### Neural Motifs: Scene Graph Parsing with Global Context

Rowan Zellers, Mark Yatskar, Sam Thomson, Yejin Choi Presented by: Ying Shen

#### Scene Graph

A structured representation of the semantic content of an image

- A set of **bounding boxes**
- A corresponding set of objects
- A set of of **binary relationships** between those objects



## Scene Graph Analysis

#### **Prevalent Relations in Visual Genome**



Object labels are highly predictive of relation labels BUT not vice-versa

- (edge | head, tail) is correct
  70% of the time in top-1 guess.
- (edge | head, tail) can be determined with 97% accuracy in under 5 guesses.

### Lager Motifs



Structure patterns exist in larger subgraphs

 Over 50% graphs contain motifs involving at least two relations



**Regularly appearing substructures** 

# Stacked Motif Networks

#### **Stacked Motif Networks**

- Breaks scene graph parsing into **stages**:
  - A. predicting bounding regions Pr(B | I)
  - B. predicting labels for regions Pr(O | B, I)
  - C. predicting relationships Pr(R | B, O, I)

$$\Pr(G \mid I) = \Pr(B \mid I) \Pr(O \mid B, I) \Pr(R \mid B, O, I).$$

• Encode the **global context** that can directly inform the local predictors





#### **Stacked Motif Networks**



Zellers, Rowan, et al. "Neural motifs: Scene graph parsing with global context." Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition. 2018.

#### **Frequency Baselines**

FREQ:

• Given object detections with labels, predict the most frequent relation between object pairs **without** visual cues.

#### FREQ-OVERLAP

• Only predict the relationships where there are overlap between the two boxes

#### Results

		Scene Graph Detection			Scene Graph Classification			Predicate Classification			Mean
	Model	R@20	R@50	<b>R</b> @100	R@20	R@50	R@100	R@20	R@50	R@100	
models	Vrd [29]		0.3	0.5		11.8	14.1		27.9	35.0	14.9
	MESSAGE PASSING [47]		3.4	4.2		21.7	24.4		44.8	53.0	25.3
	Message Passing+	14.6	20.7	24.5	31.7	34.6	35.4	52.7	59.3	61.3	39.3
	Assoc Embed [31]*	6.5	8.1	8.2	18.2	21.8	22.6	47.9	54.1	55.4	28.3
	Freq	17.7	23.5	27.6	27.7	32.4	34.0	49.4	59.9	64.1	40.2
	Freq+Overlap	20.1	26.2	30.1	29.3	32.3	32.9	53.6	60.6	62.2	40.7
	MOTIFNET-LEFTRIGHT	21.4	27.2	30.3	32.9	35.8	36.5	58.5	65.2	67.1	43.6
ablations	MOTIFNET-NOCONTEXT	21.0	26.2	29.0	31.9	34.8	35.5	57.0	63.7	65.6	42.4
	MOTIFNET-CONFIDENCE	21.7	27.3	30.5	32.6	35.4	36.1	58.2	65.1	67.0	43.5
	MOTIFNET-SIZE	21.6	27.3	30.4	32.2	35.0	35.7	58.0	64.9	66.8	43.3
	MotifNet-Random	21.6	27.3	30.4	32.5	35.5	36.2	58.1	65.1	66.9	43.5

#### **Discussion Points**

- Long tail distribution of relationships [1]
  - dog-ride-skateboard (common) v.s. dog-ride-sufboard (rare)
- Helps from other modalities? (E.g. captions?)
- What makes a good baseline?

[1] Lu, Cewu, et al. "Visual relationship detection with language priors." European Conference on Computer Vision. Springer, Cham, 2016.

Ording of the boxing box

### Thank you!