

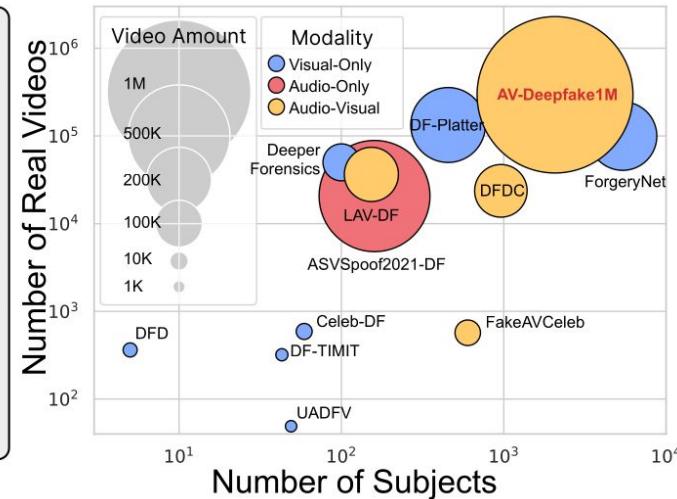
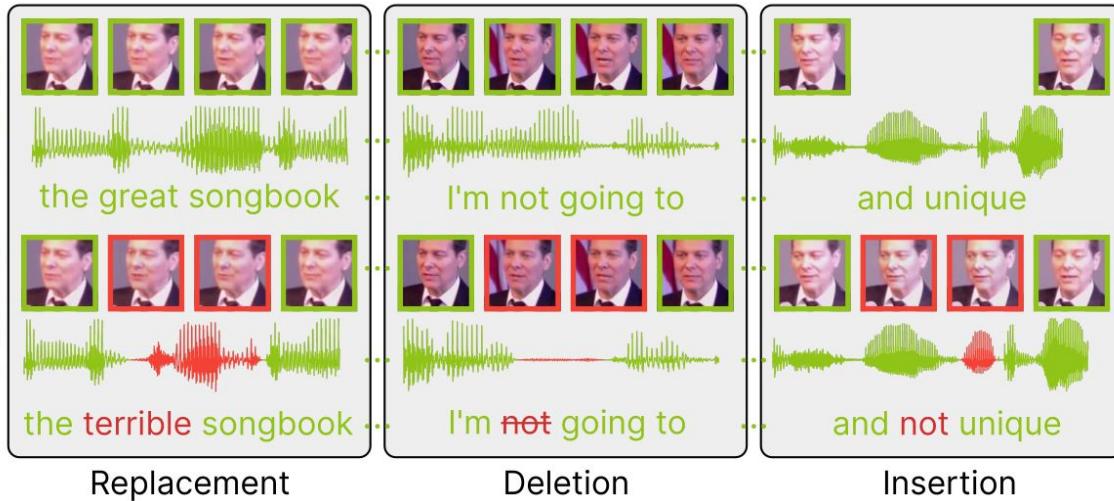
# Thematic session

Paper presentation: Group3

MultiX

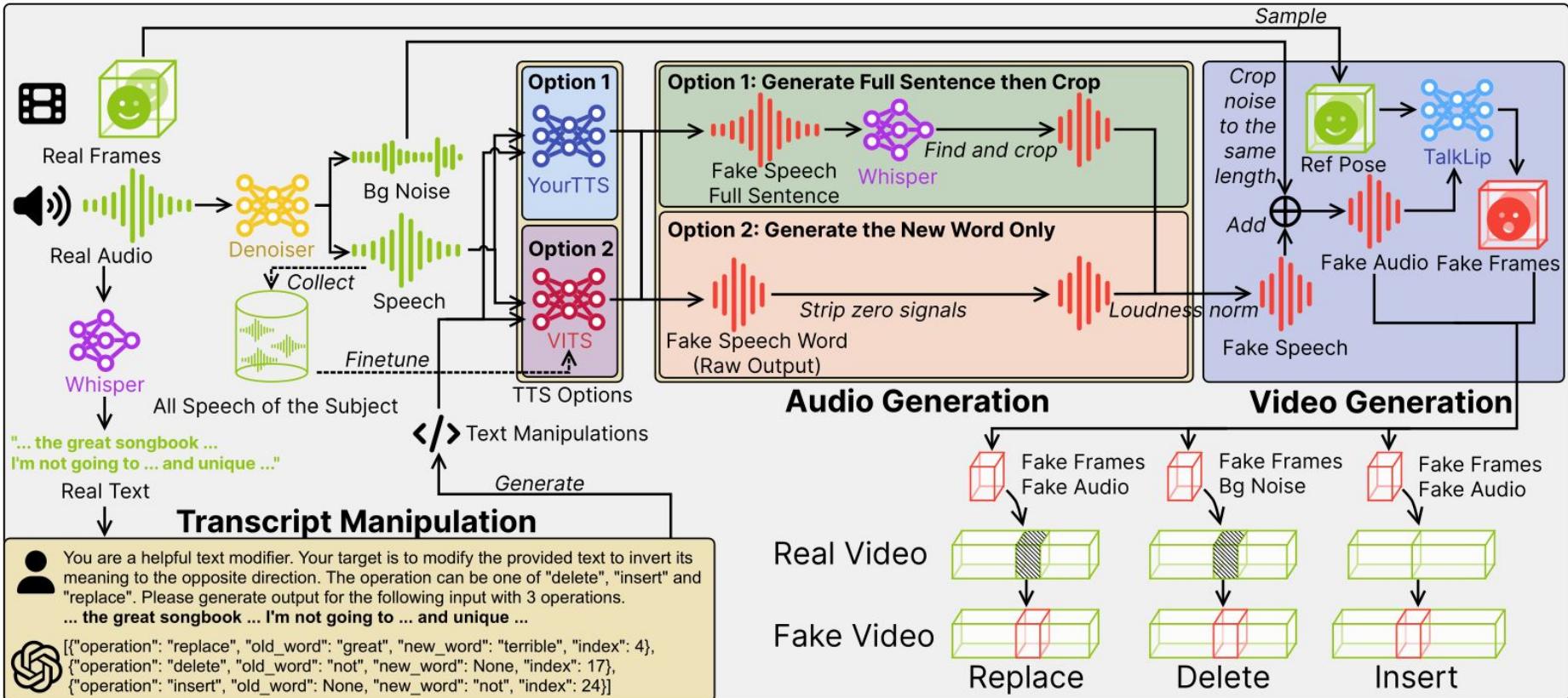
# Stevan Rudinac

Real  
Fake



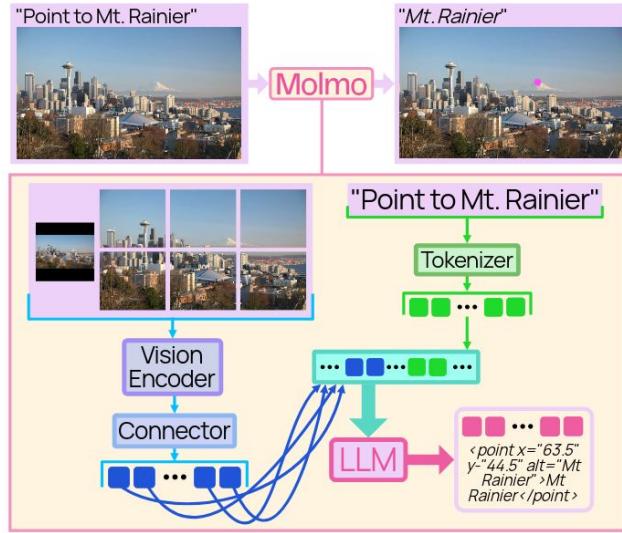
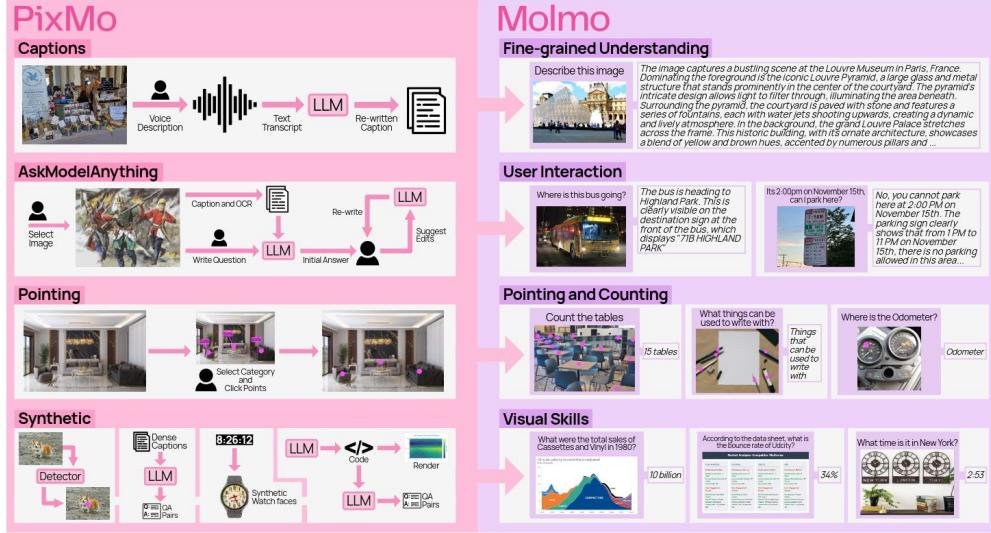
- AV-Deepfake1M is a large-scale content-driven deepfake dataset generated using a large language model.
- Best Student Paper Award at ACM Multimedia 2024 in Melbourne.

Zhixi Cai, Shreya Ghosh, Aman Pankaj Adatia, Munawar Hayat, Abhinav Dhall, Tom Gedeon, and Kalin Stefanov. 2024. AV-Deepfake1M: A Large-Scale LLM-Driven Audio-Visual Deepfake Dataset. In Proceedings of the 32nd ACM International Conference on Multimedia (MM '24). Association for Computing Machinery, New York, NY, USA, 7414–7423. <https://doi.org/10.1145/3664647.3680795>



- Preprocessing:** Audio extraction via FFmpeg followed by Whisper-based transcript generation.
- Step 1 (transcript manipulation):** The transcript is modified through word-level insertions, deletions & replacements.
- Step 2 (audio generation):** The audio is generated in both speaker-dependent and independent fashion.
- Step 3 (video generation):** Based on the generated audio, the subject-dependant video is generated with smooth transitions in terms of lip-synchronization, pose, and other relevant attributes.

# Takeaway from Andrei Bursuc's MMM'25 Keynote



- Careful and smart data selection and annotation can go a long way
- Molmo is a very competitive VLM from Ai2, trained on 700k image/caption pairs
- 3 annotations per image; annotation speech is recorded for 60-90 seconds; formatted questions

Deitke, M., Clark, C., Lee, S., Tripathi, R., Yang, Y., Park, J. S., ... & Kembhavi, A. (2024). Molmo and pixmo: Open weights and open data for state-of-the-art multimodal models. *arXiv preprint arXiv:2409.17146*. (<https://molmo.allenai.org/>)

# Yen-Chia Hsu

## Exploring Empty Spaces: Human-in-the-Loop Data Augmentation

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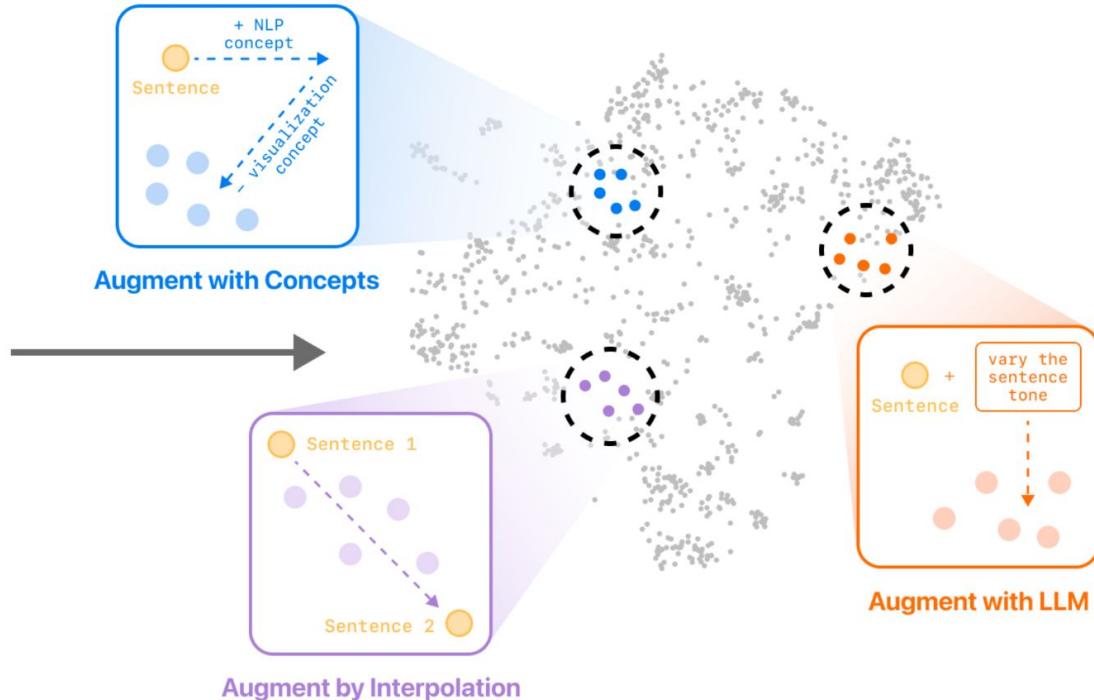
## Example Sentences

CHI 2024 Paper Titles

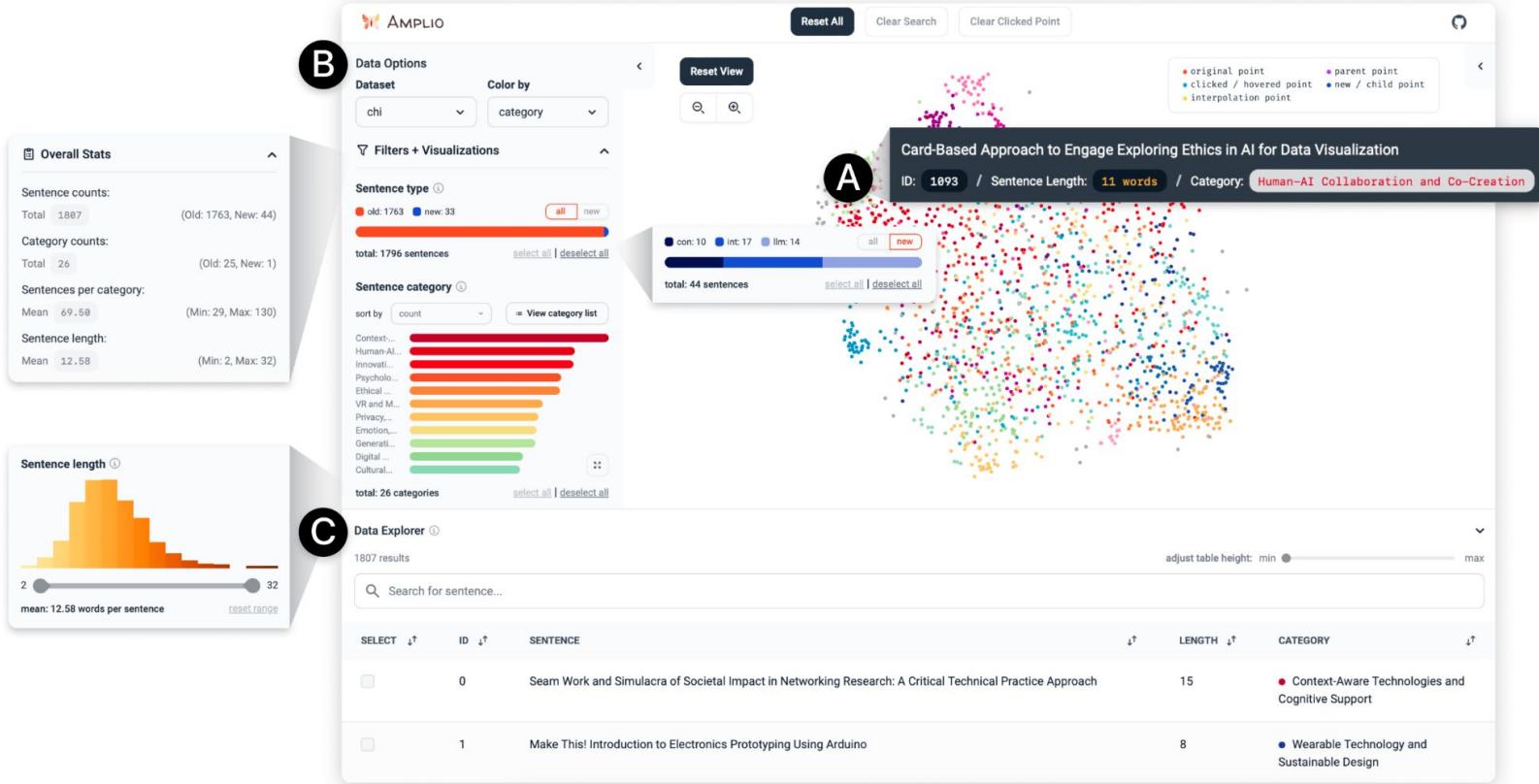
"Card-Based Approach to Engage Exploring Ethics in AI for Data Visualization"

"Experiential Views: Towards Human Experience Evaluation of Designed Spaces using Vision-Language Models"

"FaceVis: Exploring a Robot's Face for Affective Visualisation Design"



**Figure 1:** Given a dataset of unstructured text, it can be challenging to determine how and where to augment the data most effectively. We propose a visualization-based approach to help users find relevant *empty data spaces* to explore to improve dataset diversity. To fill in these empty spaces, metaphorically represented by gaps in an embedding plot, we design an interactive tool with three human-in-the-loop augmentation methods: Augment with Concepts, Augment by Interpolation, and Augment with Large Language Model (LLM). Here, each dot represents an embedded sentence from the input dataset of CHI 2024 paper titles [37].



**Figure 3:** With our interface, ML practitioners can quickly get an overview of their dataset in three ways. (A) First, users can hover over points in the main embedding visualization and view information about the corresponding sentence. (B) The Left Sidebar includes summary statistics and interactive visualizations that can be used to filter the data by sentence type, category, or length. (C) In the Data Explorer view, users can search for specific data instances with a searchable table.

# Augment with Concepts

**Original:** Card-Based Approach to Engage Exploring Ethics in AI for Data Visualization

**Concepts:** Ethics, Values, Morality (-0.5); Cardinals, Religious Figures, Sports Teams (+1)

---

→ **New Sentence:** Cardinal Cards: An Engaging Card-Based Method for AI-Driven Statistical Data Exploration

# Augment by Interpolation

**Original:** Card-Based Approach to Engage Exploring Ethics in AI for Data Visualization

**Interpolation Point:** Footprints of Travel: AIoT and AR Enhanced Tourist Gaming Experience in Unmanned Cultural Sites

---

→ **New Sentences:** Card-Based Approach to AI: Exploring Cultural Experiences in the Process of Using Cartography to Visualize Unstructured Data and Ethics ( $\alpha = 0.25$ ).

Guided Travel with AR-AI Experiences and AIoT: Investigating Carded Footprints in Cultural Tourism while Developing Advanced Gaming Solutions ( $\alpha = 0.63$ ).

# Augment with LLM

**Original:** Card-Based Approach to Engage Exploring Ethics in AI for Data Visualization

**Prompt:** Create alternative phrases that describe the card-based approach in various contexts related to data visualization

---

→ **New Sentence:** Implementing a card-driven framework to examine ethical considerations surrounding AI in the context of data visualization

**A**

## Augment with Concepts

Add or remove suggested concepts for topical diversity

Data Augmentation Sentence

Card-Based Approach to Engage Exploring Ethics in AI for Data Visualization

Human-AI Collaboration and Co-Creation

id: 1093 / length: 11 words

Start augmenting below or view generated child sentences

Highlight clicked point and points in same cluster

**Augment Sentence**

Choose an augmentation technique below to generate new sentences!

Augment With Concepts      Augment by Interpolation      Augment With LLM

Selected concepts	Top concepts	Other suggested concepts	General concept search
The top 10 most similar concepts for this sentence:			
RESET	SELECT WEIGHT	ID	SUMMARY
-	+	6961	Intergenerational, Interaction, Connection
-	+	19826	Ethics, Values, Morality
-	+	18309	Cardinals, Religious Figures, Sports Teams

Number of new sentences to generate with this concept combination:

1      10

Generate new sentences

**B**

## Augment by Interpolation

Create new blended data in-between two selected points

Selected sentence	Suggested sentences	General sentence search	Add interpolation sentence
SELECT <input checked="" type="checkbox"/> 1310 Footprints of Travel: IoT and AR Enhanced Tourist Gaming Experience in Unmanned Cultural Sites 14 Augmented Reality and Immersive Environments	<input type="checkbox"/> 1324 ARCollab: Towards Multi-User Interactive Cardiovascular Surgical Planning in Mobile Augmented Reality 11 Augmented Reality and Immersive Environments		

**C**

## Augment with LLM

Generate synthetic data using existing models

Click to use a prompt idea:

- Generate variations of the sentence by changing the focus to different aspects of ethics in AI.
- Create alternative phrases that describe the card-based approach in various contexts related to data visualization.
- Rephrase the sentence using synonyms for key terms, maintaining the original meaning.

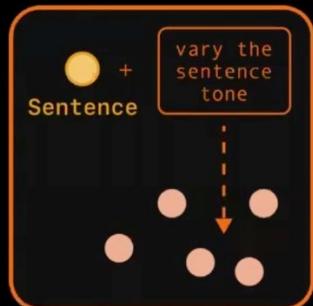
Or enter your own prompt:

Create alternative phrases that describe the card-based approach in various contexts related to data visualization.

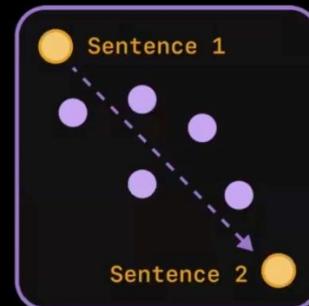
clear prompt

**Figure 4: When a user clicks on a point, the data augmentation panel will open on the right. Here, users can choose an augmentation approach. (A) Our first method, *Augment with Concepts* will suggest relevant concepts, which can be added or subtracted from the current sentence by adjusting the weight sliders. (B) Second, to *Augment by Interpolation*, users can select a second sentence to interpolate with to generate new variations. (C) Finally, users can *Augment with Large Language Model* by entering their own prompt, or selecting an prompt idea from the provided list of contextualized suggestions. (D) Below each augmentation method, users can set how many new sentences they would like to generate.**

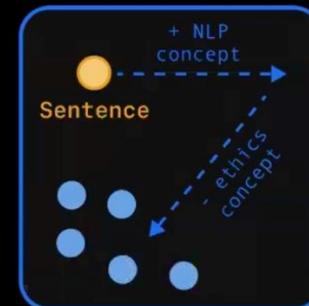
# User Study (18 experienced LLM red teamers at Apple)



**Augment with LLM**



**Augment by Interpolation**



**Augment with Concepts**

"Why is it focusing on knees? I didn't add that... That's an interesting hallucination." **(P11)**

"It didn't get what I wanted. This is just combining them. It doesn't really make a point about credit cards **and** Donald Trump." **(P1)**

"I wasn't expecting the prompt ideas to be tailored, so that was super useful." **(P9)**

- 👍 Most relevant + easy to use
- 👍 Suggested prompt ideas
- 👎 Repetitive outputs

- 👍 Creative sentence blends
- 👎 Abrupt, unnatural interpolations
- 💡 Category interpolation

- 👍 Increased topical diversity
- 👎 Unexpected concepts
- 💡 Custom concepts

Tim Alpherts

# Zero-Shot Scene Change Detection

**Kyusik Cho<sup>1</sup>, Dong Yeop Kim<sup>2,1</sup>, Euntai Kim<sup>1\*</sup>**

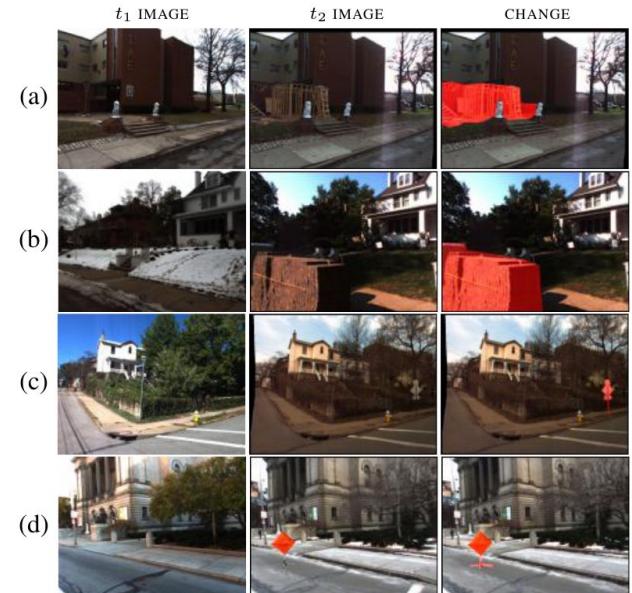
<sup>1</sup>Yonsei University, Seoul, Republic of Korea

<sup>2</sup>Korea Electronics Technology Institute, Seoul, Republic of Korea

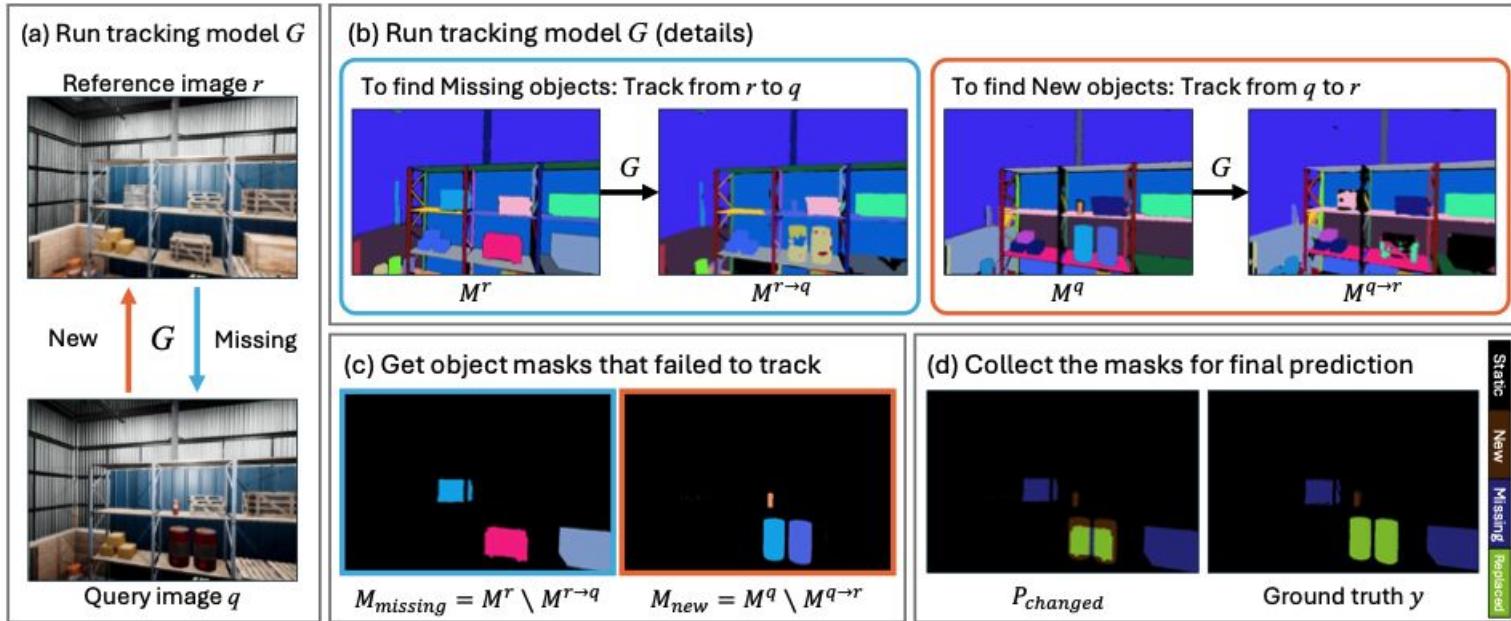
ks.cho@yonsei.ac.kr, sword32@keti.re.kr, etkim@yonsei.ac.kr

# Problem Statement

- Scene Change Detection (SCD) aims to detect differences between two scenes.
- Research has focused on supervised methods.
- Collecting supervised data is labour intensive.
- Must be season and weather invariant.



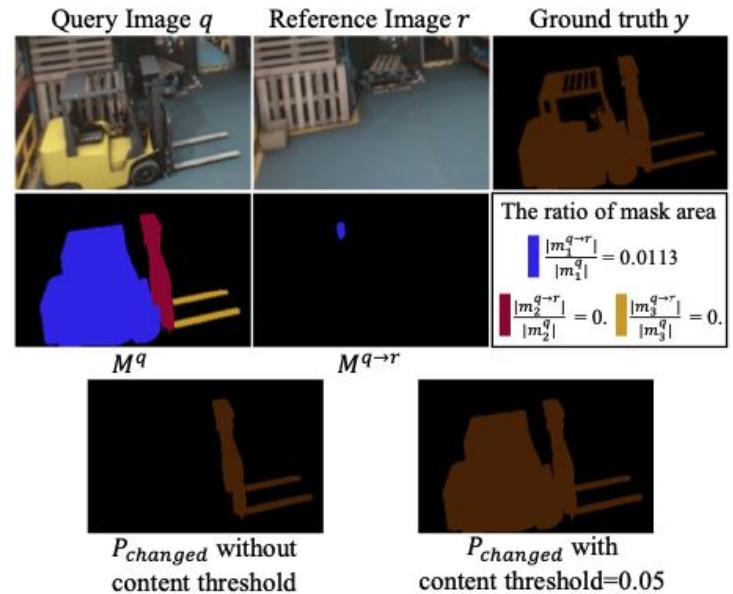
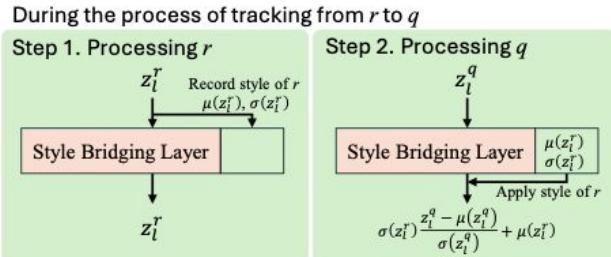
# Method



**Figure 1: The basic idea of SCD with tracking model.** (a) We execute the tracking model  $G$  with  $r$  and  $q$ . (b) We denote the tracking result from  $r$  to  $q$  as  $M^{r \rightarrow q} = G(r, q, M^r)$ , and the tracking result from  $q$  to  $r$  as  $M^{q \rightarrow r} = G(q, r, M^q)$ . (c) ‘Missing’ objects are the objects that exist in  $r$  but not in  $q$ . Therefore, we compare  $M^r$  and  $M^{r \rightarrow q}$  to find missing objects. Conversely, ‘new’ objects are identified by comparing  $M^q$  and  $M^{q \rightarrow r}$ . (d) The final prediction is the simple combination of new and missing.

# Tracking -> SCD

- Content gap
- Introduce content threshold
- Style bridging layer



# Results

ChangeSim: In-domain							
Method	Trained Set	Test Set	Static	New	Missing	Replaced	mIoU
C-3PO	Normal	Normal	94.2	14.3	5.3	17.1	32.7
Ours	-		93.9	29.6	12.3	7.3	<b>35.8</b>
C-3PO	Dusty-air	Dusty-air	94.0	9.3	2.8	12.6	29.7
Ours	-		88.6	23.2	6.4	8.1	<b>31.6</b>
C-3PO	Low-illum.	Low-illum.	93.8	5.4	0.6	8.4	<b>27.1</b>
Ours	-		80.6	9.4	4.7	6.3	25.2

Table 1: **Experimental results on ChangeSim.** The results are expressed in per-class IoU and mIoU scores. Despite the absence of a training process, our model outperformed the baseline’s in-domain performance in two out of three subsets.

ChangeSim: Cross-domain					VL-CMU-CD & PCD			
Method	Trained Set	Test set			Method	Trained Set	Test set	
		Normal	Dusty-air	Low-illum.			VL-CMU-CD	PCD
C-3PO	Normal	32.7	27.2	26.7	C-3PO	VL-CMU-CD	<b>79.4</b>	11.6
	Dusty-air	29.6	29.7	26.9		PCD	24.3	<b>82.4</b>
	Low-illum.	29.4	27.1	<b>27.1</b>	Ours	-	51.6	56.5
Ours	-	<b>35.8</b>	<b>31.6</b>	25.2				<b>54.0</b>

# Results



Figure 5: **Qualitative results.** Our approach successfully performs change detection across various datasets without training. For more qualitative results, see the supplementary material.

## *Fugatto 1*

### *Foundational Generative Audio Transformer Opus 1*

#### NVIDIA

Rafael Valle, Rohan Badlani, Zhifeng Kong, Sang-gil Lee, Arushi Goel, Sungwon Kim,  
João Felipe Santos, Shuqi Dai, Siddharth Gururani, Aya AlJa’fari, Alexander H. Liu,  
Kevin Shih, Ryan Prenger, Wei Ping, Chao-Han Huck Yang, Bryan Catanzaro  
[rafaelvalle@nvidia.com](mailto:rafaelvalle@nvidia.com)

#### ABSTRACT

*Fugatto* is a versatile audio synthesis and transformation model capable of following free-form text instructions with optional audio inputs. While large language models (LLMs) trained with text on a simple next-token prediction objective can learn to infer instructions directly from the data, models trained solely on audio data lack this capacity. This is because audio data does not inherently contain the instructions that were used to generate it. To overcome this challenge, we introduce a specialized dataset generation approach optimized for producing a wide range of audio generation and transformation tasks, ensuring the data reveals meaningful relationships between audio and language. Another challenge lies in achieving compositional abilities – such as combining, interpolating between, or negating instructions – using data alone. To address it, we propose *ComposableART*, an inference-time technique that extends classifier-free guidance to compositional guidance. It enables the seamless and flexible composition of instructions, leading to highly customizable audio outputs outside the training distribution. Our evaluations across a diverse set of tasks demonstrate that *Fugatto* performs competitively with specialized models, while *ComposableART* enhances its sonic palette and control over synthesis. Most notably, we highlight emergent tasks and properties that surface in our framework’s – sonic phenomena that transcend conventional audio generation – unlocking new creative possibilities. [Demo Website](#).

# Dataset generation

- 1- Free-Form Instruction Synthesis via pre-defined python generators
- 2- relative instruction generation (happy voice => happier voice)
- 3- use classifiers & LLM to generate descriptions
- 4- datasets that have explicit isolated factors
- 5- use Praat and Spotify's Pedalboard to edit speech and music

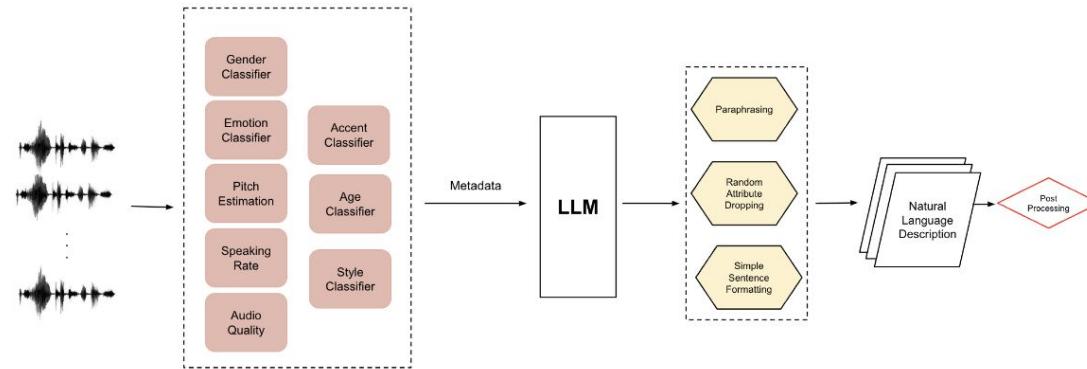


Figure 4: Synthetic caption generation pipeline for Prompt-to-Voice (P2V).

## Model & Operation

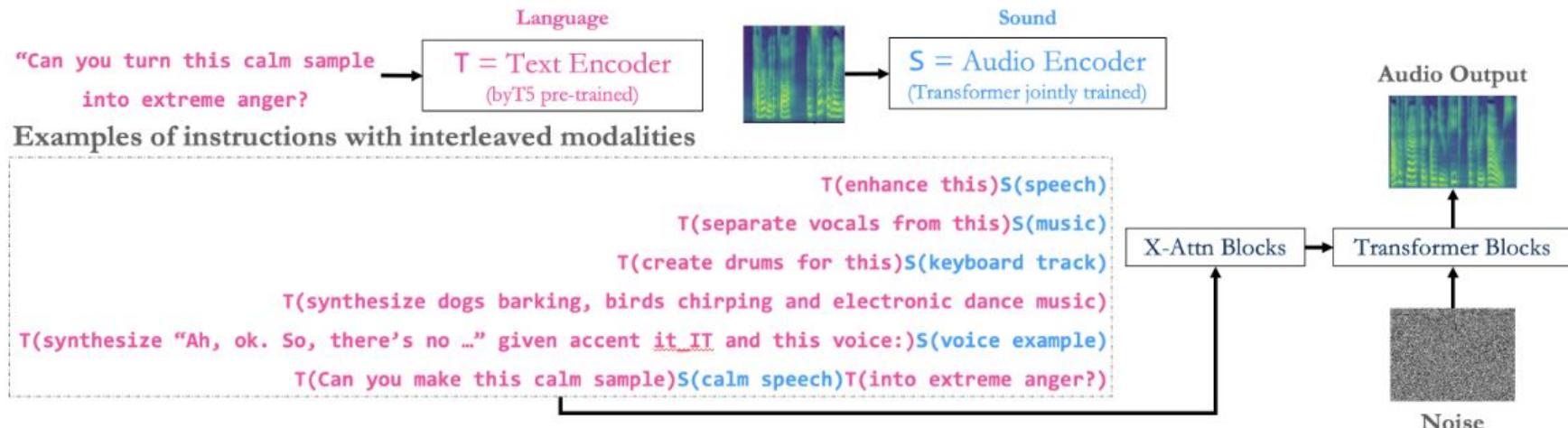


Figure 5: A description of *Fugatto*'s architecture and input handling.

## Emergent sounds & tasks

The model 'can' generate sounds that were not present in the dataset, and do tasks that it was not explicitly trained on doing.

<https://fugatto.github.io/>

Ujjwal Sharma