

# CS388: Natural Language Processing

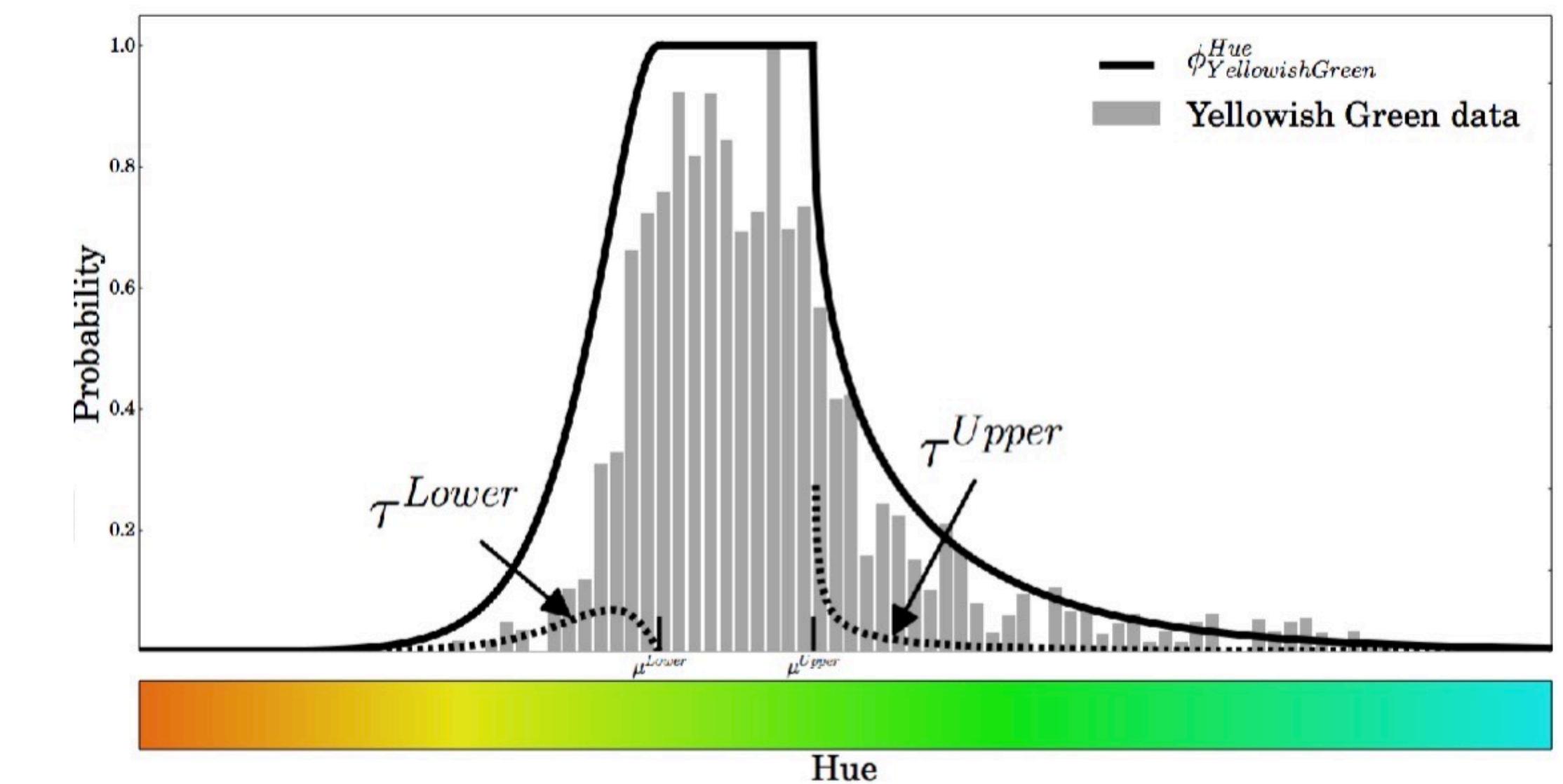
## Lecture 22: Multimodality, Language Grounding

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TEXAS

The University of Texas at Austin



McMahan and Stone (2015)



# Announcements

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- ▶ FP due April 28
- ▶ Presentations on last two class days, starts in 2 weeks!

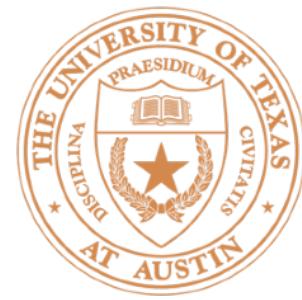


# Today's Lecture

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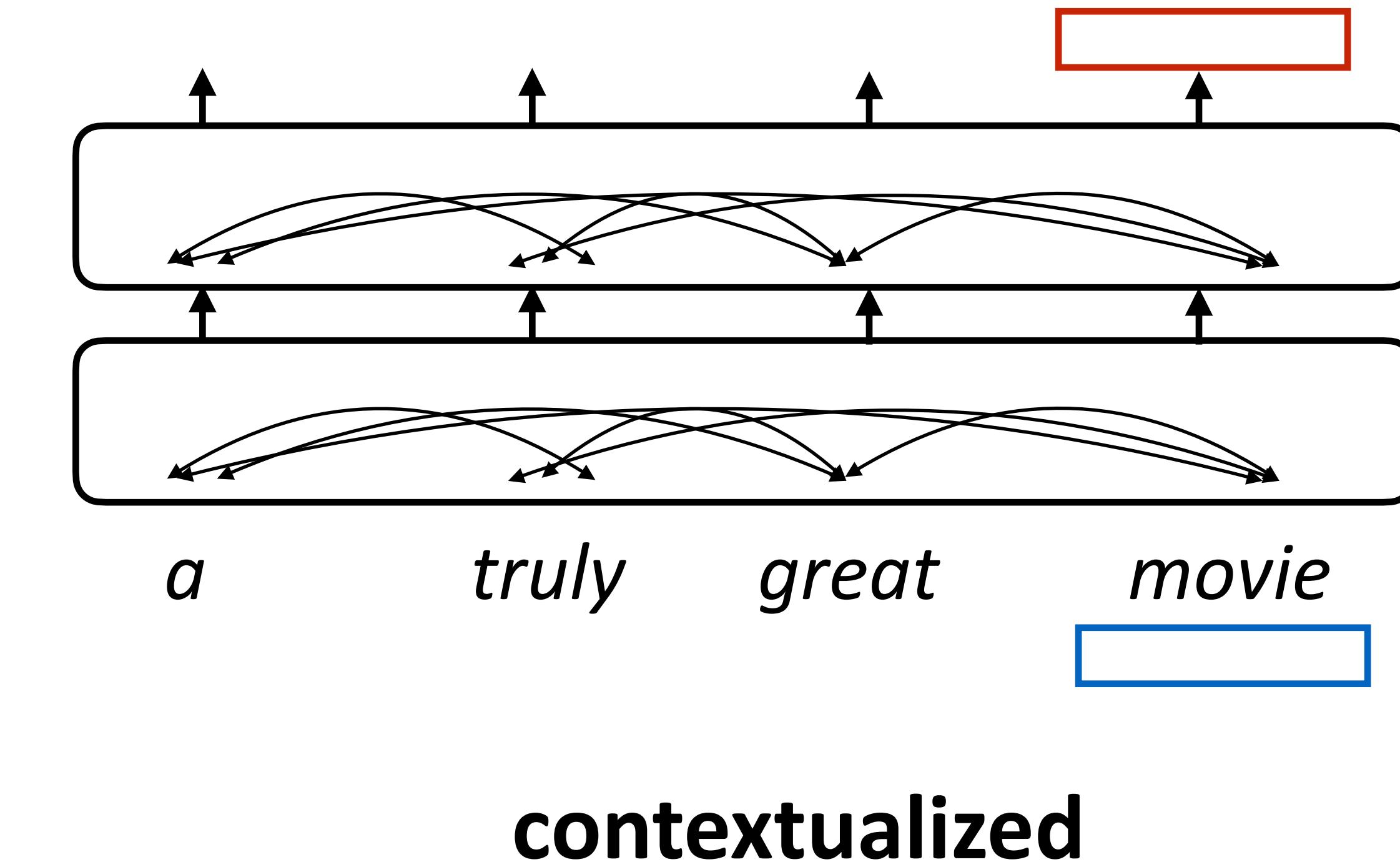
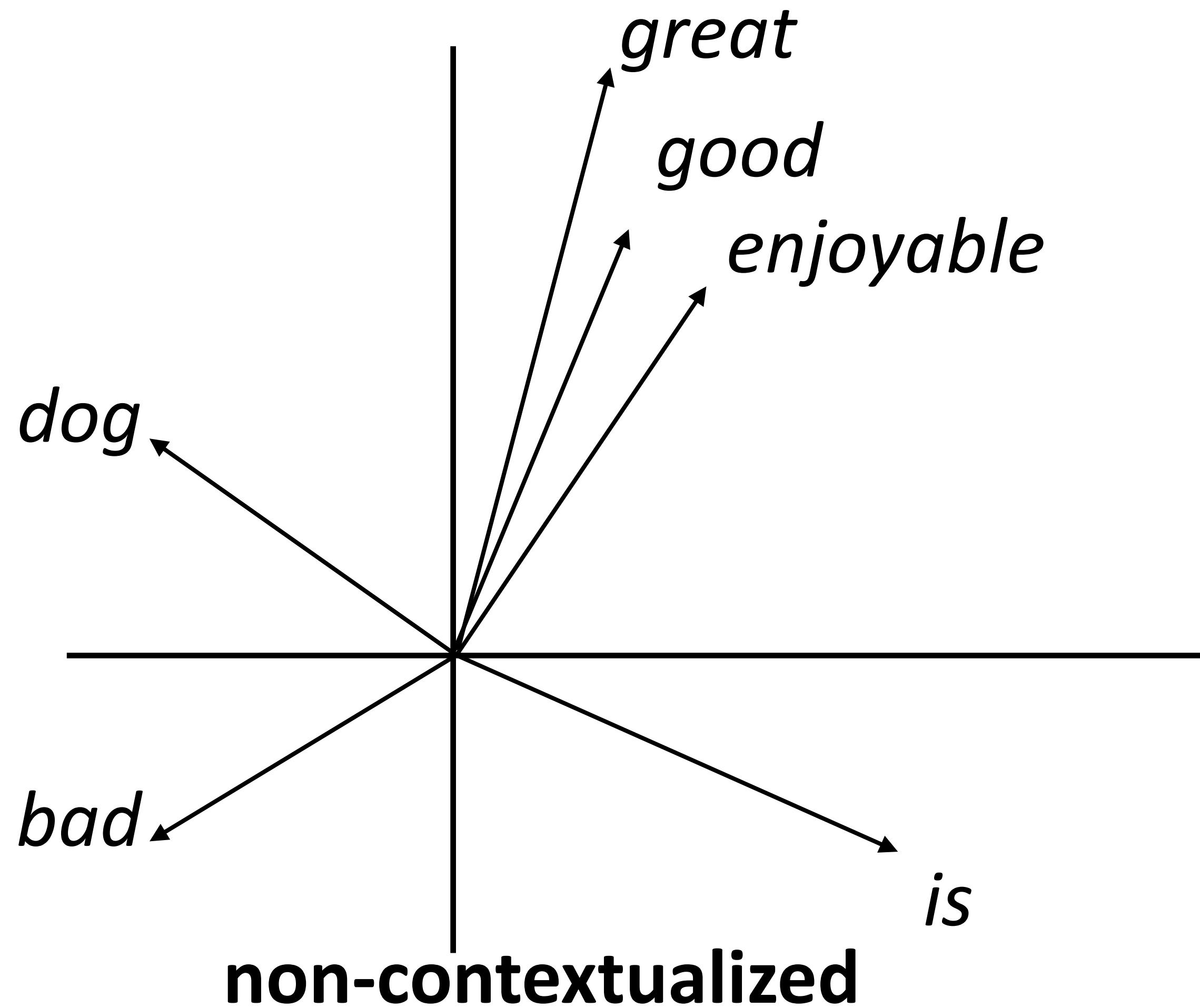
- ▶ Classic grounding
- ▶ Multimodality
- ▶ Language and vision models
- ▶ Language and manipulation

# Classic Grounding



# Language Grounding

- ▶ How do we represent language in our models?
- ▶ How did we learn these representations? What do the vectors “mean”?





# Language Grounding

- ▶ Harnad defines a “symbol system”: we have symbols (e.g., strings) manipulated on the basis of rules, and these symbols ultimately have “semantic interpretation”
  - ▶ “Fodor (1980) and Pylyshyn (1980, 1984)...emphasize that the symbolic level (for them, the mental level) is a natural functional level of its own, with ruleful regularities that are independent of their specific physical realizations”
- ▶ Harnad challenges the idea that fully symbolic approaches can work well.
- ▶ Argues that “horse” is something that should be understood bottom-up through grounding. “Zebra” = “horse” + “stripes” could emerge this way, but he claims it cannot through a top-down symbolic system
- ▶ What does it mean to “understand” the symbols that get manipulated?



# Searle's Chinese Room

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- ▶ Suppose we have someone in a room with a long list of rules, dictionaries, etc. for how to translate Chinese into English. A Chinese string is passed into the room and an English string comes out. The person is not a speaker of Chinese, but merely follows the rules and looks things up in the dictionaries to produce the translation.
- ▶ Does the person understand Chinese? Does the room? (the “system”?)
- ▶ Searle argues that (a) the room is like an AI system producing Chinese translations; (b) the operator in the room (the AI) does not “understand” Chinese. Harnad summarizes :

*The interpretation will not be intrinsic to the symbol system itself: It will be parasitic on the fact that the symbols have meaning for us, in exactly the same way that the meanings of the symbols in a book are not intrinsic, but derive from the meanings in our heads.*



# Language Grounding

- ▶ Bender and Koller separate form and meaning.  
Meaning = communicative intent. The role of the speaker/listener are crucial in language, LMs lack the underlying intent
- ▶ They propose the “octopus” experiment to show how form alone can fail.  
An octopus is eavesdropping on a conversation between A and B (using deep-sea communication cables). Suddenly, the octopus decides to cut the cable and impersonate B.
- ▶ A has an emergency and asks how to construct something with sticks to fend off a bear. The octopus can't help because it can't simulate this novel situation.



Bender and Koller (2020) *Climbing towards NLU*



# Counterarguments

- ▶ We can't necessarily learn semantics from predicting next characters alone without execution. Consider training on:  
 $x = 2$   
 $y = x + 2$   
`print(y)`
- ▶ **However**, assertion statements are sufficient to teach us some semantics!  
(but this can still break down)  
 $x = 2$   
 $y = x + 2$   
`assert(y == 4)`
- ▶ For language: similar argument. Assume people say true things.  
Consider saying a pair of sentences  $x_1, x_2$ ; given enough examples, the fact that  $x_2$  should not be contradicted by  $x_1$  tells us something

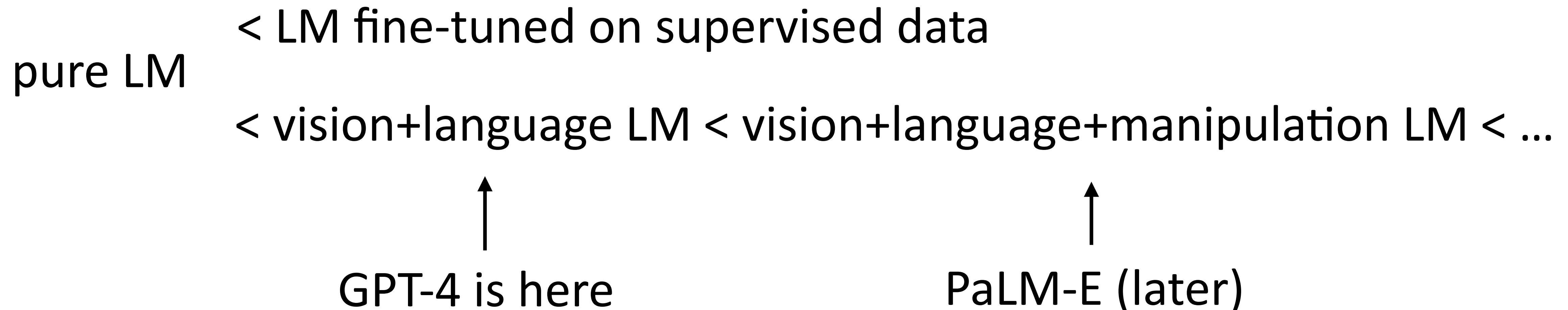
Merrill et al. (2021) *Provable Limitations of Acquiring Meaning from Ungrounded Form*

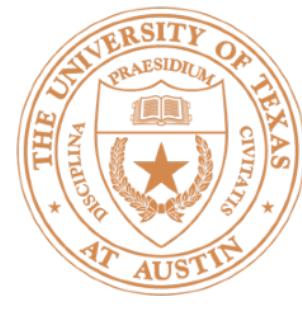
Merrill et al. (2022) *Entailment Semantics can be Extracted from an Ideal Language Model*



# Where are we?

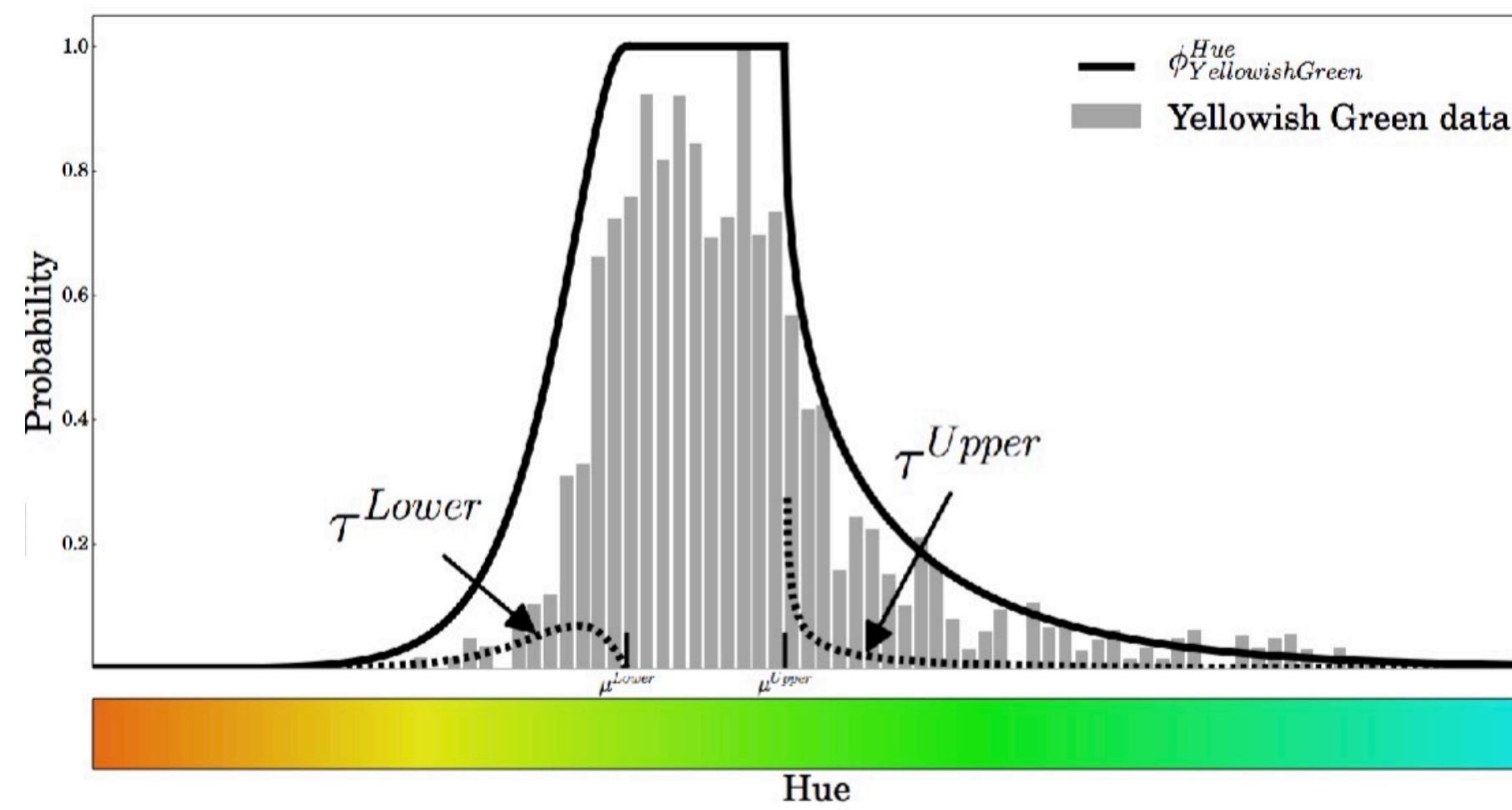
- ▶ Lots of philosophy about these models!
- ▶ Nevertheless, it seems there's a hierarchy in terms of their understanding:





# Language Grounding

- ▶ There are many things that we can ground language in! Focus on vision today.
- ▶ How to associate words with sensory-motor experiences
- ▶ How to associate words with meaning representation



 **Alan Turing** was a British mathematician, logician, cryptanalyst, and computer scientist.

WIKIPEDIA  
The Free Encyclopedia

nationality(AT, UK)  $\wedge$  notable\_for(AT, mathematician)  
 $\wedge$  profession(AT, logic))  $\wedge$  research(AT, cryptanalysm)  
 $\wedge$  notable\_type(AT, compsci)

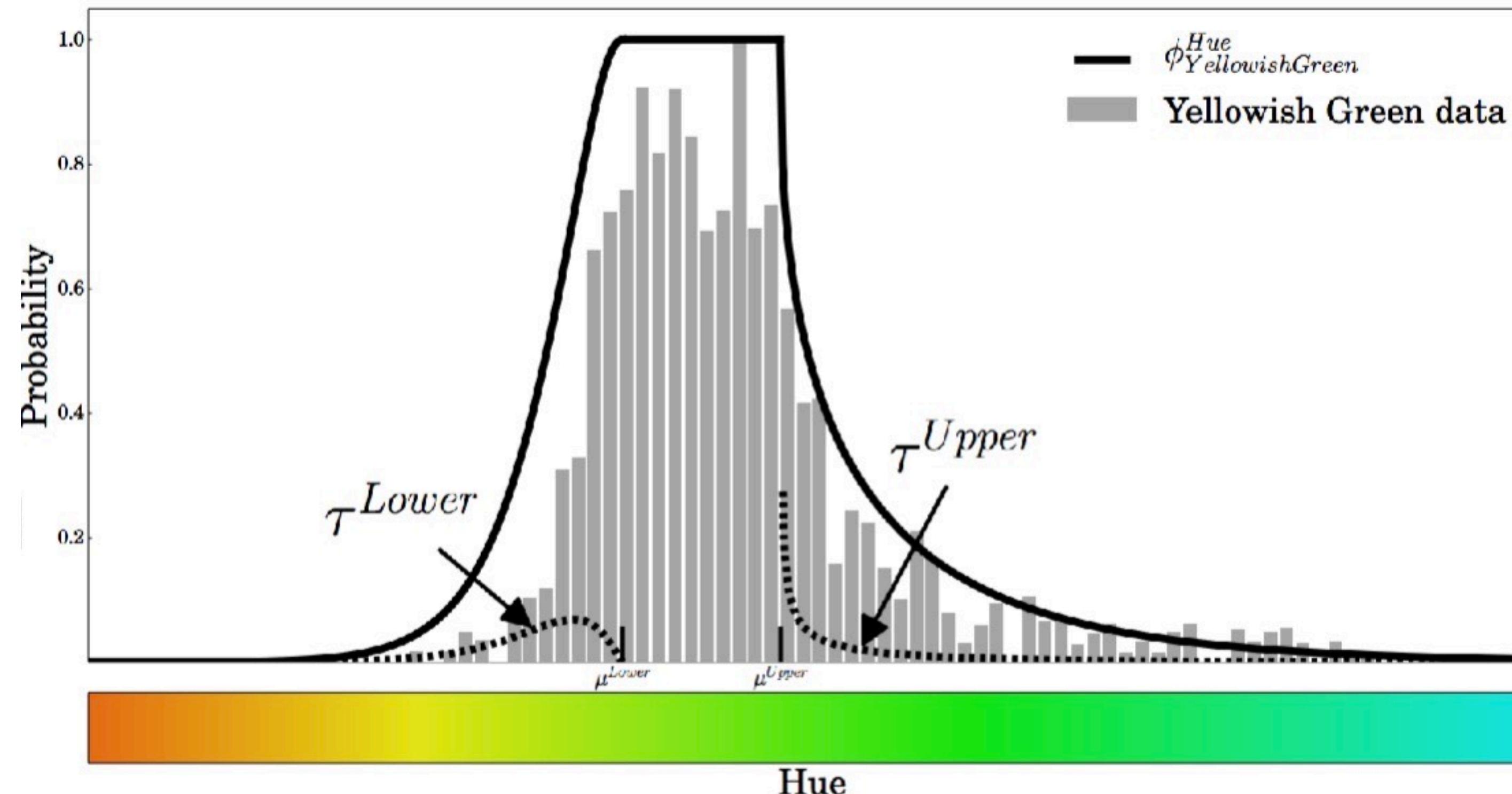


# Multimodality, Language Grounding

some slides from Eunsol Choi

# Language Grounding

- ▶ What does “yellowish green” mean?
- ▶ Formal semantics: yellowish green is a predicate. Things are either yellowish green or not. No connection to real color
- ▶ Grounding in perceptual space:



McMahan and Stone (2015)



# Perception

- ▶ Visual: *green* = [0,1,0] in RGB
- ▶ Auditory: *loud* = >120 dB
- ▶ Taste: *sweet* = >some threshold level of sensation on taste buds
- ▶ High-level concepts:



cat



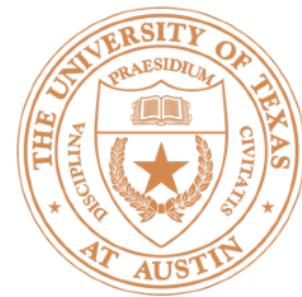
dog



running



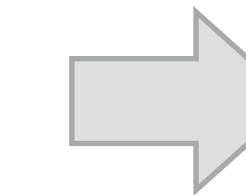
eating



# Learning from Interaction

## 1. Use feedback from control application to understand language

Walk across the bridge



*Reward*  
+1

*Alleviate dependence on large scale annotation*

## 2. Use language to improve performance in control applications

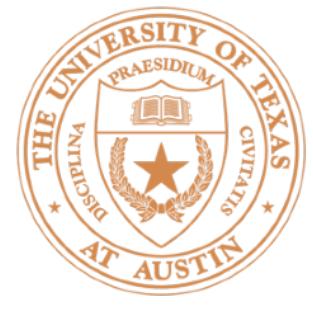


Score: 7



1. **Ghosts** chase and try to kill you
2. Collect all the **pellets**
3. ...

Score: 107



# Other Grounding

- ▶ **Temporal concepts**

- *late evening* = after 6pm.  
Ground in a time interval
- *fast, slow* = describing rates of change

- ▶ **Functional:**

- ▶ *Jacket*: keeps people warm
- ▶ *Mug*: holds water

- ▶ **Spatial Relations**

- *left, on top of, in front of*: how should we ground these?

- ▶ **Size:**

- ▶ Whales are *larger* than lions

- ▶ **Focus today: grounding in images**

# Language and Vision Models



# Grounding in Images

- ▶ How would you describe this image?
- ▶ What does the word “spoon” evoke?



*the girl is licking the spoon of batter*



# Grounding Spoon



Winco 0005-03 7  
3/8" Dinner Spoon...

**\$7.16**



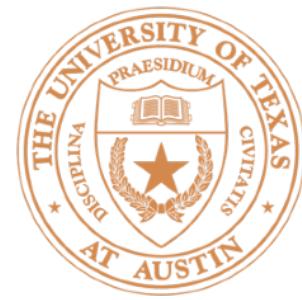
wikiHow

How to Hold a Spoon: 13 Steps (...)



GO Indiegogo

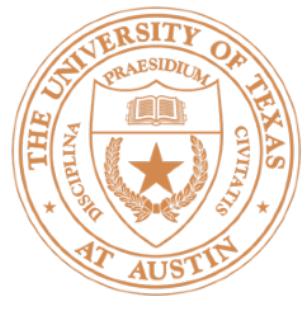
Spoon that Elevates Taste ...



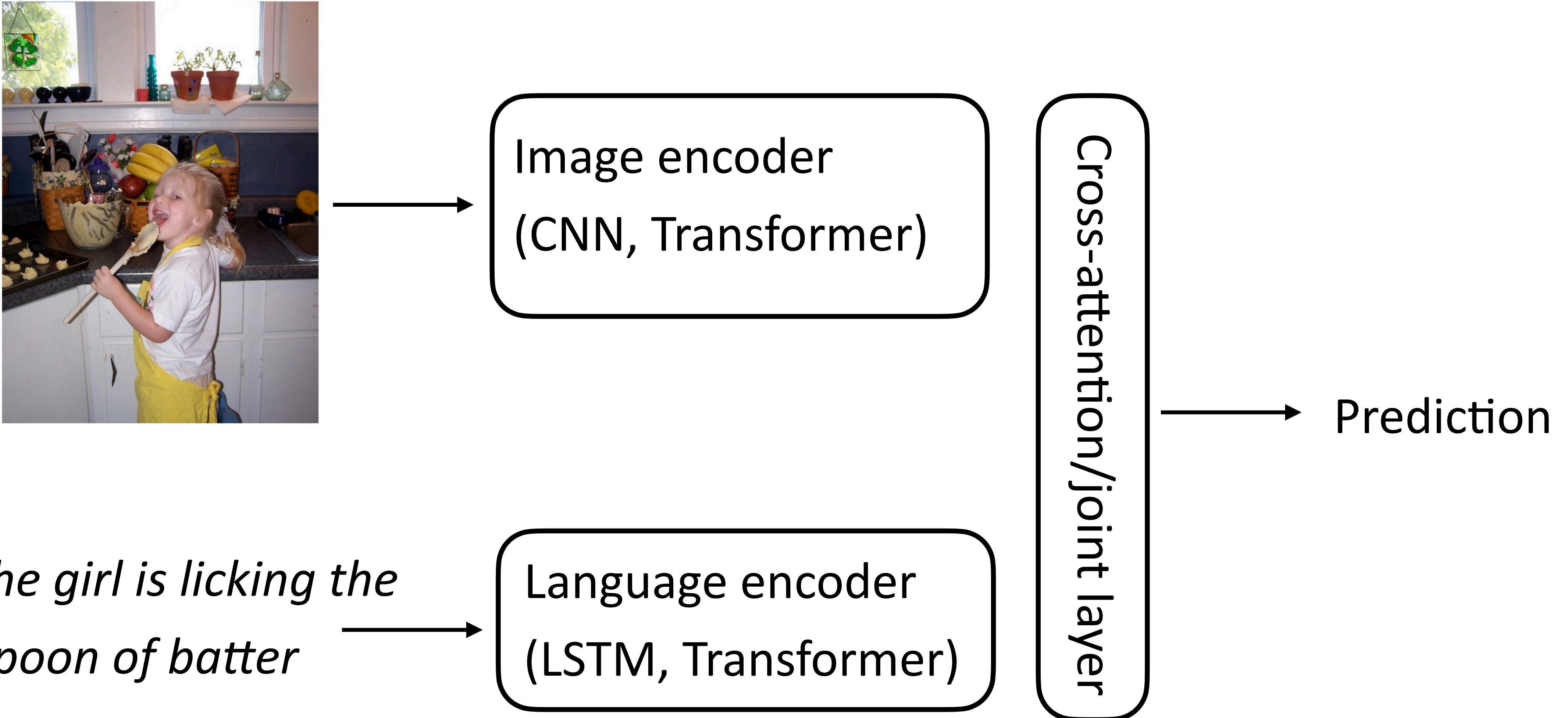
# Grounding Language in Images

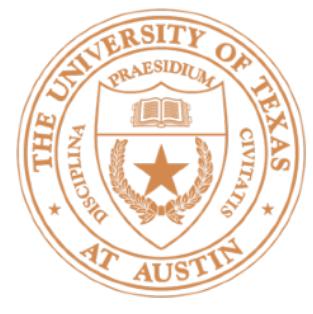
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- ▶ Syntactic categories have some regular correspondences to the world:
  - ▶ Nouns: objects
  - ▶ Verbs: actions
  - ▶ Sentences: whole scenes or things happening
- ▶ Tasks:
  - ▶ Object recognition (pick out one most salient object or detect all of them)
  - ▶ Image captioning: produce a whole sentence for an image

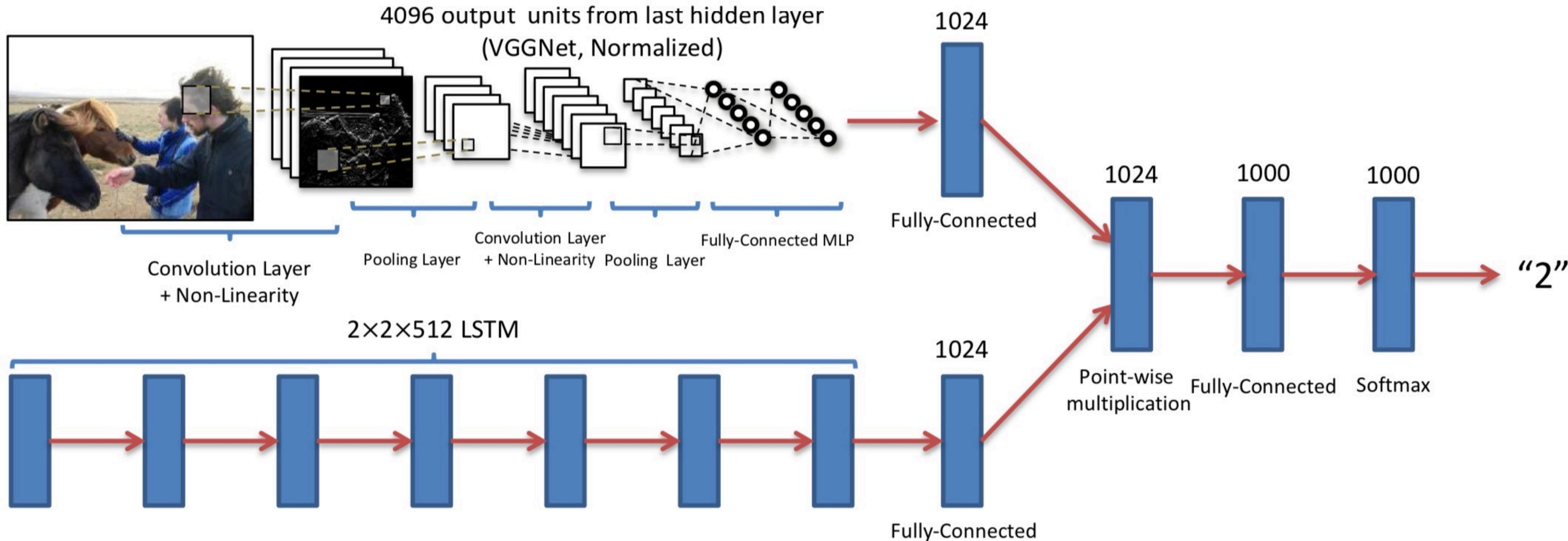


# Language-vision Models





# Visual Question Answering



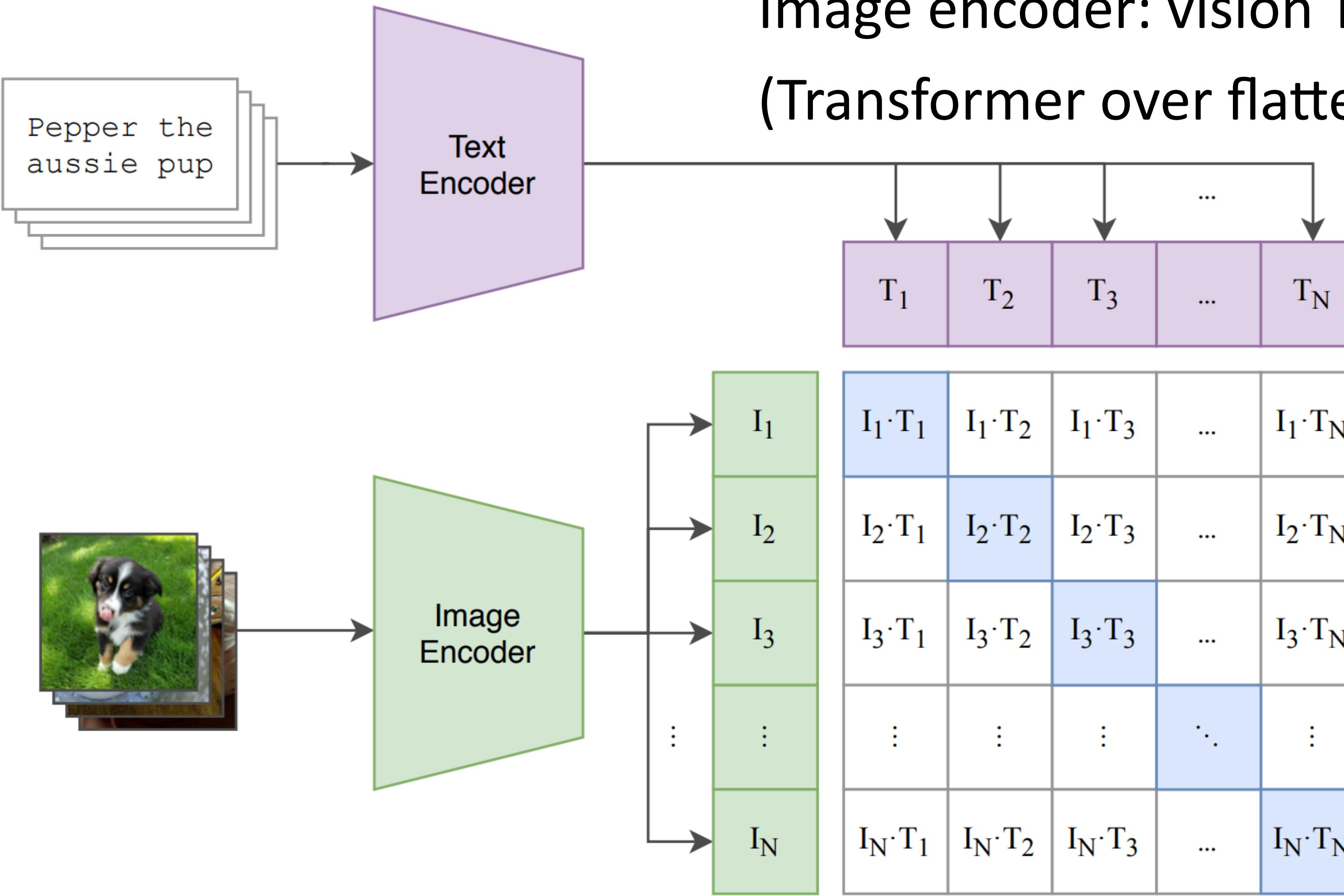
"How many horses are in this image?"

Agrawal et al., 2015



# Language-vision Pre-training

(1) Contrastive pre-training

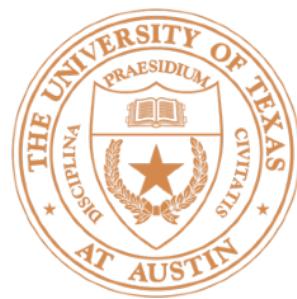


Text encoder: Transformer

Image encoder: vision Transformer

(Transformer over flattened patches)

Radford et al., 2021



# Language-vision Pre-training

	T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	...	T <sub>N</sub>
I <sub>1</sub>	I <sub>1</sub> ·T <sub>1</sub>	I <sub>1</sub> ·T <sub>2</sub>	I <sub>1</sub> ·T <sub>3</sub>	...	I <sub>1</sub> ·T <sub>N</sub>
I <sub>2</sub>	I <sub>2</sub> ·T <sub>1</sub>	I <sub>2</sub> ·T <sub>2</sub>	I <sub>2</sub> ·T <sub>3</sub>	...	I <sub>2</sub> ·T <sub>N</sub>
I <sub>3</sub>	I <sub>3</sub> ·T <sub>1</sub>	I <sub>3</sub> ·T <sub>2</sub>	I <sub>3</sub> ·T <sub>3</sub>	...	I <sub>3</sub> ·T <sub>N</sub>
:	:	:	:	⋮	:
I <sub>N</sub>	I <sub>N</sub> ·T <sub>1</sub>	I <sub>N</sub> ·T <sub>2</sub>	I <sub>N</sub> ·T <sub>3</sub>	...	I <sub>N</sub> ·T <sub>N</sub>

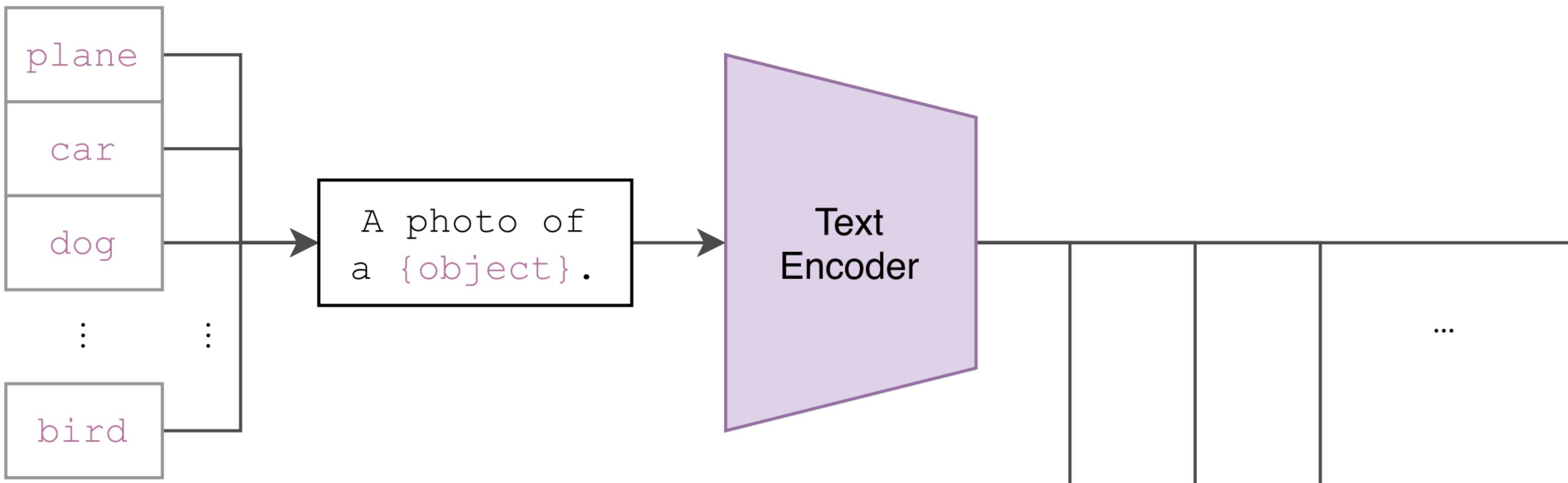
- ▶ Contrastive objective: each image should be more similar to its corresponding caption than to other captions

$$\begin{aligned} & \text{maximize softmax}(I_1^T T_i)[1] \\ & + \text{softmax}(I_2^T T_i)[2] \\ & + \dots \end{aligned}$$

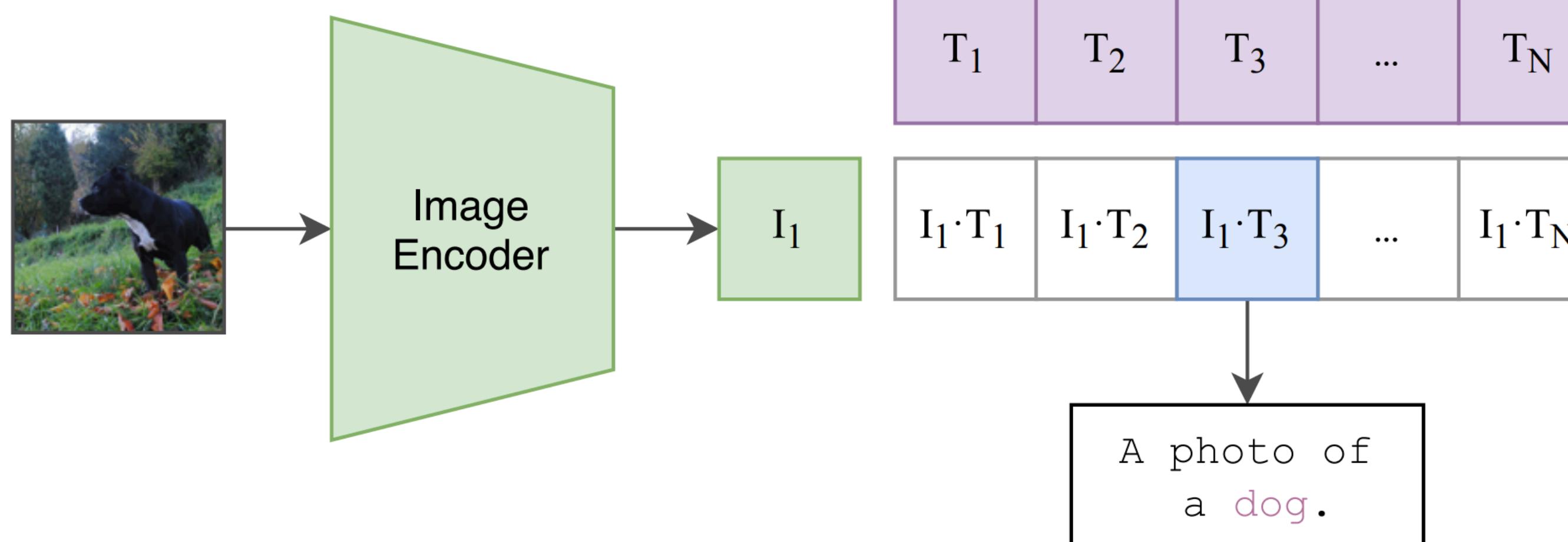


# Language-vision Pre-training

(2) Create dataset classifier from label text



(3) Use for zero-shot prediction



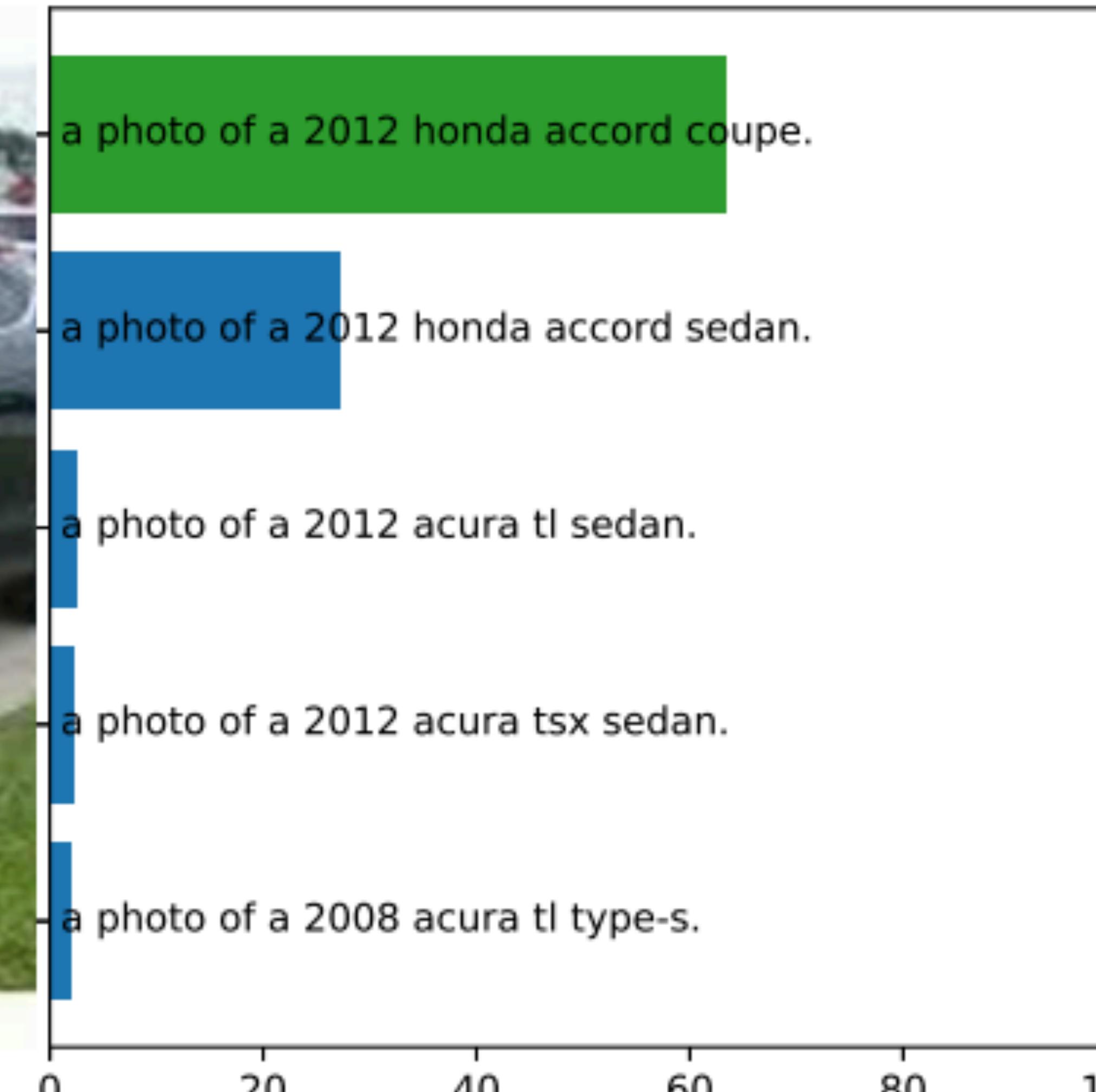
Radford et al., 2021



# CLIP: Zero-shot Results

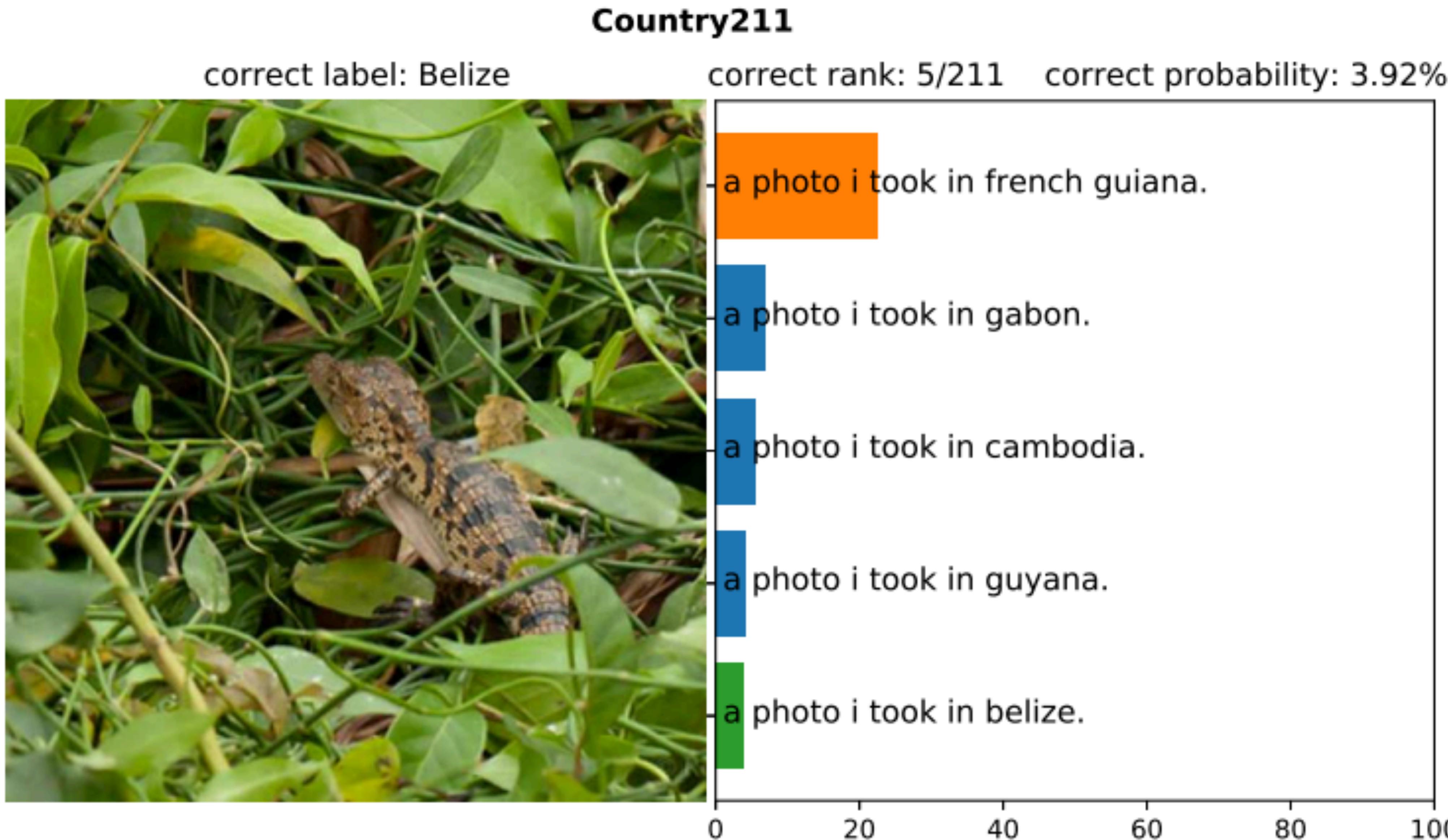
## Stanford Cars

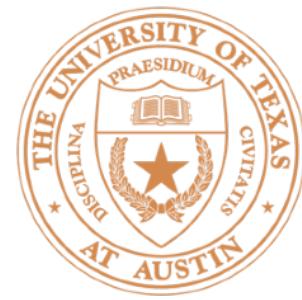
correct label: 2012 Honda Accord Coupe    correct rank: 1/196    correct probability: 63.30%





# CLIP: Zero-shot Results



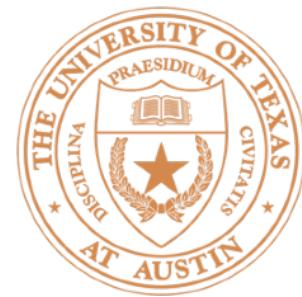


# Parti

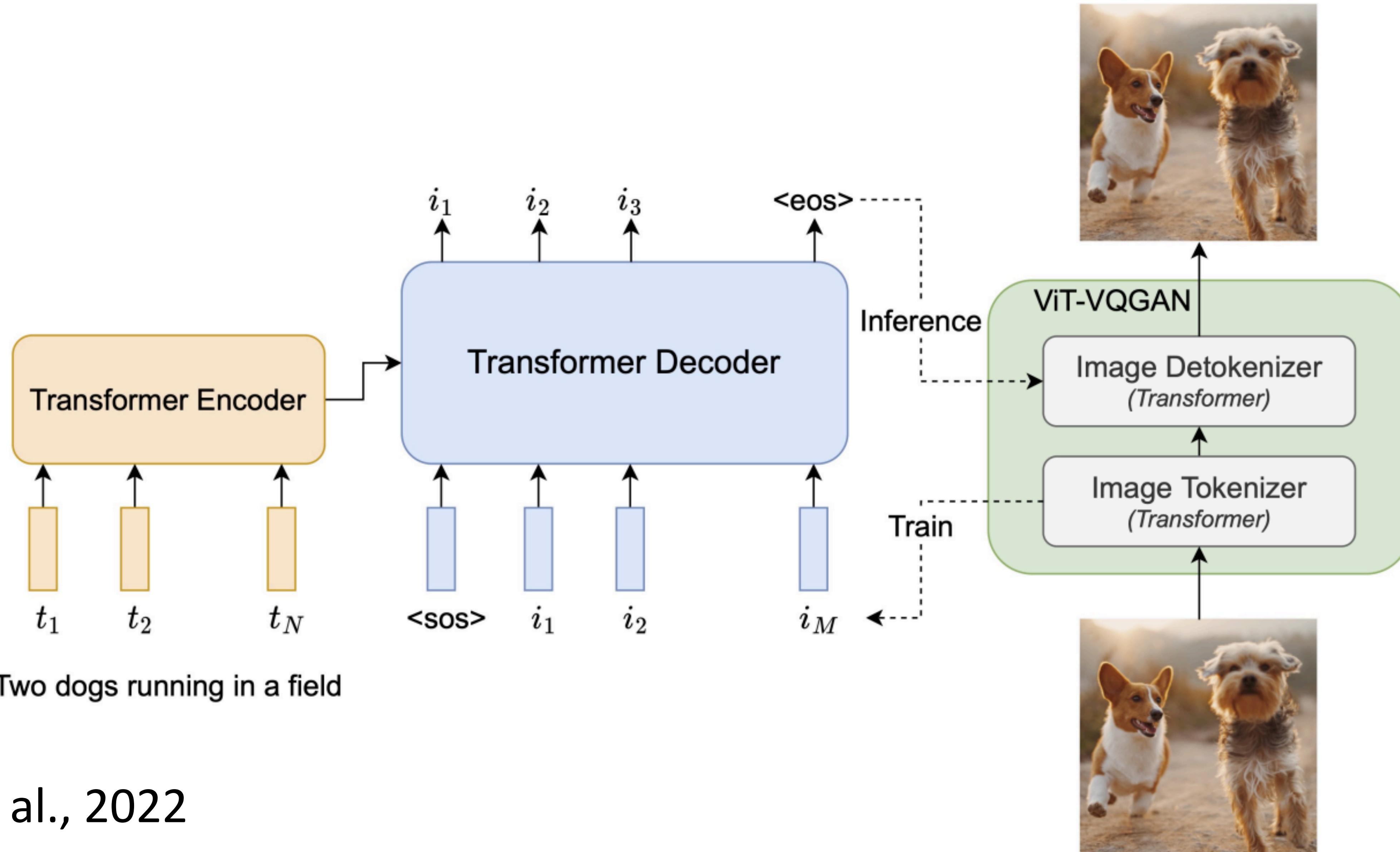
- ▶ Autoregressive text-to-image model  
(differs from the diffusion models you may have seen, like Stable Diffusion or DALL-E)



A. A photo of a frog reading the newspaper named “Toaday” written on it. There is a frog printed on the newspaper too.



# Parti



# Manipulation: SayCan, PaLM-E



# SayCan

- Most models like CLIP are just vision+language. What about interaction with the world?

I spilled my drink, can you help?

GPT3

You could try using  
a vacuum cleaner.

LaMDA

Do you want me to  
find a cleaner?

FLAN

I'm sorry, I didn't  
mean to spill it.

I spilled my drink, can you help?

LLM

*"find a cleaner"  
"find a sponge"  
"go to the trash can"  
"pick up the sponge"  
"try using the vacuum"*

Value Functions

*"find a cleaner"  
"find a sponge"  
"go to the trash can"  
"pick up the sponge"  
"try using the vacuum"*



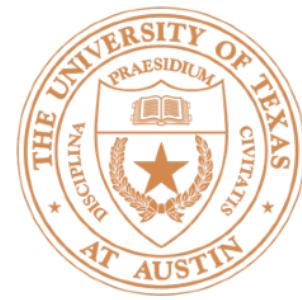
SayCan

*"find a cleaner"  
**"find a sponge"**  
"go to the trash can"  
"pick up the sponge"  
"try using the vacuum"*



I would:

1. find a sponge
2. pick up the sponge
3. come to you
4. put down the sponge
5. done



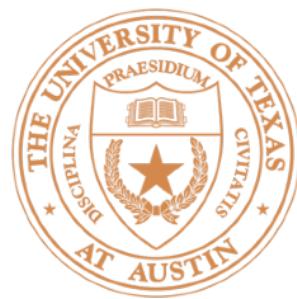
# SayCan

- ▶ Probability of taking an action decomposes as follows:

$$p(c_i|i, s, \ell_\pi) \propto p(c_\pi|s, \ell_\pi)p(\ell_\pi|i)$$

p(skill possible      p(language description  
given world state)    of skill | instruction)

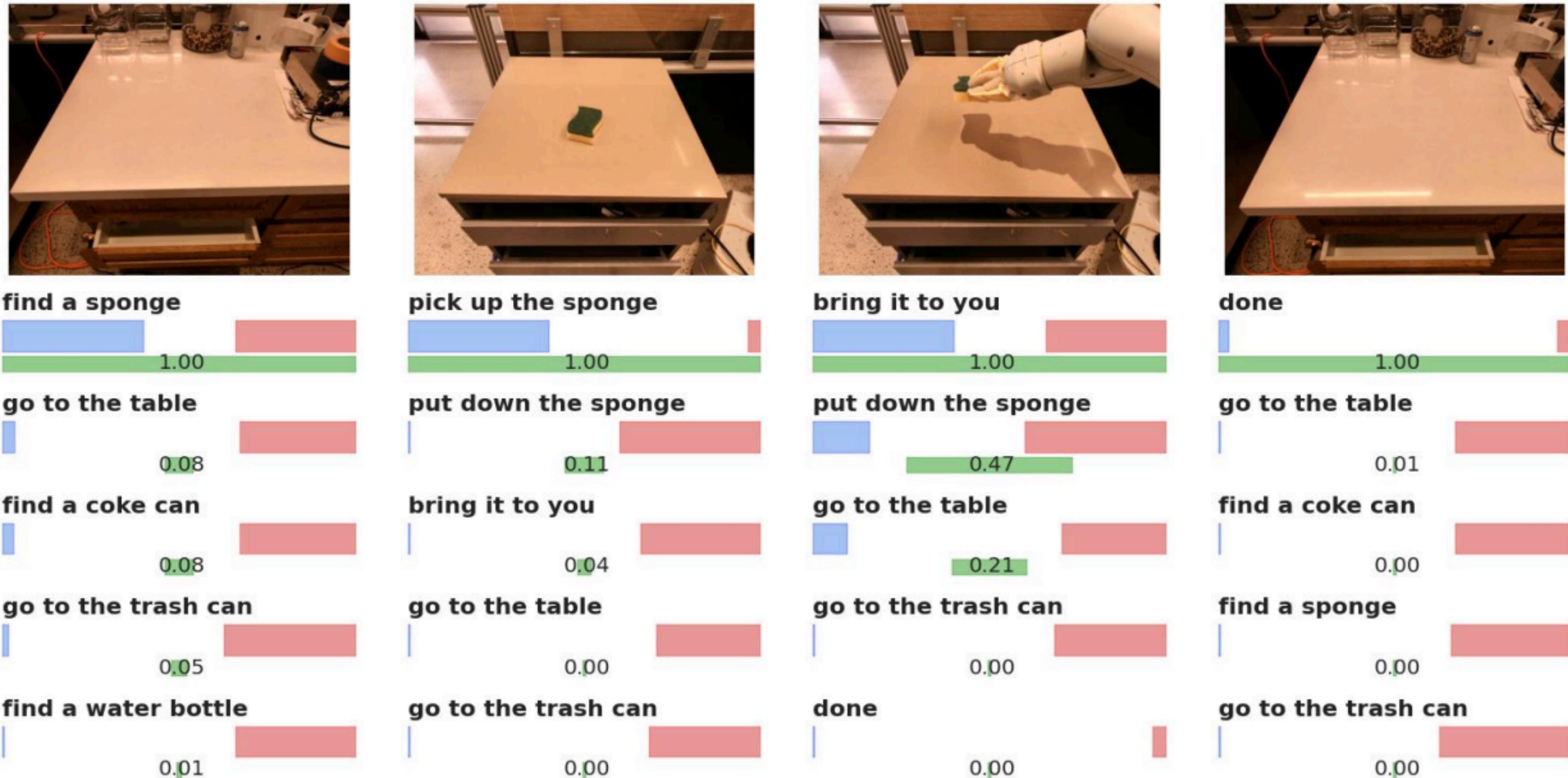
- ▶ Individual skills are learned in advance, form affordance models for that skill
- ▶ Train a single multi-task policy that conditions on the lang description
- ▶ Do you think this is a grounded language model?



# SayCan

**Human:** I spilled my coke, can you bring me something to clean it up?

**Robot:** I would  
1. Find a sponge  
2. Pick up the sponge  
3. Bring it to you  
4. Done



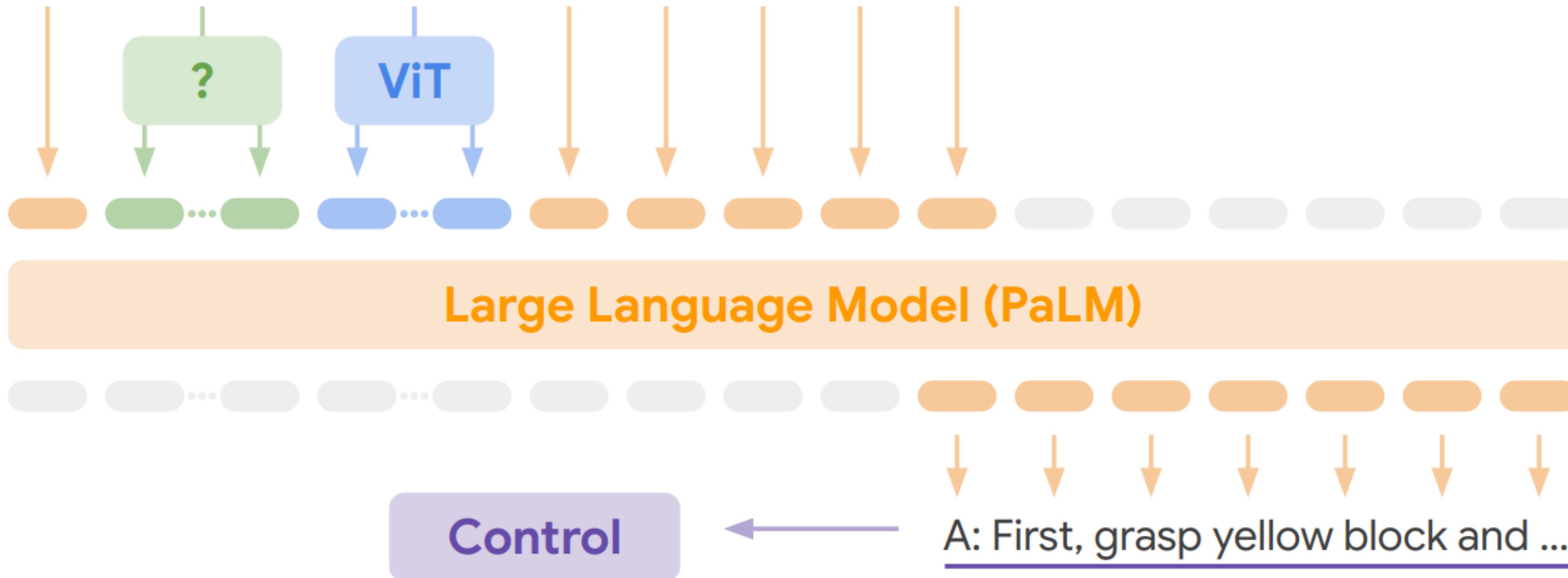


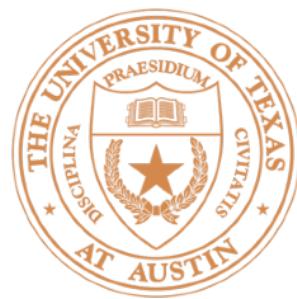
# PaLM-E

- Most models like CLIP are just vision+language

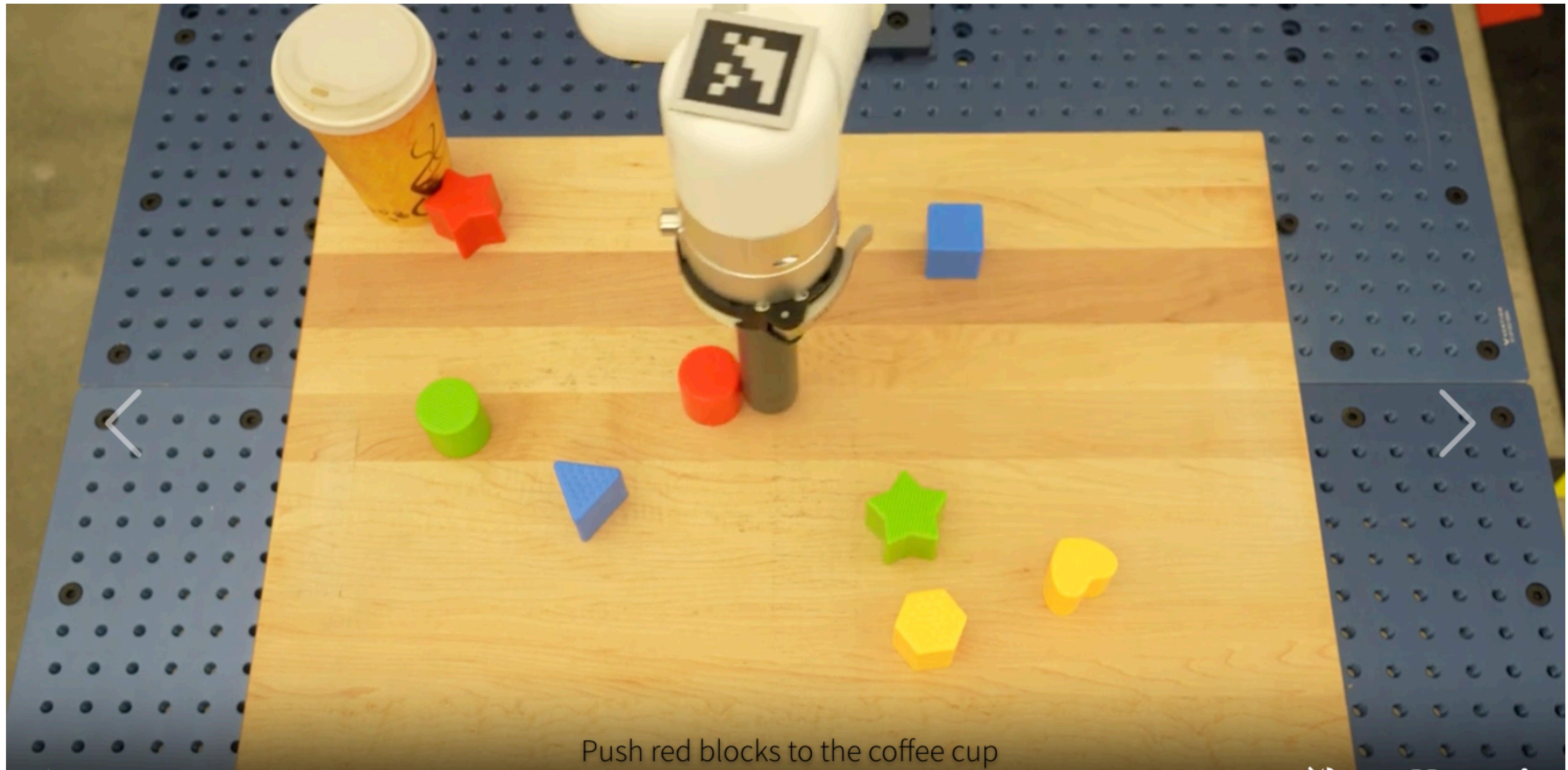
## PaLM-E: An Embodied Multimodal Language Model

Given <emb> ... <img> Q: How to grasp blue block? A: First, grasp yellow block





# PaLM-E



Push red blocks to the coffee cup



# Where are we today

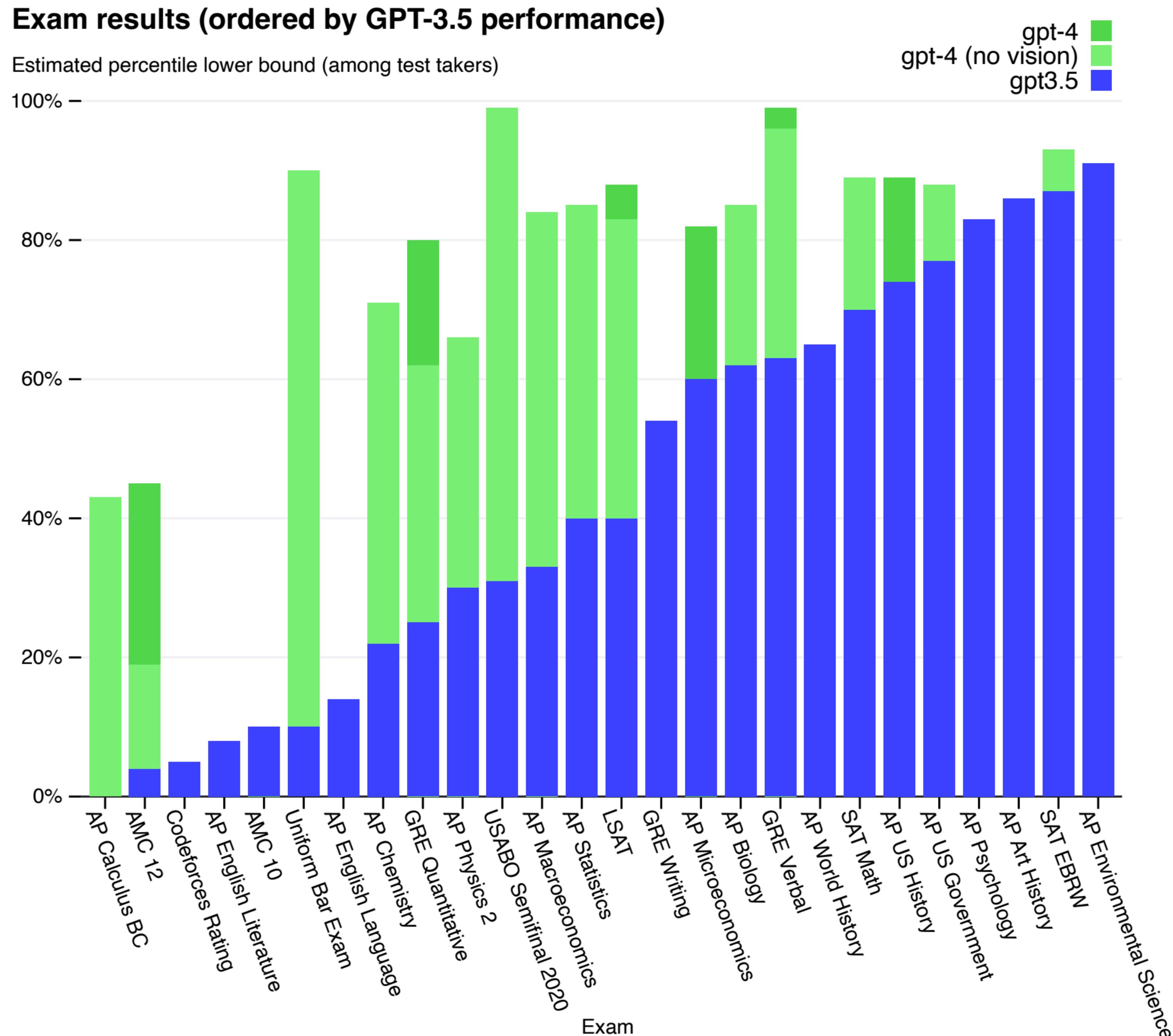
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- ▶ Explosion of multimodal pre-training for {video, audio, images, interaction} x text
- ▶ Many of these methods are Transformer-based
- ▶ Impact of images on GPT-4 is unclear



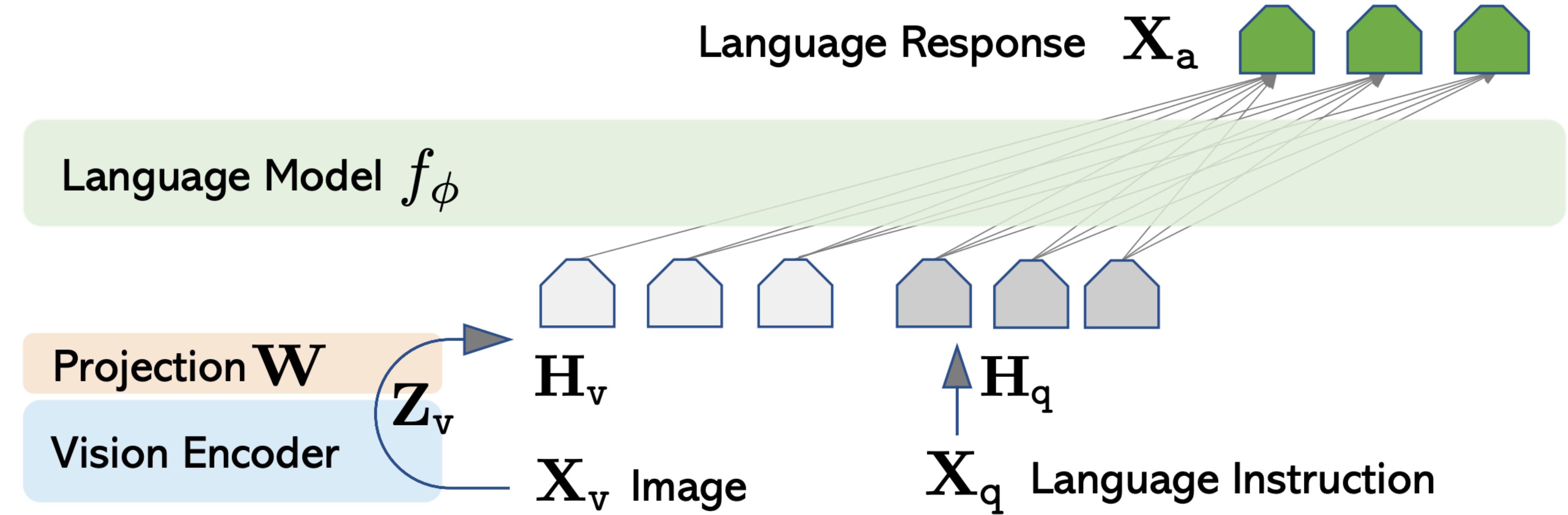
# GPT-4

- ▶ Dark green: additional performance from vision pre-training
- ▶ This graph is hard to read and doesn't make sense...





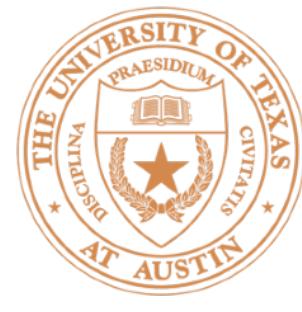
# LLaVA: Visual Instruction Tuning



Source: <https://www.barnorama.com/wp-content/uploads/2016/12/03-Confusing-Pictures.jpg>

What is unusual about this image?

The unusual aspect of this image is a man ironing clothes on the back of a minivan or van. This is not a typical place to perform this activity, as one would usually iron clothes in a more stationary and safe location, such as a home, using a regular ironing board. The scene depicted in the image is peculiar as it involves a makeshift ironing setup on a vehicle, which can be both unsafe and unconventional. Additionally, it is not clear how the man is able to maintain balance and stability while ironing clothes in such an unstable environment.



# Takeaways

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- ▶ Is the lack of grounding in text-only pre-trained models a problem?
- ▶ Multimodal methods can allow us to learn representations for images as well as text and provide a path towards language grounding
- ▶ Pre-training on text and other modalities is more and more common and unlocking new capabilities for models