



TRANSFORMERS FOR VISION

Gertjan Burghouts

Deep Learning SOTA sessions

Credits (Thank You!): Wouter, Arthur, Fieke,
Raimon, David, Ombretta, Frank (LwLL student)

What's in it for *me*?

- Transformers are **fun** stuff! enjoy this technical ride
- This new architecture may play a **huge** role in deep learning (DL) for Vision.
- Cross-overs between Language and Vision,
 - relevant for our work on image + text (e.g., internet images, intelligence).
 - fostering collaboration with NLP folks (e.g., TNO Data Science).
- Many ideas that are applicable to other Vision tasks,
 - **attention** (e.g., focus on details, visual feedback).
 - positional encoding (e.g., relations between objects).
 - sequential analysis (e.g., evolving situations).
- **New forms** of learnable Computer Vision become possible!
 - e.g., interpret situations by objects in context.



What's in it for *us*?

planting a seed for good afterthoughts and **new ideas**

or already during & after this presentation!



TNO innovation
for life

INTELLIGENT IMAGING

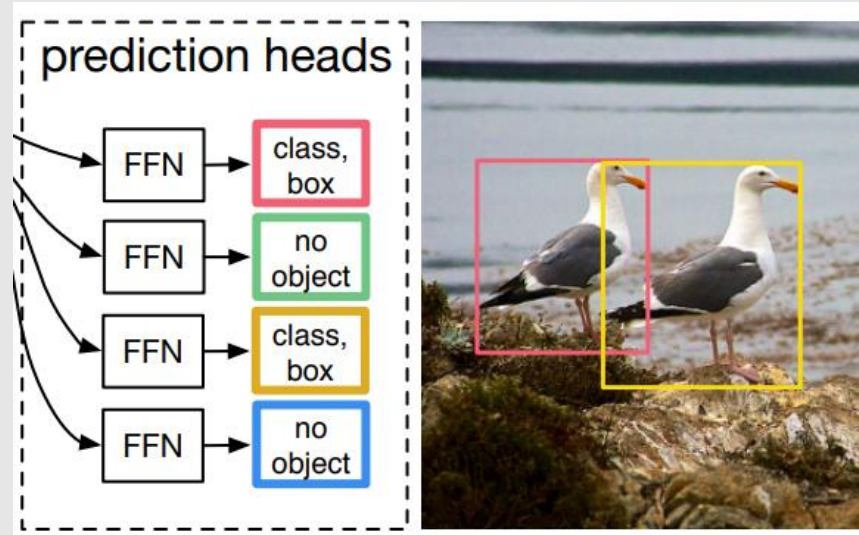
Scope

Image classification



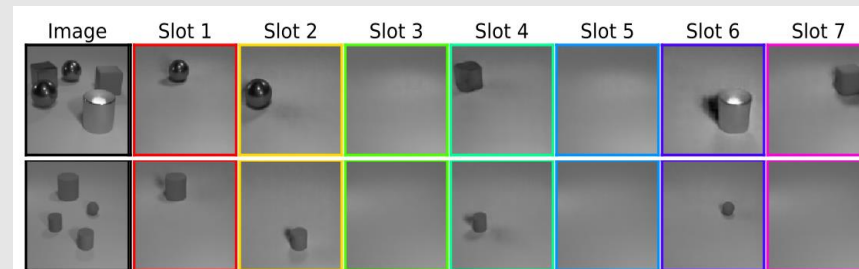
(Google AI)

Object detection



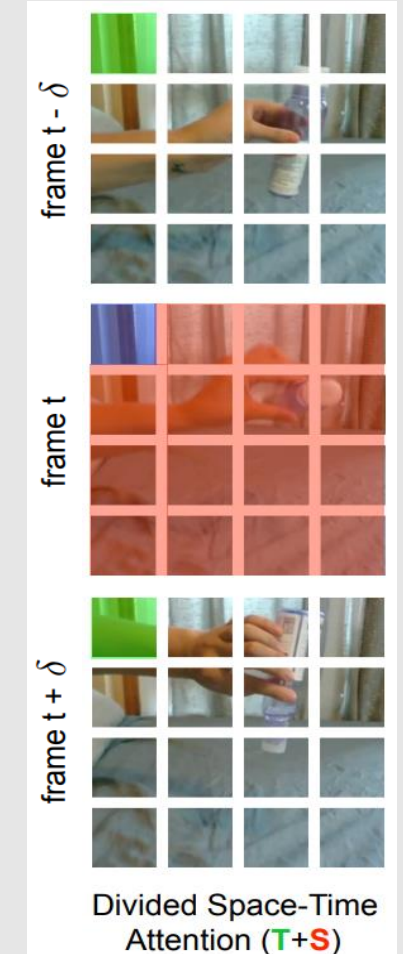
(Facebook AI)

Better generalization to new objects



(Google Brain A'dam)

Activity classification



(Facebook AI)

Today's ride

- Transformer
 - Model, Attention, Positional encoding, Training
- Vision
 - Image classification
 - Object detection
 - Few-shot generalization
 - Activity classification
- Summary & Discussion
- References
 - including further reading (advanced)

The focus will be more on the **ideas** and their potential **impact**.

Less on the implementation and results.

You can always check these yourself, via the references at each slide.

History of Transformers

"Attention is all you need" (Google)

2017

2018 - 2020

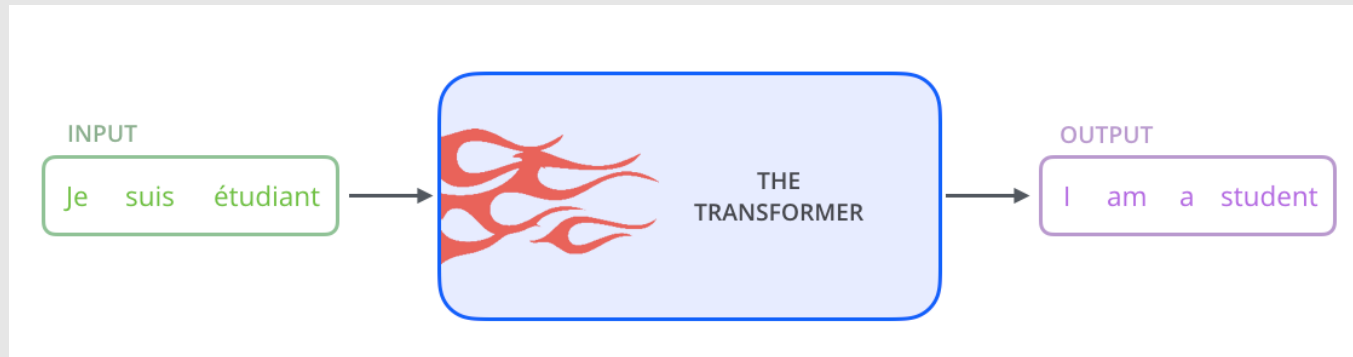
2021

Beating CNNs
on Large-scale Vision
Tasks

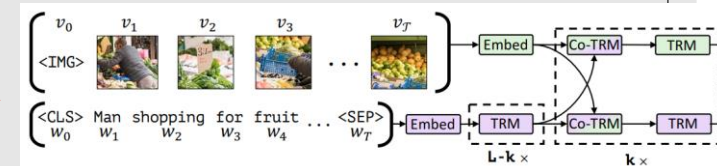
Introduction in various **Vision** Tasks
(scientific explorations, hybrid CNN-Transformers)

Part I

Machine translation

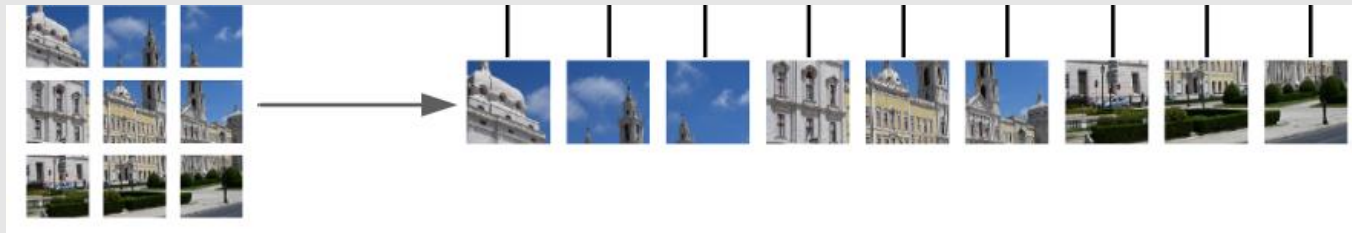


Language & Vision



Part II

Computer Vision

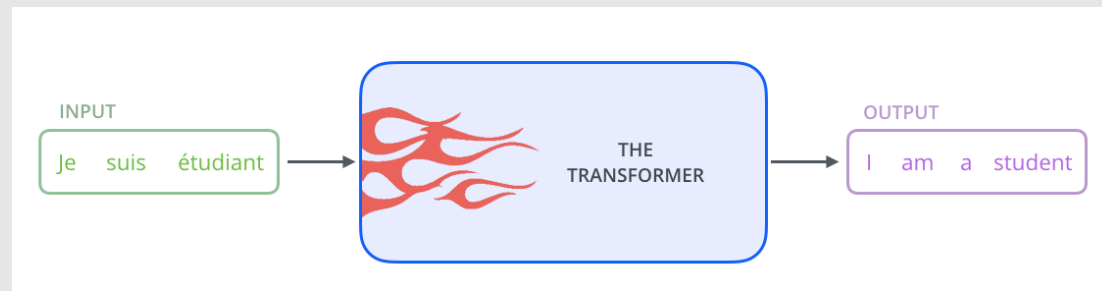


(highly relevant, also for II & DS,
but out-of-scope for today)

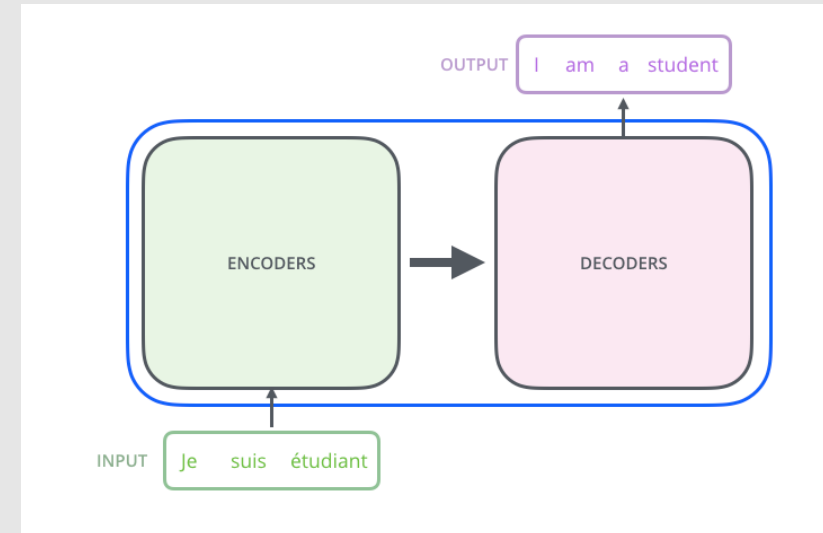
Architecture

- Natural Language Processing

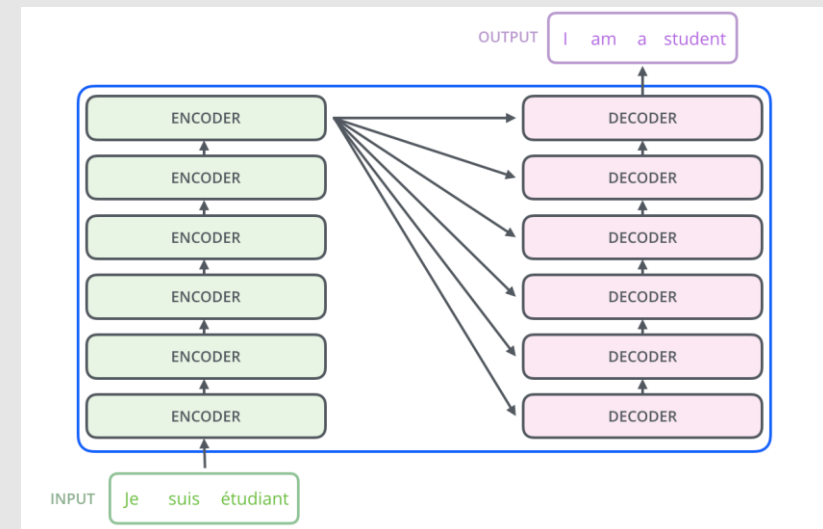
Machine translation



model

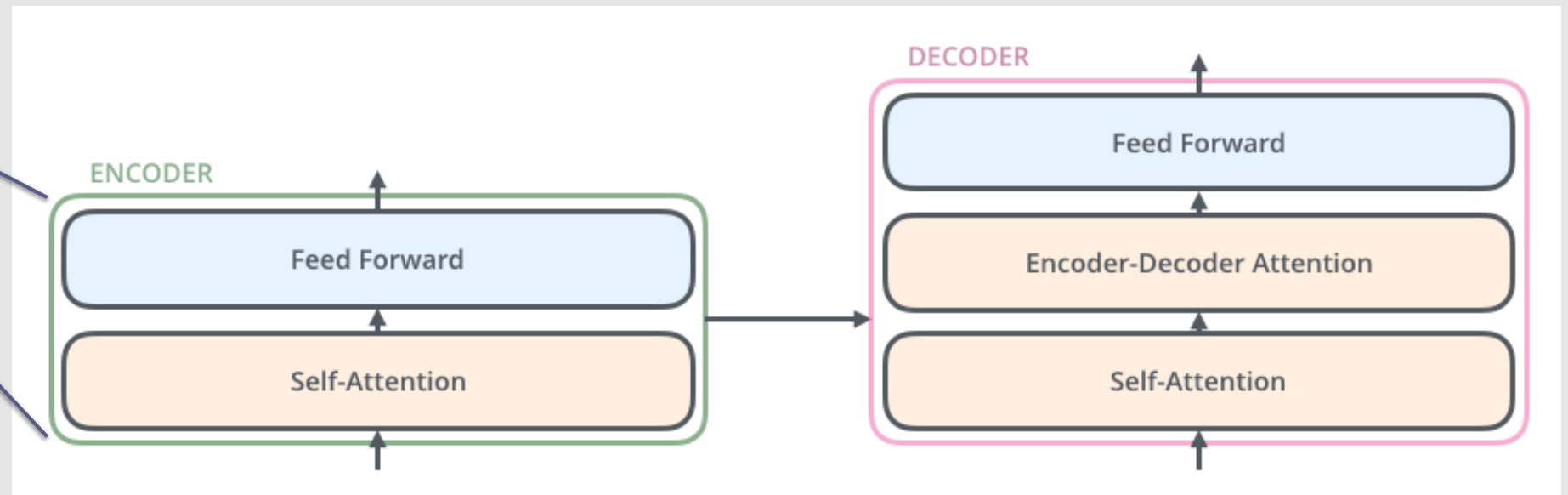
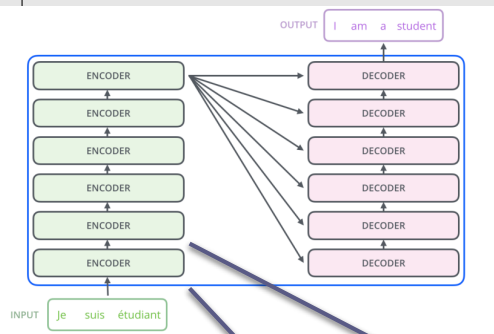


stacked encoders/decoders

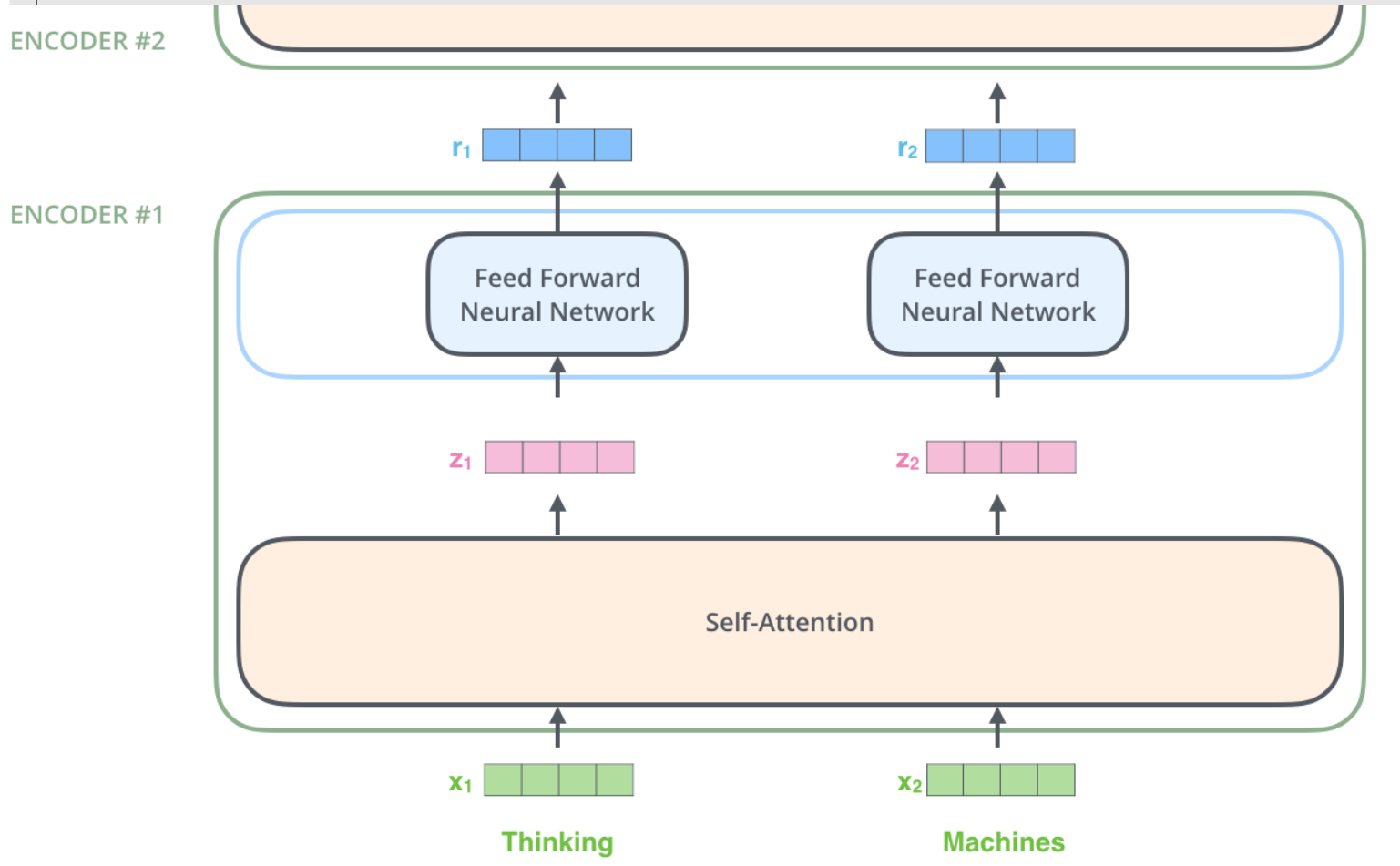


Encoder & Decoder

- each encoder/decoder in the stack has its own weights (no sharing)
- two main components:
 - Attention (complex)
 - Feed-forward (simple)



Architecture



intermediate representation

intermediate representation

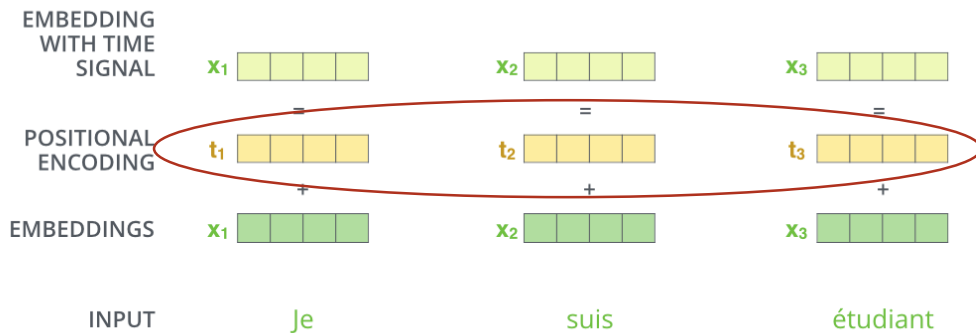
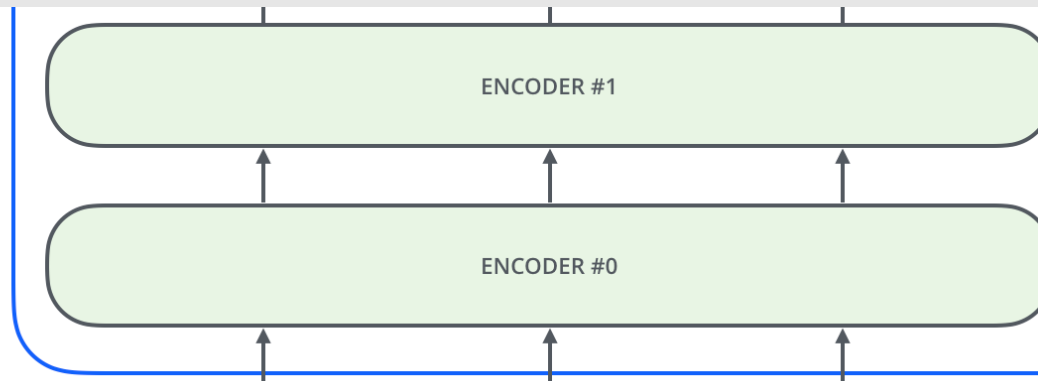
attention for one word w.r.t. all other words

each word goes through its own path

at the input level, each word is encoded by a vector x_i of 512D by a label embedding (e.g., word2vec)

Positional encoding

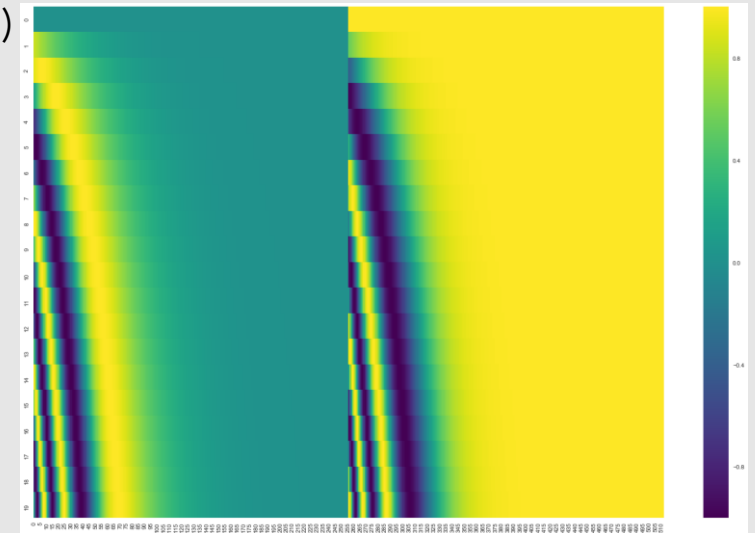
- to have a clue about order and position of each word



(example)

POSITIONAL ENCODING	0	0	1	1	0.84	0.0001	0.54	1	0.91	0.0002	-0.42	1

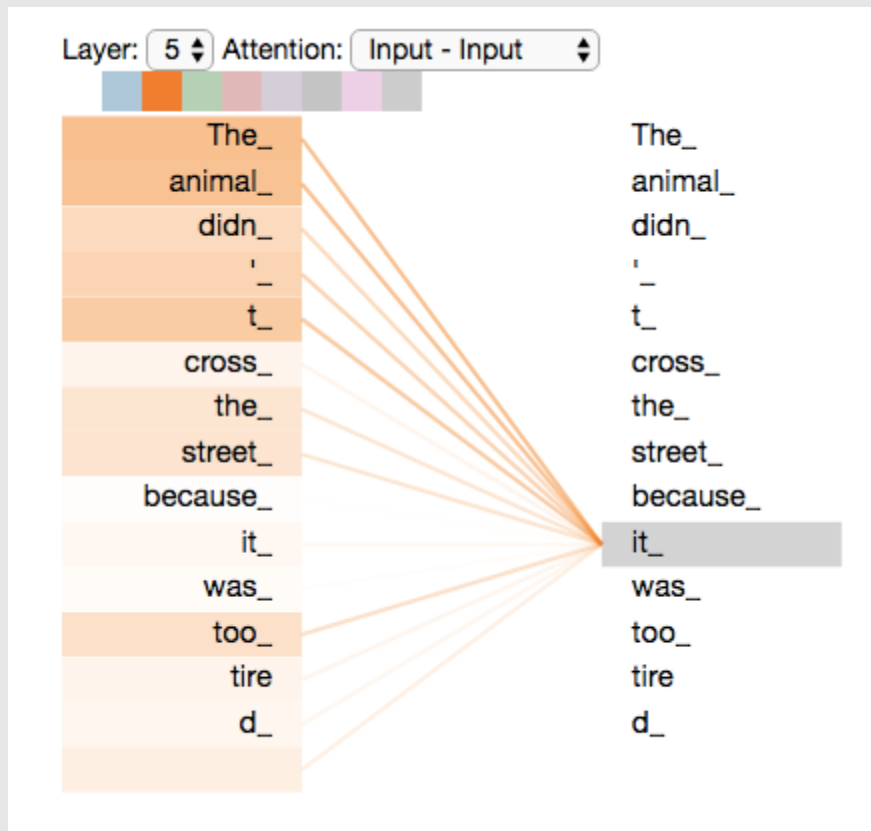
sentence length (20)



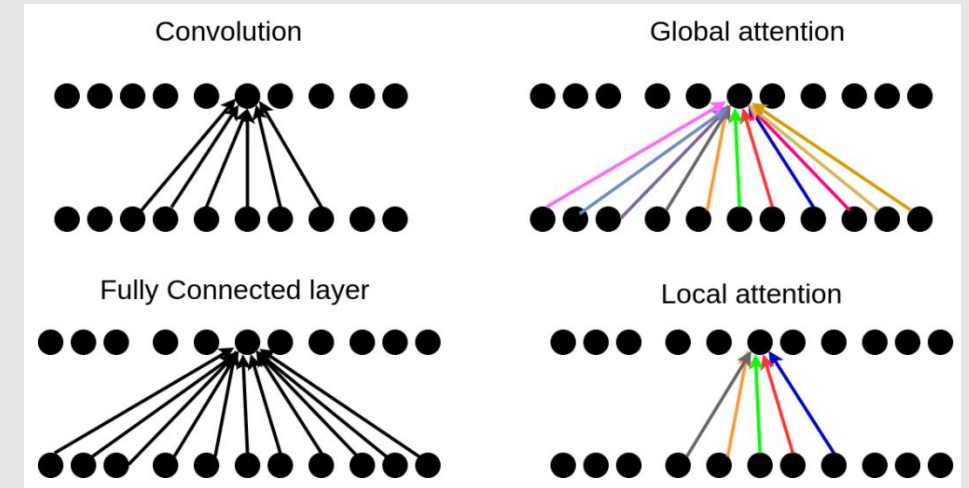
→ word dimensionality (512D)

Self-Attention

effect of other words on current word

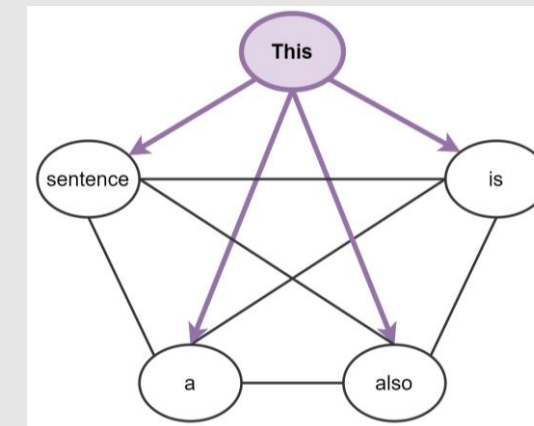


many variants of attention



the original Transformer uses Global Attention

Transformers are Graph Neural Networks



sentence = fully-connected graph of words

Graph Attention network (GAT)

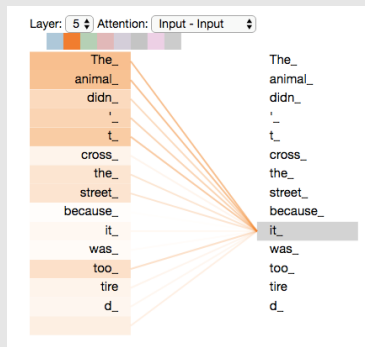
Attention: Query, Key, Value

Game-changer

proposed in Transformer:
computation of Attention
by Query, Key, Value

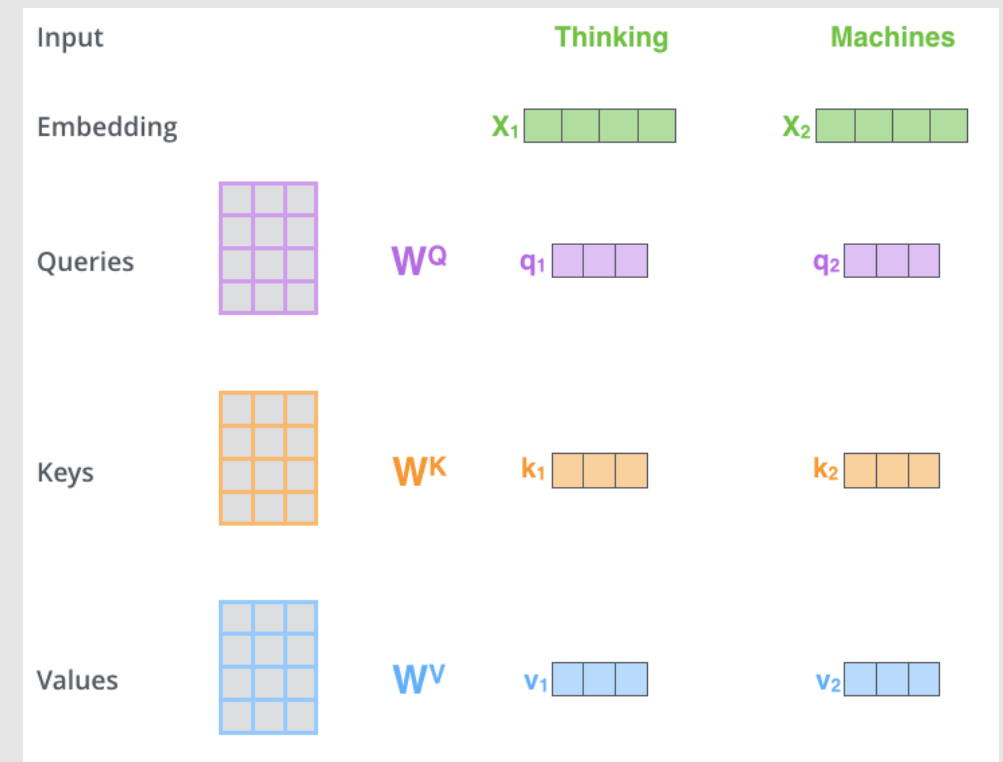
$$\text{softmax} \left(\frac{Q \times K^T}{\sqrt{d_k}} \right) V$$

= equation from paper

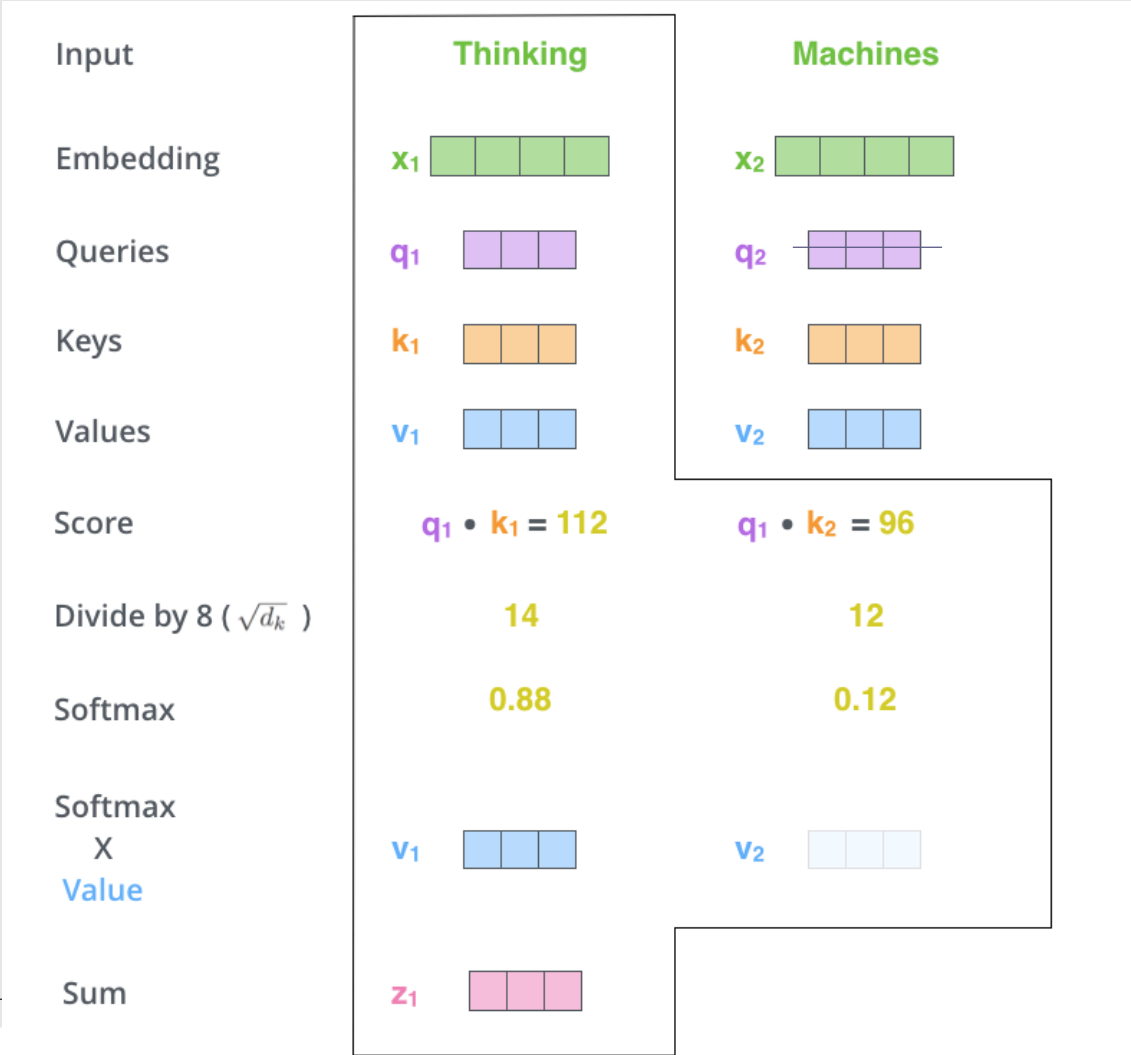


It focuses on the **other** words,
and learns their importance, to
understand the current word
better.

Matrices W_q , W_k and W_v
are learned during training



Attention computation



$$\text{softmax} \left(\frac{Q \times K^T}{\sqrt{d_k}} \right) \times V$$

= word embedding (e.g., word2vec)

by multiplication with W_q, W_k, W_v

(implementation detail to stabilize training)

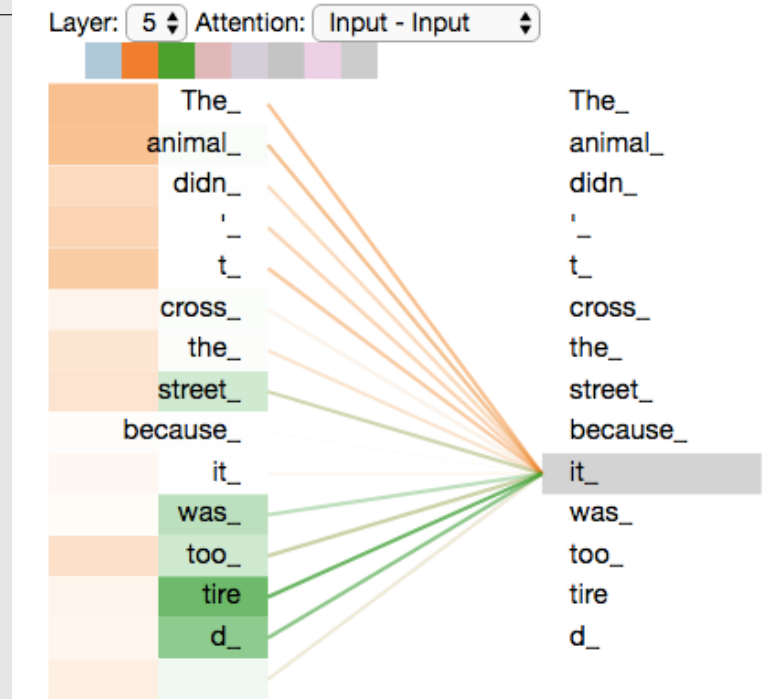
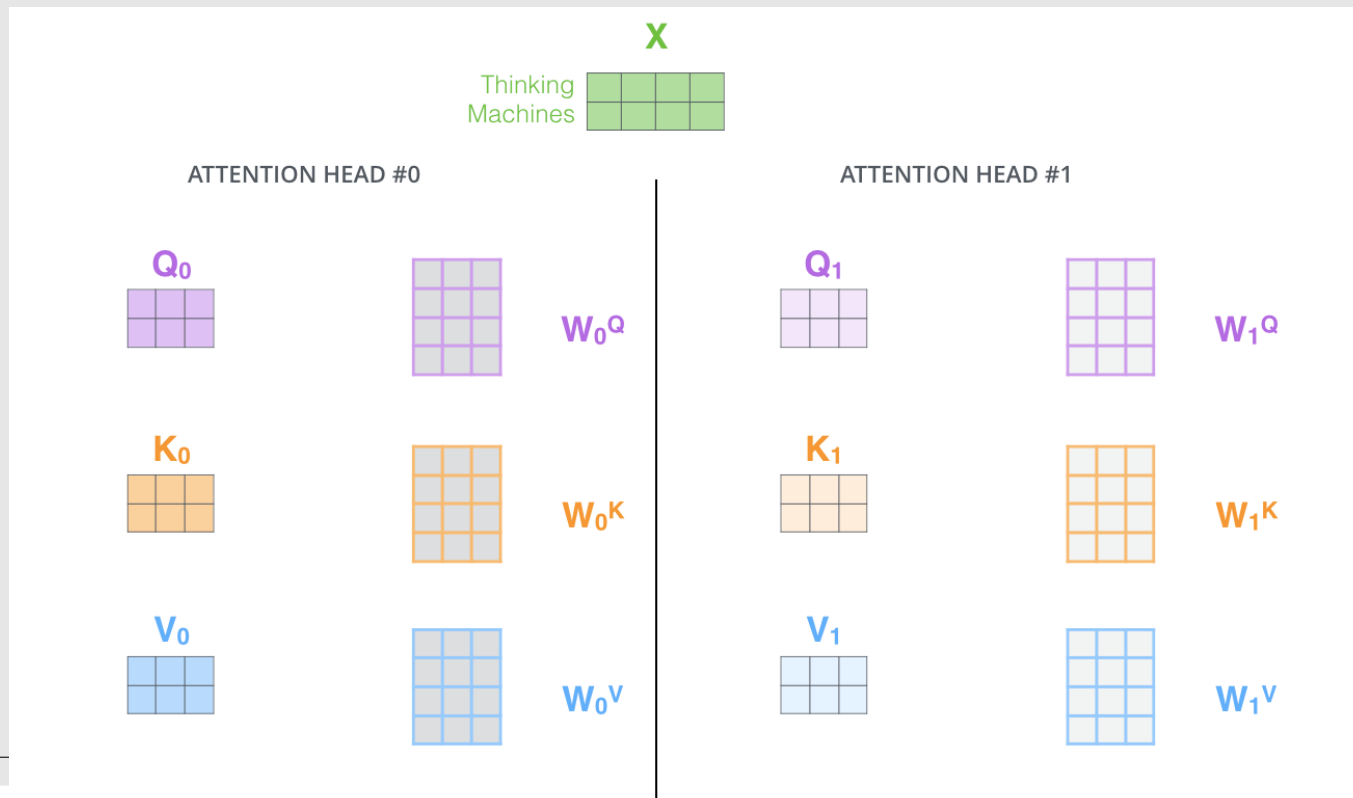
(always divide same amount of attention)

linear transformation to obtain new representation after the self-attention

combined representation of word and other words

Multi-head attention

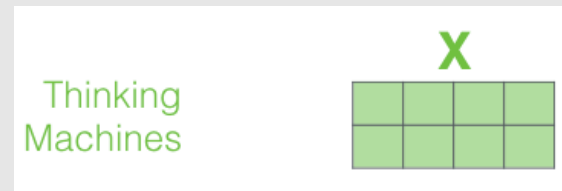
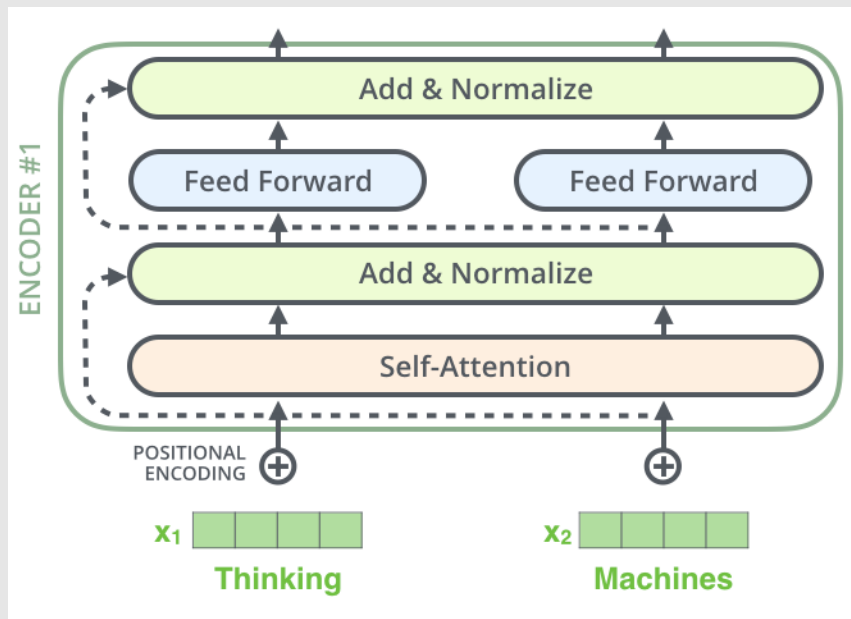
- each head learns a different focus
- “representation subspaces”



original Transformer has 8 attention heads

representation = concatenation of the vectors from all attention heads

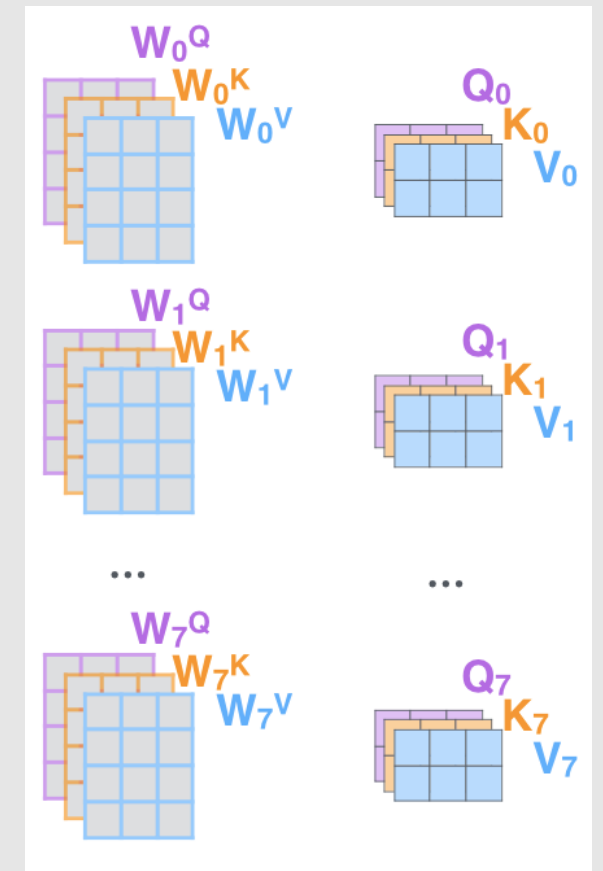
Residual & Parallel



matrix computations to process all words at **once**

residual connections:

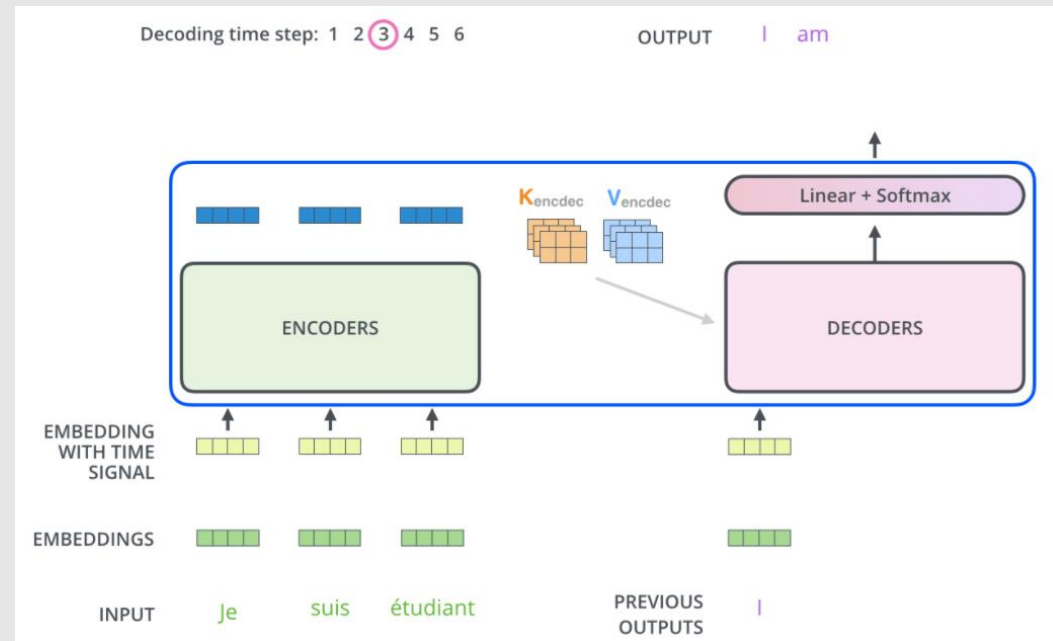
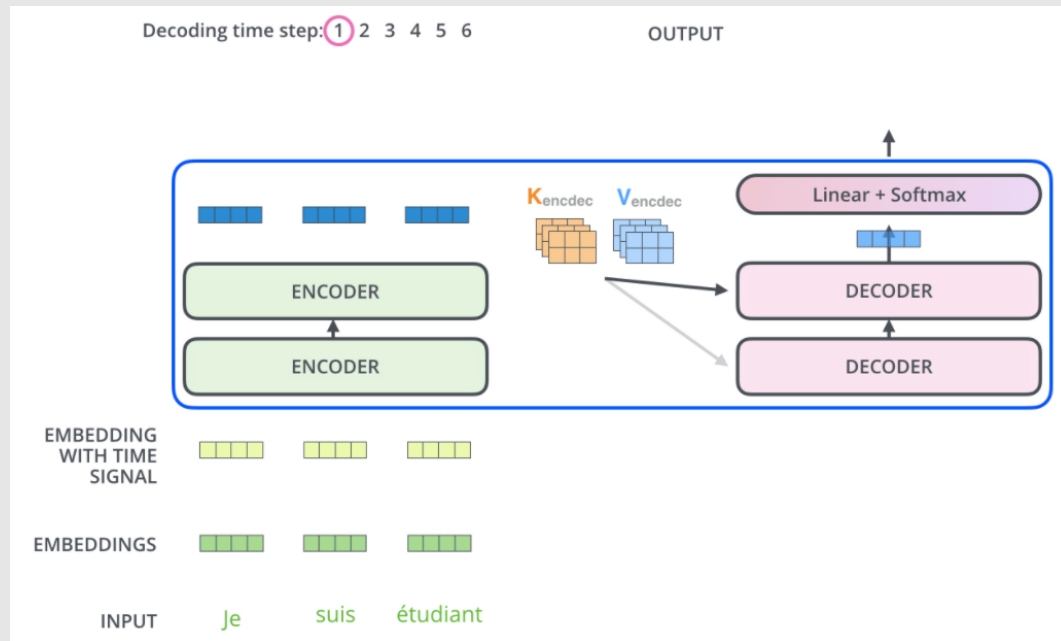
- like the standard Resnet-based architectures
- to enable **deep** architectures (i.e., many stacked encoders and decoders)



Decoding

- output of the encoder stack →
connected to each of the decoders

- decoders are sequential
- word prediction is one-by-one
- until prediction of < end-of-sequence >



- decoders only look at earlier words
- masking future positions via (-inf) before softmax (so they don't count)

Predicting each word

Which word in our vocabulary is associated with this index?

Get the index of the cell with the highest value (argmax)

log_probs



am

5

logits



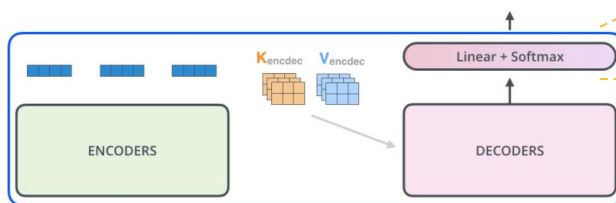
Softmax

Linear

Decoder stack output

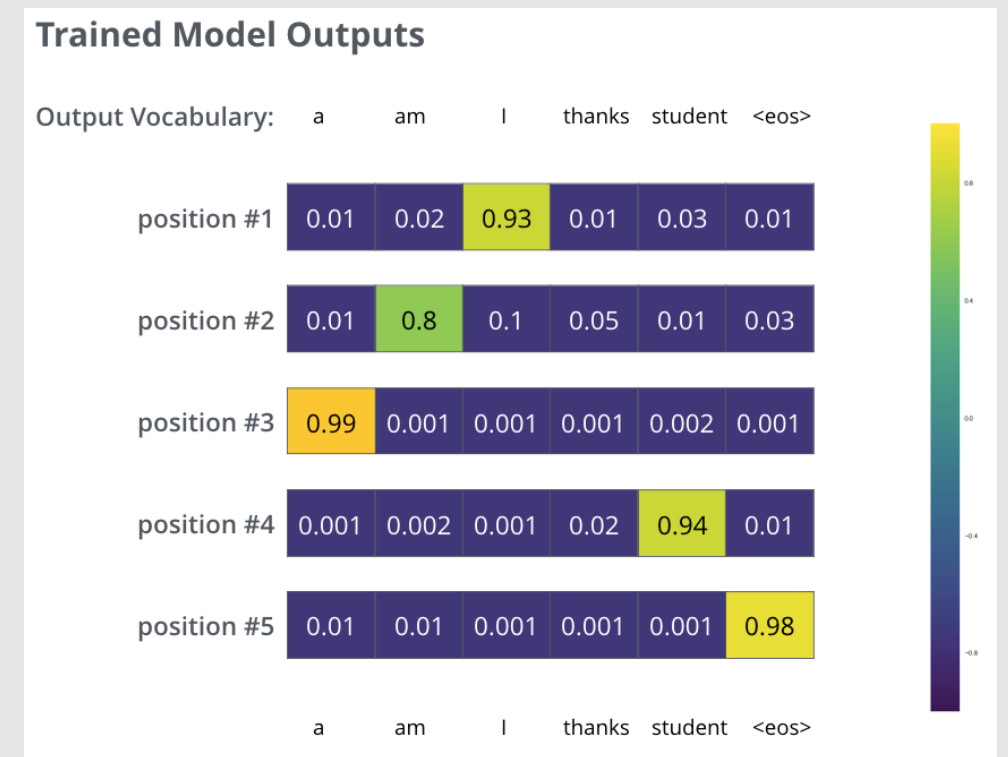
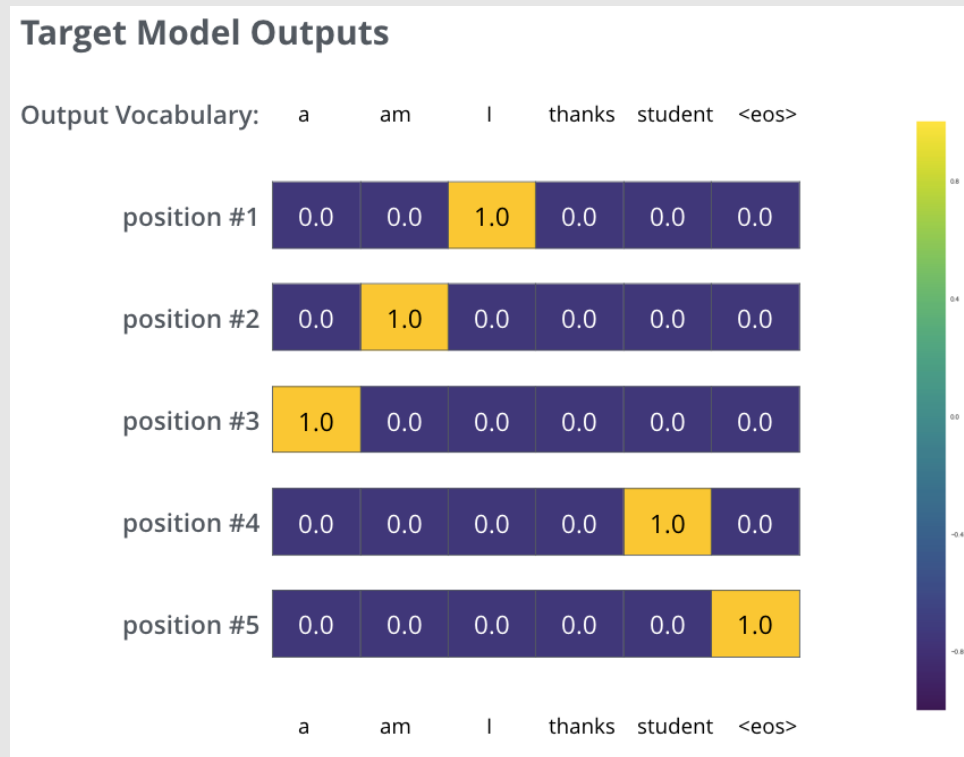
- o huge vocabulary
- o including <end-of-sentence>

Decoding time step: 1 2 3 4 5 6 OUTPUT | am

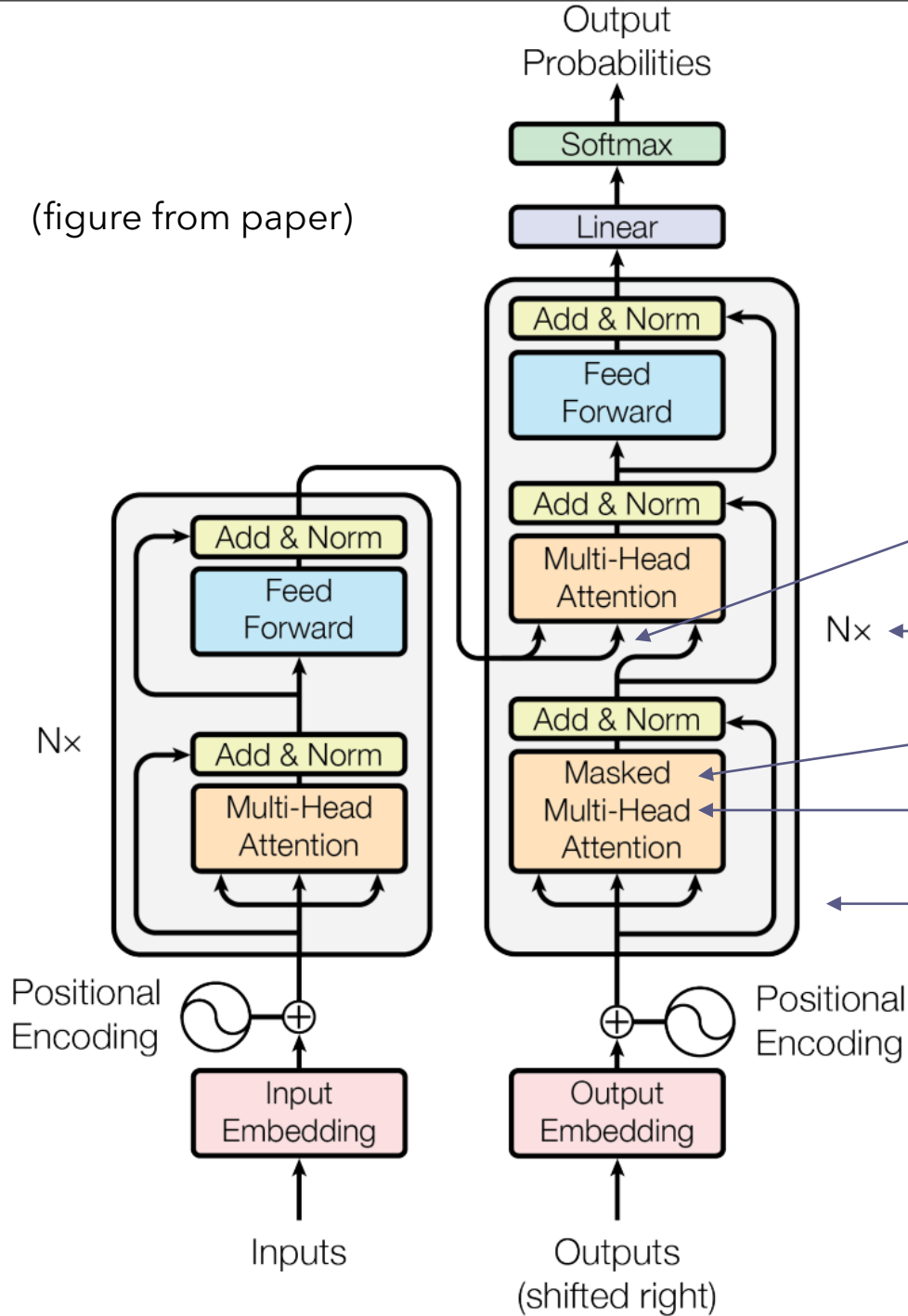


Training

- loss on the output set of words by standard cross-entropy in end-to-end training scheme



(figure from paper)



Transformer

= mixing encoded words and already predicted words

$N \times$ = stack

= masking the future

= multiple attention "subspaces"

= residual connection enabling deep stacks

= temporal pattern for each word

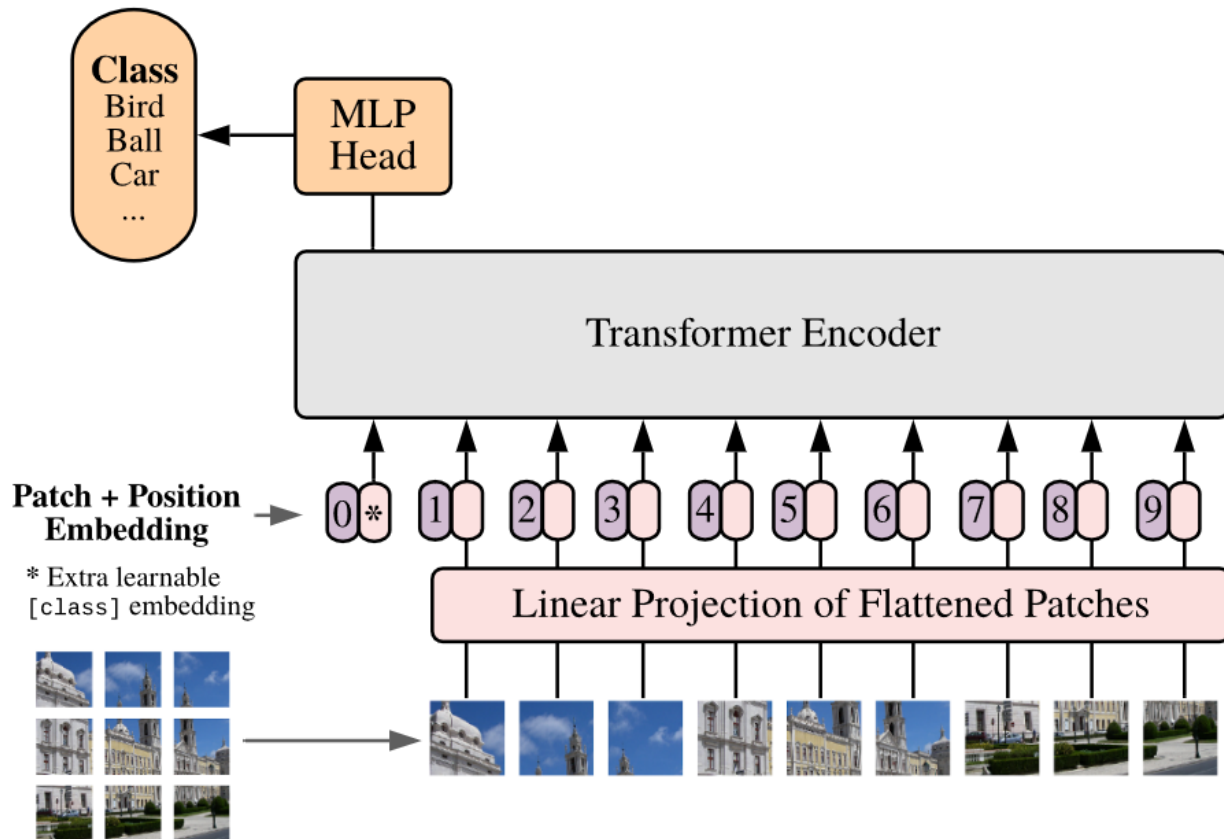


Translating these ideas into
Computer Vision

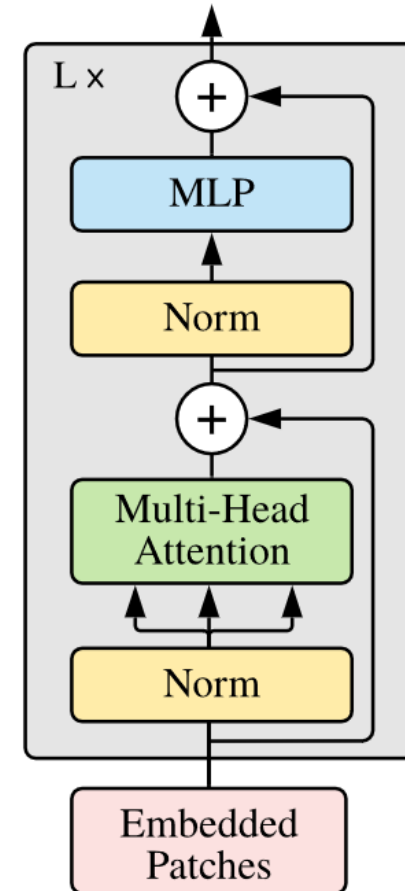
The Concept

no decoder

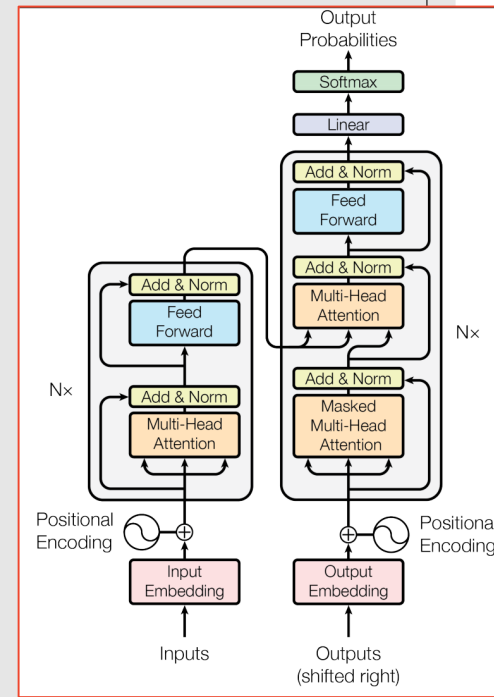
Vision Transformer (ViT)



Transformer Encoder

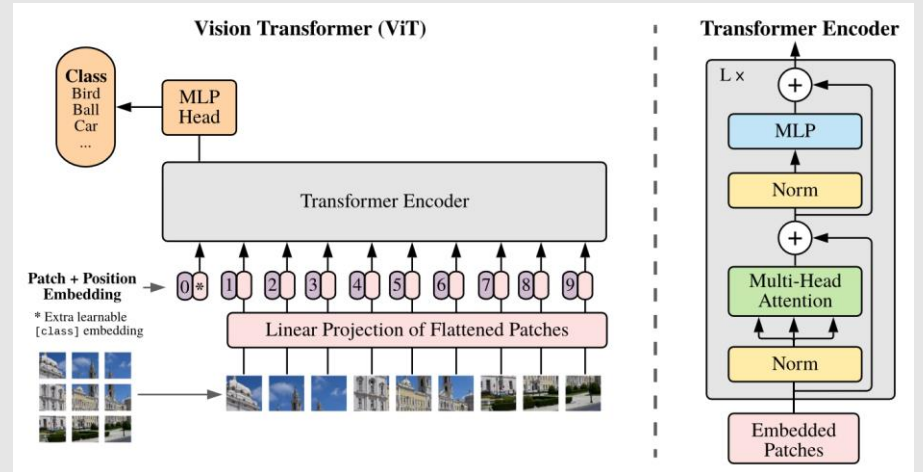


original



Vision Transformer (ViT)

- first full Transformer architecture for Vision
- 16 x 16 patches as 'words'
 - each patch = 16x16x3 (=768d)
- lack inductive biases by CNN (translation)
- has other inductive bias: permutation invariance
- huge pre-training (Imagenet doesn't suffice)



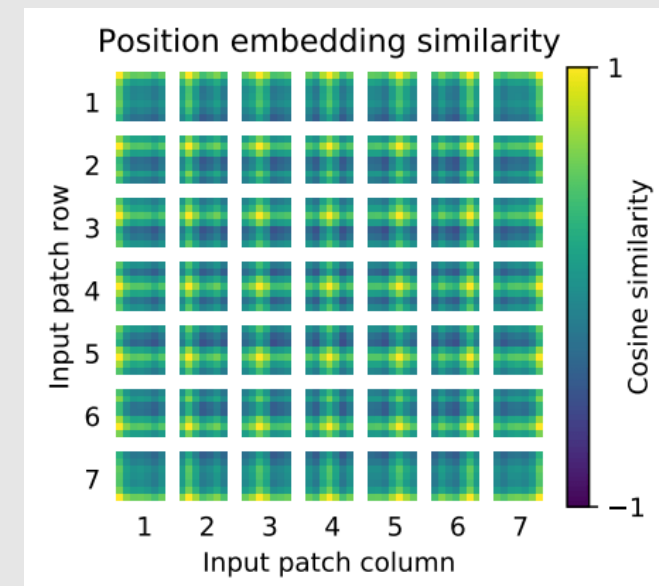
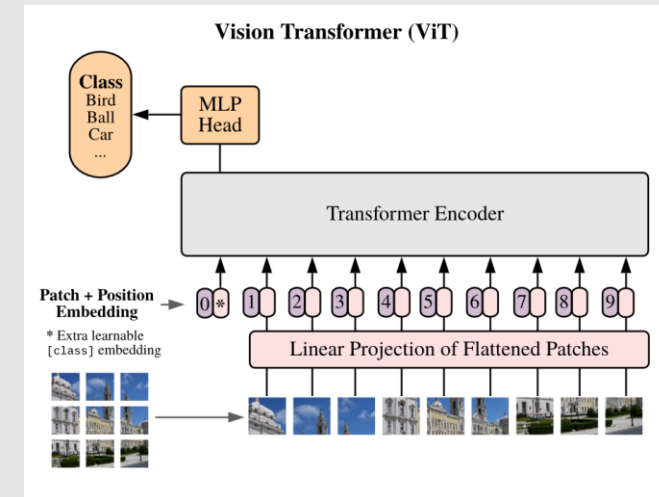
= hybrid

CNN-Transformer

	Ours-JFT (ViT-H/14)	Ours-JFT (ViT-L/16)	Ours-I21K (ViT-L/16)	BiT-L (ResNet152x4)	Noisy Student (EfficientNet-L2)
ImageNet	88.55 ± 0.04	87.76 ± 0.03	85.30 ± 0.02	87.54 ± 0.02	88.4/88.5*
ImageNet ReaL	90.72 ± 0.05	90.54 ± 0.03	88.62 ± 0.05	90.54	90.55
CIFAR-10	99.50 ± 0.06	99.42 ± 0.03	99.15 ± 0.03	99.37 ± 0.06	—
CIFAR-100	94.55 ± 0.04	93.90 ± 0.05	93.25 ± 0.05	93.51 ± 0.08	—
Oxford-IIIT Pets	97.56 ± 0.03	97.32 ± 0.11	94.67 ± 0.15	96.62 ± 0.23	—
Oxford Flowers-102	99.68 ± 0.02	99.74 ± 0.00	99.61 ± 0.02	99.63 ± 0.03	—
VTAB (19 tasks)	77.63 ± 0.23	76.28 ± 0.46	72.72 ± 0.21	76.29 ± 1.70	—
TPUv3-core-days	2.5k	0.68k	0.23k	9.9k	12.3k

Vision Transformer (ViT)

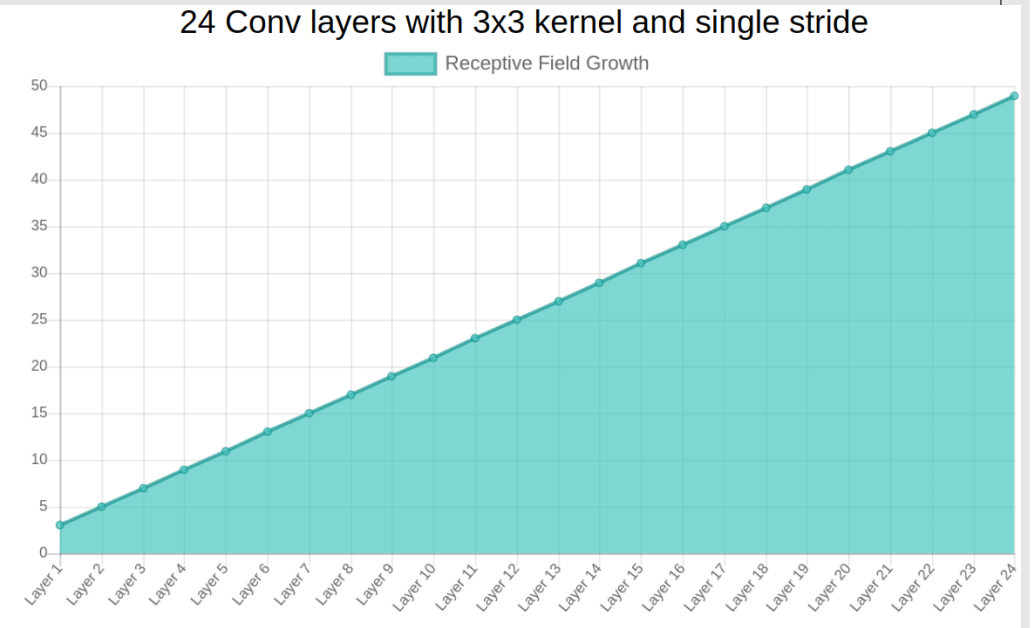
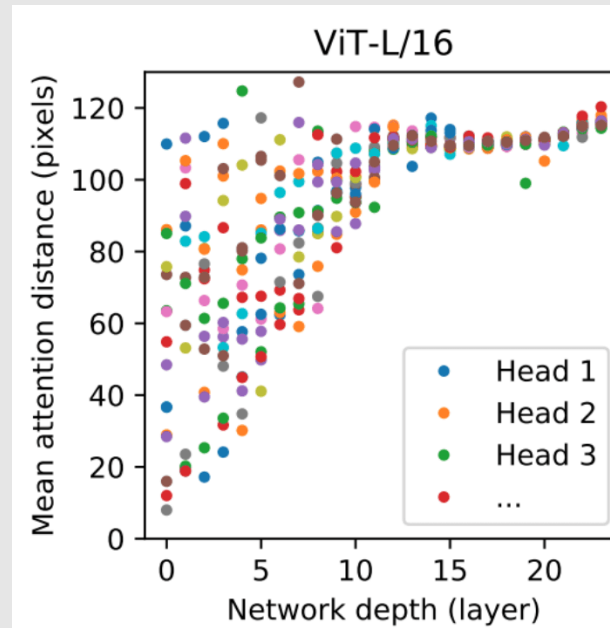
- Specifically, if ViT is trained on datasets with more than 14M images it can approach or beat state-of-the-art CNNs.
- If not, you better stick with ResNets or [EfficientNets](#).
- Even though many positional embedding schemes were applied, no added value was found
- Therefore: Learnable position embedding



Long-range relations!

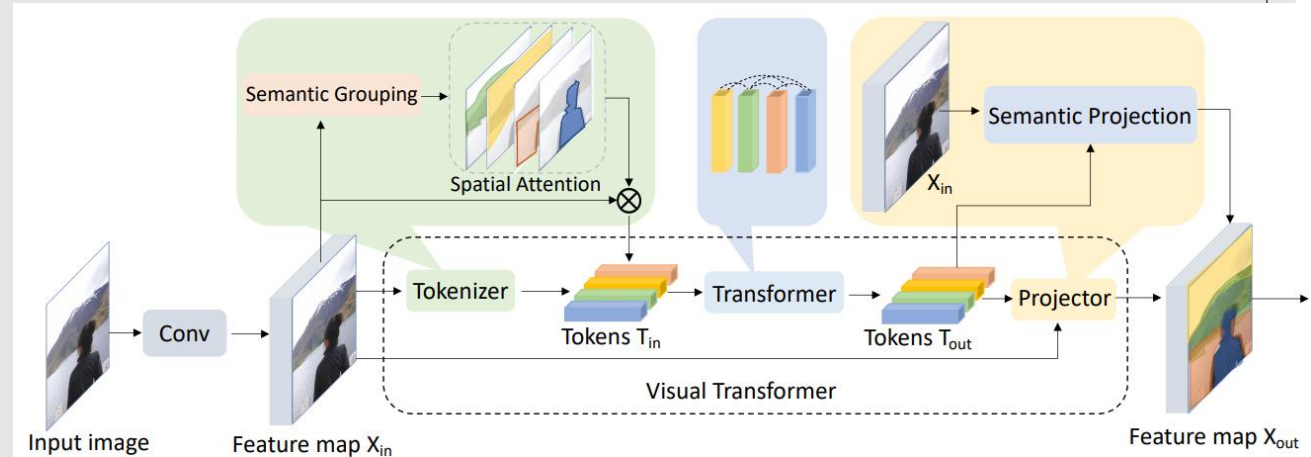
= attention heads

(CNN)



Visual Transformer (\neq ViT)

- hybrid model of CNN (= tokens) &
- Transformer (= model relations between tokens)



Tokens-To-Token Vision Transformers (T2T-ViT)

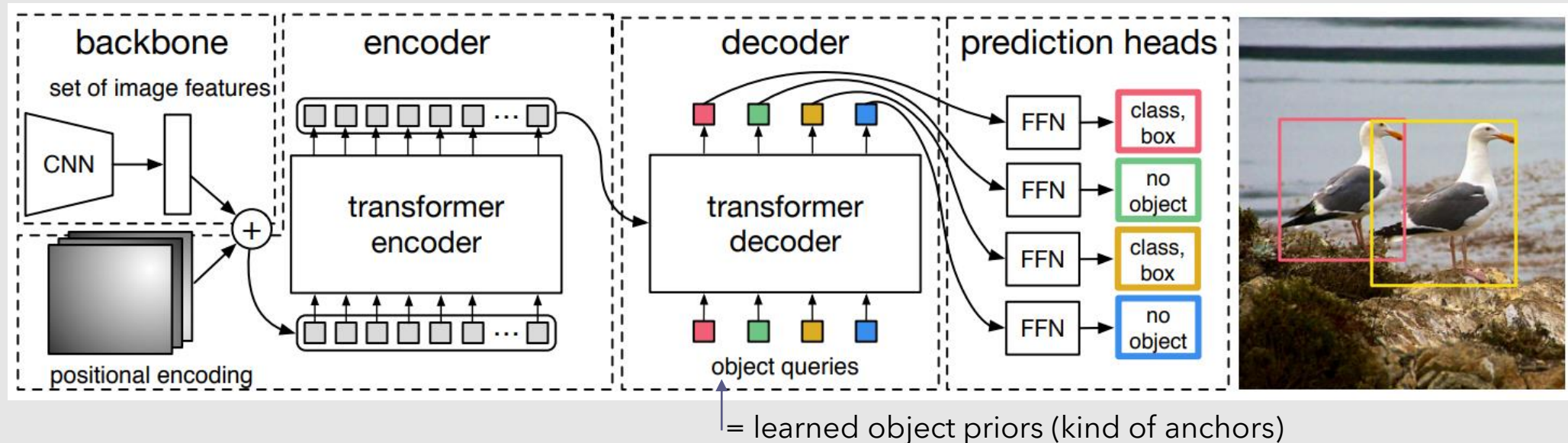
- enable training on Imagenet only
- deep-narrow architecture to capture local image features (which the ViT fail to do)
- tokens-to-token model to capture features in neighborhoods

Data-efficient Image Transformer

- enable training on Imagenet only
- trained in ~3 days
- by student-teacher setup with CNN as a teacher

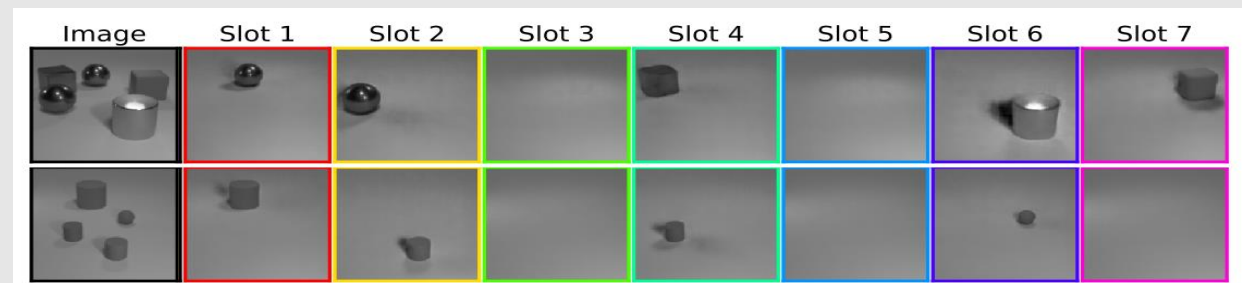
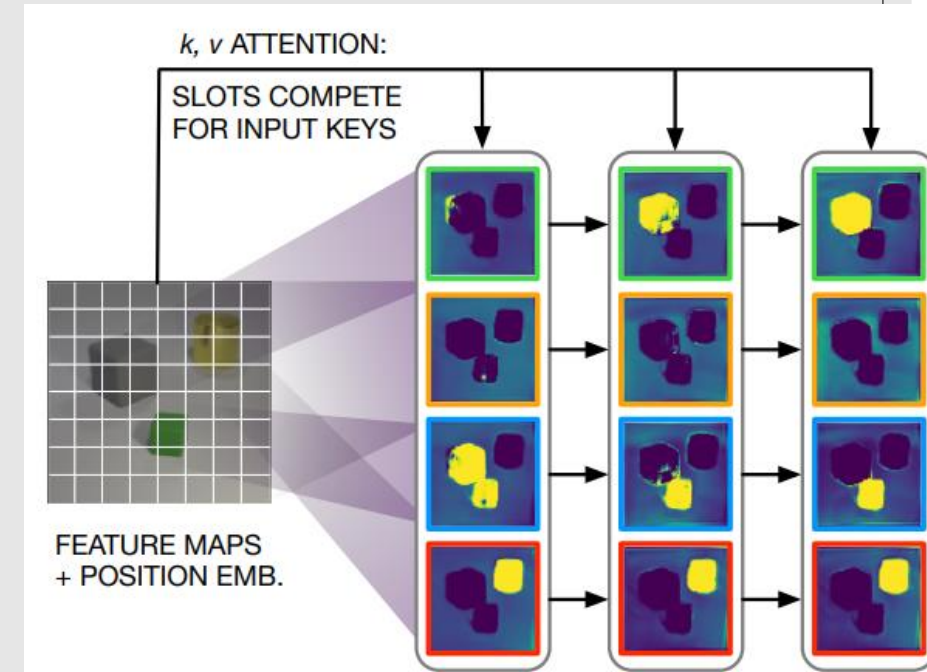
Object Detection (DETR)

- detection transformer: relations between objects (co-occurrence!)
- decoders: 'translate' representations to boxes with labels
- fixed-size set of N predictions ($N \gg \#objects$, many 'no object' predictions)
- end-to-end training; removing hand-designed components (e.g., anchors, non-max suppression)



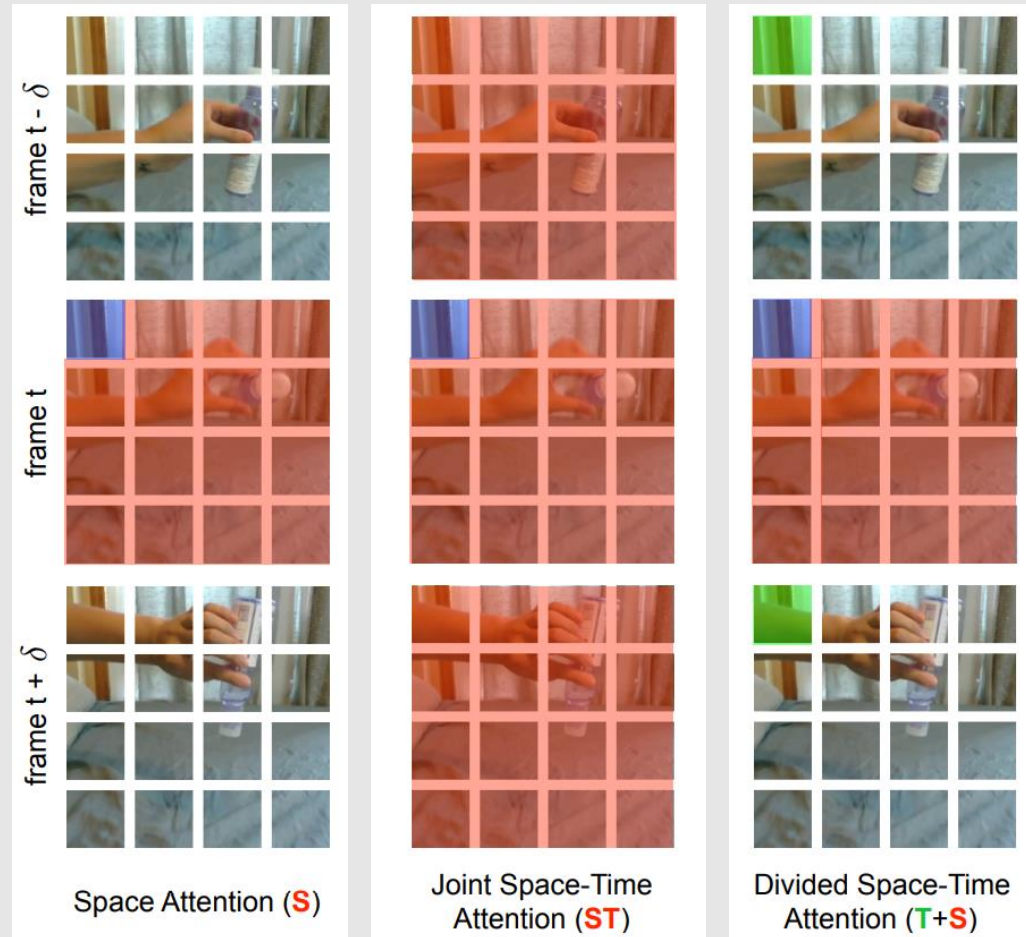
Object-centric: Slot Attention

- object centric: localized attributes
 - standard DL will learn spurious correlations:
 - e.g., yellow \rightarrow contains cube (=spurious, coincidental)
 - force learning of localized “**slot**” for “gray + cube”, “yellow + cylinder”
 - cutting the spurious correlation “yellow \sim cube”
 - disentangle!
- slots
 - compete for explaining parts of the input via a softmax-based attention mechanism
 - inputs can be pixels, CNN, etc.
- achievement: better generalization
 - to new scenes and objects



Space-time Transformer

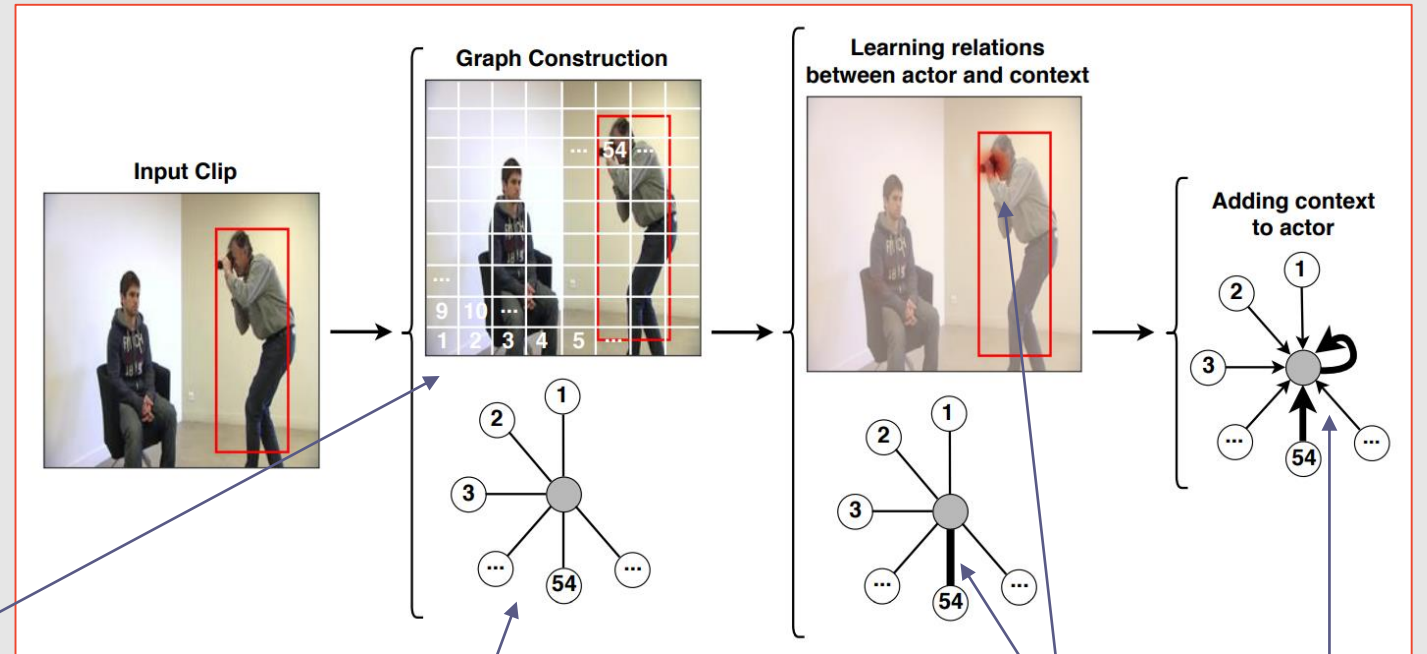
- TimeSformer
- video
- space-time attention



“divided S-T attention”
works best

Human-Object Interactions

- attention (= actor * context)
- multi-heads (=2)
- positional encoding
- largely CNN-based (video, I3D)
- not fully Transformer (hybrid)
 - yet very useful and effective (perf. & vis.)



patches as 'words'
(encoded by I3D)

interactions actor (red) vs. context (grid)
(fully connected)
= learning attention

learned attention

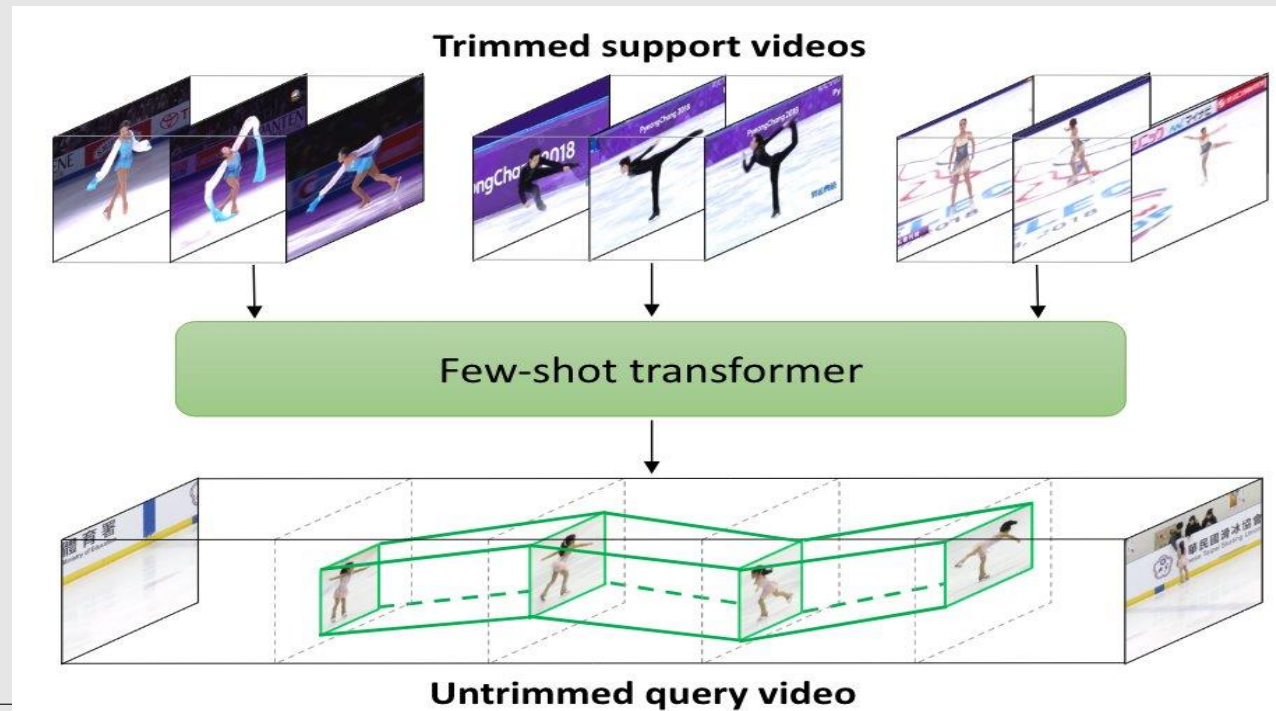
sum
= repr.
+= acc.



Summary & Discussion

Summary

- Transformers are “here to stay”, also for Vision
 - with a large community working on its developments



(appeared yesterday,
CVPR 2021, UvA)

Summary

- Transformers are “here to stay”, also for Vision
 - with a large community working on its developments
- Many opportunities for applications that we’re working on already
 - objects in context (scene & situation understanding)
 - spatially distant relations / interactions (sports analysis)
- New possibilities
 - long range temporal interactions (scenario recognition)
- Inspiration for new components
 - attention, positional encoding, modeling patches & frames as a sequence
- Training can be difficult
 - not as efficient as finetuning CNN, but steps are being made
 - no common best practices yet, but that will come

Tnx for *your* Attention 😊

Hope it was useful!

(Some opportunities for Intelligent Imaging on next slide)

Opportunities for Intelligent Imaging

- long-range interactions in the image
 - interesting! e.g., sport: location / relation between (distant) players
 - can we enforce sparsity? (Wouter) - maybe by slots? see next point
- better generalization by slot attention
 - few-shot learning
- relations between objects
 - scene graphs
 - can we include prior knowledge? (Fieke)
- other applications?

References – Model

- [The Illustrated Transformer - Jay Alammar - Visualizing machine learning one concept at a time. \(jalammarm.github.io\)](http://jalammarm.github.io)
[best starting point for introduction]
- [\[1706.03762\] Attention Is All You Need \(arxiv.org\)](https://arxiv.org/abs/1706.03762) [original paper]
- [Transformers Explained Visually \(Part 2\): How it works, step-by-step | by Ketan Doshi | Towards Data Science](#) [masking]
- [Attention? Attention! \(lilianweng.github.io\)](http://lilianweng.github.io) [attention mechanism: key, value, query]
- [How Attention works in Deep Learning: understanding the attention mechanism in sequence models | AI Summer \(theaisummer.com\)](http://theaisummer.com)
- [CSC421/2516 Lecture 16: Attention \(toronto.edu\)](http://toronto.edu) [incl. image attention in image-caption models]
- [Transformers are Graph Neural Networks | NTU Graph Deep Learning Lab](#) [sentences are fully-connected word graphs]

References – Vision

- [\[2010.11929\] An Image is Worth 16x16 Words: Transformers for Image Recognition at Scale \(arxiv.org\)](#)
- [\[2006.03677\] Visual Transformers: Token-based Image Representation and Processing for Computer Vision \(arxiv.org\)](#)
- [\[2101.11986\] Tokens-to-Token ViT: Training Vision Transformers from Scratch on ImageNet \(arxiv.org\)](#)
- [\[2012.12877\] Training data-efficient image transformers & distillation through attention \(arxiv.org\)](#)

- [\[2005.12872\] End-to-End Object Detection with Transformers \(arxiv.org\)](#) [object detection, DETR]
- [\[2006.15055\] Object-Centric Learning with Slot Attention \(arxiv.org\)](#) [object segmentation]

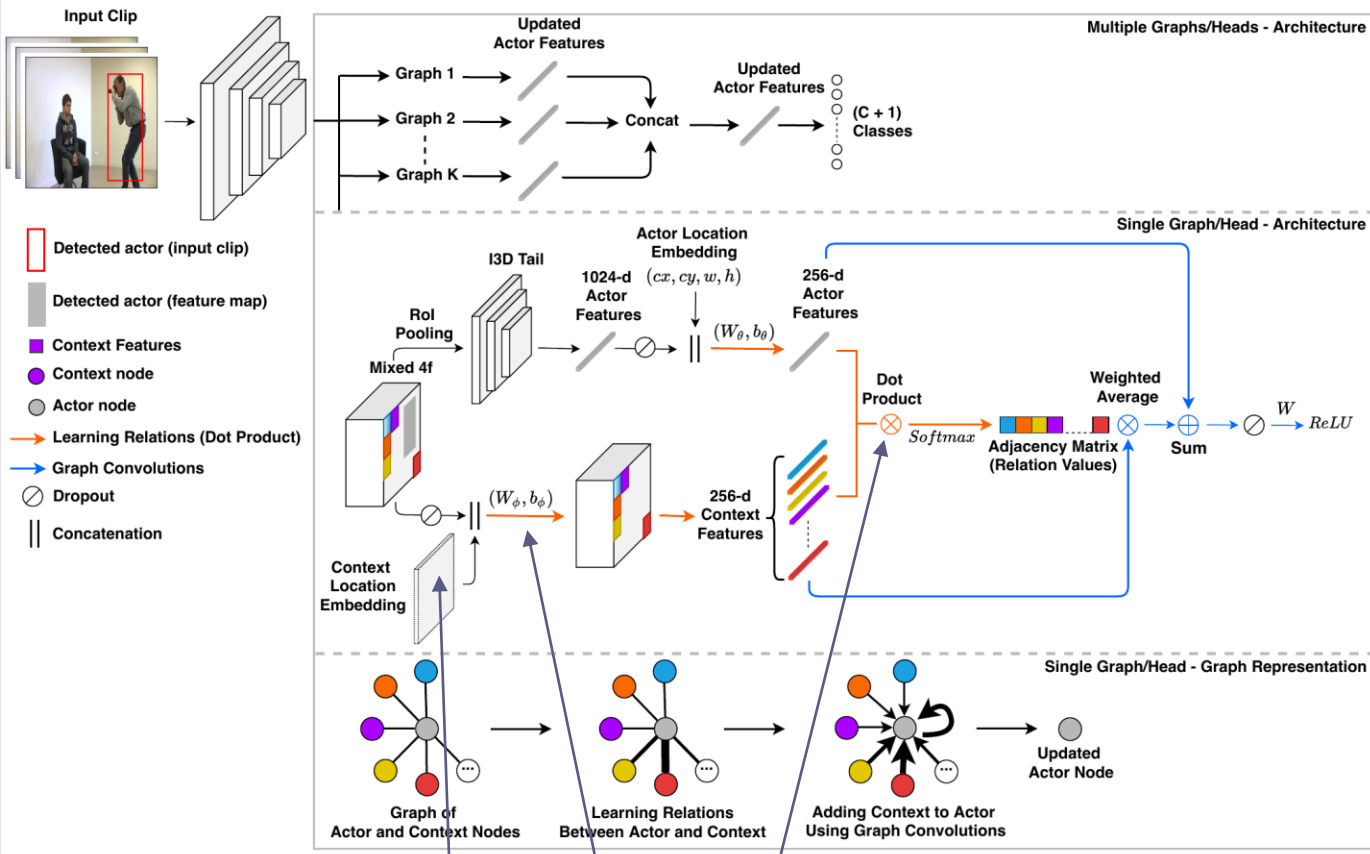
- [GitHub - micts/acgcn: Code for the paper "Spot What Matters: Learning Context Using Graph Convolutional Networks for Weakly-Supervised Action Detection"](#) [our work]
- [\[2102.05095\] Is Space-Time Attention All You Need for Video Understanding? \(arxiv.org\)](#) [video, multi-frame, TimeSformer]
- [\[2103.01209\] Generative Adversarial Transformers \(arxiv.org\)](#) [image generation, Gansformer]

References – Advanced (Fieke, Raimon, Wouter)

- [\[2103.14030\] Swin Transformer: Hierarchical Vision Transformer using Shifted Windows \(arxiv.org\)](#)
- [\[2006.08084\] Neural Execution Engines: Learning to Execute Subroutines \(arxiv.org\)](#) [learning programming by sequences of smaller routines]
- [Neuro-Symbolic Deductive Reasoning for Cross-Knowledge Graph Entailment \(aaai-make.info\)](#) [infer the set of all facts that are a logical consequence of current and potential facts of a knowledge graph]
- [paper4.pdf \(ceur-ws.org\)](#) [named entities and relations]
- [\[2002.05544\] Superpixel Image Classification with Graph Attention Networks \(arxiv.org\)](#) [beyond rectangular-gridded images, such as 360-degree field of view panoramas]
- [Reasoning-RCNN: Unifying Adaptive Global Reasoning Into Large-Scale Object Detection \(thecvf.com\)](#) [scaling DETR to Visual Genome sized datasets with >1000 object classes]
- [\[2103.04037\] Perspectives and Prospects on Transformer Architecture for Cross-Modal Tasks with Language and Vision \(arxiv.org\)](#) [visuolinguistic cross-modal tasks]
- [\[1908.02265\] ViLBERT: Pretraining Task-Agnostic Visiolinguistic Representations for Vision-and-Language Tasks \(arxiv.org\)](#)
- [\[2102.10772\] Transformer is All You Need: Multimodal Multitask Learning with a Unified Transformer \(arxiv.org\)](#)

Appendix

Action Detection



= pos. emb.

= actor-object interaction

= learnable attention towards object