



Deep Learning for Vision & Language

Text-to-Scene Models



RICE UNIVERSITY



Last Class

- Conditional GANs
- AutoEncoder Models (AEs, VAEs)

Today:

- Text to image Models
- Sequence-to-sequence based text-to-image models
- Detour: Style Transfer – Input Feature Optimization.
- Reverse Diffusion Models

Conditional GANs / Text-conditioned

Generative Adversarial Text to Image Synthesis

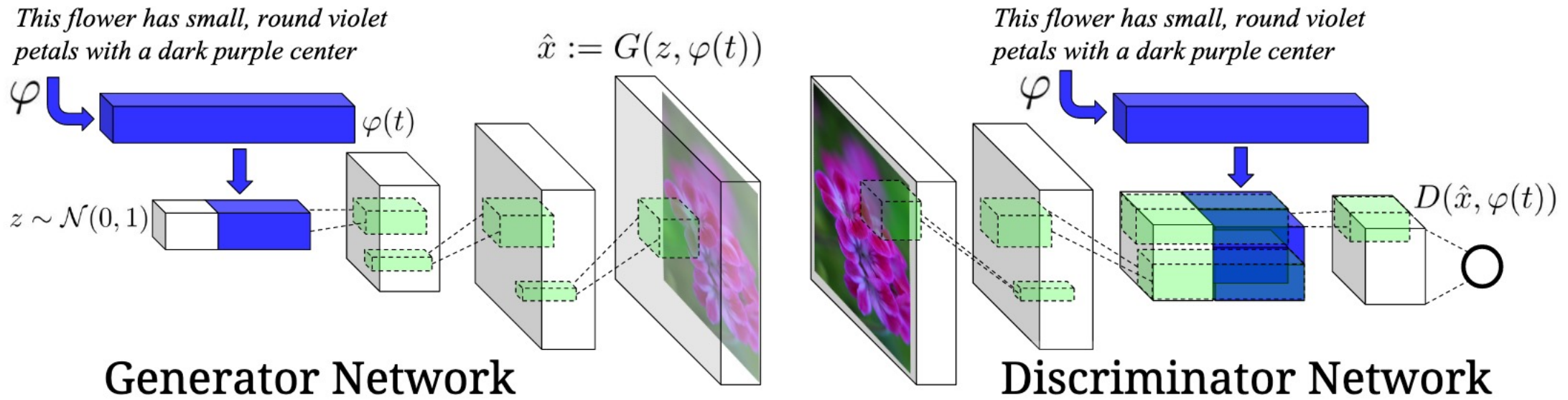
Scott Reed, Zeynep Akata, Xinchun Yan, Lajanugen Logeswaran
Bernt Schiele, Honglak Lee

REEDSCOT¹, AKATA², XCYAN¹, LLAJAN¹
SCHIELE², HONGLAK¹

¹ University of Michigan, Ann Arbor, MI, USA (UMICH.EDU)

² Max Planck Institute for Informatics, Saarbrücken, Germany (MPI-INF.MPG.DE)

Conditional GANs / Text-conditioned

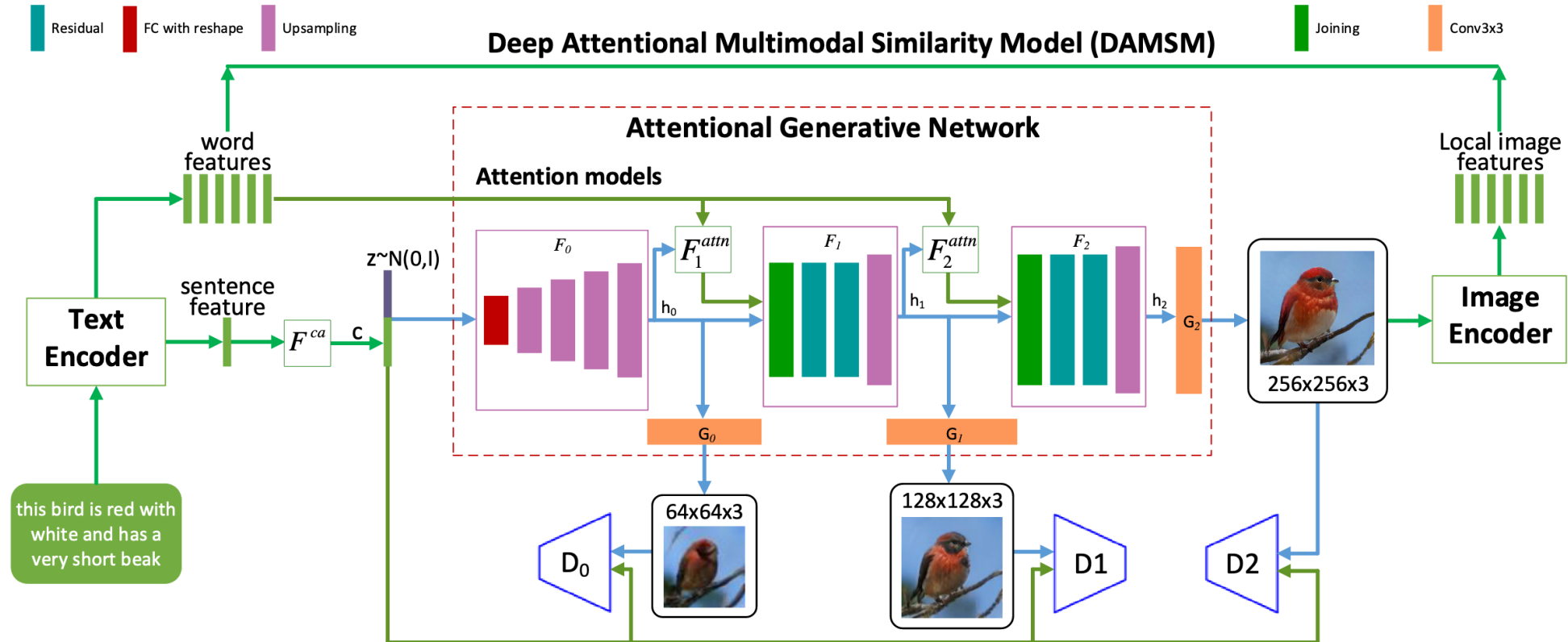


Conditional GANs / Text-conditioned

this small bird has a pink
breast and crown, and black
primaries and secondaries.



Conditional GANs / Text-conditioned

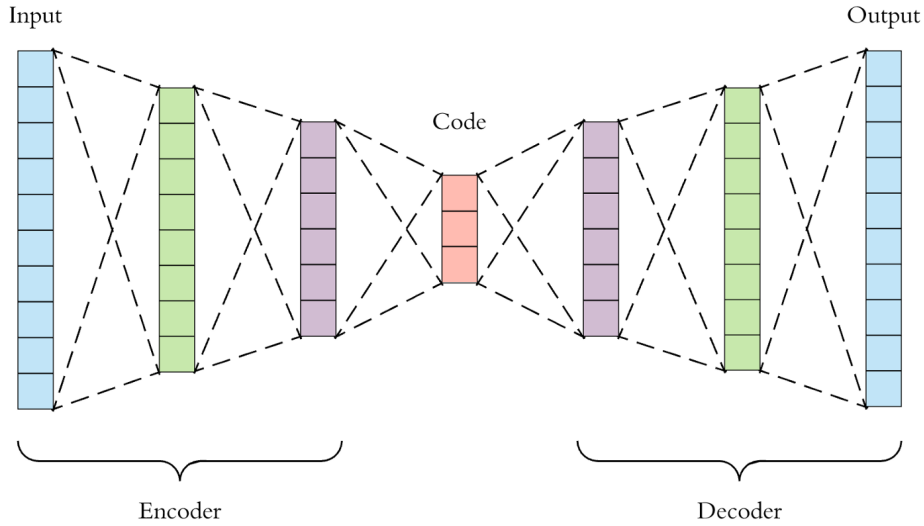


Conditional GANs / Text-conditioned

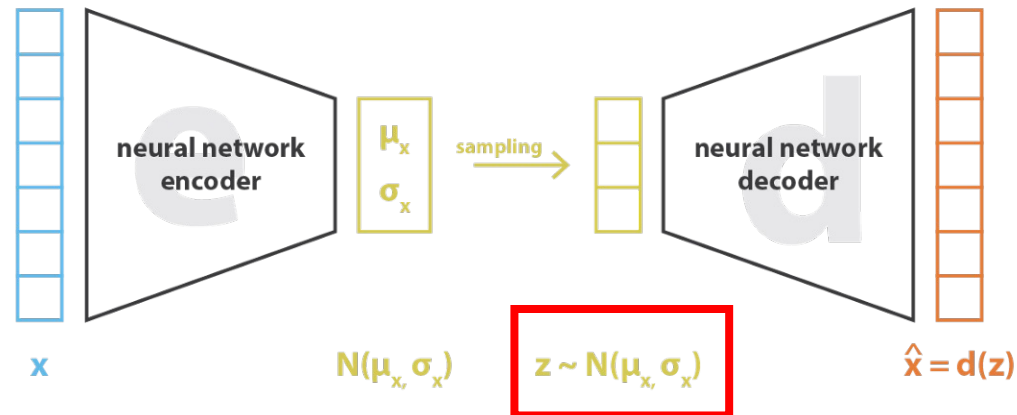
this bird is red with white and has a very short beak



AutoEncoder Models

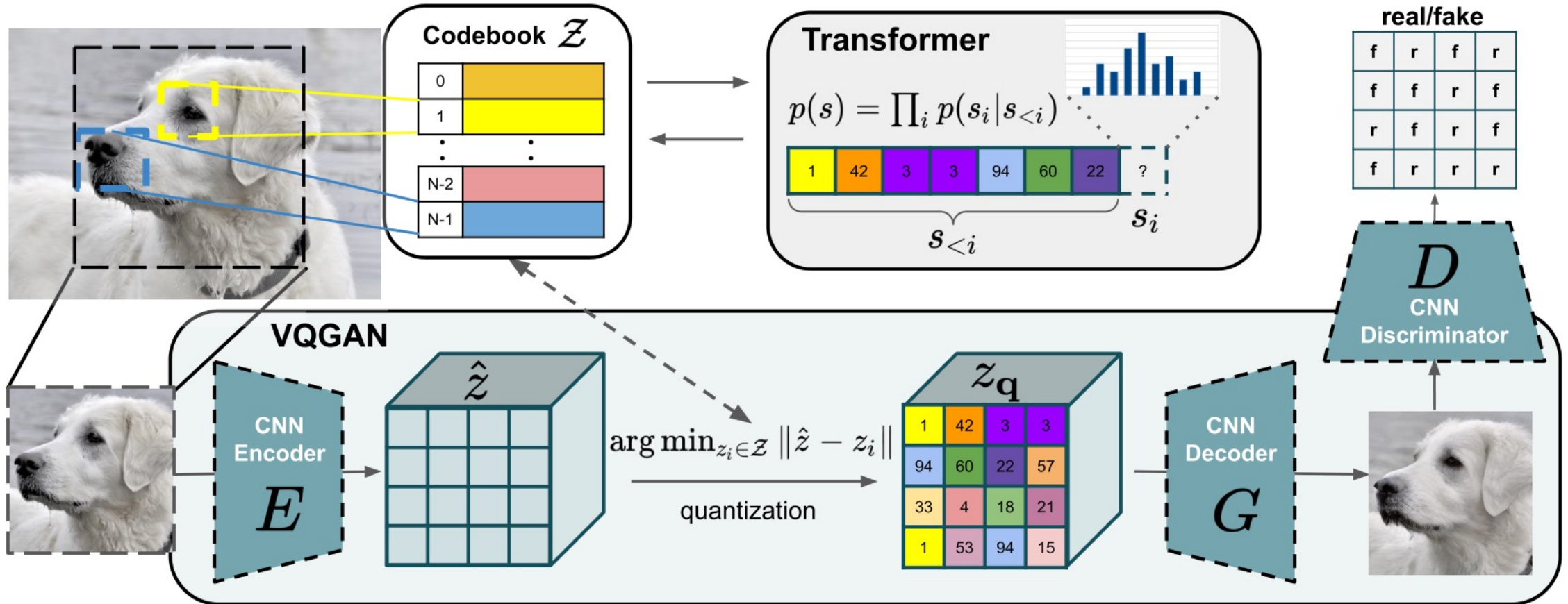


Variational AutoEncoder (VAE)

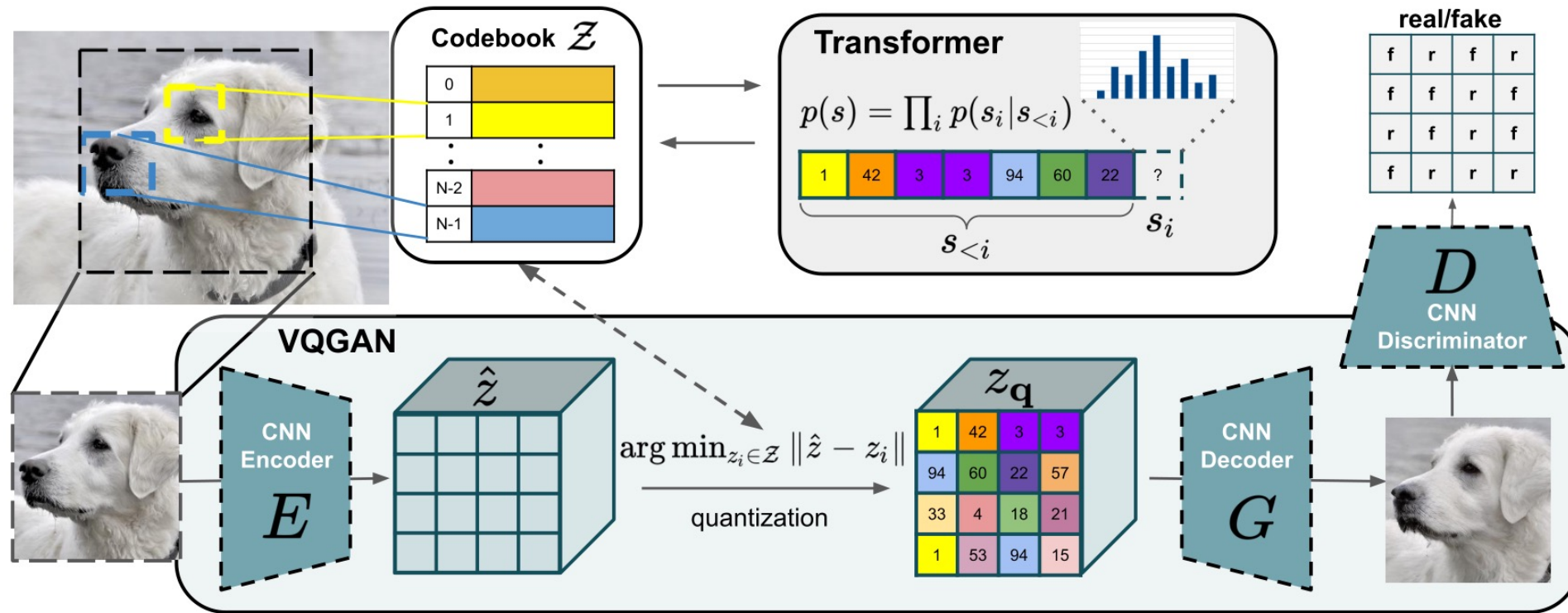


$$\text{loss} = \|x - \hat{x}\|^2 + \text{KL}[N(\mu_x, \sigma_x), N(0, I)]$$

Vector Quantized - GAN



Vector Quantized GAN (VQGAN)



$$Q^* = \arg \min_{E, G, \mathcal{Z}} \max_D \mathbb{E}_{x \sim p(x)} \left[\mathcal{L}_{VQ}(E, G, \mathcal{Z}) + \lambda \mathcal{L}_{GAN}(\{E, G, \mathcal{Z}\}, D) \right]$$

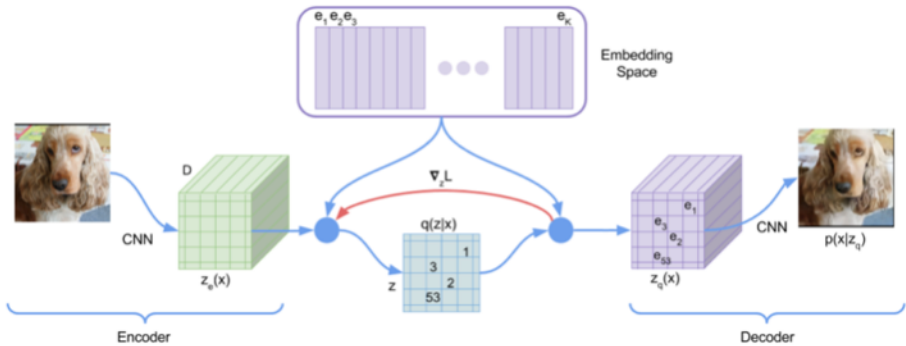
$$\mathcal{L}_{VQ}(E, G, \mathcal{Z}) = \|x - \hat{x}\|^2 + \|\text{sg}[E(x)] - z_q\|_2^2 + \|\text{sg}[z_q] - E(x)\|_2^2.$$

$$\mathcal{L}_{GAN}(\{E, G, \mathcal{Z}\}, D) = [\log D(x) + \log(1 - D(\hat{x}))]$$

DALL-E (v1)

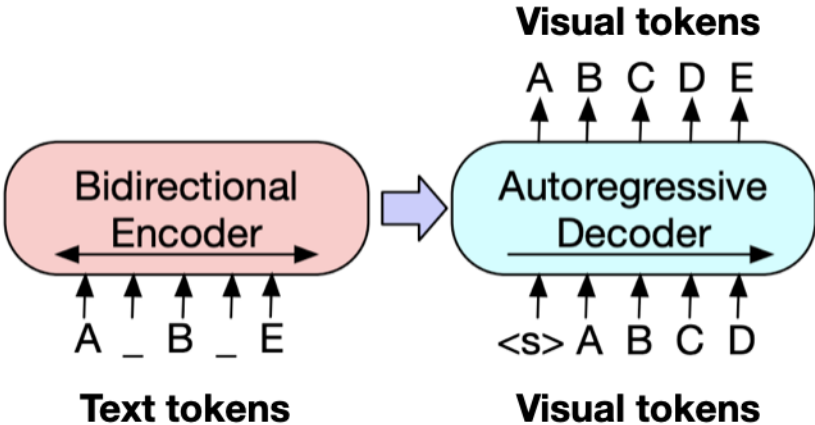
Step 1:

Learn Discrete Dictionary of Visual Tokens



Step 2:

Build a scene as a composition of discrete visual tokens



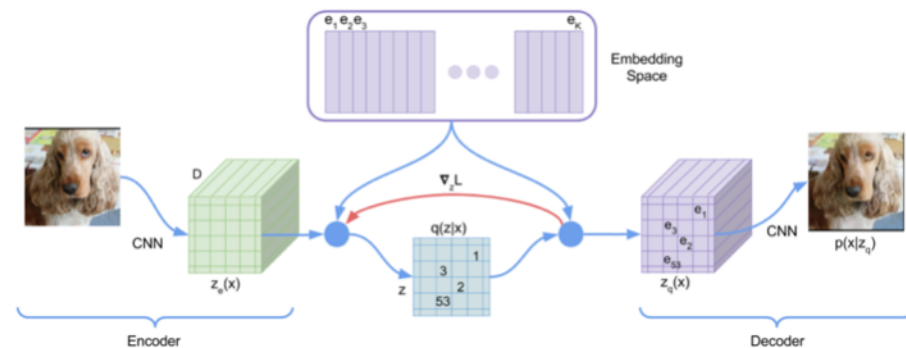
VQVAE — Oord, Vinyals, Kavukcuoglu, 2017
 VQGAN — Esser, Rombach, Ommer, 2021
 dVAE - DALL-E — Ramesh et al 2021

BART, GPT-3, etc

DALL-E (v1)

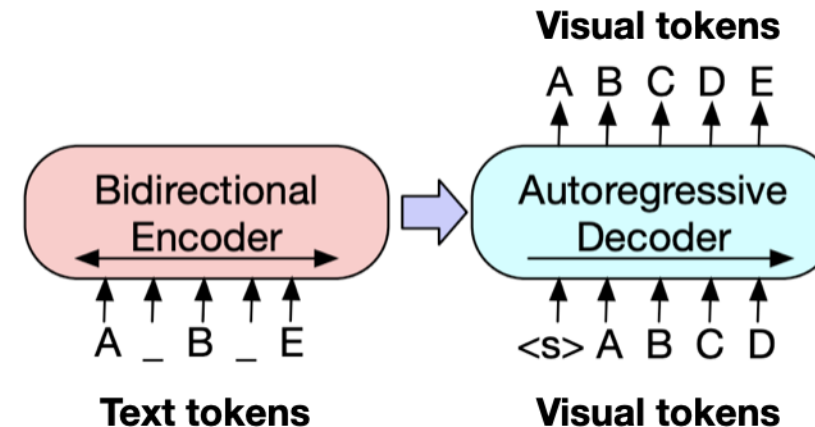
Step 1:

Learn Discrete Dictionary of Visual Tokens



Step 2:

Build a scene as a composition of discrete visual tokens



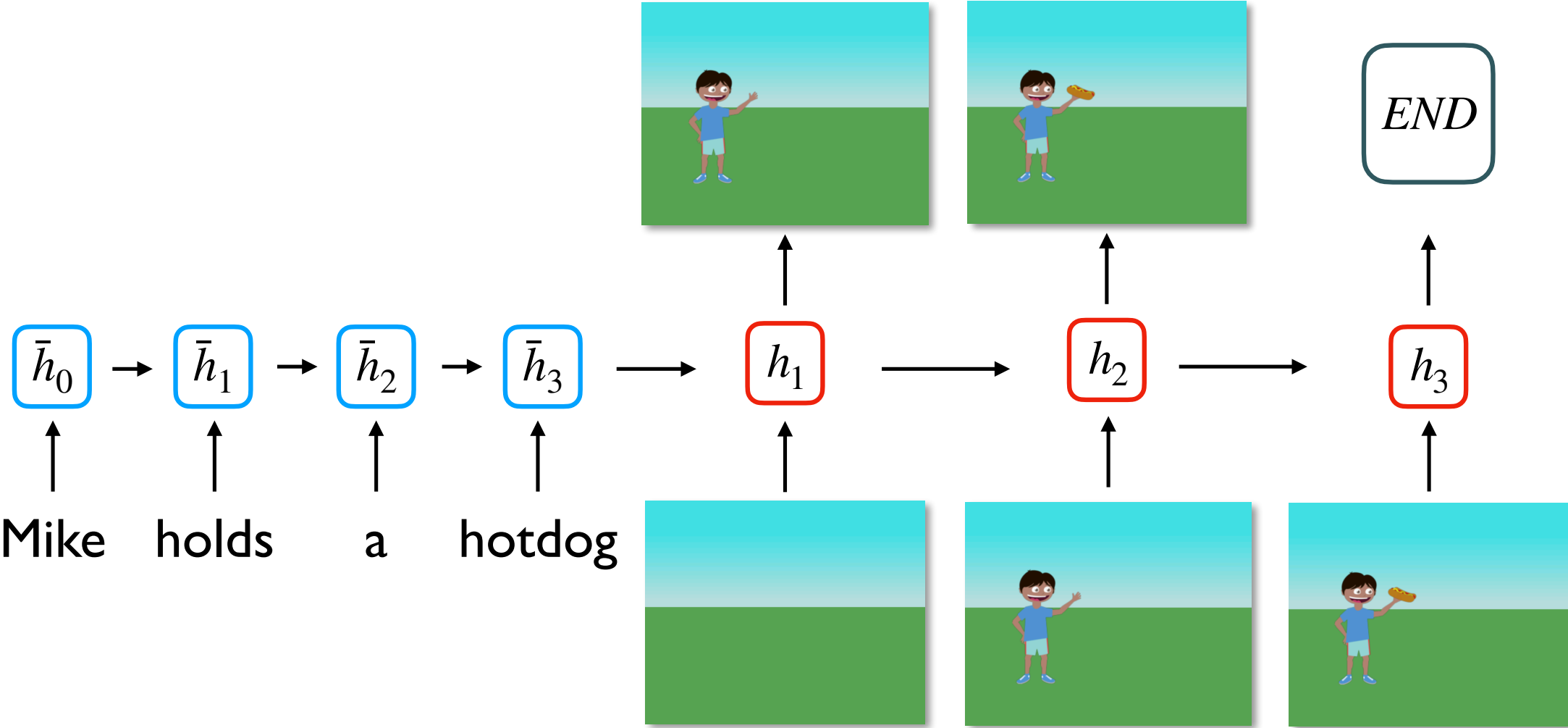
VQVAE — Oord, Vinyals, Kavukcuoglu, 2017
VQGAN — Esser, Rombach, Ommer, 2021
dVAE - DALL-E — Ramesh et al 2021

BART, GPT-3, etc

an armchair in the shape of an avocado. . . .

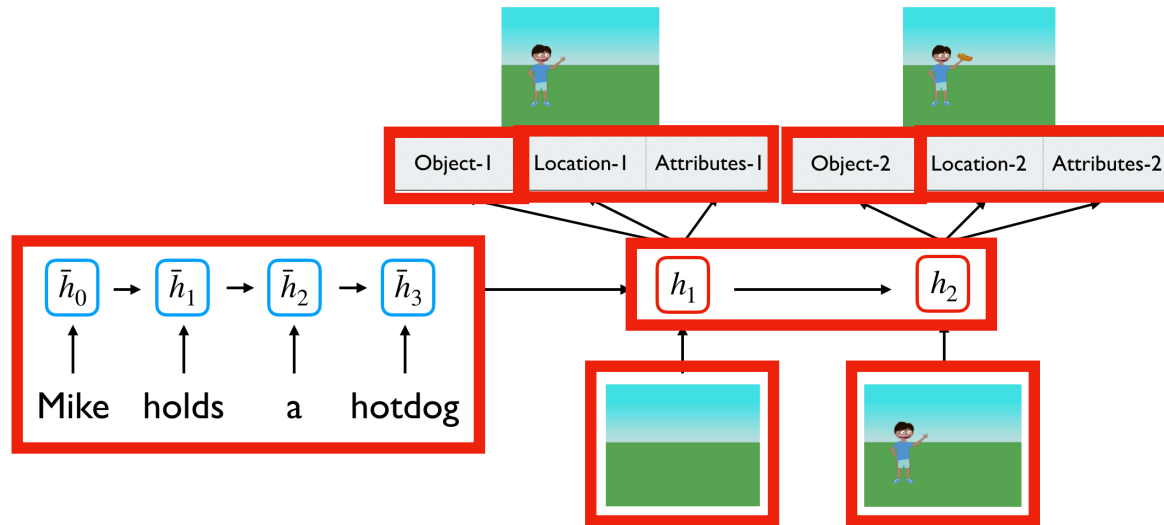


Text to Scene as Machine Translation!

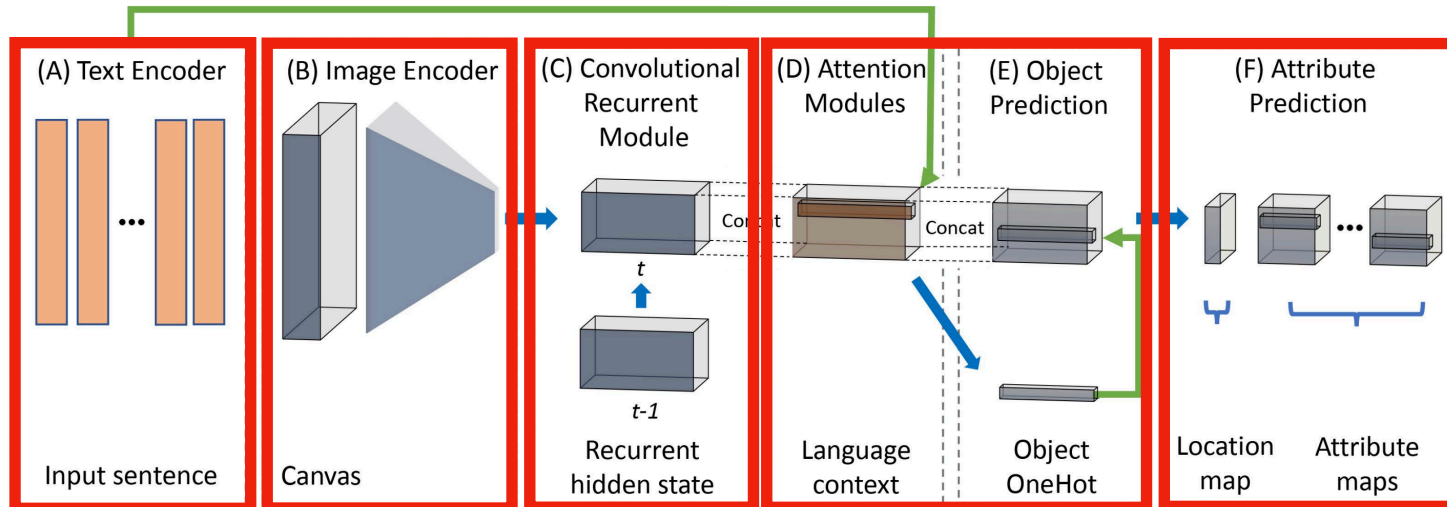


Text2Scene: Generating Compositional Scenes from Textual Descriptions
Fuwen Tan, Song Feng, Vicente Ordonez. Intl. Conference on Computer Vision and Pattern Recognition. **CVPR 2019**.
Long Beach, California. June 2019. (~Oral presentation + Best Paper Finalist -- top 1% of submissions)

The actual model



$$h_i^E = \text{BiGRU}(x_i, h_{i-1}^E, h_{i+1}^E) \Omega(B_i h_t^D = \text{ConvGRU}(\Omega(p(o_t) \propto \Theta^o([u_t^o; o_t, p(l_t, \{R_t^k\}) = \Theta^a([u_t^a; o_t; c_t^a])$$



Objective

$$L = -w_o \sum_t \log p(o_t) - w_l \sum_t \log p(l_t) - \sum_k w_k \sum_t \log p(R_t^k) + w_a^O L_{attn}^O + w_a^A L_{attn}^A$$

objects

locations

attributes

Encourage attention weights to fully use the input text.

$$L_{attn} = \sum_i [1 - \sum_t \alpha_{t,i}]^2$$

[CVPR'19] Text2Scene: Generating Compositional Scenes from Textual Descriptions Edit

Manage topics

4 commits 1 branch 0 releases 1 contributor

Branch: master New pull request Create new file Upload files Find File Clone or download

fwtan Update README.md	Latest commit 5681f67 4 days ago
data	cleaning up the codes, alpha version 19 days ago
examples	cleaning up the codes, alpha version 19 days ago
experiments/scripts	cleaning up the codes, alpha version 19 days ago
lib	cleaning up the codes, alpha version 19 days ago
tools	cleaning up the codes, alpha version 19 days ago
README.md	Update README.md 4 days ago

README.md

Text2Scene: Generating Compositional Scenes from Textual Descriptions

<https://www.vislang.ai/text2scene>

3:32 vislang.ai

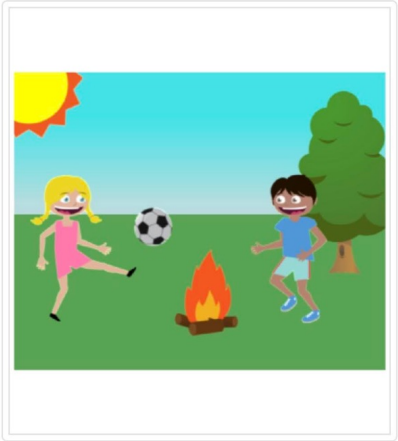
Besides Mike and Jenny feel free to reference any of these other objects: bear, cat, dog, duck, owl, snake, hat, crown, pirate hat, viking hat, witch hat, glasses, pie, pizza, hot dog, ketchup, mustard, drink, bee, slide, sandbox, swing, tree, pine tree, apple tree, helicopter, balloon, sun, cloud, rocket, airplane, ball, football, basketball, baseball bat, shovel, tennis racket, kite, fire. Also feel free to describe Mike and Jenny with other attributes or action words such as sitting, running, jumping, kicking, standing, afraid, happy, scared, angry, etc.

#1 Mike is next to a tree

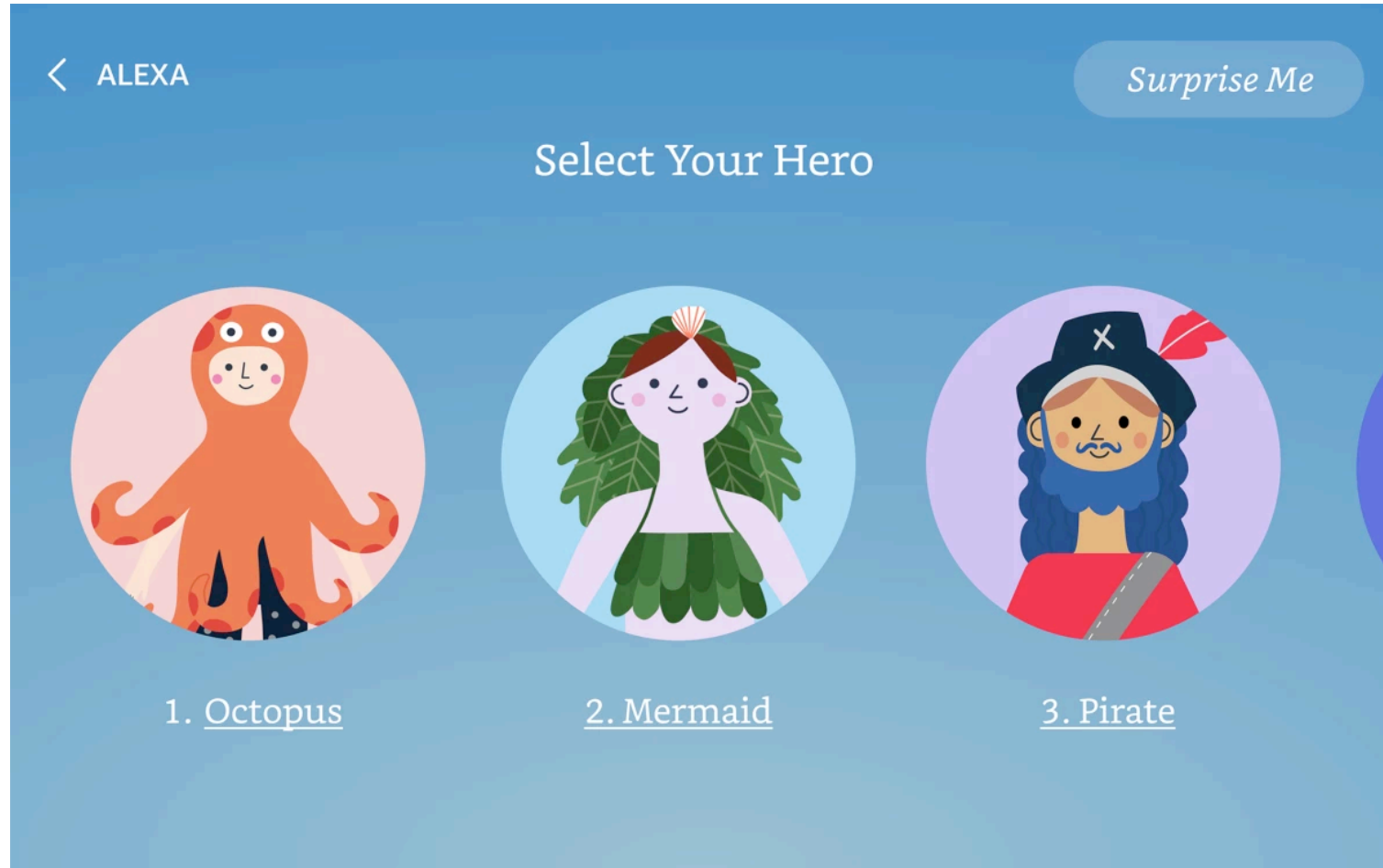
#2 Jenny is happy and kicks the b

#3 There is a fire

Generate Scene



Amazon Alexa AI



<https://www.amazon.science/blog/the-science-behind-alexa-s-new-interactive-story-creation-experience>

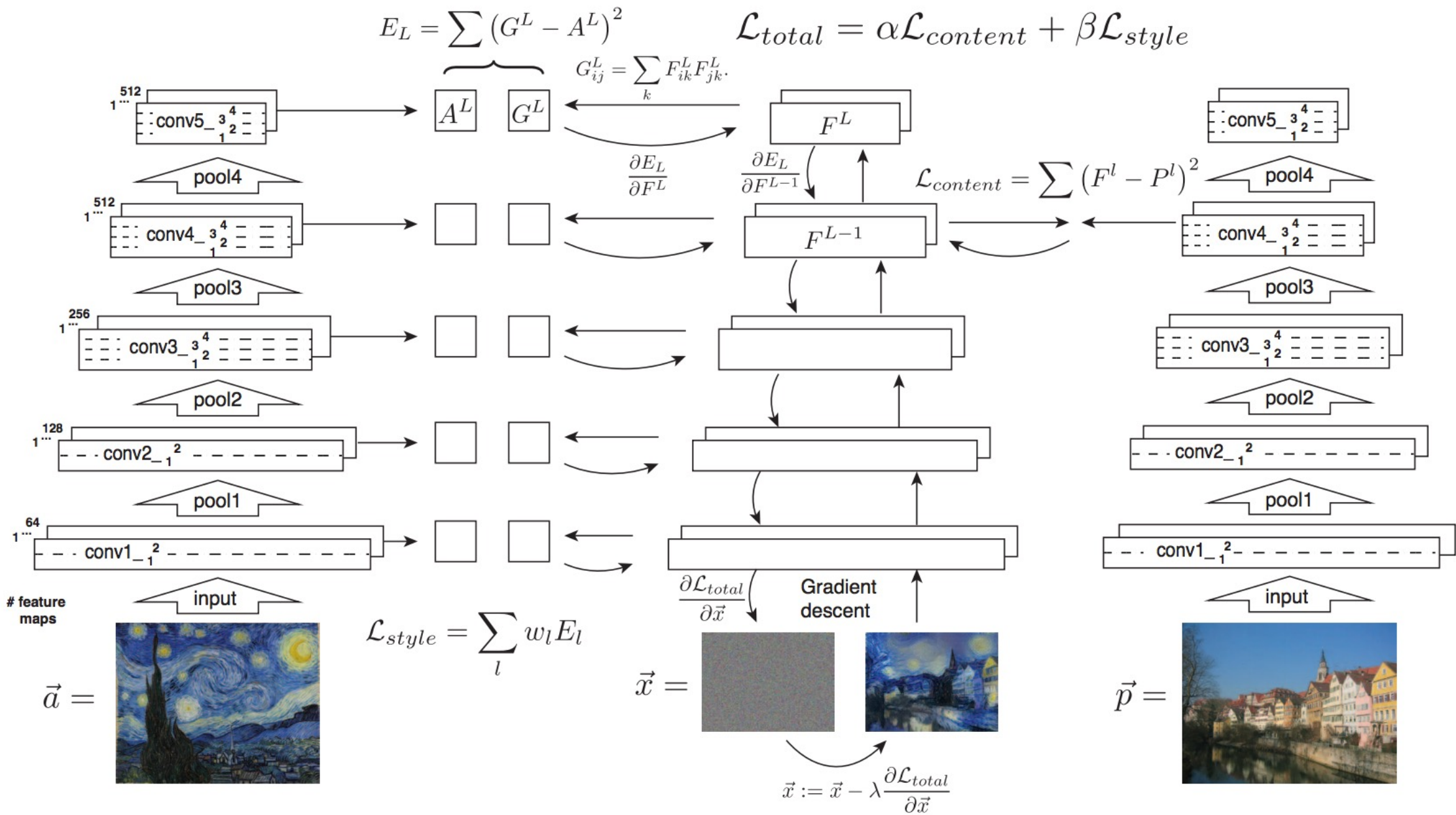
Amazon Alexa AI



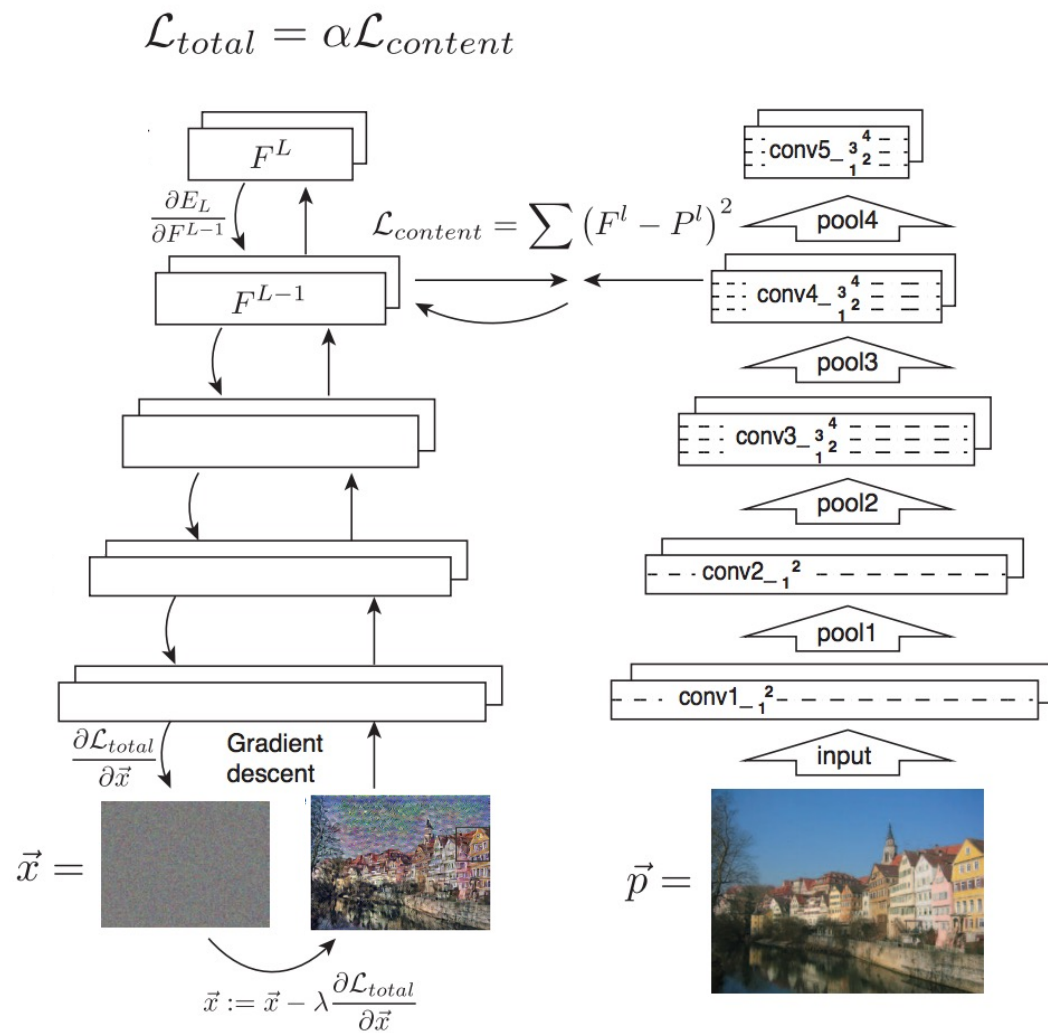
<https://www.amazon.science/blog/the-science-behind-alexas-new-interactive-story-creation-experience>

More on the Idea of Feature Space Optimization

Gatys et. al. Image Style Transfer Using
Convolutional Neural Networks. CVPR 2016

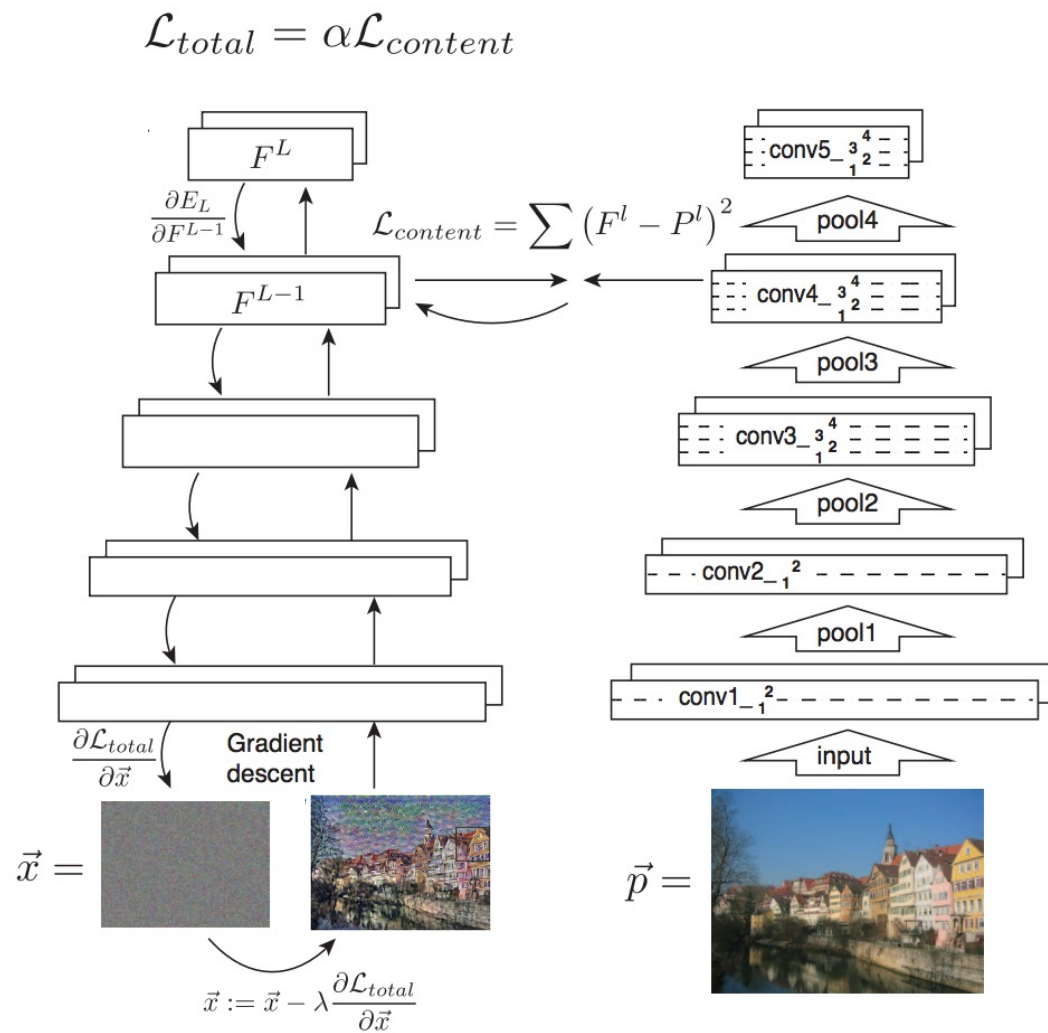


Idea 1: Image Reconstruction from Features



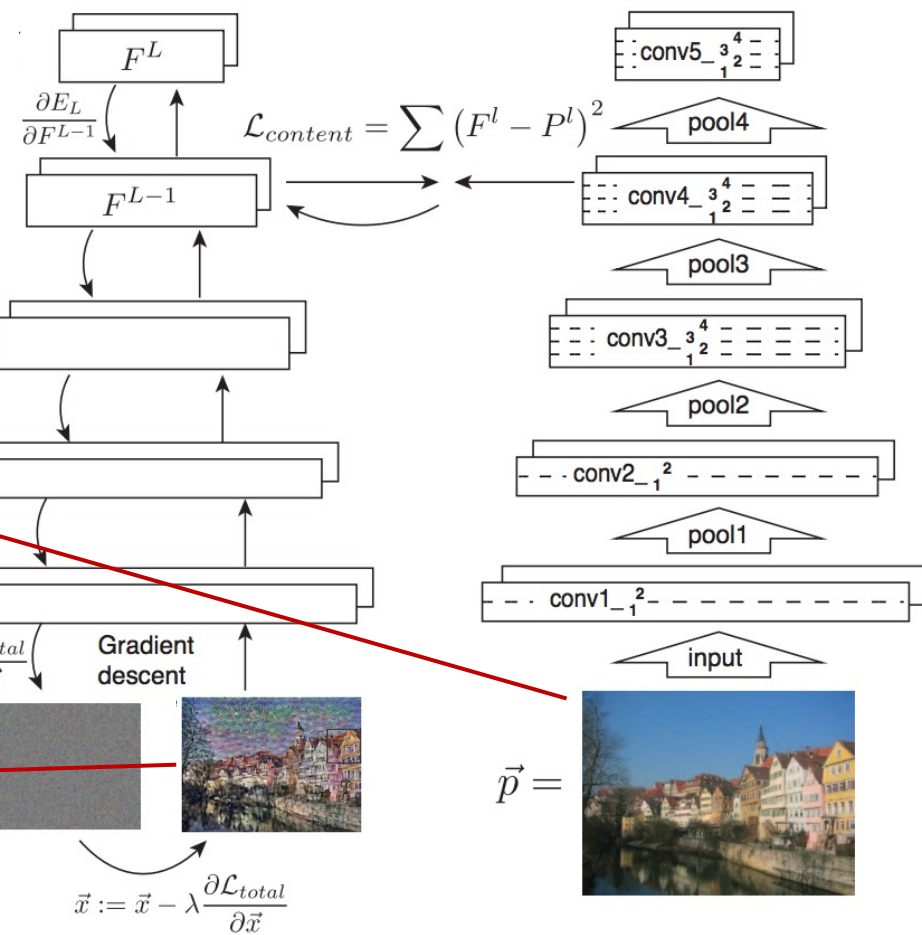
Idea 1: Image Reconstruction from Features

$$\mathcal{L}_{content} = \sum (F^l - P^l)^2$$

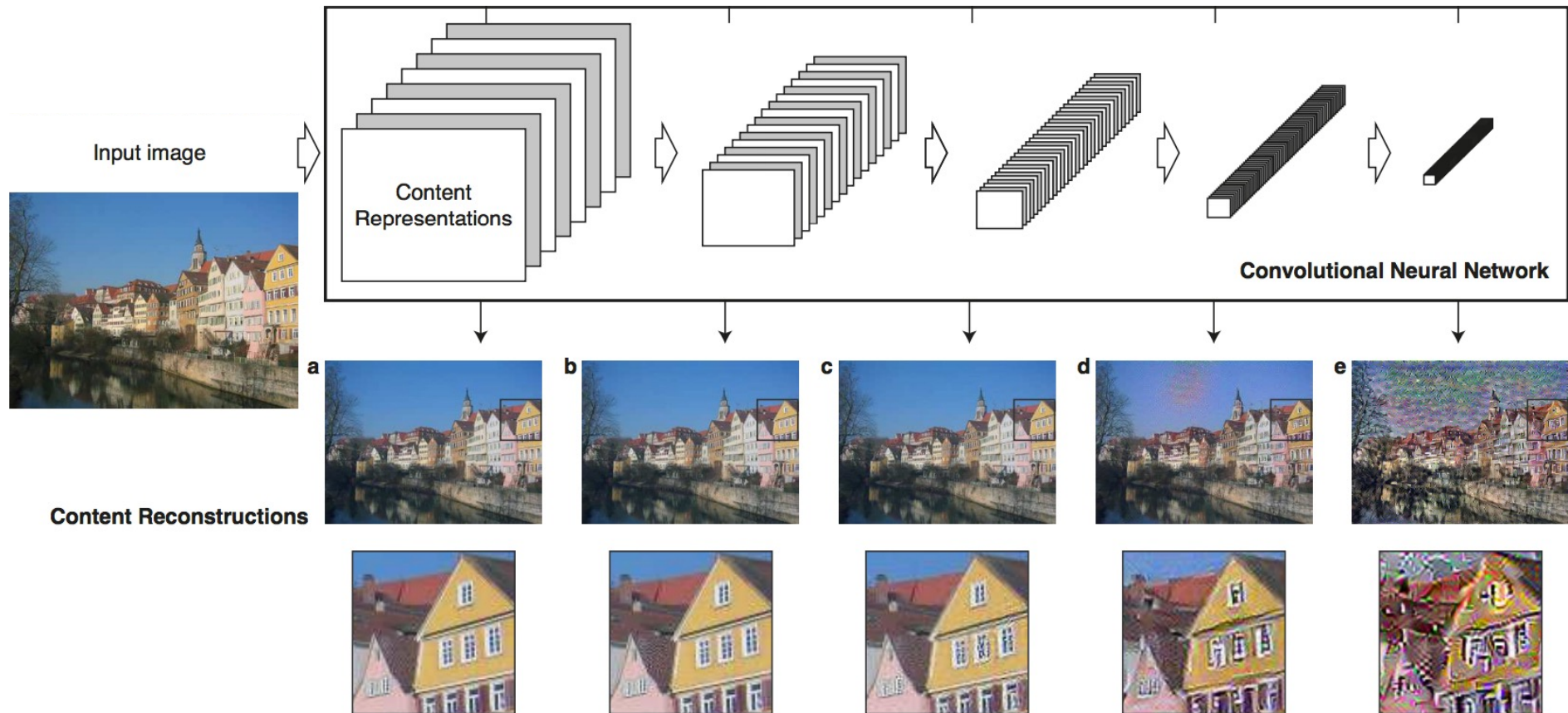


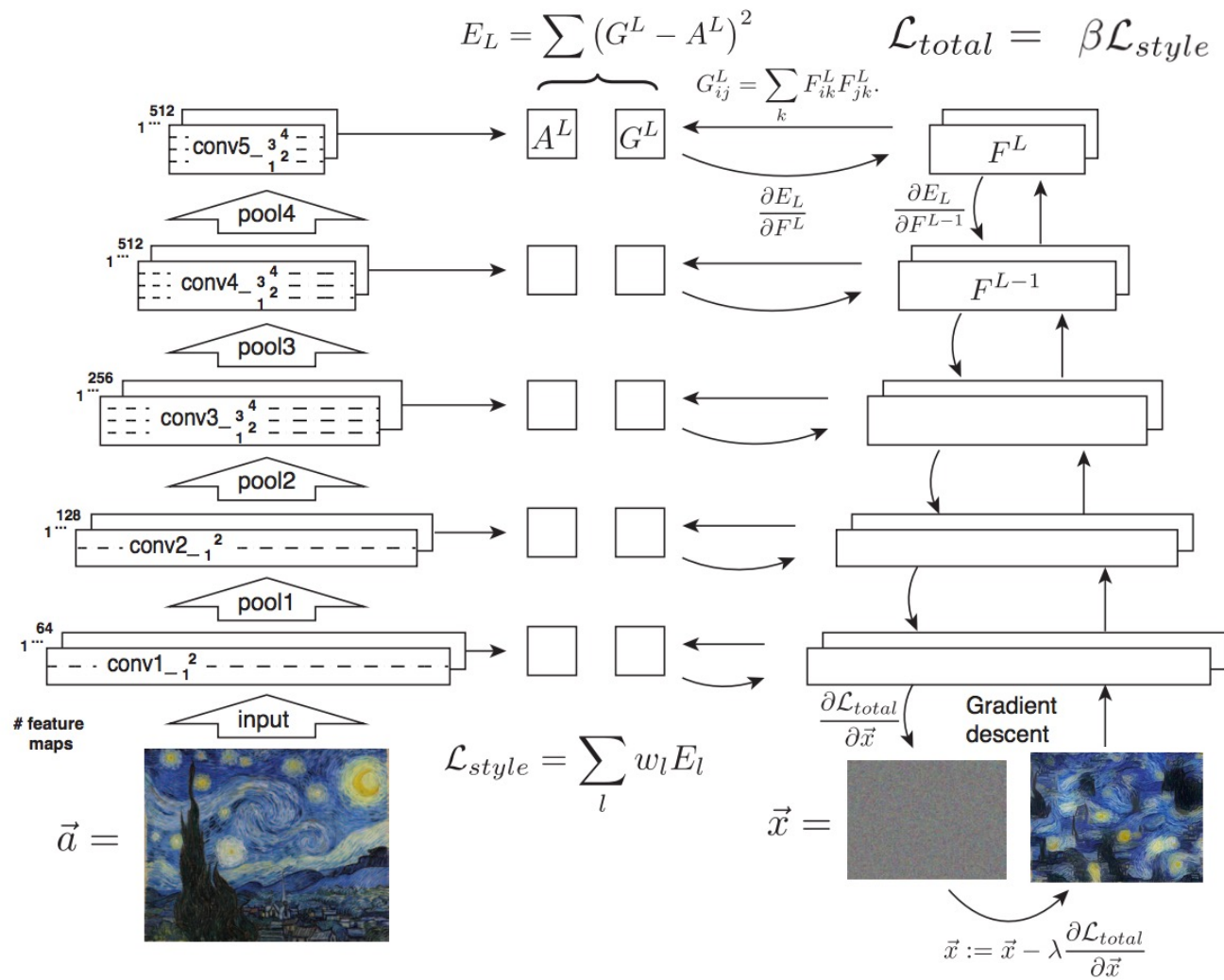
Idea 1: Image Reconstruction from Features

$$\mathcal{L}_{total} = \alpha \mathcal{L}_{content}$$

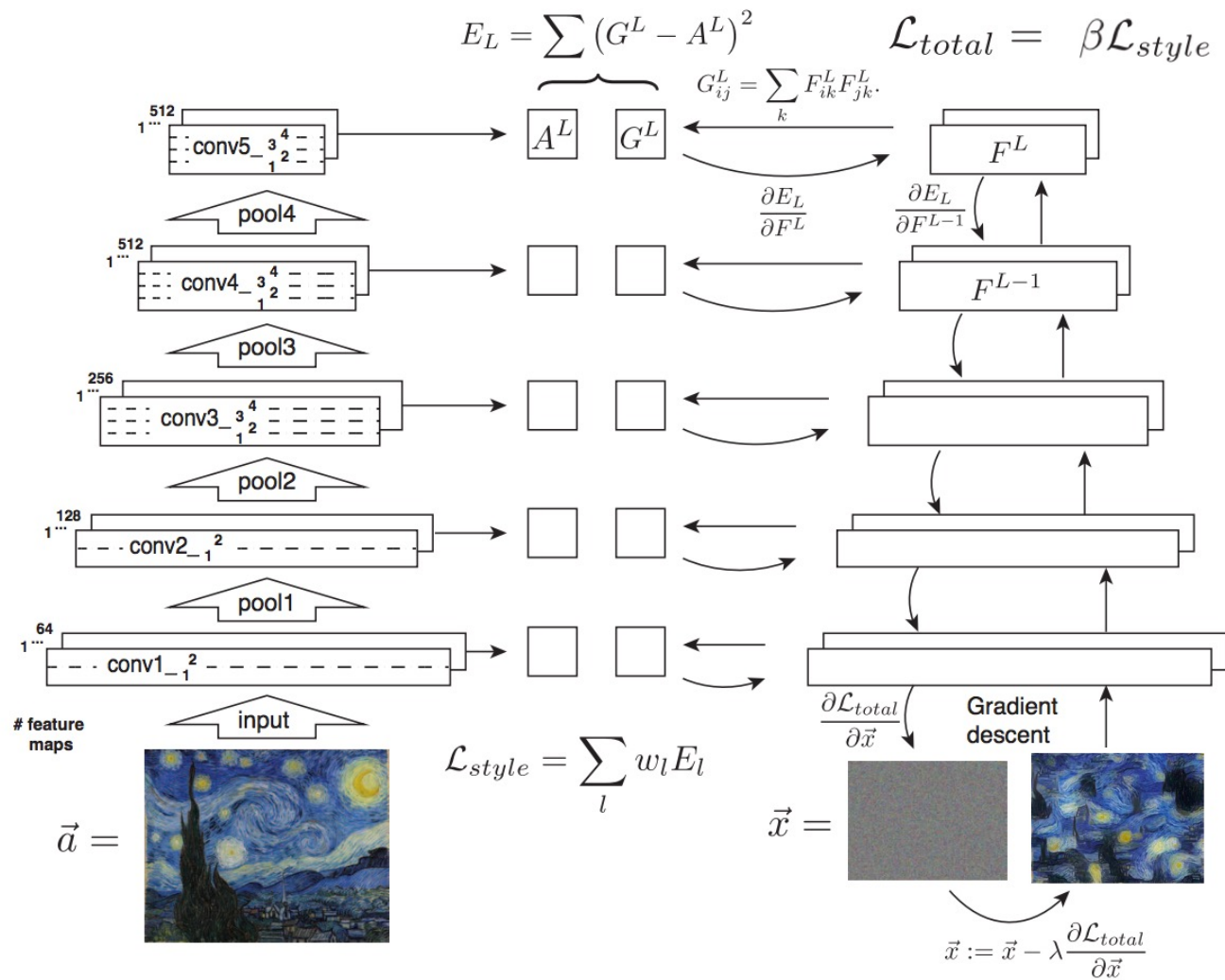


$$\mathcal{L}_{content} = \sum (F^l - P^l)^2$$





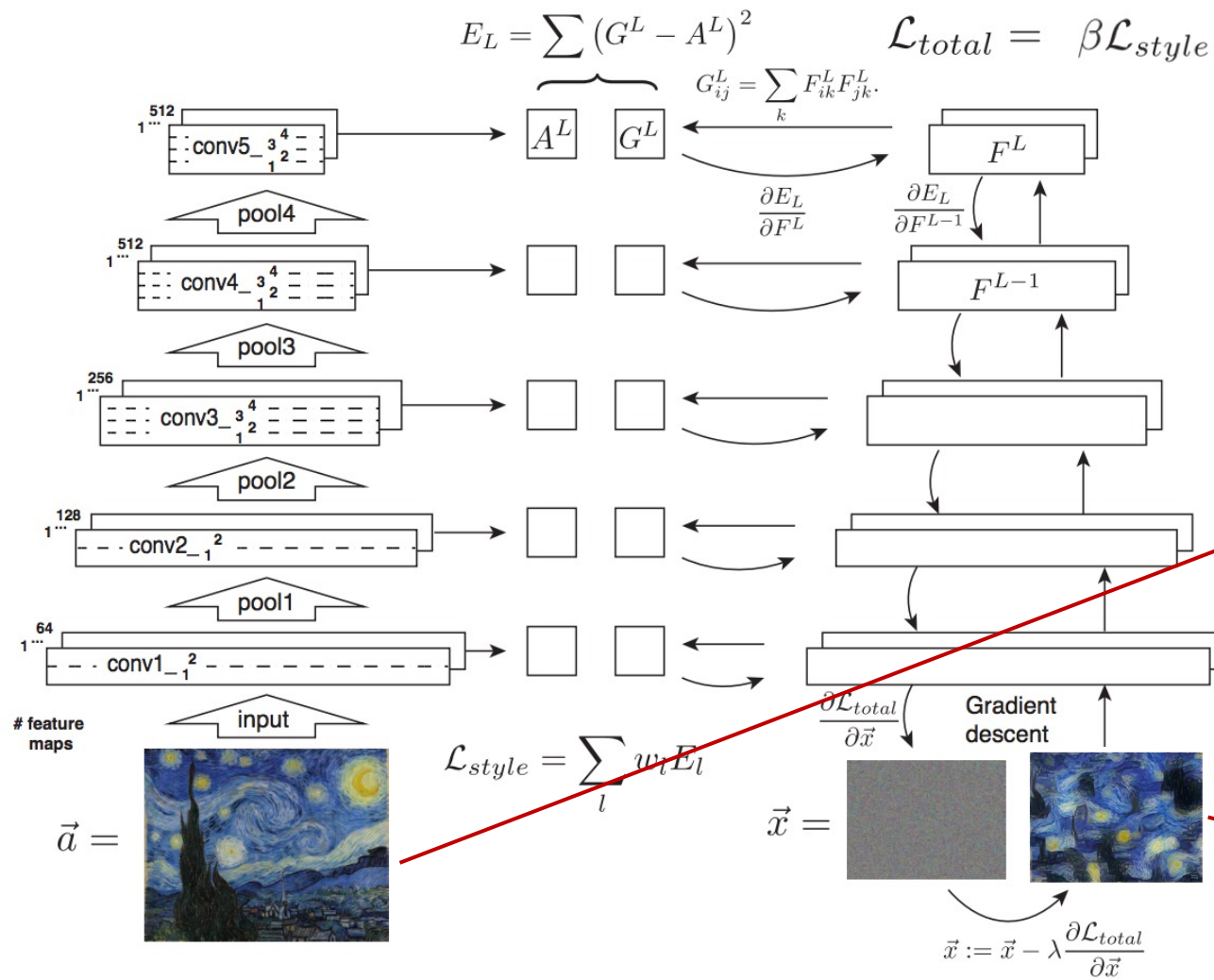
Idea 2:
Backpropagation of
Style



Idea 2:
Backpropagation of
Style

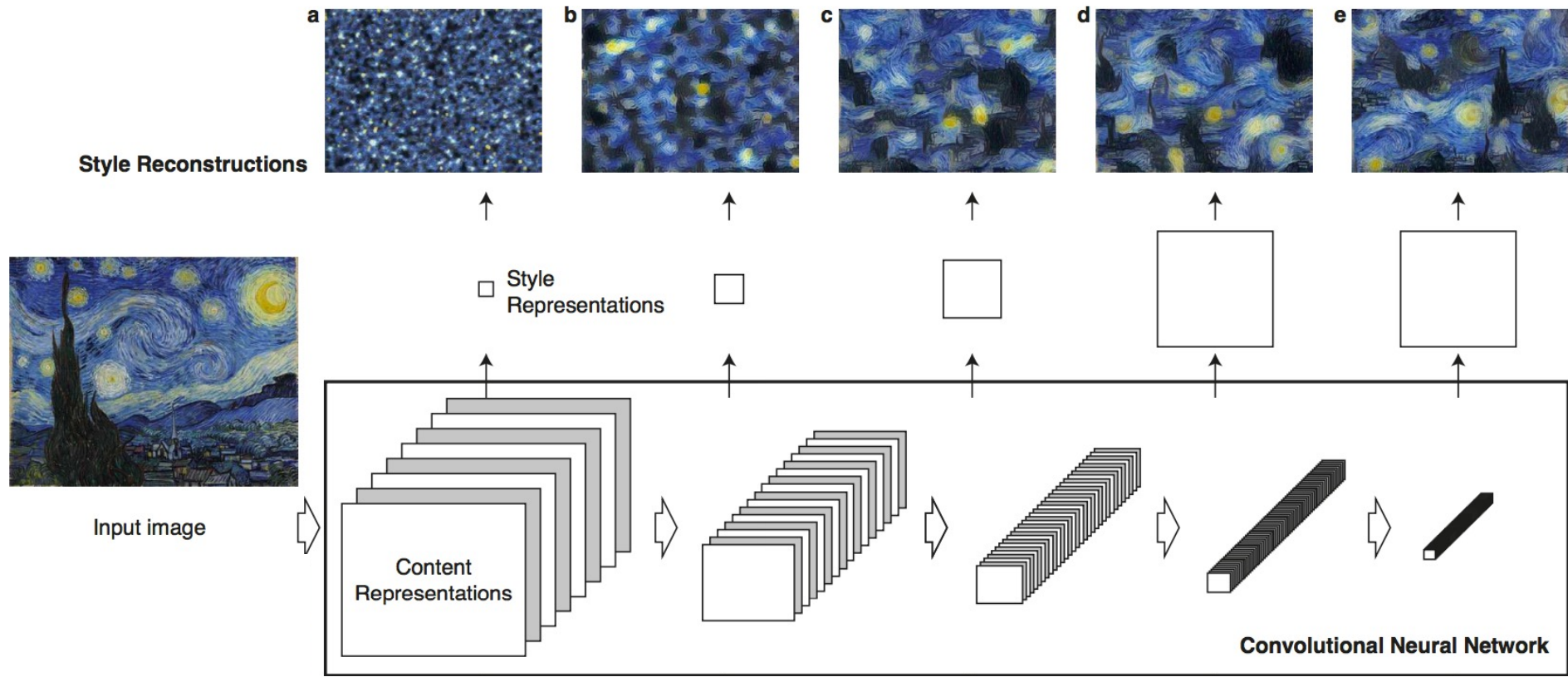
$$G_{ij}^l = \sum_k F_{ik}^l F_{jk}^l$$

$$E_L = \sum (G^L - A^L)^2$$



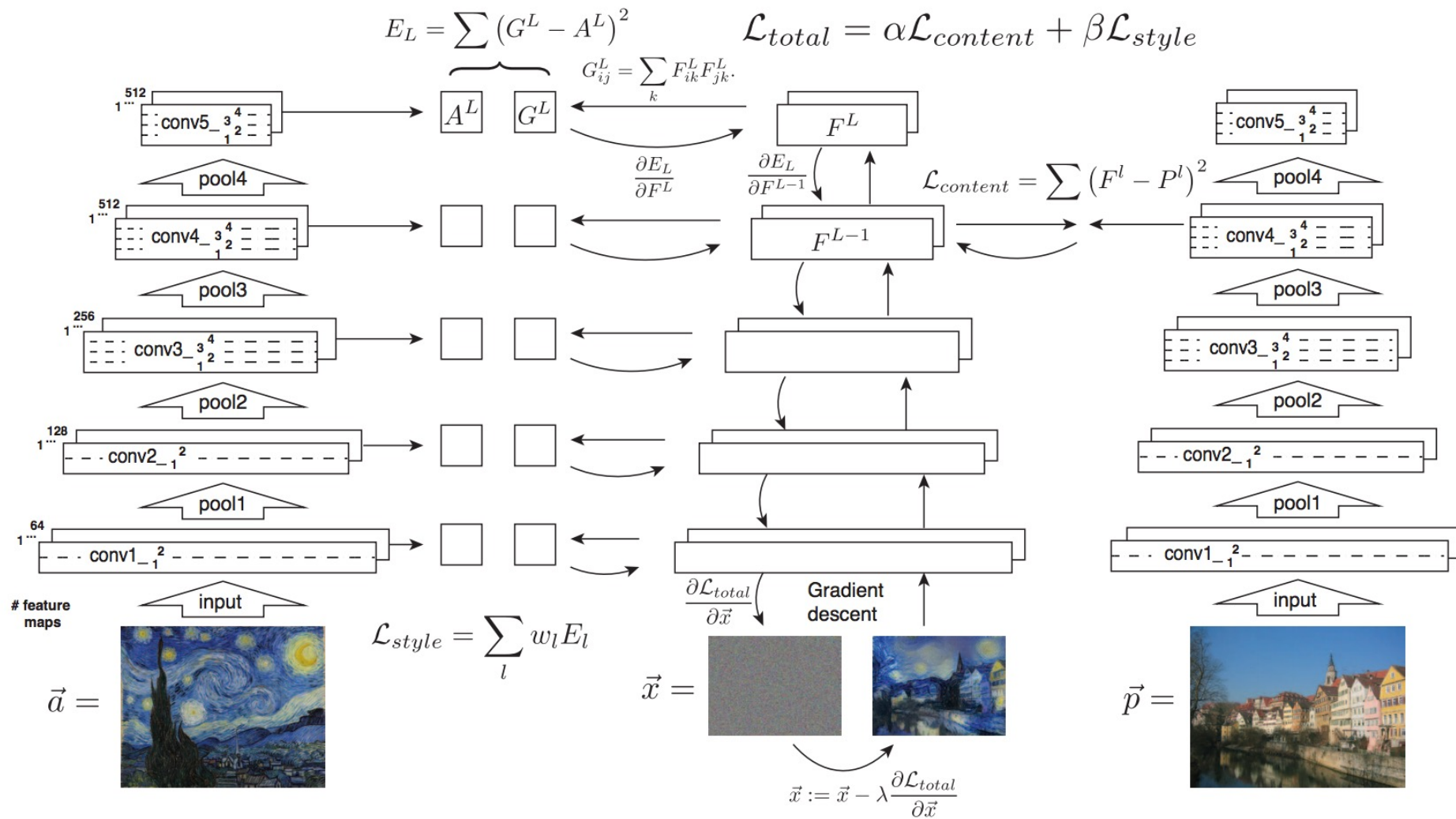
Idea 2:
Backpropagation of
Style





$$G_{ij}^l = \sum_k F_{ik}^l F_{jk}^l.$$

$$E_L = \sum (G^L - A^L)^2$$

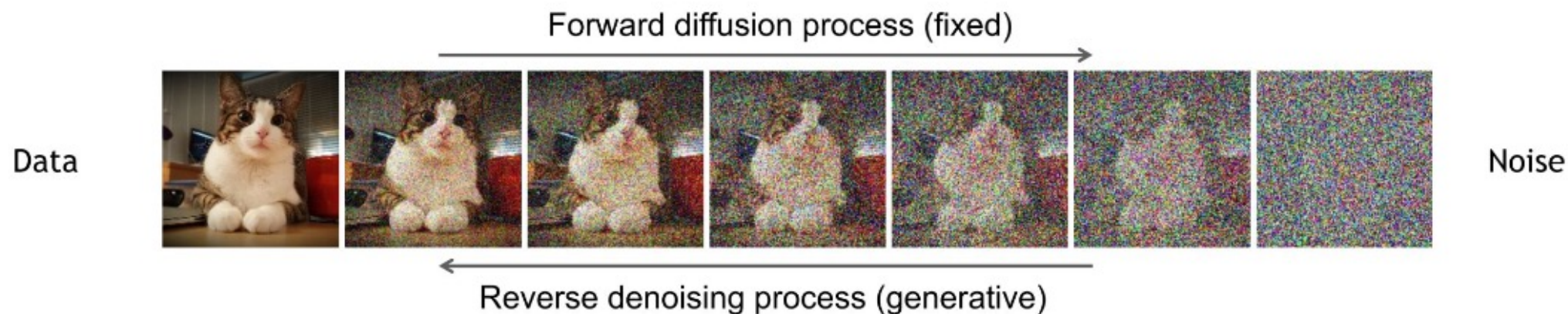




Denoising Diffusion Probabilistic Models (DDPM)

Forward diffusion: Markov chain of diffusion steps to slowly add gaussian noise to data

Reverse diffusion: A model is trained to generate data from noise by iterative denoising



Denoising Diffusion Probabilistic Models

Jonathan Ho
UC Berkeley

jonathanho@berkeley.edu

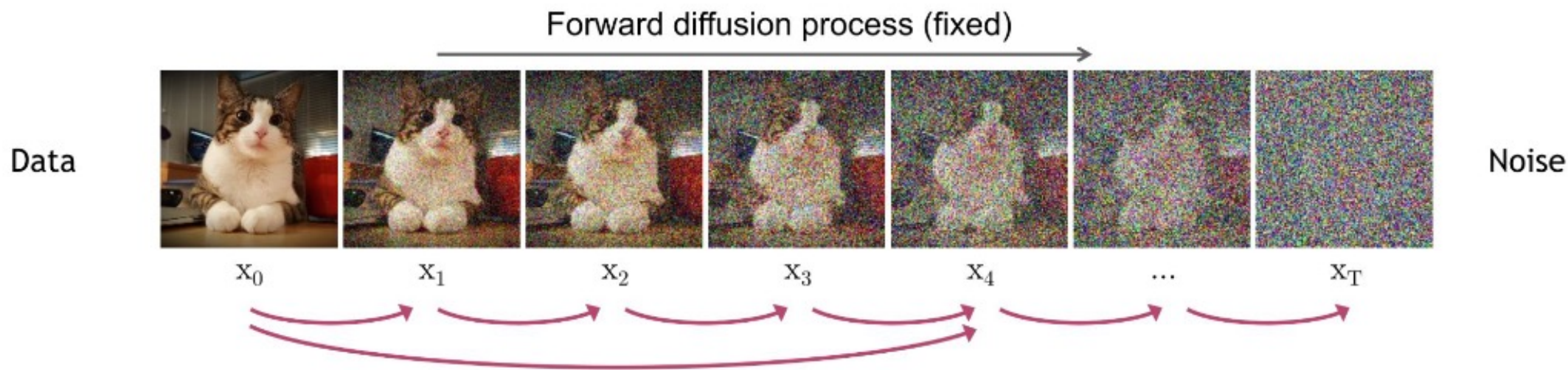
Ajay Jain
UC Berkeley

ajayj@berkeley.edu

Pieter Abbeel
UC Berkeley

pabbeel@cs.berkeley.edu

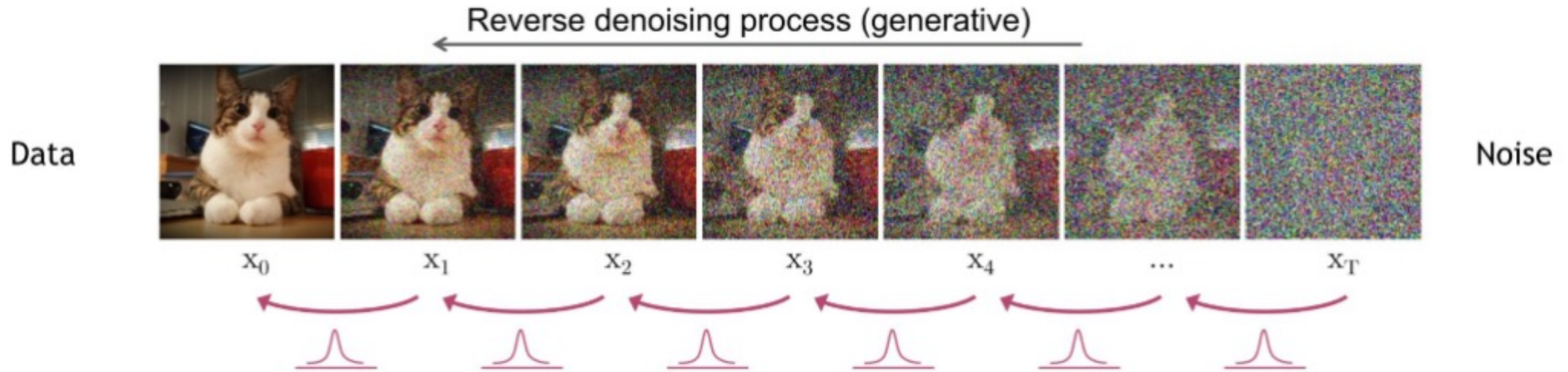
DDPM | Forward diffusion



We add a small amount of gaussian noise to a sample \mathbf{x}_0 in T timesteps to produces noised samples, $\{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_T\}$. The steps are controlled by the noise schedule as follows:

$$q(\mathbf{x}_t|\mathbf{x}_{t-1}) = \mathcal{N}(\mathbf{x}_t; \sqrt{1 - \beta_t}\mathbf{x}_{t-1}, \beta_t\mathbf{I}) \quad q(\mathbf{x}_{1:T}|\mathbf{x}_0) = \prod_{t=1}^T q(\mathbf{x}_t|\mathbf{x}_{t-1})$$

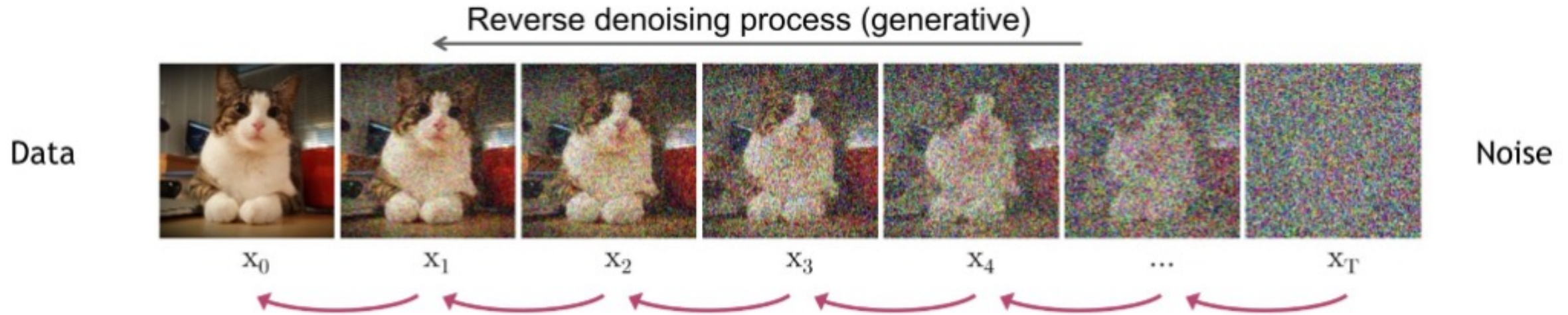
DDPM | Reverse Diffusion



We learn a neural network model (p_θ) to approximate these conditional probabilities $q(\mathbf{x}_{(t-1)} | \mathbf{x}_t)$ in order to run the reverse diffusion process as follows:

$$p_\theta(\mathbf{x}_{0:T}) = p(\mathbf{x}_T) \prod_{t=1}^T p_\theta(\mathbf{x}_{t-1} | \mathbf{x}_t) \quad p_\theta(\mathbf{x}_{t-1} | \mathbf{x}_t) = \mathcal{N}(\mathbf{x}_{t-1}; \boldsymbol{\mu}_\theta(\mathbf{x}_t, t), \boldsymbol{\Sigma}_\theta(\mathbf{x}_t, t))$$

How do we train?



Algorithm 1 Training

- 1: **repeat**
 - 2: $\mathbf{x}_0 \sim q(\mathbf{x}_0)$
 - 3: $t \sim \text{Uniform}(\{1, \dots, T\})$
 - 4: $\epsilon \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$
 - 5: Take gradient descent step on
$$\nabla_{\theta} \|\epsilon - \epsilon_{\theta}(\sqrt{\bar{\alpha}_t} \mathbf{x}_0 + \sqrt{1 - \bar{\alpha}_t} \epsilon, t)\|^2$$
 - 6: **until** converged
-

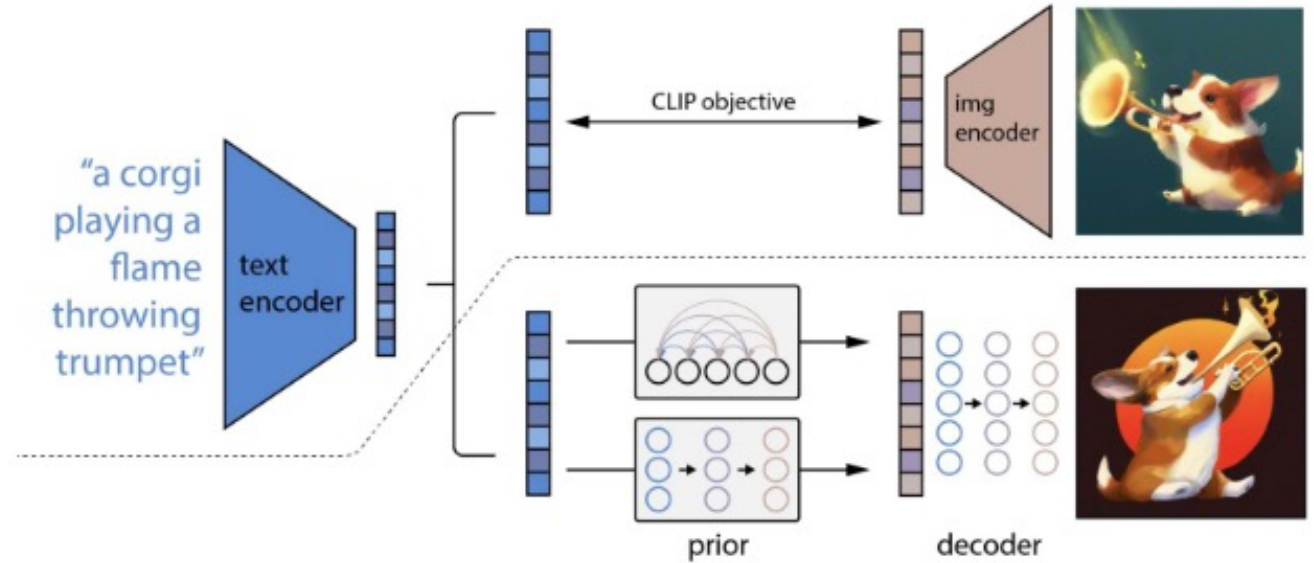
Algorithm 2 Sampling

- 1: $\mathbf{x}_T \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$
 - 2: **for** $t = T, \dots, 1$ **do**
 - 3: $\mathbf{z} \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ if $t > 1$, else $\mathbf{z} = \mathbf{0}$
 - 4: $\mathbf{x}_{t-1} = \frac{1}{\sqrt{\alpha_t}} \left(\mathbf{x}_t - \frac{1 - \alpha_t}{\sqrt{1 - \bar{\alpha}_t}} \epsilon_{\theta}(\mathbf{x}_t, t) \right) + \sigma_t \mathbf{z}$
 - 5: **end for**
 - 6: **return** \mathbf{x}_0
-

DALL.E 2 | Open AI

Conditioning on CLIP-embeddings

- Helps capture multimodal representations
- The bi-partite latent enables several text-controlled image manipulation tasks



DALL.E 2 | OpenAI

- 1kx1k text-conditioned image generation
- Uses a **prior** to produce CLIP embeddings conditioned on the text-caption
- Uses a **decoder** to produce images conditioned on the CLIP embeddings



a shiba inu wearing a beret and black turtleneck



a close up of a handpalm with leaves growing from it



panda mad scientist mixing sparkling chemicals, artstation



a corgi's head depicted as an explosion of a nebula

Questions