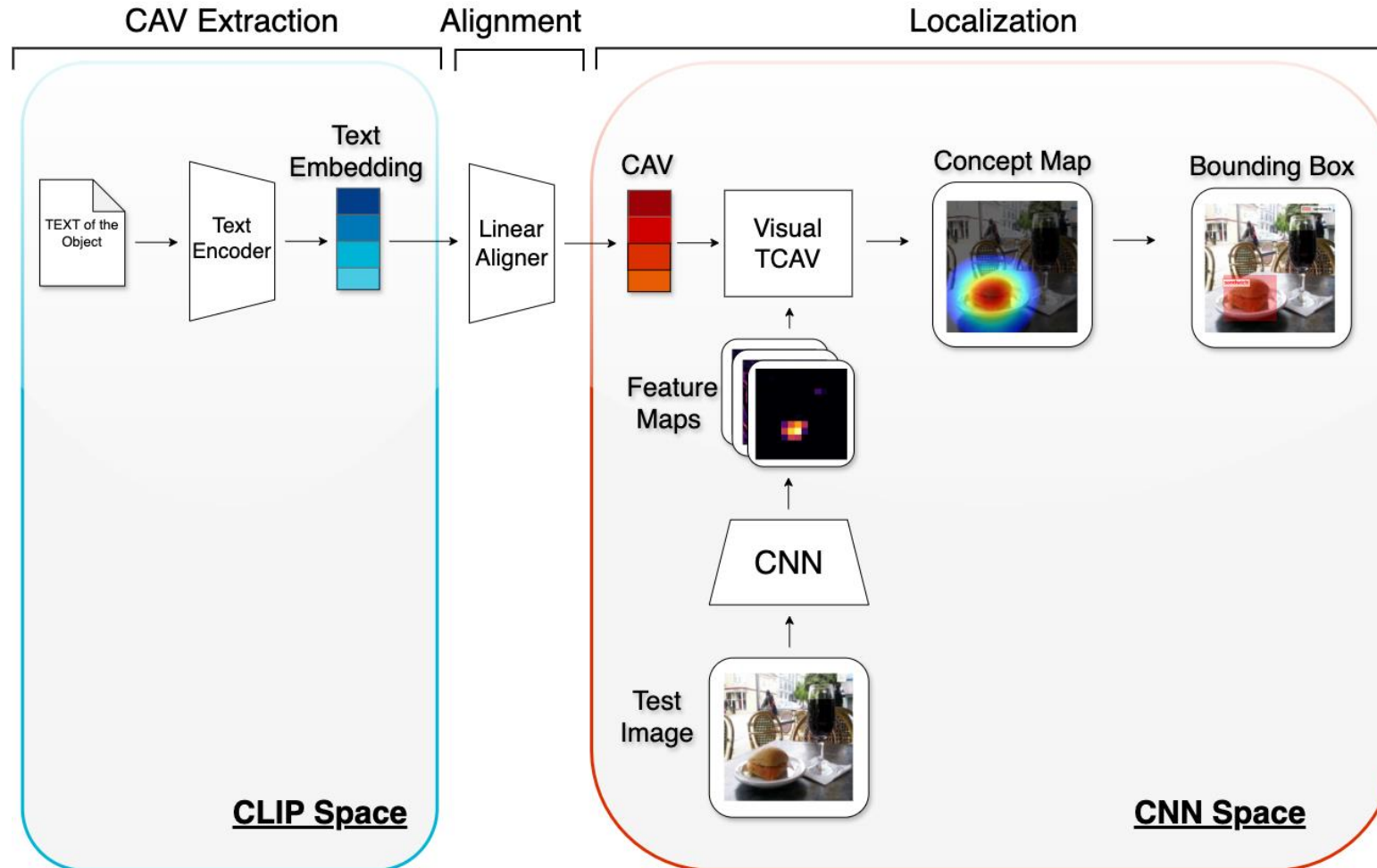
Our idea: from text to CAV



Our Solution

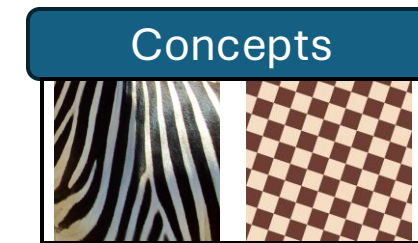
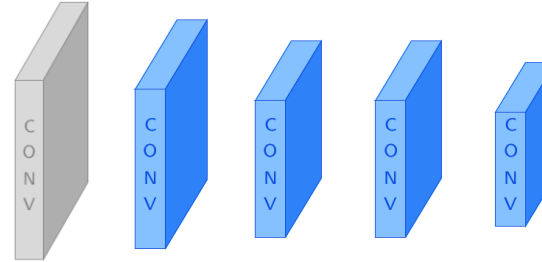


Other use: Localization

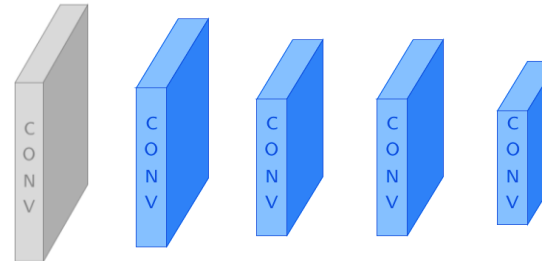
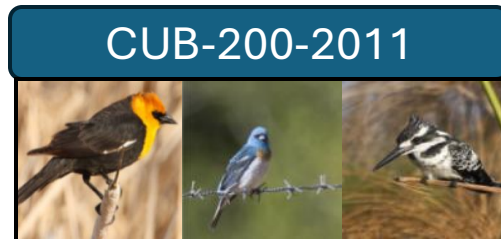


Experiments Setup

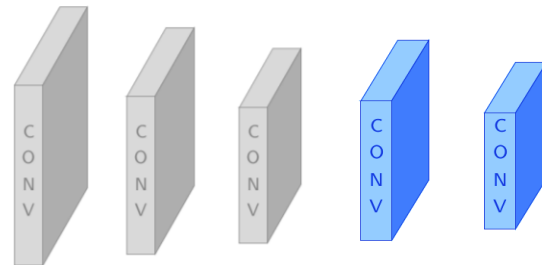
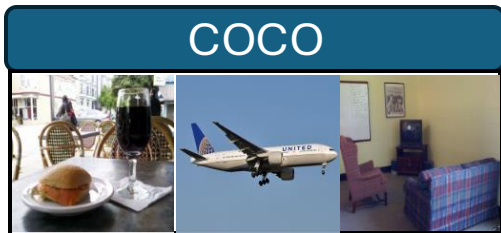
Resnet50
pretrained with
ImageNet-1k



Resnet18
pretrained with
CUB-200-2011



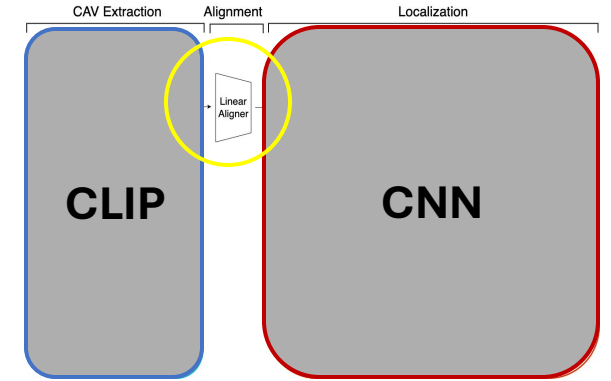
Resnet50
pretrained with
ImageNet-1k



Explanation

Localization

Linear Aligners Training



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

Resnet50
pretrained with
ImageNet-1k

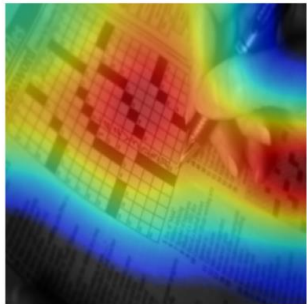
Resnet18
pretrained with
CUB-200-2011

Experiments: ImageNet-1k

RESNET50 architecture
chequered concept

layer4 layer

Class	Attrib.
crossword_pu..	0.1
digital_watc..	0.022
rule	0.014

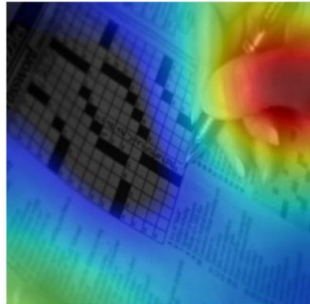


chequered

RESNET50 architecture
hand concept

layer4 layer

Class	Attrib.
crossword_pu..	0.024
digital_watc..	0.01
rule	0.011

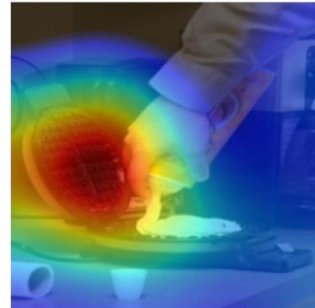


hand

RESNET50 architecture
waffled concept

layer4 layer

Class	Attrib.
waffle_iron	0.13
mouse	0.027
computer_key..	0.041

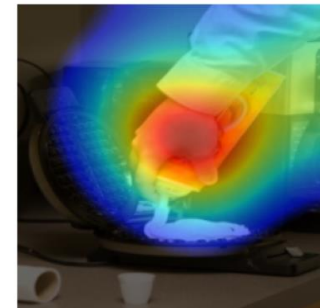


waffled

RESNET50 architecture
hand concept

layer4 layer

Class	Attrib.
waffle_iron	0.012
mouse	0.0084
computer_key..	0.008

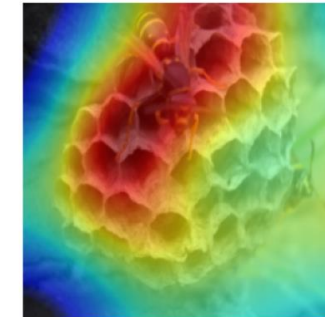


hand

RESNET50 architecture
honeycombed concept

layer4 layer

Class	Attrib.
honeycomb	0.2
bee	0.096
apiary	0.1



honeycombed

RESNET50 architecture
bee concept

layer4 layer

Class	Attrib.
honeycomb	0.007
bee	0.0051
apiary	0.0039



bee

Experiments: ImageNet-1k

RESNET50 architecture
legs concept

layer1 layer

Class	Attrib.
zebra	0.29
gazelle	0.13
impala	0.15

layer2 layer

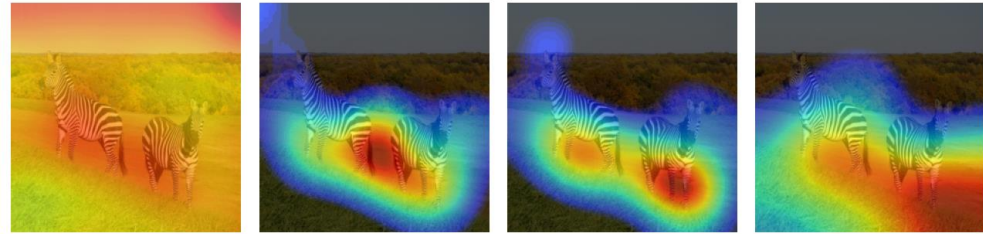
Class	Attrib.
zebra	0.035
gazelle	0.017
impala	0.017

layer3 layer

Class	Attrib.
zebra	0.047
gazelle	0.021
impala	0.019

layer4 layer

Class	Attrib.
zebra	0.082
gazelle	0.049
impala	0.039



RESNET50 architecture
sky concept

layer1 layer

Class	Attrib.
zebra	0.019
gazelle	0.011
impala	0.015

layer2 layer

Class	Attrib.
zebra	0.0e + 00
gazelle	0.0e + 00
impala	0.0e + 00

layer3 layer

Class	Attrib.
zebra	0.008
gazelle	0.0033
impala	0.0032

layer4 layer

Class	Attrib.
zebra	0.0067
gazelle	0.0035
impala	0.0041



RESNET50 architecture
striped concept

layer1 layer

Class	Attrib.
zebra	0.26
gazelle	0.12
impala	0.14

layer2 layer

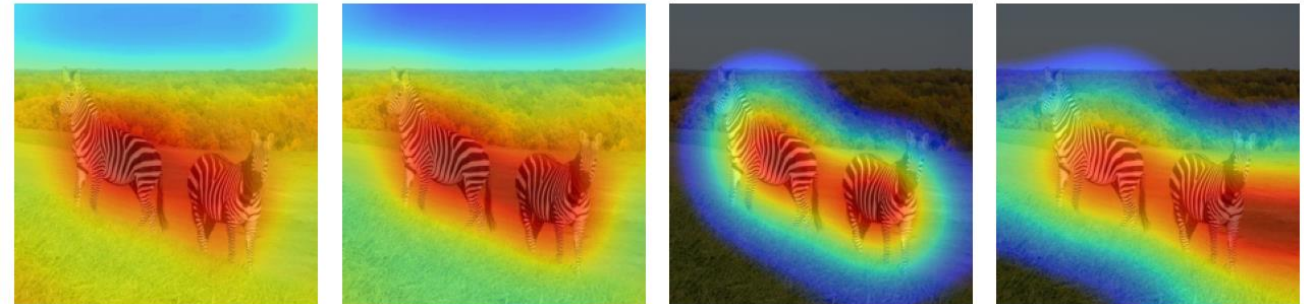
Class	Attrib.
zebra	0.17
gazelle	0.09
impala	0.095

layer3 layer

Class	Attrib.
zebra	0.093
gazelle	0.032
impala	0.027

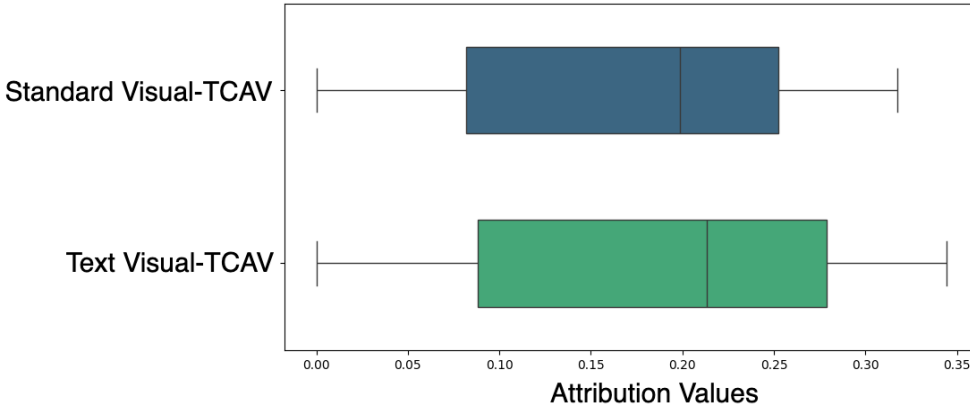
layer4 layer

Class	Attrib.
zebra	0.26
gazelle	0.055
impala	0.04

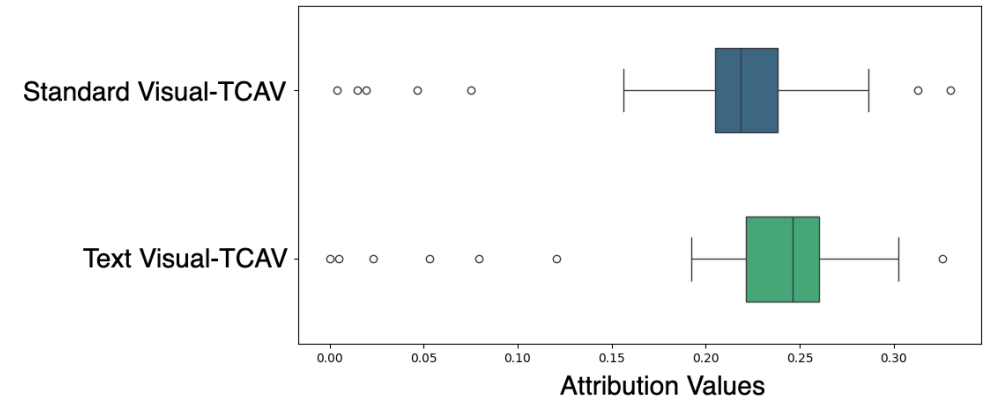


Experiments: ImageNet-1k

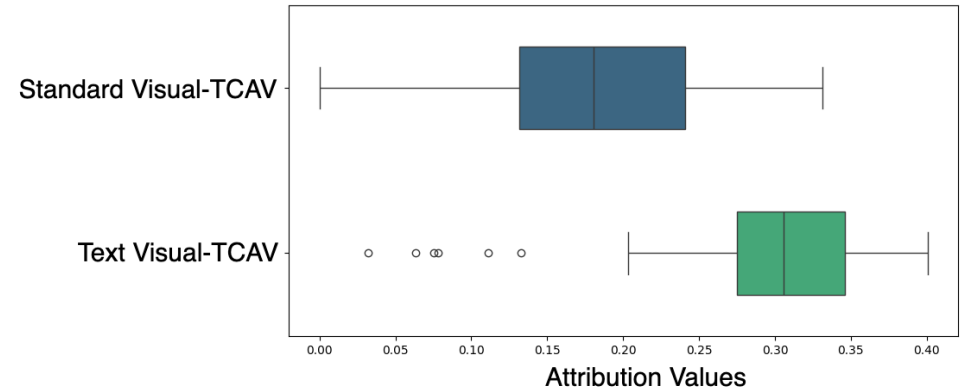
Standard Visual-TCAV vs Text Visual-TCAV Attributions
waffled - layer4



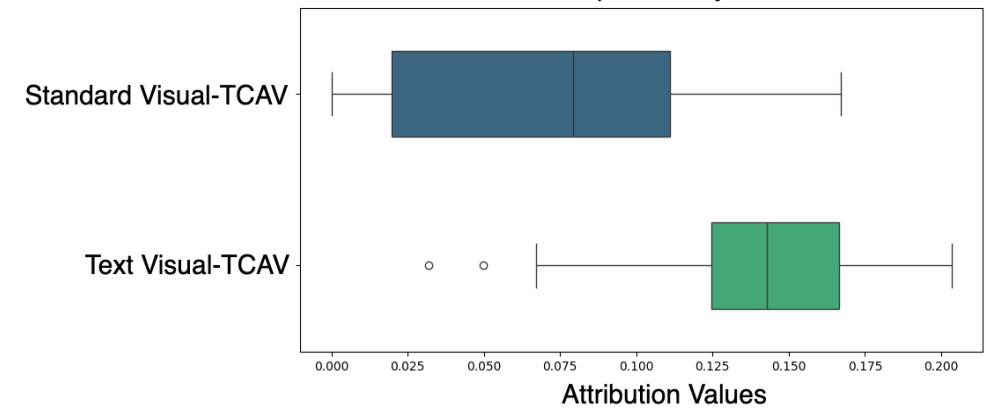
Standard Visual-TCAV vs Text Visual-TCAV Attributions
striped - layer4



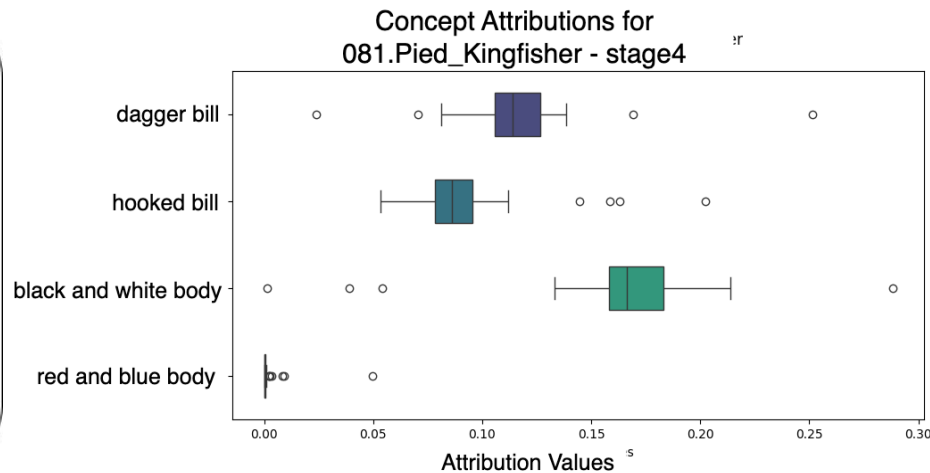
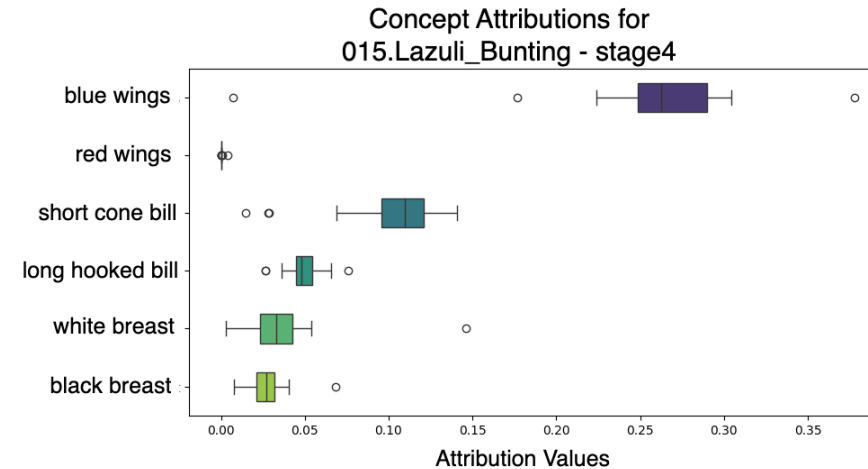
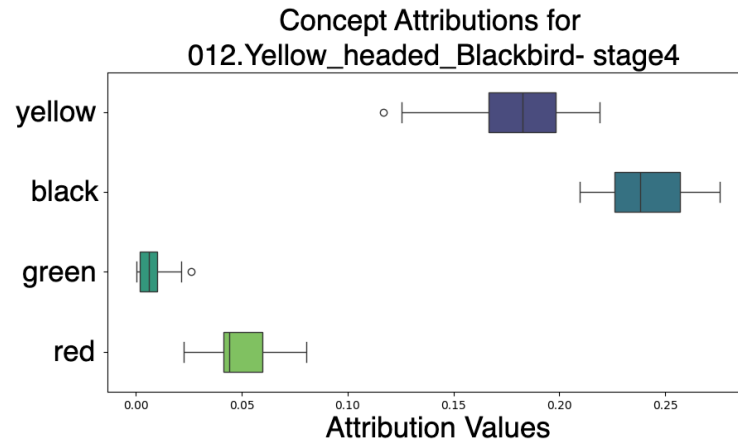
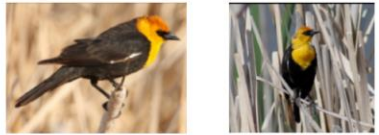
Standard Visual-TCAV vs Text Visual-TCAV Attributions
honeycombed - layer4



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

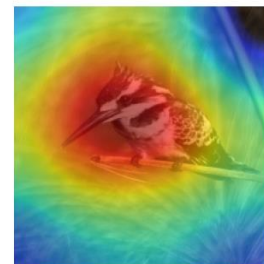
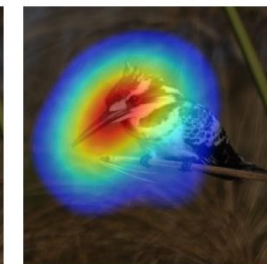
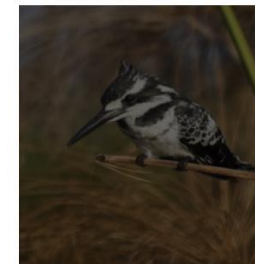


Experiments: CUB-200-2011

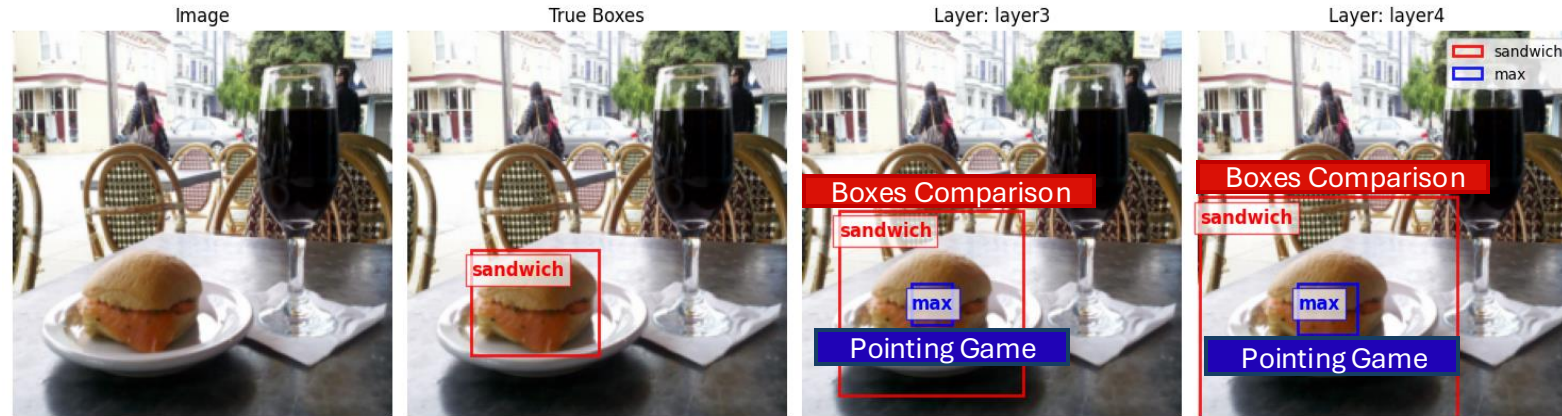


RESNET18 architecture
daggerbill concept

stage1 layer		stage2 layer		stage3 layer		stage4 layer	
Class	Attrib.	Class	Attrib.	Class	Attrib.	Class	Attrib.
Pied_Kingfis..	0.0e + 00	Pied_Kingfis..	0.0e + 00	Pied_Kingfis..	0.012	Pied_Kingfis..	0.12
Black_and_wh..	0.0e + 00	Black_and_wh..	0.0e + 00	Black_and_wh..	0.0056	Black_and_wh..	0.061
Green_Kingfi..	0.0e + 00	Green_Kingfi..	0.0e + 00	Green_Kingfi..	0.0066	Green_Kingfi..	0.07



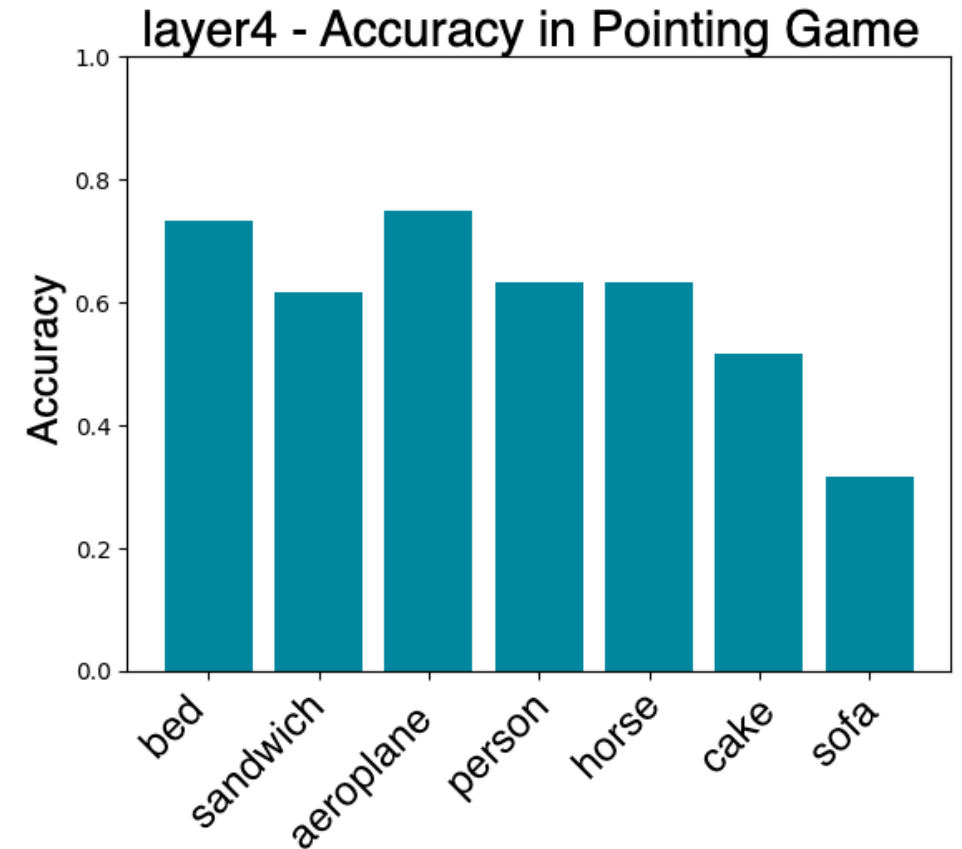
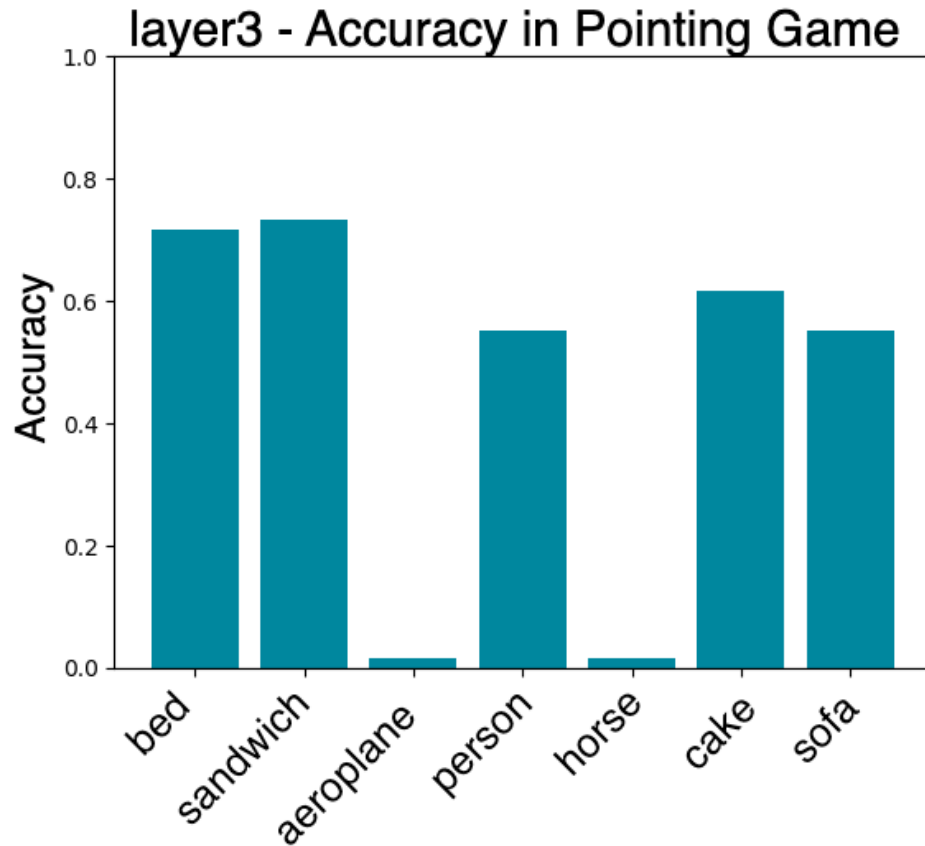
Experiments: Zero-Shot Localization with COCO



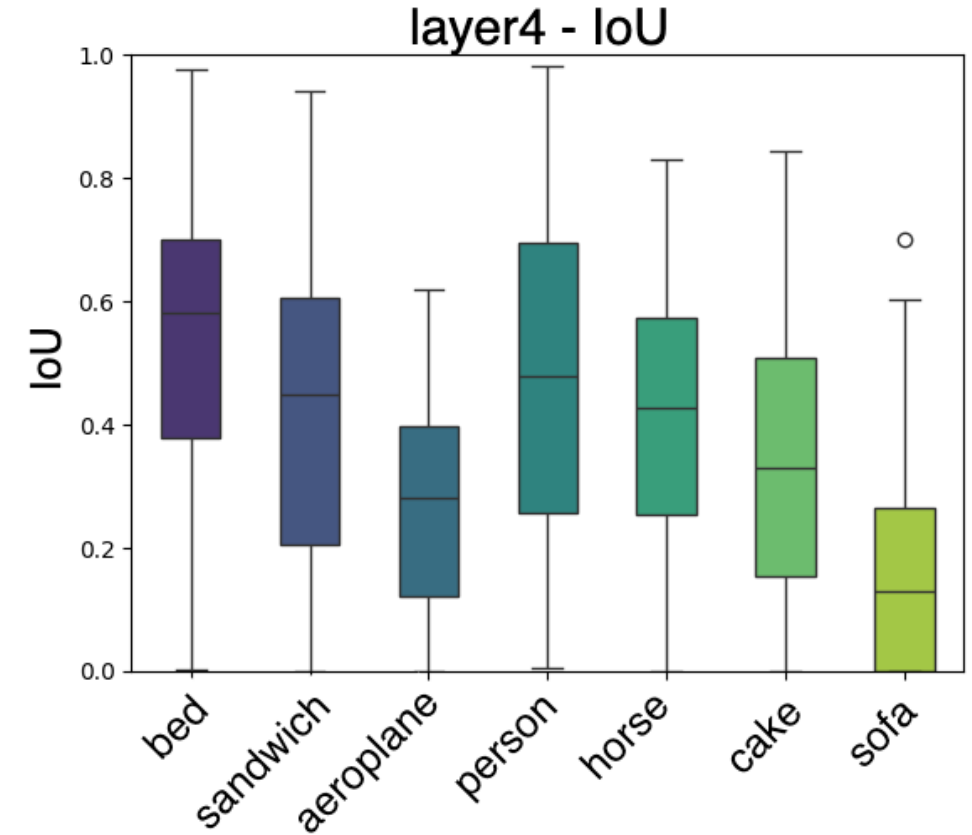
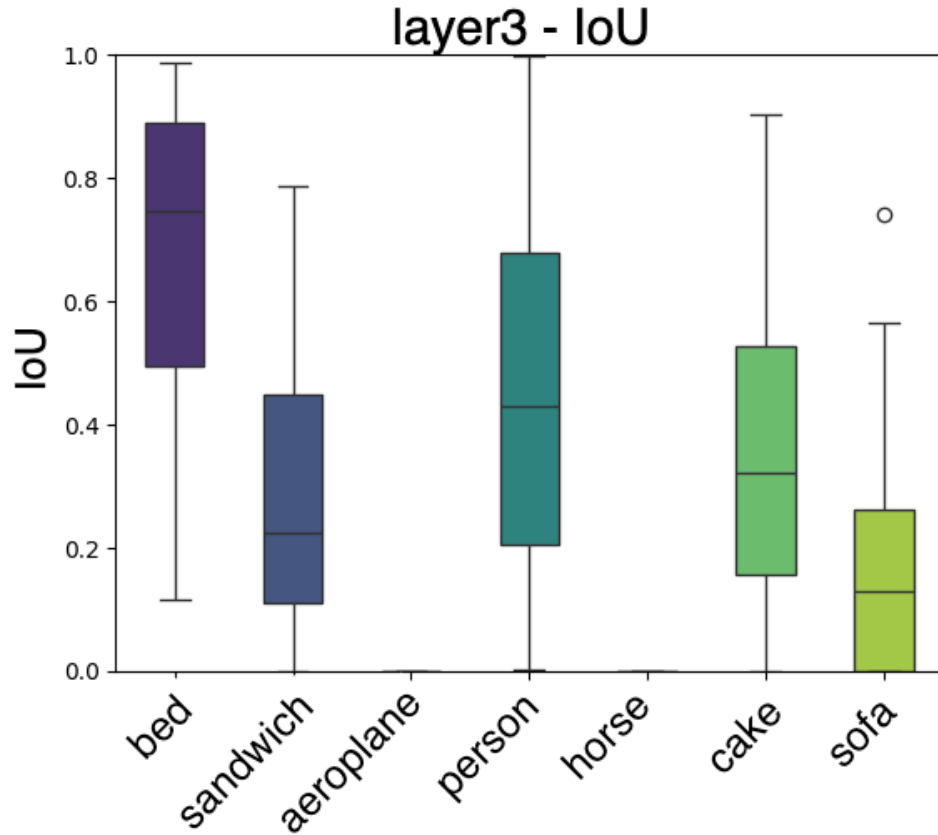
We implement two tasks to assess the performance of zero-shot localization with CAVs from text:

- 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**