

Linearly Mapping from Image to Text Space

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Problem of Language Model

To appear at ACL 2020

Climbing towards NLU: On Meaning, Form, and Understanding in the Age of Data

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Emily M. Bender and Alexander Koller., “Climbing towards NLU: on meaning form and understanding in the age of data”, ACL 2020

A System exposed only to **form** in its training **cannot in principle learn meaning**

Form & Meaning in Language

Form

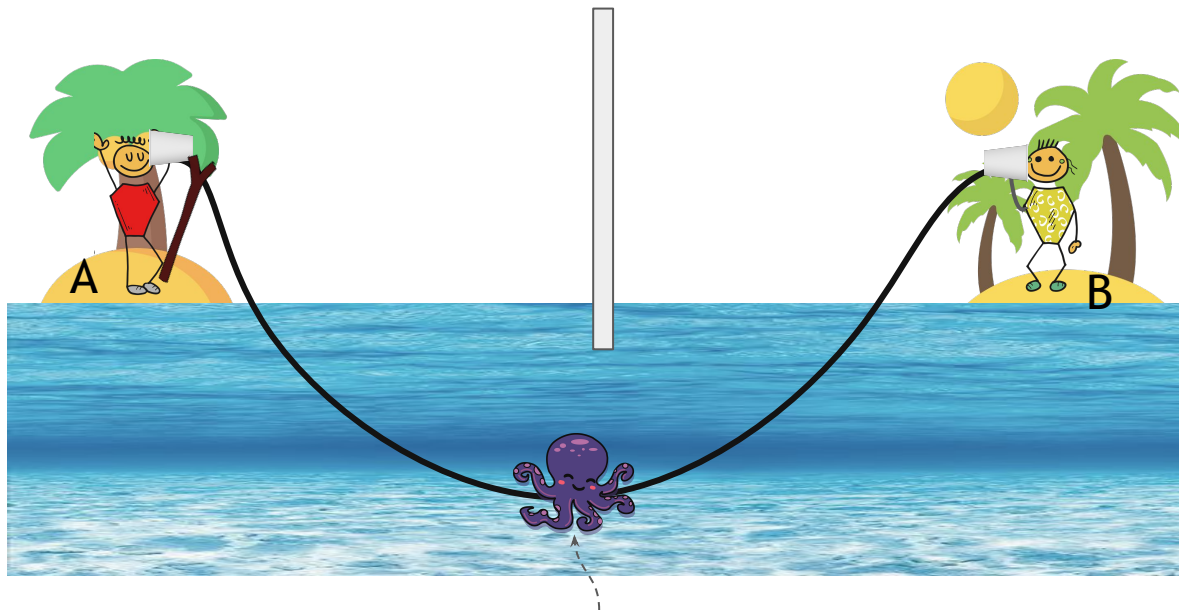
- Anything we can find in a language (e.g., symbols, mouth movements)

Meaning

- Relationship between form and non-linguistic parts
- Including Communicative intent

Is form alone meaningful?
⇒ Octopus Thought exp.

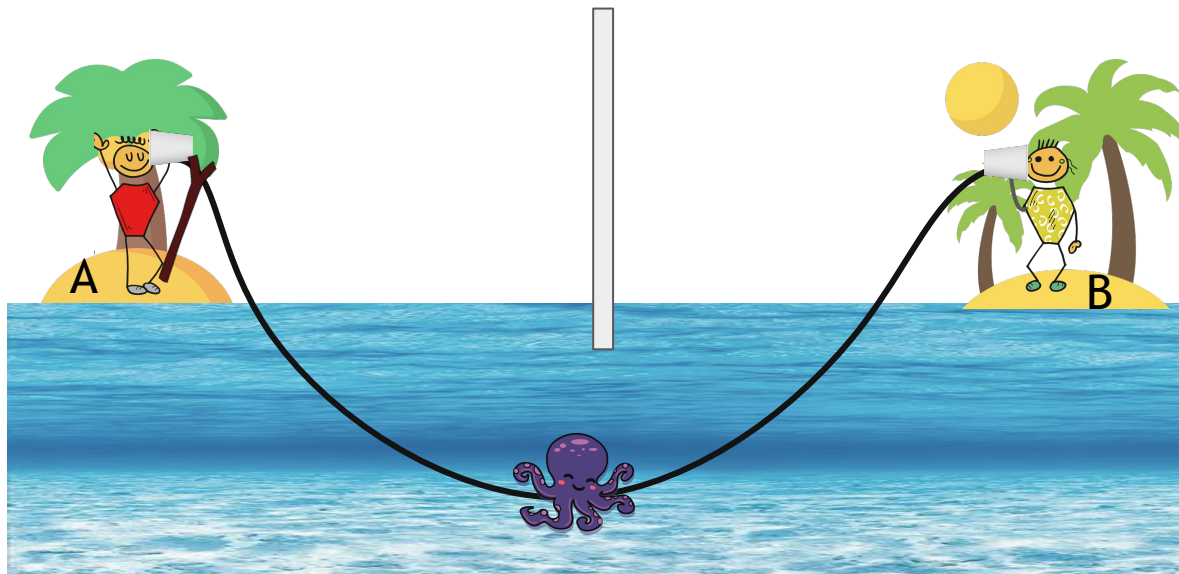
Octopus Thought Experiment



A highly intelligent octopus that knows nothing about Human language

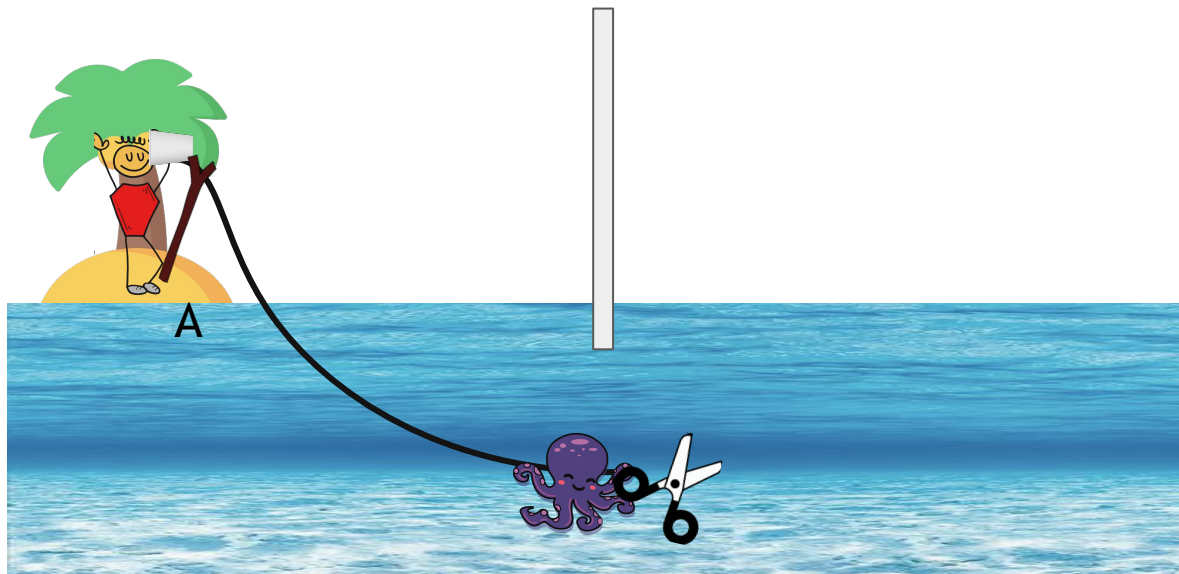
- Excellent at spotting *statistical* patterns

Octopus Thought Experiment



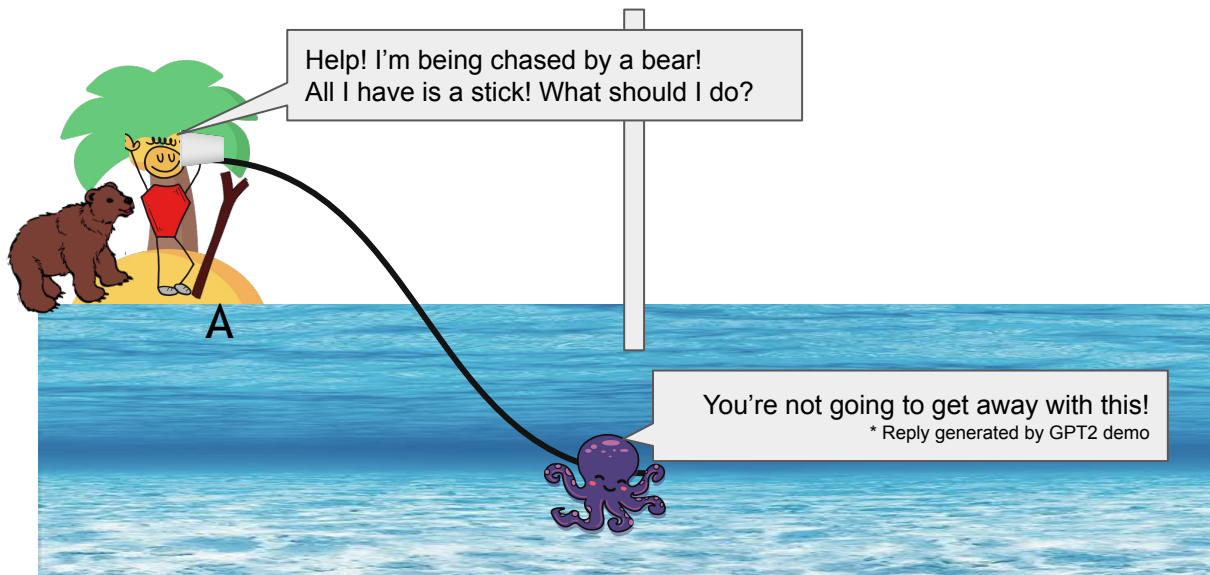
- Observed the use of certain words in similar forms
- Maybe noticed a common lexical pattern

Octopus Thought Experiment



starts impersonating B and replying to A

Octopus Thought Experiment



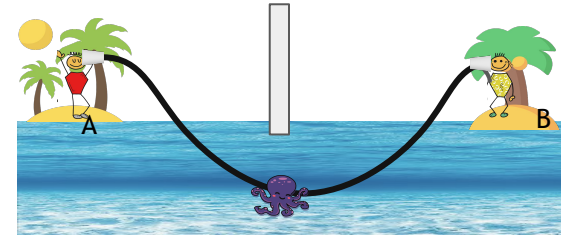
The octopus doesn't know the referents of the words

- no idea what bears or sticks are

⇒ Octopus = LM

Octopus Thought Experiment

- Conclusion



- LMs do not tend to learn **conceptual representations (meanings)** of language.
 - Humans acquire language not only through the **form** (representation) but also through the **interaction** of various factors in physical world.



How well can a text-only language model learn aspects of the physical world?

Previous Works

- Show success in mapping images to language model soft prompts as a method for multimodal pre-training (e.g., *MAGMA*, *Frozen*)

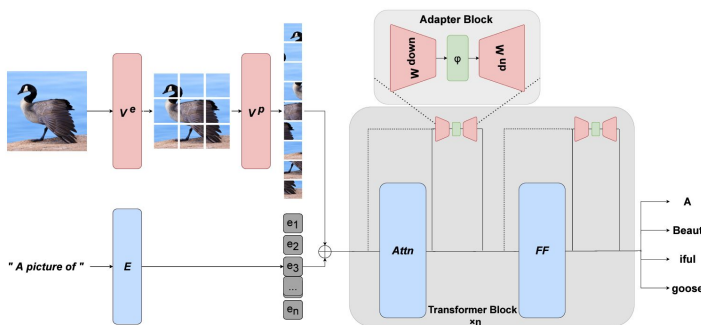


Figure 2: MAGMA's architecture. The layers in red are trained, and the layers in blue remain frozen.

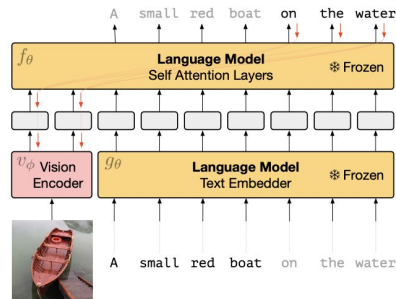


Figure 2: Gradients through a frozen language model's self attention layers are used to train the vision encoder.

⇒ However, no attempts to restrict the mechanism behind this mapping and understand how it works.

Language & Image representation

- Hypothesis.

Conceptual representations (between language and image embeddings) can be approximately mapped to one through a linear transformation

- Why train on linear transformation?
 - because of the simplicity !

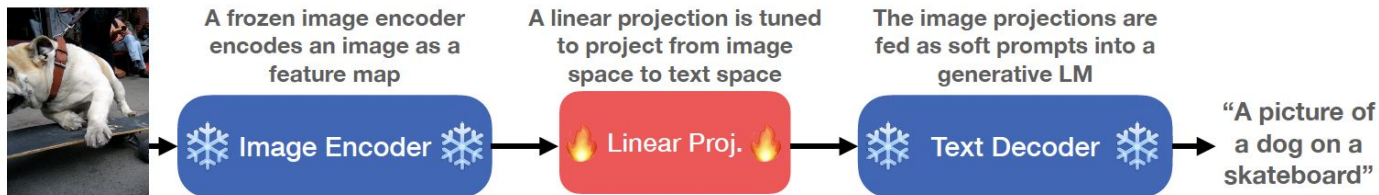
Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Train linear projections from image representations into the text space of a language model to produce image-to-text tasks

= transform an image representation into “soft prompts”

(do not correspond to discrete language tokens)



Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Linear projection layer
 - To project from h_I (hidden size of a pre-trained image encoder) to text space e_L (text embedding size of the LM)
- Pre-trained Language Model
 - GPT-J model (open source weights of 6B param.)

Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Image Encoders : Different E s
 - To determine the consistency between encodings from E and LM
 - Choice of E
 - the degree of linguistic supervision (saw in pre-training)

Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Image Encoders : Different E s

Degree of accessibility to linguistic labeled data	Image Encoder E	
Strong	CLIP RN50x16	Trained to learn multi-modal image-text embeddings
Weak	NFRN50	Trained on an image classification (on labeled WordNet hyper/hyponym) e.g., hyper: Vehicle, hypo: car, train, bus
None	BEIT-Large	Trained using a self-sup.masked visual token (on ImageNet)

Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Image Encoders : Different E s

Degree of accessibility about linguistic labeled data	Encoder E
Strong	CLIP RN50x16
Weak	NFRN50
None	BEIT-Large

- 1) MAGMA_released 🔥
→ using MAGMA's adapter
(not linear projection)
- 2) MAGMA_ours 🔥
→ using linear projection
- 3) CLIP ❄️

* 🔥 : Update the visual encoder (and LM both; MAGMA)

/ ❄️ : Freeze the visual encoder and LM (Released pre-trained model)

Method




LiMBeR (Linearly Mapping Between Representation spaces)

- Image Encoders : Different E_s

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*  : Update the visual encoder

/  : Freeze the visual encoder and LM (Released pre-trained model)



- 1) Pre-trained
(for image classification on the WordNet)
: NFRN50 
- 2) Fine-tuning
(update the pre-trained image encoder)
: NFRN50 Tuned 
→ *Frozen* model
- 3) Randomly initialized
: NFRN50 Random 



Method

LiMBeR (Linearly Mapping Between Representation spaces)

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/  : Freeze the visual encoder and LM (Released pre-trained model)

- 1) Pre-trained
(for masked visual on the
ImageNet 22K)
& Fine-tuning
: BEIT FT 
- 2) Randomly initialized
: BEIT Random 

Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Training procedure
 - Mapping Linear Projection layer
 - Dataset : CC3M (Conceptual Captions 3M)

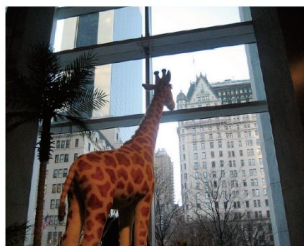
Method

LiMBeR (Linearly Mapping Between Representation spaces)

- Evaluation
 - Task : Image captioning / Visual Question Answering
 - Datasets : MS-COCO, NoCaps / VQA2
 - Captioning Metrics
 - CIDEr-D
 - rewards generating accurate words which are more likely to be visually informative
 - CLIPScore / Ref-CLIPScore
 - evaluate similarity between image and caption without/with references

Experiments : Captioning

Image Captioning



CLIP	a giraffe in the lobby of the building
NFRN50	the giraffe in the zoo.
BEIT	a peacock in the garden
NFRN50 Random	a man and a woman in a field of flowers



CLIP	tennis player in action
NFRN50	tennis player at the tennis tournament.
BEIT	tennis player during a tennis match.
NFRN50 Random	the new logo for the team

* 🔥 : Update the visual encoder (and LM both; MAGMA) / ❄️ : Freeze the visual encoder and LM

Image Captioning		NoCaps - CIDEr-D				NoCaps (All)		CoCo	CoCo	
		In	Out	Near	All	CLIP-S	Ref-S	CIDEr-D	CLIP-S	Ref-S
Jointly-tuned	🔥 NFRN50 Tuned	20.9	30.8	25.3	27.3	66.5	72.5	35.3	69.7	74.8
	🔥 MAGMA (released)	18.0	12.7	18.4	16.9	63.2	68.8	52.1	76.7	79.4
	🔥 MAGMA (ours)	30.4	43.4	36.7	38.7	74.3	78.7	47.5	75.3	79.6
Just training the projection layer	❄️ BEIT Random	5.5	3.6	4.1	4.4	46.8	55.1	5.2	48.8	56.2
	❄️ NFRN50 Random	5.4	4.0	4.9	5.0	47.5	55.7	4.8	49.5	57.1
	❄️ BEIT	20.3	16.3	18.9	18.9	62.0	69.1	22.3	63.6	70.0
	❄️ NFRN50	21.3	31.2	26.9	28.5	65.6	71.8	36.2	68.9	74.1
	❄️ BEIT FT.	38.5	48.8	43.1	45.3	73.0	78.1	51.0	74.2	78.9
	❄️ CLIP	34.3	48.4	41.6	43.9	74.7	79.4	54.9	76.2	80.4

no linguistic supervision transfers well to the LM for captioning

Experiments : Captioning

Image Captioning



CLIP

a giraffe in the lobby
of the building

NFRN50

the giraffe in the zoo.



CLIP

tennis player in action

NFRN50

tennis player at the tennis
tournament.

tennis player during a

There is in fact a relationship between
the linguistic supervision of the pre-training task and perf. on transferring to the LM !

Image Captioning		NoCaps - CIDEr-D				NoCaps (All)		CoCo	CoCo	
		In	Out	Near	All	CLIP-S	Ref-S	CIDEr-D	CLIP-S	Ref-S
Jointly-tuned	🔥 NFRN50 Tuned	20.9	30.8	25.3	27.3	66.5	72.5	35.3	69.7	74.8
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	🔵 NFRN50	21.3	31.2	26.9	28.5	65.6	71.8	36.2	68.9	74.1
	🔵 BEIT FT.	38.5	48.8	43.1	45.3	73.0	78.1	51.0	74.2	78.9
	🔵 CLIP	34.3	48.4	41.6	43.9	74.7	79.4	54.9	76.2	80.4

no linguistic supervision
transfers well to the LM
for captioning

Experiments : VQA (Visual Question Answering)

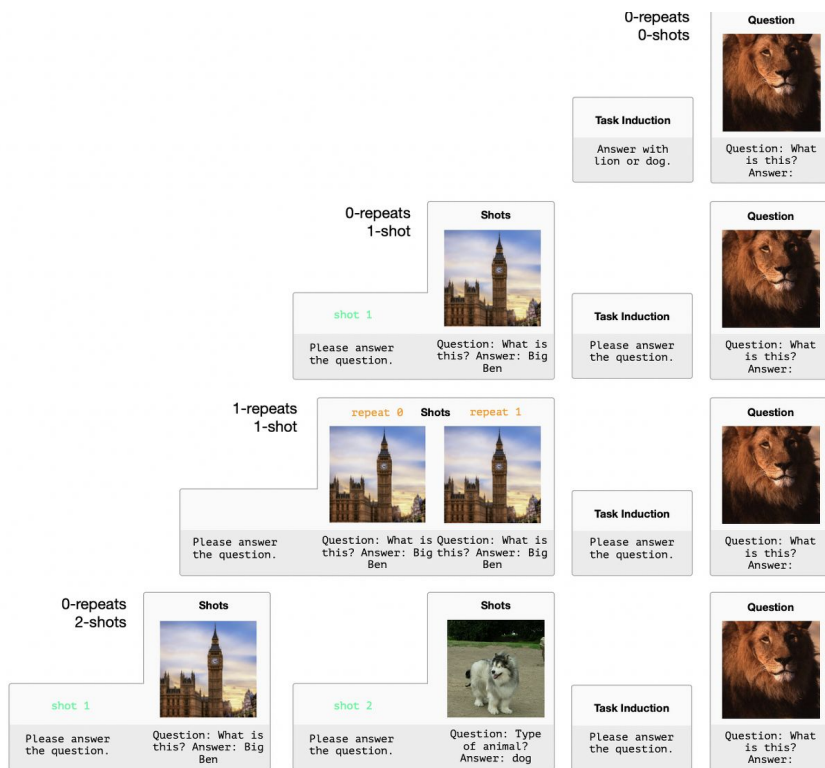


Figure 5: Examples of few-shot learning vocabulary.

Experiments : VQA (Visual Question Answering)

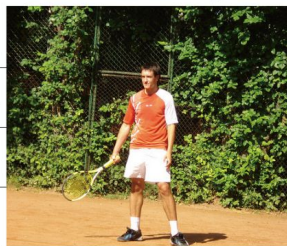
Visual Question Answering



CLIP	He is surfing a wave.
NFRN50	He is surfing the waves.
BEIT	He is jumping into the water.
NFRN50 Random	He is swimming in the pool.

Q: What is the person doing?

A: surfing



CLIP	A tennis racket
NFRN50	A tennis racket
BEIT	A baseball bat.
NFRN50 Random	A tree

Q: What is the person holding?

A: tennis racket

VQA n-shots	0	1	2	4
Blind	20.60	35.11	36.17	36.99
🔥NFRN50 Tuned	27.15	37.47	38.48	39.18
🔥MAGMA (ours)	24.62	39.27	40.58	41.51
🔥MAGMA (reported)	32.7	40.2	42.5	43.8
❄️NFRN50 Random	25.34	36.15	36.79	37.43
❄️BEIT	24.92	34.35	34.70	31.72
❄️NFRN50	27.63	37.51	38.58	39.17
❄️CLIP	33.33	39.93	40.82	40.34

BEIT does not encode visual info. that corresponds to lexical categories

Experiments : Visual Concepts

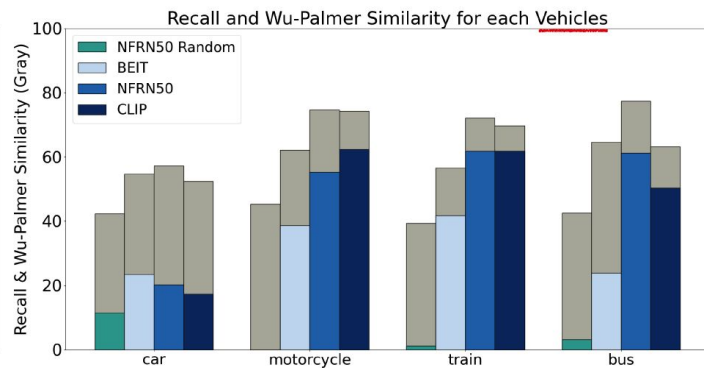
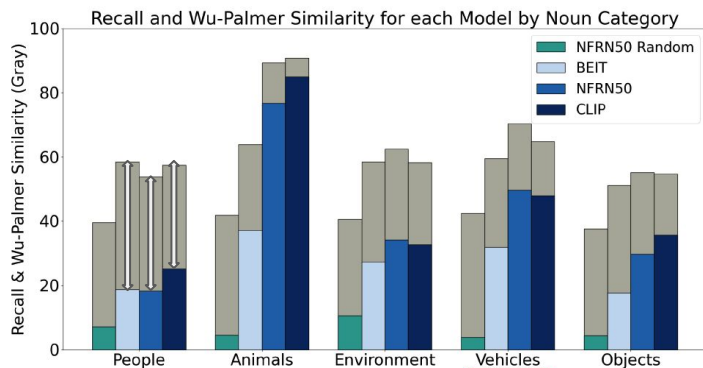
Why BEIT prompts perform so poorly for VQA despite performing decently for captioning?

- **Hypothesis.** BEIT does not encode visual info. that corresponds to lexical categories
- Metrics
 - Wu-Palmer similarity
 - Calculate the distance between the GT and the generated word in the WordNet taxonomy
 - Measure **how close** a word was to the correct answer

Experiments : Visual Concepts

Why BEIT prompts perform so poorly for VQA despite performing decently for captioning?

- (On average) Recall (blue and green bar) score follows : CLIP > NFRN50 > BEIT >> Random
- However, judging by Wu-Palmer similarity (gray bar): BEIT performs nearly the same or better than NFRN50 and CLIP on 4/5 of the noun categories.
 - BEIT does not learn conceptual differences between two similar looking objects that use different words. \Rightarrow transferring a related one based on visual similarity



BEIT may have never learned to distinguish the 'bus' concept

Conclusion

- Show the linguistic supervision of the vision model pretraining objective correlates with the degree of similarity
 - Verified a hypothesis : training only a linear layer is enough for mapping visual pre-trained knowledge to text space.
 - And it can enable downstream tasks (such as few/zero-shot VQA, image captioning) utilizing stored knowledge from both worlds
- Future work (or Question)
 - Could it be improved by considering different model sizes ?
(e.g. larger or smaller CLIP models or supervised resnets or BEITs)
 - whether the probing results get better or worse with image encoder size

Q & A

Thank you :)