

Distributional semantics from text and images

E. Bruni¹ G. B. Tran² M. Baroni¹

¹CIMeC, University of Trento

²L3S Research, Hannover

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Outline

- 1 Introduction
- 2 Constructing vectors from visual information
- 3 Text and visual words combination
- 4 Related work
- 5 Experimental setup
- 6 Evaluation
- 7 Appendix

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Distributional Semantic Models

- Use large text corpora to derive estimates of semantic similarities between words
- Distributional hypothesis: semantically similar words tend to appear in similar contexts (Harris, 1954)
- For example, the meaning of *spinach* (primarily) becomes the result of statistical computations based on the association between *spinach* and words like *plant*, *green*, *iron*, *Popeye*, *muscles*

Perceptual Models

- Humans also rely on non-verbal experience, and comprehension also involves the activation of non-linguistic representations (Barsalou et al., 2008; Glenberg, 1997; Zwaan, 2004)
- We need to ground words' meanings to bodily actions and perceptions in the environment (Harnad, 1990)
- Back to our example, the meaning of *spinach* should come (at least partially) from our experience with spinach, its colors, smell and the occasions in which we tend to encounter it

Two (apparently) mutual exclusive views

- 1 Meaning emerges from association between *linguistic units* reflected by statistical computations on large bodies of text
- 2 Meaning is still the result of an association process, but one that concerns the association between *words and perceptual information*

A unified model

- By combining the two models we could construct a richer and more human-like notion of meaning
- In particular, we concentrate on perceptual information coming from images, and we create a multimodal distributional semantic model extracted from texts and images
- Putting side by side techniques from NLP and computer vision

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Bag of visual words

- As bag-of-words approach employed in information retrieval, the “bag of visual words” is a similar technique used mainly for scene classification (Yang et al., 2007):
 - 1 To represent an image using BoW model, an image can be treated as a document
 - 2 However, "words" in images do not come off-the-shelf like in text documents
 - 3 To achieve bag-of-words representation of image document, pipeline in next two slides is typically followed

Visual dictionary construction

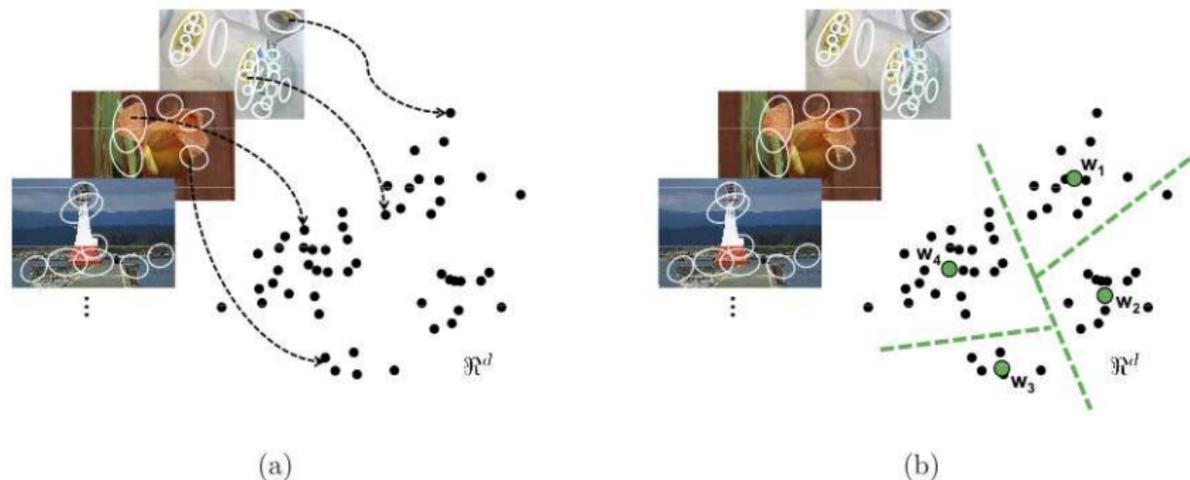


Figure: (a) A large corpus of representative images are used to populate the feature space with descriptor instances. (b) The sampled features are clustered in order to quantize the space into a discrete number of visual words (K . Grauman, B. Leibe)

Constructing histograms/vectors of visual words

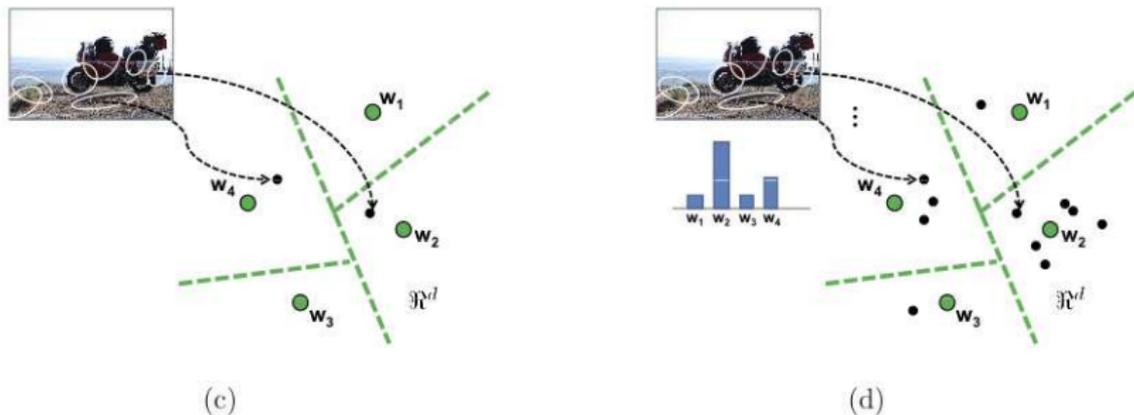


Figure: (c) Given a new image, the nearest visual word is identified for each of its features. This maps the image from a set of high-dimensional descriptors to a list of word numbers. (d) A bag-of-words histogram/vector can be used to summarize the entire image (K. Grauman, B. Leibe)

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Bag of visual words

- Once we have represented images as bag-of-visual-words vectors, we can say that a word appearing in proximity of an image is co-occurring with the set of visual words present in the image

Words and visual words concatenation

- We can represent the document and its associated image as a mixture of textual and visual words

	leash	walk	run	owner	vW_1	vW_2	vW_3	vW_4
dog	3	5	2	5	7	3	0	4
cat	0	3	3	2	5	5	0	3
lion	0	3	2	0	5	5	3	6
light	0	0	0	0	0	0	4	0
bark	1	0	0	2	7	2	0	2
car	0	0	1	3	0	1	1	0

Table: Textual and visual contexts

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- The model relies on the extraction of a single distributional model from the same mixed-media corpus, where text and visual words are same latent dimensions
- Text and visual words are represented in terms of the same shared latent dimensions (topics)

Cons

- The textual model has to be extracted from the same corpus images are taken from (no way to use state-of-the-art text-based model)
- Text context extraction methods must be compatible with the overall multimodal approach (e.g. difficult to integrate information from syntax)

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The Distributional Memory

- Our off-the-shelf textual distributional semantic model
- Shown to be at the state of the art in many semantic tasks (Baroni and Lenci 2010)
- Available from: <http://clic.cimec.unitn.it/dm>

ESP game

- Invented by L. von Ahn (2003)
- 50k labeled images
- Labeled through a game:
 - ▶ two people are partnered
 - ▶ they both see the same image and the task is to agree on an appropriate word to label the image
 - ▶ once a word is entered by both partners, that word becomes a label for the image

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Wordsim353

- (Approximately) continuous similarity judgment
- 203 noun pairs rated by 13 human subjects on a 0-10 similarity scale and averaged (our coverage 73%)
 - ▶ E.g.: *money-cash*, 9.08; *coast-hill*, 4.38; *stock-life*, 0.92
- (Spearman) correlation between cosine of angle between pair context vectors and the judgment averages

Performance

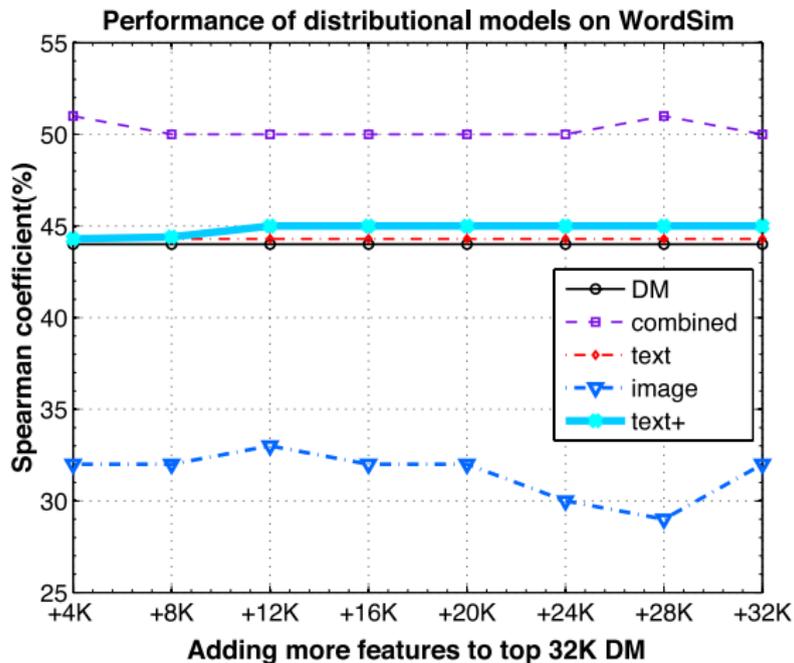


Figure: Wordsim performance

Concept categorization

- We used two **concept categorization** benchmarks, where the goal is to cluster a set of (nominal) concepts into broader categories
 - ▶ The **Almuhareb-Poesio** concept set (Almuhareb, 2006). In the version we cover, contains 230 concepts to be clustered into 21 classes such as vehicle (airplane, car...), time (aeon, future. . .) or social unit (brigade, nation)
 - ▶ The **Battig** set (Baroni et al., 2010), in the version we cover, contains 72 concepts to be clustered into 10 classes. Unlike AP, Battig only contains concrete basic-level concepts belonging to categories such as bird (eagle, owl...), kitchenware (bowl, spoon...) or vegetable (broccoli, potato...)

Performance

<i>model</i>	<i>AP</i>	<i>Battig</i>
DM	81	96
text	79	83
text+	80	86
image	25	36
combined	78	96

Table: Clustering performance

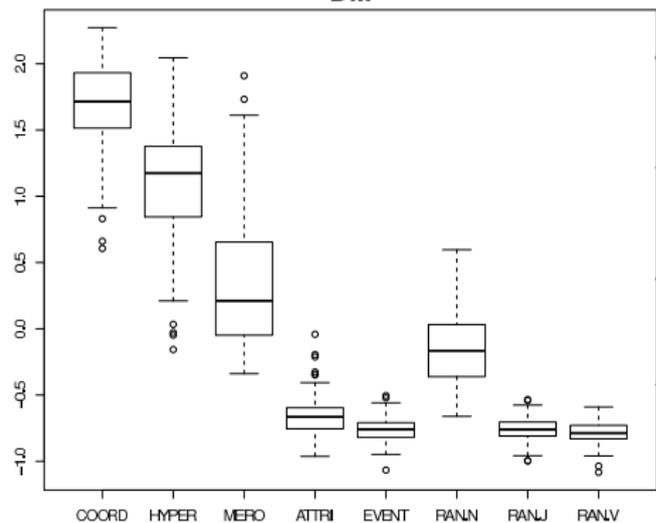
- Percentage AP and Battig purities of distributional models

BLESS

- Baroni-Lenci Evaluation of Semantic Similarity (BLESS) data set made available by the GEMS 2011 organizers
- In the version we cover, the data set contains 174 concrete nominal concepts
- Each concept paired with a set of words that instantiate the following 5 relations: hypernymy (*spear/weapon*), coordination (*tiger/coyote*), meronymy (*castle/hall*), typical attribute (an adjective: *grapefruit/tart*) and typical event (a verb: *cat/hiss*)

Performance

DM



Image

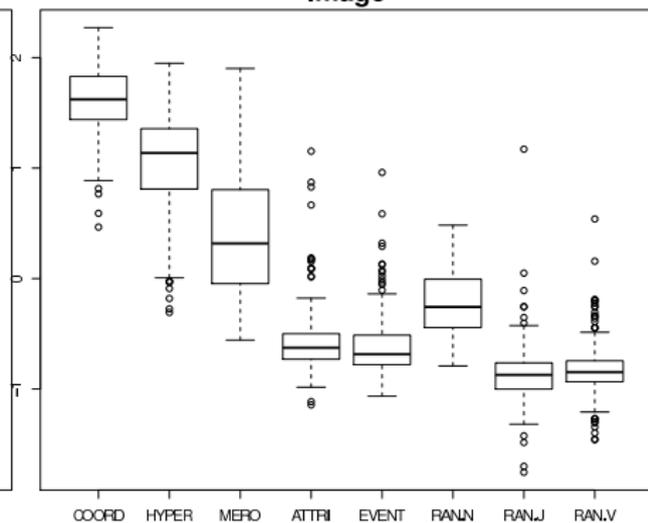


Figure: BLESS performance

Conclusion

- We proposed a simple method to augment a state-of-the-art text-based distributional semantic model with information extracted from image analysis
- Image-based models are more oriented towards capturing similarities between concrete concepts, and focus on their more imageable properties, whereas the text-based features are more geared towards abstract concepts and properties
- What next?
 - ▶ devising new benchmarks that address the special properties of image-enhanced models directly
 - ▶ combination techniques
 - ▶ new features

Thank you!

Questions?

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Computing the angle

Example

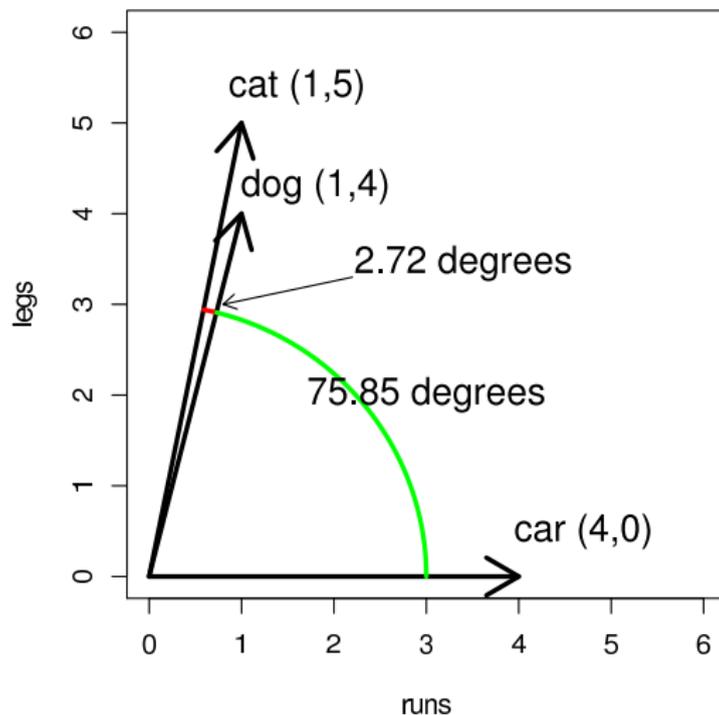


Figure: M. Baroni

SIFT feature vector

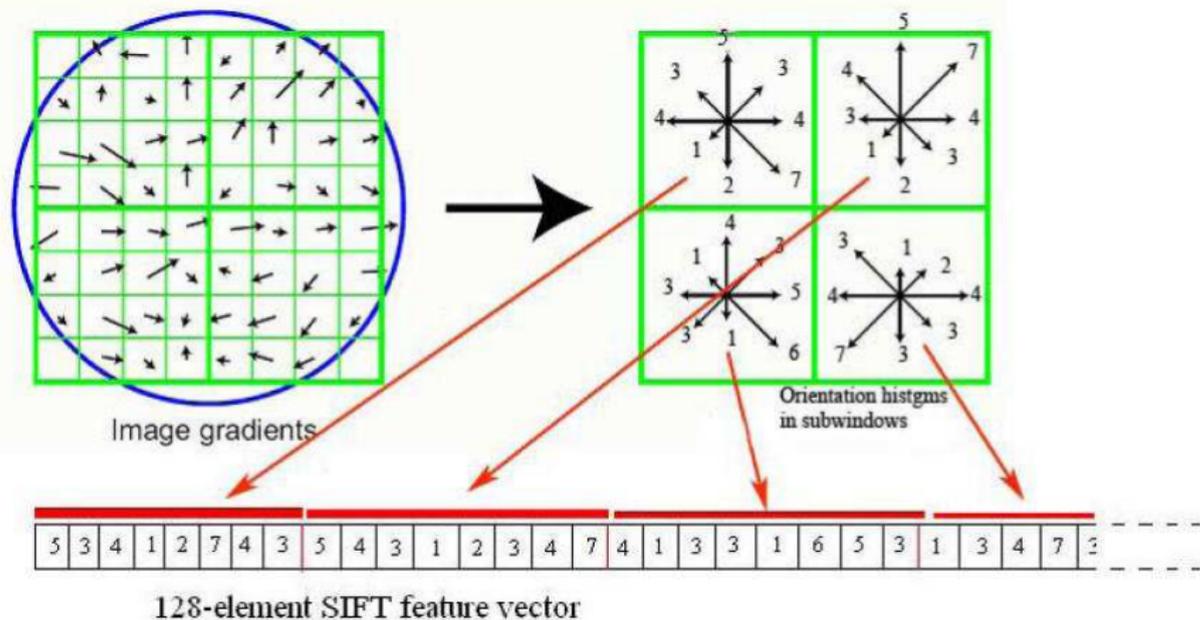


Figure: A visual feature

Challenges in basic features extraction



Illumination



Object pose



Clutter



Occlusions



**Intra-class
appearance**



Viewpoint

Figure: K. Grauman, B. Leibe

Nearest attributes

<i>concept</i>	<i>DM</i>	<i>image</i>
<i>ant</i>	small	black
cathedral	ancient	dark
pistol	dangerous	black
potato	edible	red
rifle	short	black
scooter	cheap	white
shirt	fancy	black
squirrel	fluffy	brown
truck	new	heavy
whale	large	gray

Table: Randomly selected cases where nearest attributes picked by DM and image differ