

HOICLIP: Efficient Knowledge Transfer for HOI Detection with Vision-Language Models

Shan Ning*, Longtian Qiu*, Yongfei Liu, Xuming He

ShanghaiTech University, ByteDance Inc.

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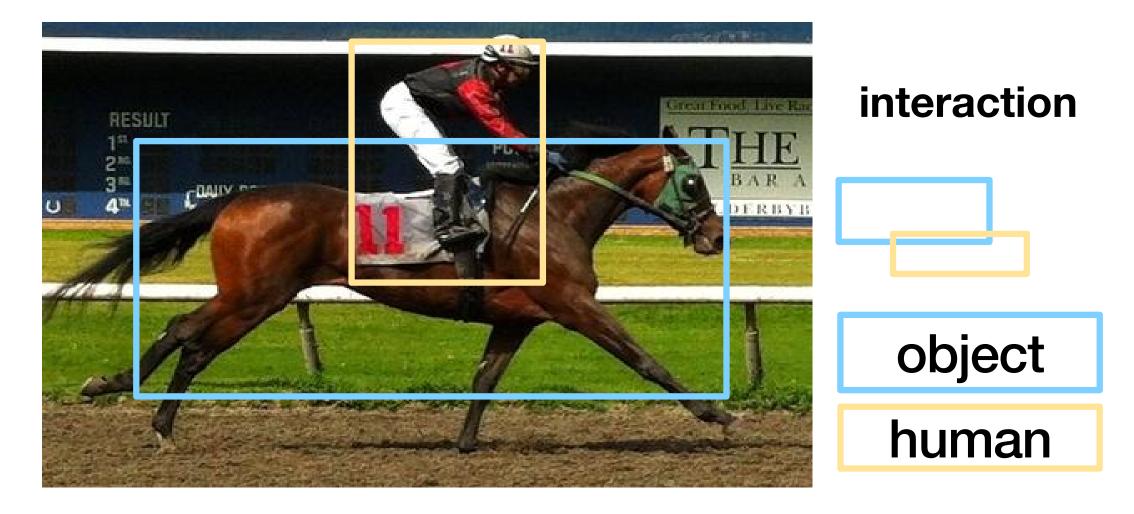








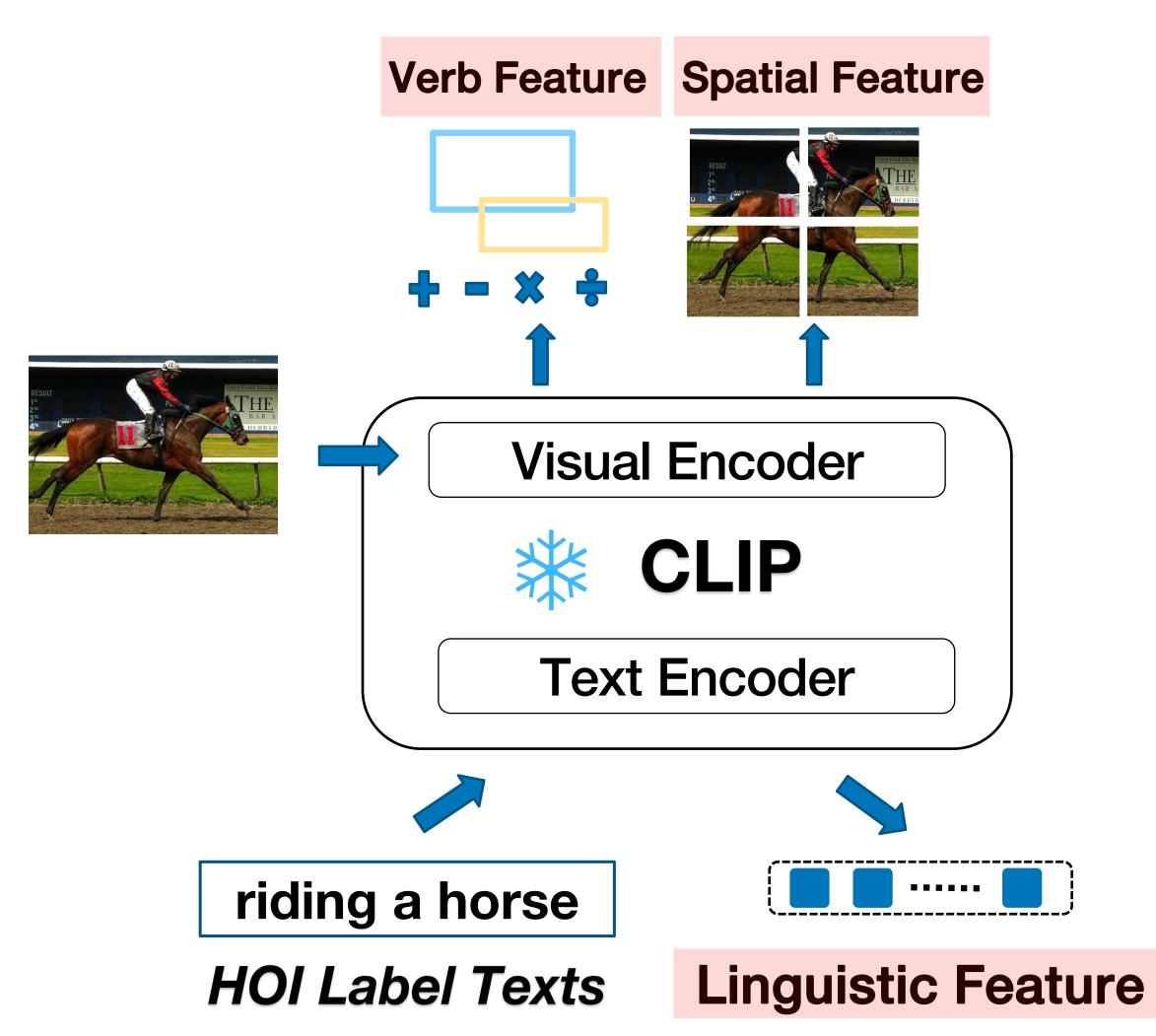
Task: Human Object Interaction Detection <Human, Ride, Horse>



Problem: effective CLIP knowledge transfer for long-tail problem in HOI Detection.

Goal: improve the data efficiency in HOI representation learning and achieve better generalization as well as robustness.



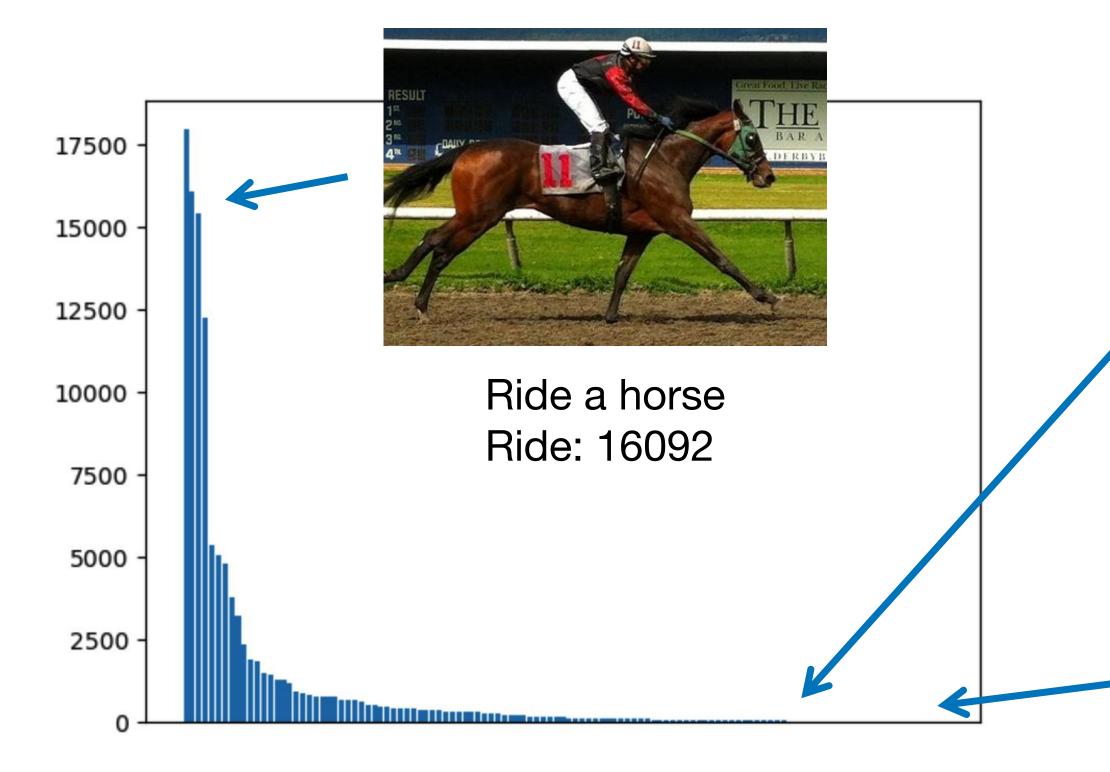








Verb Sample Statistic Distribution in HICO-DET









Spin a frisbee Spin: 18



Dry a dog Dry: 3



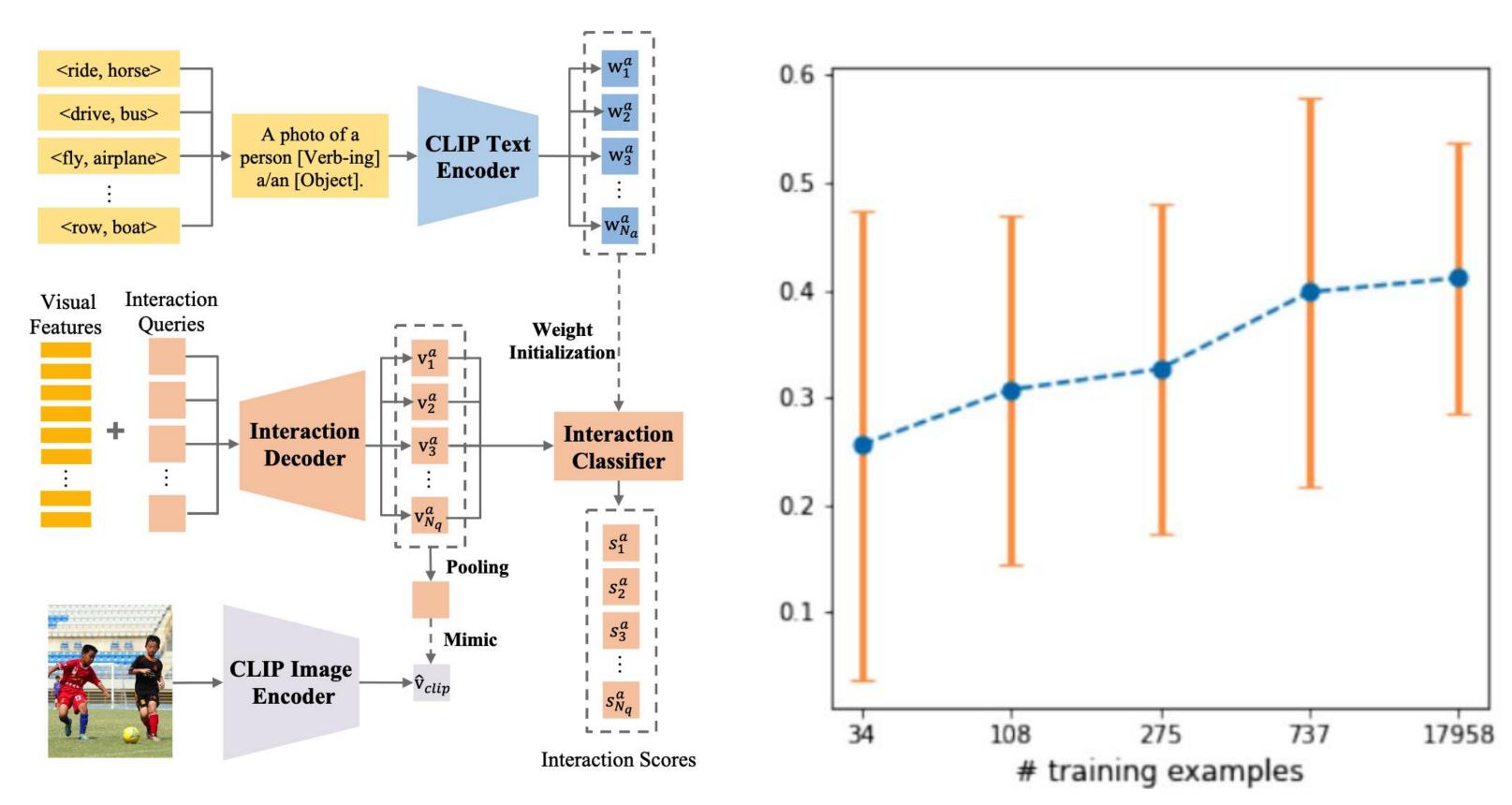


Related Works

Previous methods leverage vision language model with knowledge distillation:

- Label Text embeddings constructed classifier[1,2].
- Image Feature^[1] or logits^[2]
 level knowledge distillation.

Vision Language Knowledge Transfer in GEN-VLKT [1]



[1] Liao Y, Zhang A, Lu M, et al. CVPR 2022 [2] Gu, Xiuye et al. ICLR2022

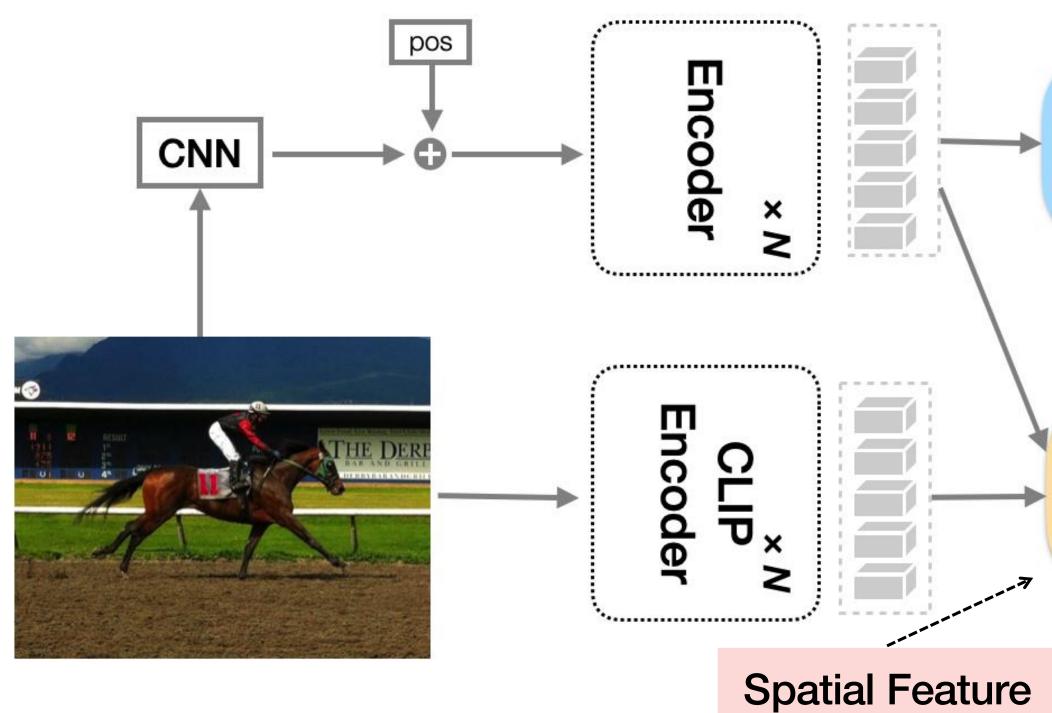


Verb performance of GEN-VLKT [1]









HOICLIP



上海科技大学 ShanghaiTech University

Overview of Our Method <Human, Ride, Horse> × N Instance Localization Decoder **Linguistic Feature** × N Interaction Decoder **HOI Classifier** Interaction Understanding + = * + * **Verb Feature** Visual Semantic Arithmetic



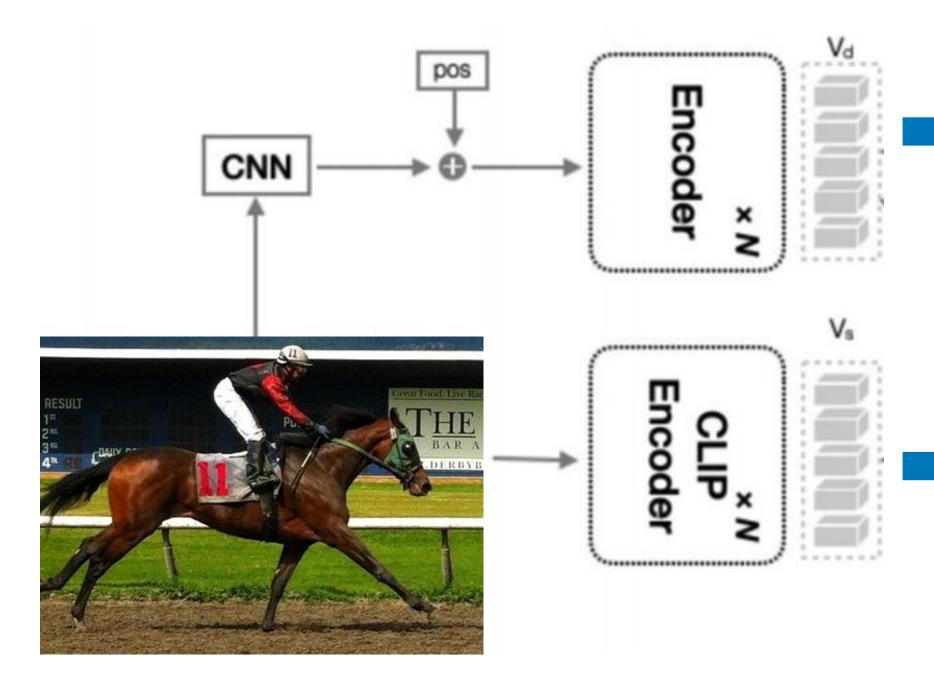






Spatial Feature

Interaction Decoder extracts interaction representations from two visual encoders: 1.projected detection visual feature $\dot{V_d}$ 2.CLIP spatial visual feature V_s



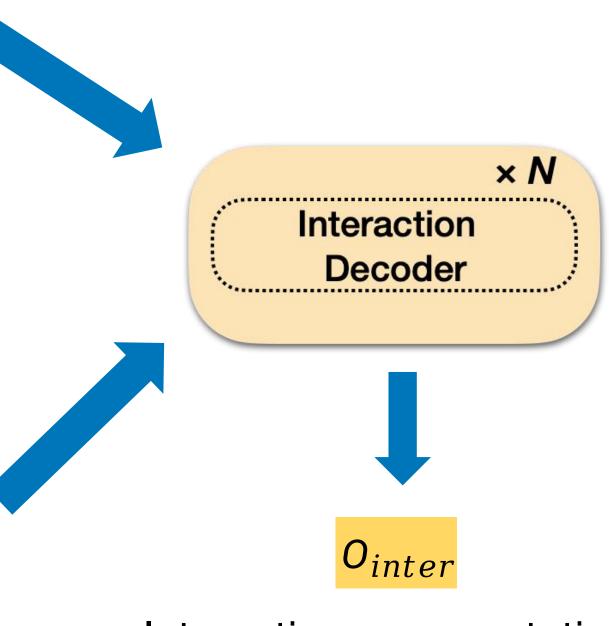


Localization Attention



Interaction Attention



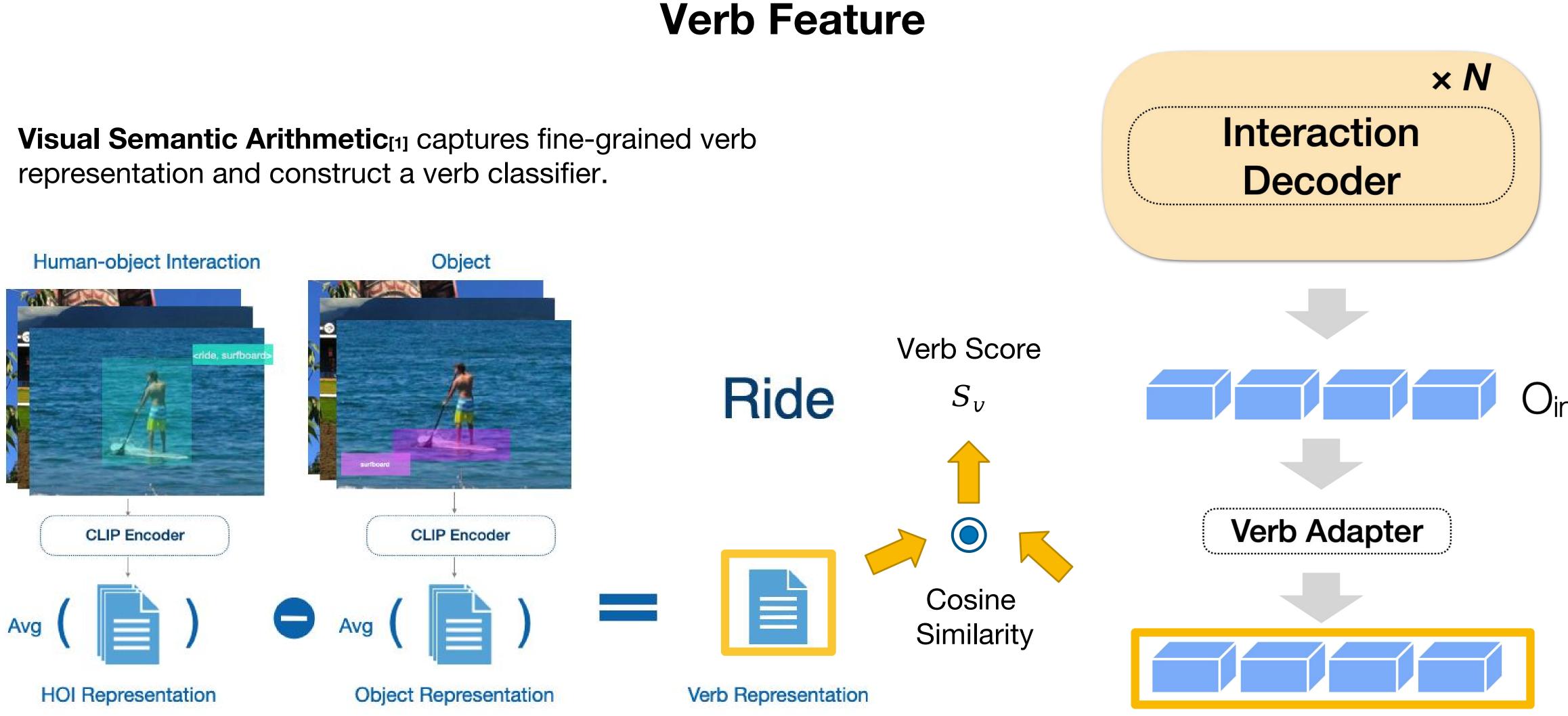


Interaction representation













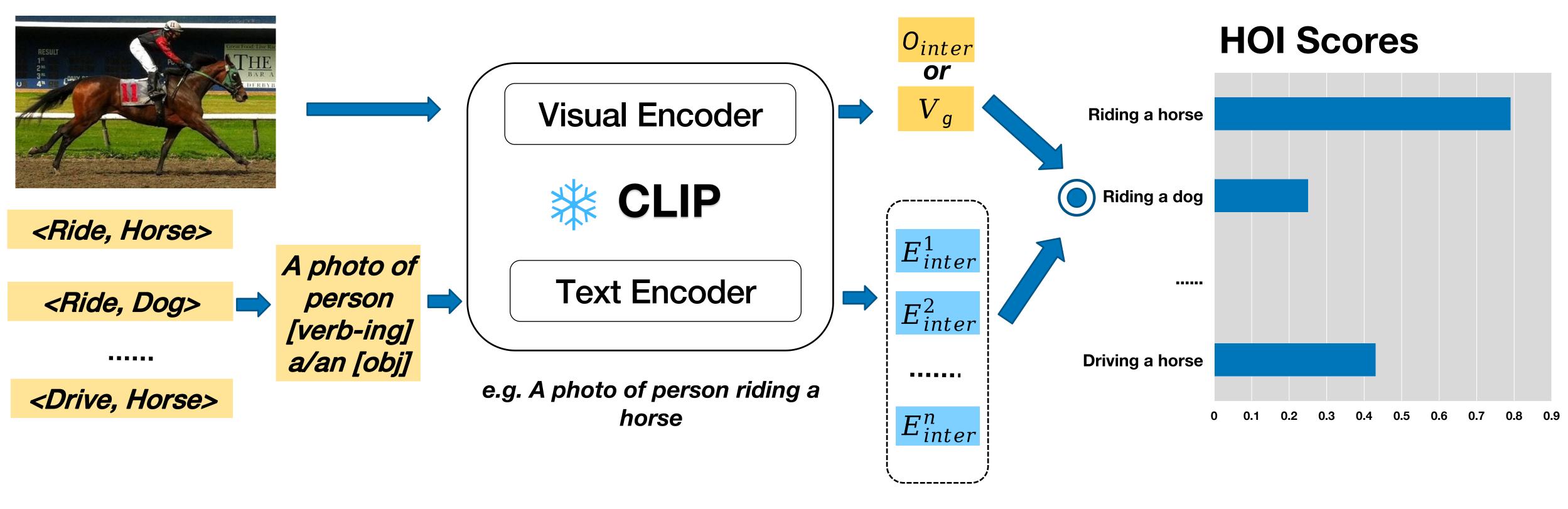






Linguistic Feature

Linguistic Prior Knowledge in CLIP generate a HOI classifier which provides a training-free Enhancement for HOI classification.





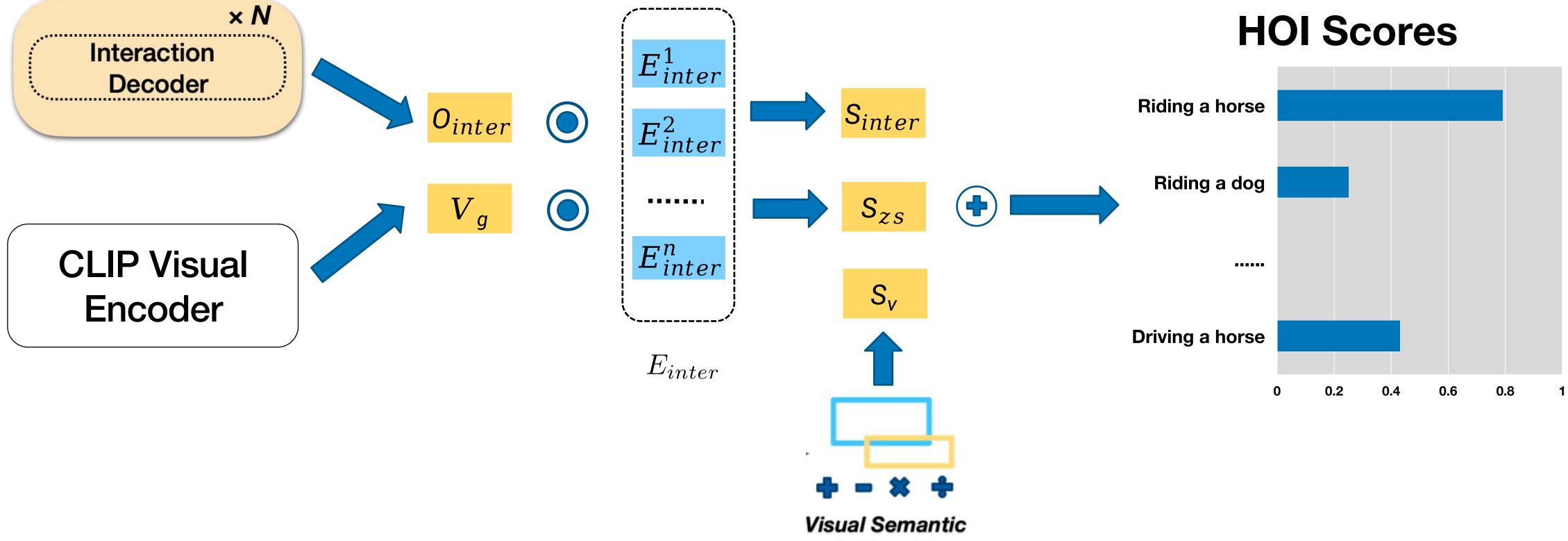
 E_{inter}





Interaction Inference

Final interaction prediction is a weight sum of verb score, interaction predcition score and zero-shot interaction prediction score.







Arithmetic





Experiments

Benchmark:

- HICO-DET contains ~48k images, 600 HOI categories
- V-COCO contains ~10k images, 29 verb categories

Experiment settings

- Low-data HOI Detection
- Zero-shot HOI Detection
- Standard HOI Detection

Evaluation Metric: **mAP**









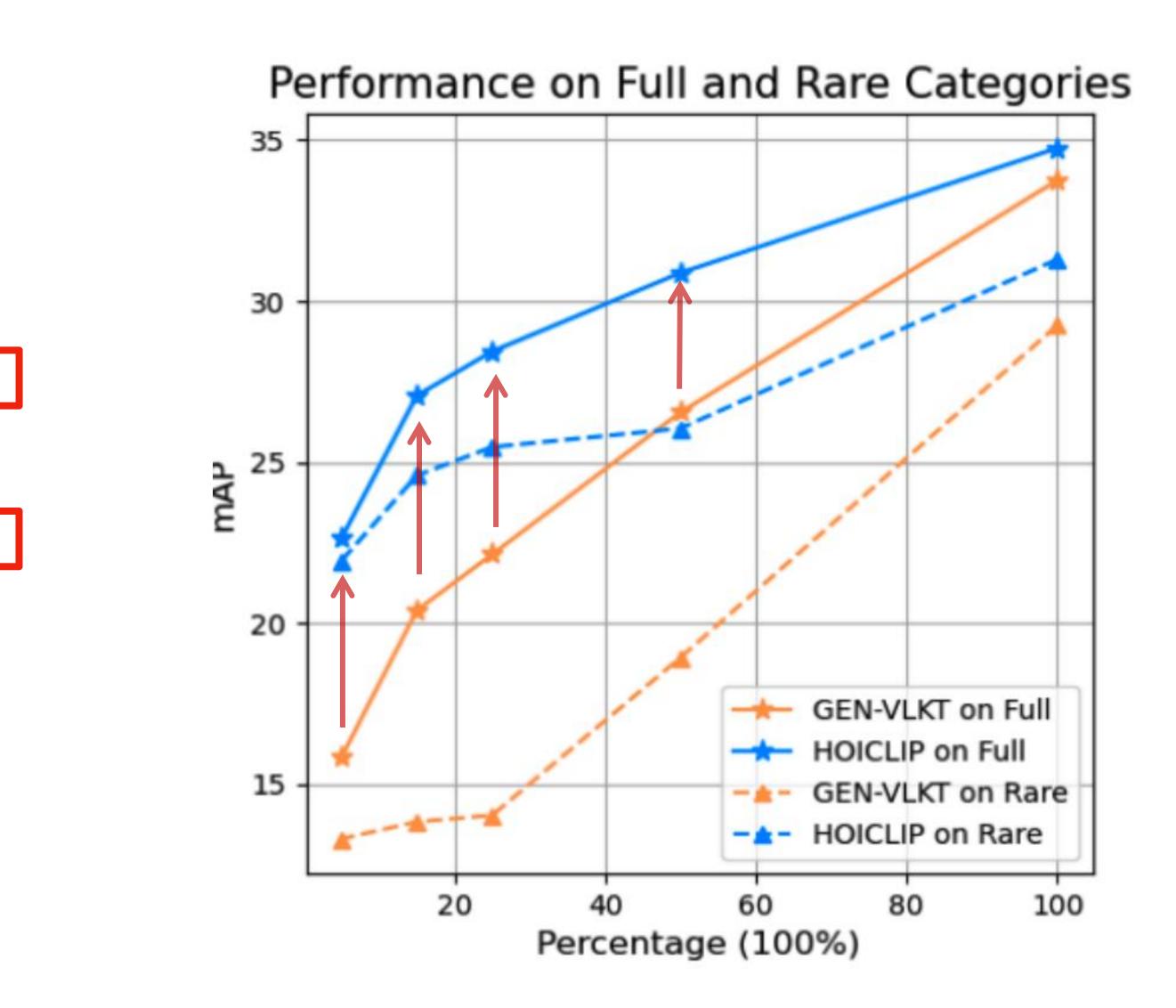
Low-data HOI Detection

Results on HICO-DET

Percentage	100%	50%	25%	15%	5%
GEN-VLKT [28]	33.75	26.55	22.14	20.40	15.84
HOICLIP	34.69	30.88	28.44	27.07	22.64
Gain(%)	2.96	16.30	28.46	32.69	42.92
Per	tormance	e on All C	Categories	S	
GEN-VLKT [28]	29.25	18.94	14.04	13.84	13.31
HOICLIP	31.30	26.05	25.47	24.59	21.94
Gain(%)	7.00	37.53	81.41	77.67	64.84
	ormance	D	- ·		

Performance on Rare Categories









Zero-shot HOI Detection

Method	Туре	Unseen	Seen	Full	-
Shen et al. [34]	UC	10.06	24.28	21.43	
Bansal et al. [2]	UC	9.18	24.67	21.57	
ConsNet [30]	UC	13 16	24.23	22.01	
HOICLIP	UC	23.15	31.65	29.93	↑ 75.91%
VCL [17]	RF-UC	10.06	24.28	21.43	
ATL [18]	RF-UC	9.18	24.67	21.57	
FCL [19]	RF-UC	13.16	24.23	22.01	
GEN-VLKT [28]	RF-UC	21.36	32.91	30.56	
HOICLIP [†]	RF-UC	23.48	34.47	32.26	
HOICLIP	RF-UC	25.53	34.85	32.99	↑ 19.52%
VCL [17]	NF-UC	16.22	18.52	18.06	- 1
ATL [18]	NF-UC	18.25	18.78	18.67	
FCL [19]	NF-UC	18.66	19.55	19.37	
GEN-VLKT [28]	NF-UC	25.05	23.38	23.71	
HOICLIP [†]	NF-UC	25.71	27.18	26.88	
HOICLIP	NF-UC	26.39	28.10	27.75	↑ 5.35%
ATL* [18]	UO	5.05	14.69	13.08	
FCL* [19]	UO	0.00	13.71	11.43	
GEN-VLKT [28]	UO	10.51	28.92	25.63	
HOICLIP [†]	UO	9.36	30.32	26.82	
HOICLIP	UO	16.20	30.99	28.53	↑ 54.14%
GEN-VLKT [28]	UV	20.96	30.23	28.74	
HOICLIP [†]	UV	23.37	31.65	30.49	
HOICLIP	UV	24.30	32.19	31.09	↑ 15.94%









Network Architecture Design Albation

Method	Full	Rare	Non-rare
Base	32.09	26.68	33.71
+CLIP	32.72	28.74	33.92
+integration	34.13	30.54	35.20
+verb	34.54	30.71	35.70
+free	34.69	31.12	35.74

Verb Representation Extraction Albation

Method

"A photo of person doing" Average of HOI representat

Visual semantic arithmetic



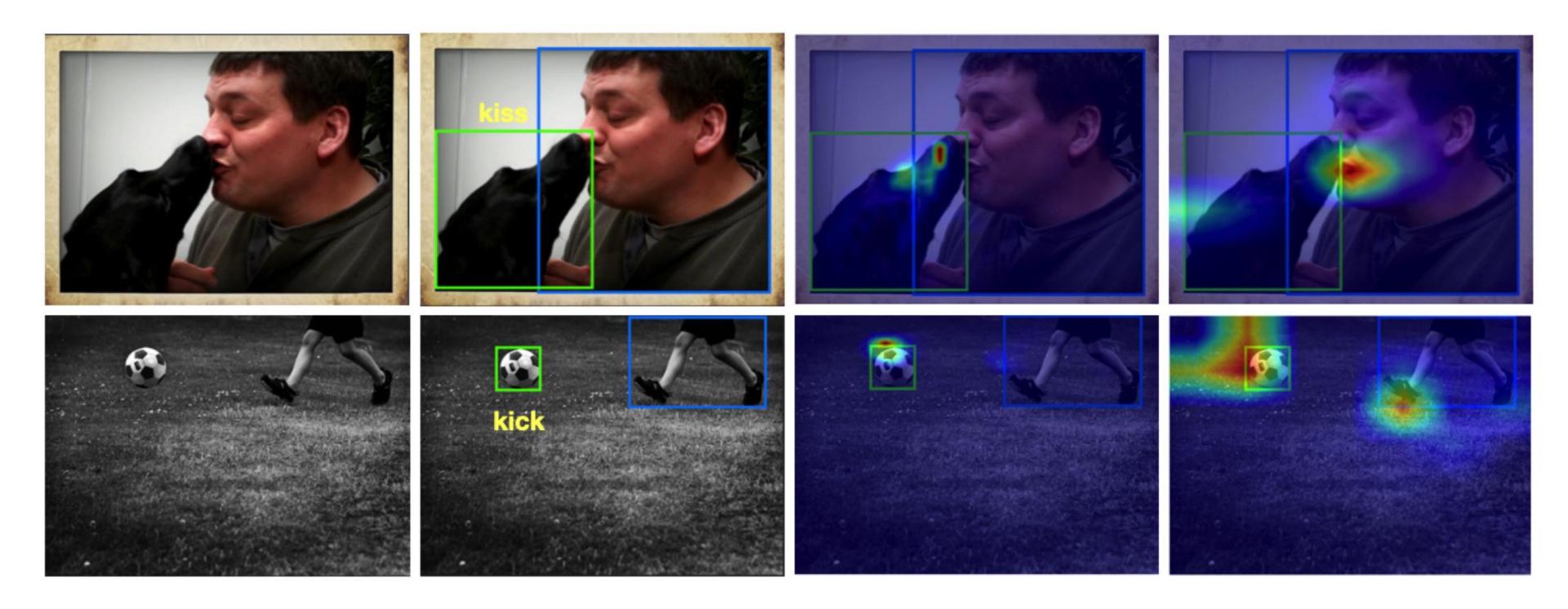
Ablation study

33.38 29.67 tion 33.09 28.29	34.52
33.38 29.07	34.49
22.28 20.67	34.49
Full Rare	Non-rare





Visualization



input Image

prediction result





localization attention maps

interaction attention maps





For more information please refer to our paper and code







Thanks for listening!

Paper & code

