simNet: Stepwise Image-Topic Merging Network for Generating Detailed and Comprehensive Image Captions

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01

Introduction

(1) 하고자 하는 것 (2) 기존 연구의 한계점 (3) 해결 방법 02

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- (1) 평가
- (2) 분석
- (3) 결론

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(1) 하고자 하는 것 (2) 기존 연구의 한계점 (3) 해결 방법 02

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(1) 평기

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(3) 결론

#### 01 Introduction (1) 하고자 하는 것

• Image captioning: 이미지를 설명하는 text 생성 프로세스로 NLP와 CV의 결합



"man in black shirt is playing guitar."



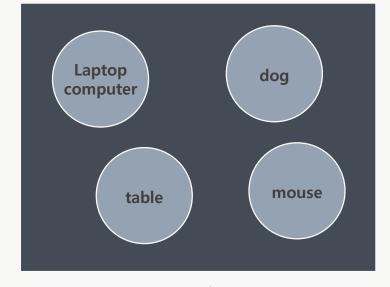
"construction worker in orange safety vest is working on road."



"two young girls are playing with lego toy."









a open laptop computer and mouse sitting on a table with a dog nearby

Input image (시각 정보)

Topic (의미 정보)

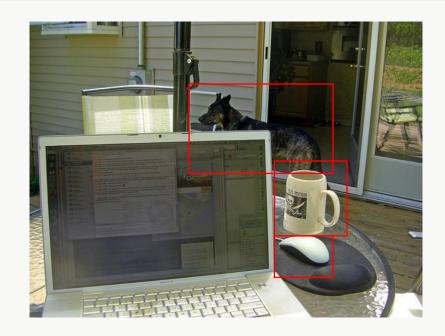
Output

### 01 Introduction (2) 기존 연구의 한계점



| method             | model         | output                                | detail   |  |
|--------------------|---------------|---------------------------------------|--|--|
| Soft-Attention     | <b>시각적 정보</b> | a open laptop computer sitting on top | • 비교적 자연스러운 문장   |  |
| [Xu et al., 2015]  | 기반 모델         | of a table                            | • mouse, cup 등 요소 생략   |  |
| ATT-FCN            | <b>개념 정보</b>  | a dog sitting on a desk with a laptop | <ul><li>비교적 많은 요소 포함</li><li>순서 미지정으로 인해 개체와 세부 사항 연결성의 한계</li></ul> |  |
| [You et al., 2016] | 기반 모델         | computer and mouse                    |  |  |

### 01 Introduction (2) 기존 연구의 한계점

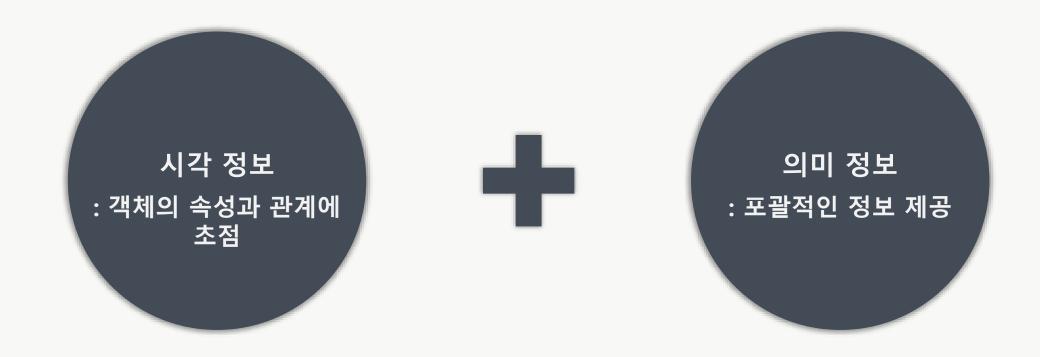


| method             | model         | output                                | detail   |  |
|--------------------|---------------|---------------------------------------|--|--|
| Soft-Attention     | <b>시각적 정보</b> | a open laptop computer sitting on top | <ul><li>비교적 자연스러운 문장</li><li>mouse, cup 등 요소 생략</li></ul>            |  |
| [Xu et al., 2015]  | 기반 모델         | of a table                            |  |  |
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| [You et al., 2016] | 기반 모델         | computer and mouse                    |  |  |

### 01 Introduction (2) 기존 연구의 한계점



| method                              | model                  | output   | detail  |  |
|-------------------------------------|------------------------|--|---|--|
| Soft-Attention<br>[Xu et al., 2015] | <b>시각적 정보</b><br>기반 모델 | a open laptop computer sitting on top<br>of a table      | <ul><li>비교적 자연스러운 문장</li><li>mouse, cup 등 요소 생략</li></ul>               |  |
| ATT-FCN<br>[You et al., 2016]       | <b>개념 정보</b><br>기반 모델  | a dog sitting on a desk with a laptop computer and mouse | <ul> <li>비교적 많은 요소 포함</li> <li>순서 미지정으로 인해 개체와 세부 사항 연결성의 한계</li> </ul> |  |



상세하고 포괄적인 image captions 생성

01

Introduction

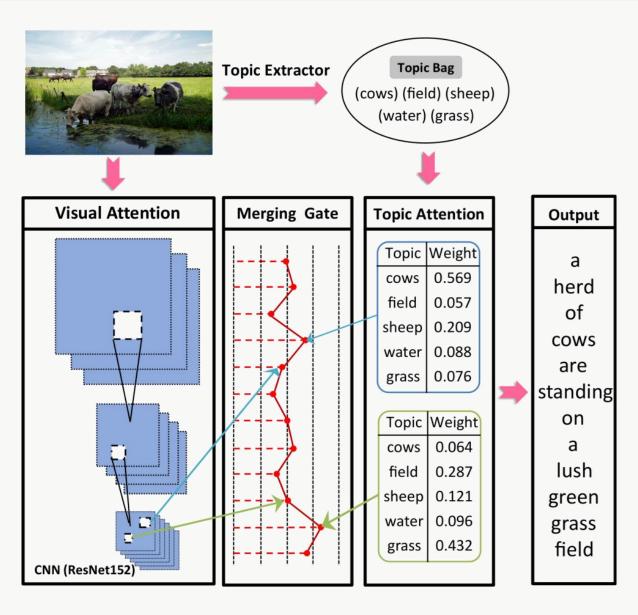
(1) 하고자 하는 것 (2) 기존 연구의 한계점 (3) 해결 방법 02

Method

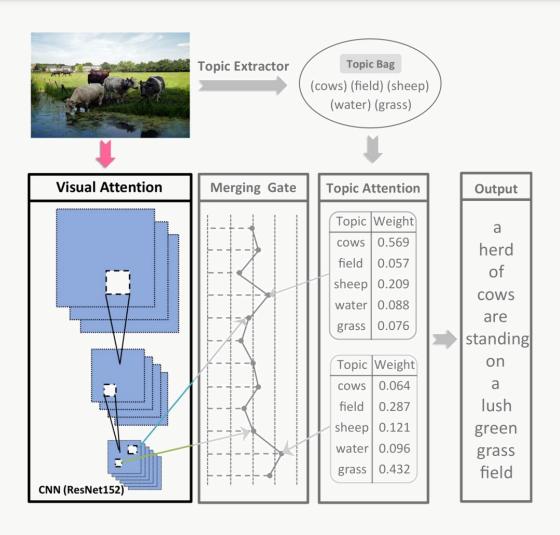
03

Conclusion

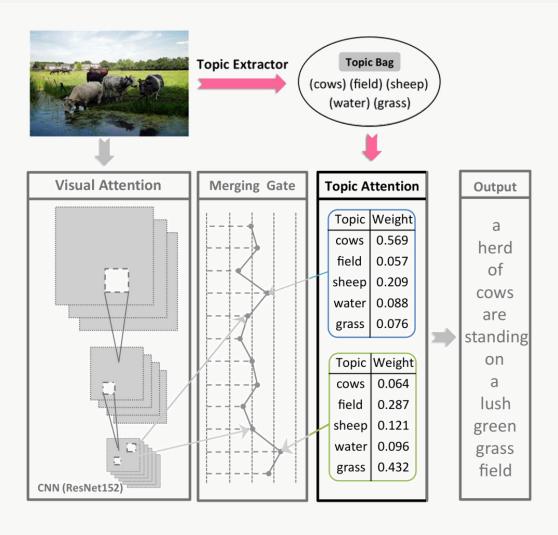
- (1) 평기
- (2) 분석
- (3) 결론



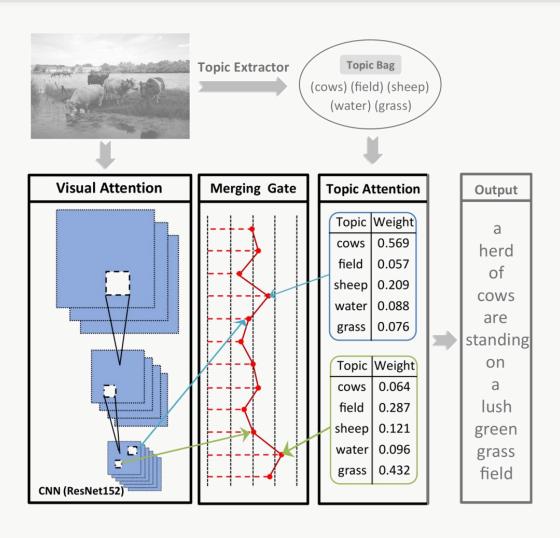
Search



Visual Attention: CNN(ResNet152)을 기반으로 Visual information( $r_t$ ) 추출



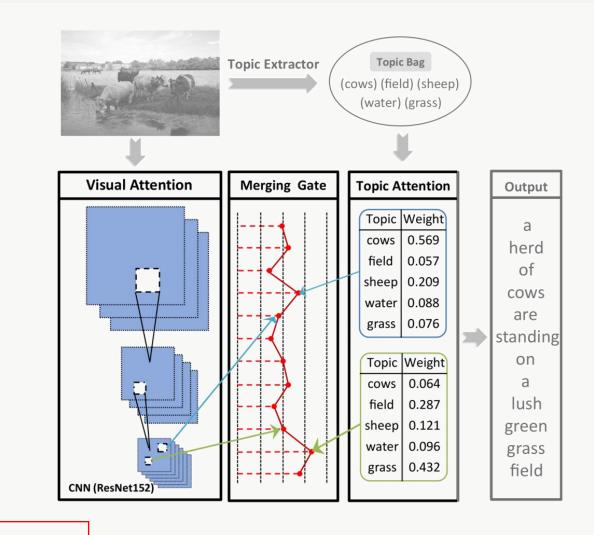
Topic Attention: Topic Extractor로부터 추출한 후보 Topic으로부터 contextual information( $s_t$ ) 생성



Merging Gate: Visual information( $r_t$ )와 contextual information( $s_t$ ) 간 적응적인 조합을 통해 다음에 올 단어에 대한 확률 추출

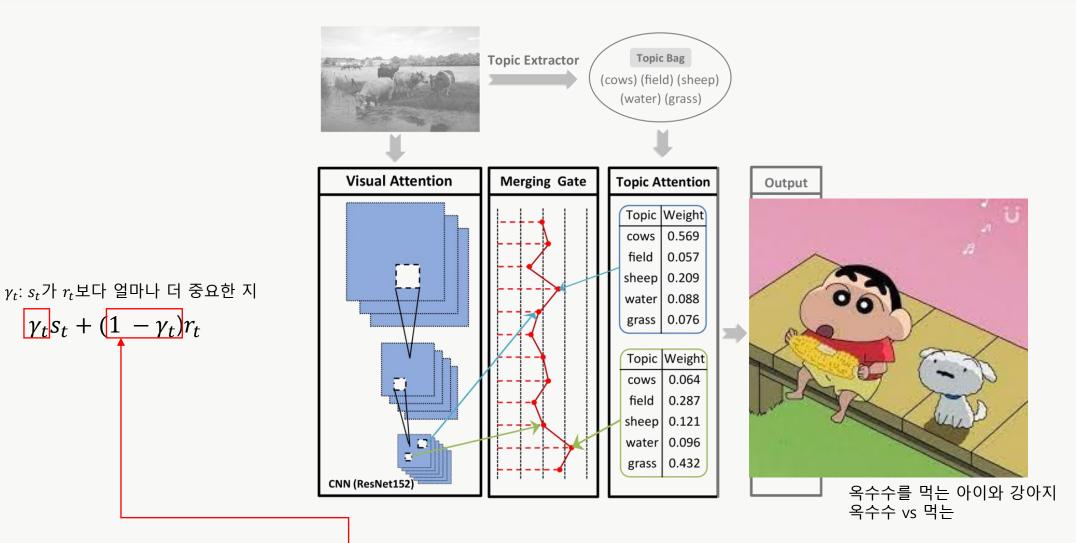
 $\gamma_t$ :  $s_t$ 가  $r_t$ 보다 얼마나 더 중요한 지

 $\gamma_t s_t + (1 - \gamma_t) r_t$ 

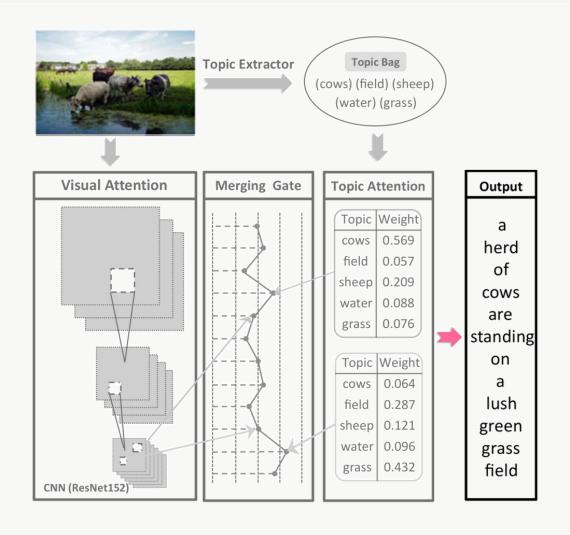


Merging Gate: Visual information( $r_t$ )와 contextual information( $s_t$ ) 간 적응적인 조합을 통해 다음에 올 단어에 대한 확률 추출

 $\gamma_t s_t + (1 - \gamma_t) r_t$ 



Merging Gate: Visual information( $r_t$ )와 contextual information( $s_t$ ) 간 적응적인 조합을 통해 다음에 올 단어에 대한 확률 추출



확률을 기반으로 단어를 생성하여 최종 Output 출력

Method

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Conclusion

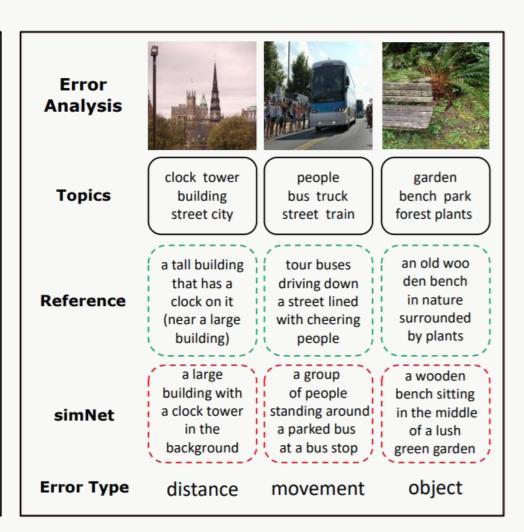
- (1) 평가 (2) 분석
- (3) 결론

| Flickr30k                   | SPICE | CIDEr | METEOR | ROUGE-L | BLEU-4 |
|-----------------------------|-------|-------|--------|---------|--------|
| HardAtt (Xu et al., 2015)   | -     | -     | 0.185  | -       | 0.199  |
| SCA-CNN (Chen et al., 2017) | -     | -     | 0.195  | -       | 0.223  |
| ATT-FCN (You et al., 2016)  | -     | -     | 0.189  | -       | 0.230  |
| SCN-LSTM (Gan et al., 2017) | -     | -     | 0.210  | -       | 0.257  |
| AdaAtt (Lu et al., 2017)    | 0.145 | 0.531 | 0.204  | 0.467   | 0.251  |
| NBT (Lu et al., 2018)       | 0.156 | 0.575 | 0.217  | -       | 0.271  |
| SR-PL (Liu et al., 2018)*†  | 0.158 | 0.650 | 0.218  | 0.499   | 0.293  |
| simNet                      | 0.160 | 0.585 | 0.221  | 0.489   | 0.251  |

SOTA 방법에서 평가 점수가 높은 편에 속하며 인간의 평가와 상관관계가 가장 높은 평가 지표인 SPICE에서 가장 높은 점수를 달성

#### 03 Conclusion (2) 분석

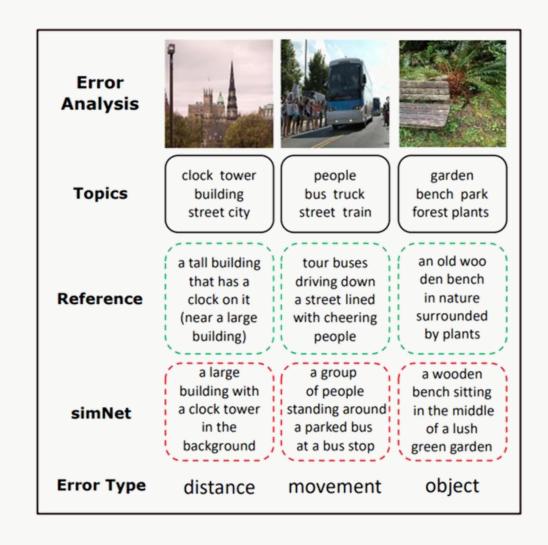
| Comparison<br>of<br>Models |  |
|----------------------------|--|
| Topics                     | woman girl baby bear kitchen computer keyboard laptop mouse desk buildings bus clock tower street pizza cheese table plate toppings motorcycles  |
| Visual<br>Attention        | a girl a computer ke two green such and a baby are holding a stuffed animal wooden desk two green buses is parked on the side of stuffed animal wooden desk two green buses is parked two pizzas with toppings on a table arow of motorcycles with toppings on a table arow of motorcycles with toppings on a table arch other |
| Topic<br>Attention         | a woman holding a keyboard and a decker bus is teddy bear in a kitchen on a desk of a large double a pizza with a lot of toppings on it to a car   |
| simNet                     | a woman and a computer keyboard and are holding a mouse on a stuffed animal wooden desk  |

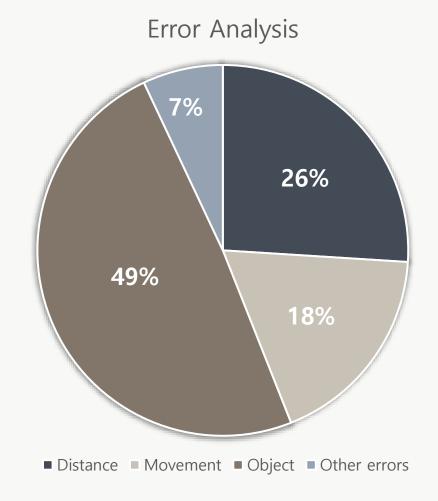


## 03 Conclusion (2) 분석

| Comparison<br>of<br>Models |  |                                     |  |   |
|----------------------------|--|-------------------------------------|--|---|
| Topics                     | woman girl baby bear kitchen computer keyboard laptop mod desk   | buildings bus                       | pizza cheese<br>table plate<br>toppings                                      | motorcycle<br>street car bike<br>motorcycles            |
| Visual<br>Attention        | a girl a computer and a baby are holding a stuffed animal wooden de                                      | ng buses is parked a on the side of | two pizzas<br>with toppings<br>on a table                                    | a row of<br>motorcycles<br>parked next to<br>each other |
| Topic<br>Attention         | a woman     a compute<br>holding a   keyboard an<br>teddy bear   mouse sitti<br>in a kitchen   on a desk | da decker bus is                    | a pizza with a lot of toppings on it   | a motorcycle parked in a parking lot next to a car      |
| simNet                     | a woman   a compute   keyboard al   keyboard al   mouse on   stuffed animal   wooden de                  | buses parked in front of a          | two pizzas sitting<br>on a table with<br>two different ki<br>nds of toppings | a row of<br>motorcycles<br>parked in a<br>street        |

#### 03 Conclusion (2) 분석





### 03 Conclusion (3) 결론

1

Visual

+

Conceptual 병합 네트워크

최초 제안

2

stepwise merging mechanism 도입 3

SPICE 측면 에서 SOTA 성능 능가

# 감사합니다

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