

Prototype-based Embedding Network for Scene Graph Generation

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Problem

Existing SGG methods fail to capture compact and distinctive relation representations.

- Large intra-class variation: arises from diverse appearance of entities and various subject-object combinations.
- Severe inter-class similarity: originates from similar-looking interactions shared among different relation categories.



Fig. 1. The illustration of relation representations with large intra-class variation and severe inter-class similarity.

Motivation

Category-inherent Semantics is more reliable than visual appearance.

- Intra-class variation: Entities/predicates from each class share the same semantics, captured from class labels.
- Inter-class similarity: Class-inherent semantics is discriminative for visual-similar instances from different categories.



Fig. 1. The illustration of relation representations with large intra-class variation and severe inter-class similarity.

Prototype-based Embedding Network (PE-Net):

• Prototype-based Modeling:

Models entities/predicates with prototypealigned representations in semantic space.

- **Prototype-guided Entity-Predicate Matching**: Match entity pairs to predicates in semantic embedding space for relation recognition.
- Prototype-guided Learning:

Help PE-Net efficiently learn entitypredicate matching.

• Prototype Regularization:

Relieve ambiguous entity-predicate matching caused by predicate's semantic overlap.



Prototype-based Embedding Network (PE-Net):

• Prototype-based Modeling:

$$s = W_s t_s + v_s, \qquad (1)$$

$$o = W_o t_o + v_o, \qquad (2)$$

$$p = W_p t_p + u_p, \qquad (3)$$

where t_s , t_o and t_p are class labels' word embedding, v_s , v_o , u_p are the instance-varied semantics contents, $W_s t_s$, $W_o t_o$, $W_p t_p$ are class-specific semantic prototypes.

$$g_s = \sigma(f((W_s t_s) \oplus h(x_s))), \quad (4)$$

$$\boldsymbol{v}_s = \boldsymbol{g}_s \odot \boldsymbol{h}(\boldsymbol{x}_s), \qquad (5)$$

where $h(\cdot)$ is visual-to-semantic function.



Fig. 3. Visual-based space Modeling.



Fig. 4. Prototype-based space Modeling.

Prototype-based Embedding Network (PE-Net):

• Prototype-guided Entity-Predicate Matching:

$$\mathcal{F}(s,o) \to p = W_p t_p + u_p, \qquad (6)$$

$$\mathcal{F}(s, o) = \text{ReLU}(s + o) - (s - o)^{2} [1],$$
 (7)

where $\mathcal{F}(s, o)$ denotes the feature fusion function.

Equivalent transformation:

$$\mathcal{F}(s,o) - u_p \to W_p t_p, \qquad (8)$$

where $\mathcal{F}(s, o) - u_p$ is defined as relation representation r, which should be matched to its corresponding predicate prototype $W_p t_p$. (represented as c in the following).



Fig. 5. Prototype-guided Entity-Predicate Matching.

[1] Zhang, Yan, et al. "Learning to count objects in natural images for visual question answering." arXiv preprint:1802.05766 (2018).

Prototype-based Embedding Network (PE-Net):

• Prototype-guided Learning:

Cosine distance: Increasing the cosine similarity between the relation representation r, and its corresponding prototype c_t ,

$$\mathcal{L}_{e_sim} = -\log \frac{\exp(\langle \overline{r}, \overline{c_t} \rangle / \tau)}{\sum_{j=0}^{N} \exp(\langle \overline{r}, \overline{c_j} \rangle / \tau)}.$$
 (9)

Euclidean distance: Increasing the Euclidean distance between the relation representation r, and its corresponding prototype c_t ,

$$g_j = || r - c_j ||_2^2,$$
 (10)

$$\mathcal{L}_{e_euc} = max(0, g^+ - g^- + \gamma_1).$$
 (11)



Fig. 6. Prototype-guided Learning.

Prototype-based Embedding Network (PE-Net):

• **Prototype Regularization**:

Cosine distance /Euclidean distance : Alleviates ambiguous matching caused by semantic overleap between predicates by enlarging distinction between predicate prototypes c_t .

$$S = \overline{C} \cdot \overline{C}^{T} = (s_{ij}), \qquad (12)$$
$$\mathcal{L}_{r_sim} = \|S\|_{2,1} = \sum_{i=0}^{N} \sqrt{\sum_{j=0}^{N} s_{ij}^{2}}, \qquad (13)$$

$$d_{ij} = \| c_i - c_j \|_2^2, \qquad (14)$$

$$\mathcal{L}_{r_euc} = max(0, -d^- + \gamma_2). \quad (15)$$

• Relation Inference:

$$res_r = arg \max_i (q_i \mid q_i = \langle \overline{r}, \overline{c_i} \rangle / \tau).$$
 (16)



Fig. 7. Prototype Regularization.

Experiment

Compared with State of the Arts:

Model	PredCls			SGCls			SGDet		
	R@50/100	mR@50/100	M@50/100	R@50/100	mR@50/100	M@50/100	R@50/100	mR@50/100	M@50/100
Motifs [*] [25, 36]	65.3 / 67.2	14.9 / 16.3	40.1 / 41.8	38.9 / 39.8	8.3/8.8	23.6/24.3	32.1 / 36.8	6.6 / 7.9	19.4 / 22.4
VCTree [*] [25,27]	65.5/67.4	16.7 / 17.9	41.1 / 42.7	40.3 / 41.6	7.9/8.3	24.1 / 25.0	31.9 / 36.0	6.4 / 7.3	19.2 / 21.7
G R-CNN* [11,33]	65.4 / 67.2	16.4 / 17.2	40.9 / 42.2	37.0/38.5	9.0/9.5	23.0/24.0	29.7 / 32.8	5.8 / 6.6	17.8 / 19.7
KERN* [1,11]	65.8 / 67.6	17.7 / 19.2	41.8 / 43.4	36.7 / 37.4	9.4 / 10.0	23.1/23.7	27.1 / 29.8	6.4 / 7.3	16.8 / 18.6
VTransE [*] [25,40]	65.7 / 67.6	14.7 / 15.8	40.2 / 41.7	38.6/39.4	8.2/8.7	23.4/24.1	29.7 / 34.3	5.0 / 6.1	17.4 / 20.2
R-CAGCN [32]	66.6 / 68.3	18.3 / 19.9	42.5 / 44.1	38.3 / 39.0	10.2/11.1	24.3/25.1	28.1/31.3	7.9 / 8.8	18.0 / 20.1
GPS-Net* [11, 15]	65.2 / 67.1	15.2 / 16.6	40.2 / 41.9	37.8 / 39.2	8.5/9.1	23.2/24.2	31.3 / 35.9	6.7 / 8.6	19.0 / 22.3
RU-Net [17]	<u>67.7 / 69.6</u>	-/24.2	- / 46.9	42.4 / 43.3	- / 14.6	-/ <u>29.0</u>	32.9 / 37.5	- / 10.8	-/ <u>24.2</u>
PE-Net(P)	68.2 / 70.1	23.1 / 25.4	<u>45.7 / 47.8</u>	41.3 / 42.3	<u>13.1 / 14.8</u>	<u>27.2</u> /28.6	<u>32.4 / 36.9</u>	<u>8.9</u> / <u>11.0</u>	<u>20.7</u> /24.0
PE-Net	64.9 / 67.2	31.5 / 33.8	48.2 / 50.5	39.4 / 40.7	17.8 / 18.9	28.6 / 29.8	30.7 / 35.2	12.4 / 14.5	21.6 / 24.9
Motifs-TDE [26]	46.2 / 51.4	25.5 / 29.1	35.9 / 40.3	27.7 / 29.9	13.1 / 14.9	20.4 / 22.4	16.9 / 20.3	8.2 / 9.8	12.6 / 15.1
Motifs-CogTree [34]	35.6 / 36.8	26.4 / 29.0	31.0/32.9	21.6 / 22.2	14.9/16.1	18.3 / 19.2	20.0 / 22.1	10.4 / 11.8	15.2 / 17.0
Motifs-BPL-SA [5]	50.7 / 52.5	29.7 / 31.7	40.2 / 42.1	30.1 / 31.0	16.5/17.5	23.3/24.3	23.0/26.9	13.5 / 15.6	18.3 / 21.3
Motifs-NICE [10]	<u>55.1 / 57.2</u>	29.9/32.3	42.5 / 44.8	<u>33.1 / 34.0</u>	16.6/17.9	<u>24.9</u> / 26.0	27.8 / 31.8	12.2 / 14.4	<u>20.0</u> / <u>23.1</u>
Motifs-PPDL [12]	47.2/47.6	32.2/33.3	39.7 / 40.5	28.4 / 29.3	17.5/18.2	23.0/23.8	21.2/23.9	11.4 / 13.5	16.3 / 18.7
Motifs-GCL [3]	42.7 / 44.4	<u>36.1 / 38.2</u>	39.4 / 41.3	26.1 / 27.1	<u>20.8</u> / <u>21.8</u>	23.5/24.5	18.4 / 22.0	16.8 / 19.3	17.6 / 20.7
Motifs-Reweight [2]	53.2 / 55.5	33.7 / 36.1	<u>43.5 / 45.8</u>	32.1/33.4	17.7 / 19.1	<u>24.9</u> / <u>26.3</u>	25.1/28.2	13.3 / 15.4	19.2 / 21.8
PE-Net-Reweight	59.0 / 61.4	38.8 / 40.7	48.9 / 51.1	36.1 / 37.3	22.2 / 23.5	29.2 / 30.4	<u>26.5 / 30.9</u>	<u>16.7 / 18.8</u>	21.6 / 24.9

Tab. 1. Performance comparison with the state-of-the-art SGG methods on VG dataset. PE-Net(P) refers to the PE-Net only trained with PL. PE-Net indicates PE-Net trained with both PL and PR.

Experiment

Measuring Representation Modeling of PE-Net:

• Calculation of IV and IIVR:

Intra-class Variance (IV): measure the intra-class compactness of entity's or predicate's representations,

$$\sigma_{within}^2 = \frac{1}{Mn} \sum_{i=0}^{M} \sum_{j=1}^{n} |\phi_{i,j} - \mu_i|_2^2, \quad (17)$$

Intra-class to Inter-class Variance (IIV): measure the inter-class distinctiveness of the representations.

$$\frac{\sigma_{within}^2}{\sigma_{between}^2} = \frac{1}{n} \frac{\sum_{i=0}^M \sum_{j=1}^n |\phi_{i,j} - \mu_i|^2}{\sum_{i=0}^M |\mu_i - \mu|_2^2}.$$
 (18)

Models	IV-O↓	IIVR-O↓	IV-R↓	IIVR-R↓
Motifs [26, 38]	9.73	1.93	1.41	2.72
VCTree [26, 28]	8.31	2.11	1.50	2.78
Transformer [26, 30]	9.08	2.05	1.44	2.76
G-RCNN [12, 35]	8.76	1.99	1.46	2.81
GPS-Net [12, 16]	9.36	2.07	1.53	2.69
PE-Net	0.74	0.24	1.06	1.67

Tab. 2. Quantitative results on representation quality.



(d) Relations (PE-Net) Fig. 8. The comparison of t-SNE visualization results on entity and predicate feature distributions.

Thanks

If you have any questions, please contact me at : xinyulyu68@gmail.com

Codes: <u>https://github.com/VL-Group/PENET</u>

