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What Goes Into A Word: Generating Image Descriptions With Top-Down Spatial Knowledge

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Figure: VisualGenome 2318741

Motivations (1/3): Spatial Language In Image Descriptions



There is a teddy bear partially under a go cart.

Figure: VisualGenome 2318741

Motivations (1/3): Spatial Language In Image Descriptions

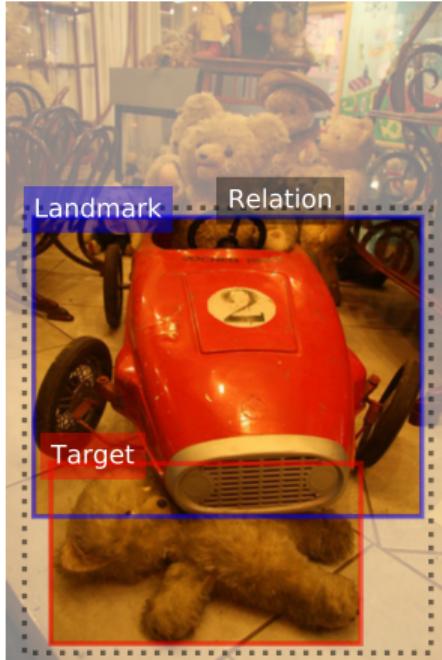


There is a *teddy bear* *partially under* a *go cart*.

TARGET RELATION LANDMARK

Figure: VisualGenome 2318741

Motivations (1/3): Spatial Language In Image Descriptions



TARGET-features
LANDMARK-features
Spatial Arrangements
Functional/Contextual Relations
Syntactic and linguistic features

⟨ teddy bear, partially under, go cart⟩

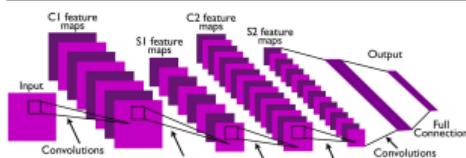
Figure: VisualGenome 2318741

Two kinds of processes and representations:

- **Bottom-up**: data-driven / recognizing objects.
 - **Top-down**: expectation-driven / recognizing relations.
- ◊ How to integrate both in one system?

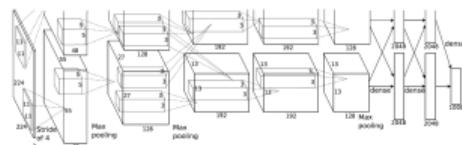
Motivation (3/3): Deep Neural Networks Paradigm

Relaxing Spatial Transformation



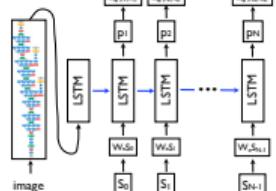
ConvNets

(LeCun et al., 2010).

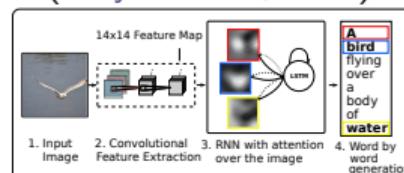


ImageNet: Object Recognition
(Deng et al., 2009; Krizhevsky et al., 2012).

Generating Captions with Spatial Attention

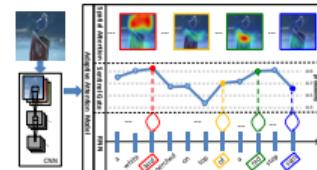


Conditional Recurrent LM (Vinyals et al., 2015).

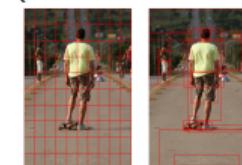


Spatial Attention (Xu et al., 2015).

Better Attention,
Localization & Datasets!



Adaptive Attention (Lu et al., 2017)



Top-down localisation
(Anderson et al., 2018).



- **Aims:**

- ◊ To integrate top-down spatial knowledge in *recurrent language model*.
- ◊ To investigate grounding of image descriptions in feature representations.

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- How does each feature contribute to generating image descriptions?

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- **Top-down spatial knowledge:**

- Localisation
- Semantic roles
- Relational spatial features

Build comparable neural networks with spatial knowledge:

- Change spatial attention module.
- Enrich representations with spatial knowledge.

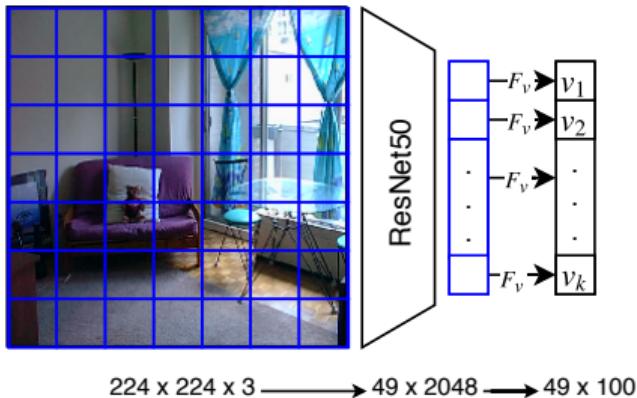
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Experiments:

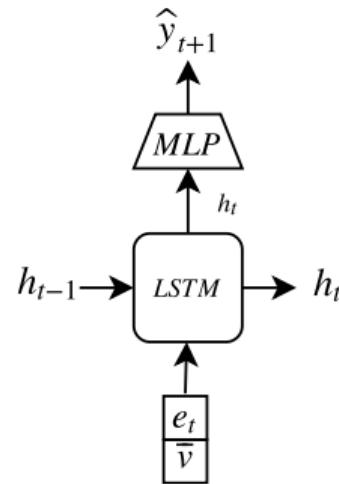
- Compare models' performance (loss / perplexity).
- Inspect contribution of features in word generation.

Baseline (1): Bottom-up Encoder-Decoder (*simple*)

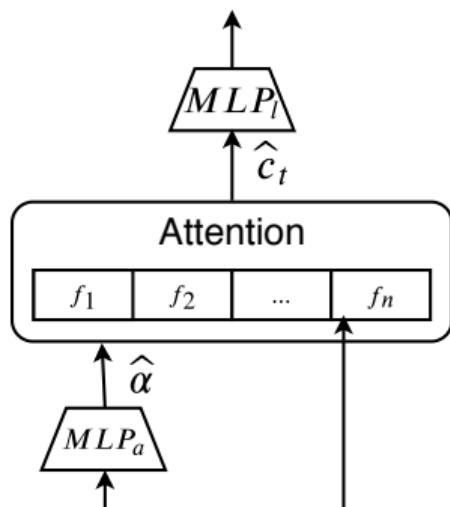


$$v_i = \text{ReLU}(W_v v'_i + b_v)$$

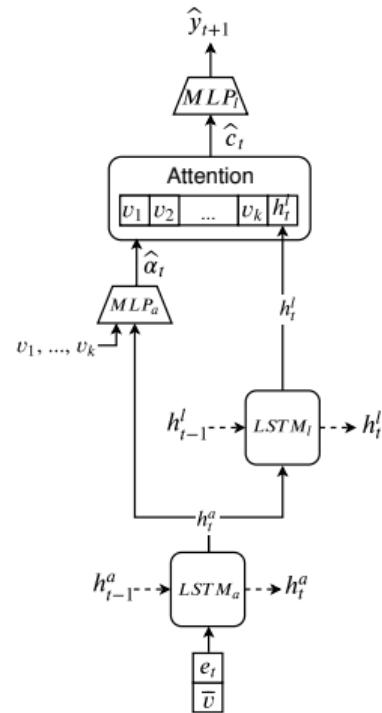
$$\bar{v} = \sum_{i=1}^k v_i$$



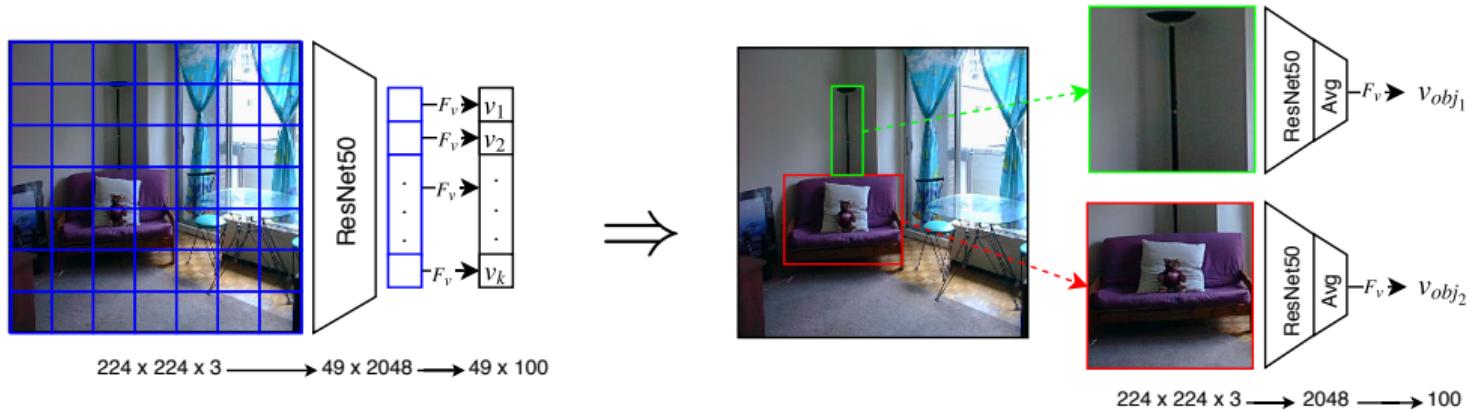
Baseline (2): Bottom-up Spatial Attention (*bu49*)



$$\hat{c} = \sum_{i=1}^n \alpha_i f_i$$



Method (1): Top-down localisation (1/2)



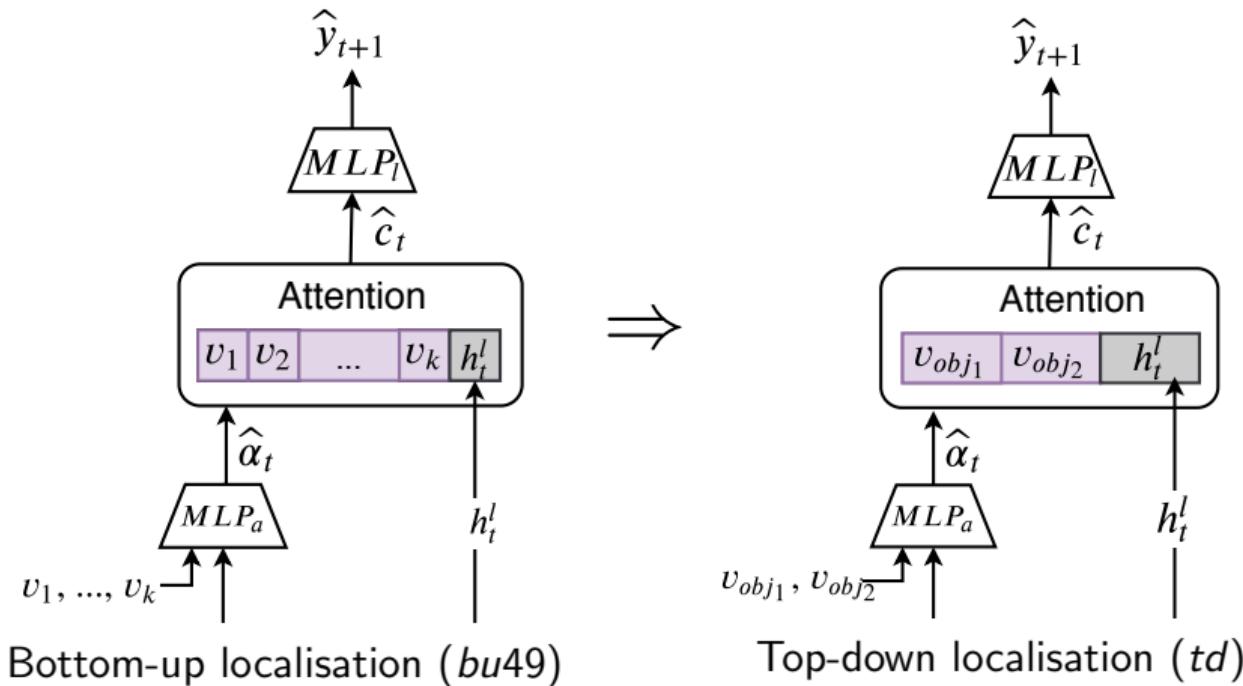
Bottom-up localisation (*bu49*)

Top-down localisation (*tu*)

$$v_{obj_1} = \text{ReLU}(W_v v'_{obj1} + b_v)$$

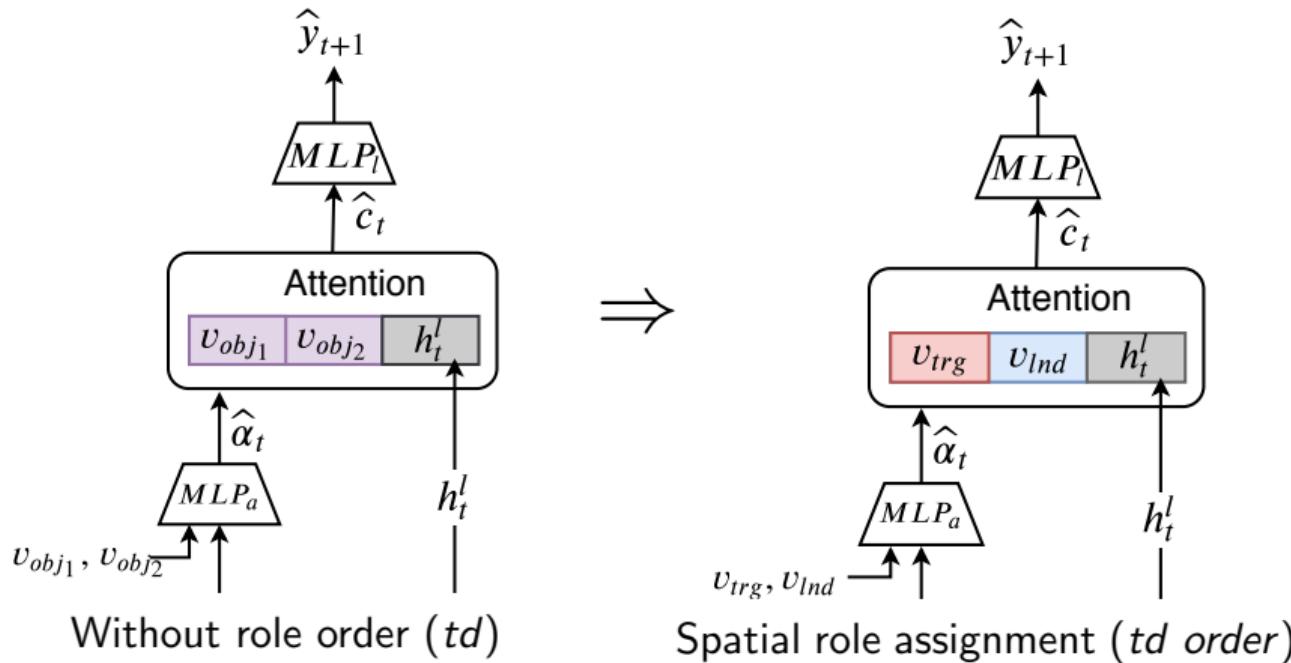
$$v_{obj_2} = \text{ReLU}(W_v v'_{obj2} + b_v)$$

Method (1): Top-down localisation (2/2)

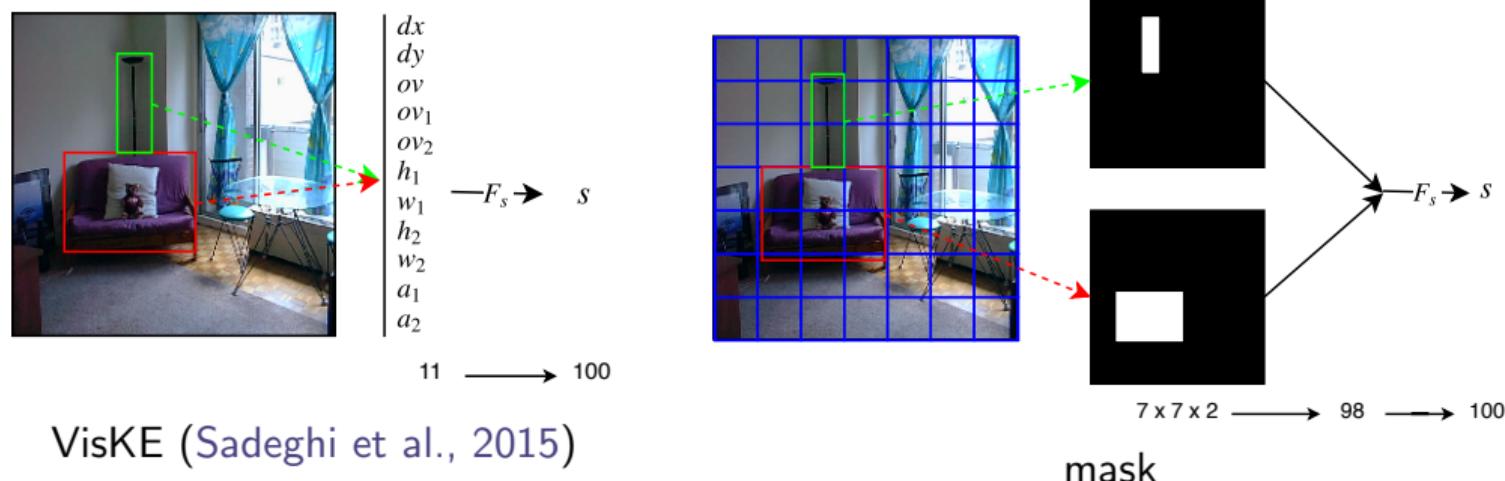


Method (2): Top-down role assignment

$$(object_1, object_2) \rightarrow (\text{TARGET}, \text{LANDMARK})$$



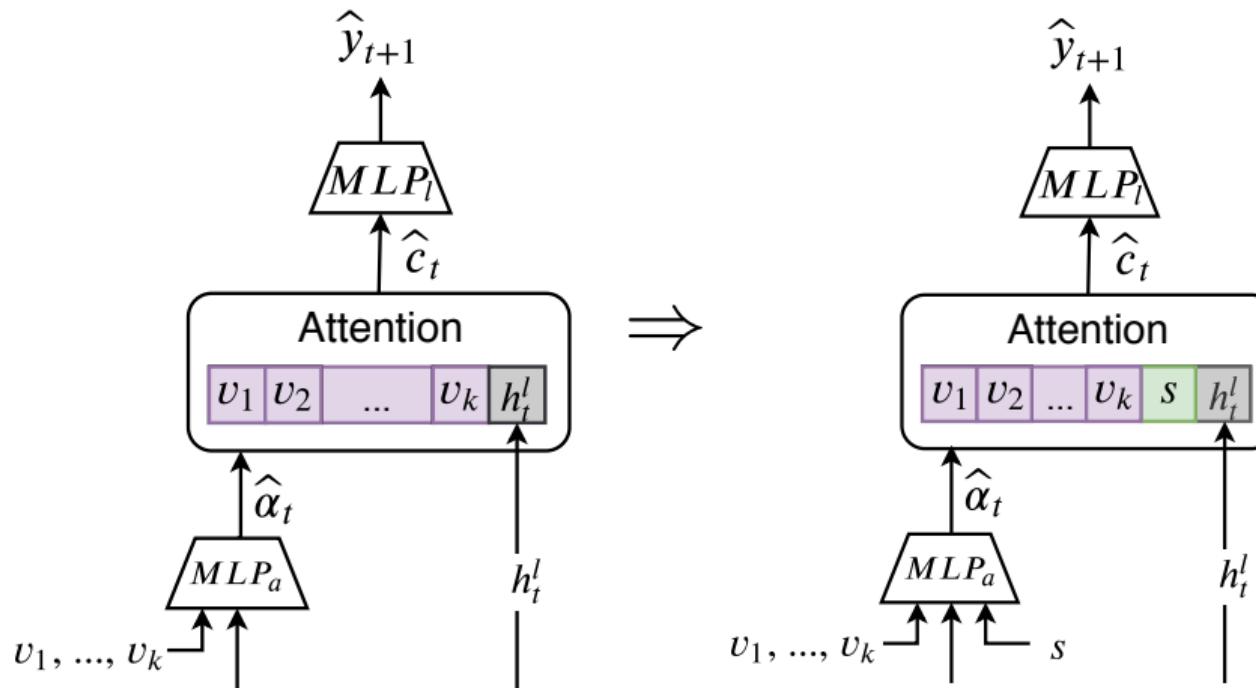
Method (3): Vectorizing Spatial Configurations (1/2)



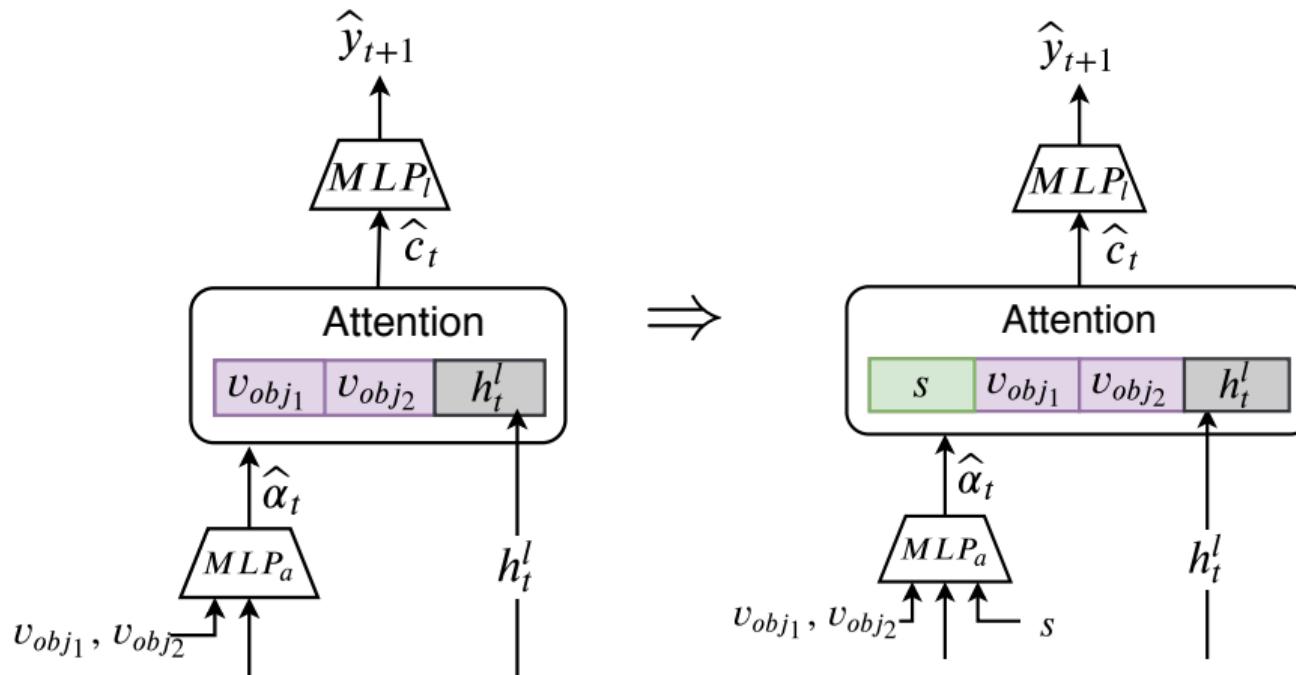
Two strategies to represent s -features from bounding box information.

$$s = W_s^2 \tanh(W_s^1 s' + b_s^1)$$

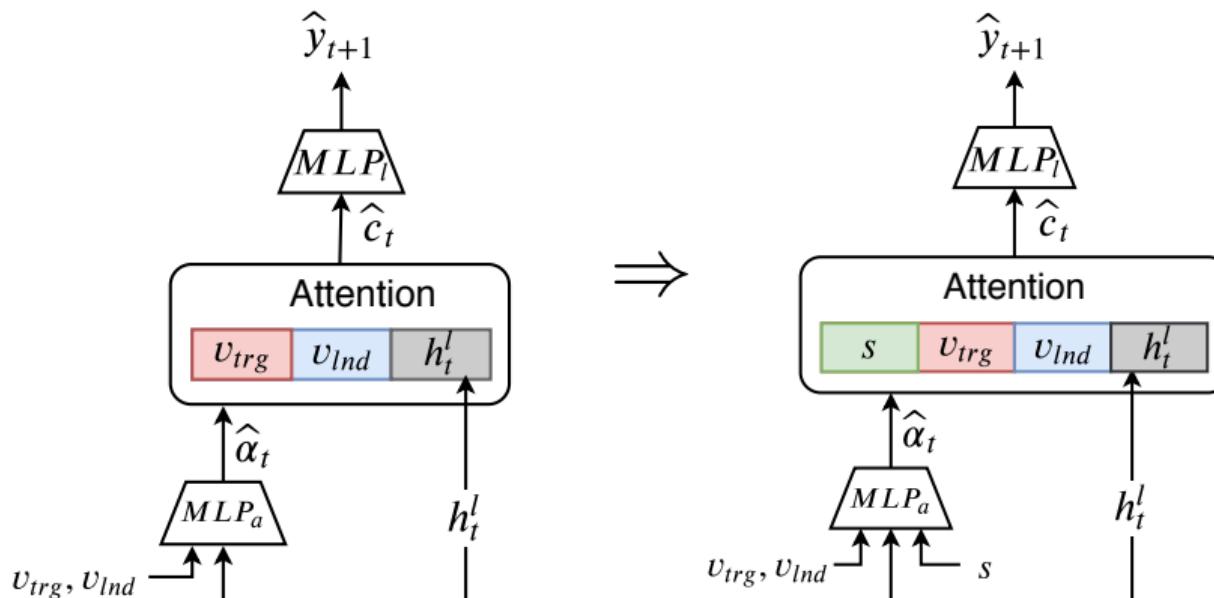
Method (3): Vectorizing Spatial Configurations (2/2)



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Method (3): Vectorizing Spatial Configurations (2/2)



Dataset:

- VisualGenome ([Krishna et al., 2017](#))
- 108K Images.
- $\langle obj_1, rel, obj_2 \rangle \rightarrow$ token sequence (up to 15 tokens).
- 1.6 million examples (15 unique descriptions for each image)

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Training:

- Training on 95% of images
- Experiment on 5% (80K descriptions)

Experiments: Overall Performance

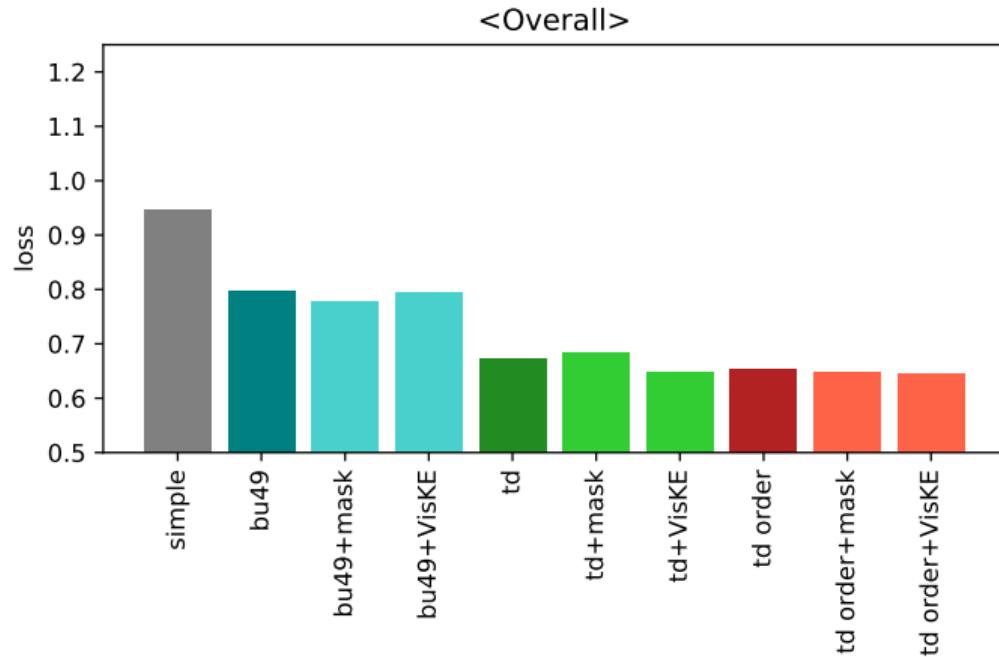
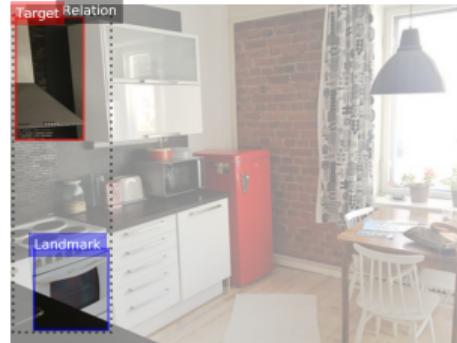
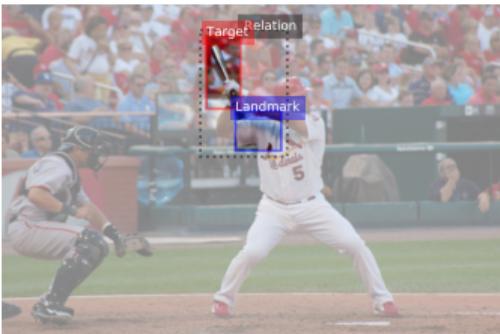


Figure: Cross-entropy loss of different model configurations on evaluation data.

Experiments: Qualitative Examples (Beam Search)



⟨ “bat”, “over”, “shoulder” ⟩
simple player
bu49 man wearing shirt
td bat in hand
td order bat in hand
td order + VisKE bat in hand

⟨ “hood”, “above”, “oven” ⟩
simple window
bu49 pot on stove
td oven has door
td order vent above sink
td order + VisKE cabinet has door

Figure: From VisualGenome: 2412051¹ 2413282²

¹Herholz (2005): CC BY-SA 2.0.

²juanjogasp (2013): CC BY-NC-SA 2.0.

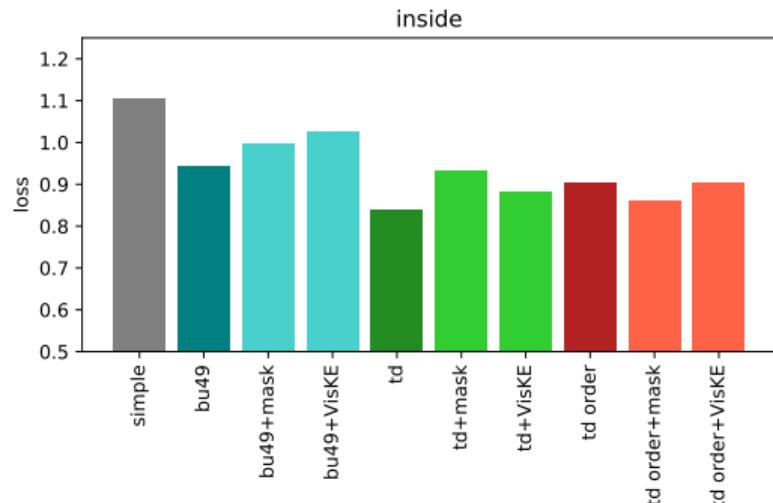
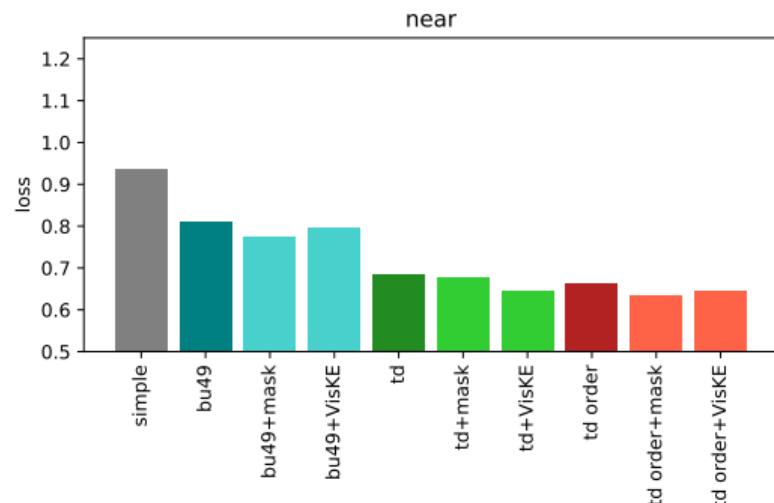
Experiments: *near*, *inside*

Role assignment effect:

- × roles are predictable. (objects predict context and their own roles)

s-features effect:

- × geometric features are not in 2D dimension.



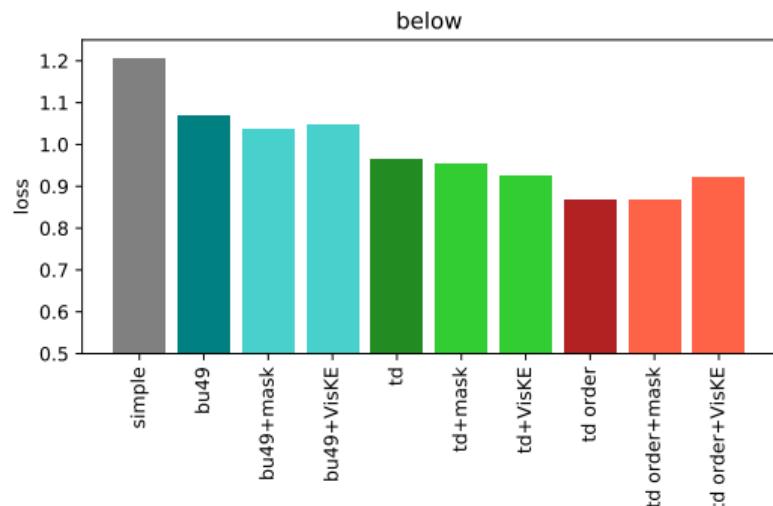
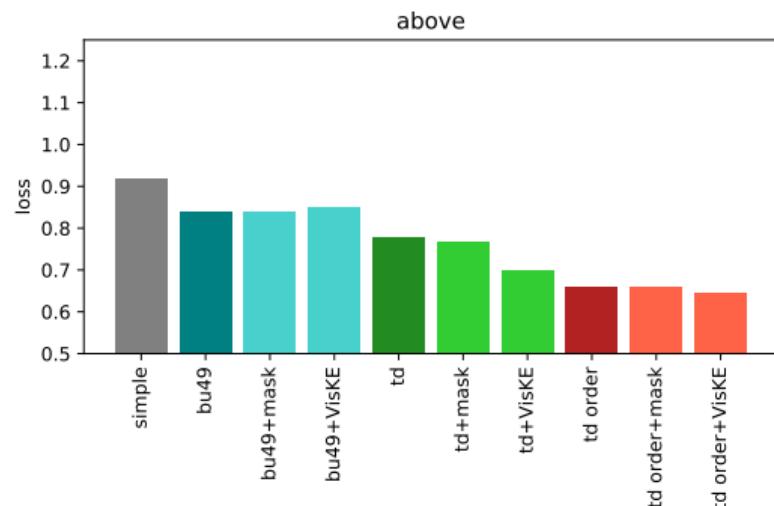
Experiments: *above*, *below*

Role assignment:

- ✓ *above* and *below* are more geometric (not predictable from objects alone).

s-features effect:

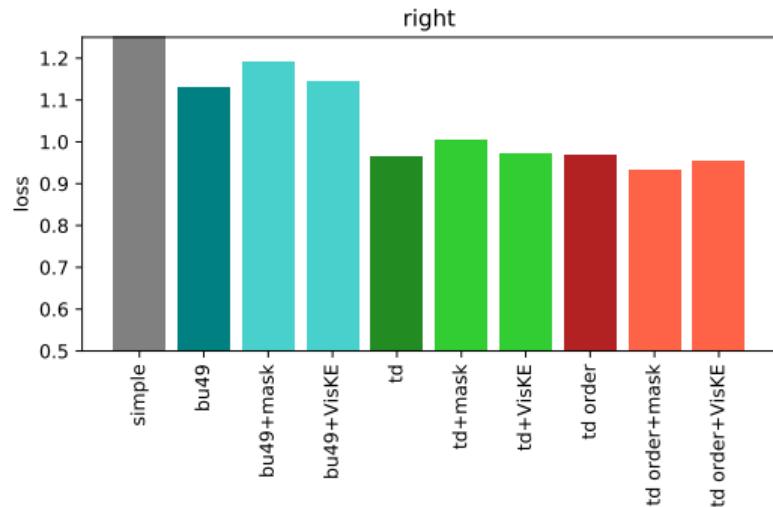
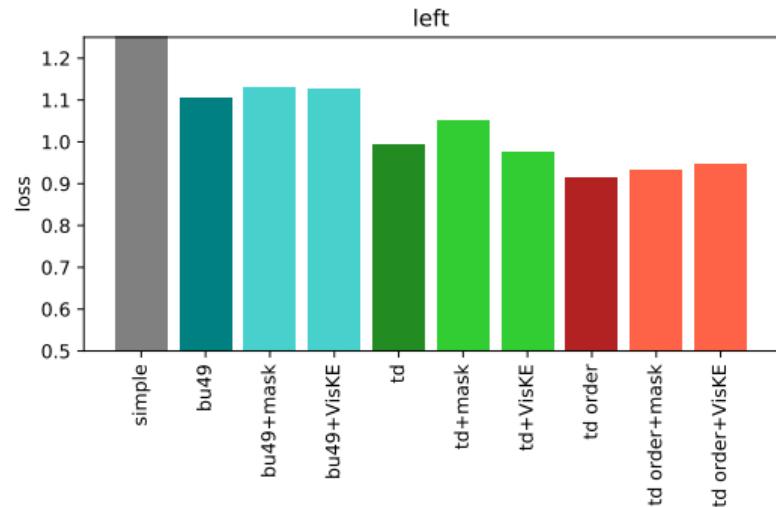
- ✗ *below* is not frequent in training.



Experiments: *left*, *right*

Role assignment and *s*-features effect:

- × *left*, *right* are not frequent in training.



Experiments: Features Contributions

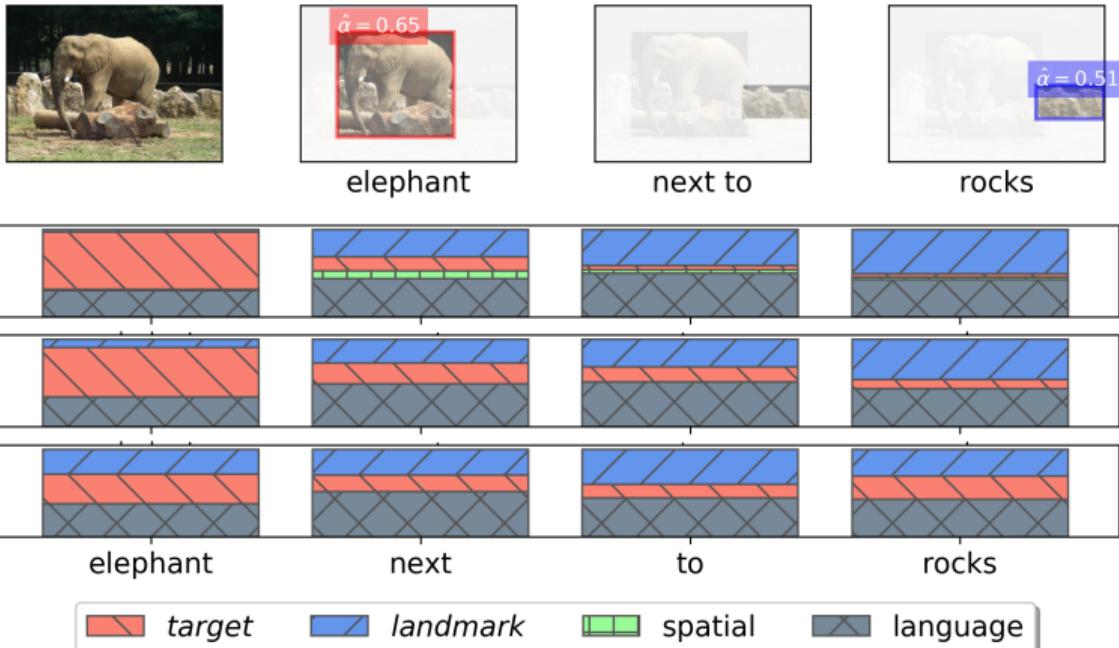
Magnitude of each feature after applying attentions:

$$\beta_{t,f_i} = \frac{\alpha_{t,f_i} \|f_i\|}{\sum_j \alpha_{t,f_j} \|f_j\|}$$

Experiments: Examples of features contributions



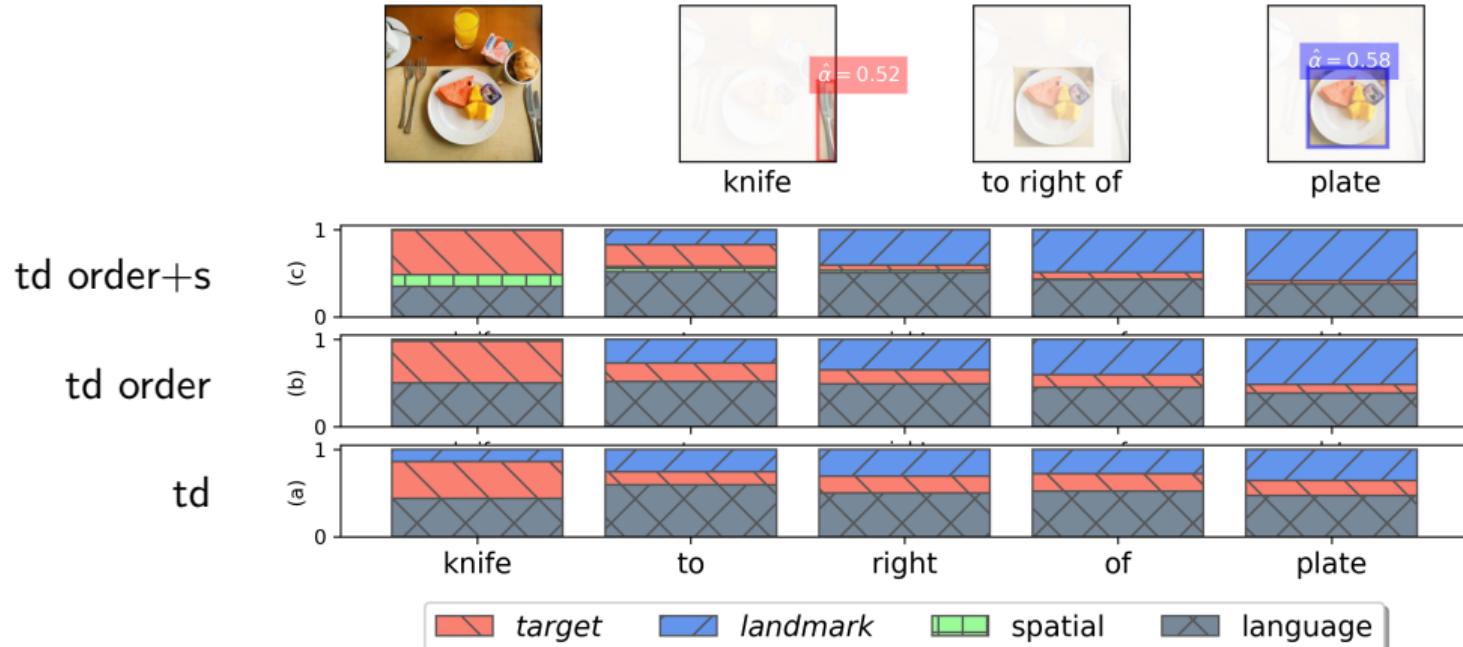
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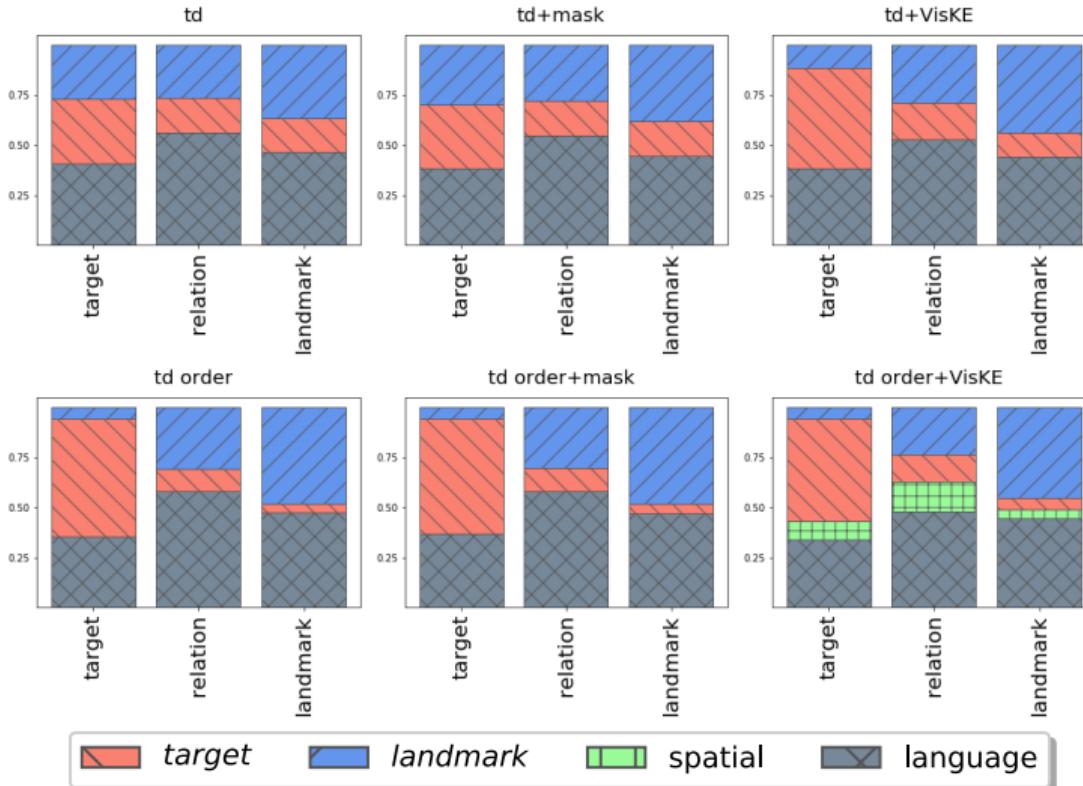
Experiments: Examples of features contributions



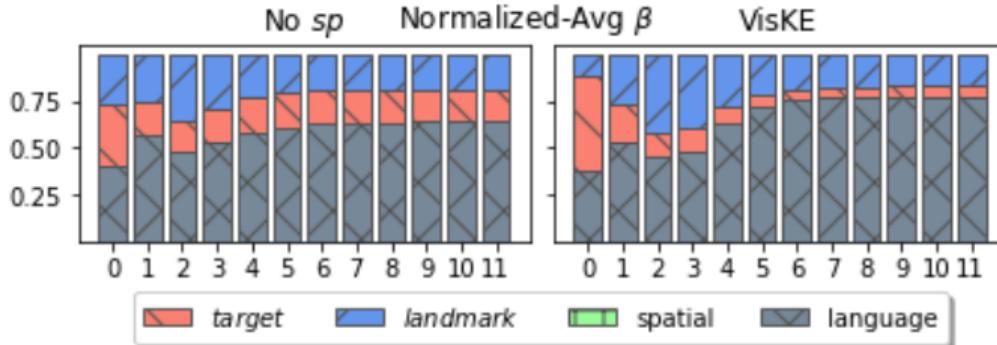
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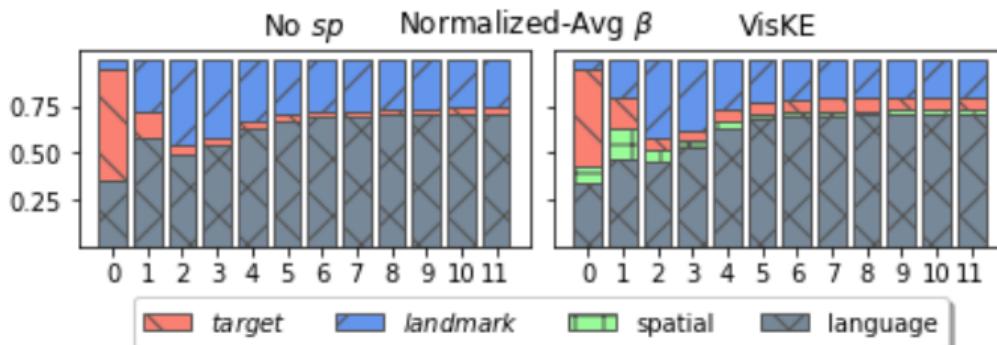
Experiments: Feature contribution based on spatial roles



Experiments: Feature contribution based on token's order



(a) *td* vs. *td+VisKE*



(b) *td order* vs. *td order+VisKE*

We

- ✓ integrated semantic structures as top-down knowledge in Recurrent LM.
- ✓ compared three groups of top-down spatial knowledge:
 - Localisation (bounding boxes)
 - Role Assignment (TRAGET-LANDMARK)
 - Spatial Configuration (*s*-features)
- ✓ measured their effect in model performance.
- ✓ inspected the feature contributions for different semantic roles.

Conclusions

- Overall top-down knowledge lead to better generation (perplexity measures).
- Localisation has the strongest effect.
- Effects of role assignment seems to be dependent on the relations:
 - ✗ more functional / predictable roles (e.g. *inside*)
 - ✓ more geometric relations (e.g. *above*, *below*)
 - ✗ rare relations (e.g. *left*, *right*)
- The effects of *s*-features are small.
 - It depends on semantic roles assignments.
- Contextual embeddings are the most attended features.
 - Its contribution is increasing along the sequence.
- ◊ Corpus bias (image compositions)
- ◊ Task bias (image descriptions are not made to locate objects; i.e. *left*, *right*)



Thank you!

Source code and demo

<http://bit.ly/36ixFfR>



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