

# Learning Canonical Representations for Scene Graph to Image Generation



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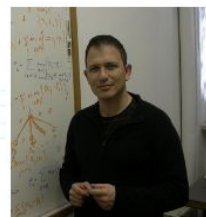
Huijuan Xu  
Berkeley



Gal Chechik  
Bar-Ilan/Nvidia



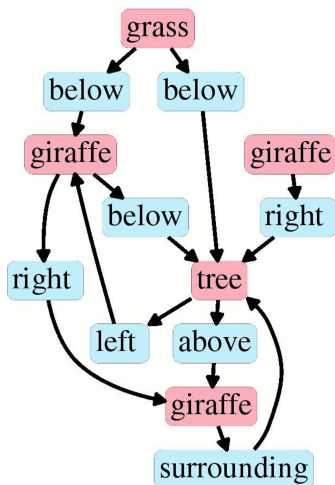
Trevor Darrell  
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# Image Generation from Scene Graphs (SGs)

Goal: learn a function  $F$  for SG-to-image



Input - scene graph

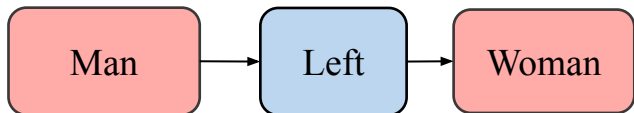


Output - generated image

# Limitation of Current Models

Equivalent inputs lead to different predictions

Semantically equivalent



=



# Limitation of Current Models

Equivalent inputs lead to different predictions

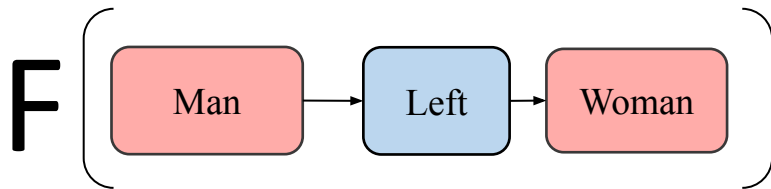
Semantically equivalent



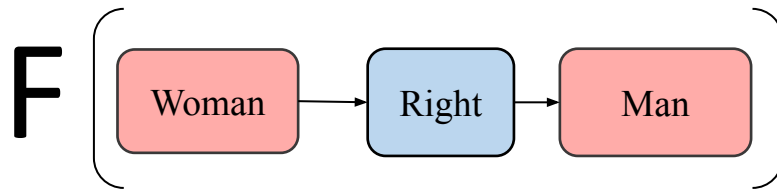
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Two **different** images



$\neq$



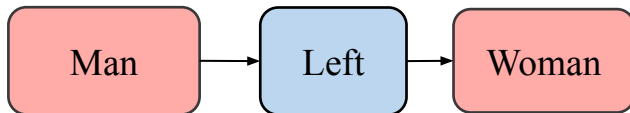
# Contributions

Our model learns a **canonical** graph representation from the data that **obtains stronger invariance** properties

Input SG #1

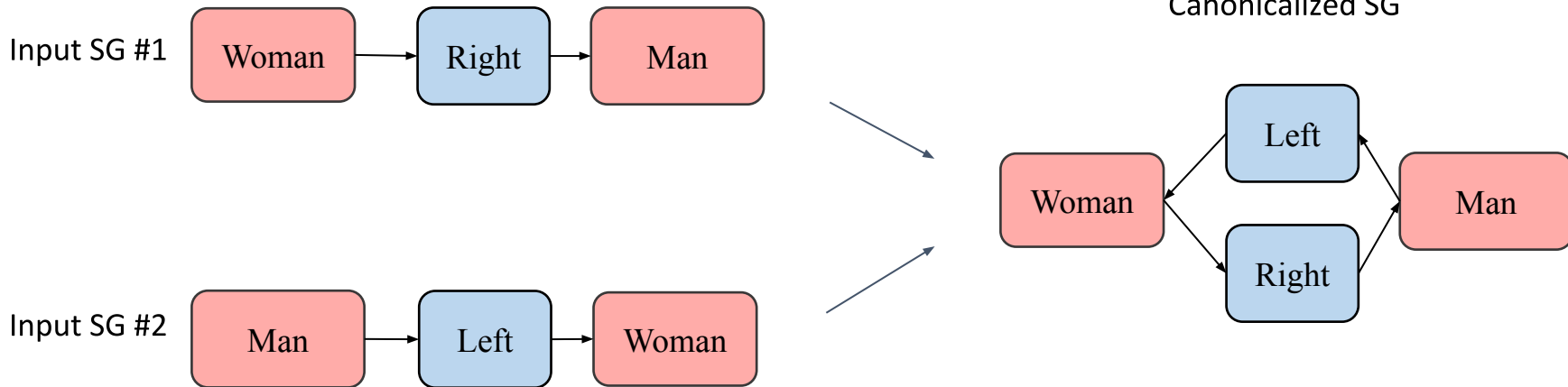


Input SG #2



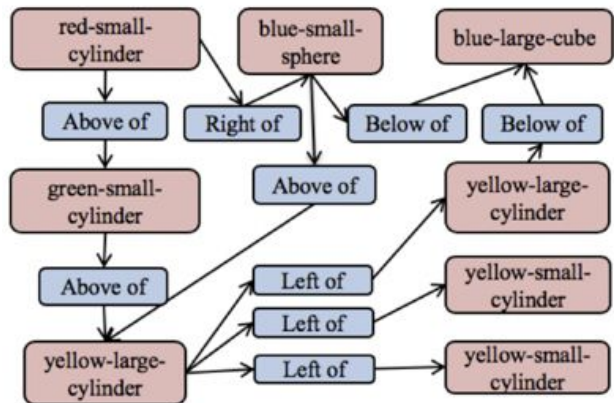
# Contributions

Our model learns a **canonical** graph representation from the data that **obtains stronger invariance** properties

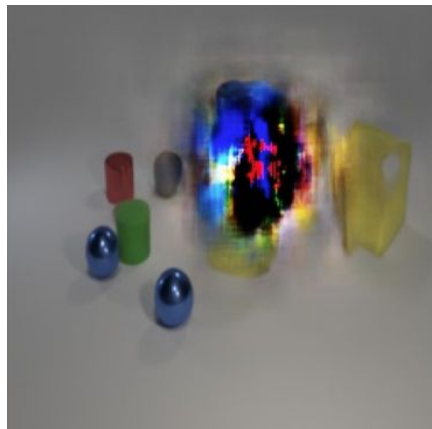


# Contributions

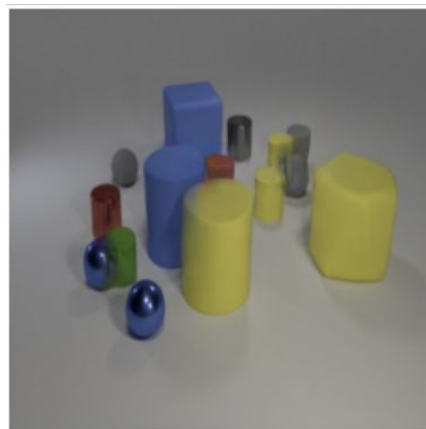
This leads to improved performance on **large SGs**, **robustness to noise** in the input SG, and better **generalization**.



Input Scene Graph (partial)

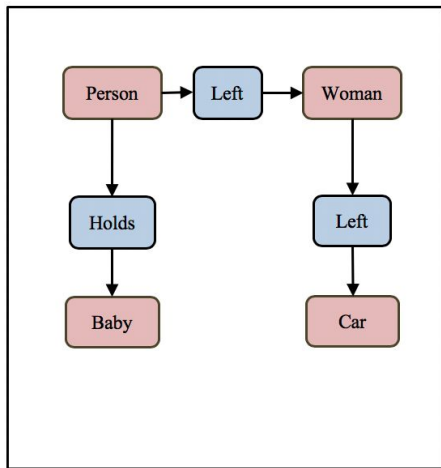


Predicted Image (sg2im)

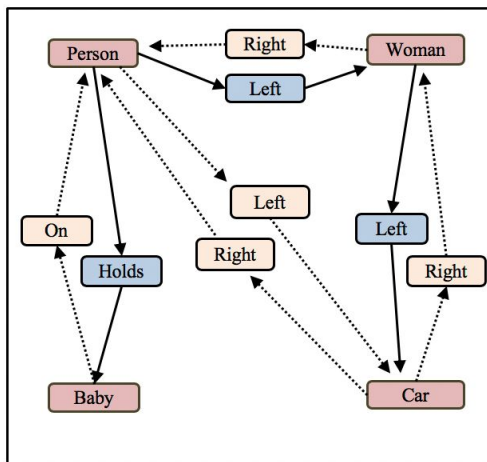


Predicted Image (ours)

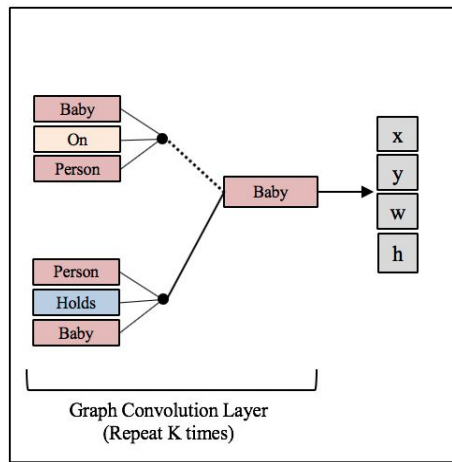
# High Level Architecture



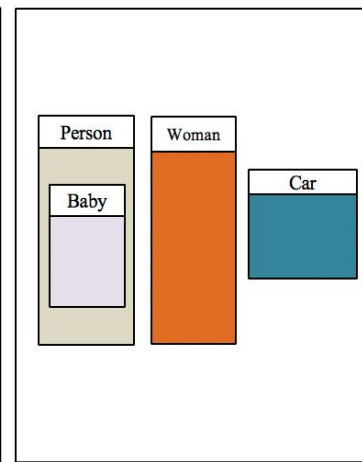
Input Scene Graph



Scene Graph Canonicalization



GCN

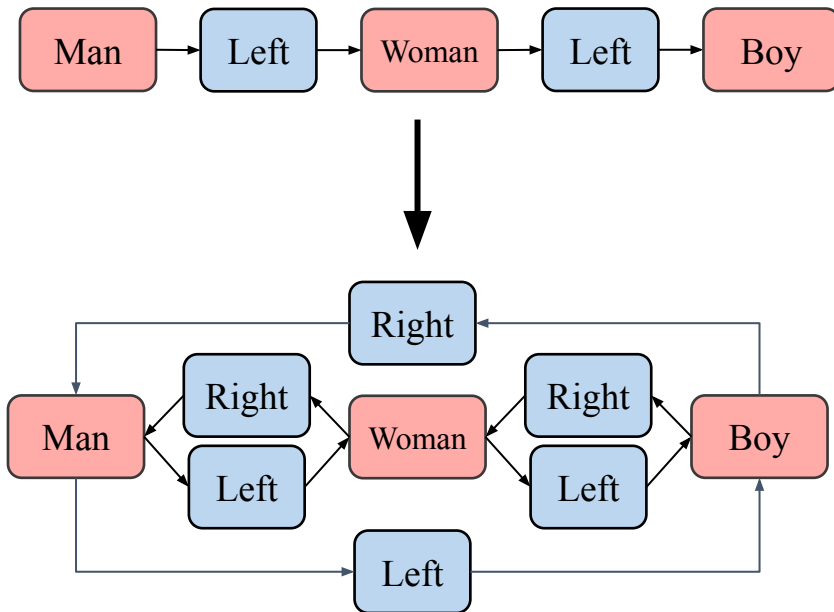


Scene Layout



# Scene Graph Canonicalization

What should be the canonical form of an input scene graph?



A natural choice is the “relation-closure”, the graph containing all the possible implied edges.

# Scene Graph Canonicalization

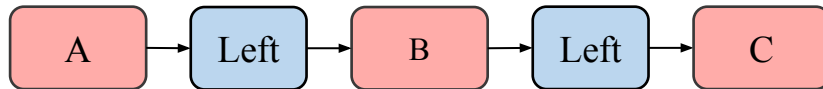
We deal with two types of completion rules. Converse completion and transitive completions.



Implies:



**Converse Relations**



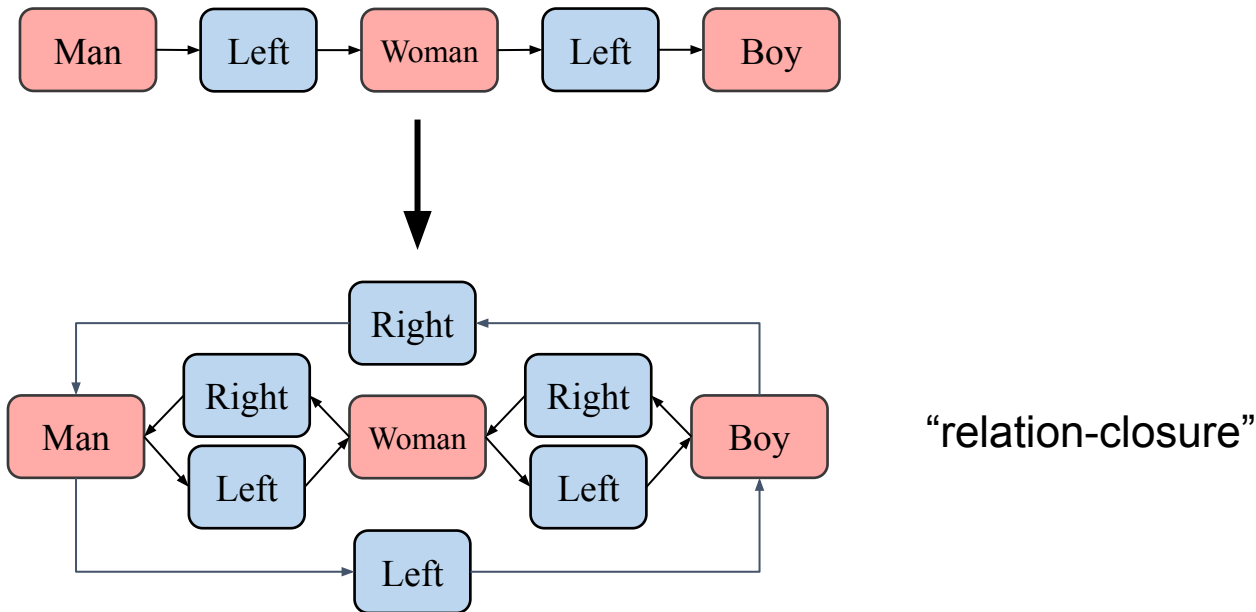
Implies:



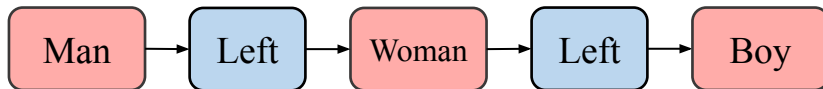
**Transitive Relations**

# Scene Graph Canonicalization

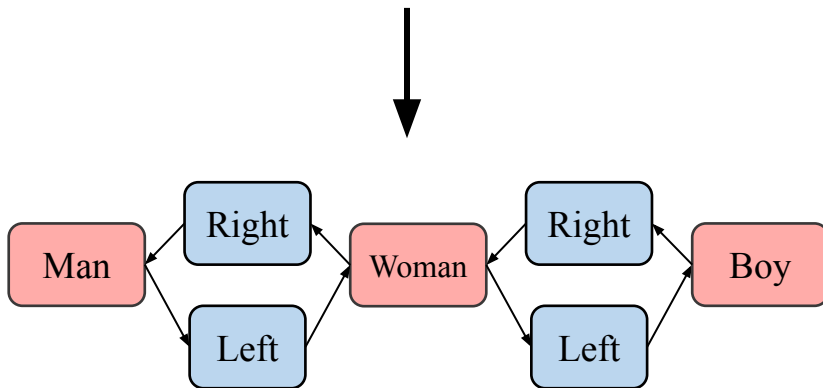
**Goal:** given an input scene graph, compute its *relation-closure*



# Scene Graph Canonicalization

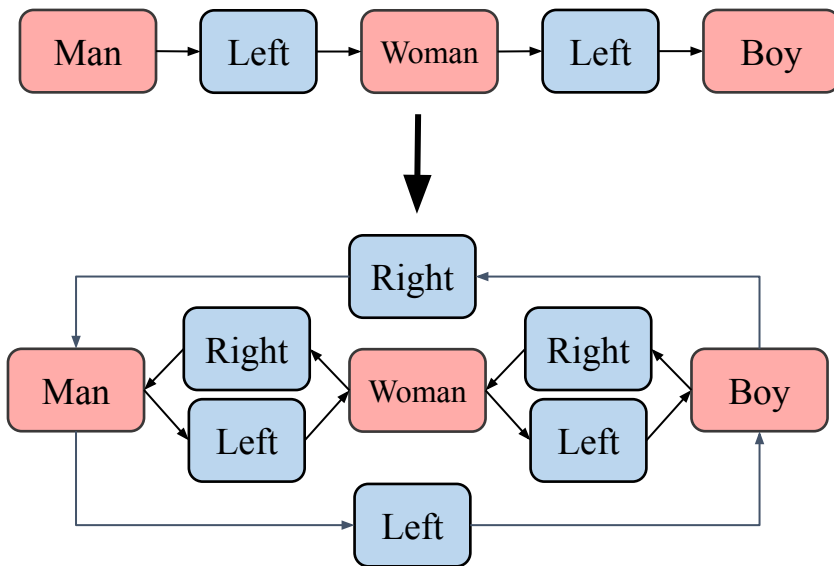


**Step 1:** converse completions



For every edge, we complete its converse edges.

# Scene Graph Canonicalization

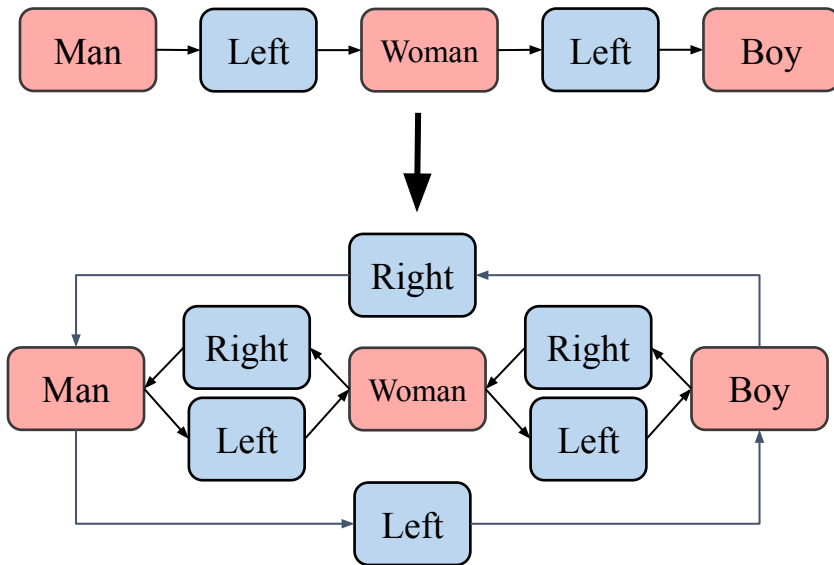


**Step 1:** converse completions

**Step 2:** transitive completions

For every transitive relation, we construct missing transitive edges

# Scene Graph Canonicalization



**Step 1:** converse completions

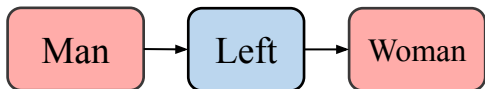
**Step 2:** transitive completions

This procedure produces the *relations-closure*.

# Scene Graph Canonicalization

An assumption of the SGC is that **converse and transitive completion rules are known**.

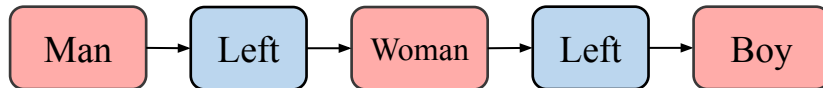
We next show how to learn this from data.



Implies:



**Converse Rules**



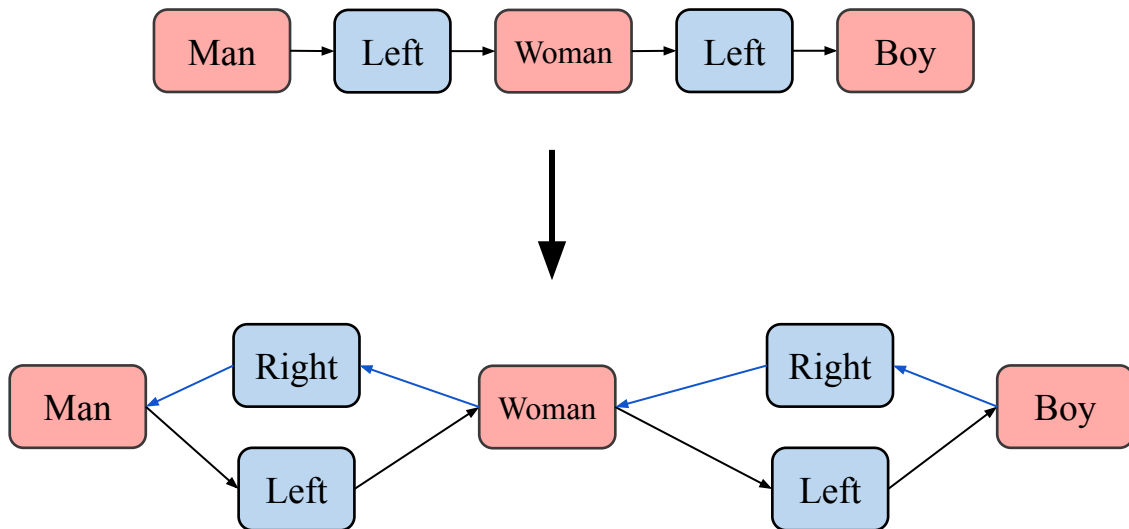
Implies:



**Transitive Rules**

# Weighted Scene Graph Canonicalization

## Step 1: converse completions



For every relation pair  $r$  we can learn the probability that  $r'$  is converse to it.

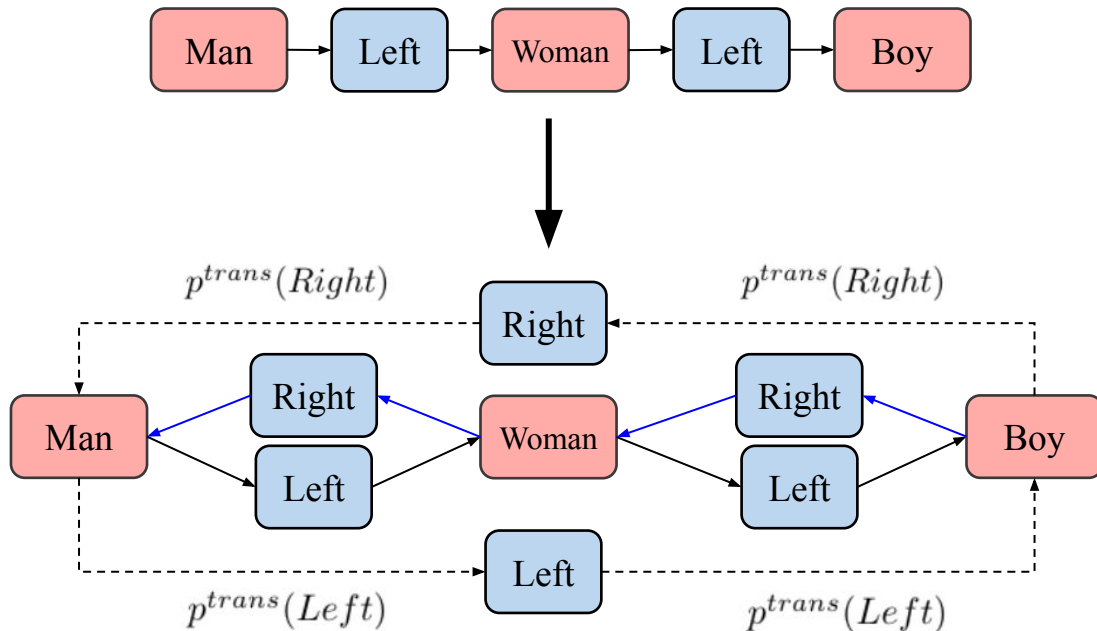
$$p^{conv}(r'|r) = \frac{e^{\theta_{r,r'}^{conv}}}{\sum_{\hat{r} \in \mathcal{R} \cup \phi} e^{\theta_{r,\hat{r}}^{conv}}}$$

To complete edges, for every edge, we sample from its corresponding converse distribution.



# Weighted Scene Graph Canonicalization

## Step 2: transitive completions

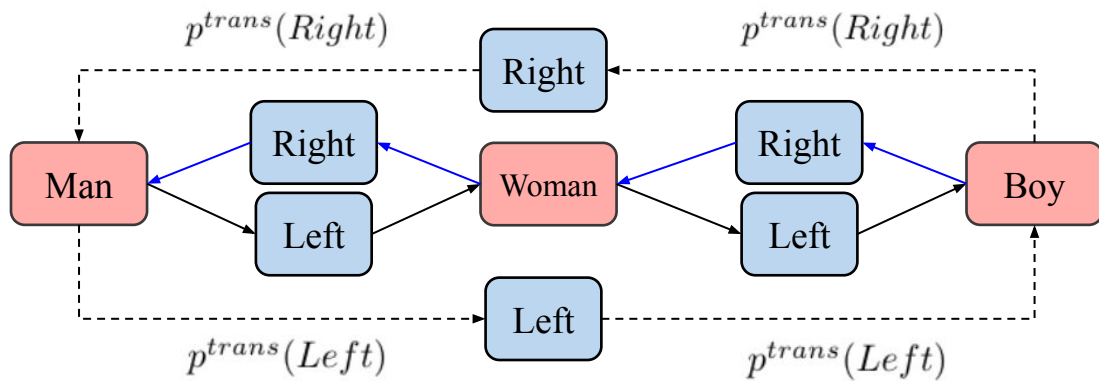


For every relation  $r$ , we learn the probability that it is transitive.

$$p^{trans}(r) = \sigma(\theta_r^{trans})$$

We complete transitive edges and assign them this probability

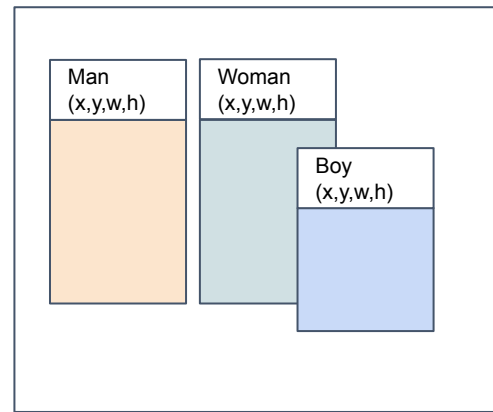
# GCN for Weighted Scene Graph



Weighted Scene graph



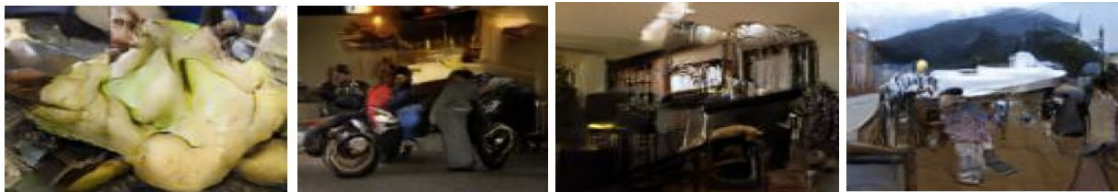
GCN



Predicted Layout

# Generation Results

Sg2im\*



Ours\*



Ground Truth

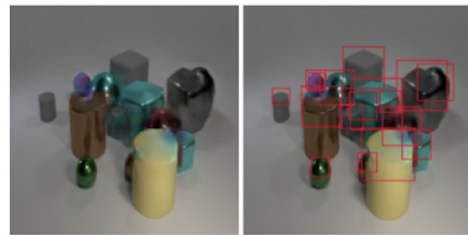
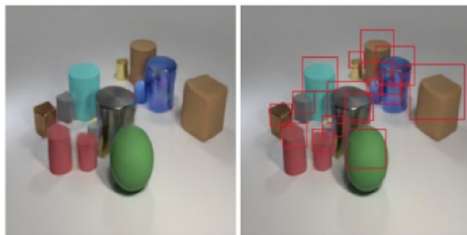
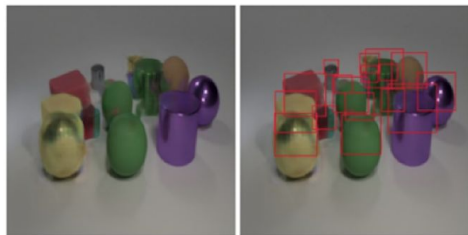


\* Only scene graph to layout component is compared. **Layout to image component is fixed** to LostGANs: Sun, W., & Wu, T. (2019). Image synthesis from reconfigurable layout and style. *ICCV 2019*

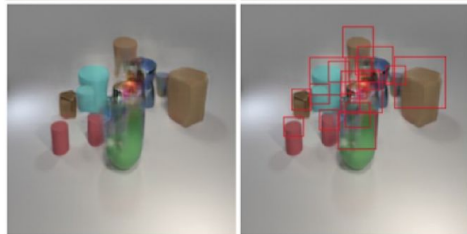
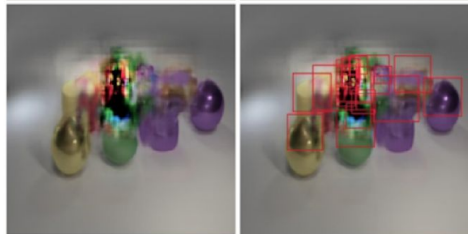
# Large Graph Sizes

Improved performance over packed scenes

WSGC  
(ours)



Sg2Im  
(baseline)



*Example #1*

*Example #2*

*Example #3*

# Large Graph Sizes

Improved performance over packed scenes

| Method                                 | Standard    |             |             |             |             |                 | Packed      |             |                 |                 |             |             |
|--|-------------|-------------|-------------|-------------|-------------|-----------------|-------------|-------------|-----------------|-----------------|-------------|-------------|
|  | mIOU        |             | R@0.3       |             | R@0.5       |                 | mIOU        |             | R@0.3           |                 | R@0.5       |             |
|  | COCO        | VG          | COCO        | VG          | COCO        | VG              | COCO        | VG          | COCO            | VG              | COCO        | VG          |
| Sg2Im [17] 5 <i>GCN</i> <sup>9</sup>   | -           | -           | 52.4        | 21.9        | 32.2        | 10.6            | -           | -           | -               | -               | -           | -           |
| Sg2Im [17] 5 <i>GCN</i> <sup>10</sup>  | 41.7        | 16.9        | 62.6        | 24.7        | 37.5        | 9.7             | 35.8        | 25.4        | 56.0            | 36.2            | 25.3        | 15.8        |
| Sg2Im [17] 8 <i>GCN</i> <sup>10</sup>  | 41.5        | <b>18.3</b> | 62.9        | <b>26.2</b> | 38.1        | 10.6            | 37.2        | 25.8        | <del>58.6</del> | <del>36.9</del> | 26.4        | 15.9        |
| Sg2Im [17] 16 <i>GCN</i> <sup>10</sup> | 40.8        | 16.4        | 61.4        | 23.3        | 36.6        | 7.8             | 37.7        | 27.1        | 60.3            | 39.0            | 26.6        | 17.0        |
| WSGC 5 <i>GCN</i> (ours)               | <b>41.9</b> | 18.0        | <b>63.3</b> | 25.9        | <b>38.2</b> | <del>10.6</del> | <b>39.3</b> | <b>28.5</b> | <b>62.6</b>     | <b>42.4</b>     | <b>30.1</b> | <b>18.3</b> |



# Thank you!

Project page: <https://roeiherz.github.io/CanonicalSg2Im/>

Poster **#5328**