

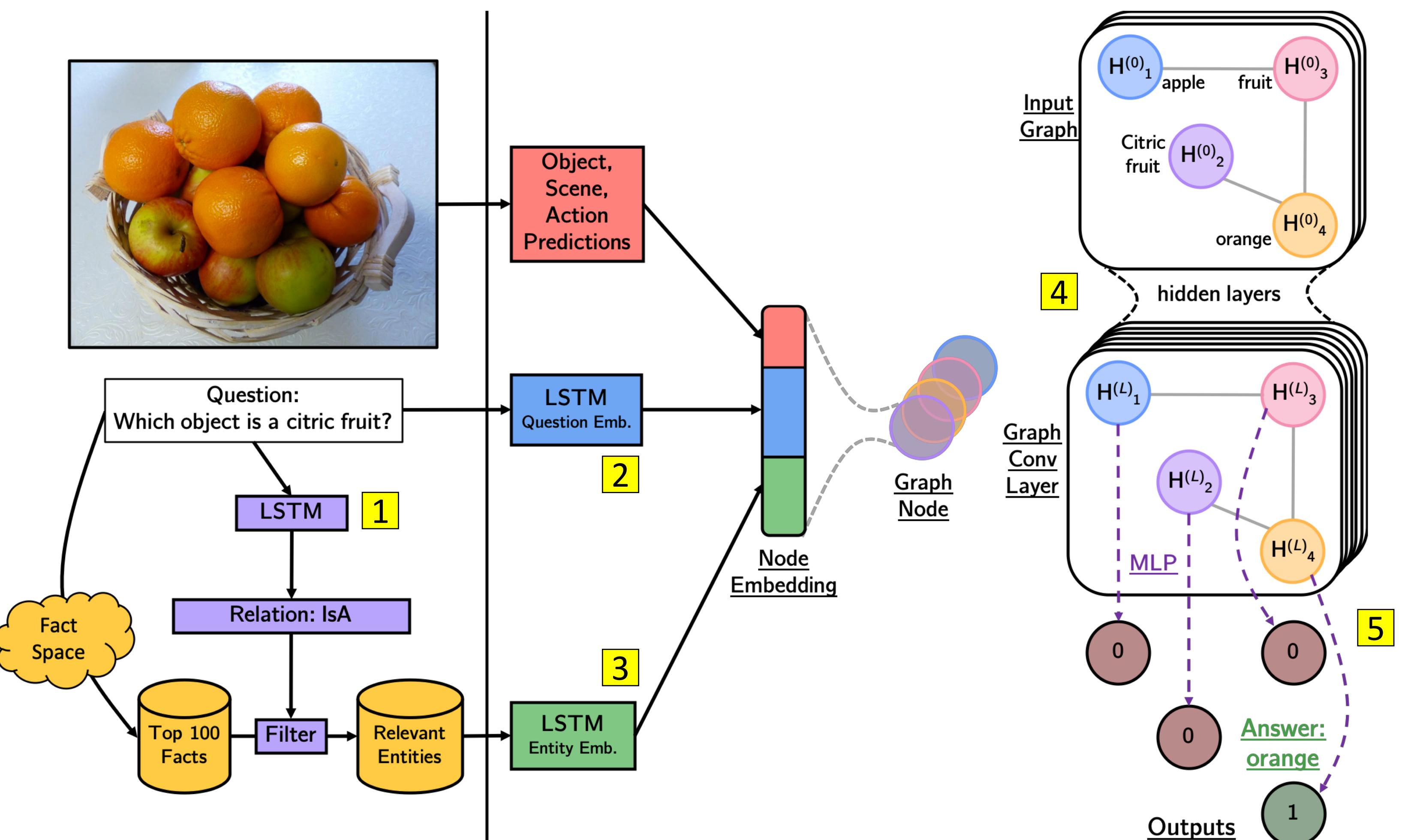
## Overview

- Objective:** To answer open ended questions about an image using facts from an external knowledge base.
- We use the **FVQA Dataset** containing image – question pairs and the corresponding **FVQA Knowledge Base** of facts. [1]
- We develop a model that **reasons using message passing** across multiple **relevant facts** before arriving at an answer.



Question: Which object in the image is more similar to a tiger?  
Fact: (Cat, RelatedTo, Tiger)  
Answer: Cat

## Learning Knowledge Base Retrieval



## Inference

### 1. Retrieval of Relevant Facts

- Fact consists of (visual concept, relation, attribute), e.g., (Orange, IsA, Fruit)
- 100 relevant facts retrieved based on GloVe similarity of the fact with the question and visual concepts in image
- One relation out of 13 possible is obtained from the question by using an LSTM [1], proposed in [2]
- Top 100 facts further reduced by filtering according to the predicted relation, e.g., IsA
- Entity Embedding.** Each entity, (visual concept, attribute) in the fact is embedded using an LSTM [3]

### 2. Question and Visual Concept Embedding

- Question: Embedding of dimension 100 learned using an LSTM [2]
- Visual Concepts: Objects, scenes, and actions detected using pre-trained models

### 3. Node Embedding and Graph Construction

- The visual concept, question, and entity embeddings are concatenated to form an embedding of a node
- The nodes of the graph are connected based on the relations connecting the entities

### 4. Answer Prediction from the Graph

- A 2-layer graph convolution network (GCN) performs a joint assessment of the nodes in the graph
- Each hidden layer of the GCN is a non-linear function given by,

$$H^{(l)} = f(H^{(l-1)}, A) = \sigma(\tilde{D}^{-1/2} \tilde{A} \tilde{D}^{-1/2} H^{(l-1)} W^{(l-1)}) \quad \forall l \in \{1, \dots, L\}$$

- The output of the GCN is passed through an MLP which predicts the answer

## Learning

### 1. Relation Prediction

- The LSTM [1] is trained using ground truth question-relation pairs and standard cross-entropy loss

### 2. Answer Prediction

- The answer predictor's parameters consist of the question and entity embedding, the layers of the GCN and MLP
- The LSTMs [2] and [3], the GCN [4], and the MLP [5] are trained end-to-end using the ground truth answer and binary cross-entropy loss

## Quantitative and Qualitative Results

Method	Accuracy	
	@1	@3
FVQA [1]	56.91	64.65
FVQA Ensemble [1]	58.76	—
STTF [2]	62.20	75.60
Ours (1 layer GCN)	<b>57.89</b>	<b>65.14</b>
Ours (3 layer GCN)	<b>60.78</b>	<b>68.65</b>
Ours (2 layer GCN)	<b>69.35</b>	<b>80.25</b>
Human	77.99	-

Answer Prediction Results

### Correctly Answered Questions

Question: Which vehicle shown here can float? Pred. Relation: CapableOf Pred. Visual Concept: Boat (object) Supporting Fact: (Boat, CapableOf, Sailing) Pred./GT Answer: Boat	Question: What is the place in this image used for? Pred. Relation: UsedFor Pred. Visual Concept: Kitchen (scene) Supporting Fact: (Kitchen, UsedFor, Cooking) Pred./GT Answer: Kitchen	Question: What does the animal in the image like to chase? Pred. Relation: CapableOf Pred. Visual Concept: Cat (object) Supporting Fact: (Cat, CapableOf, Hunting mice) Pred./GT Answer: Cat	Question: What is the plant-eating animal shown here? Pred. Relation: Category Pred. Visual Concept: Giraffe (object) Supporting Fact: (Giraffe, Category, Herbivore) Pred./GT Answer: Giraffe	Question: What is the area in the image used for? Pred. Relation: UsedFor Pred. Visual Concept: Field (Scene) Supporting Fact: (Field, UsedFor, Grazing Animals) Pred./GT Answer: Grazing Animals
Question: What in this image is made by baking? Pred. Relation: Category Pred. Visual Concept: Donut (object) Supporting Fact: (Donut, Category, Cooking) Pred./GT Answer: Donut	Question: What object in this image is spiky? Pred. Relation: RelatedTo Pred. Visual Concept: Pineapple (object) Supporting Fact: (Pineapple, RelatedTo, Spiky) Pred./GT Answer: Pineapple	Question: Which object in this image is venomous? Pred. Relation: HasProperty Pred. Visual Concept: Snake (object) Supporting Fact: (Snake, HasProperty, Venomous) Pred./GT Answer: Snake	Question: Which action shown here is faster than walking? Pred. Relation: Comparative (faster) Pred. Visual Concept: Cycling (action) Supporting Fact: (Cycling, Faster, Walking) Pred./GT Answer: Cycling	Question: What is on the ground in this image? Pred. Relation: AtLocation Pred. Visual Concept: Beach (Scene) Supporting Fact: (Sand, AtLocation, Beach) Pred./GT Answer: Sand

Visual Concepts Prediction

Question: What object in this image can fly? Relevant Object: Frisbee Predicted/GT Relation: CapableOf Supporting Fact: (Frisbee, CapableOf, Flying) Predicted/GT Answer: Frisbee	Question: What are the greens shown in this image? Relevant Object: Broccoli Predicted/GT Relation: IsA Supporting Fact: (Broccoli, IsA, Green Vegetable) Predicted/GT Answer: Broccoli	Question: What is the object that the picture is taken from used for? Pred. Relation: UsedFor GT Supporting Fact: (Airplane, UsedFor, Flying) GT Supporting Fact: (Accordion, ReceivesAction, Polka Music) Pred. Answer: Printing pictures GT Answer: Flying	Error: GT Fact not retrieved in Top-100. Error: Incorrect annotation / Wrong relation predicted.	Question: What object in this image is used for entering data? Pred. Relation: UsedFor GT Supporting Fact: (Keyboard, UsedFor, Data entry) Pred. Answer: Laptop GT Answer: Keyboard Error: GCN predicted the wrong node.
Actions: hold-fork, lift-fork, no-interaction/pizza Scenes: delicatessen, pizzeria, restaurant, bakery-shop, cafeteria	Actions: hold-fork, lift-fork, no-interaction/pizza Scenes: delicatessen, pizzeria, restaurant, bakery-shop, cafeteria	Actions: hold-fork, lift-fork, no-interaction/pizza Scenes: delicatessen, pizzeria, restaurant, bakery-shop, cafeteria	Actions: hold-fork, lift-fork, no-interaction/pizza Scenes: delicatessen, pizzeria, restaurant, bakery-shop, cafeteria	Actions: hold-fork, lift-fork, no-interaction/pizza Scenes: delicatessen, pizzeria, restaurant, bakery-shop, cafeteria

## References

- [1] Wang P, Wu Q, Shen C, Dick A, van den Hengel A. Fvqa: Fact-based visual question answering. *IEEE TPAMI*, 2018.  
[2] Narasimhan M, Schwing AG. Straight to the Facts: Learning Knowledge Base Retrieval for Factual Visual Question Answering. In *ECCV*, 2018.