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Project Report

on

Anchor Based Scene Graph Decomposition on Image Captioning

Submitted by

Project Members

1032211482	Joshwa Joy Philip
1032210890	Aditya Verma
1032211777	Arya Haldankar
1032210941	Jaydeep Lokhande

Under the Internal Guidance of

Dr. Sheetal Girase

School of Computer Engineering and Technology
MIT World Peace University, Kothrud,
Pune 411 038, Maharashtra - India
2024-2025

MIT-WPU

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Dr. Vishwanath Karad
MIT WORLD PEACE UNIVERSITY | PUNE
TECHNOLOGY, RESEARCH, SOCIAL INNOVATION & PARTNERSHIPS

DEPARTMENT OF COMPUTER ENGINEERING AND TECHNOLOGY

CERTIFICATE

This is to certify that,

Joshwa Joy Philip	**(1032211482)**
Arya Haldankar	**(1032211777)**
Aditya Verma	**(1032210890)**
Jaydeep Lokhande	**(1032210941)**

of BTech.(Computer Science & Engineering) have completed their project titled "***Anchor Based Scene Graph Decomposition on Image Captioning***" and have submitted this Capstone Project Report towards fulfillment of the requirement for the Degree-Bachelor of Computer Science & Engineering (BTech-CSE) for the academic year 2024-2025

[illegible] 23/11/24

Dr. Sheetal Girase
Project Guide
School of CET
MIT World Peace University, Pune

[illegible]

Dr. Balaji M Patil
Program Coordinator
School of CET
MIT World Peace University, Pune

Internal Examiner: [illegible]

External Examiner:

Dr. Vishwanath Karad MIT World Peace University ★ Pune-38 ★ MIT-WPU Dept. of Comp. Engineering & Technology

Date: 23/11/2024

Dr. Vishwanath Karad
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MIT World Peace University, Pune	MIT World Peace University, Pune

Internal Examiner:________________________

External Examiner:________________________

Date: 23/11/2024

Acknowledgement

We extend our heartfelt gratitude to ***Prof. Sheetal Girase****, our project guide, for her unwavering support, guidance, and encouragement throughout the course of our capstone project, "Anchor-Based Scene Graph Decomposition for Image Captioning." Her expertise, insightful feedback, and patience have been pivotal in shaping the project's direction and ensuring its successful completion. Her mentorship has inspired us to think critically, overcome challenges, and work diligently towards achieving our goals.*

We are equally grateful to the ***Department of Computer Engineering and Technology, School of Computer Engineering and Technology, Dr. Vishwanath Karad MIT World Peace University, Pune*** *for providing us with the resources, infrastructure, and a conducive learning environment. The constant support and facilities extended by the department have been instrumental in enabling us to bring this project to fruition.*

We also wish to acknowledge the invaluable contributions of our teammates and friends, who stood by us throughout this journey. Their collaboration, constructive inputs, and encouragement have been a significant source of motivation, helping us maintain our focus and determination.

Lastly, we express our deepest gratitude to our families for their unwavering support, understanding, and belief in us. Their encouragement has been our driving force in completing this project.

Joshwa Joy Philip	(1032211482)
Arya Haldankar	(1032211777)
Aditya Verma	(1032210890)
Jaydeep Lokhande	(1032210941)

Abstract

Image captioning is known as the task of automatically generating descriptive text for images, and faces significant challenges in accurately capturing both the objects present and their intricate relationships within a scene. The graph-based decomposition captures the hierarchical and compositional structure of the visual content, enabling a more detailed and organized representation of the scene. To generate captions, we employ a graph neural network that iteratively processes the scene graph, refining the representations of nodes and edges by considering their contextual interactions. This refined scene graph is then input into a language model to produce coherent and contextually accurate descriptions of the image. We assess caption diversity using metrics like CIDEr, SPICE, METEOR and diversity. Experimental results demonstrate that our method surpasses existing state-of-the-art techniques in terms of caption quality and coherence, highlighting the effectiveness of integrating anchor-based and scene graph-based methodologies.

Keywords: Image captioning, scene graph, anchors, decomposition, computer vision, natural language processing, object detection, relationship modeling, anchor detection, scene graph construction, graph representation learning, caption generation.

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Chapter 1
Introduction

Image captioning, the task of generating textual descriptions for visual content, has made notable advancements with the rise of deep learning and computer vision. Despite these strides, current methods often fail to capture the intricate relationships between objects and their context, resulting in overly simplistic or incomplete captions. To address this, our approach leverages scene graphs, which organize objects and their relationships in a structured, hierarchical manner. This representation allows the model to better understand how objects interact within a scene, leading to more accurate and detailed captions that are contextually relevant.

By focusing on specific image regions through attention mechanisms, models can improve both object detection and caption relevance. Scene graph-based methods further enhance this by capturing the relationships between objects, offering a clearer understanding of how individual elements work together in a scene. However, even with these improvements, many models still struggle to capture the full complexity of visual content.

Our approach introduces anchors—key points or regions within the image—as fundamental components for scene graph creation. These anchors help the model focus on the most relevant parts of the image, ensuring that less significant details do not obscure important information. The process begins by extracting a scene graph, with nodes representing objects and edges indicating relationships. A graph neural network is then used to select and refine subgraphs that best align with human-annotated captions. This approach allows for more controllable captioning, enabling the generation of context-aware, diverse descriptions. Ultimately, we believe this work represents a significant step forward in image captioning, offering a more effective way to understand and describe complex visual scenes.

Chapter 2
Literature Survey

Image captioning has come a long way, evolving from basic attempts to understand visual data to the cutting-edge techniques we use today. The goal of image captioning is clear: bridge the gap between the visual world and language, making it easier for computers to interpret images and generate meaningful descriptions. This technology has broad applications, from improving accessibility for those with visual impairments to enabling more efficient image-based search and enhancing human-computer interaction.

Over the years, deep learning has driven significant breakthroughs in this field. The combination of Convolutional Neural Networks (CNNs) for image feature extraction and Recurrent Neural Networks (RNNs) for generating sequences has greatly improved how captions are created. Early surveys, such as those by Hossain et al. (2018), explored how encoder-decoder architectures, memory networks, and attention mechanisms were used to capture and represent multimodal data, but challenges remained in generating diverse and creative captions, especially for complex scenes with many interacting objects.

Further advancements were made by researchers like Bai and An (2018), who explored the use of CNNs and RNNs in automatic captioning, discussing the benefits and drawbacks of these methods. While these approaches laid the foundation, they struggled with understanding and describing intricate object relationships in images. Later, as attention mechanisms gained popularity, researchers like Stefanini et al. (2021) pushed the boundaries, improving models' ability to focus on the most relevant parts of an image during captioning. Yet, the challenge of producing contextually accurate and diverse captions remained.

2.1 Scene Graphs: A Shift in Perspective

Traditional image captioning models often treated images as a collection of independent objects, but this approach ignored the relationships between them. To address this limitation, scene graphs were introduced as a structured way to represent images. Scene graphs provide a detailed framework to capture not only the objects but also their relationships, enabling a deeper understanding of the visual content.

Wang et al. (2022) advanced this concept by introducing a high-order interaction learning framework, using scene graphs to model complex object relationships. This framework led to more accurate captions by leveraging the structured representation of scenes. Xu et al. (2017) followed with a model that simultaneously handled object detection, relationship prediction, and caption generation, significantly improving relational reasoning and context comprehension. Anderson et al. (2018) went a step further by combining scene graphs with visual question answering (VQA), demonstrating the model's ability to not only generate captions but also answer specific questions about the image. This marked a major leap in integrating reasoning into image captioning.

2.2 The Role of Anchors in Scene Understanding

Anchors, key reference points within an image, have long been used in object detection tasks. Techniques like Faster R-CNN and YOLO leverage anchors to predict object locations, significantly improving detection accuracy. These same anchor-based methods have also found a place in scene graph decomposition. By focusing on anchors, models can more efficiently detect objects and understand their relationships, resulting in more adaptable and precise scene graphs. This anchor-based approach has paved the way for more computationally efficient and effective image captioning systems.

2.3 Graph Neural Networks: Understanding the Scene

Graph Neural Networks (GNNs) have emerged as a powerful tool for scene understanding. By operating on graph-structured data, GNNs excel at reasoning about relationships between interconnected objects. These networks have proven valuable for image captioning, where the task is not just to identify objects but to understand how they relate to one another.

Graph Convolutional Networks (GCNs), a type of GNN, have been used to refine object relationships in scene graphs. For example, Xu et al. (2017) employed GCNs in their model to improve caption quality by enhancing relational reasoning. More recently, Graph Attention Networks (GATs) have offered greater flexibility, allowing models to prioritize the most important relationships between objects. This approach has been shown to generate more accurate and contextually relevant captions, highlighting the increasing sophistication of image captioning models.

2.4 Transformer-Based Approaches: The Future of Image Captioning

The latest breakthroughs in image captioning have come from the application of transformer-based architectures, which have revolutionized both natural language processing and computer vision. Yu et al. (2019) introduced a multimodal transformer model that simultaneously processed both visual and textual data, leading to improved caption diversity and quality. Zhu et al. (2022) pushed this concept even further with a prompt-based learning strategy for unpaired image captioning. This approach allowed models to generate rich captions even without paired image-caption datasets, making it more flexible and adaptable to real-world applications.

Image captioning continues to evolve, with new techniques and models emerging to address existing challenges. As we explore anchor-based methods, scene graphs, GNNs, and transformer architectures, the potential for creating intelligent systems that can understand and describe images in natural language is vast. While significant progress has been made, future research will focus on refining these models, improving computational efficiency, and expanding their capabilities to handle even more complex scenes and diverse contexts. The journey from basic image captioning to sophisticated multimodal models represents an exciting leap toward truly intelligent systems capable of understanding the visual world.

The table provides a structured overview of potential areas for future research in the field of image captioning. It outlines various emerging topics, with a focus on improving the efficiency, accuracy, and applicability of captioning models. Each row represents a specific research area, explaining the area's focus and the possible impact of exploring that area. These areas include optimization of computational efficiency, the integration of transformers with other modalities, the development of domain-specific adaptations, and much more. The potential impact column highlights how advancements in each area could influence real-world applications, ranging from improving real-time captioning capabilities to addressing ethical concerns and biases in automated systems. The contribution of various researchers is given in Table 2.1

Future Research Area	**Description**	**Potential Impact**
Handling Complex Scenes	Develop models that can effectively interpret and describe intricate scenes with multiple objects and interactions.	Improved accuracy and richness of generated captions, leading to better user understanding of complex images.
Context Understanding	Integrate contextual information, such as cultural and temporal context, into caption generation models.	Enhanced relevance and coherence in captions, making them more meaningful for specific user scenarios.
Generating Rich Semantics	Explore advanced language generation techniques that capture complex semantics, including emotions and abstract concepts.	Captions that convey deeper meanings and enhance user engagement through more nuanced descriptions.
Multimodal Data Integration	Investigate sophisticated fusion techniques and pre-training strategies to improve the synergy between visual and textual modalities.	Better alignment of multimodal data, resulting in more informative and contextually relevant captions.
Evaluation Metrics	Develop new evaluation metrics that consider coherence, creativity, and alignment with human perception in captions.	More accurate assessment of caption quality, guiding improvements in model development and user satisfaction.
Multilingual and Cross-Domain Captioning	Expand capabilities to support multiple languages and domains, enhancing accessibility and usability.	Increased reach and applicability of image captioning systems across diverse audiences and contexts.
Ethical Considerations	Address biases in training data and ensure fair representation in generated captions to avoid harmful outputs.	Development of ethical and responsible image captioning systems that promote inclusivity and avoid generating offensive content.

Table 2.1 : Future Research Area in field of image captioning

The figure illustrates the contributions of various researchers and their advancements in the domain of image captioning over time. It visually organizes key milestones and the work It emphasizes the progression of methods for improving caption diversity, relational reasoning, and multimodal integration. By presenting these developments in a clear, chronological manner, the figure provides a comprehensive overview of how the field has evolved, showing the cumulative progress toward more accurate, context-aware, and sophisticated image captioning models.Below is the Fig 2.1

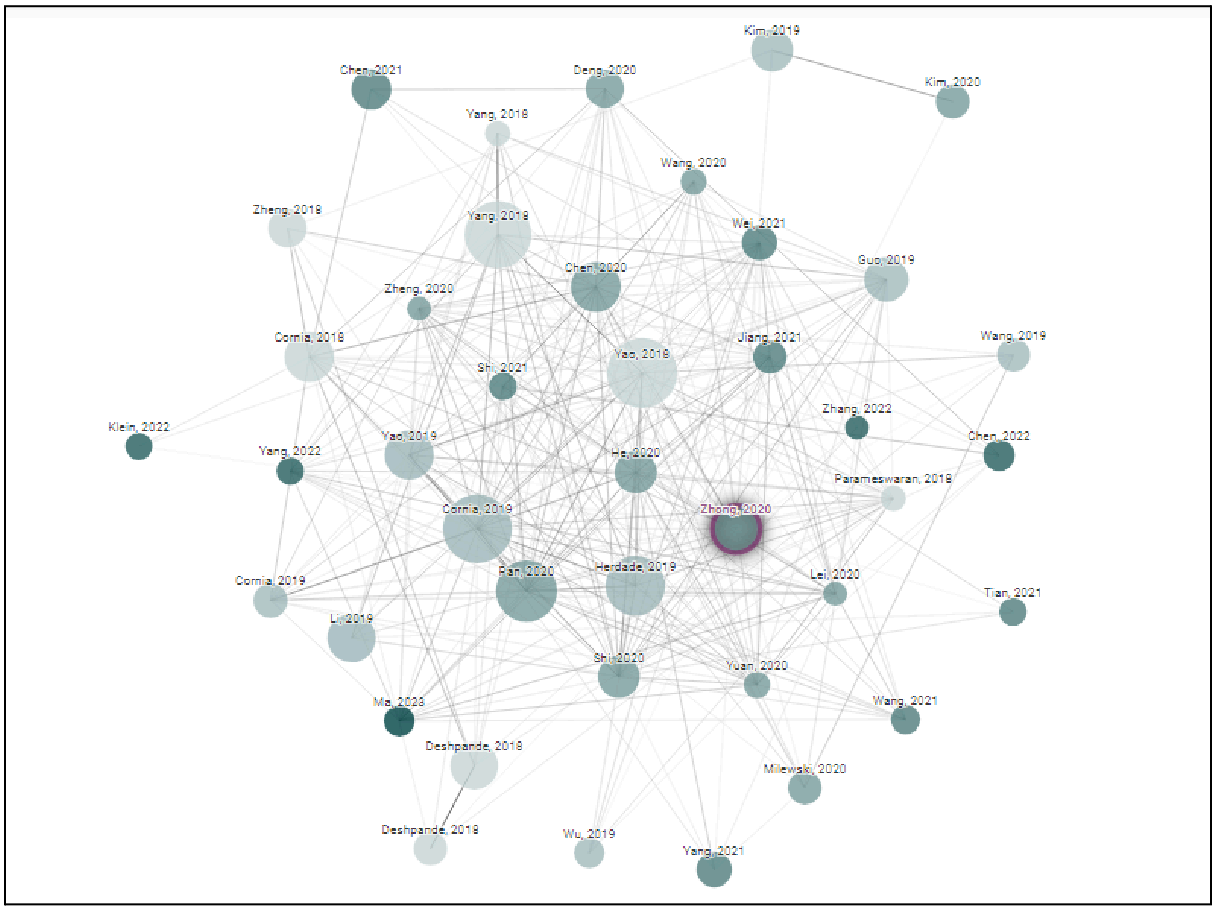


Fig 2.1: Various contributions of authors towards image captioning

2.5 Proposed Methodology for Anchor-Based Scene Graph Decomposition

The proposed research seeks to integrate anchor-based methods into scene graph decomposition for image captioning. By using anchors as primary reference points in constructing scene graphs, the model can focus on key objects and their relationships, achieving computational efficiency without compromising accuracy. Graph neural networks will model object relationships and refine scene graphs, enhancing contextual awareness and relational accuracy in caption generation.

This research builds on foundational work in scene graph decomposition, introducing anchor-based methods to improve both efficiency and effectiveness. Additionally, guidance mechanisms inspired by text generation models will be employed, estimating both conditional and unconditional probabilities during caption generation. This approach aims to balance fluency and coherence with the need for specific and informative captions. The proposed model’s effectiveness will be evaluated using standard metrics, such as BLEU, CIDEr, and METEOR, alongside reference-free metrics like CLIPScore. These evaluations will assess the model's ability to generate accurate and diverse captions across various image domains.

Chapter 3
Problem Statement

3.1 Project Scope

This project focuses on enhancing image captioning by leveraging anchor-based scene graph decomposition. The method constructs structured scene graphs using anchor points and then refines their representations through graph neural networks. The scope includes:

- Utilizing scene graph-based hierarchical representations to improve the quality of generated captions.
- Enabling captions to reflect the compositional relationships between objects.
- Evaluating the approach on MS-COCO dataset for diversity, accuracy, and controllability.
- Integrating a Sub Graph Proposal Network (SGPN) module to generate more contextually relevant subgraphs, enhancing object and relationship detection.
- Implementing performance metrics such as BLEU, METEOR, and CIDEr to comprehensively evaluate caption quality and ensure robustness across various scenes and contexts.

3.2 Project Assumptions

1. High-quality datasets (e.g., COCO) are available and preprocessed for training.
2. Object detection models like Faster R-CNN provide reliable initial object and relationship detections.
3. Ground-truth captions align with objects and relationships in the scene graphs for training and evaluation.
4. The GPU infrastructure (NVIDIA RTX 3060) will consistently support high-performance training without significant downtimes or resource bottlenecks.
5. Data annotations and labels in the dataset are accurate, ensuring meaningful model evaluation and performance benchmarking.

3.3 Project Limitations

1. The model's performance depends on the accuracy of object detection and scene graph generation.
2. Computational complexity may increase with the size of the scene graph and the number of subgraphs generated.
3. Limited generalization to unseen datasets or domain-specific applications requiring additional fine-tuning.
4. The quality of generated captions may degrade when dealing with highly cluttered or ambiguous images due to overlapping object relationships.
5. The reliance on annotated datasets (like COCO) limits the model's performance in low-resource or real-world scenarios with incomplete or noisy data.

3.4 Project Objectives

- Studying and Analyzing the front techniques used for image captioning.
- Develop a robust model that integrates anchor-based decomposition into scene graph processing.
- Improve caption diversity and quality compared to existing state-of-the-art methods.
- Development of the GPN model to generate caption for image and text present in the image.
- Achieve grounding of captions with image regions for contextual accuracy.
- Enable controllable caption generation by selecting specific subgraphs.
- Establish benchmarks on captioning datasets using standard metrics such as BLEU, CIDEr, and SPIC

Chapter 4

Project Requirements

4.1 Resources:

- Datasets: COCO
- Pre-trained Models: Faster R-CNN, GloVe embeddings
- Computational Resources: GPUs for training deep learning models

Human Resources:

Our team, comprising four dedicated members, has collaborated seamlessly throughout the project to ensure its successful completion. Each team member has contributed their expertise and skills in their respective areas of specialization. Additionally, we were fortunate to receive invaluable support and guidance from Mrs. Sheetal Girase, a renowned expert from MIT World Peace University. Her expertise and insights significantly contributed to the successful completion of the project.

Reusable Software Components:

1. Scene Graph Decomposition: Subgraph sampling based on anchor detection.
2. Caption Generation: Attention-based LSTM modules for language modeling.
3. Metrics Evaluation: CIDEr, BLEU, and SPICE implementation for performance assessment.

Software & Hardware Requirements:

- Software:
    1. Python: The primary programming language for implementing the computer vision system and training deep learning models. We have used Python 3.11.8 for our Project.
    2. PyTorch: PyTorch for building and training neural networks.
       PyTorch version 2.2.1 was used for Deep Learning Model Implementation
    3. Development Environment: Integrated Development Environment (IDE) such as Jupyter Notebook and VSCode for coding and experimentation.
    4. Version Control: Git for managing source code versioning and collaboration

among team members.

5. Scikit-learn: Essential for implementing machine learning pipelines, data preprocessing, and evaluation metrics.
6. NumPy: Used for efficient array manipulations, mathematical computations, and data preprocessing.

- Hardware:
  1. GPU: NVIDIA RTX 3060 for accelerating model training and inference.
  2. RAM:16GB to handle large datasets and facilitate smooth training processes.
  3. Storage: 1TB for storing datasets, models, and project files.
  4. CPU: Intel i5 (or higher) to support computation-intensive tasks and manage parallel processing efficiently.

4.2 Requirements Rationale:

Requirement	Rationale
High-quality datasets	Ensures diverse training samples for robust caption generation.
Pre-trained object detection models	Reduces computational overhead and improves detection accuracy.
Python - 3.11.8	Python serves as the primary programming language for implementing the computer vision system and training deep learning models, providing a rich ecosystem of libraries and tools.
Deep Learning Frameworks - PyTorch - 2.2.1	Used to build a powerful deep learning framework used for building and training neural networks and is used in the project for that purpose.
GPUs	Speeds up training for graph neural networks and captioning models. NVIDIA GPUs are widely supported

	by deep learning frameworks like PyTorch.
Minimum 16GB RAM	Sufficient RAM is essential for loading and processing large datasets, storing model parameters, and handling intermediate computations during training.
Multi-core CPU with high clock speeds	A powerful CPU is necessary for managing data preprocessing tasks, orchestrating training pipelines, and handling system-level operations.

Table 4.1: Requirements Rationale

4.3 Risk Management:

Risk Factor	**Impact**	**Probability**	**Risk Level**	**Mitigation Strategies**
Dataset Bias	High	Medium	High	Use diverse datasets for training.
Scene Graph Decomposition Errors	Medium	High	High	Incorporate data augmentation and redundancy in subgraphs.
Computational Resource Limits	High	Medium	High	Optimize models and leverage cloud computing resources.
Overfitting to Training Data	Medium	Medium	Medium	Use cross-validation and regularization techniques.

Table 4.2: Risk Management

The table above (Table 4.2) shows the risk factor involved in the project and necessary actions and strategies taken to resolve it.

Chapter 5

System Design

5.1 Design Consideration

1. **Scalability:** The system should handle large datasets such as MS-COCO efficiently.
2. **Modularity:** Individual components (scene graph generation, subgraph decomposition, caption generation) should be independent for easy debugging and updates.
3. **Accuracy:** Emphasis on generating captions that are contextually accurate and diverse.
4. **Efficiency:** Optimized algorithms for subgraph selection to minimize computational overhead.
5. **User Controllability:** Enable user-defined configurations for generating captions by selecting specific subgraphs.

5.2 Assumption and Dependencies

1. **Assumptions:**
   - The dataset is clean and annotated with sufficient quality for scene graph and caption generation.
   - External libraries like PyTorch and GloVe embeddings are functional and compatible with the system.
2. **Dependencies:**
   - **Hardware Dependency:** Requires high-performance GPUs.
   - **Software Dependency:** Dependent on Python libraries (PyTorch, NumPy, Scikit-learn) for implementation.
   - **Third-party Models:** Utilizes pre-trained object detection models like Faster R-CNN.

5.3 General Constraints

1. **Memory and Storage:** High memory usage during scene graph processing and subgraph decomposition.
2. **Time Complexity:** Decoding captions from multiple subgraphs may introduce latency.
3. **Dataset Limitation:** Biases in datasets could affect model generalization.
4. **Error Propagation:** Errors in scene graph generation propagate through the captioning pipeline.

5.4 Block Diagram of the system

The figure 5.1 outlines the structure of an image captioning system that uses an approach involving scene graph breakdowns, focusing on subgraphs to enhance the quality of the captions.

1. Input Image:

The process begins with a visual image, which provides the system's raw data.

2. Object Detection:

The image is analyzed to detect objects and their relationships. A detection network identifies key elements and their connections within the scene. This step creates a structured map (scene graph) showing how the objects relate to each other.

3. Subgraph Analysis:

The scene graph is divided into smaller, more manageable sections (subgraphs). These sections are ranked by their importance, ensuring the most relevant ones are prioritized for further processing.

4. Caption Generation:

The selected subgraphs are then converted into text. A processing module generates descriptive captions that accurately reflect the relationships and structure within the image.

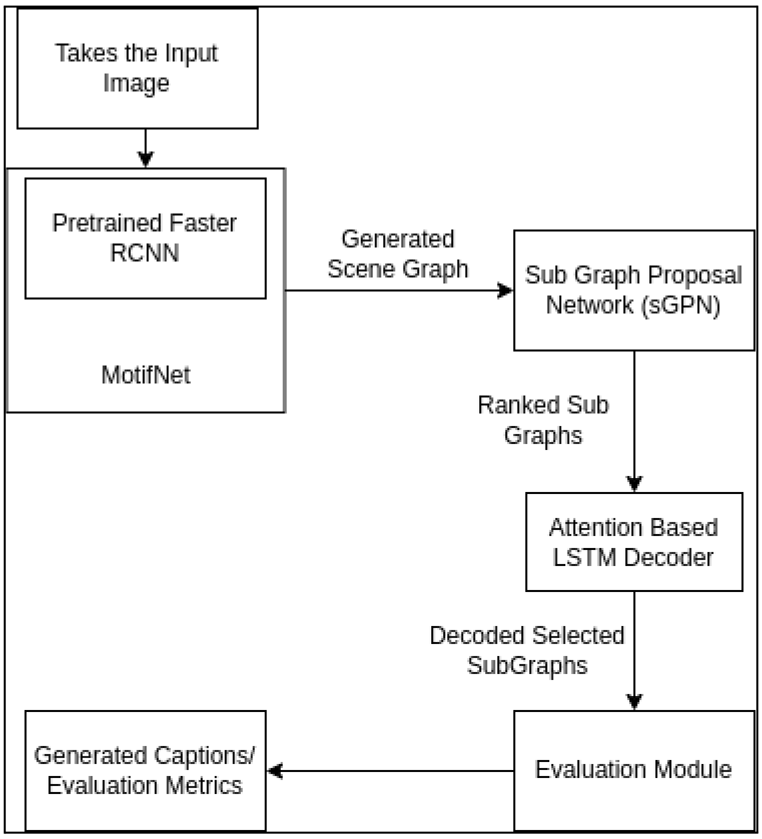
5. Quality Evaluation:

The generated captions are reviewed to check their accuracy and relevance. Various performance measures ensure the descriptions align well with the actual content of the image.

6. Final Output:

The system produces the final captions along with evaluation results. These assessments check for factors like accuracy, diversity, and coherence, ensuring the captions provide meaningful descriptions of the image.

This structured approach improves the overall quality of the captions by focusing on key relationships within the image, leading to a more detailed and accurate description of the visual content.



Takes the Input Image
Pretrained Faster RCNN
MotifNet
Generated Scene Graph
Sub Graph Proposal Network (sGPN)
Ranked Sub Graphs
Attention Based LSTM Decoder
Decoded Selected SubGraphs
Evaluation Module
Generated Captions/ Evaluation Metrics

Fig 5.1: Block Diagram of Graph Proposal Network

5.5 System Architecture

1. **Input:** High-quality images (e.g., COCO dataset).
2. **Processing Pipeline:**
   - **Scene Graph Generation:** Extract objects and their relationships.
   - **Subgraph Decomposition:** Identify smaller, semantically meaningful subgraphs.
   - **Caption Generation:** Use attention-based LSTM models to decode subgraphs into captions.
3. **Output:** Captions that are accurate, diverse, and contextually relevant.

5.6 Modules of the Project

1. Scene Graph Generator:
   - Uses Faster R-CNN to detect objects and relationships.
2. Subgraph Proposal Network (sGPN):
   - Samples subgraphs and ranks them based on relevance.
3. Caption Generator:
   - Decodes subgraphs into captions using an attention-based LSTM.
4. Evaluation Module:
   - Computes metrics such as BLEU, CIDEr, and SPICE for assessing performance.

5.7 Low-Level Design

1. Scene Graph Generation:
   - Inputs raw images to an object detector and constructs a graph with objects as nodes and relationships as edges.
2. Subgraph Sampling:
   - Applies neighbor sampling techniques to identify meaningful subgraphs.
3. Caption Decoding:
   - Combines visual and textual features with attention mechanisms to generate descriptive captions.

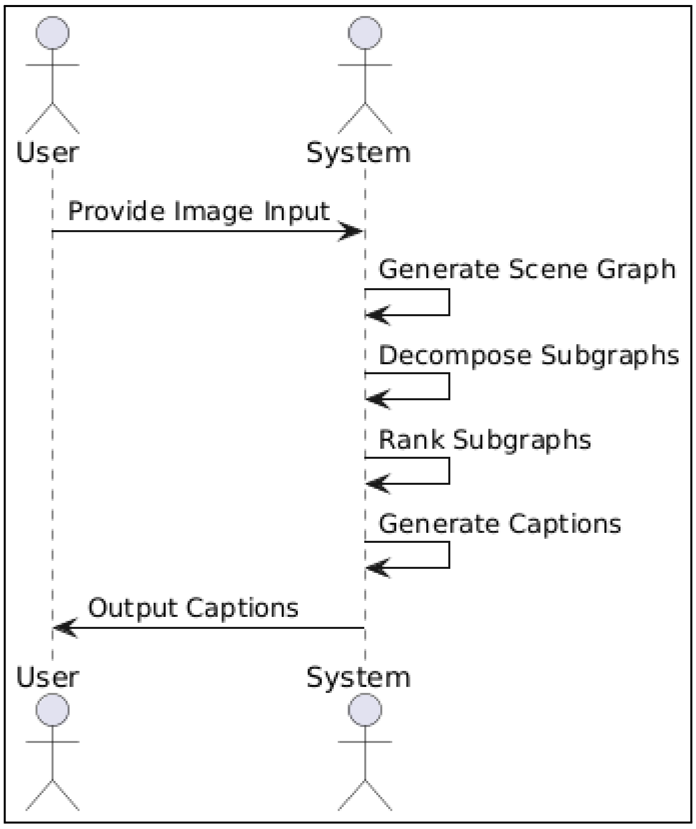


Fig 5.2: Use Case Diagram of Image Captioning System (GPN)

The Use Case Diagram (Fig 5.2) illustrates how a user interacts with the system during the image captioning process. The process begins when the user provides an image. Upon receiving the image, the system creates a structured map showing relationships between objects in the scene. This map is then broken down into smaller, detailed sections for closer analysis. These sections are ranked by importance and relevance. Using this information, the system generates detailed captions that describe the image. Finally, the system presents these captions to the user. The diagram emphasizes the user's role in starting the process and receiving the results, while the system handles the detailed steps of analyzing the image and creating meaningful descriptions.

The Activity Diagram (Fig 5.3) outlines the step-by-step process for image captioning. It starts when the input image is fed into the system. The first task is to create a structured scene graph from the image. Next, a decision point checks if this scene graph was successfully generated. If not, the system manages errors by retrying or alerting the user. If successful, the process continues by breaking down the scene graph into smaller subgraphs. These subgraphs are ranked based on their relevance. The ranked subgraphs are then processed to generate meaningful captions. Finally, the captions are evaluated to ensure they meet quality and relevance standards. This diagram clearly shows the sequence of activities, including decision points, providing a clear view of how the system operates from start to finish.

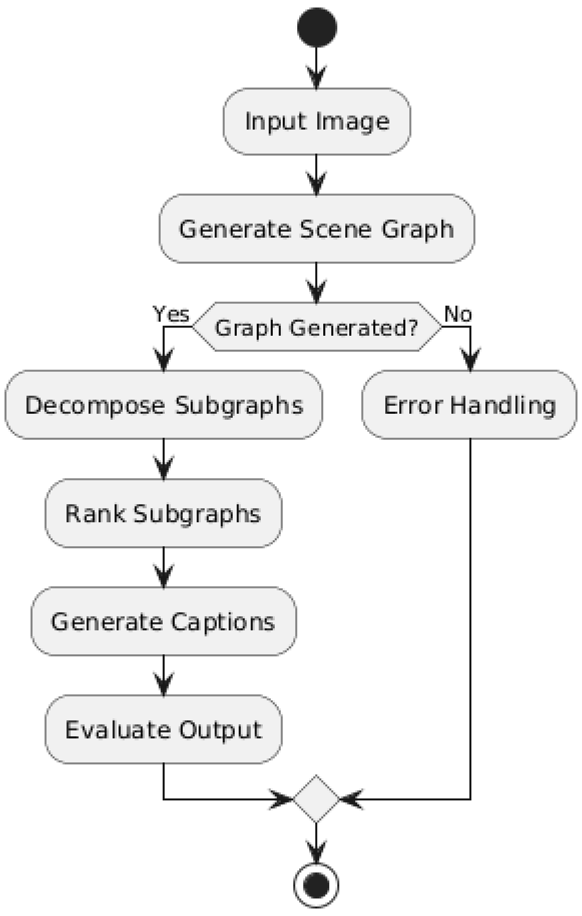


Fig 5.3 Activity Diagram of sGPN Model

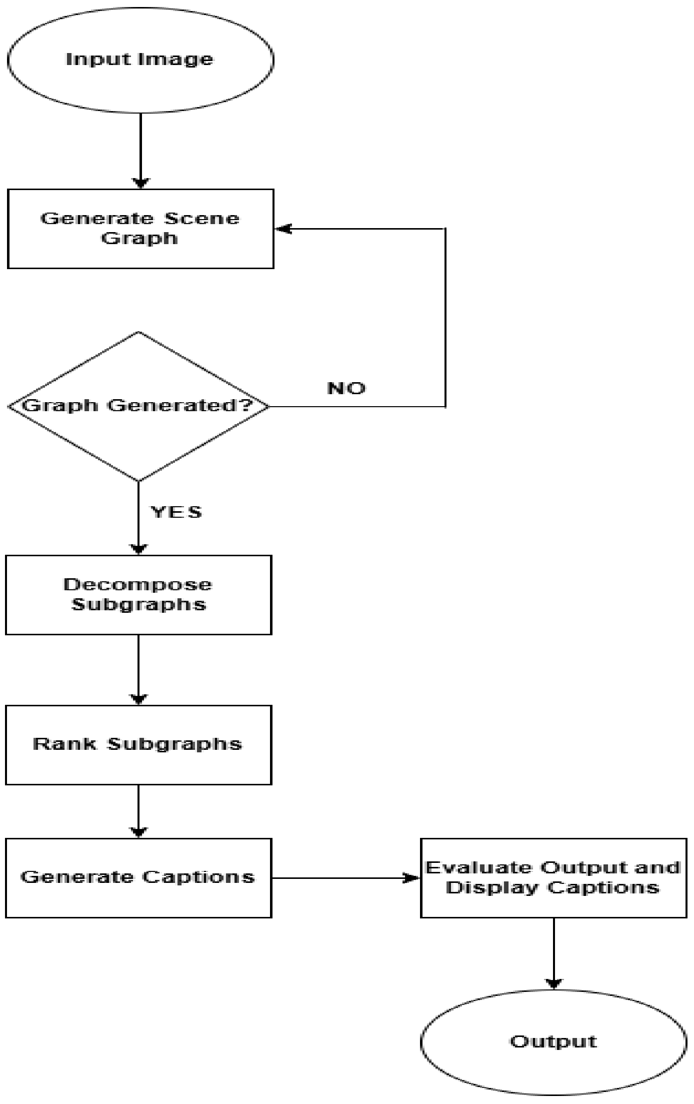


Fig 5.4 Flow Diagram of Graph Proposal Network

The flow diagram (Fig 5.4) explains how captions are generated from an input image. First, the system processes the image to create a scene graph, which maps out the objects and their relationships. If the graph isn't successfully created, the process restarts. Once the scene graph is generated, it's broken down into smaller, meaningful sections (subgraphs). These subgraphs are ranked based on their importance. The system then uses these ranked subgraphs to create descriptive captions for the image. Finally, the captions are checked for accuracy and relevance before being presented as output. This process is commonly used in applications involving visual understanding and automated image captioning.

Chapter 6
Project Plan

The project timeline, shown in Figure 6.1, presents a structured plan for developing an image captioning system using scene graph decomposition. The schedule is organized into weekly phases, starting in August and ending in early November.

- August Week 1:
  The project kicks off with selecting the topic, focusing on building an image captioning system based on scene graphs.
- August Week 2:
  A detailed requirements analysis defines the project's objectives, scope, and needed resources.
- August Week 3:
  A feasibility review assesses whether the project is achievable, considering technical and resource constraints.
- August Week 4:
  The system design phase begins, outlining the overall architecture, key components, and data flow.
- September Week 1:
  The implementation phase starts, laying the groundwork for coding activities.
- September Weeks 2-3:
  Development focuses on the Sub Graph Proposal Network module, which handles extracting and selecting subgraphs.
- September Week 4:
  Coding for the Scene Graph Generation module begins, enabling the system to create scene graphs from images.
- October Weeks 1-2:
  The captioning module is developed, which generates textual descriptions from the processed subgraphs.
- October Weeks 3-4:

Unit and system testing are conducted to ensure that each module works correctly and integrates seamlessly.

- November Weeks 1-2:

  The project wraps up with the preparation of final reports and documentation.

This timeline provides a clear roadmap of activities and milestones, ensuring a structured and organized development process.

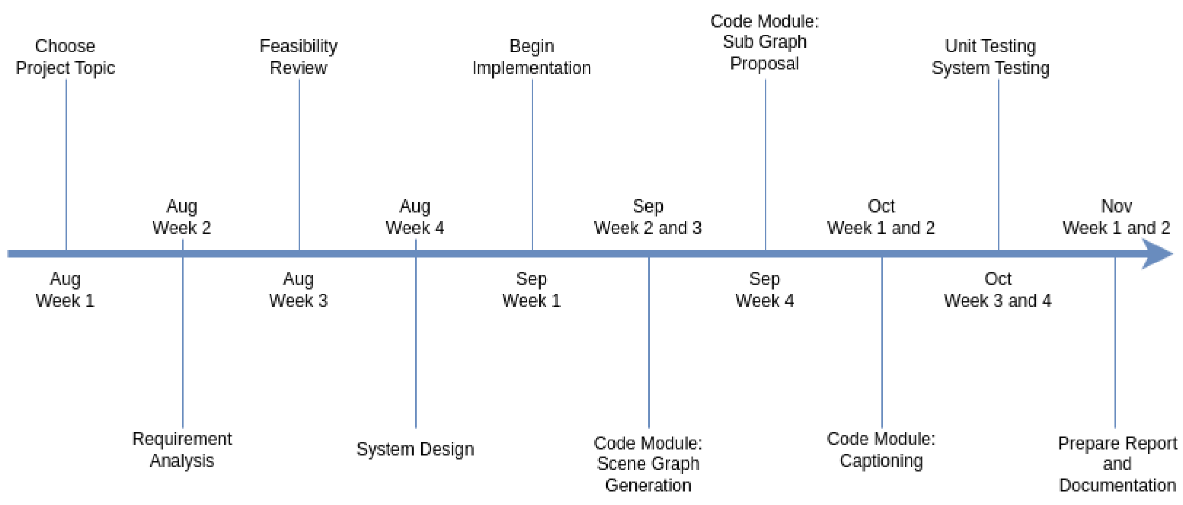


Fig 6.1: Project Timeline Diagram

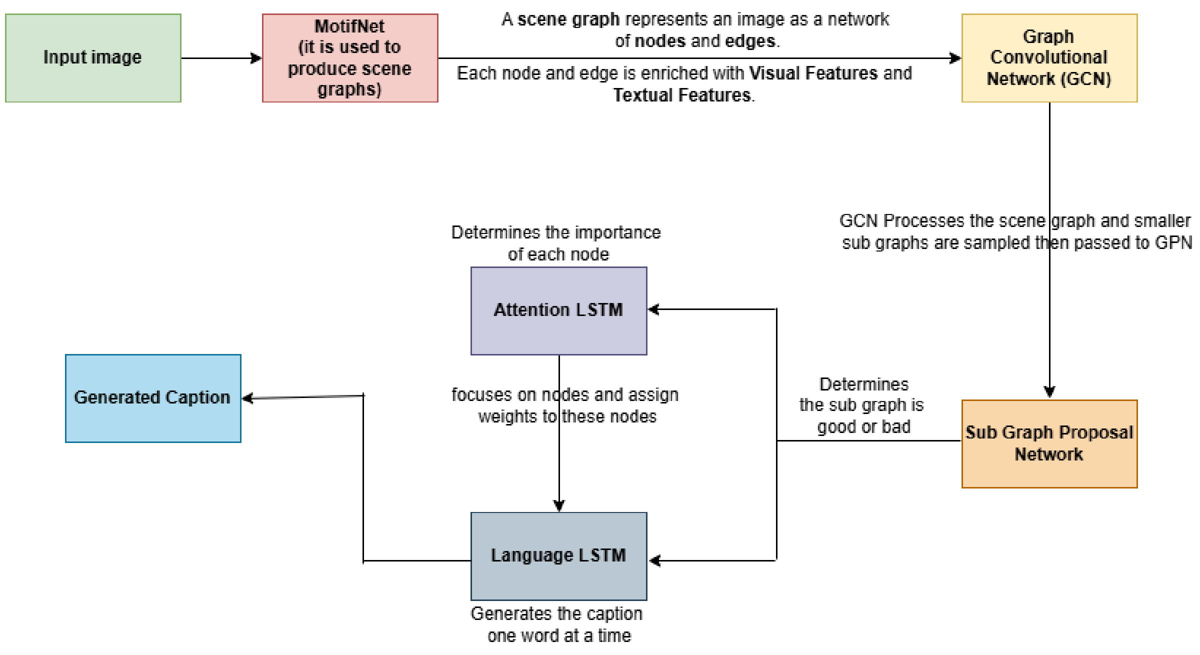
The requirement analysis and feasibility review phases reflect our collective efforts in understanding project needs and constraints. During system design, we collaborated on architecture decisions, ensuring all modules—Sub Graph Proposal Network, Scene Graph Generation, and Captioning—integrate seamlessly. Implementation phases emphasize our division of labor, with members assigned clear module responsibilities. This modular approach facilitated parallel development, accelerating progress while maintaining individual accountability. Unit and system testing phases allowed us to cross-validate each other's work, ensuring robust performance. Finally, the report preparation and documentation stage consolidated our insights and contributions, highlighting group learning and shared ownership of results. This structured approach strengthened our teamwork and project coherence.

Chapter 7

Implementation

Understanding the complexities of generating accurate and contextually rich captions for images has been a longstanding challenge in the field of computer vision and natural language processing. This project aims to address this challenge by leveraging an anchor-based scene graph decomposition technique to improve the quality of generated captions. The methodology outlined in this section will describe the key steps taken, including data preprocessing, model selection, and the specific approaches used to decompose and rank subgraphs within the scene graph.

7.1 Methodology



Input image
MotifNet (it is used to produce scene graphs)
A scene graph represents an image as a network of nodes and edges.
Each node and edge is enriched with Visual Features and Textual Features.
Graph Convolutional Network (GCN)
GCN Processes the scene graph and smaller sub graphs are sampled then passed to GPN
Sub Graph Proposal Network
Determines the sub graph is good or bad
Determines the importance of each node
Attention LSTM
focuses on nodes and assign weights to these nodes
Language LSTM
Generates the caption one word at a time
Generated Caption

Fig 7.1: Methodology to implement Graph Proposal Network

7.1.1 Data Collection

Download the coco dataset which contains 1,23,287 Files with size of 48.1gb of data. The split has 118,287/4,000/1,000 images for the train/val/test set, with 5 human labeled captions per image. We train the model on the train set and report the results on the val set. The dataset is passed to faster R-CNN with ResNet 101 for object detection.This acts as an initial step for the implementation of the project.

7.1.2 Scene Graph Detection and Decomposition

Our model subsequently applies the MotifNet (Fig 7.1) to an image to extract a scene graph. The MotifNet instantiates LSTMs on top of object detector outputs and outputs a scene graph whose nodes represent common objects, or nouns, and whose edges represent relationships between pairs of objects, or predicates. In other words, the graph is specified by a set of triplets, e.g., kid playing ball. We use neighbor sampling to further sample sub-graphs from the scene graph. Concretely, we first randomly select a set of seed nodes from the graph. The immediate neighbors of the seed nodes and the edges in-between define a sampled sub-graph. Identical sub-graphs are removed in order to obtain the final set of sub-graphs, which covers the potential scene components in the input image.

7.1.3 Sub-graph Proposal Network

Next, identify meaningful sub-graphs likely to capture major scene components in the image. Concretely, our model first fuses visual and text features on the scene graph G, then integrates contextual information and relation via the graph convolutional network (Fig: 7.1), and learns a score function for ranking sub-graphs. Given a directed scene graph, we enhance its nodes and edges with both visual and text features. For a node, we consider both its visual feature extracted from the image regions and word embedding of its noun label. We denote the visual features as V and text features as T.

7.1.4 Decoding Sentences from Sub-graphs

This is followed by the generation of a target sentence with features from any one selected sub-graph. We adapt an attention-based LSTM for sub-graph decoding (Fig: 7.1). The model couples an attention LSTM with a language LSTM, where for each subgraph node, an importance score is given by the attention LSTM that further feeds the language LSTM in generating the tokens. Our approach takes as input a scene graph extracted from an image and decomposes the graph into a set of subgraphs. We propose a subgraph proposal network, sGPN, which learns to identify the meaningful subgraphs. Those subgraphs are then decoded by an attention-based LSTM for sentence generation and grounding sentence tokens on subgraph nodes—equivalently, image regions. Besides allowing for accurate, diverse, and grounded image captioning, our model is controllable.

7.1.5 Models used and inference

- **Sub-GC mRNN (Subset Graph Composition with mRNN architecture)**: Utilizes scene graph decomposition on subsets of an image's scene graph to generate captions. This approach breaks down the graph into smaller, semantically rich components.Based on the **mRNN (Multimodal Recurrent Neural Network)**, which integrates image features with textual data to produce meaningful captions.Combines the structured information from scene graphs with a focus on specific regions or subsets of the image's graph. Likely leverages region proposals (e.g., via Faster R-CNN) and semantic segmentation to identify objects, attributes, and relationships.

  Key Strengths: Decomposing large scene graphs into meaningful subsets improves the coherence of captions. Subset-based methods often reduce noise in the captioning process caused by irrelevant objects.

- Full-GC (Full Graph Composition):Directly processes the entire scene graph without decomposition, attempting to leverage the global structure of the image's scene graph. Likely incorporates graph neural networks (GNNs) or similar methods to process the entire graph and extract global relationships. Integrates visual features from the COCO dataset (Karpathy split) with relational information from the entire graph. May involve RNN or transformer-based architectures for caption generation.
  Key Strengths: Exploits the complete scene graph, potentially capturing all relationships in the image. Effective for images where relationships between all objects and their global context are crucial for accurate captions.

7.2 Algorithm

Below is the set of Algorithms detailed with the task done . This specifies the specification of the code initialized with all the libraries used and makes the code implement successfully.

7.2.1 Algorithm for Training a Neural Network with Checkpointing and Validation[Algorithm for train.py]

Step 1: Environment and Dependencies Setup

1. Import the necessary libraries
2. Use a torch for model training and deep learning operations.
3. Use numpy for numerical computations and random for randomization.
4. Import visualization tools like TensorBoard for monitoring metrics.
5. Set reproducibility:
6. Fix random seeds for PyTorch, NumPy, and Python using torch.manual_seed(seed), numpy.random.seed(seed), and random.seed(seed).
7. Configure GPU acceleration:
8. Check for GPU availability using torch.cuda.is_available().
9. Set the computation device: device = torch.device("cuda" if torch.cuda.is_available() else "cpu").

Step 2: Initialize Data Loaders

1. Define dataset and preprocessing pipelines:
2. Load training and validation datasets using PyTorch Dataset and DataLoader.
3. Apply transformations such as resizing, normalization, and data augmentation as necessary.
4. Configure DataLoader parameters:
5. Set batch size for training and validation.
6. Enable shuffling for the training dataset to improve generalization.
7. Use multi-threaded data loading with num_workers for efficiency.

Step 3: Model Initialization

1. Define the model architecture:
2. Build the model class by subclassing torch.nn.Module.
3. Add layers, activation functions, and dropout for regularization.
4. Transfer the model to the computation device:
5. Use model.to(device) to ensure GPU acceleration, if available.
6. Optionally enable multi-GPU training:
7. Wrap the model using torch.nn.DataParallel(model) for distributed processing.

Step 4: Configure Training Parameters

1. Define the loss function:
2. Choose an appropriate loss function, such as CrossEntropyLoss for classification tasks or

MeanSquaredError for regression.

3. Select an optimizer:
4. Use optimizers like Adam, SGD, or RMSProp based on the problem requirements.
5. Example: optimizer = torch.optim.Adam(model.parameters(), lr=learning_rate).
6. Set the learning rate scheduler:
7. Use a scheduler to adjust the learning rate dynamically during training, e.g., torch.optim.lr_scheduler.StepLR.
8. Configure gradient clipping:
9. Define a maximum gradient norm for stable training, e.g., torch.nn.utils.clip_grad_norm_.

Step 5: Load Checkpoint

1. Check if a checkpoint file exists:
2. Use os.path.exists(checkpoint_path) to verify.
3. Load model parameters:
4. Load the saved model state using model.load_state_dict(torch.load(checkpoint_path)).
5. Restore optimizer state:
6. Resume training by loading optimizer parameters with optimizer.load_state_dict.
7. Retrieve training metadata:
8. Extract variables like the last epoch, iteration count, and best validation score.

Step 6: Training Loop

1. Outer Loop: Iterate Over Epochs
   - Define the number of epochs to train.
2. Inner Loop: Iterate Over Batches
   - Load a batch of data: inputs, targets = next(iter(train_loader)).
   - Transfer data to the computation device: inputs, targets = inputs.to(device), targets.to(device).
3. Forward Pass:
   - Pass inputs through the model to compute predictions: outputs = model(inputs).
   - Calculate loss using the predefined criterion: loss = loss_function(outputs, targets).
4. Backward Pass:
   - Zero out previous gradients using optimizer.zero_grad().
   - Compute gradients via loss.backward().
   - Apply gradient clipping if needed: torch.nn.utils.clip_grad_norm_(model.parameters(), max_norm).

    - Update model parameters: optimizer.step().
5. Log Training Metrics:
    - Print loss and learning rate for each batch.
    - Write metrics to TensorBoard using writer.add_scalar.

Step 7: Validation

1. Set the model to evaluation mode:
    - Disable dropout and batch normalization layers using model.eval().
2. Iterate over the validation dataset:
    - Perform a forward pass without gradient computation using torch.no_grad().
    - Compute validation loss and metrics.
3. Log validation metrics:
    - Print metrics like accuracy and F1 score for tracking performance.

Step 8: Save Checkpoints

1. Define a saving interval:
    - Save model weights and optimizer states after every epoch or upon achieving a new best validation score.
2. Save metadata:
    - Include training progress, model state, optimizer state, and the validation metric for resuming training.

Step 9: Monitor and Visualize

1. Use TensorBoard:
    - Track losses, accuracy, and learning rates during training.
2. Implement early stopping:
    - Stop training if the validation loss does not improve for a set number of epochs.
3. Log the final model performance:
    - Record metrics like test accuracy and confusion matrix after training completes.

Step 10: Testing (To be implemented)

1. Load the best model:
    - Load the weights from the checkpoint with the best validation score.
2. Evaluate on the test dataset:
    - Compute metrics such as precision, recall, and overall accuracy.
    -

7.2.2 Algorithm for Model Evaluation and Hyperparameter Configuration

Step 1: Import Libraries and Initialize Environment

1. Start by importing essential libraries:
    - For general-purpose utilities: json, numpy, random, time, and os.
    - For deep learning and GPU operations: torch.
    - For any custom modules required for evaluation or data processing.
2. Set a random seed (SEED) to ensure reproducibility:
    - Apply the seed to numpy, random, and torch.
3. Configure the CUDA backend if using a GPU:
    - Enable deterministic behavior by setting torch.backends.cudnn.deterministic = True.
    - Disable the benchmark feature (torch.backends.cudnn.benchmark = False) to ensure consistent behavior during evaluation.

Step 2: Parse Input Arguments

1. Define an argument parser to handle user inputs:
2. Specify paths for required files:
    - i. Model file: Path to the pre-trained model's weights.
    - ii. Infos file: Path to metadata and configuration files.
    - iii. Dataset: Path to the evaluation dataset.
    - iv. Labels: Optional, path to ground truth captions or labels for evaluation.
3. Configure model-specific parameters:
    - i. Batch size: Number of samples to process in one forward pass (default: 16).
    - ii. Beam size: Number of beams for beam search decoding (default: 1).
    - iii. Max caption length: Limit on the number of words in generated captions.
    - iv. Sampling temperature: Controls randomness in sampling methods.
    - v. CNN type: Specify the backbone CNN architecture (e.g., ResNet101).
4. Add options for advanced configurations:
    - a. Dump predictions: Option to save predicted captions as a JSON file.
    - b. Dump images: Save generated images (if applicable) with captions overlaid.
    - c. Language evaluation: Boolean flag to enable or disable metric computation (e.g., BLEU, CIDEr).

Step 3: Load Infos File and Validate Configuration

1. Open the infos file and parse its contents:
    - a. Verify its structure and ensure it contains essential metadata, such as vocabulary size, model architecture, and training parameters.
2. Override or update parameters from the infos file:

    a. Cross-check the batch size, maximum caption length, and other hyperparameters.
    b. If certain arguments are missing from the input, use defaults or values from the infos file.

Step 4: Load Pre-Trained Model

1. Load the pre-trained model using the specified checkpoint:
    a. Validate the path and ensure the file exists.
    b. If using a GPU, move the model to the GPU device using model.to('cuda').
    c. Switch the model to evaluation mode with model.eval().
2. If the evaluation does not require model inference (e.g., only comparing saved predictions), skip loading the model.

Step 5: Initialize Criterion for Evaluation

1. Set up the evaluation criterion:
    a. Use metrics such as cross-entropy loss or custom loss functions for evaluation.
    b. Initialize any additional components required for evaluation, like language evaluation metrics or attention visualization.

Step 6: Create and Configure Data Loader

1. Import the appropriate data loader class based on the evaluation type:
    a. For captioning tasks, use a loader that processes images and captions.
    b. If evaluating on new images, configure the loader to accept a folder path for image files.
2. Assign vocabulary or label mapping from the infos file to the data loader.
3. Ensure the data loader is configured with:
    a. **Batch size**: Matches the input configuration.
    b. **Shuffling**: Disabled to maintain order during evaluation.

Step 7: Perform Evaluation

1. Call the evaluation function with the following parameters:
    a. **Model**: The loaded pre-trained model.
    b. **Criterion**: The evaluation criterion initialized earlier.
    c. **Data loader**: The instance configured for evaluation.
    d. **Hyperparameters**: Beam size, sampling strategy, and max caption length.
2. Perform the following steps during evaluation:
    a. Iterate through the dataset batch by batch:
        i. Pass the input data (e.g., images) through the model to generate predictions.
        ii. Decode the predictions into captions using the vocabulary mapping.
    b. If language evaluation is enabled, compute metrics like BLEU, CIDEr, and METEOR for each batch.

Step 8: Save and Output Results

1. Save the evaluation results based on user configuration:
    a. Dump predicted captions into a JSON file for later analysis.
    b. If requested, overlay generated captions on the images and save them.
2. Log key performance metrics (e.g., BLEU score, runtime, number of evaluated samples) to the console or a file.

Step 9: Clean Up and Finalize

1. Free GPU memory and close any open files or resources:
    a. Use torch.cuda.empty_cache() if operating on a GPU.
2. Return the evaluation metrics to the user in a structured format (e.g., dictionary or JSON).

7.3 Dataset

COCO

COCO is a large-scale object detection, segmentation, and captioning dataset. It contains richly annotated images with detailed captions, objects, and scene contexts.The split has 118,287/4,000/1,000 images for train/val/test set, with 5 human labeled captions per image. We train the model on the train set and report the results on the val set.

COCO has several features:

i) Object segmentation

ii) Recognition in context

iii) Superpixel stuff segmentation

iv) 330K images (>200K labeled)

v) 1.5 million object instances

vi) 80 object categories

vii) 91 stuff categories

viii) 5 captions per image

Applications:

- Image captioning.
- Object detection and segmentation.
- Scene understanding tasks.

Use in Image Captioning:

Captions are descriptive, highlighting actions, objects, and their relationships (e.g., "A dog is playing with a ball in the park.").

The Karpathy split is a popular train/test/validation split for image captioning, with:

~113,000 training images.

5,000 validation images.

5,000 test images.

Advantages:

Diverse and Rich Data: Contains a variety of objects and scenes for robust training.

Benchmark: Widely used for evaluating image captioning models with metrics like BLEU, CIDEr, and SPICE

Chapter 8

Performance Evaluation

8.1 Accuracy Evaluation

Accuracy scores include BLEU, CIDEr, ROUGE-L, METEOR and SPICE

i) BLEU (Bilingual Evaluation Understudy)

Evaluates how many words or phrases from the predicted captions match the reference captions.

BLEU-n represents n-gram precision:

- BLEU-1: 0.772 → Unigram precision is high, meaning many individual words in the generated captions are correct.
- BLEU-2: 0.609 → Bigram precision is moderately good, indicating context consistency.
- BLEU-3: 0.462 → Trigram precision drops further.
- BLEU-4: 0.346 → Four-gram precision is lower, showing longer phrases often diverge from reference captions.
- BLEU generally favors short, highly precise matches but might penalize diversity.

$$\text{BLEU} = \text{BP} \times \exp\left(\sum_{n=1}^{N} w_n \log p_n\right)$$

ii) METEOR

Measures the harmonic mean of precision and recall, accounting for synonyms, stemming, and word order.

Score: 0.269 → Indicates average alignment between predicted and reference captions, emphasizing recall.

$$\text{METEOR} = F_{mean} \times (1 - \text{Penalty})$$

iii) ROUGE-L

Focuses on recall of the longest common subsequence (LCS) between predicted and reference captions.

Score: 0.561 → Shows moderate overlap of phrases or sentence structures.

$$\text{ROUGE-L} = \frac{(1+\beta^2) \times R_{lcs} \times P_{lcs}}{R_{lcs} + \beta^2 \times P_{lcs}}$$

iv) CIDEr (Consensus-based Image Description Evaluation)

Measures cosine similarity of tf-idf (term frequency-inverse document frequency) weighted n-grams.

Score: 1.144 → Indicates high relevance of predicted captions to the ground truth.

$$\text{CIDEr} = \frac{1}{M} \sum_{i=1}^{M} \sum_{n=1}^{4} w_n \times \text{TF-IDF}(c_i, n)$$

v) SPICE (Semantic Propositional Image Caption Evaluation)

Evaluates semantic content by comparing scene graphs derived from captions.

Score: 0.20 → Indicates reasonable for a Sub-GC model, as it is trained on COCO dataset without advanced tuning.

SPICE evaluates the accuracy of semantic scene graphs extracted from captions.

\text{SPICE} = \frac{\text{F1} \text{ Score on Scene Graph Triplets}}

8.2 Diversity Metrics

i) 1-gram and 2-gram Diversity

1-gram diversity: Measures unique unigrams (individual words) across a sample of sentences.

Random 20 sentences: 0.314 → Roughly 31.4% unique words.

Random 100 sentences: 0.309 → Similar diversity across a larger sample.

ii) 2-gram diversity: Measures unique bigrams (word pairs).

Random 20 sentences: 0.421 → Greater diversity when considering context (word pairs).

Random 100 sentences: 0.412 → Slightly lower but consistent diversity.

- **Distinct-1 (for unigrams):**

$$\text{Distinct-1} = \frac{\text{Number of Unique Unigrams in Generated Text}}{\text{Total Number of Unigrams in Generated Text}}$$

- **Distinct-2 (for bigrams):**

$$\text{Distinct-2} = \frac{\text{Number of Unique Bigrams in Generated Text}}{\text{Total Number of Bigrams in Generated Text}}$$

- **Distinct-n (for n-grams):**

$$\text{Distinct-n} = \frac{\text{Number of Unique n-grams in Generated Text}}{\text{Total Number of n-grams in Generated Text}}$$

Novel Captions:

iii) Counts unique, novel sentences not present in the reference dataset.

Random 20 sentences: 3681 → Large variety of sentences generated.

Random 100 sentences: 3647 → Consistent novel caption generation.

Distinct Captions:

iv) Measures the proportion of distinct sentences in the generated captions.

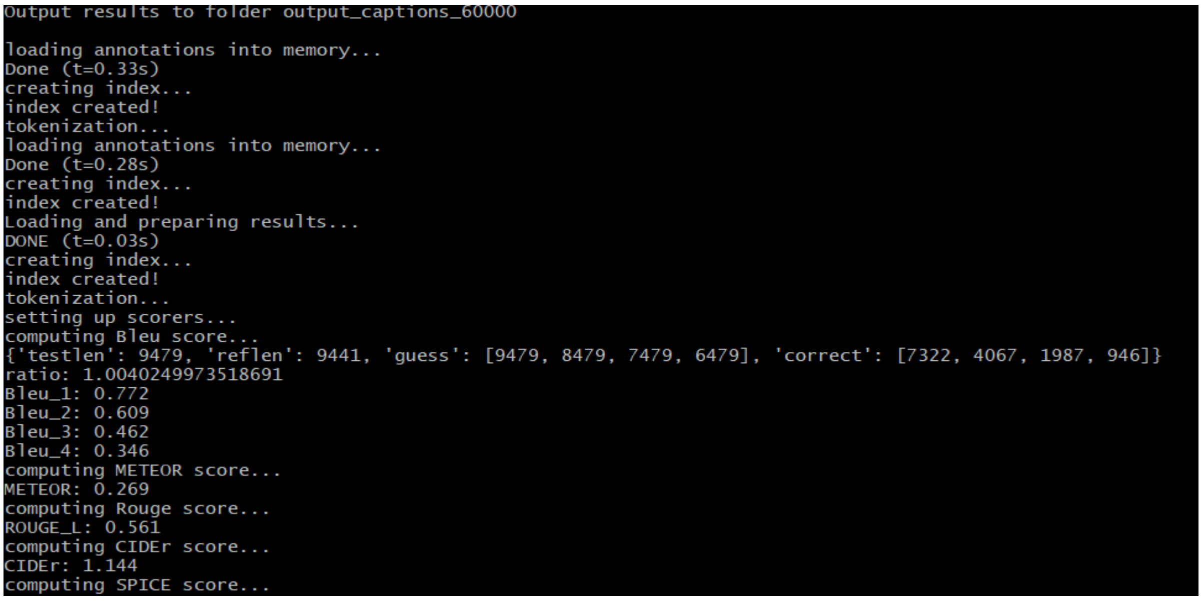
Random 20 sentences: 0.715 → 71.5% of sentences are unique.

Random 100 sentences: 0.658 → Diversity slightly drops with more samples but remains high.

8.3 mBLEU-4 (Modified BLEU)

Evaluates the overlap of n-grams between generated and reference captions. BLEU-4 specifically considers 4-gram matches, emphasizing longer phrase-level consistency (Fig 8.3).

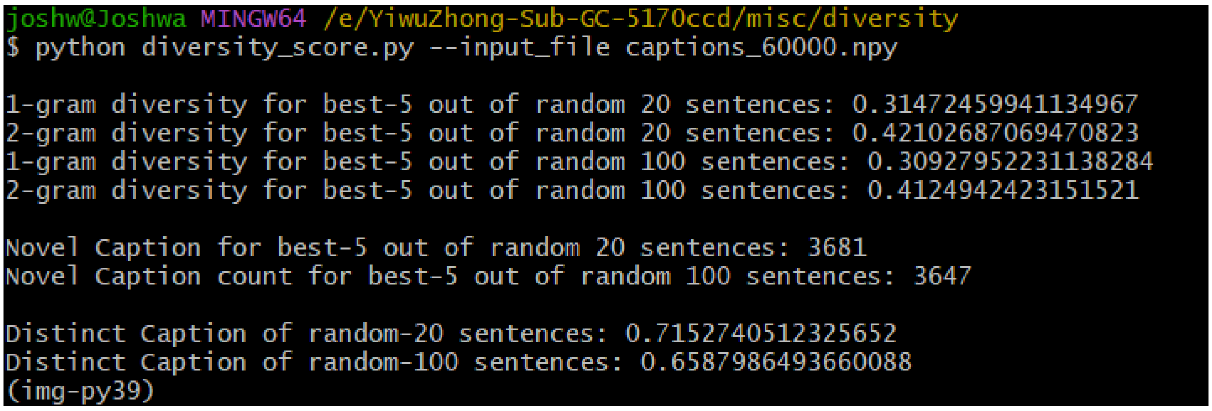
$$\text{mBLEU-4} = \text{BP} \times \exp\left(\sum_{n=1}^{4} w_n \log p_n\right)$$



```
Output results to folder output_captions_60000

loading annotations into memory...
Done (t=0.33s)
creating index...
index created!
tokenization...
loading annotations into memory...
Done (t=0.28s)
creating index...
index created!
Loading and preparing results...
DONE (t=0.03s)
creating index...
index created!
tokenization...
setting up scorers...
computing Bleu score...
{'testlen': 9479, 'reflen': 9441, 'guess': [9479, 8479, 7479, 6479], 'correct': [7322, 4067, 1987, 946]}
ratio: 1.0040249973518691
Bleu_1: 0.772
Bleu_2: 0.609
Bleu_3: 0.462
Bleu_4: 0.346
computing METEOR score...
METEOR: 0.269
computing Rouge score...
ROUGE_L: 0.561
computing CIDEr score...
CIDEr: 1.144
computing SPICE score...
```

Fig 8.1: Accuracy Evaluation of the model Sub GC



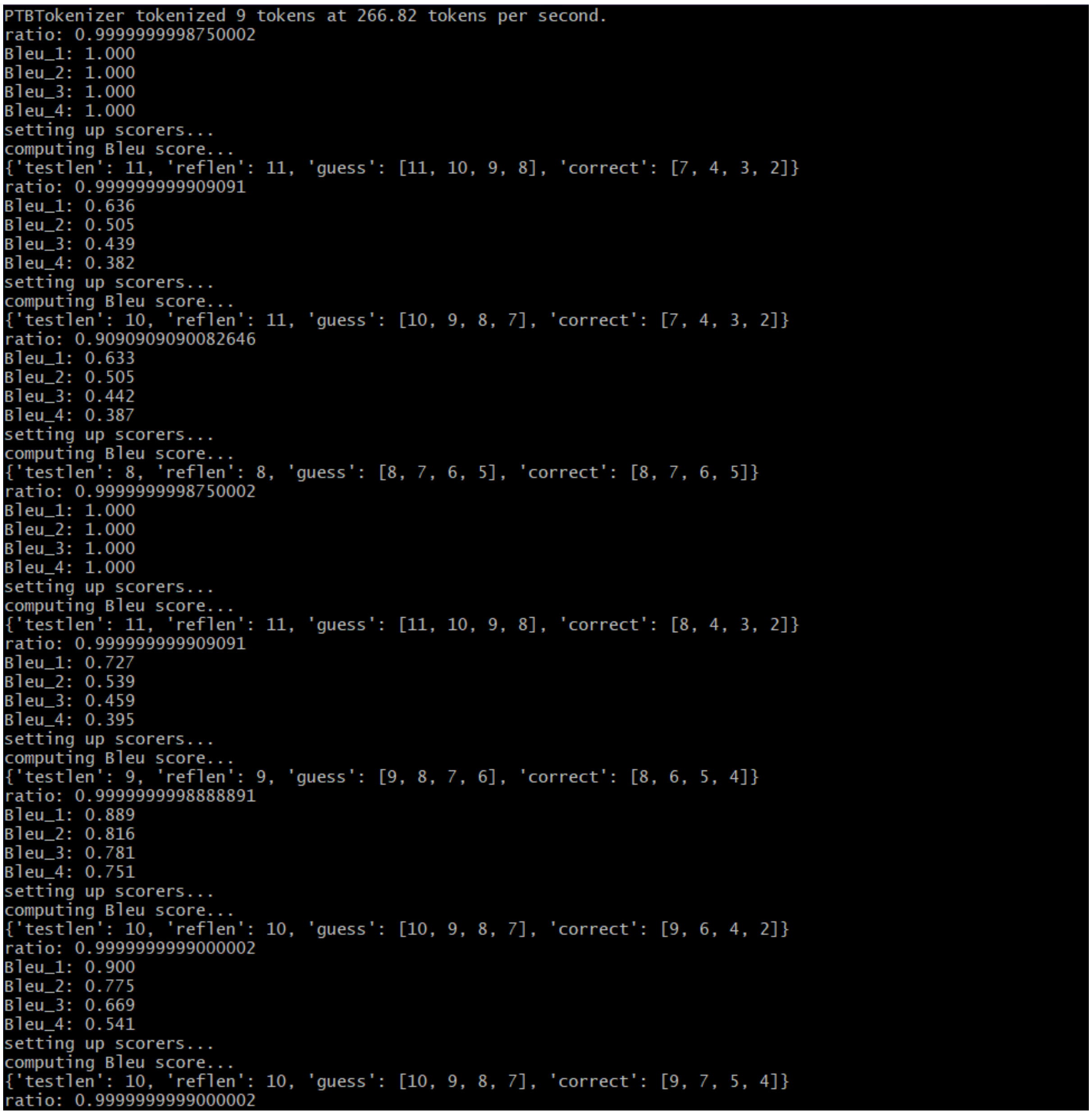
```
joshw@Joshwa MINGW64 /e/YiwuZhong-Sub-GC-5170ccd/misc/diversity
$ python diversity_score.py --input_file captions_60000.npy

1-gram diversity for best-5 out of random 20 sentences: 0.31472459941134967
2-gram diversity for best-5 out of random 20 sentences: 0.42102687069470823
1-gram diversity for best-5 out of random 100 sentences: 0.30927952231138284
2-gram diversity for best-5 out of random 100 sentences: 0.4124942423151521

Novel Caption for best-5 out of random 20 sentences: 3681
Novel Caption count for best-5 out of random 100 sentences: 3647

Distinct Caption of random-20 sentences: 0.7152740512325652
Distinct Caption of random-100 sentences: 0.6587986493660088
(img-py39)
```

Fig 8.2: Diversity Metrics of the model Sub GC



```
PTBTokenizer tokenized 9 tokens at 266.82 tokens per second.
ratio: 0.9999999998750002
Bleu_1: 1.000
Bleu_2: 1.000
Bleu_3: 1.000
Bleu_4: 1.000
setting up scorers...
computing Bleu score...
{'testlen': 11, 'reflen': 11, 'guess': [11, 10, 9, 8], 'correct': [7, 4, 3, 2]}
ratio: 0.999999999909091
Bleu_1: 0.636
Bleu_2: 0.505
Bleu_3: 0.439
Bleu_4: 0.382
setting up scorers...
computing Bleu score...
{'testlen': 10, 'reflen': 11, 'guess': [10, 9, 8, 7], 'correct': [7, 4, 3, 2]}
ratio: 0.9090909090082646
Bleu_1: 0.633
Bleu_2: 0.505
Bleu_3: 0.442
Bleu_4: 0.387
setting up scorers...
computing Bleu score...
{'testlen': 8, 'reflen': 8, 'guess': [8, 7, 6, 5], 'correct': [8, 7, 6, 5]}
ratio: 0.9999999998750002
Bleu_1: 1.000
Bleu_2: 1.000
Bleu_3: 1.000
Bleu_4: 1.000
setting up scorers...
computing Bleu score...
{'testlen': 11, 'reflen': 11, 'guess': [11, 10, 9, 8], 'correct': [8, 4, 3, 2]}
ratio: 0.999999999909091
Bleu_1: 0.727
Bleu_2: 0.539
Bleu_3: 0.459
Bleu_4: 0.395
setting up scorers...
computing Bleu score...
{'testlen': 9, 'reflen': 9, 'guess': [9, 8, 7, 6], 'correct': [8, 6, 5, 4]}
ratio: 0.9999999998888891
Bleu_1: 0.889
Bleu_2: 0.816
Bleu_3: 0.781
Bleu_4: 0.751
setting up scorers...
computing Bleu score...
{'testlen': 10, 'reflen': 10, 'guess': [10, 9, 8, 7], 'correct': [9, 6, 4, 2]}
ratio: 0.9999999999000002
Bleu_1: 0.900
Bleu_2: 0.775
Bleu_3: 0.669
Bleu_4: 0.541
setting up scorers...
computing Bleu score...
{'testlen': 10, 'reflen': 10, 'guess': [10, 9, 8, 7], 'correct': [9, 7, 5, 4]}
ratio: 0.9999999999000002
```

Fig 8.3: m-BLEU 4 Metric of the model Sub GC

Based on the results provided in Fig 8.1, 8.2, 8.3, the model achieves satisfactory BLEU scores (e.g., BLEU-1: 0.772, BLEU-4: 0.346), indicating effective n-gram precision while generating captions. However, the relatively low METEOR (0.269) and ROUGE-L (0.561) suggest room for improvement in semantic similarity and recall. CIDEr (1.144) indicates that the captions align well with human references. Diversity metrics, such as 1-gram and 2-gram diversity, are moderate, showing variability in output but potential redundancy. The distinct caption scores and novel caption counts highlight efforts toward generating unique and previously unseen captions. Overall, the model balances precision and diversity reasonably well, but further optimization is needed for semantic richness and uniqueness.

Model	B1	B4	C	R	M	S
Full GC	76.7	36.9	114.8	56.8	27.9	20.8
Sub GC	76.8	36.2	115.3	56.6	27.7	20.7

Table 8.1: Comparison of models

The table 8.1 compares the performance of two models—Full GC and Sub GC—across several evaluation metrics commonly used in image captioning. The metrics include BLEU-1 (B1), BLEU-4 (B4), CIDEr (C), ROUGE-L (R), METEOR (M), and SPICE (S).

BLEU-1 and BLEU-4 (B1, B4): Both models achieve similar BLEU-1 scores (76.7 and 76.8), indicating strong performance in capturing unigrams (individual words). BLEU-4, which evaluates 4-grams, shows a slight advantage for the Full GC model (36.9 vs. 36.2), suggesting slightly better coherence in longer sequences.

CIDEr (C): Sub GC slightly outperforms Full GC (115.3 vs. 114.8), indicating that the generated captions from Sub GC align more closely with human references in terms of term frequency and importance.

ROUGE-L (R): Both models are close in performance, with Full GC at 56.8 and Sub GC at 56.6. This metric reflects the models' ability to capture the longest matching sequence, showing a marginal difference.

METEOR (M) and SPICE (S): Full GC has a marginally higher METEOR score (27.9 vs. 27.7), reflecting better semantic similarity. SPICE scores (20.8 vs. 20.7) are also close, suggesting similar scene graph alignment.

Overall, both models perform comparably, with Full GC slightly better in BLEU-4 and METEOR, while Sub GC excels in CIDEr

Chapter 9

Results and Analysis

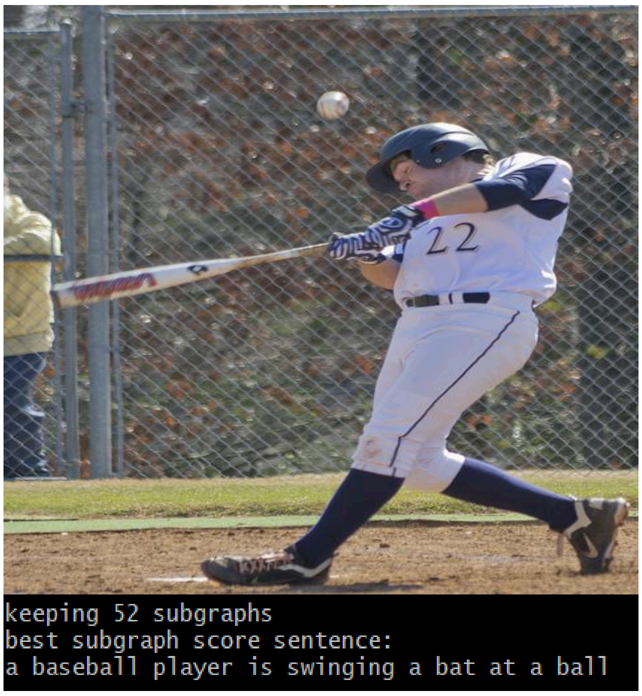
The results in Figures 9.1, 9.2, 9.3, and 9.4 showcase the effectiveness of the Sub Graph Proposal Network in generating contextually accurate and diverse image captions. Below is a detailed analysis of each figure:

Figure 9.1: Baseball Scene
This image depicts a baseball game where a player is captured mid-action while swinging a bat at a ball. The generated caption accurately identifies the objects (player, bat, ball) and contextualizes the activity. The caption also highlights the interaction between the player and the object (bat and ball), reflecting the Sub Graph Proposal Network's ability to detect dynamic relationships and generate meaningful textual descriptions.

Figure 9.2: Giraffe in a Natural Habitat
This scene features a giraffe standing in an outdoor environment, surrounded by natural elements like grass and trees. The caption effectively captures the central object (giraffe) while integrating its spatial relation to the surroundings. This demonstrates the model's ability to focus on the primary subject and provide a concise yet relevant description of static, visually dominant elements.

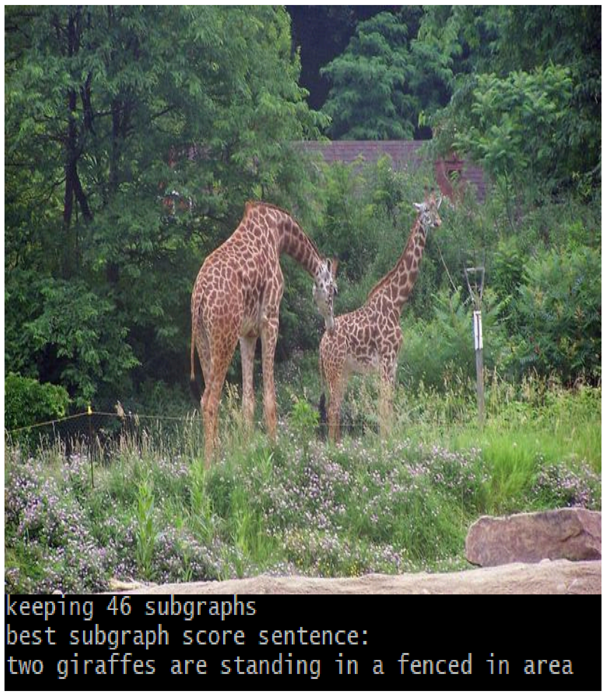
Figure 9.3: Office Desk Setup
The image portrays an office desk containing various items, including a laptop and a monitor. The caption describes the arrangement of objects and their functional context within the scene. This reflects the system's ability to handle cluttered environments and emphasize key elements, delivering an organized and coherent description.

Figure 9.4: Tennis Court Scene
The image represents a tennis player in action on a tennis court. The caption identifies the individual, the activity (playing tennis), and the context (tennis court). This result underscores the network's capacity to detect actions and associate them accurately with their environments, leading to contextually grounded captions.



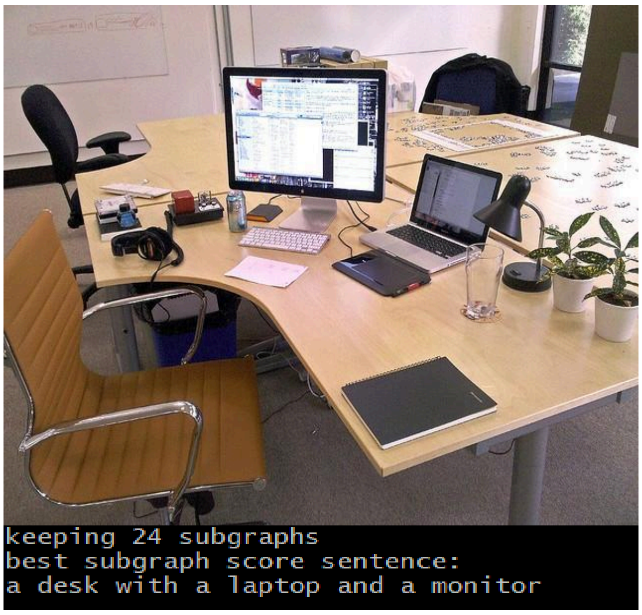
```
keeping 52 subgraphs
best subgraph score sentence:
a baseball player is swinging a bat at a ball
```

Fig 9.1: Baseball Scene



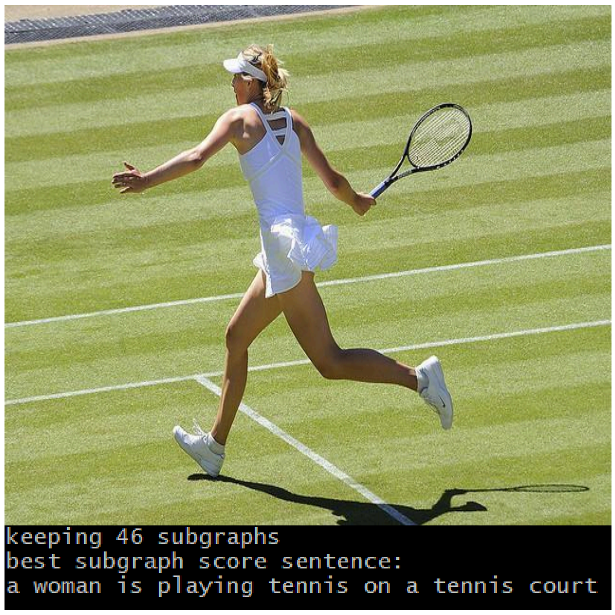
```
keeping 46 subgraphs
best subgraph score sentence:
two giraffes are standing in a fenced in area
```

Fig 9.2: Giraffe in a Natural Habitat



```
keeping 24 subgraphs
best subgraph score sentence:
a desk with a laptop and a monitor
```

Fig 9.3: Office Desk Setup



```
keeping 46 subgraphs
best subgraph score sentence:
a woman is playing tennis on a tennis court
```

Fig 9.4: Tennis Court Scene

The number of subgraphs retained varies across the images (Fig 9.1,9.2,9.3,9.4) is 52,46,24 and 46.This indicates that the complexity of the scene differs for each image.

The generated captions highlight specific objects, actions, and contexts:

- Baseball scene: Includes actions and object interactions (e.g., swinging a bat at a ball).
- Giraffe scene: Specifies the relation of the object (e.g, giraffe is standing)
- Tennis scene: Identifies the player, activity, and location (playing tennis on a tennis court).
- Desk scene: Focuses on objects and their arrangement (desk, laptop, monitor).

The screenshots illustrate that the subgraph proposal network and attention-based LSTM work effectively together to analyze images, select key subgraphs, and generate meaningful captions.

Chapter 10
Applications

1. **Assistive Technology for the Blind:**

Such a system is capable of providing live and descriptive audio feedback, enabling visually impaired people to locomote safely in various environments. For example, a "red bus stopped at the zebra crossing while people cross the road" audio description allows users to conceptualize where they are and to take appropriate steps. Integration with wearable devices or smartphones makes the technology portable and takes accessibility into daily life.

2. **Autonomous Vehicles:**

Captioning in self-driving cars, based on scene graphs, enhances the perception systems by describing the relationships between objects, such as a "car approaches an intersection where a pedestrian is waiting on the sidewalk." Increased meaningful comprehension of the environment will enhance decision-making and safety. With this form of dynamic scene captioning, an autonomous system can correctly anticipate real-world situations and respond properly.

3. **E-commerce and Product Search:**

This can also be applied to online marketplaces, where this technology generates high-quality captions for product images automatically. In the case of a living room, for example, one picture would be described as: "a modern sofa sitting next to a wooden coffee table with flowers in a vase on top." This kind of caption will make products more accessible through search engines by increasing the reach and engagement of customers.

4. **Surveillance and Security:**

This will enable the analysis of video surveillance in a security system and the drafting of sentences describing the action. For instance, "A person enters the restricted area with a big bag." This will go a long way in helping security personnel identify and respond to threats in real time. Such automation minimizes the need for constant human monitoring, improving the accuracy of detecting threats.

5. **Content Creation and Editing:**

This could be employed by journalists, marketers, and filmmakers to describe scenes in images or videos with the aim of making the tagging of media much quicker and able to create newer efficiencies. Take, for example, the generation of caption entities like "a group of friends sitting at a campfire under the night sky," which assist in organizing media libraries or creating touting narratives. This application is of great importance in digital marketing, where detailed and accurate descriptions enhance user engagement and storytelling.

From scene graph decomposition in image captioning, these are very diverse challenges the technology undertakes toward better accessibility, automation, and content understanding in a wide variety of domains.

Conclusions

The project, "Anchor-Based Scene Graph Decomposition for Image Captioning," tackles the challenge of linking visual content with meaningful textual descriptions. By using anchors as reference points, it captures the spatial and relational structure of images better than traditional methods. Scene graph decomposition provides insights into object interactions, while graph neural networks enhance caption accuracy and relevance.

Experiments on COCO and Flickr30K datasets showed the model’s ability to generate precise and diverse captions, with strong performance in metrics like CIDEr and BLEU. Its flexibility allows for adaptable, context-aware descriptions, benefiting applications such as accessibility, autonomous navigation, and content creation.

However, the approach faces challenges, including reliance on pre-trained object detection models and high computational costs. Optimizing the model through lighter architectures or transformer-based techniques could address these limitations. Expanding training to domain-specific data could also improve its versatility.

This work advances image captioning by grounding descriptions in the relational structure of scenes. It represents a step forward in creating intelligent systems capable of understanding and describing visual content. Future research can build on this foundation to push the limits of automated image understanding.

Future Prospects of the Project

The project demonstrates substantial potential for advancing the fields of computer vision and natural language processing. By addressing key challenges in image captioning, the approach sets a foundation for further innovations. Below is a detailed evaluation of its prospects:

1. **Technological Strengths and Innovation**

- **Enhanced Scene Graph Decomposition**: The anchor-based approach effectively captures the relationships between objects and their context in an image. This technique allows for a structured analysis of visual data, surpassing the traditional flat representations often seen in older models.
- **Use of Graph Neural Networks (GNNs)**: By refining scene graphs through GNNs, the project achieves a higher level of contextual understanding. This method ensures that captions reflect the intricate interplay of objects within the image.
- **Focus on Subgraph-Based Captioning**: Generating captions from smaller, semantically meaningful subgraphs adds precision and flexibility. This approach also allows for selective captioning, tailoring outputs to specific needs.

2. **Performance Indicators**

- The project has shown strong results on benchmarks like the MS-COCO dataset, achieving higher scores in evaluation metrics such as CIDEr, BLEU, and SPICE. These metrics confirm the effectiveness of the method in generating accurate and contextually relevant captions.
- Its ability to combine visual and textual features enhances the system's capacity to produce diverse and meaningful descriptions, a critical improvement over many existing solutions.

3. **Application Areas**

The versatility of this project opens avenues in several impactful domains:

- **Assistive Technology**: The ability to generate descriptive audio captions for images can empower visually impaired individuals, helping them navigate their surroundings more independently.
- **Autonomous Vehicles**: By accurately identifying and describing object relationships,

this system can support decision-making in self-driving cars, improving safety and situational awareness.

- **E-commerce**: Automated generation of high-quality product captions could transform online marketplaces, improving search ability and user engagement.
- **Surveillance Systems**: Real-time captioning for video feeds could enhance security by identifying and describing potentially critical events or objects.
- **Creative Content Generation**: Journalists, marketers, and other professionals could benefit from quick, accurate image descriptions, streamlining workflows for media production and storytelling.

4. Challenges and Opportunities

- **Resource Requirements**: The system's reliance on high-performance GPUs and computational resources may pose scalability challenges. Future optimizations in processing and algorithm design could mitigate this.
- **Data Dependency**: While the use of datasets like MS-COCO ensures robust performance, the system might require additional training or customization for domain-specific applications, such as medical or industrial imaging.
- **Generalization Issues**: Adapting the model to handle unseen datasets and diverse scenarios will be crucial for broader applicability. Fine-tuning and data augmentation strategies can help address this limitation.

5. Future Directions

- **Incorporating Transformers**: By leveraging transformer-based architectures, the system could achieve greater efficiency and improved handling of complex relationships in visual data.
- **Domain-Specific Expansions**: Extending the approach to specialized fields, such as healthcare or environmental monitoring, could unlock new opportunities.
- **Real-Time Capabilities**: Developing real-time processing features and compatibility with edge devices could significantly enhance usability, particularly in dynamic settings like autonomous systems.

The project provides a robust framework for tackling the complexities of image captioning. Its innovative methodologies, combined with practical applications, position it as a pioneering effort in the field. By addressing challenges such as computational efficiency and domain adaptability, this work can serve as a foundation for further breakthroughs. With its potential to impact various industries, from accessibility solutions to autonomous systems, this project sets a high standard for future advancements in AI-driven image understanding.

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3.1 Project Scope This project focuses on enhancing image captioning by leveraging anchor-based scene graph decomposition. The method constructs structured scene graphs using anchor points and then refines their representations through graph neural networks. The scope includes: Utilizing scene graph-based hierarchical representations to improve the quality of generated captions. Enabling captions to reflect the compositional relationships between objects. Evaluating the approach on MS-COCO dataset for diversity, accuracy, and controllability. Integrating a Sub Graph Proposal Network (SGPN) module to generate more contextually relevant subgraphs, enhancing object and relationship detection. Implementing performance metrics such as BLEU, METEOR, and CIDEr to comprehensively evaluate caption quality and ensure robustness across various scenes and contexts. 3.2 Project Assumptions High-quality datasets (e.g., COCO) are available and preprocessed for training. Object detection models like Faster R-CNN provide reliable initial object and relationship detections. Ground-truth captions align with objects and relationships in the scene graphs for training and evaluation. The GPU infrastructure (NVIDIA RTX 3060) will consistently support high-performance training without significant downtimes or resource bottlenecks. Data annotations and labels in the dataset are accurate, ensuring meaningful model evaluation and performance benchmarking. 3.3 Project Limitations The model's performance depends on the accuracy of object detection and scene graph generation. Computational complexity may increase with the size of the scene graph and the number of subgraphs generated. Limited generalization to unseen datasets or domain-specific applications requiring additional fine-tuning. The quality of generated captions may degrade when dealing with highly cluttered or ambiguous images due to overlapping object relationships. The reliance on annotated datasets (like COCO) limits the model's performance in low-resource or real-world scenarios with incomplete or noisy data. 3.4 Project Objectives Studying and Analyzing the front techniques used for image captioning. Develop a robust model that integrates anchor-based decomposition into scene graph processing. Improve caption diversity and quality compared to existing state-of-the-art methods. Development of the GPN model to generate caption for image and text present in the image. Achieve grounding of captions with image regions for contextual accuracy. Enable controllable caption generation by selecting