

Transparency by Design: Closing the Gap Between Performance and Interpretability in Visual Reasoning

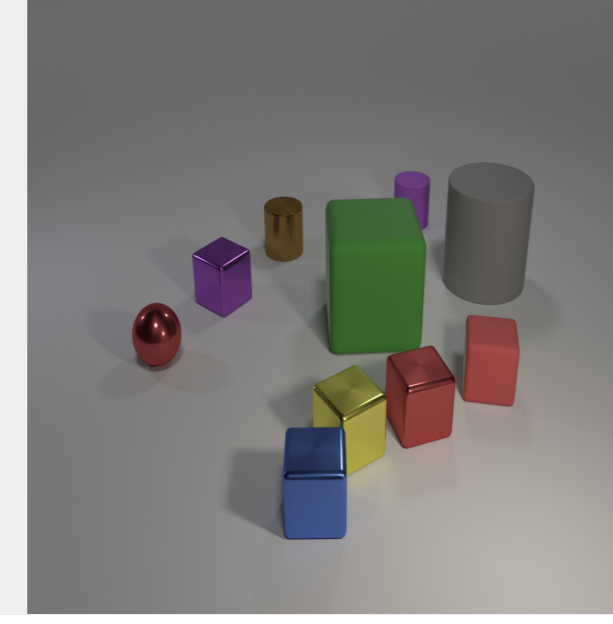
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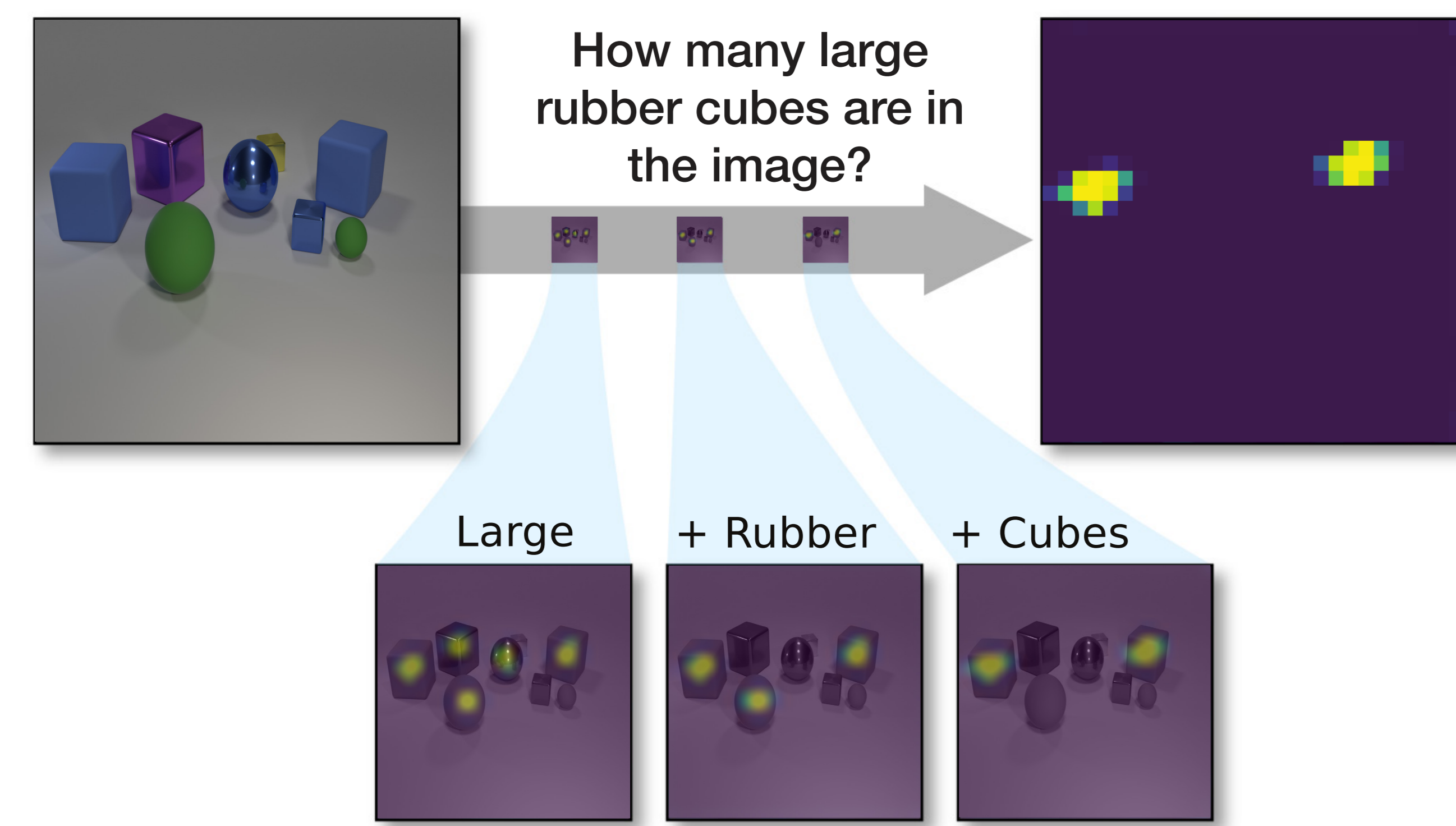
Overview

Visual Question Answering involves determining the correct answer for a given question-image pair

How many red objects are right of the yellow cube?

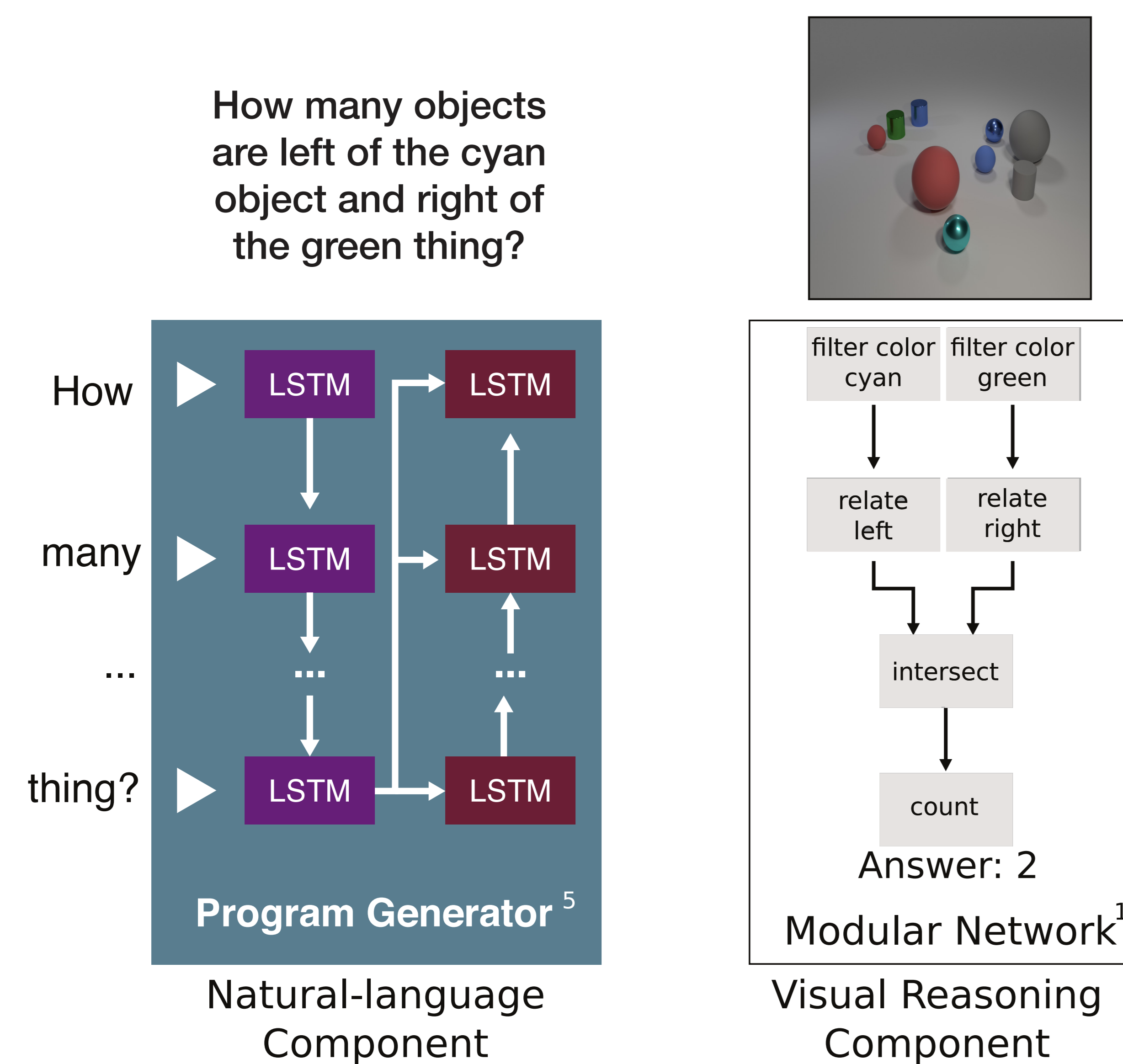


Unlike existing methods, TbD-nets leverage attention masks that are explicitly grounded in visual primitives.



Related Work

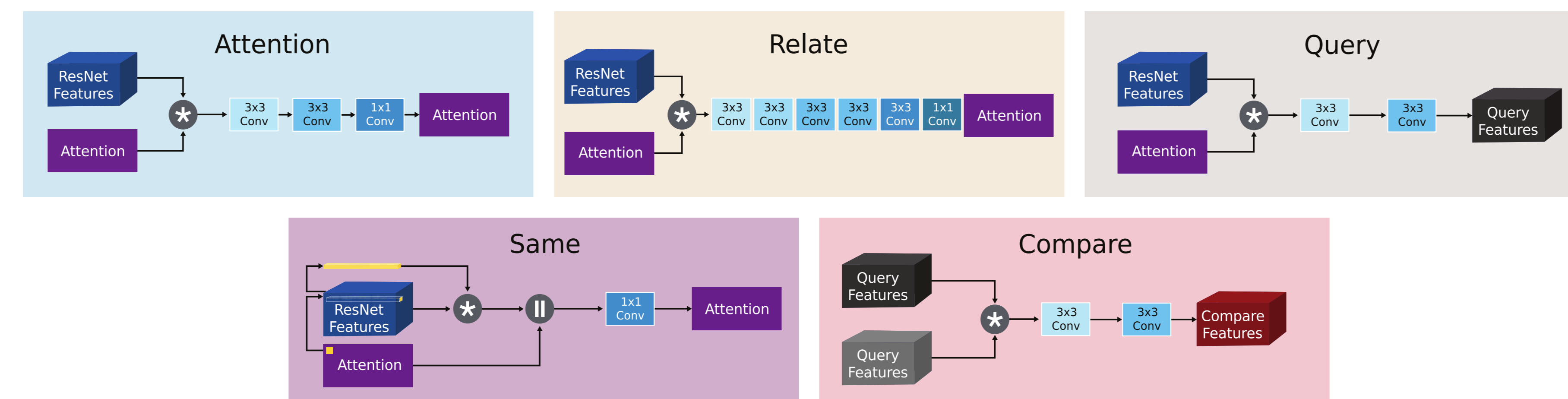
- Andreas et al. [1] introduced a method that combines a natural-language parser with reusable neural “modules” to compose question-specific neural module networks (NMNs)
- Early NMNs [1, 3] produced interpretable outputs using visual attention masks, but struggled to achieve good performance
- By improving the natural-language parser and developing modules that process high-dimensional features rather than attentions, Johnson et al. [5] significantly improved performance at the cost of interpretability



Transparency by Design Networks

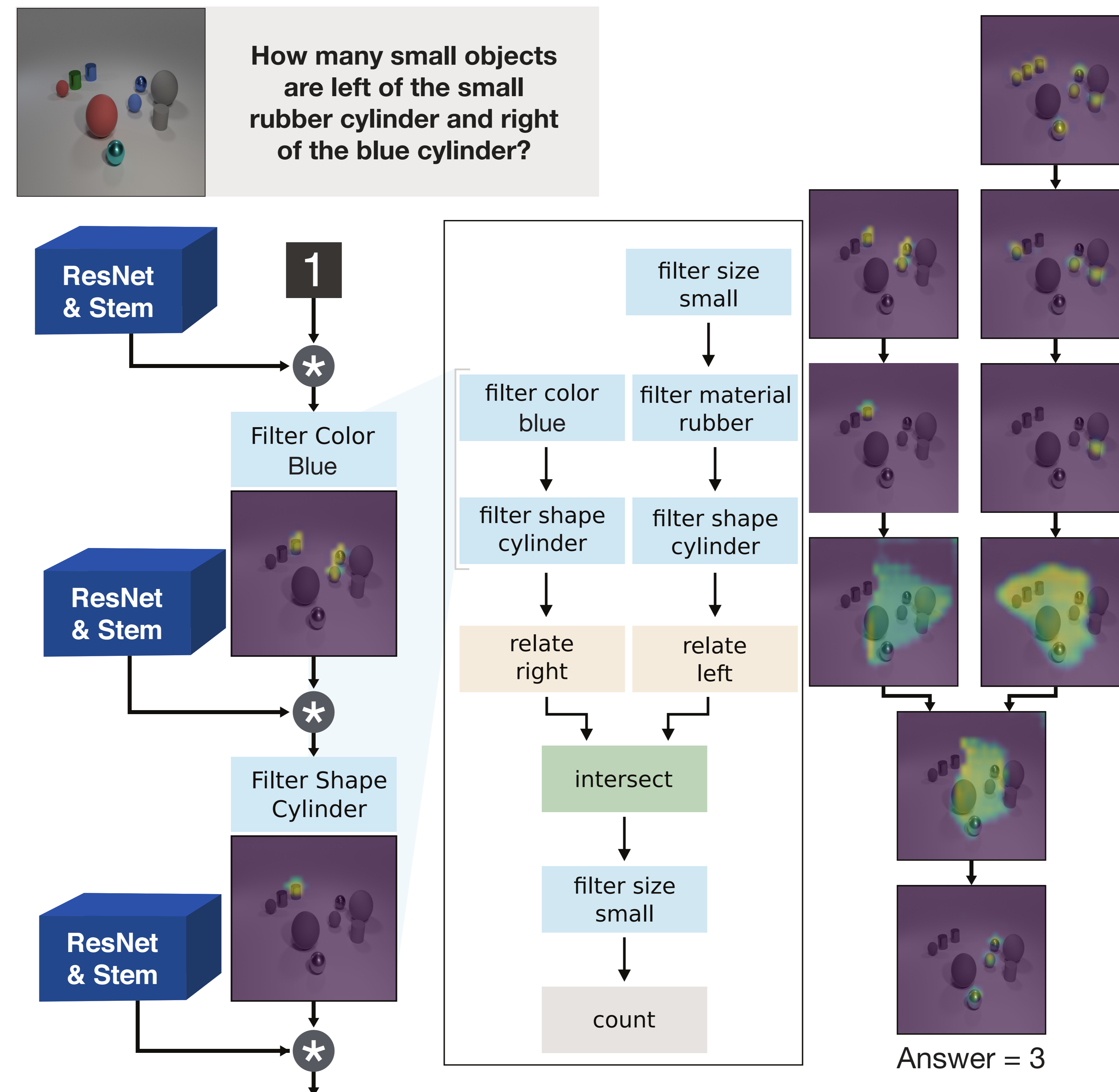
Transparency by Design networks (TbD-nets) are built to achieve the performance of black-box models while surpassing the interpretability of initial NMNs by specializing each module

filter color	filter shape	filter size	filter material	relate left	relate right	relate front	relate behind	query color	query shape	query size	query material	count
same color	same shape	same size	same material	equal color	equal shape	equal size	equal material	equal integer	greater than	less than	and	or



- Our approach reuses the program generator from [5] and focuses on improving the visual reasoning component to yield highly performant and interpretable modules
- The visual reasoning component is comprised of modules which operate on and produce visual attentions
- Each module is designed to perform spatial transformations on visual attention to suit its specific task

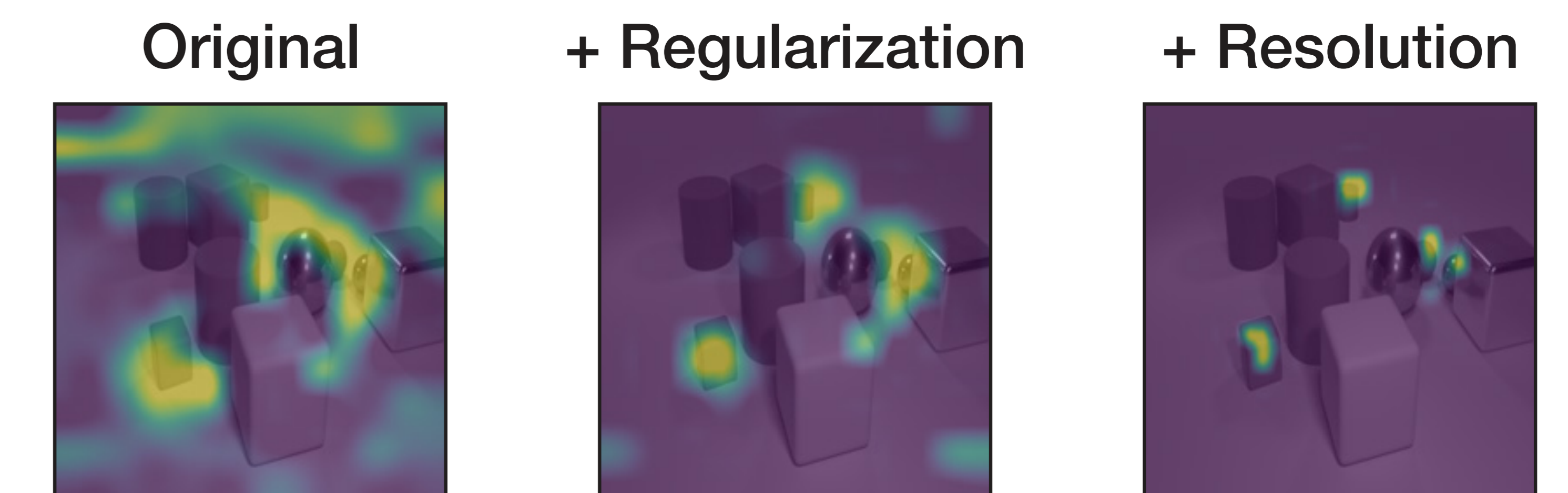
TbD Visual Reasoning Component



Results on Main Task

- We evaluate our model on the CLEVR dataset [4], a visual reasoning benchmark comprised of synthetic scenes containing 3D shapes
- We achieve state-of-the-art 99.1% accuracy on CLEVR with $\sigma=0.07$

Model	Overall
NMN [1]	72.1
N2NMN [3]	88.8
Human [4]	92.6
PG + EE (700k) [5]	96.9
CNN + GRU + FiLM [6]	97.6
MAC [2]	98.9
TbD-net (Ours)	98.7
TbD + regularization	98.5
TbD + regularization + resolution	99.1



Quantifying Interpretability

	Original	+Regularization	+Resolution
Correct-object recall	0.86	0.92	0.99
Correct-object precision	0.41	0.90	0.98

- Adding regularization and increasing the spatial resolution reduces the noise in and improves localization of the attentions
- Specifically, we measure the center-of-mass overlap of the attentions with the ground-truth regions

Results on Generalization Task

	Train A		Fine-tune B	
	A	B	A	B
PG + EE [5]	96.6	73.7	76.1	92.7
TbD + reg (Ours)	98.8	75.4	96.9	96.3

- The Compositional Generalization Test (CoGenT) evaluates generalizability to new color/shape combinations
- While our model learns entangled representations of color and shape (Train A), we quickly recover performance fine-tuning on a small amount of data (Fine-tune B)

Quantifying Entanglement

	Predict Shape		Predict Color	
	$P(\checkmark A)$	$P(\checkmark B)$	$P(\checkmark A)$	$P(\checkmark B)$
Train A	0.90	0.22	0.91	0.84
Fine-tune B	0.77	0.81	0.90	0.86

- We find that our model's representation of shape is entangled with color (Predict Shape A), but its color representation is not entangled with shape (Predict Color A)
- Fine-tuning on a small amount of data rectifies the entanglement (Fine-tune B)

Code available at github.com/davidmascharka/tbd-nets

References

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