## Learning Transferable Visual Models From Natural Language Supervision

https://arxiv.org/pdf/2103.00020.pdf
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### Contents

- Limitations of Existing Methods
- Introduction to CLIP
- Contrastive Learning
- Predictive vs Contrastive Approach
- Approach
  - Contrastive Pre-training
  - How Embedding Works
  - Measuring "Goodness" & "Badness"
  - Cosine Similarity
  - Zero-shot Prediction
- Zero-shot Learning
- CLIP Acts as a Bridge
- Results

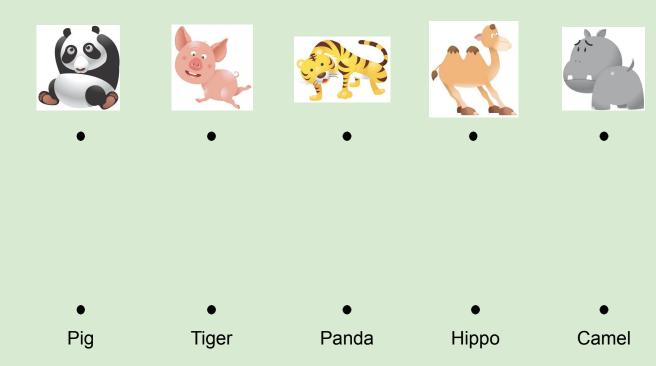
# Limitations of Existing Methods

- Standard vision models are good at one task and one task only
- Typical vision datasets are labour intensive and costly to create
- Models that perform well on benchmarks have disappointingly poor performance on stress tests

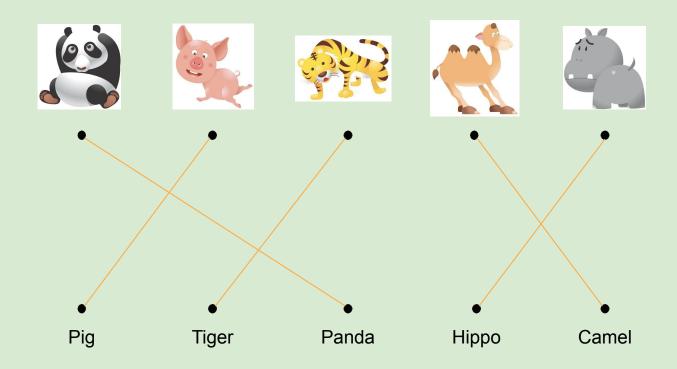
### Introduction to CLIP

- Shorthand for Contrastive Language-Image Pre-training
- A neural network model trained on a wide variety of images and captions that's abundantly available on the internet
- CLIP expands knowledge of classification models to a wider array of things by leveraging semantic information in text
- Has impressive zero-shot capabilities, making it able to accurately predict entire classes it's never seen before!

#### **Contrastive Learning**



#### **Contrastive Learning**



### Predictive Approach



the dog is on the table



#### Contrastive Approach

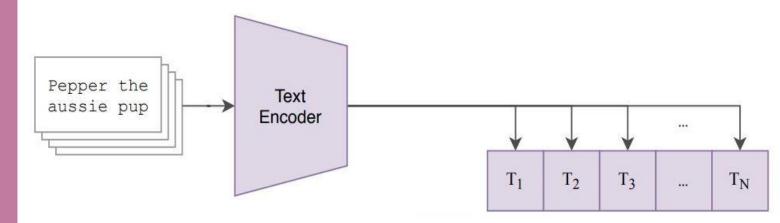


a photo of a siberian husky



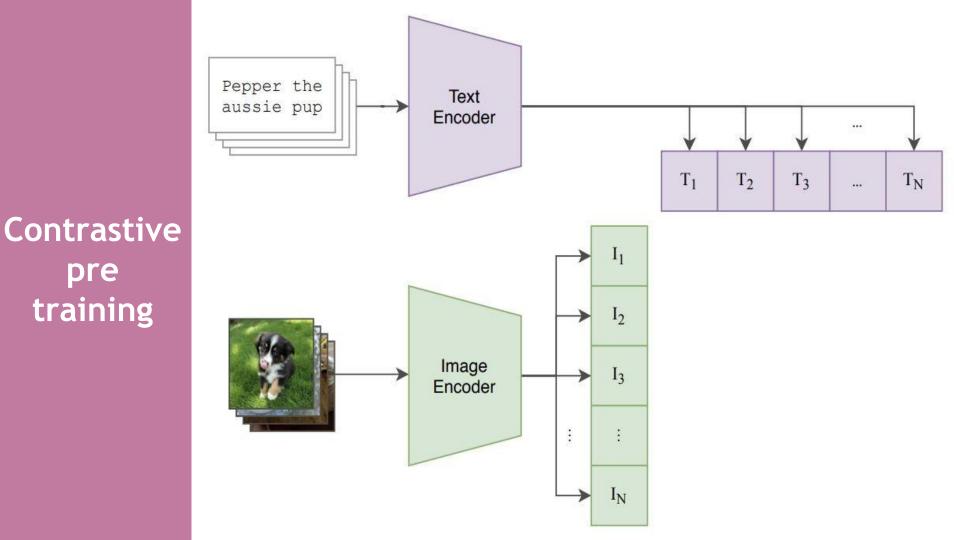
# Contrastive pre training



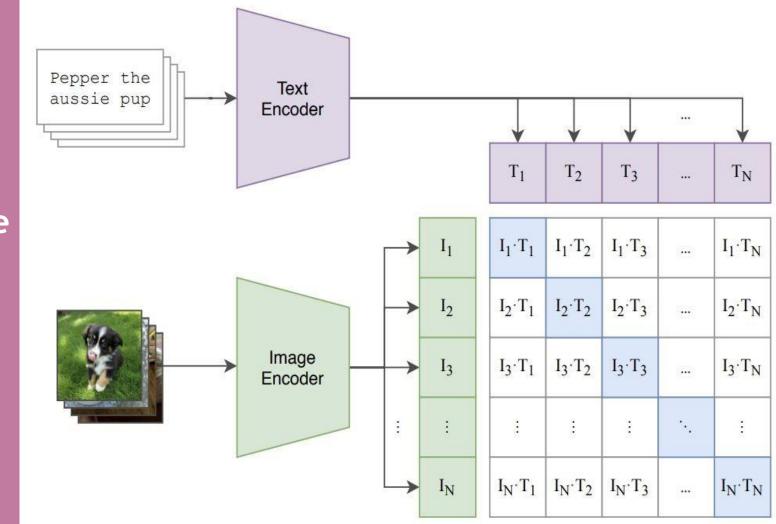


# Contrastive pre training

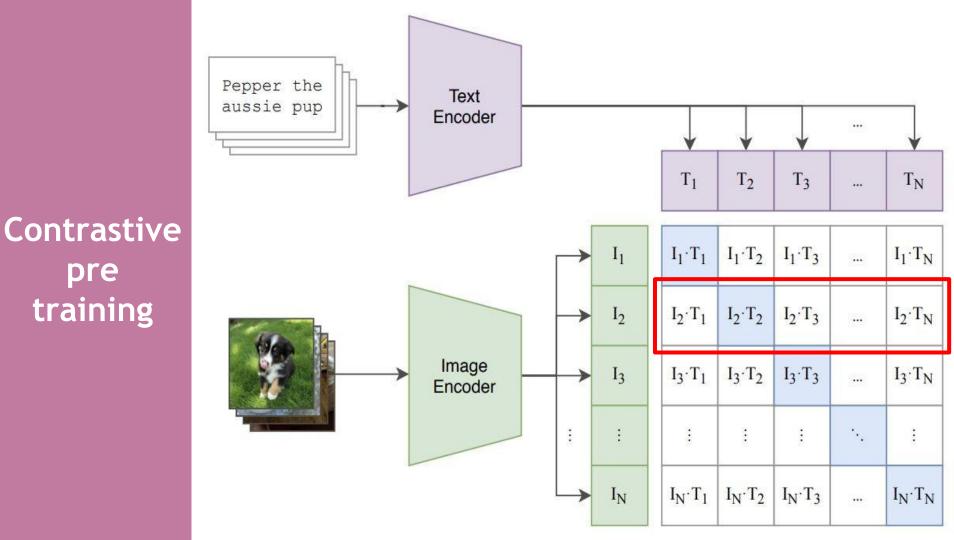




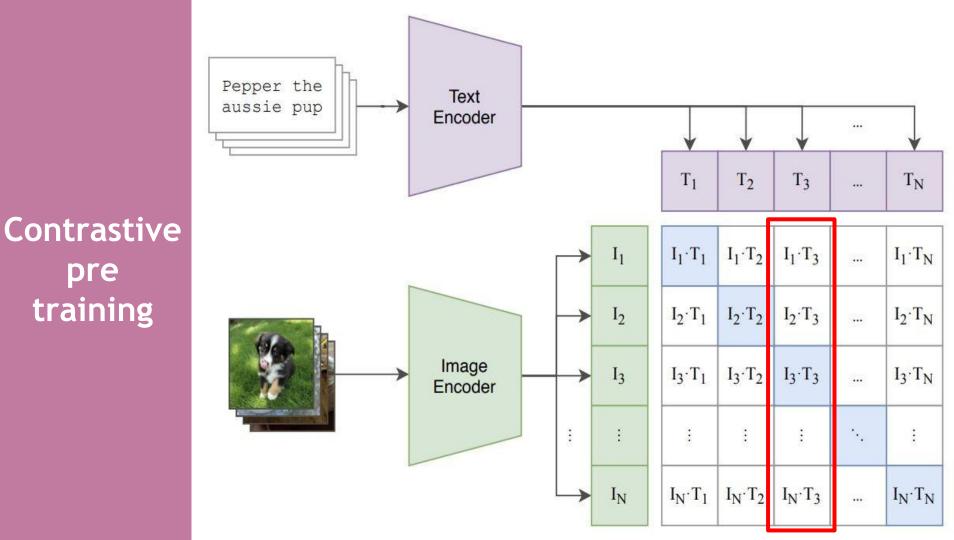
pre



Contrastive pre training



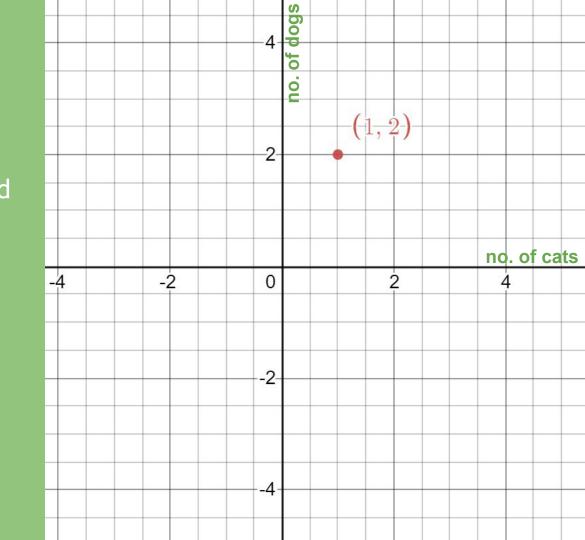
pre



### Embedding

Suppose we have one cat and two dogs. This data can be represented as a dot on a graph.

We can do the same thing with text and with images!

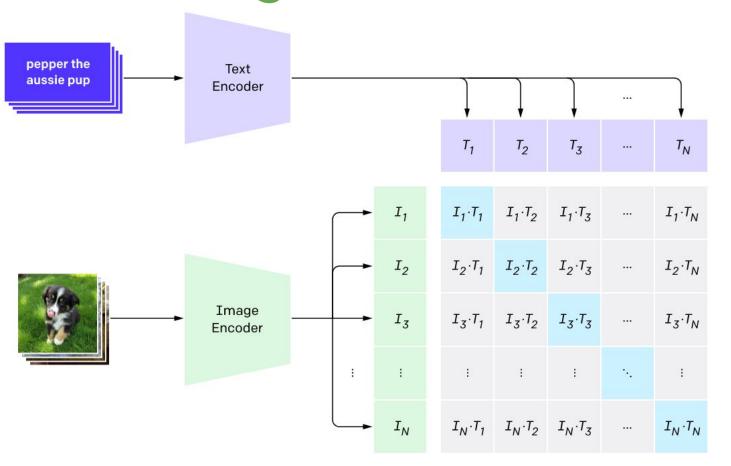


### How Embedding Works...

#### The CLIP model consists of two sub-models called encoders:

- a text encoder that will embed (smash) text into mathematical space.
- an image encoder that will embed (smash) images into mathematical space.

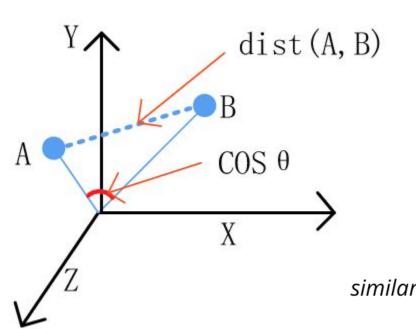
### Measuring "Goodness" & "Badness"



The top card,
pepper the aussie
pup would enter
the text encoder
and come out as a
series of numbers
like (0, 0.2, 0.8).

The picture of, pepper the aussie pup, would enter the image encoder and come out like (0.05, 0.25, 0.7).

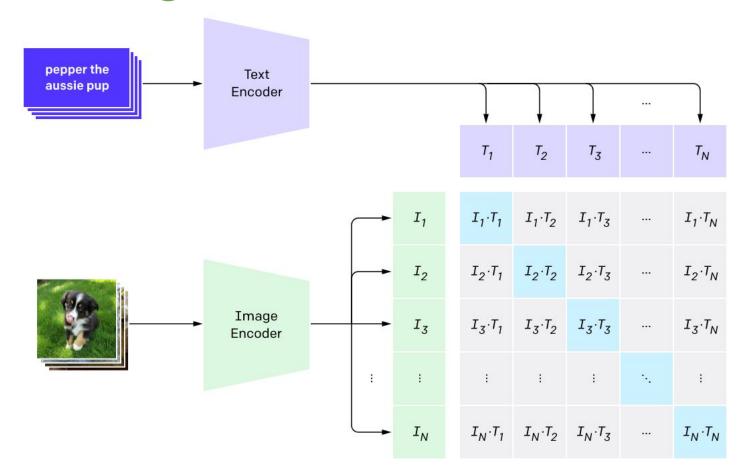
### **Cosine Similarity**



One way for us to measure "goodness" of our model is how close the embedded representation (series of numbers) for each text is to the embedded representation for each image. There is a convenient way to calculate the similarity between two series of numbers: the cosine similarity.

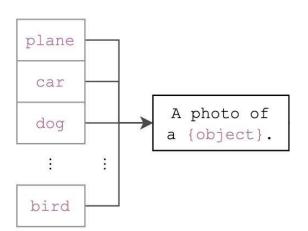
similarity(A,B) = 
$$\frac{A \cdot B}{\|A\| \times \|B\|} = \frac{\sum_{i=1}^{n} A_{i} \times B_{i}}{\sqrt{\sum_{i=1}^{n} A_{i}^{2}} \times \sqrt{\sum_{i=1}^{n} B_{i}^{2}}}$$

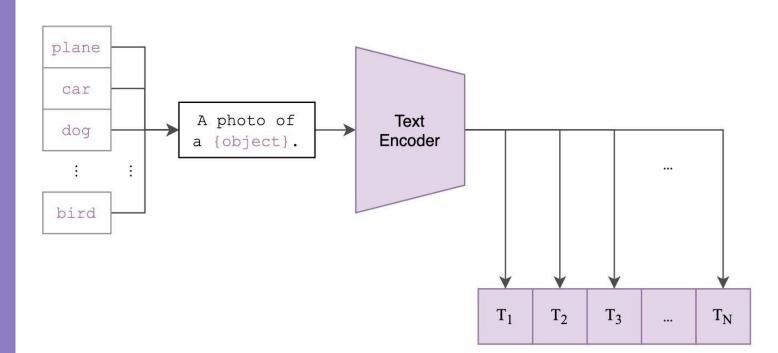
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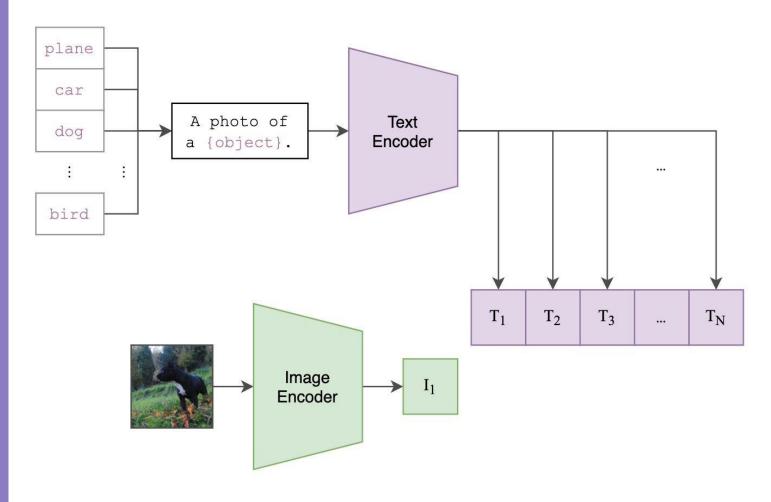


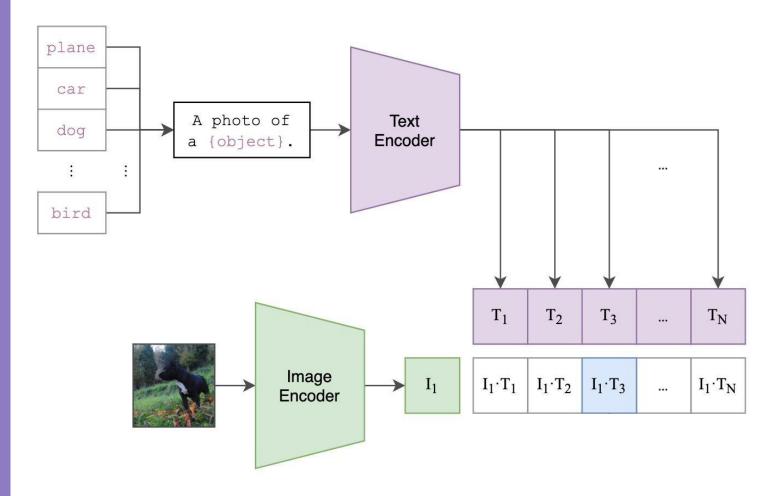
plane car dog

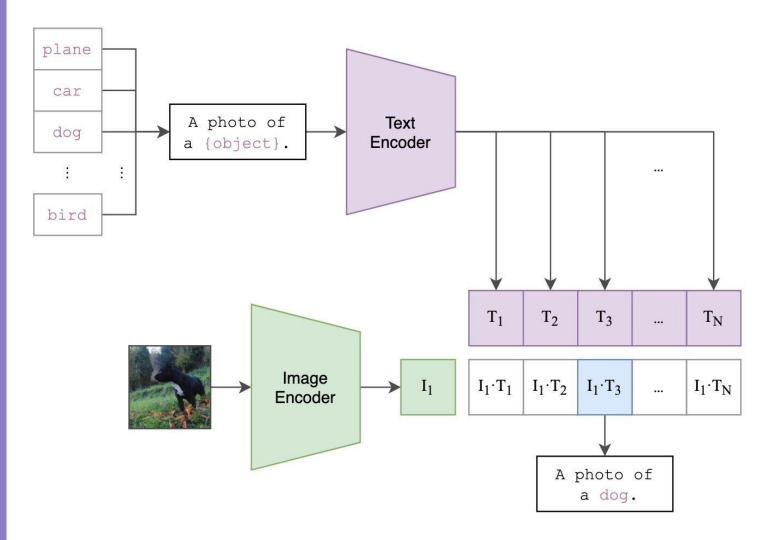
bird











# Zero-shot learning is when a model attempts to predict a class it saw zero times in the training data

# CLIP as a bridge between Computer Vision & Natural Language Processing

#### AYAHOO

#### building (97.7%) Ranked 1 out of 12



- a photo of a building.
- x a photo of a carriage.
- x a photo of a statue.
- x a photo of a bag.
- x a photo of a mug.

#### OBJECTNET IMAGENET OVERLAP

#### Pill bottle (98.3%) Ranked 1 out of 113



- a photo of a pill bottle.
- x a photo of a bottle cap.
- x a photo of a beer bottle.
- x a photo of a pillow.
- x a photo of a wine bottle.

#### **IMAGENET BLURRY**

#### marimba (79.5%) Ranked 1 out of 1000



- ✓ a photo of a marimba.
- x a photo of a abacus.
- × a photo of a steel drum.
- × a photo of a computer keyboard.
- × a photo of a pool table.

#### DESCRIBABLE TEXTURES DATASET (DTD)

#### perforated (20.5%) Ranked 2 out of 47



- x a photo of a polka-dotted texture.
- a photo of a perforated texture.
- × a photo of a dotted texture.
- $\, imes\,$  a photo of a **studded** texture.
- × a photo of a freckled texture.

### Thank You!..