

Describe Me an Auklet: Learning to Combine Visual and Conceptual Knowledge for Generation and Interpretation of Perceptual Categories

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Outline

Introduction: Language Learning Grounded in Different Representations

Task: Learning to Interpret with Task-Oriented Descriptions

Background

Grounded NLP

Classifier-Based Perceptual Semantics

Zero-shot Classification

Data: Image of Birds

Models: Alice (NLG) and Bob (NLU)

Preliminary Results and Analysis

Conclusion, Next Steps and Future Work

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You have probably never seen a bird like this...



You have probably never seen a bird like this...



- **But what do we know about what is in this image?**
- Well, it *is* a bird.
- It is very likely that we do *not* know the type of the bird.
- This unknown bird would thus remind us of some other birds that “look like it”.
- We can also say that this bird looks “goofy”.
- How would you describe this bird to someone who has never seen one? It depends on (i) who is describing it, (ii) who are you describing it to.

No image, only text description: what can you learn?

*A Crested Auklet has black wings, pointy orange bill,
a black thing on its head and looks goofy.*

- Although image is not immediately available, from text alone you know which visual clues to look for once you see the bird.
- You are also very likely to *activate* knowledge of the bird domain and make your task easier by imagining how a Crested Auklet would look like.
- Grounded language learning is about grounding text in **perception and knowledge**.

1. We can easily extract a lot of information about the world with our perception e.g., when seeing an unknown bird.
2. However, our “representational ability” heavily relies on previous knowledge, both visual and conceptual, because visual representations are not always immediately available to us and we tend to utilise other sources of knowledge.
3. We might ground what we comprehend into what we store and keep in mind.

Our **research questions** are as follows:

- To what extent can we employ both generation (NLG) and interpretation (NLU) in a more natural grounded language learning scenario?
- How can we synthesize perceptual and conceptual representational knowledge?
- What makes descriptions effective at teaching novel categories?

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Learning from Descriptions

Bob: Do you know what a Crested Auklet looks like? I've never seen one.

Alice: It's a goofy looking, large bird that has a bright orange break with a musky gray body and charcoal wing feathers.

Bob: Hmm. Ok, I'll keep my eye out for one...



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Most work in grounding and NLP is (i) multi-modal (e.g., language-and-vision) and (ii) focuses on situations where there is an immediately available one-to-one correspondence between linguistic and perceptual input.

- Referring expression generation (Krahmer and van Deemter, 2012)
- Image captioning (Bernardi et al., 2017)
- Visually grounded dialogue games (De Vries et al., 2017; Haber et al., 2019; Ilinykh et al., 2019; Dobnik and Silfversparre, 2021)

What has been missing is the opposite: when language is used to describe situations that do not correspond to a shared visual scene.

- Intuition: Part of what it is to know the meaning of a (perceptual) word is to be able to recognise instances of it in the world
- Two main approaches:
 - *functional approach* – classifier is a function $f : \text{PerceptualData} \rightarrow [0, 1]$, corresponding to $e \rightarrow t$ in classical type theoretic semantics (Larsson, 2013).
 - *distributed approach* – parameters of a classifier (e.g., weight matrix) are regarded as a representation of the word meaning (e.g., Schlangen et al., 2016).
- In this work, we take **the distributed approach**.

- In zero-shot classification, we split the classes according to those known at train, say Z time and those that are only shown at test time, say Z' .
- The knowledge gained by learning to differentiate between the classes in Z needs to be transferred to the task of differentiating between the classes in $Z \cup Z'$.
- Paz-Argaman et al. (2020): text-based zero-shot classification of categories of objects in images based on (i) visual similarities reflected in texts and (ii) visual features which are reflected in text.
- Hill et al. (2021): zero-shot learning of novel objects in more interactive scenarios, e.g. a robot that follows different commands and learns to interact with surrounding objects.

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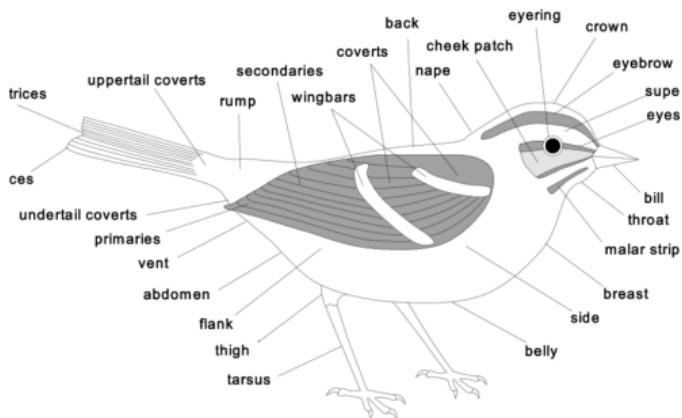
CUB - Caltech-UCSB Birds 200

- 11K images of 200 different bird species, downloaded from Flickr
- bounding boxes and “attribute” values annotated by AMT workers (we don’t use these currently)

Data: Descriptions (Reed et al., 2016)

Descriptions

- 10 descriptions of each bird image collected from AMT
- Instructions:
 - *describe only visual appearance in at least 10 words, to avoid figures of speech, to avoid naming the species even if they knew it, and not to describe the background or any actions being taken*
 - *the prompt included three example sentences and a diagram labeling specific parts of a bird*



Data: Examples



the bird has a yellow breast and black belly as well as a small bill



this funny looking bird is black with white stripes and has a large white spot on its head



the ugly grey bird has a chicken like head but swims in the water .



this bird is squat with a medium - sized dark bill , white head and breast , light brown abdomen , dark wings , and long tail that is twice the length of the bird ' s body .

- train/val/test split (instance-wise)
 - 80%/10%10%
 - 5-6 bird images per class in the val/test sets
- seen/un-seen split (category-wise)
 - 180 seen, 10 unseen (by Bob) bird categories
 - option for multiple folds

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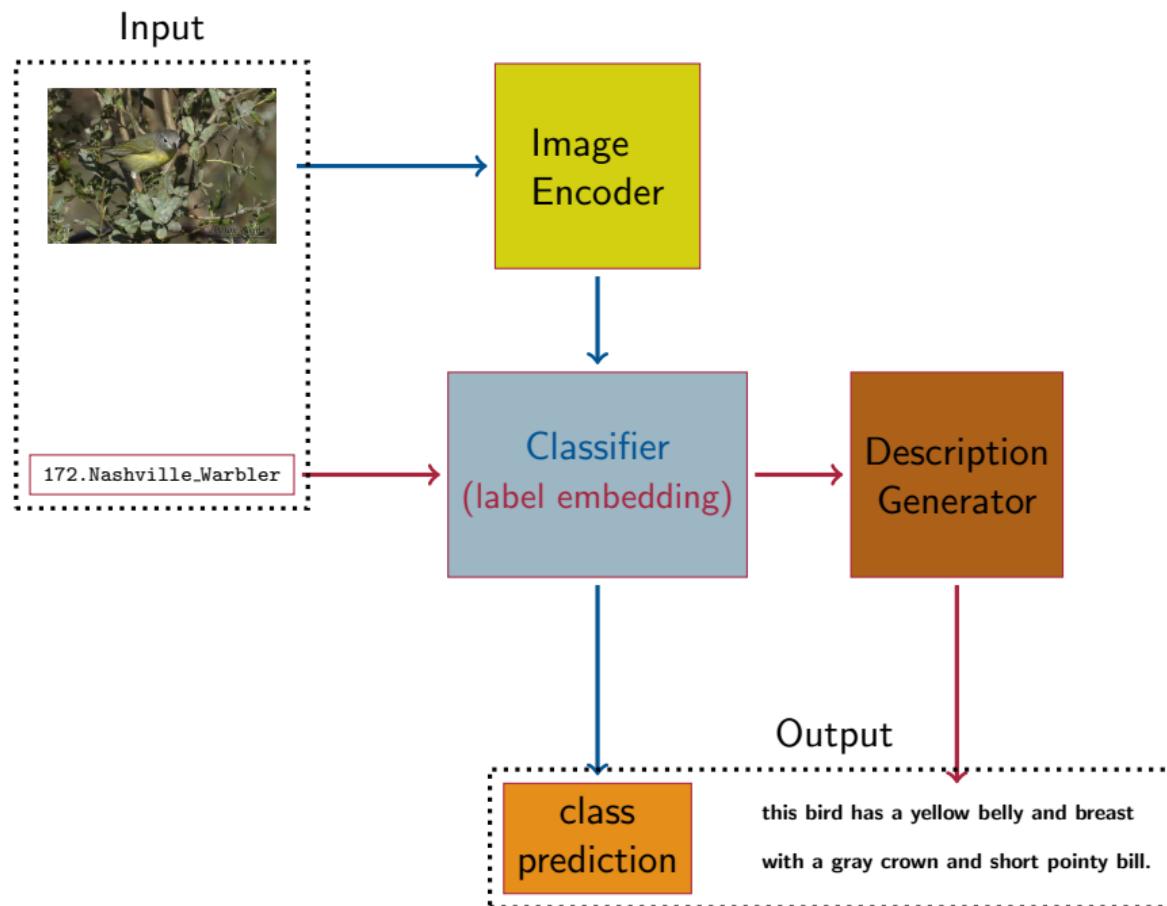
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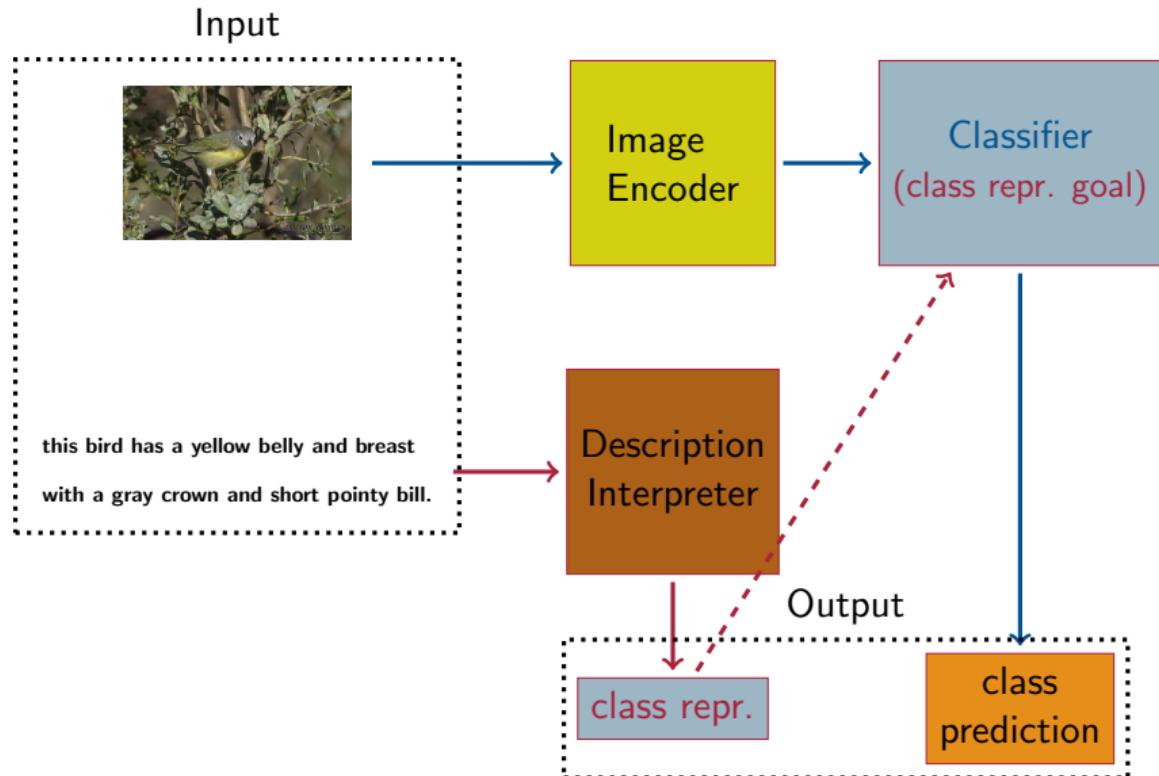
Conclusion, Next Steps and Future Work

Generation model



- **Image encoder** – VGG16 (pre-trained on Imagenet classification); convolutional layers + first two linear layers
- **Classifier** – Single fully-connected layer (with bias); softmax activation
- **Description generator** – LSTM decoder

Interpretation model



- **Image encoder** – VGG16 (pre-trained on Imagenet classification): convolutional layers + first two linear layers
- **Classifier** – Single fully-connected layer (no bias); softmax activation
- **Description Interpreter** – BERT [CLS] token pooler output; single linear layer with tanh activation (mean squared error loss function)

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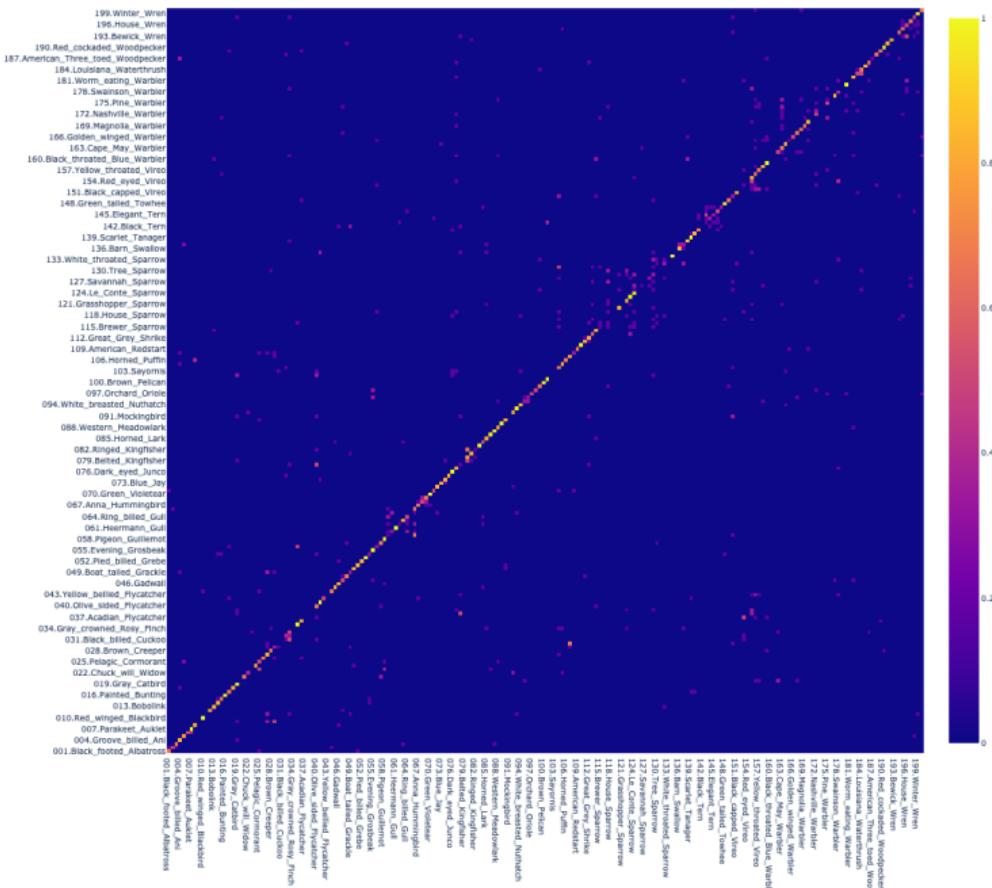
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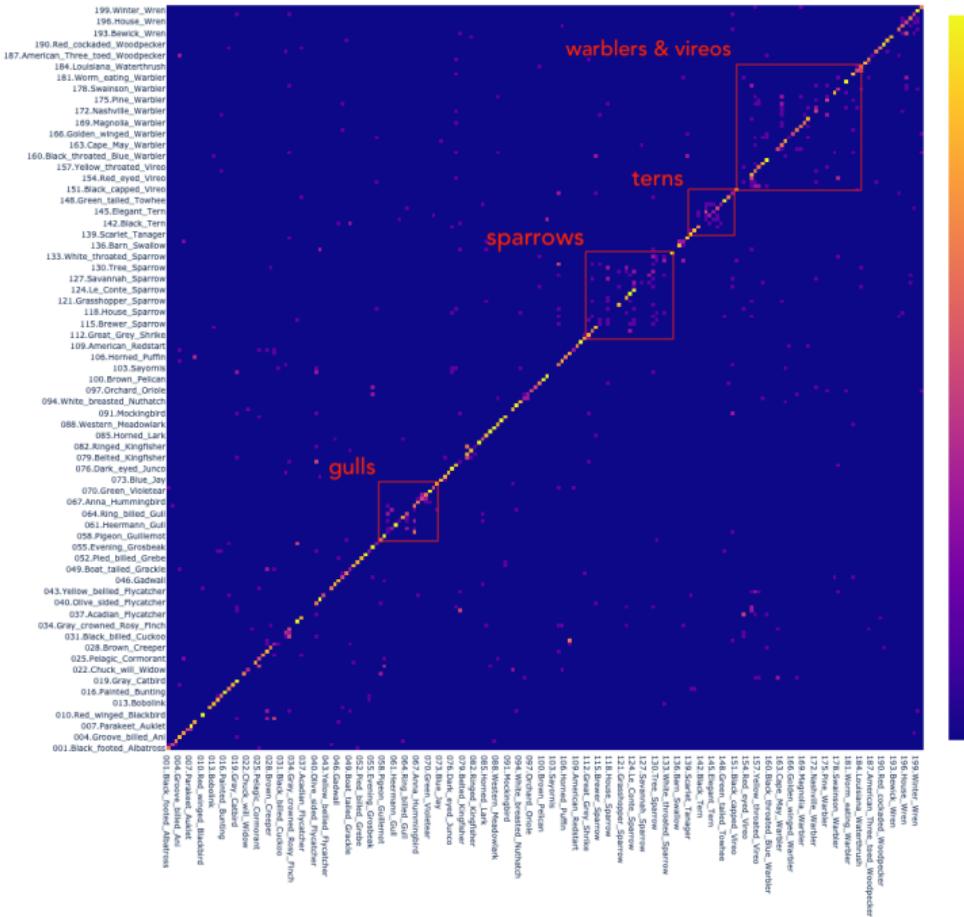
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Classification results (not zero-shot)

	classifier loss	true rank	acc@1	acc@5	acc@10
without generation	4.786	5.7	0.58	0.84	0.91
with generation	4.756	6.4	0.61	0.83	0.89





Model Type	BLEU-1	BLEU-2	BLEU-3	BLEU-4	METEOR	CIDEr
CLS vector + LSTM	76.12	60.87	46.74	35.04	29.78	20.06

- Decoding: greedy
- Inflated evaluation metrics due to the number of reference captions (Post, 2018).

Model Type	BLEU-1	BLEU-2	BLEU-3	BLEU-4	METEOR	CIDEr
CLS vector + LSTM	46.12	28.54	18.24	12.07	19.47	19.98

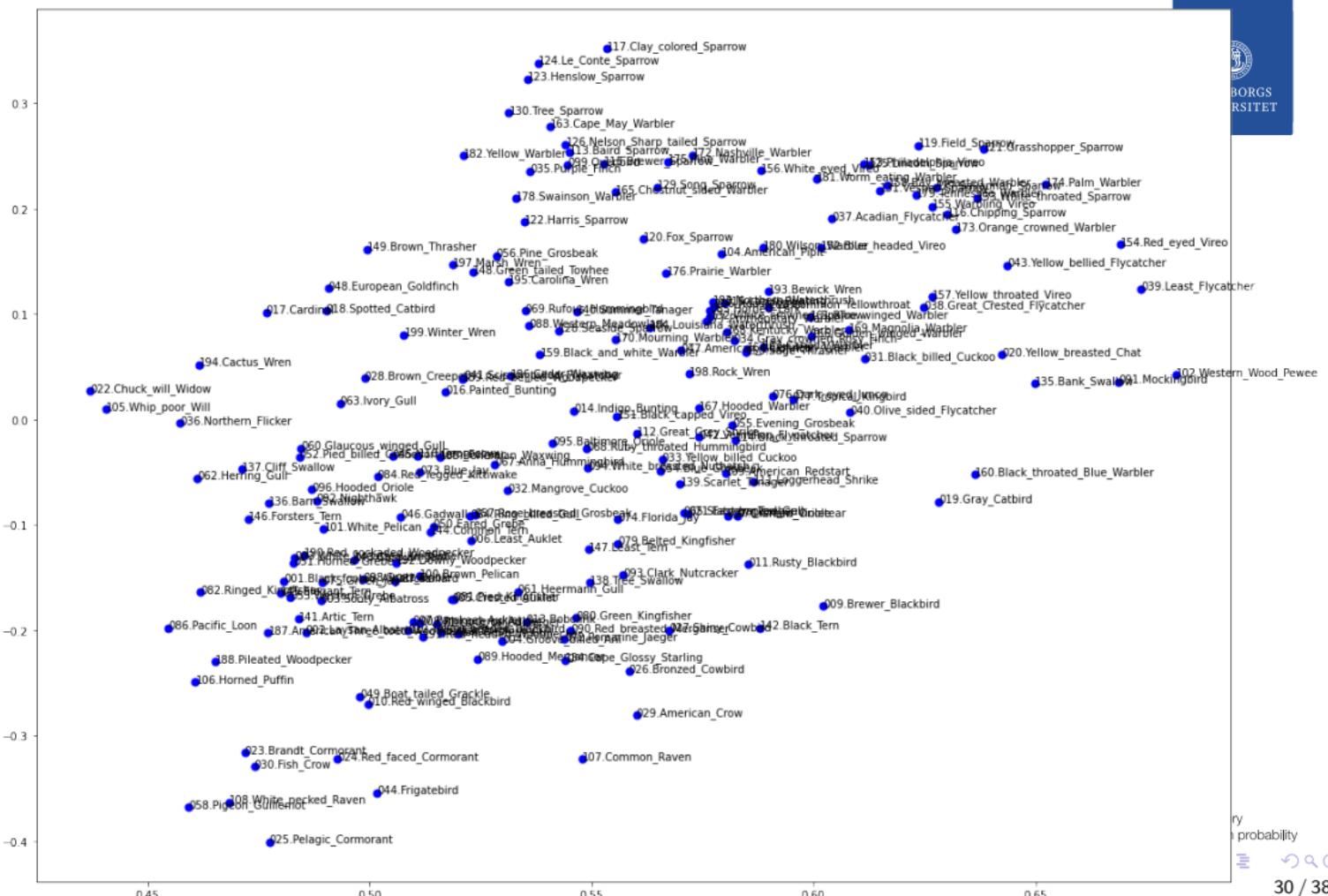
- The scores are *still* high enough even when a single reference caption is used to evaluate the generated texts.
- Specifically, CIDEr score is affected the least.

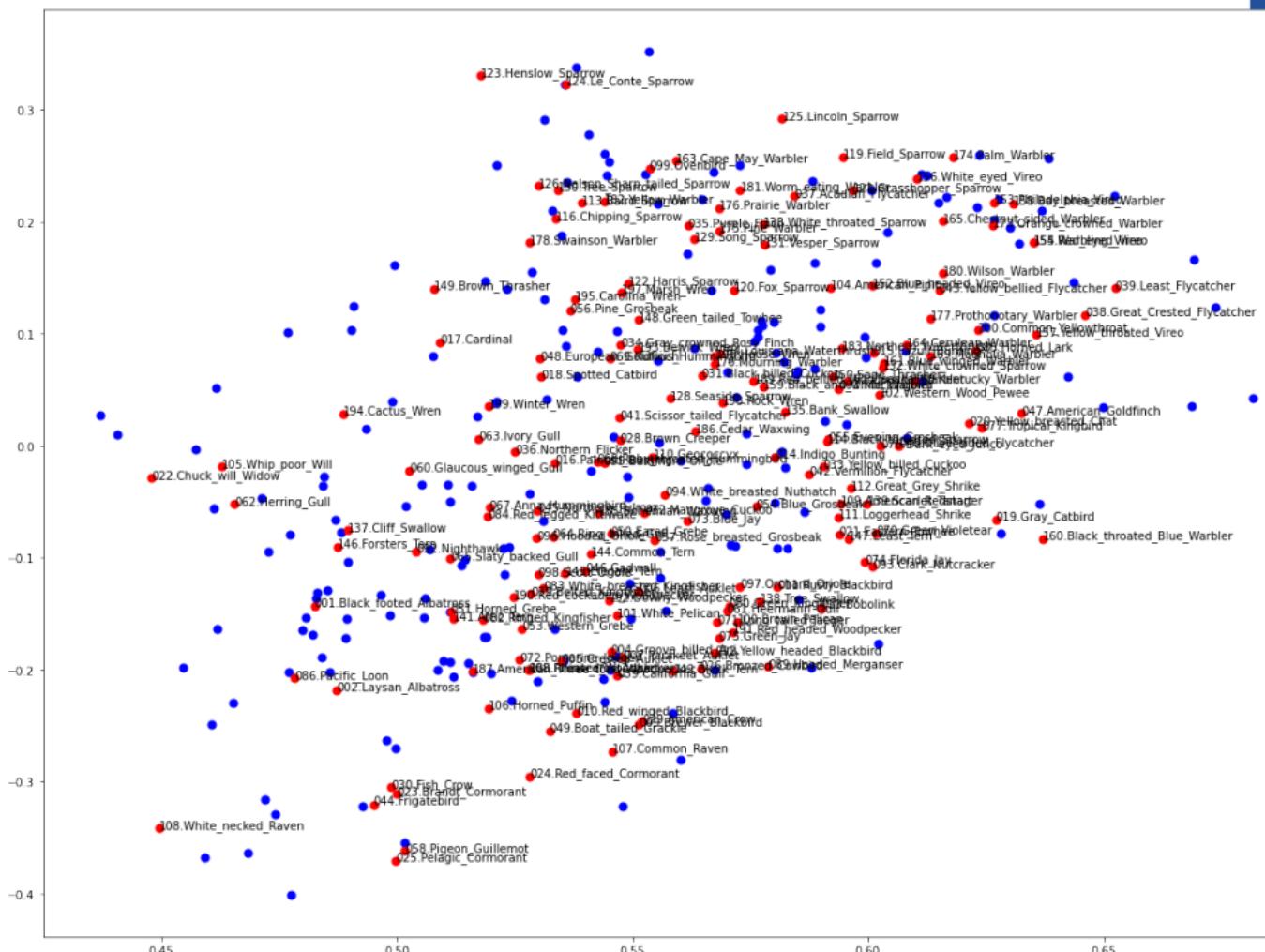
Generation: Examples

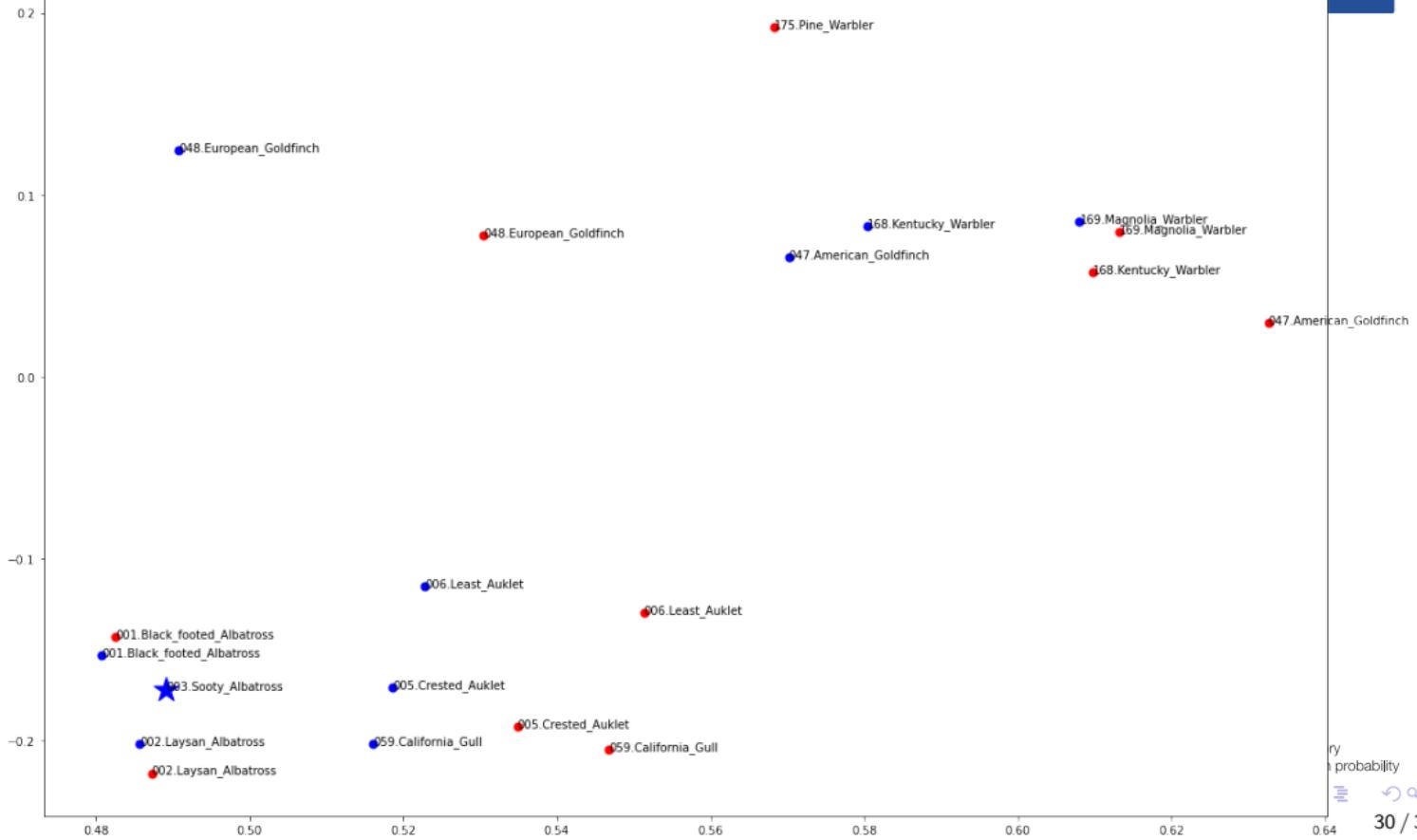


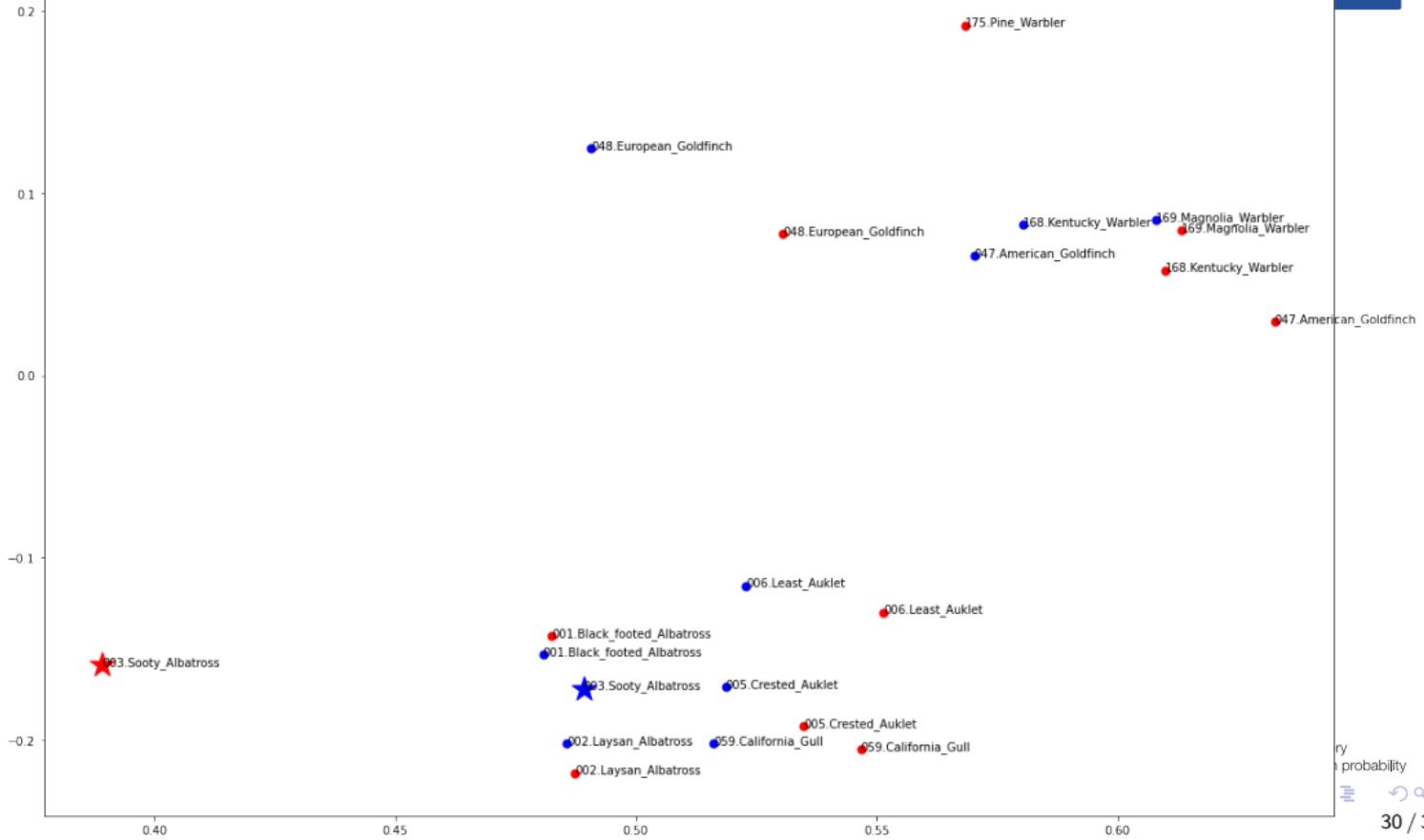
- **Reference:** this bird has large orange bill , a gray crown and nape , black and gray retrices and wings , and a white eye stripe .
- **Epoch 1:** this bird has a black crown , ~~a white breast~~ , and a black bill .
- **Epoch 4:** this bird has a black crown , a black bill , and ~~a white breast~~ .
- **Epoch 10::** this bird has a black crown , **a short orange bill** , and a white eyering .
- **Epoch 20:** this bird has a black crown , a black breast , and **a short orange bill**

- Generated texts capture quite a lot of inter-class discriminative features in later stages of training; earlier stages of training capture more generic information (parts of birds and their attributes which appear very frequently between classes).
- We want to find a good trade-off between **discriminativeness** and **salience** of what is mentioned in texts.
- We propose to use interpretation task accuracy as means to evaluate the quality of generation (task-oriented) (will be examined in future work).









Interpretation: Results

	classifier loss	true rank	acc@1	acc@5	acc@10
seen	4.721	4.2	0.63	0.87	0.93
random embedding	5.305	163.4	0.0	0.0	0.0
from ground truth desc.	5.305	88.2	0.0	0.0	0.0
from generated desc.	5.305	91.3	0.0	0.0	0.0

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- We demonstrate that categories learned through grounded language can be mapped to the same conceptual space as those learned by direct perception.
- We propose to use NLU model as a tool for automatic “**extrinsic**” evaluation of task-oriented generation (vs. intrinsic metrics such BLEU, etc.)
- Multi-task training including generation may be beneficial for learning perceptual classifiers.

Next Steps & Future Work

- Multiple seen/unseen folds
- LSTM with attention over class representation, Transformers for generation
- Adding more semantic information to the model, e.g. embedding of the class label (Liang et al., 2017; Ilinykh and Dobnik, 2020)
- Using networks that do not learn to ground, but to discriminate categories from each other (Cano Santín et al., 2020)
- Use other types of texts: captions vs class descriptions (the level of details and granularity of descriptions matter)

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