

Modeling Videos: Language as a Key Driver

Research Seminar: Video-Language Models¹

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¹The works presented in this seminar are sourced from published papers.

A multi-branch cross-modal pre-training framework

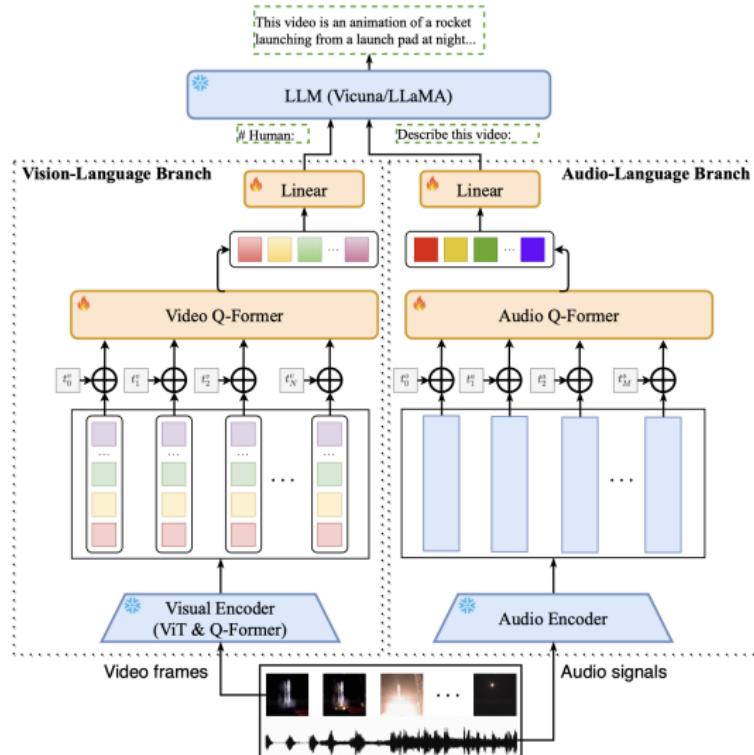


Figure 1: Video-LLaMA.

Prompting visual-language models

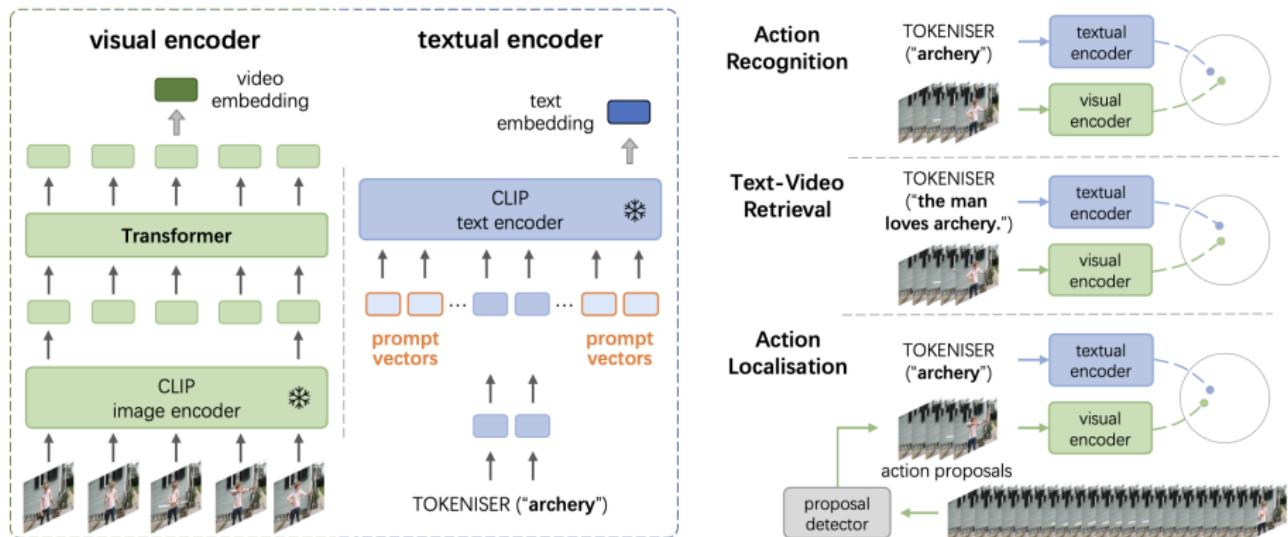


Figure 2: Model adaptation by learning prompts and temporal modelling.

Compositional prompt learning

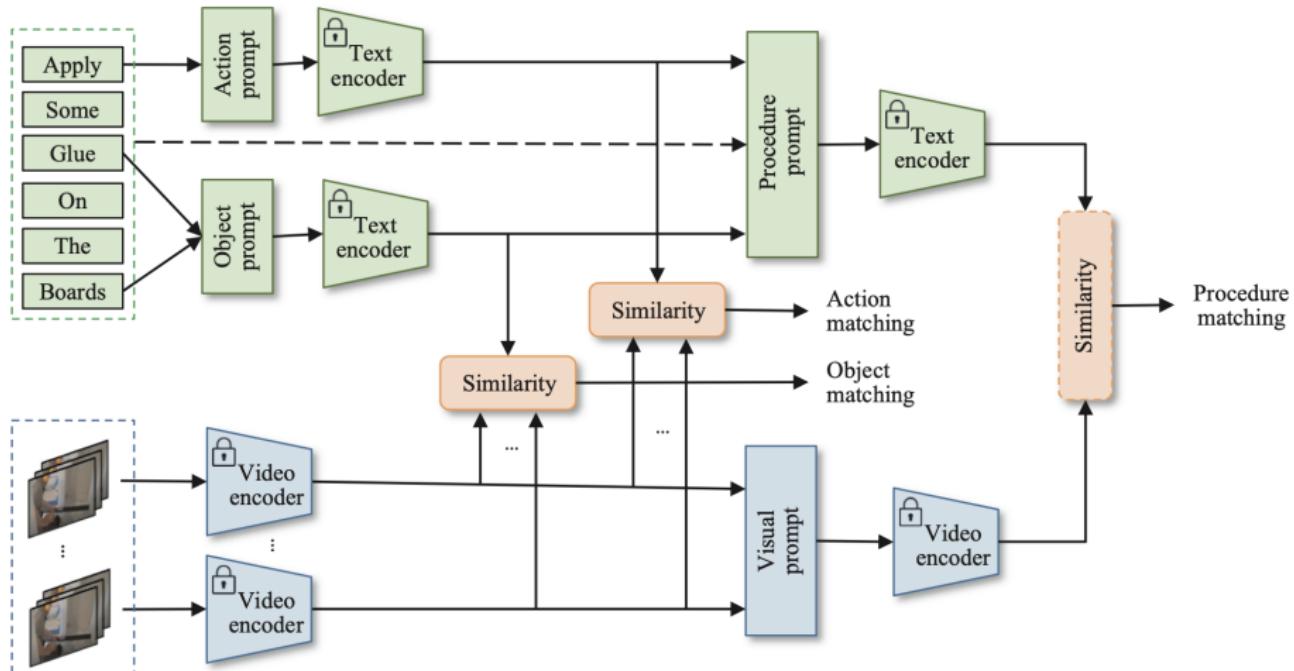


Figure 3: Compositional prompting video-language model.

Compositional prompt learning (cont.)

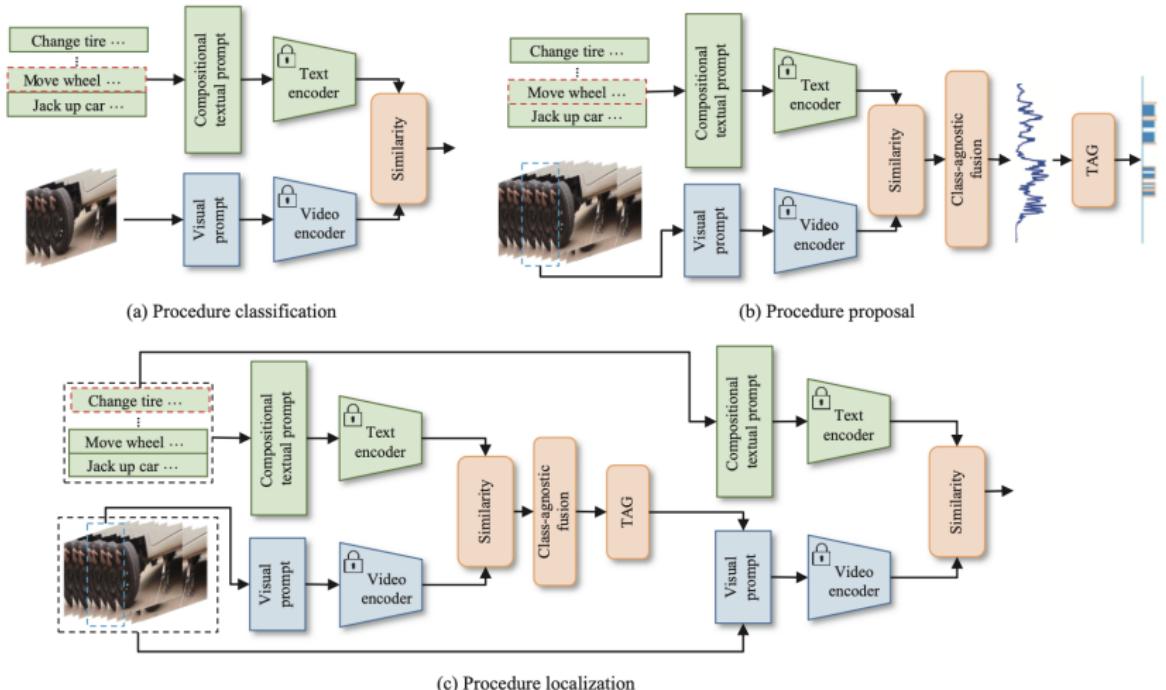


Figure 4: Three classical downstream tasks for procedure understanding are reformulated as general matching problem.

Instilling video-language models with a sense of time



- A. Dog runs away *before* it brings a ball to the man
- B. The dog brings a ball to the man *before* it runs away
- C. The baby eats food *after* it looks into the camera
- D. The baby looks into the camera *after* it eats food

Figure 5: Understanding the time order of events across video and language is necessary.

Instilling video-language models with a sense of time(cont.)

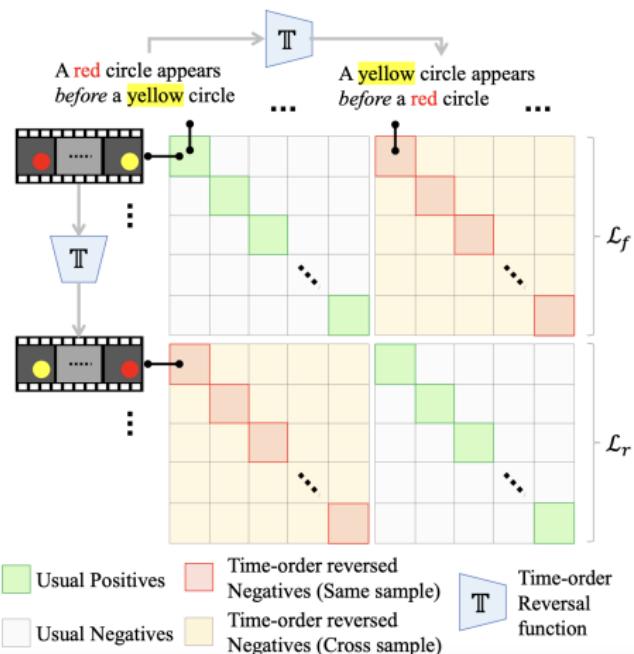


Figure 6: Negatives come from (i) other samples in the batch (cross sample) (ii) time-order reversal within the same sample.

Strong video-language learners w/o pretraining/finetuning

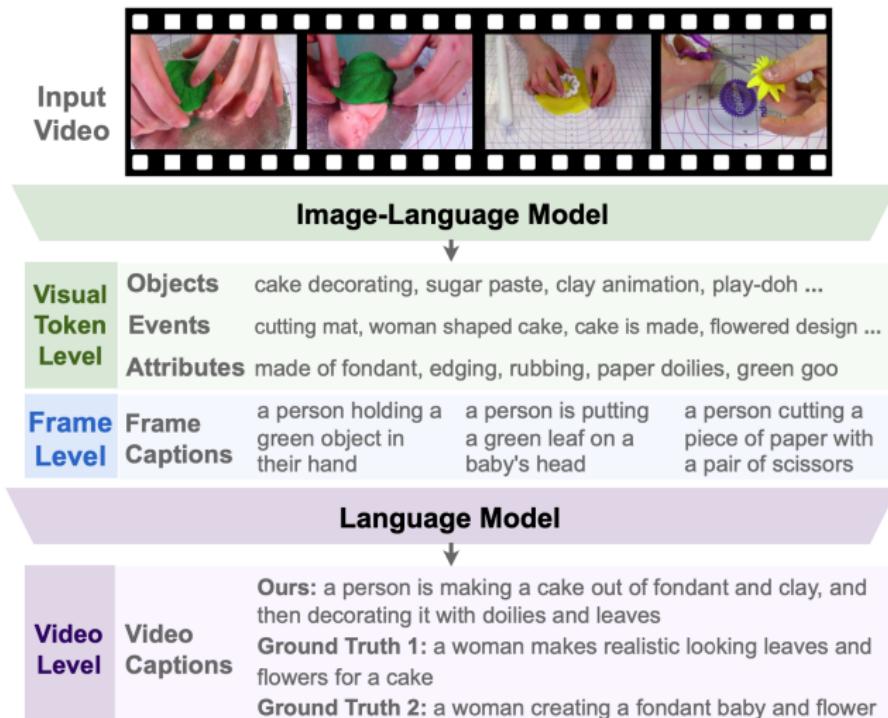


Figure 7: Multiple levels of information in videos.

Strong video-language learners (cont.)

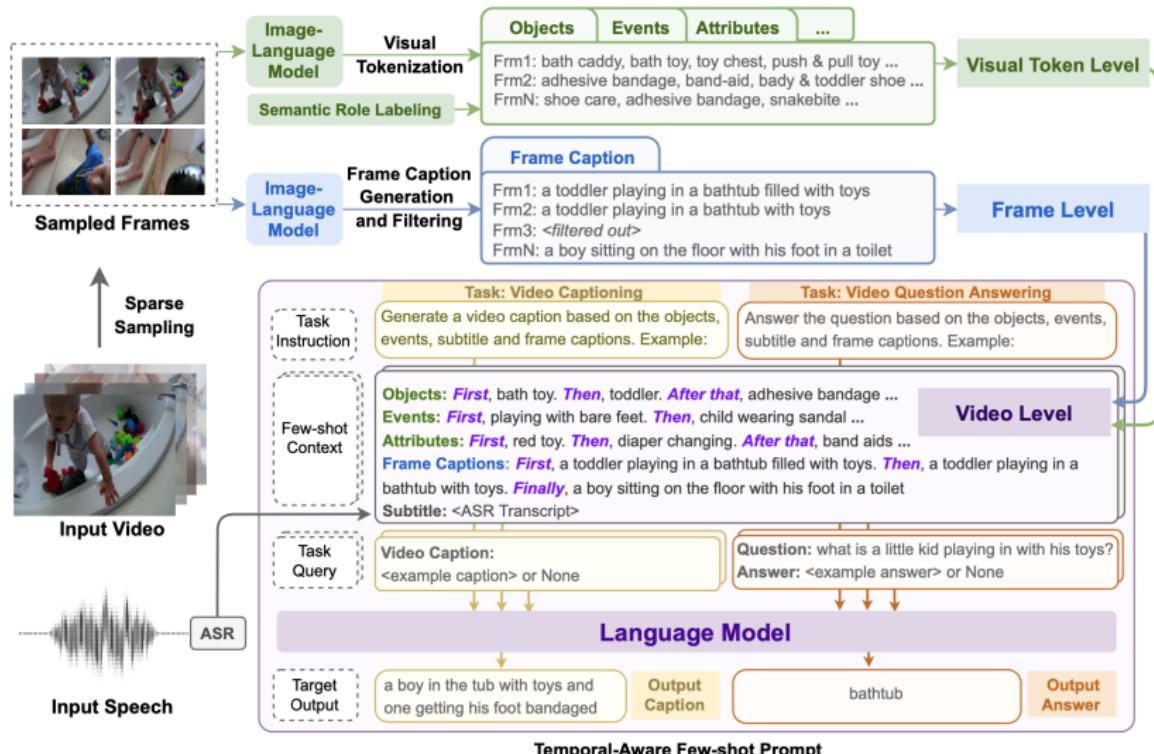


Figure 8: Representing a video in a unified textural representation containing 3 semantic levels.