# Multimodal Compact Bilinear Pooling for Visual Question Answering and Visual Grounding

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## Motivation

 Multimodal pooling: efficiently and expressively fuse the visual and textual representations. (Image Caption, VQA, etc.)

$$\hat{a} = \operatorname*{argmax}_{a \in A} p(a|\mathbf{x}, \mathbf{q}; \theta)$$

- Conventional approach: vector concatenation or element-wise operations.
- Only capture first-order interactions or partial second-order interactions.
- Might not be expressive enough to fully capture the complex associations between the two different modalities.
- Second-order models are more powerful!

## Bilinear Models

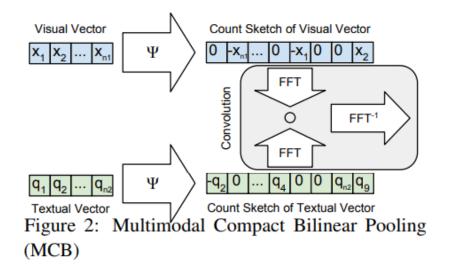
Outer Product of two vectors:

$$\mathbf{u} \otimes \mathbf{v} = \mathbf{u} \mathbf{v}^ op = egin{bmatrix} u_1 \ u_2 \ u_3 \ u_4 \end{bmatrix} egin{bmatrix} v_1 & v_2 & v_3 \end{bmatrix} = egin{bmatrix} u_1 v_1 & u_1 v_2 & u_1 v_3 \ u_2 v_1 & u_2 v_2 & u_2 v_3 \ u_3 v_1 & u_3 v_2 & u_3 v_3 \ u_4 v_1 & u_4 v_2 & u_4 v_3 \end{bmatrix}.$$

- Encoding full second-order interactions.
- Bilinear Models: input  $x \in \mathbb{R}^{n_1}, y \in \mathbb{R}^{n_2}$ , output  $z = W[xy^T] \in \mathbb{R}^{n_3}$  where [] denotes linearizing the matrix as a vector, and  $W \in \mathbb{R}^{n_1*n_2*n_3}$
- High dimensionality! 512\*512\*512=134M!
- Reduce dimension and approximation.

## Compact Bilinear Pooling

• Illustration:



- Count Sketch: randomly project  $\mathbb{R}^n$  to  $\mathbb{R}^d$
- Count sketch of the outer product of two vectors can be expressed as convolution of both count sketches:

$$\Psi(x \otimes q, h, s) = \Psi(x, h, s) * \Psi(q, h, s),$$

Convolution in time domain equals element-wise product in frequency domain.

$$x' * q' \longrightarrow FFT^{-1}(FFT(x') \odot FFT(q'))$$

## Experiments

Method	Accuracy
Element-wise Sum	56.50
Concatenation	57.49
Concatenation + FC	58.40
Concatenation + FC + FC	57.10
Element-wise Product	58.57
Element-wise Product + FC	56.44
Element-wise Product + FC + FC	57.88
MCB ( $2048 \times 2048 \to 16$ K)	59.83
Full Bilinear (128 $\times$ 128 $\rightarrow$ 16K)	58.46
$MCB (128 \times 128 \rightarrow 4K)$	58.69
Element-wise Product with VGG-19	55.97
MCB ( $d = 16$ K) with VGG-19	57.05
Concatenation + FC with Attention	58.36
MCB ( $d = 16K$ ) with Attention	62.50

Compact Bilinear $d$	Accuracy
1024	58.38
2048	58.80
4096	59.42
8192	59.69
16000	59.83
32000	59.71

Table 1: Comparison of multimodal pooling methods. Models are trained on the VQA train split and tested on test-dev.

## Hadamard Product for Low-Rank Bilinear Pooling

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## Low-Rank Bilinear Model

• Original: 
$$f = W[xy^T] + b$$
 
$$f_i = \sum_{i=1}^N \sum_{b=1}^M w_{ijk} x_j y_k + b_i = \mathbf{x}^T \mathbf{W}_i \mathbf{y} + b_i$$

Assume W is low-rank (at most d), then:

$$\mathbf{W}_i = \mathbf{U}_i \mathbf{V}_i^T$$
  $\mathbf{U}_i \in \mathbb{R}^{N \times d}$  and  $\mathbf{V}_i \in \mathbb{R}^{M \times d}$ 

• Re-write the bilinear model:

$$f_i = \mathbf{x}^T \mathbf{W}_i \mathbf{y} + b_i = \mathbf{x}^T \mathbf{U}_i \mathbf{V}_i^T \mathbf{y} + b_i = \mathbb{1}^T (\mathbf{U}_i^T \mathbf{x} \circ \mathbf{V}_i^T \mathbf{y}) + b_i$$

$$\mathbf{f} = \mathbf{P}^T (\mathbf{U}^T \mathbf{x} \circ \mathbf{V}^T \mathbf{y}) + \mathbf{b}$$

d is the dimension of joint embedding.

linear -> element-wise product -> linear

## Experiments

Table 3: The VQA *test-standard* results for ensemble models to compare with state-of-the-art. For unpublished entries, their team names are used instead of their model names. Some of their figures are updated after the challenge.

	Open-Ended			MC	
MODEL	ALL	Y/N	NUM	ETC	ALL
RAU (Noh & Han, 2016)	64.12	83.33	38.02	53.37	67.34
MRN (Kim et al., 2016b)	63.18	83.16	39.14	51.33	67.54
DLAIT (not published)	64.83	83.23	40.80	54.32	68.30
Naver Labs (not published)	64.79	83.31	38.70	54.79	69.26
MCB (Fukui et al., 2016)	66.47	83.24	39.47	<b>58.00</b>	70.10
MLB (ours)	66.89	84.61	39.07	57.79	70.29
Human (Antol et al., 2015)	83.30	95.77	83.39	72.67	91.54

## Low-Rank Bilinear Pooling for Multi-Head

Eight heads rather than two heads?

$$\mathbf{f} = \mathbf{P}^T (\mathbf{U}^T \mathbf{x} \circ \mathbf{V}^T \mathbf{y}) + \mathbf{b}$$

- Example: 3 heads, a, b, c
- Method 1: a -> a1, b->b1, c->c1, then a1°b1°c1, then linear projection.
  - Slow and not good performance.
- Method 2: d = [a, b, c], [] denotes concatenation, let x=d, y=d.
  - Fast and good performance: 28.35 (+0.71) on En-De test set.
- Also consider first-order interactions?
  - Concatenate with d before the linear projection.
  - 28.59 (+0.95) on En-De test set.