



## Learning Attention as Disentangler for Compositional Zero-shot Learning

Shaozhe Hao, Kai Han, Kwan-Yee K. Wong

The University of Hong Kong

WED-PM-282

### Compositional Zero-shot Learning (CZSL)



Seen Compositions

### Quick Overview

#### Baseline



learn attribute + object by cross entropy

## Quick Overview

Baseline



learn attribute + object by cross entropy







$$\mathcal{L}_{ce} = \underbrace{H_{\pi_a}(v_a, a)}_{\mathcal{L}_{attr}} + \underbrace{H_{\pi_a}(v'_a, a)}_{\mathcal{L}'_{attr}} + \underbrace{H_{\pi_c}(v_c, c)}_{\mathcal{L}_{com}} + \underbrace{H_{\pi_o}(v_o, o)}_{\mathcal{L}'_{obj}} + \underbrace{H_{\pi_o}(v'_o, o)}_{\mathcal{L}'_{obj}}$$

Cross-attention with query-key swapping (QKS)



#### Earth moving distance (EMD)

 $\begin{array}{ll} \underset{f_{ij}}{\text{minimize}} & \sum_{i=1}^{n_s} \sum_{j=1}^{n_d} c_{ij} f_{ij} \\ \text{subject to} & f_{ij} \ge 0, \ i = 1, ..., n_s, \ j = 1, ..., n_d \\ & \sum_{j=1}^{n_d} f_{ij} = s_i, \ i = 1, ..., n_s \\ & \sum_{i=1}^{n_s} f_{ij} = d_j, \ j = 1, ..., n_d \end{array}$  $\begin{array}{l} \text{EMD}(c_{ij}, s_i, d_j) = (1 - c_{ij}) \tilde{f}_{ij}. \end{array}$ 

**Greater** EMD, **Closer** distributions, **More focused** on the concept



#### Earth moving distance (EMD)

$$\begin{array}{ll} \underset{f_{ij}}{\text{minimize}} & \sum_{i=1}^{n_s} \sum_{j=1}^{n_d} c_{ij} f_{ij} \\ \text{subject to} & f_{ij} \ge 0, \ i = 1, ..., n_s, \ j = 1, ..., n_s \\ & \sum_{j=1}^{n_d} f_{ij} = s_i, \ i = 1, ..., n_s \\ & \sum_{i=1}^{n_s} f_{ij} = d_j, \ j = 1, ..., n_d \end{array}$$
$$\begin{array}{l} \text{EMD}(c_{ij}, s_i, d_j) = (1 - c_{ij}) \widetilde{f}_{ij}. \end{array}$$

**Greater** EMD, **Closer** distributions, **More focused** on the concept



#### Earth moving distance (EMD) 2 [CLS] Matmul $\underset{f_{ij}}{\text{minimize}} \quad \sum\nolimits_{i=1}^{n_s} \sum\nolimits_{j=1}^{n_d} c_{ij} f_{ij}$ $[CLS] \rightarrow$ attention subject to $f_{ij} \ge 0, i = 1, ..., n_s, j = 1, ..., n_d$ SoftMax $\sum_{j=1}^{n_d} f_{ij} = s_i, \; i = 1, ..., n_s$ Scale $\sum_{i=1}^{n_s} f_{ij} = d_j, \; j = 1,...,n_d$ $(\blacksquare)^T + \blacksquare$ Matmul 2 $\text{EMD}(c_{ij}, s_i, d_j) = (1 - c_{ij}) \tilde{f}_{ij}.$ Linear Linear Linear 0 . . EMD(1 -

 $\overline{S_i}$   $\overline{d_i}$ 

 $C_{ii}$ 

Greater EMD, **Closer** distributions, More focused on the concept

## Training and Inference

Training objective

$$\mathcal{L} = \mathcal{L}_{ce} + \mathcal{L}_{reg}$$

Inference: score tuning

$$\hat{c} = \underset{c \in \mathcal{C}_{test}}{\arg \max} \ p(c) + \beta \cdot p(a) \cdot p(o)$$

choose the best  $\beta$  on the validation set

### Comparison with SOTA methods

#### Closed-world evaluation

Closed-world	Clothing16K							UT-Zappos50K						C-GQA					
Models	AUC	HM	Seen	Unseen	Attr	Obj	AUC	HM	Seen	Unseen	Attr	Obj	AUC	HM	Seen	Unseen	Attr	Obj	
SymNet [22]	78.8	79.3	98.0	85.1	75.6	84.1	32.6	45.6	60.6	68.6	48.2	77.0	3.1	13.5	30.9	13.3	11.4	34.6	
CompCos [24]	90.3	87.2	98.5	96.8	90.2	91.8	31.8	48.1	58.8	63.8	45.5	72.4	2.9	12.8	30.7	12.2	10.4	33.9	
GraphEmb [29]	89.2	84.2	98.0	97.4	90.0	93.1	34.5	48.5	61.6	70.0	50.8	77.1	3.8	15.0	32.3	14.9	13.8	33.2	
Co-CGE [25]	88.3	87.9	98.5	94.7	87.4	91.4	30.8	44.6	60.9	62.6	46.0	73.5	3.6	14.7	31.6	14.3	12.6	34.6	
SCEN [21]	78.8	78.5	98.0	89.6	81.2	85.4	30.9	46.7	65.7	62.9	44.0	74.4	3.5	14.6	31.7	13.4	10.7	31.4	
IVR [50]	90.6	86.6	99.0	97.0	89.3	93.6	34.3	49.2	61.5	68.1	48.4	74.6	2.2	10.9	27.3	10.0	10.3	37.5	
OADis [41]	88.4	86.1	97.7	94.2	84.9	93.1	32.6	46.9	60.7	68.8	49.3	76.9	3.8	14.7	33.4	14.3	8.9	36.3	
ADE (ours)	92.4	88.7	98.2	97.7	90.2	93.6	35.1	51.1	63.0	64.3	46.3	74.0	5.2	18.0	35.0	17.7	16.8	32.3	

Evaluate on a predefined composition subset

### Comparison with SOTA methods

#### Open-world evaluation

Open-world	Clothing16K						UT-Zappos50K						C-GQA						
Models	AUC	HM	Seen	Unseen	Attr	Obj	AUC	HM	Seen	Unseen	Attr	Obj	AUC	HM	Seen	Unseen	Attr	Obj	
SymNet [22]	57.4	68.3	98.2	60.7	57.6	81.2	25.0	40.6	60.4	51.0	38.2	75.0	0.77	4.9	30.1	3.2	18.4	37.5	
CompCos [24]	64.1	70.8	98.2	69.8	71.7	83.7	20.7	36.0	58.1	46.0	36.4	71.1	0.72	4.3	32.8	2.8	15.1	37.8	
GraphEmb [29]	62.0	68.3	98.5	69.7	71.8	82.4	23.5	40.0	60.6	47.0	37.1	69.3	0.81	4.8	32.7	3.2	17.2	36.7	
Co-CGE [25]	59.3	69.2	98.7	63.8	68.5	76.2	22.0	40.3	57.7	43.4	33.9	67.2	0.48	3.3	31.1	2.1	15.5	35.7	
SCEN [21]	53.7	61.5	96.7	62.3	63.6	79.1	22.5	38.0	64.8	47.5	34.9	73.3	0.34	2.5	29.5	1.5	14.8	32.3	
IVR [50]	63.6	72.0	98.7	69.0	70.3	84.8	25.3	42.3	60.7	50.0	38.4	71.4	0.94	5.7	30.6	4.0	16.9	36.5	
OADis [41]	53.4	63.2	98.0	58.6	57.3	85.4	25.3	41.6	58.7	53.9	40.3	74.7	0.71	4.2	33.0	2.6	14.6	39.7	
ADE (ours)	68.0	74.2	99.0	73.1	75.0	84.5	27.1	44.8	62.4	50.7	39.9	71.4	1.42	7.6	35.1	4.8	22.4	35.6	

#### Evaluate on **all** compositions

#### Seen-Unseen Accuracy Curve on C-GQA



### Applications – Text-to-Image Retrieval

#### Seen compositions



beige ground wet sand

wet sand

#### **Unseen compositions**

Wooden Fence





tall fence

bare tree long dock







in-the-air jet

metal plane

diagonal jet in-the-air plane

Squatting Catcher



man





wearing-gray catching catcher green shirt

playing-baseball man







**On-the-wall Picture** 









framed picture

yellow picture white wall





## Applications – Image-to-Text Retrieval

#### Seen compositions



**Multicolored Clothing** 

Colorful Suit Colorful Clothing Red Suit Multicolored Suit Multicolored Clothing



#### **Rectangular Microwave**

Rectangular Microwave Turned-off Microwave Digital Microwave Closed Microwave White Microwave



#### Wet Road

Asphalt Street Asphalt Road Wet Road Paved Street Wet Street



#### Jumping Tennis-player

Jumping Tennis-player Playing-tennis Tennis-player Wearing-green Tennis-player Wearing-blue Tennis-player Jumping Player

### Applications – Image-to-Text Retrieval

#### **Unseen compositions**



#### Brown Carpet

Clean Carpet Tan Carpet Beige Carpet Rectangular Carpet Brown Carpet



#### **Squatting Umpire**

Dressed Umpire Kneeling Player Dressed Catcher Squatting Player Kneeling Catcher



#### Spotted Neck

Brown Spot Spotted Fur Spotted Neck Long Neck Brown Fur



#### Metal Fence

Metal Pole Gray Fence Gray Metal Gray Wire Metal Leg

### Applications – Visual Concept Retrieval



### Applications – Visual Concept Retrieval



# Thank you for your listening!

# Welcome to our Poster: WED-PM-282

Code & Model: <u>https://github.com/haoosz/ade-czsl</u>

