



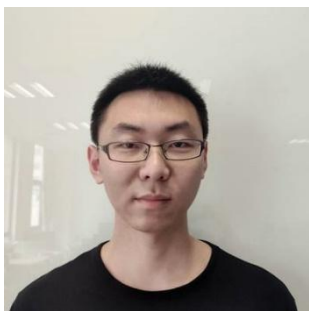
ACM

Multimedia 2022

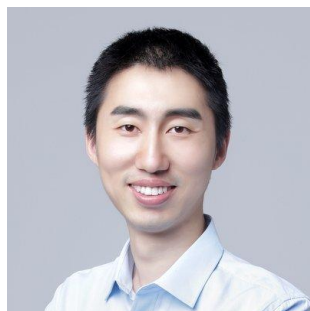
Lisbon, Portugal | 10-14 October

#2754

Heterogeneous Learning for Scene Graph Generation



Yunqing He¹



Tongwei Ren^{*,1}



Jinhui Tang²



Gangshan Wu¹

1 State Key Laboratory for Novel Software Technology, Nanjing University, Nanjing, China

2 School of Computer Science, Nanjing University of Science and Technology, Nanjing, China



南京大學
NANJING UNIVERSITY



南京理工大学
NANJING UNIVERSITY OF SCIENCE & TECHNOLOGY

Scene Graph Generation

Goals

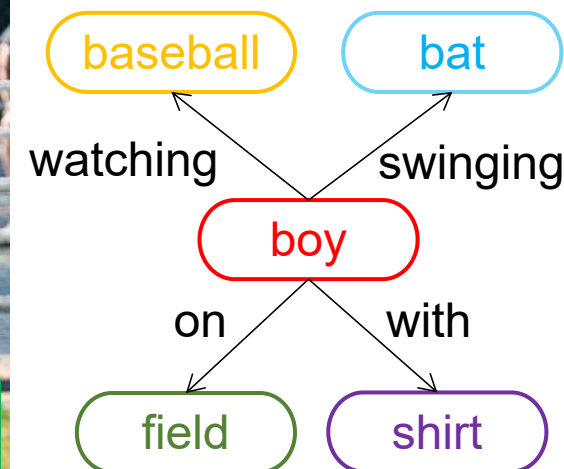
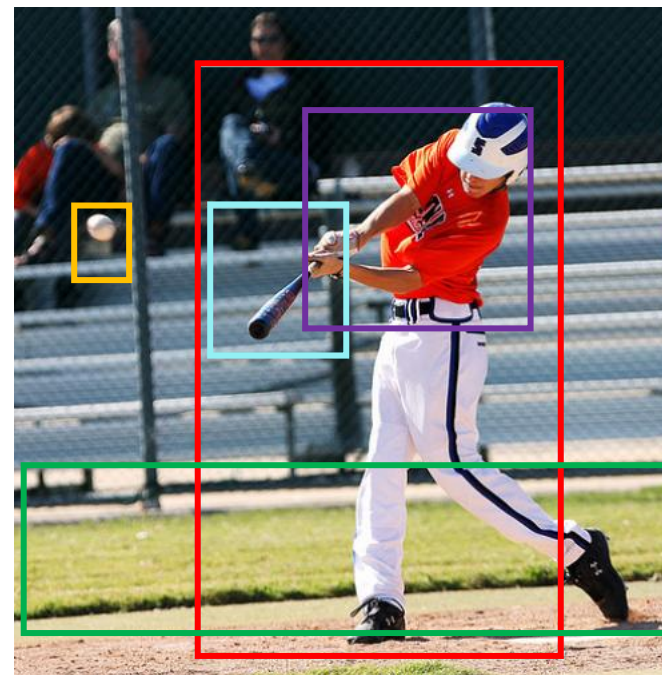
- localize holistic object instances
- recognize their relationships

Challenges

- long-tail data distribution
- sparse samples on triplet categories
- large intra-class variation and high inter-class similarity

Application

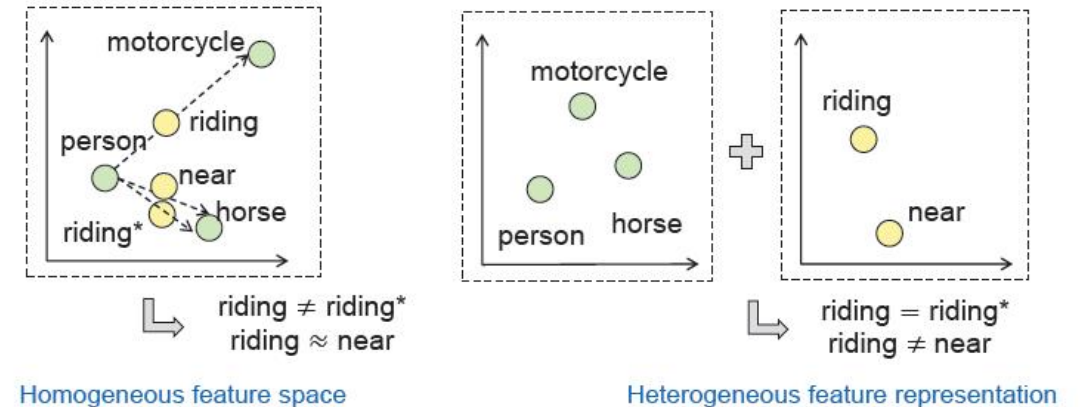
- captioning
- retrieval
- visual question answering
- multi-modal dialog



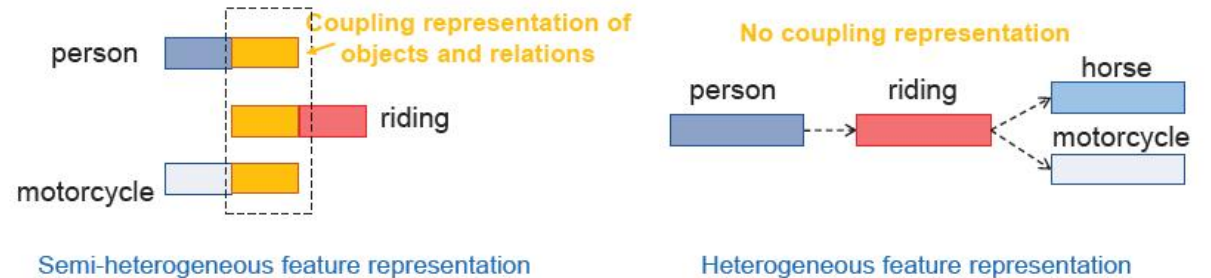
An example of scene graph

Motivation

- **Heterogeneity between objects and relationships** has not been discussed yet.
- Heterogeneous objects and relation feature spaces can alleviate the **large intra-class variation and inter-class ambiguity** problem.

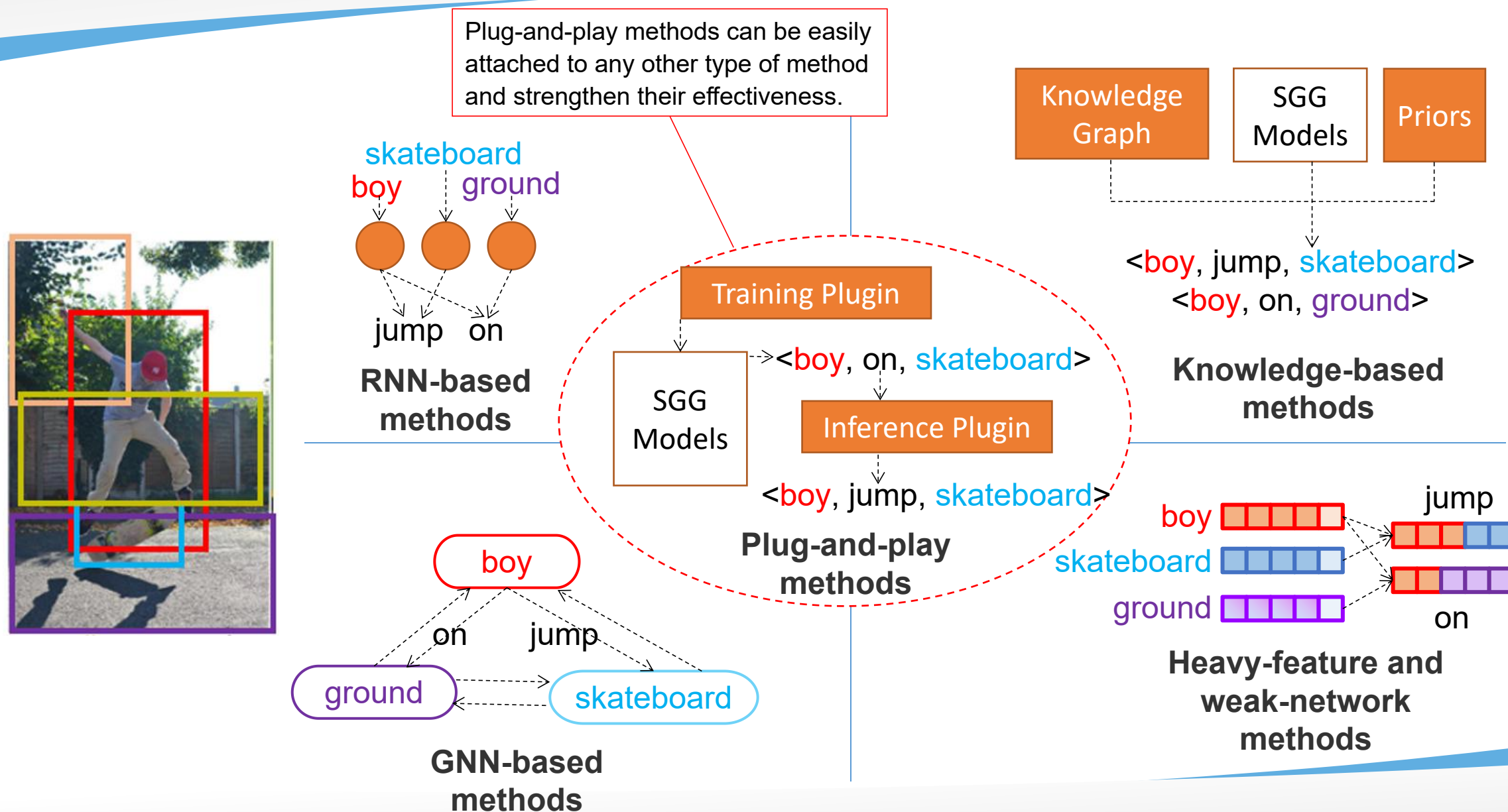


(a) Homogeneous feature space vs. Heterogeneous feature spaces



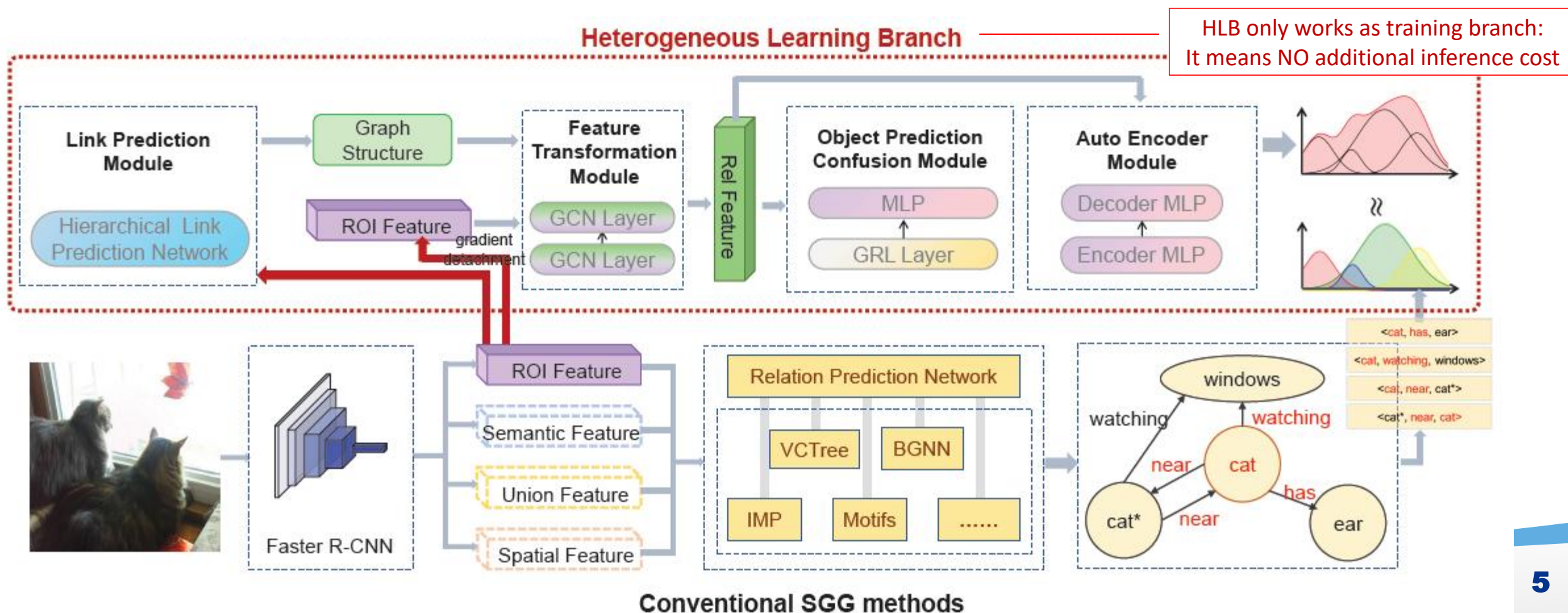
(b) Semi-heterogeneous feature representation vs. Heterogeneous feature representation

Related Work



Our Method – Framework

- Initialize relation representation with **Feature Transformation Module**
- Find possible relation proposals with **Link Prediction Module**
- Construct heterogeneous object and relation features spaces with **Object Prediction Confusion Module**
- Propagate the heterogeneity to arbitrary SGG relation predictors with **Auto Encoder Module**



Our Method – Feature Transformation

- GNN usually suffers from **over-smooth problem**
- Severe **long-tail problem** in VG dataset exacerbates the over-smooth problem
- Alleviate over-smooth problem by **enhancing each node's original feature**

$$x'_i = \sigma(\omega_1 \cdot F_{j \in N(i)}(x_j)) \quad \begin{cases} F(x): \text{mean}(x), & \text{in HLB} \\ F(x): \sum \frac{e_{j,i}}{\sqrt{d_j d_i}} x, & \text{in GCN} \\ F(x): \sum a_{i,j} x, & \text{in GAT} \end{cases}$$

$$x'_i = \sigma(\omega_1 \cdot F_{j \in N(i)}(x_j) + \omega_2 \cdot x_i)$$

over-smooth-proof item

	SGDet			R@20	R@50	R@100
	mR@20	mR@50	mR@100			
GCN	3.14	4.17	4.83	23.05	29.58	33.54
GCN+	4.02	5.45	6.32	24.53	31.47	35.52
GAT	3.96	5.35	6.21	24.55	31.41	35.50
GAT+	4.06	5.50	6.40	24.38	31.28	35.29
HLB-	3.96	5.27	6.09	24.36	31.08	35.13
HLB	4.34	5.87	6.84	24.78	31.79	35.91

Our Method – Link Prediction

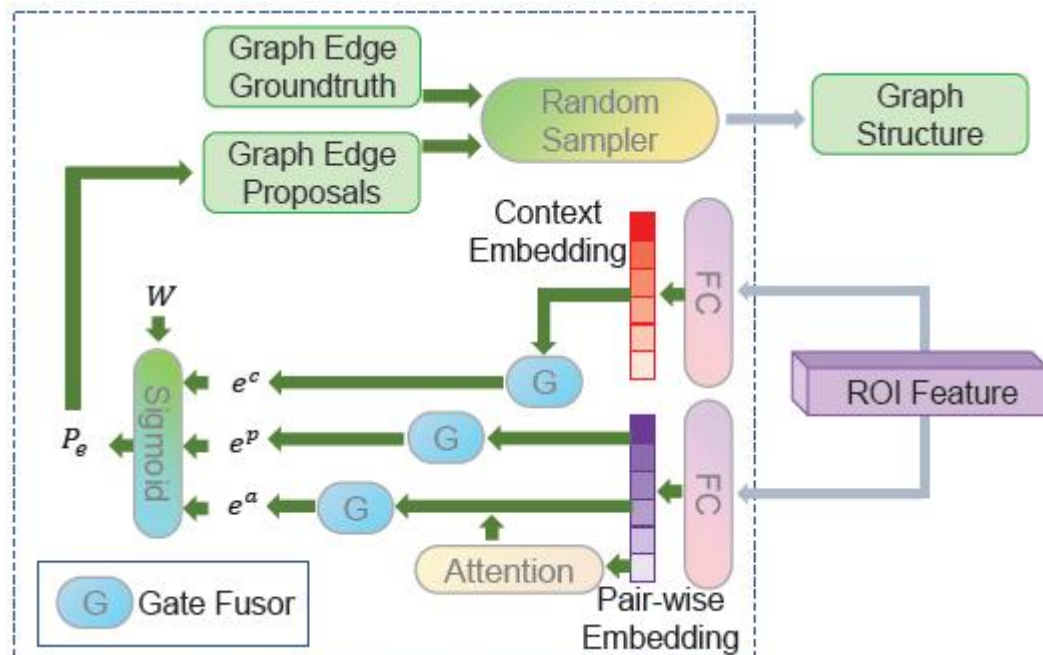
- **Hierarchical Link Prediction Module**

- Probability between **two isolated objects** ($P_{(i,j)}$)
- Probability between **two objects with consideration of context** ($P_{(i,j)|context}$)
- Probability of all possible existing relations ($P_{R|context}$)

What is the relationship between these two object?

In current scene, what is the relationship between these two object?

What could happen in current scene?



Our Method – Object Prediction Confusion

Relevance between high-
dimension tensors is
difficult in quantification

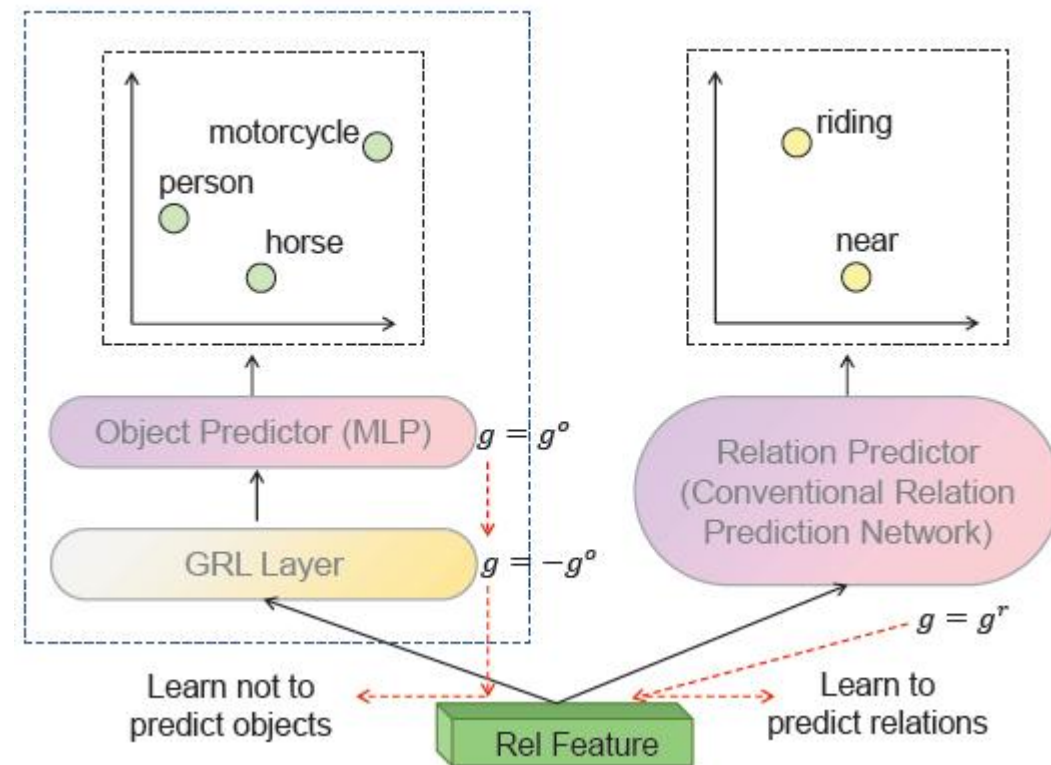
- make the object and relation features less relative

Problem ↓ Reduction

- make relation features contain minimum object information

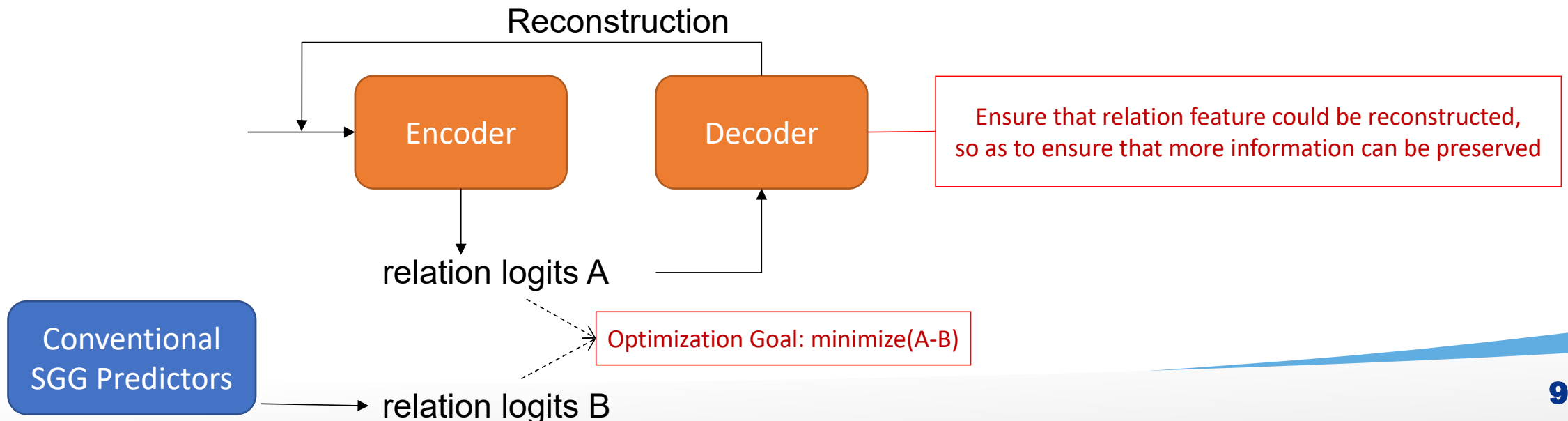
Problem ↓ Reduction

- make relation features cannot be used in object recognition



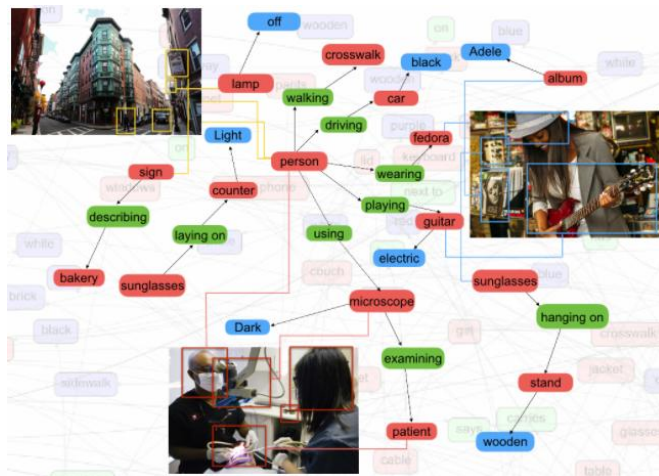
Our Method – Auto Encoder

- Defect of a classifier (only Encoder):
 - Since training two different classifiers simultaneously (classifier from conventional SGG method and that from our HLB method) is difficult, a possible dilemma is **both the classifiers tend to generate logits that close to zero (sparse logits)** to make the loss value seems to decrease.
- Advantage of an Auto Encoder (Encoder + Decoder):
 - The better the prediction logits can be reconstructed, the more information is preserved in the logits. It means that the classifier/Encoder tend to **generate dense/non-zero logits**.



Datasets: Visual Genome (VG-150)

- 108,077 images
- 1,366,673 object instances
- 1,531,448 relation instances
- 108,249 isolated scene graphs
- 150 object categories
- 50 relation categories



Tasks

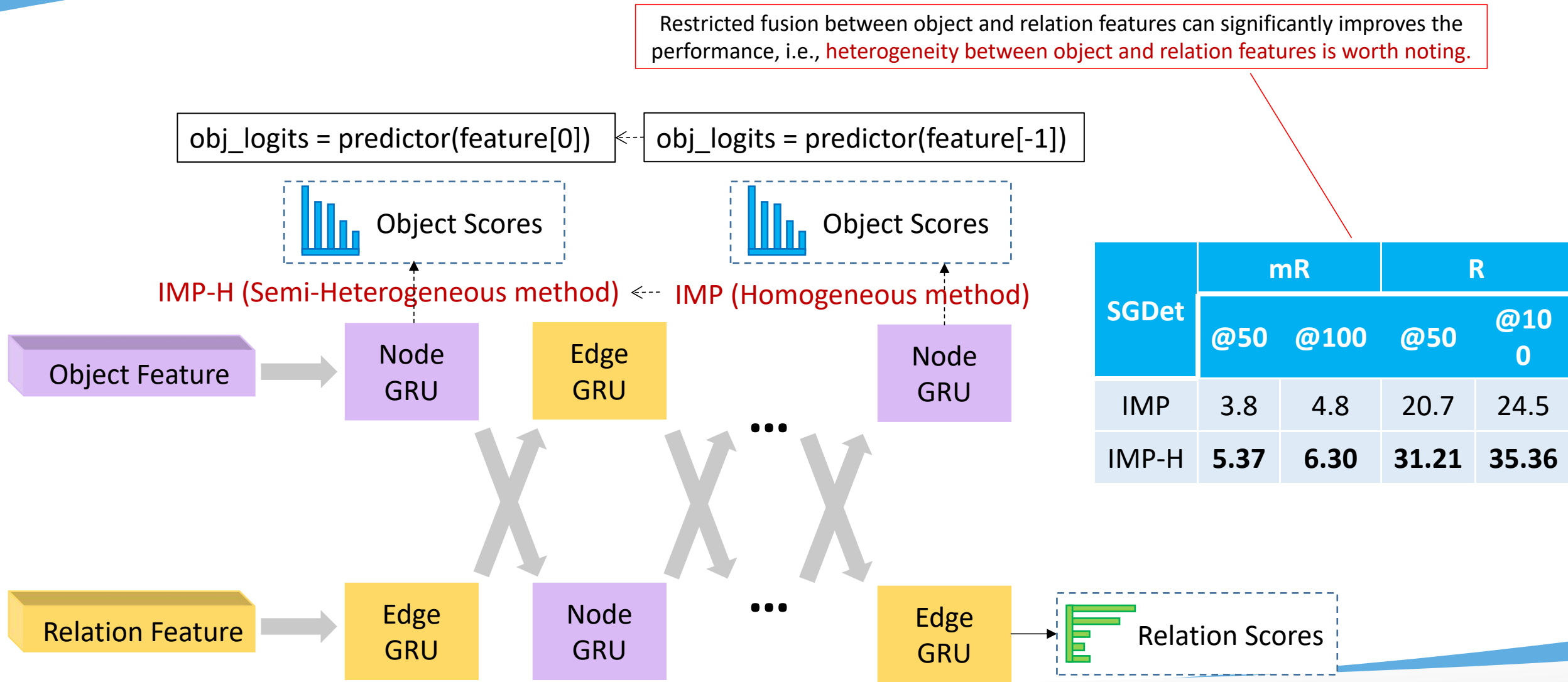
- Scene Graph Detection
- Scene Graph Classification
- Predicate Classification

Evaluation metrics

- R@N (recall in top-N results)
- mR@N (mean recall over classes in top-N results)
- ng-R@N (no graph-constraint recall in top-N results)
- zR@N (zero-shot recall in top-N results)

Experimental Results – Toy Experiments

Restricted fusion between object and relation features can significantly improves the performance, i.e., **heterogeneity between object and relation features is worth noting.**



Experimental Results – Comparison Results

Model	PredCls				SGCls				SGDet			
	mR@50	R@50	mR@100	R@100	mR@50	R@50	mR@100	R@100	mR@50	R@50	mR@100	R@100
GBNet- β [34]	22.1	66.6	24.0	68.2	12.7	37.3	13.4	38.0	7.1	26.3	8.5	29.9
Graph R-CNN [32]	16.4	54.2	17.2	59.1	9.0	29.6	9.5	31.6	5.8	11.4	6.6	13.7
ReIDN [38]	15.8	68.7	17.2	68.8	9.3	38.9	9.6	38.9	6.0	31.0	7.3	36.7
FCSGG [17]	6.3	41.0	7.1	45.0	3.7	23.5	4.1	25.7	3.6	21.3	4.2	25.1
GPS-Net [31]	19.2	69.7	21.4	69.7	11.7	42.3	12.5	42.3	7.4	28.9	9.5	33.2
RNN-based — IMP [29]	9.8	59.3	10.5	61.3	5.8	34.6	6.0	35.4	3.8	20.7	4.8	24.5
IMP+HLB	10.63	60.91	11.37	62.95	6.62	38.10	6.98	39.01	4.19	26.67	5.23	31.85
Heavy-Feature — IMP-H	10.17	58.89	10.97	61.31	6.05	34.89	6.47	36.59	5.37	31.21	6.30	35.36
IMP-H+HLB	10.44	59.43	11.17	61.52	7.07	38.21	7.47	39.09	5.87	31.79	6.84	35.91
Knowledge-based + GNN — VTransE [37]	14.7	65.7	15.8	67.6	8.2	38.6	8.7	39.4	5.0	29.7	6.0	34.3
VTransE+HLB	15.26	65.68	16.40	67.60	8.24	39.72	8.74	40.61	5.14	29.74	6.22	34.47
Knowledge-based + RNN — KERN [3]	17.7	65.8	19.2	67.6	9.4	36.7	10.0	37.4	6.4	27.1	7.3	29.8
KERN+HLB	15.89	61.17	17.15	64.17	9.01	38.16	9.69	39.37	7.11	28.70	8.58	33.41
Tree-RNN — MOTIFS [36]	14.0	65.2	15.3	67.1	7.7	35.8	8.2	36.5	5.7	27.2	6.6	30.3
MOTIFS+HLB	15.39	64.91	16.74	66.80	8.90	39.48	9.44	40.32	7.19	32.57	8.43	37.01
GNN-based — VCTree-SL [24]	17.0	66.2	18.5	67.9	9.8	37.9	10.5	38.6	6.7	27.7	7.7	31.1
VCTree-SL+HLB	17.47	65.73	18.79	67.35	11.98	36.95	12.73	38.50	7.46	32.04	8.75	36.34
BGNN [13]	30.4	59.2	32.9	61.3	14.3	37.4	16.5	38.5	10.7	31.0	12.6	35.8
BGNN+HLB	28.20	61.06	30.43	63.22	16.72	35.27	18.09	36.64	12.57	27.80	15.03	32.28
On Average	+1.45%	-0.21%	+0.96%	-0.02%	+11.73%	+4.08%	+10.74%	+4.39%	+12.63%	+8.83%	+14.20%	+10.48%
	+0.54%				+7.73%				+11.53%			

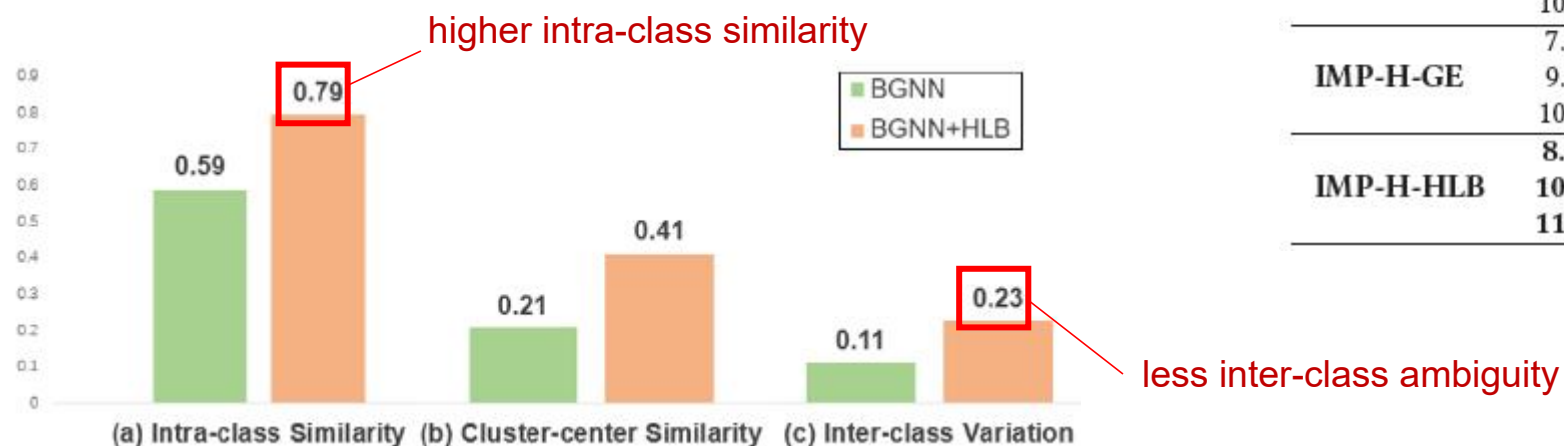
Comparison with the state-of-the-arts methods

Experimental Results – Quantitative Analysis

- **Component Analysis**

- AD: remove decoder from Auto-Encoder
- LP: remove Link Prediction Module
- GE: remove over-smooth-proof item from GNN

- **Feature Representation Analysis**



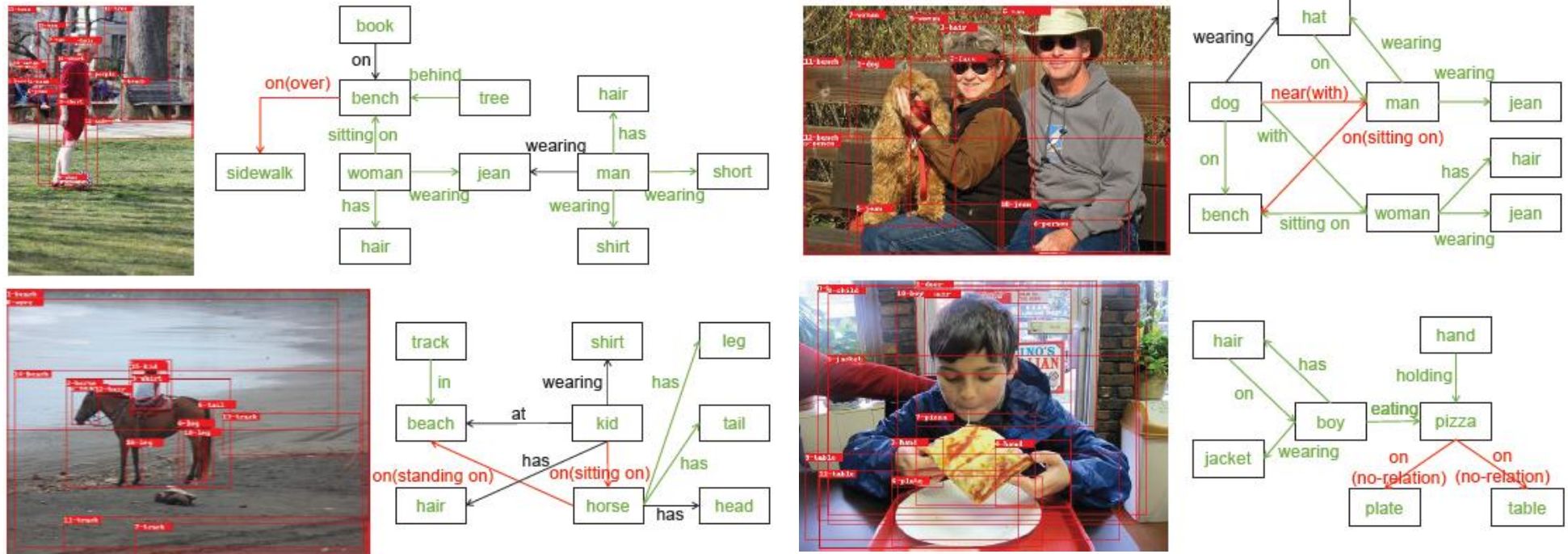
Feature representation analysis

	PredCls		SGCls		SGDet	
	mR	R	mR	R	mR	R
	@20	@20	@20	@20	@20	@20
	@50	@50	@50	@50	@50	@50
	@100	@100	@100	@100	@100	@100
IMP-H	8.04	51.47	5.01	30.37	3.98	24.45
	10.17	58.89	6.05	34.89	5.37	31.21
	10.97	61.31	6.47	36.59	6.30	35.36
IMP-H-AD	7.78	51.67	4.83	30.49	3.90	24.49
	9.67	58.95	5.80	35.00	5.25	31.32
	10.43	61.38	6.21	36.68	6.14	35.49
IMP-H-LP	7.72	51.61	4.76	30.42	4.02	24.44
	9.54	58.94	5.69	34.91	5.38	31.26
	10.24	61.36	6.09	36.56	6.23	35.39
IMP-H-GE	7.76	50.74	4.83	29.85	3.87	23.17
	9.82	58.28	5.85	34.20	5.27	30.03
	10.66	60.90	6.27	35.80	6.23	34.36
IMP-H-HLB	8.50	52.73	5.84	34.89	4.34	24.78
	10.44	59.43	7.07	38.21	5.87	31.79
	11.17	61.52	7.47	39.09	6.84	35.91

Component analysis

Experimental Results – Qualitative Analysis

- The words marked with green denote the **correctly detected** objects and relations
- The red words and lines represent the **wrongly predicted** ones with notated labels in brackets
- The words marked with black color refer to the predicted relations which are considered **positive but unlabeled**



Qualitative results of the proposed method



ACM

Multimedia 2022

Lisbon, Portugal | 10-14 October

Thank You

heyq@smail.nju.edu.cn



南京大學
NANJING UNIVERSITY



南京理工大学
NANJING UNIVERSITY OF SCIENCE & TECHNOLOGY