Evaluation of CLIP image feature extractors

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Introduction: problem statement

Large scale human-labeled datasets

Restricted to training classes



Pic. 1. Example: ImageNet dataset

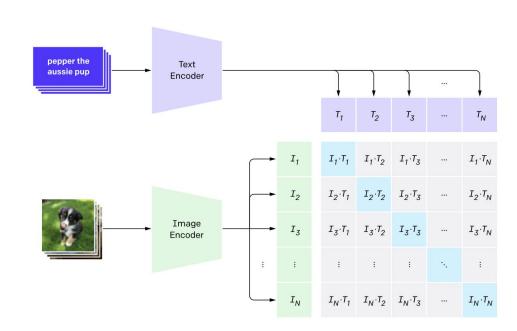
Introduction: CLIP approach

Dataset: (image, caption)

Image embedding: image_encoder(image)
Caption embedding: text_encoder(caption)

Goal:

- Calculate distance between each image and caption embedding
- 2. Maximize the distance for the related (image, caption) pairs
- Minimize the distance for unrelated pairs



Pic. 2. CLIP training procedure

Introduction: CLIP approach

1.

$$I_f = V_{\theta_1}(I)$$

$$T_f = T_{ heta_2}(T)$$

2

$$I_f
ightarrow rac{I_f}{||I_F||}$$

$$T_f
ightarrow rac{T_f}{||T_F||}$$

3.

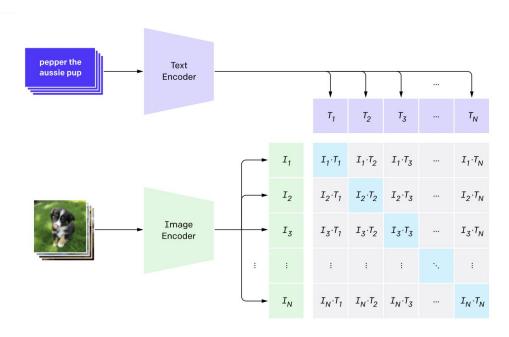
$$\mathrm{logits} = e^T I_f T_f^T$$

.

$$labels = (0, 1 \dots N - 1)$$

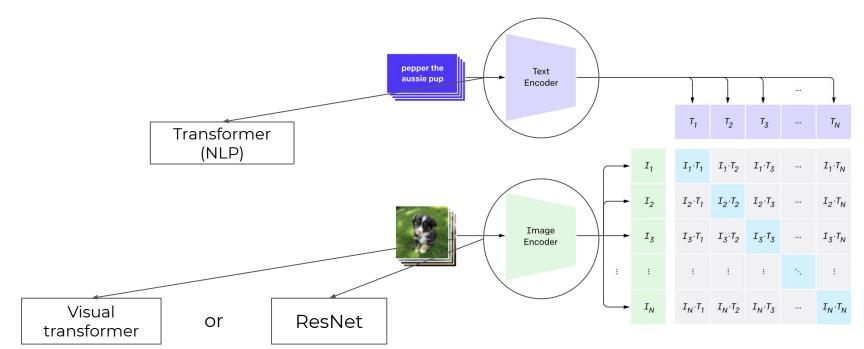
4.

$$ext{loss} = rac{1}{2}(ext{CE}(ext{labels}, ext{logits}) + ext{CE}(ext{labels}, ext{logits})^T)$$



Pic. 2. CLIP training procedure

Introduction: CLIP architecture



Pic. 2. CLIP training procedure

Model construction

Classic fine-tuning approach ("LITE")

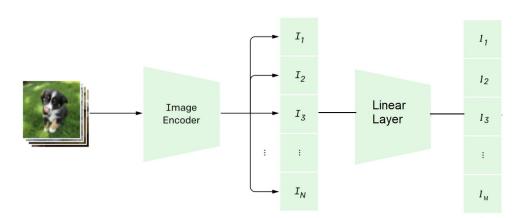
- Place a linear layer on top of CLIP's image encoder to extract logits
- Train some part of the resulting network and freeze the rest

Pros

- Cheaper computation
- Less consumed memory

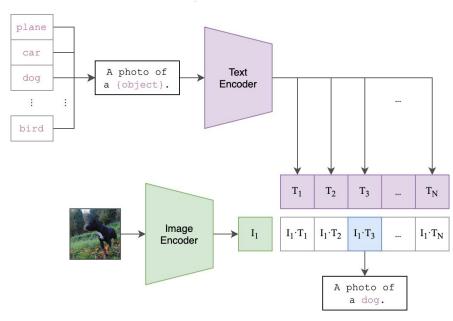
Cons

- Less flexible
- Lacks novelty



Pic. 3. "LITE" training procedure

Model construction



Pic. 4. "PRO" training procedure

Cosine similarity approach ("PRO")

- 1. Calculate image embedding
- 2. Calculate the weighted sum of the caption encodings
- 3. Normalize the embeddings
- 4. Calculate the cosine similarity between the input image and the text embeddings for each class

Pros

- Allows for zero-shot classification
- Allows for text labels to be arbitrary

Cons

- Longer computation
- Experimental

The dataset

Fruits 360:

- 131 fruit types
- ~67k train images
- ~22k test images
- Resolution: 100 x 100
- Contains ImageNet-unseen classes
- Involves several subspecies of the same fruit



Pic. 5. Several samples from the Fruits 360 dataset

The dataset

Fruits 360:

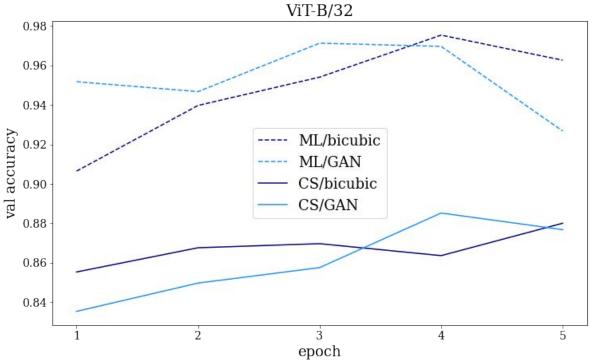
- 131 fruit types
- ~67k train images
- ~22k test images
- Resolution: 100 x 100 (need upsampling!)
- Contains ImageNet-unseen classes
- Involves several subspecies of the same fruit

Use GANs or bicubic upsampling to transform: (100 x 100) -> (224 x 224)



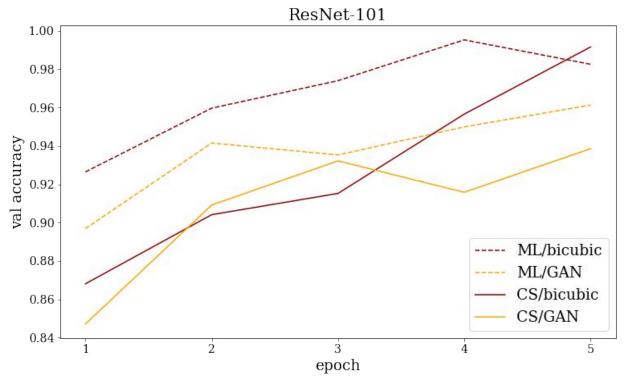
Pic. 5. Several samples from the Fruits 360 dataset

SRGAN vs bicubic upsampling: ViT-B/32



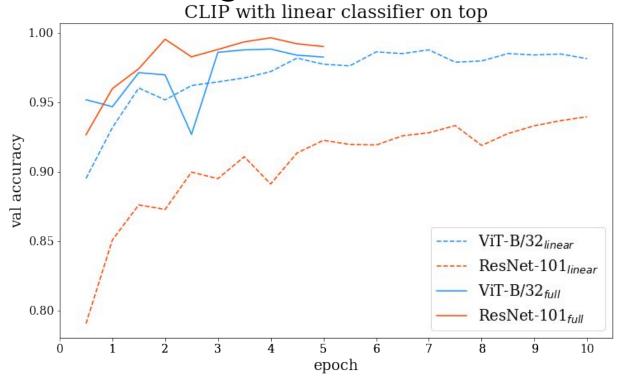
Pic. 6. Validation accuracy for ViT-B/32 backbone. CS - cosine similarity, ML - maximum likelihood

SRGAN vs bicubic upsampling: ResNet-101



Pic. 7. Validation accuracy for ResNet101 backbone. CS - cosine similarity, ML - maximum likelihood

Different fine-tuning modes



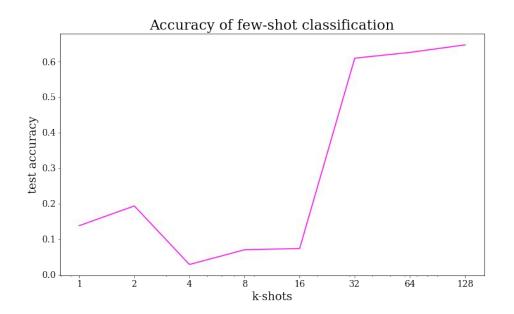
Pic. 8. Validation accuracy for maximal likelihood with different backbones

Zero-shot classification

Model	Upsampling Type	Accuracy
ResNet-101	Bicubic	0.2
ResNet-101	GAN	0.181
ViT	Bicubic	0.238
ViT	GAN	0.214

Accuracy of random or constant classifier ~ 0.01

K-shot classification



Accuracy deteriorates for the small K in K-shot classification and then starts to improve.

Pic. 9. Accuracy of k-shot classification on the pretrained ResNet-101 backbone

Common mistakes

IoU metric:

$$IoU(c_1, c_2) = \frac{m_{c_1 c_2} + m_{c_2 c_1}}{n_{c_1} + n_{c_2}}$$

True class	Pred class	Class IoU
Grape Blue	Cherry Wax Black	0.67
Tomato 1	Tomato Cherry Red	0.48
Pepper Yellow	Pepper Orange	0.42
Pear Forelle	Pear Abate	0.46
Grapefruit White	Lemon Meyer	0.50

Zero-shot predictions on Fruits 360



Zero-shot predictions on **Simpsons characters**



Zero-shot predictions on **Birds - 270**



Accuracy ~0.5

Zero-shot predictions on **Sports-72**



accuracy ~0.79

That's amazing! Isn't it?

