Lecture 8: LSTM for Computer Vision

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Outline

- 1. Recurrent Neural Networks (RNNs)
- 2. Long Short Term Memory
- 3. Applications in Computer Vision
- 4. Language Modeling & Image Captioning
- 5. Vision and Language Integration
- 6. Attention Mechanism

Learning Outcomes

- Explain the principles of recurrent neural networks (RNNs) and their role in modeling sequential data in computer vision.
- **Describe** the internal architecture and gating mechanisms of **Long Short-Term Memory (LSTM)** networks.
- Analyze how LSTMs overcome the vanishing gradient problem in sequence learning.
- •Apply CNN-LSTM architectures to model temporal and contextual features in videos and sequential visual data.
- •Construct encoder-decoder models for image captioning and video description tasks.
- Discuss the role of attention mechanisms in enhancing visual—linguistic models.
- Evaluate recent advances from LSTM-based models to transformer-based vision-language architectures.

What is the motivation behind RNN?



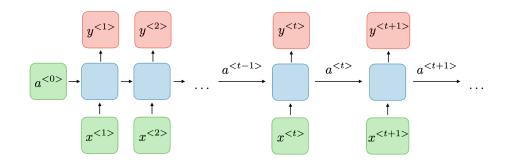
RNN

Recurrent Neural Network

RNN Overview

- Handles Sequential data
- Neural networks with feedback connections that retain information from previous inputs

$$a^{} = g_1(W_{aa}a^{} + W_{ax}x^{} + b_a$$
$$y^t = g_2(W_{ya}a^{} + b_y)$$

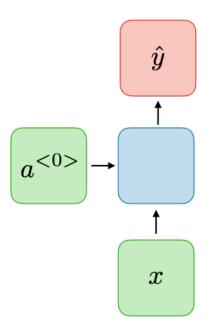


Recurrent neural networks cheatsheet star. CS 230 - Recurrent Neural Networks Cheatsheet. (n.d.).

RNN Architectures

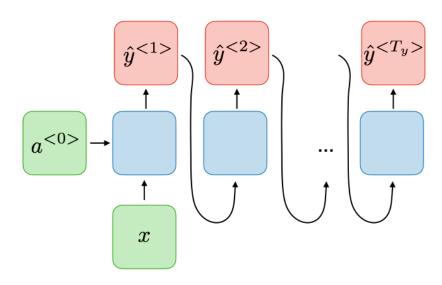
• One-to-One:

$$T_x = T_y = 1$$



One-to-Many:

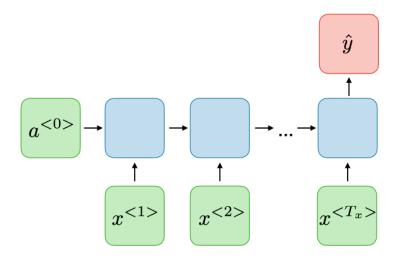
$$T_x = 1, T_y > 1$$



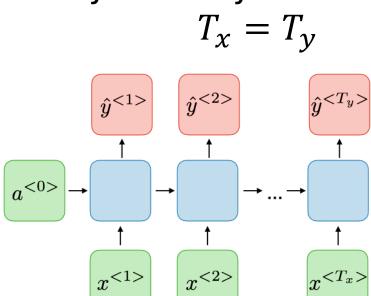
RNN Architectures

Many-to-one

$$T_x > 1$$
, $T_y = 1$



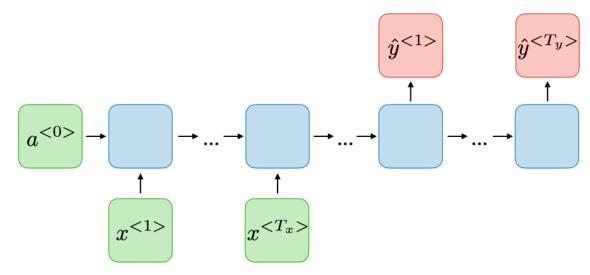
Many-to-Many



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RNN Architecture

• Many-to-Many $T_x \neq T_y$



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Pros and Cons

- Possibility of processing input of any length
- Model size not increasing with size of input
- Computation takes into account historical information
- Weights are shared across time

- Computation being slow
- Difficulty of accessing information from a long time ago
- Cannot consider any future input for the current state

Challenges of RNN

- Vanishing Gradient
- Exploding Gradient

LSTM

Long Short Term Memory

LSTM Overview

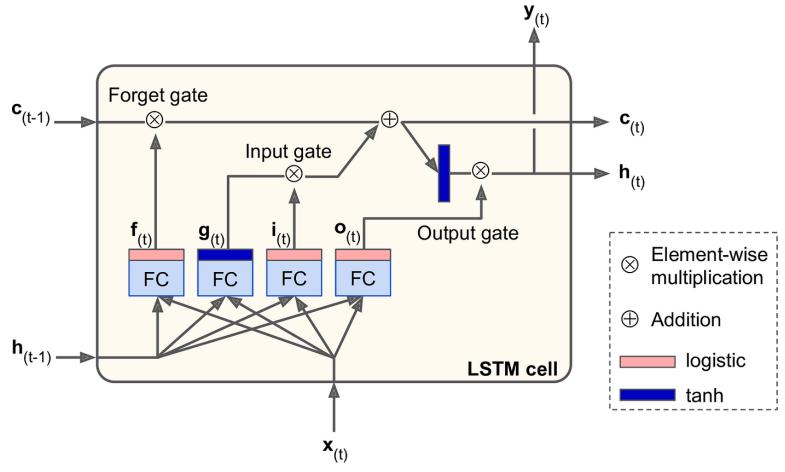
LSTMs are designed to handle the vanishing gradient problem by introducing a memory cell that can maintain information over long periods.

Components:

- Cell State: Stores long-term dependencies.
- Gates:
 - Input Gate: Controls how much new information flows into the cell.
 - Forget Gate: Decides what information to discard from the cell.
 - Output Gate: Determines what information to output.

Use-Case: Ideal for tasks requiring long-term memory, like essay writing or speech recognition.

LSTM Architecture



Source: Neural Networks and deep learning, by Aurélien Géron Oriely

Applications

Sequence Learning in Vision

- Video classification: sequence of frames → label (e.g., "playing guitar").
- CNN extracts features per frame.
- LSTM models temporal evolution
 - ht=LSTM(CNN(framet),ht-1)
- Applications:
 - Human action recognition
 - Emotion detection
 - Object tracking over time

Image Captioning

- Goal: Generate a natural language description of an image.
- Pipeline:
 - CNN: extracts image features.
 - LSTM: generates sentence word-by-word.
 - Combined via feature vector → language decoder.

Vision + Language

- Combines visual and linguistic embeddings.
- Two networks:
 - Vision encoder (CNN, ViT)
 - Language encoder (RNN, LSTM, Transformer)
- Applications:
 - Visual Question Answering (VQA)
 - Image Retrieval by Text
 - Multimodal Translation

Attention Mechanism

Attention Mechanism

- LSTMs struggle with long sequences
- Core idea: focus on relevant parts of the input at each time step.
- Enables model to "look" at specific image regions when generating each word.



<u>A cute teddy bear</u> is reading Persian literature



A cute teddy bear is <u>reading Persian</u> <u>literature</u>

Encoder–Decoder Architecture

- Encoder (CNN): Encodes image into feature vector.
- Decoder (RNN/LSTM/Attention): Generates textual sequence.
- Key use: Image Captioning, VQA, Video Description.

References

- Guide to CNNs for CV Khan et al. (2018)
- Deep Learning with Python Chollet (2018)
- Deep Learning in Computer Vision Awad & Hassaballah (2020)

Deep Learning for Vision Systems by Mohamed Elgendy (2020)