

Test of Time: Instilling Video-Language Models with a Sense of Time



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bpiyush.github.io/testoftime-website/

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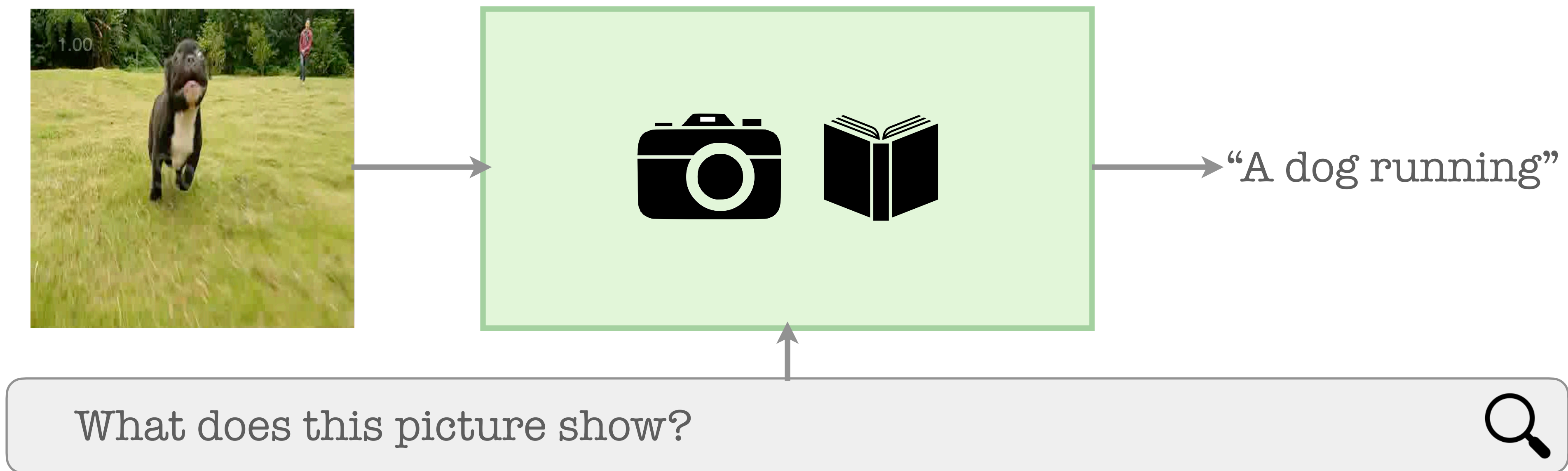
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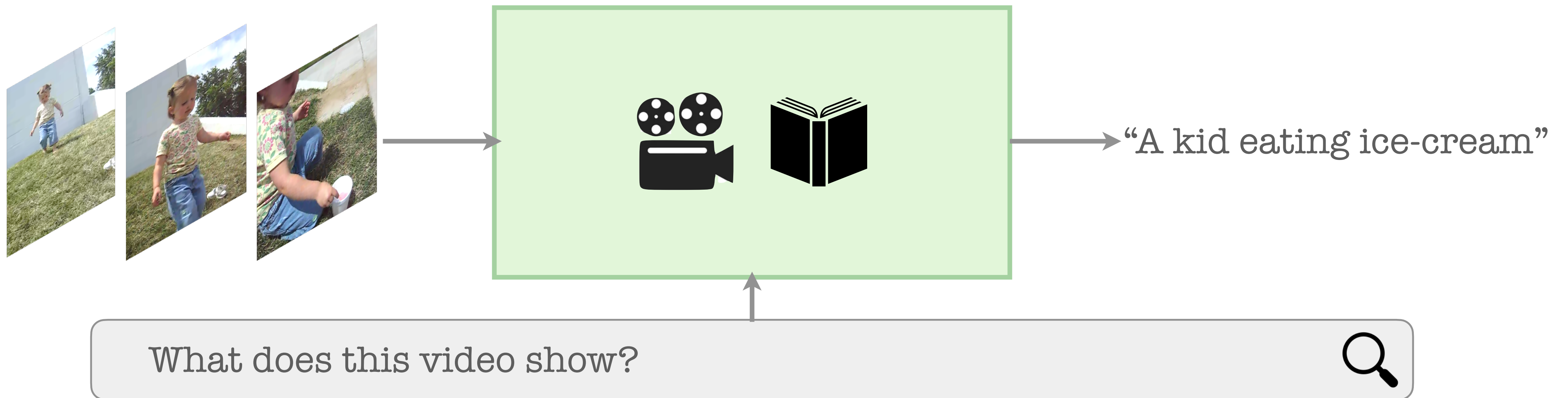
Quick Preview: The problem

- Foundation models: Language interface + a few (or no) training samples



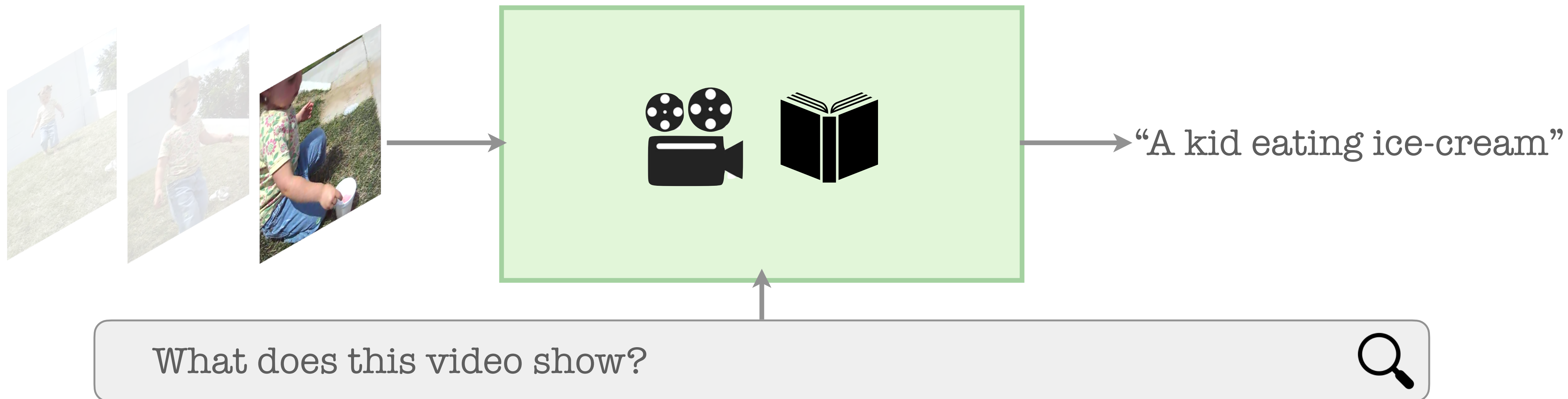
Quick Preview: The problem

- Foundation models: Language interface + a few (or no) training samples
- Particularly attractive for videos given high cost



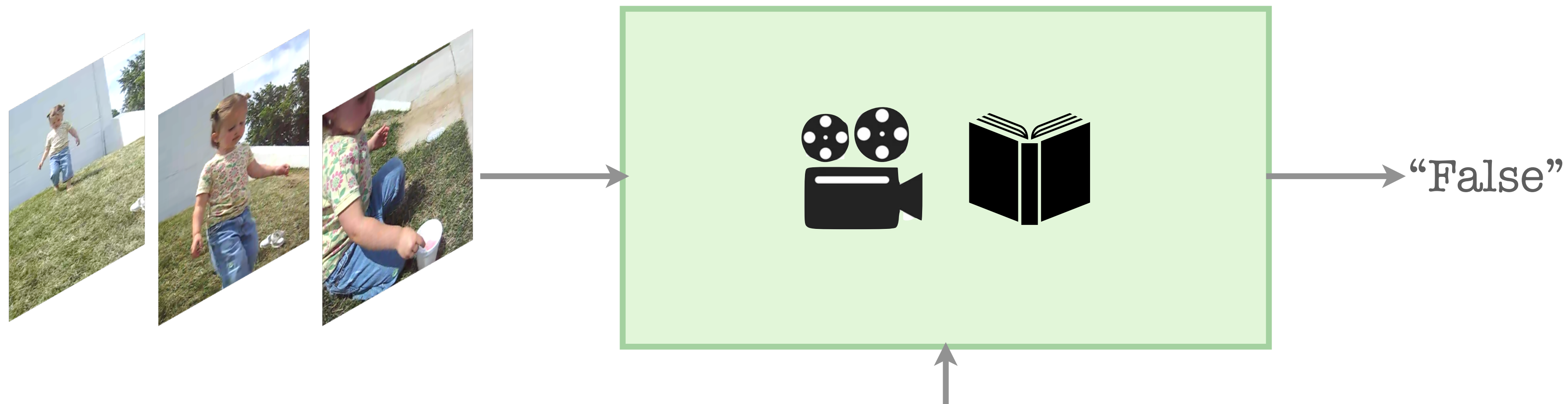
Quick Preview: The problem

- Do video foundation models truly understand time?



Quick Preview: The problem

- Do video foundation models truly understand time?
- Our idea for a “test of time”: ask questions that have temporal relations

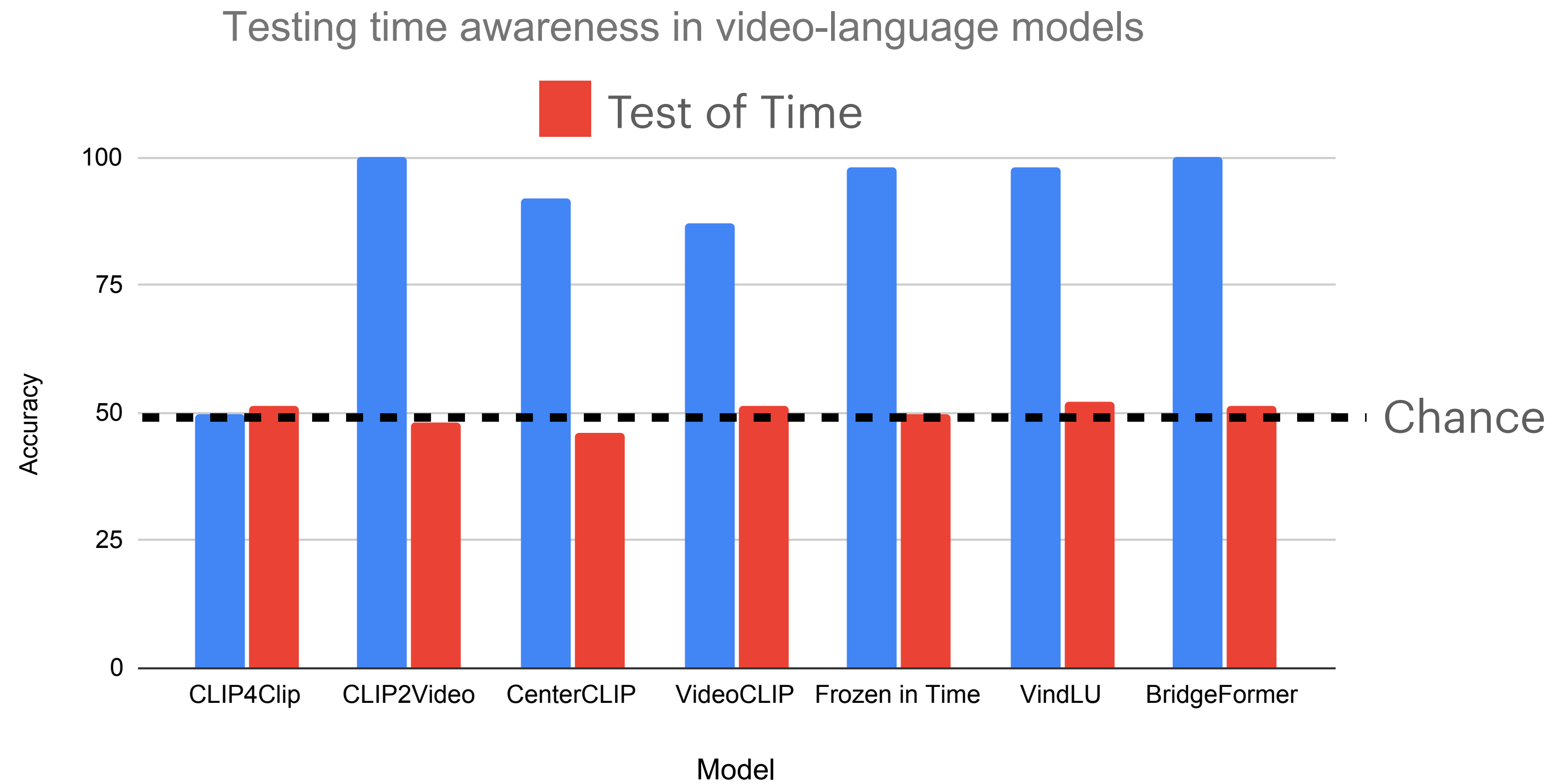


The baby eats ice-cream **before** walking down hill? True or False?



Quick Preview: Our contributions

- Key finding: We find that seven existing video-language models fail this test of time



Quick Preview: Our contributions

- Key finding: We find that seven existing video-language models fail this test of time
- Our solution: adapt video-language models with contrastive learning on carefully designed negatives



The baby eats ice-cream **before** walking down hill.



The baby walks down hill **before** eating ice-cream.



The test of time

- The static image bias in current video benchmarks

Revisiting the “Video” in Video-Language Understanding

Shyamal Buch¹, Cristóbal Eyzaguirre¹, Adrien Gaidon², Jiajun Wu¹, Li Fei-Fei¹, Juan Carlos Niebles¹

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Only Time Can Tell: Discovering Temporal Data for Temporal Modeling

Laura Sevilla-Lara*
University of Edinburgh

Shengxin Zha
Facebook AI

Zhicheng Yan
Facebook AI

Vedanuj Goswami
Facebook AI

Matt Feiszli
Facebook AI

Lorenzo Torresani
Facebook AI

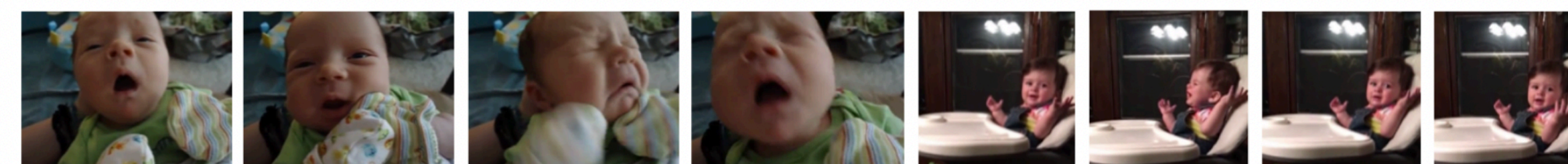
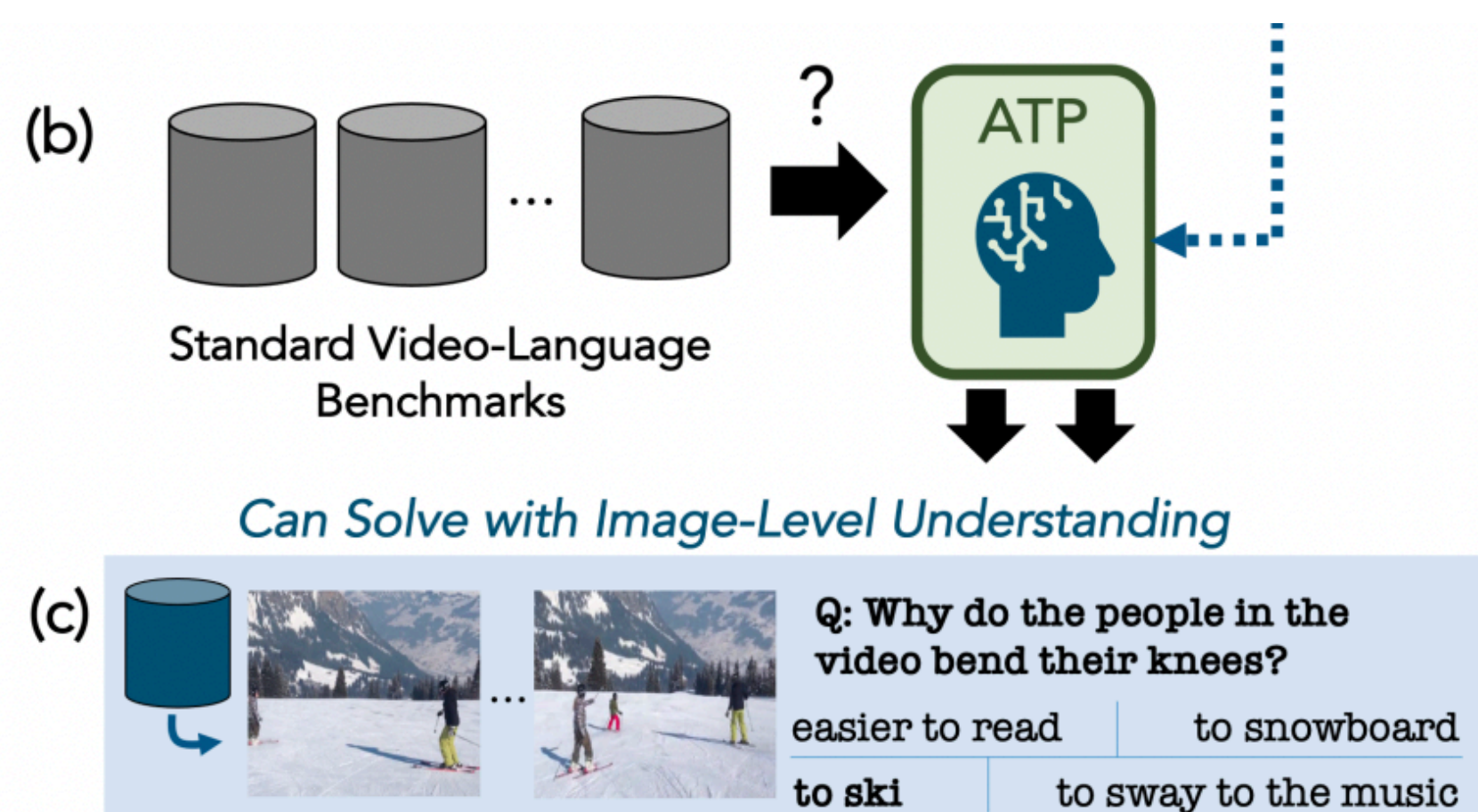


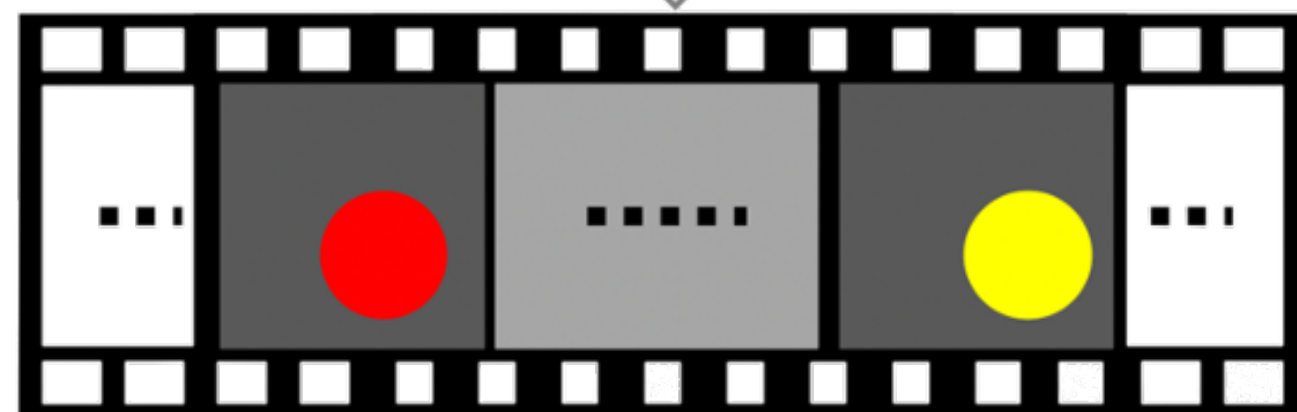
Figure 1: Can you guess these actions? “yawning”, “sneezing” or “crying”? Temporal information is essential to discriminate some actions, while for others it is redundant. Shuffling frames in time removes temporal information, revealing the actions where it actually matters. (Solution at the end of the paper.)

The test of time

- The static image bias in current video benchmarks
- Synthetic benchmark



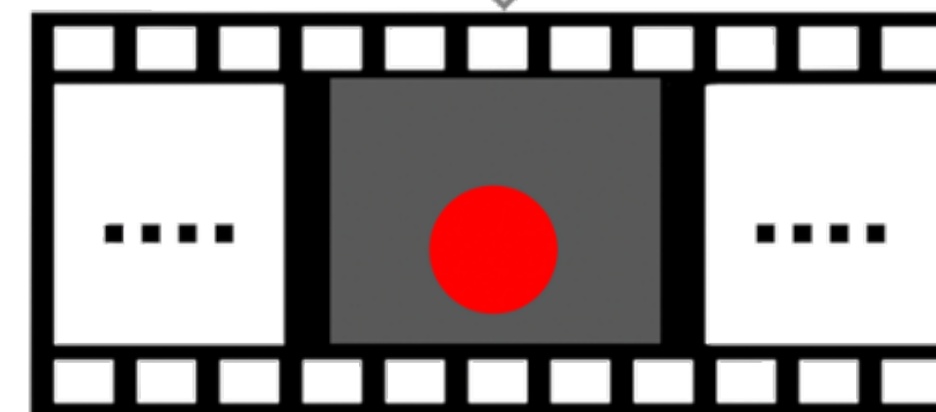
A red circle appears *before* a yellow circle



A yellow circle appears *before* a red circle

 Time order task

A red circle appears



A yellow circle appears

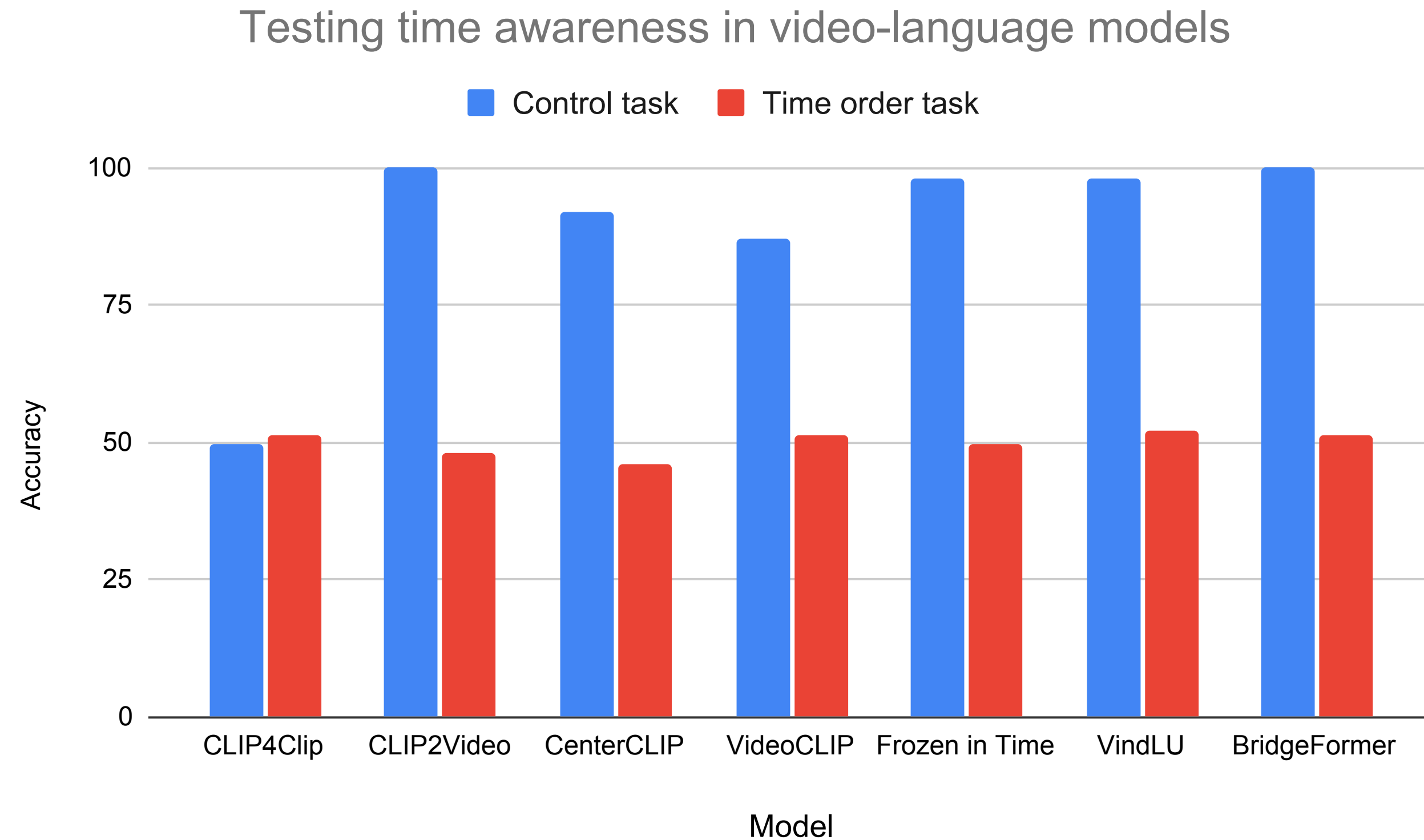
 Control task

Existing model fail this test of time

- We pick a suite of seven openly available video-language models

Existing model fail this test of time

- We pick a suite of seven openly available video-language models
- While excelling at the control task, they all fail at the time-order task

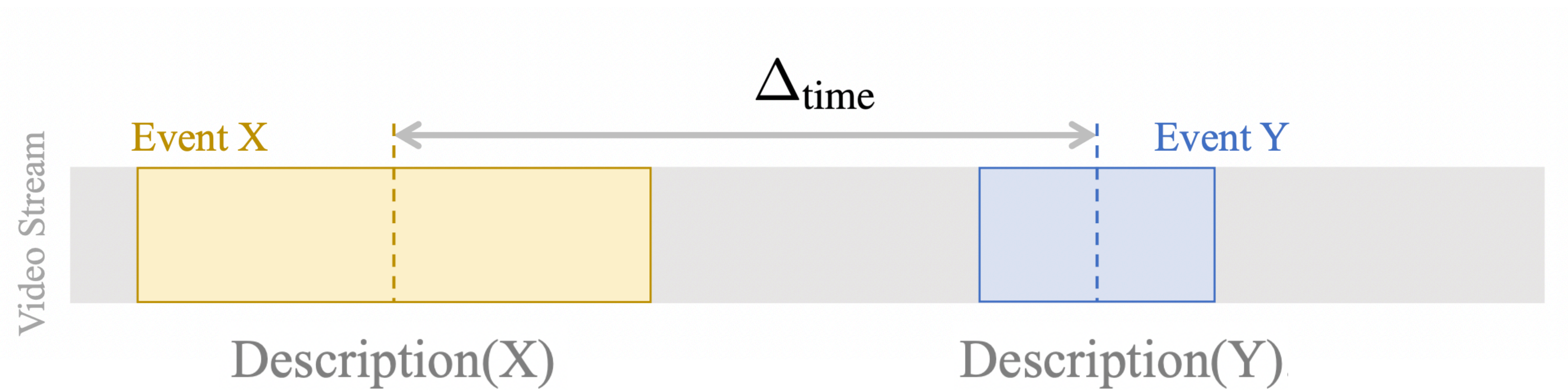


How to instil this sense of time?

- Post-pretraining: instead of training for scratch, we run another round of pre-training

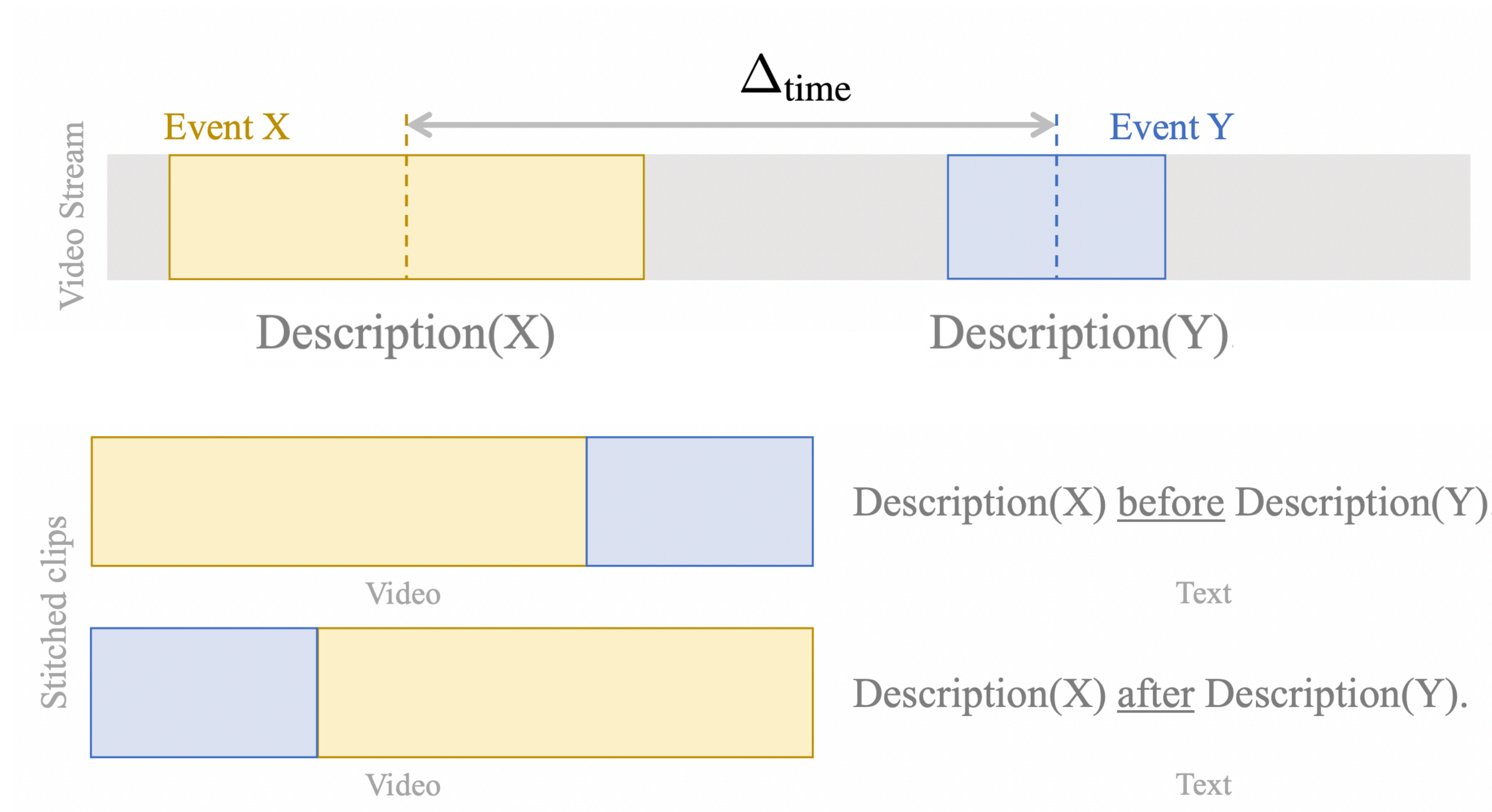
How to instil this sense of time?

- Data: any dense video-captioning dataset!



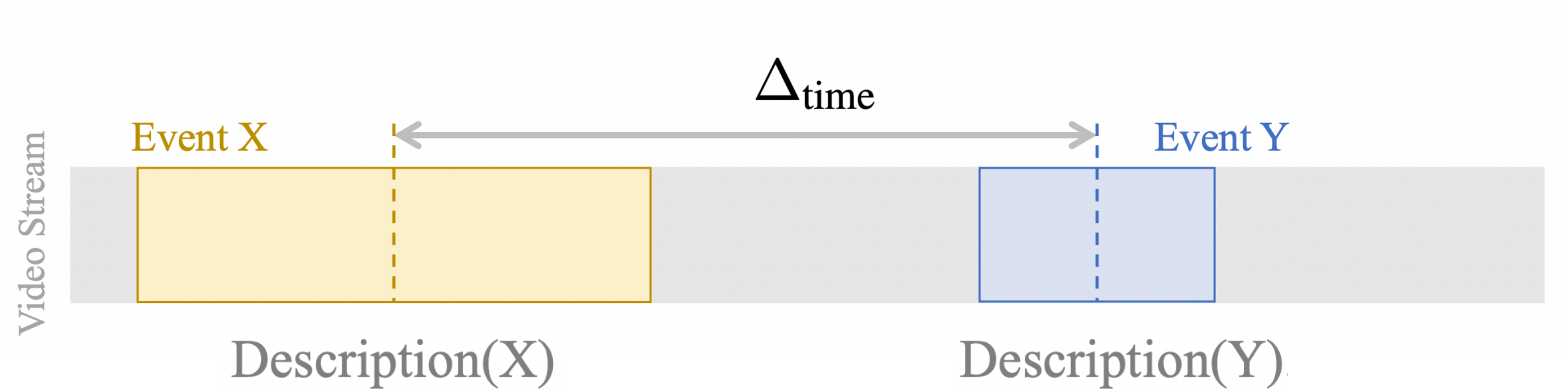
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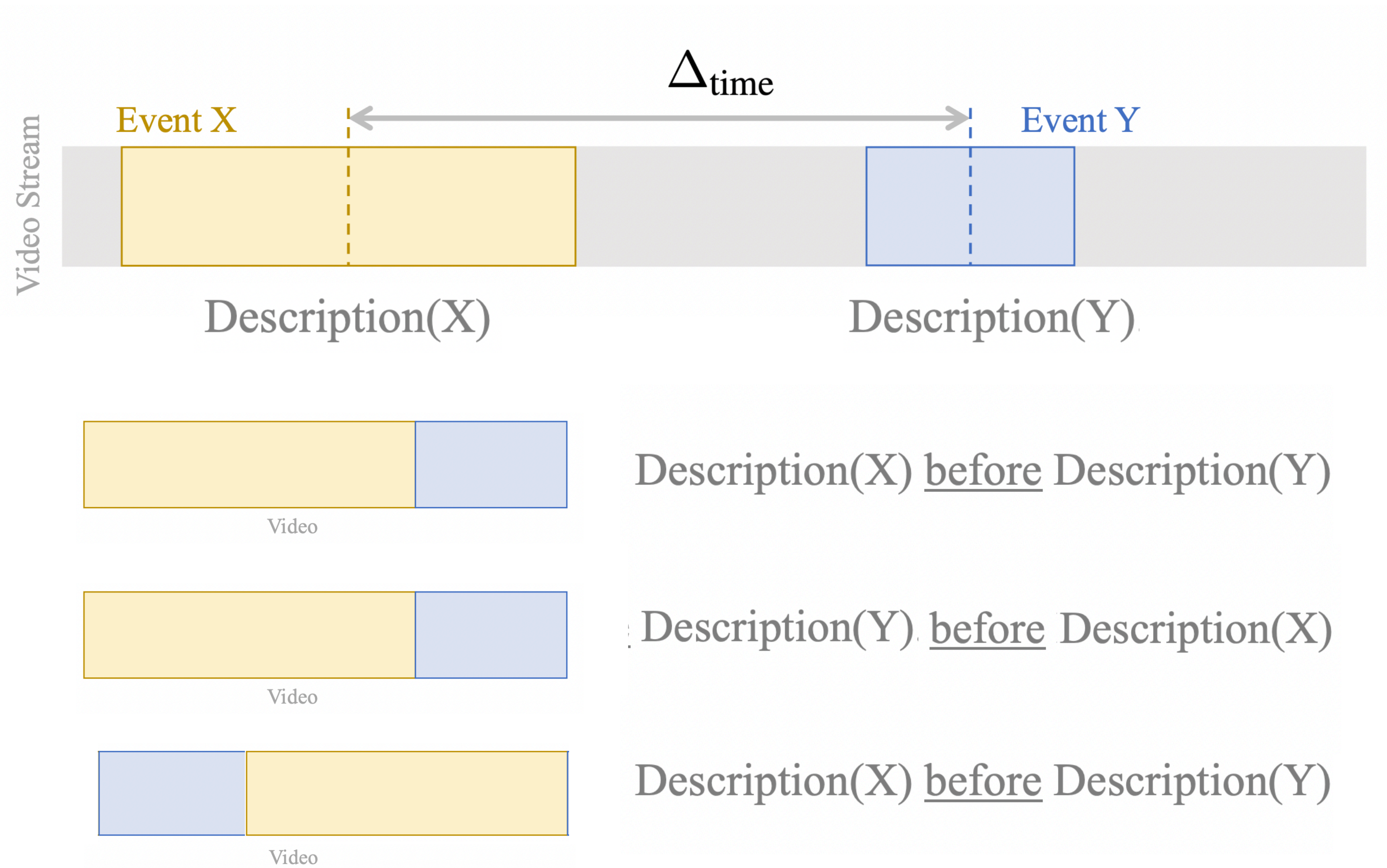
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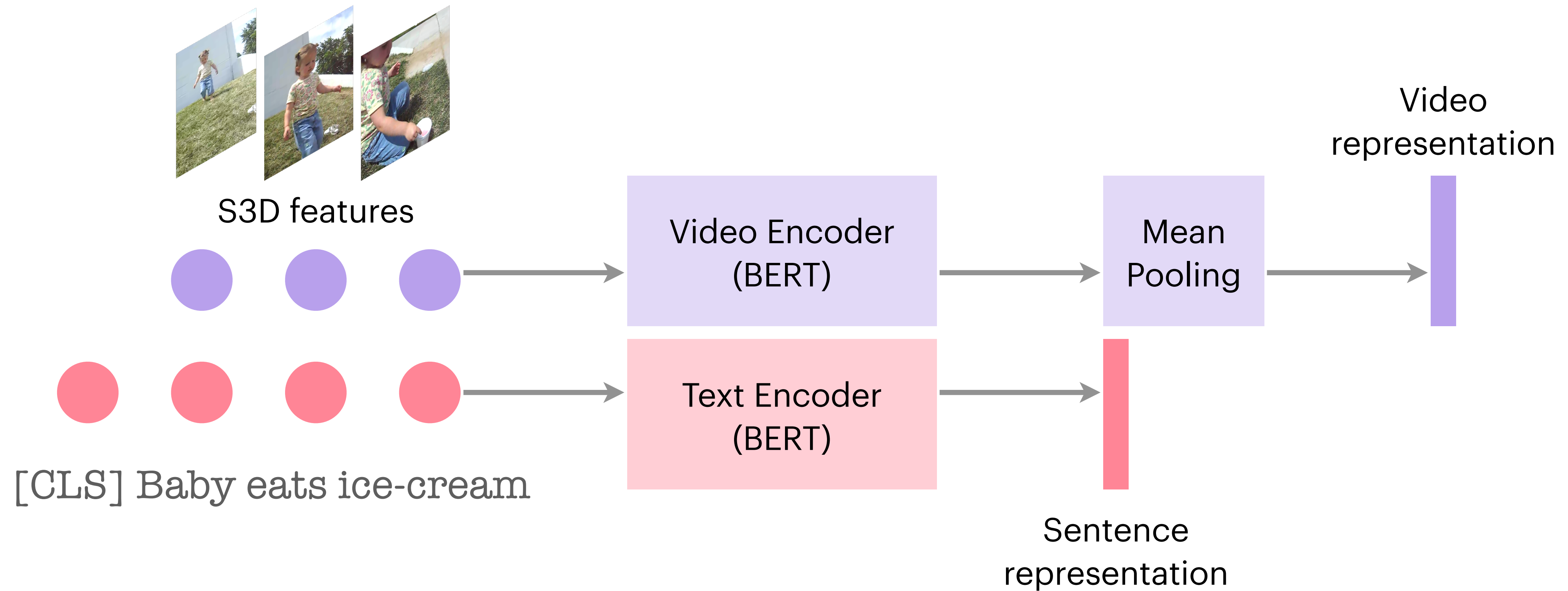
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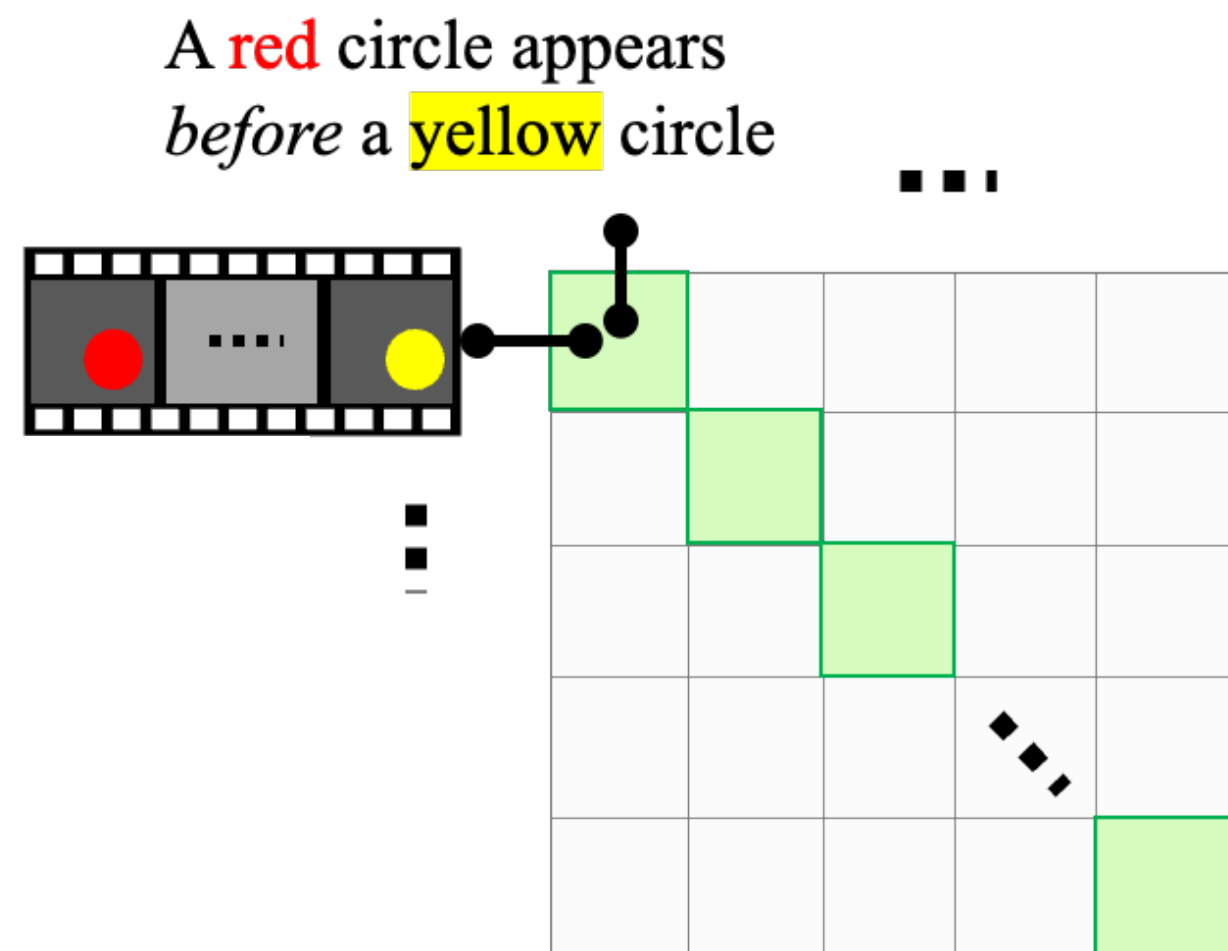


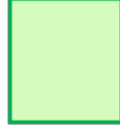

How to instil this sense of time?

- Base model: We start with a pre-trained model: VideoCLIP [1]

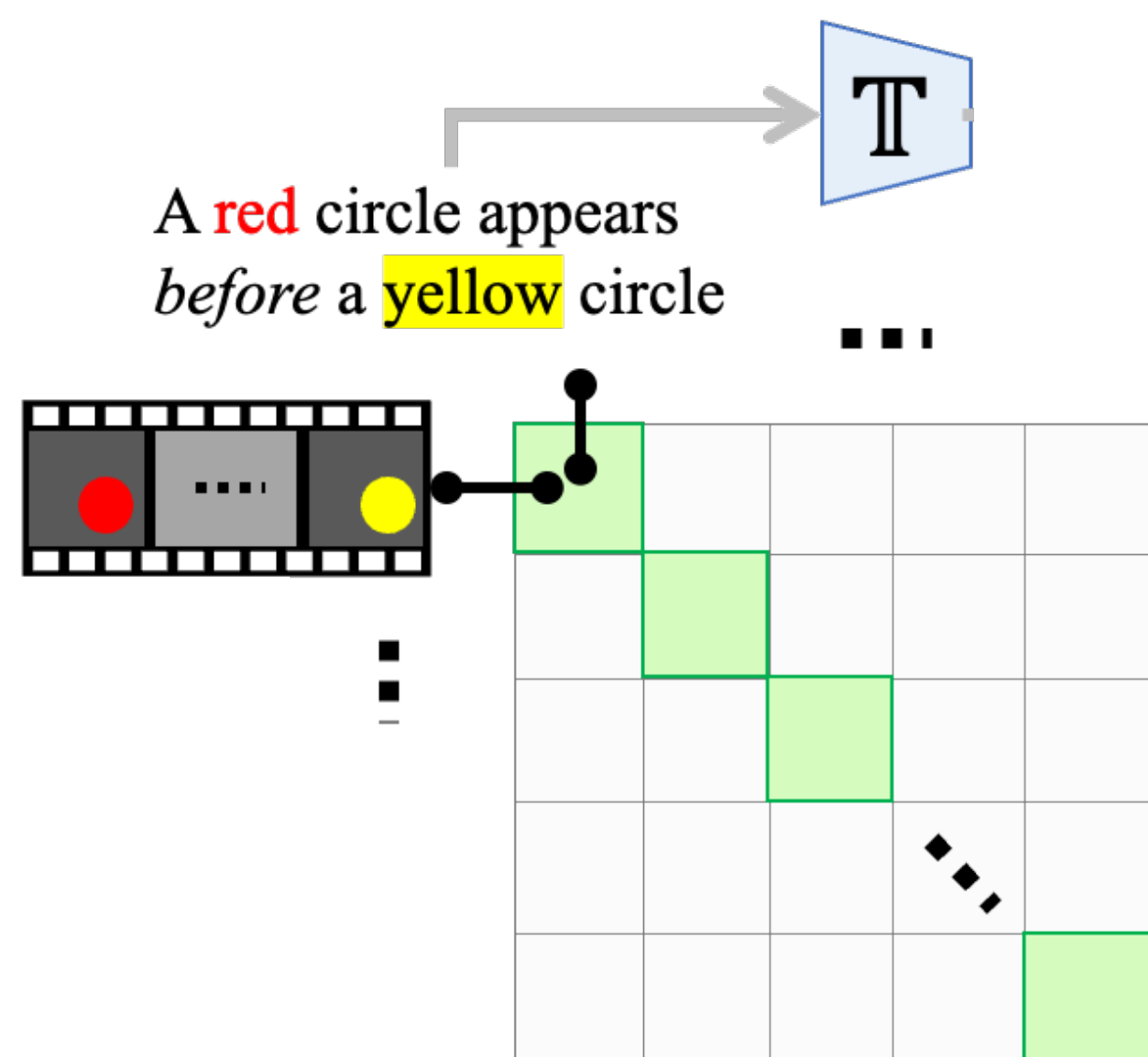


How to instil this sense of time?



-  Usual Positives
-  Usual Negatives

How to instil this sense of time?

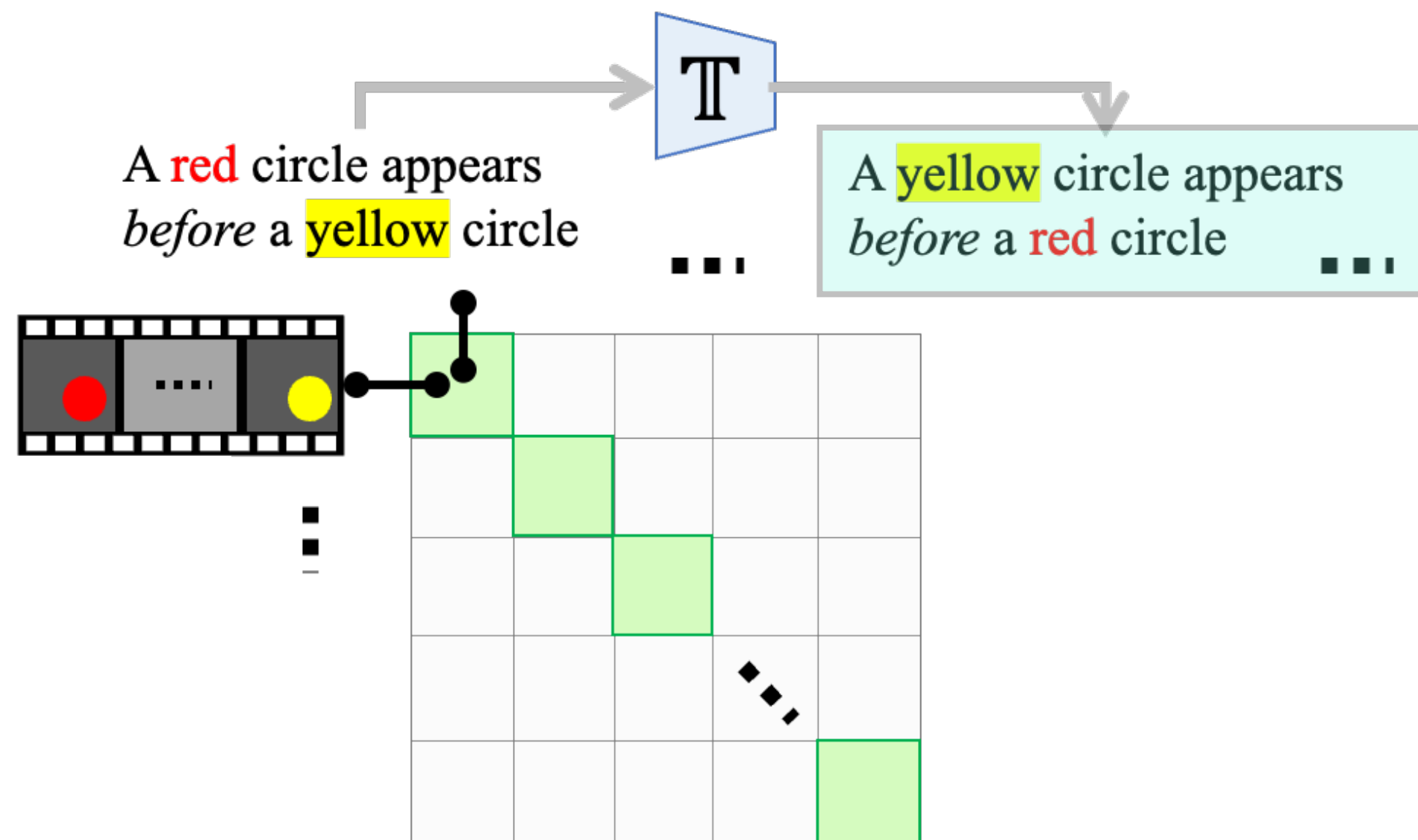


Usual Positives

Usual Negatives


Time-order reversal
function

How to instil this sense of time?

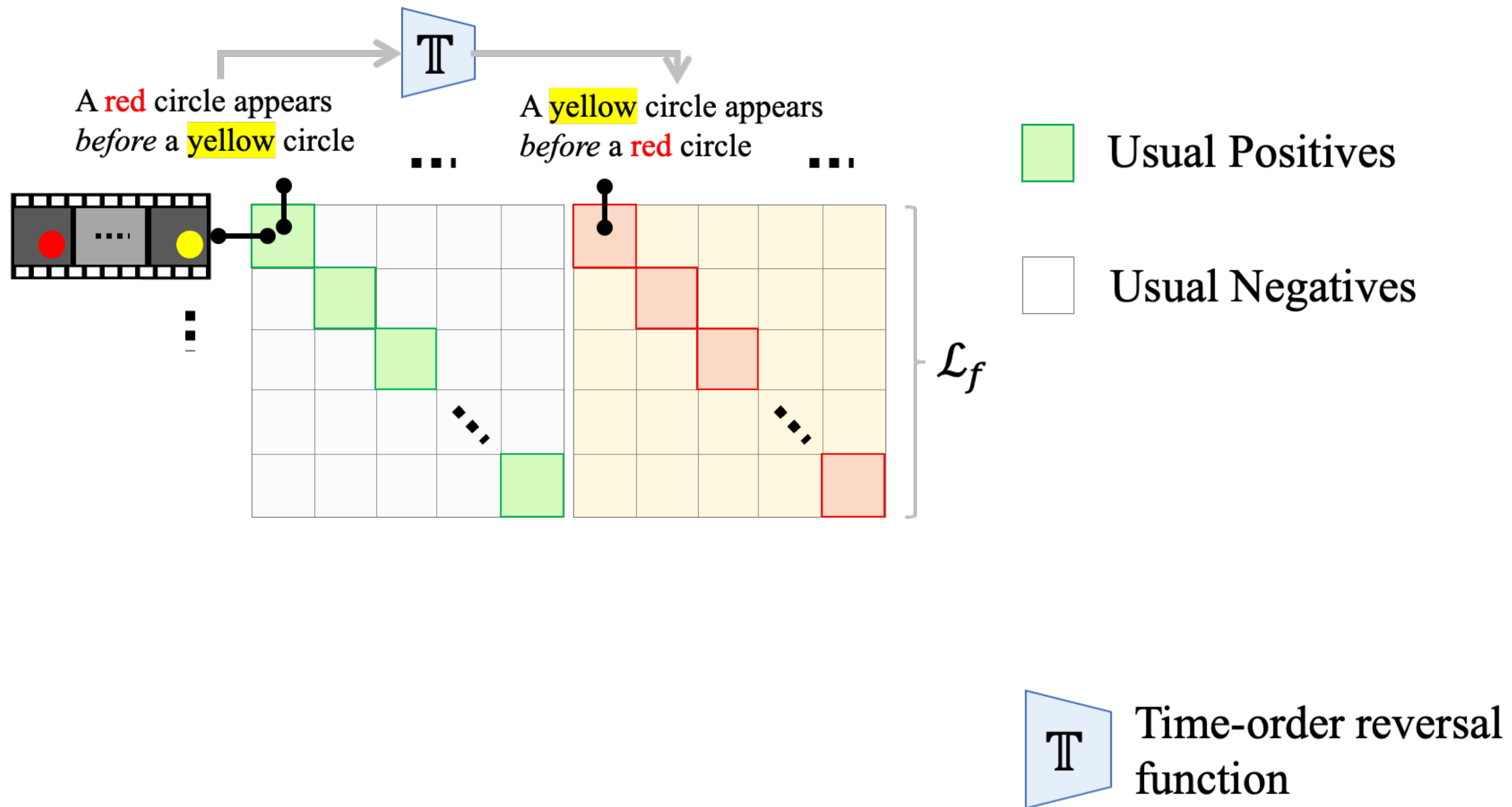


 Usual Positives

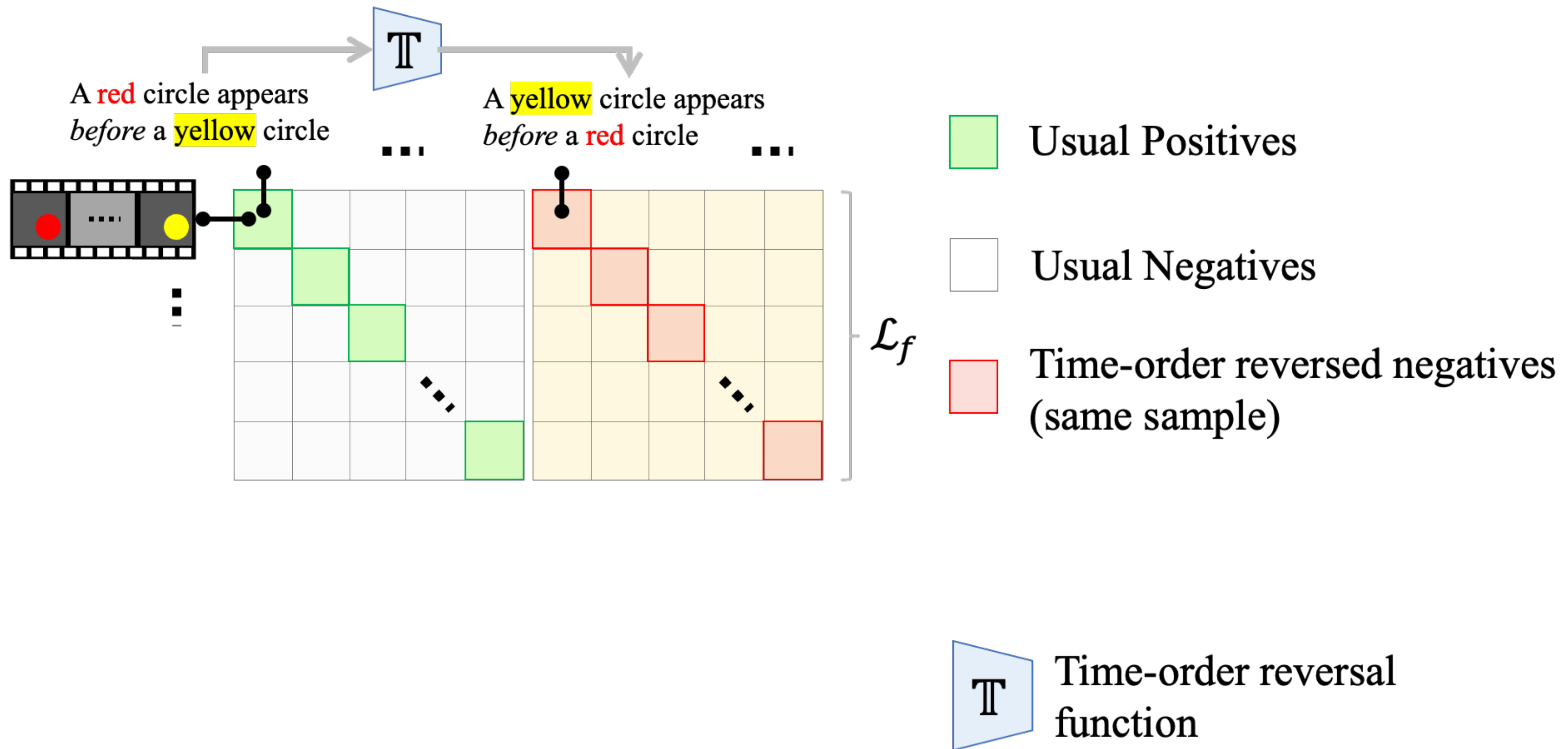
 Usual Negatives

 Time-order reversal function

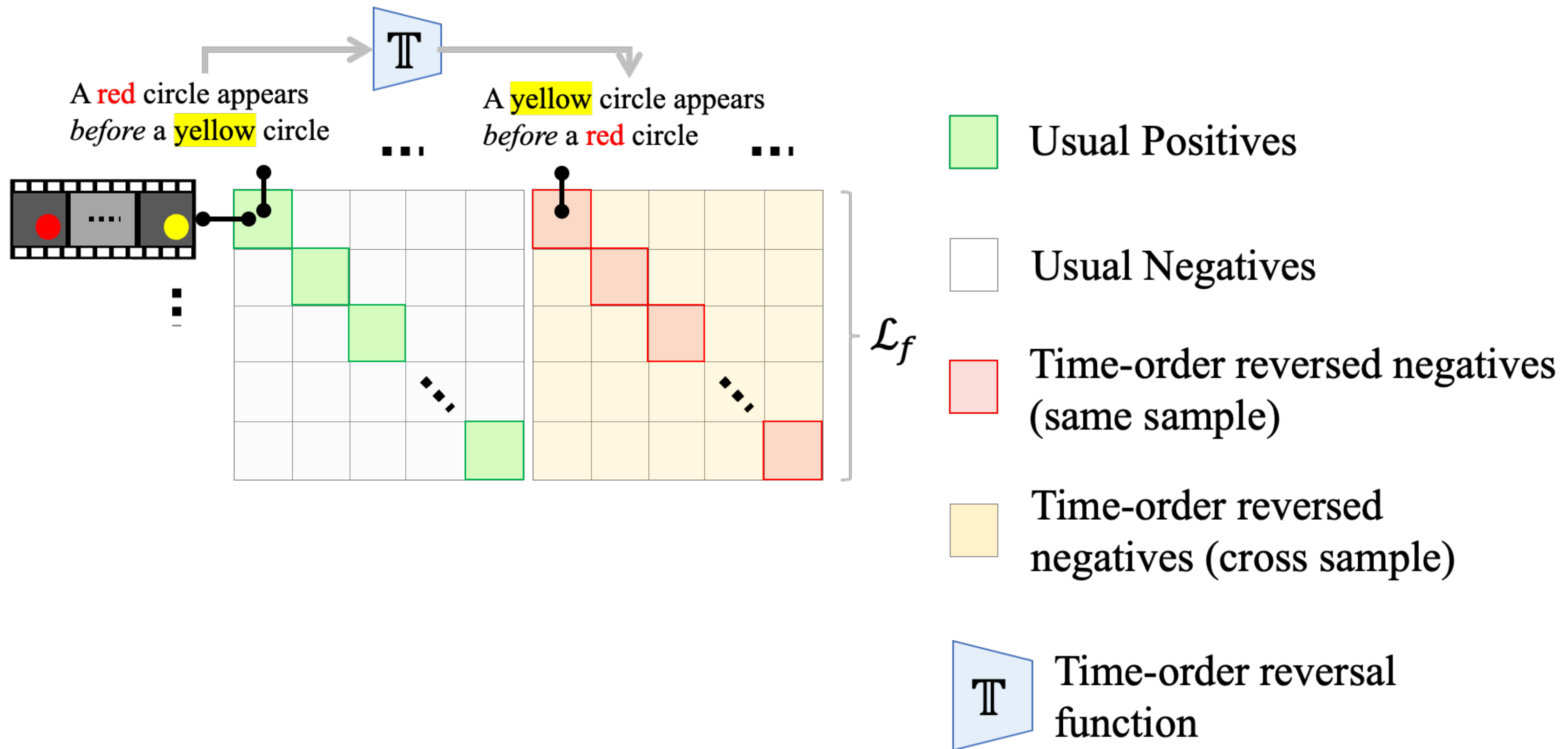
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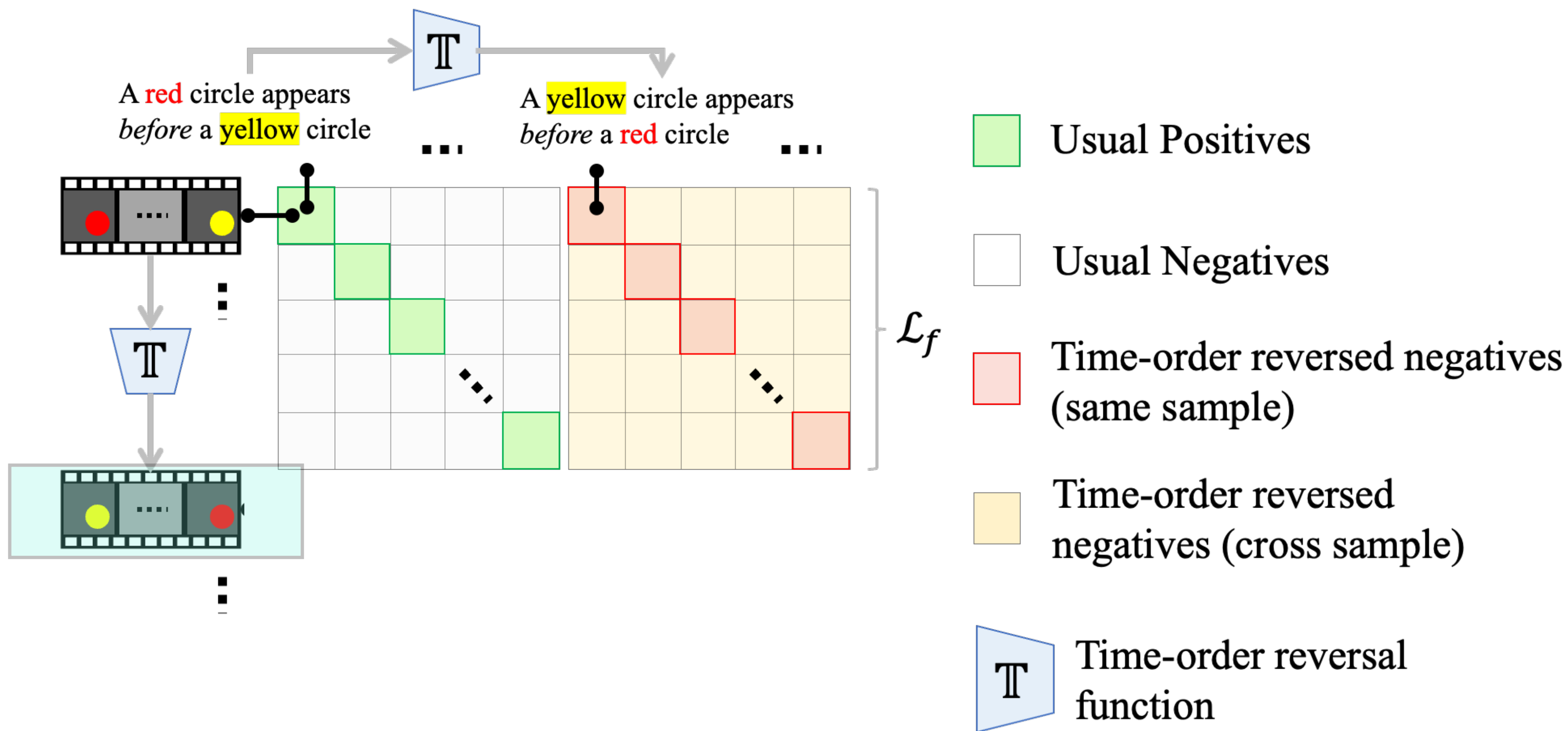
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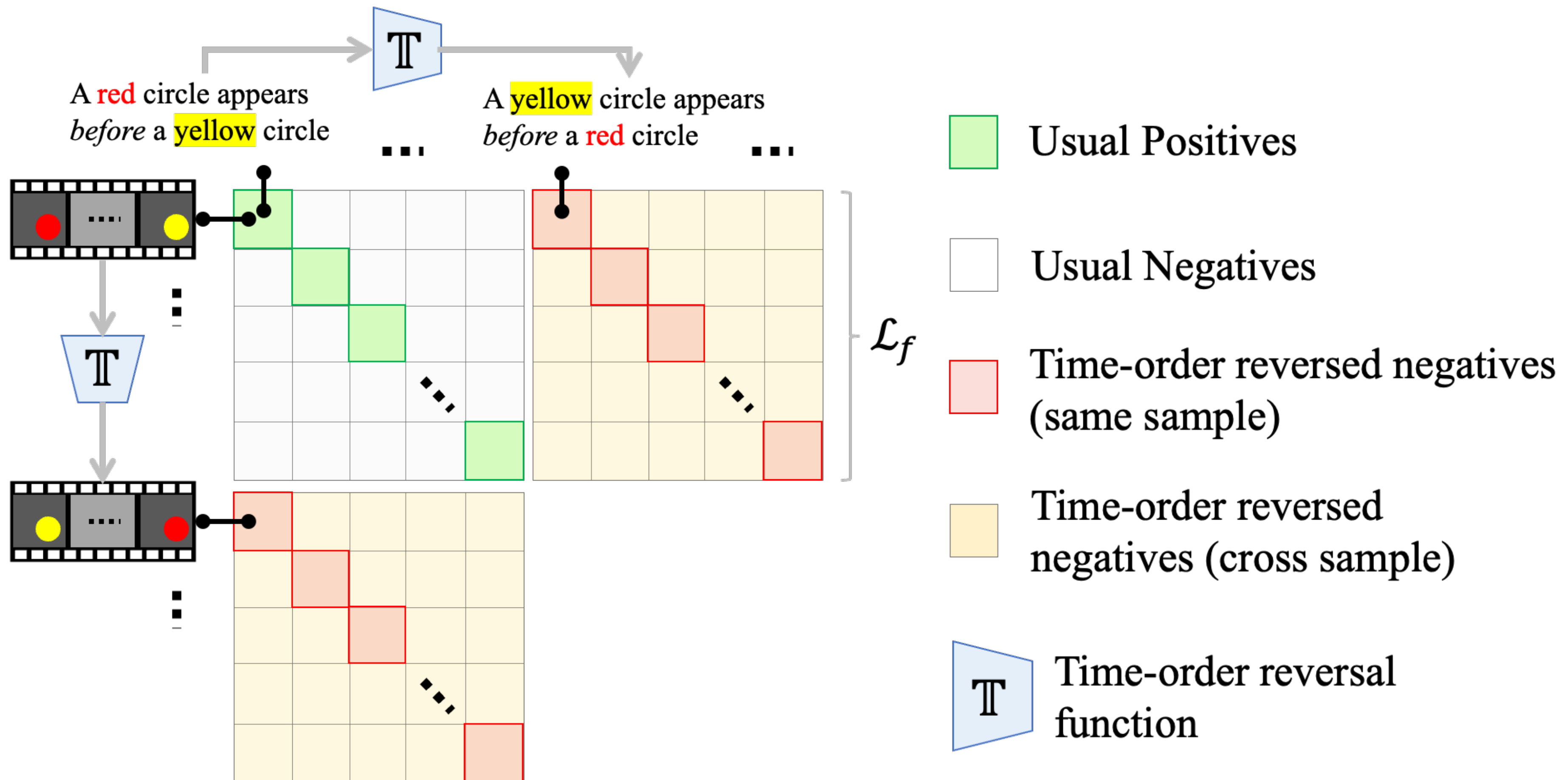
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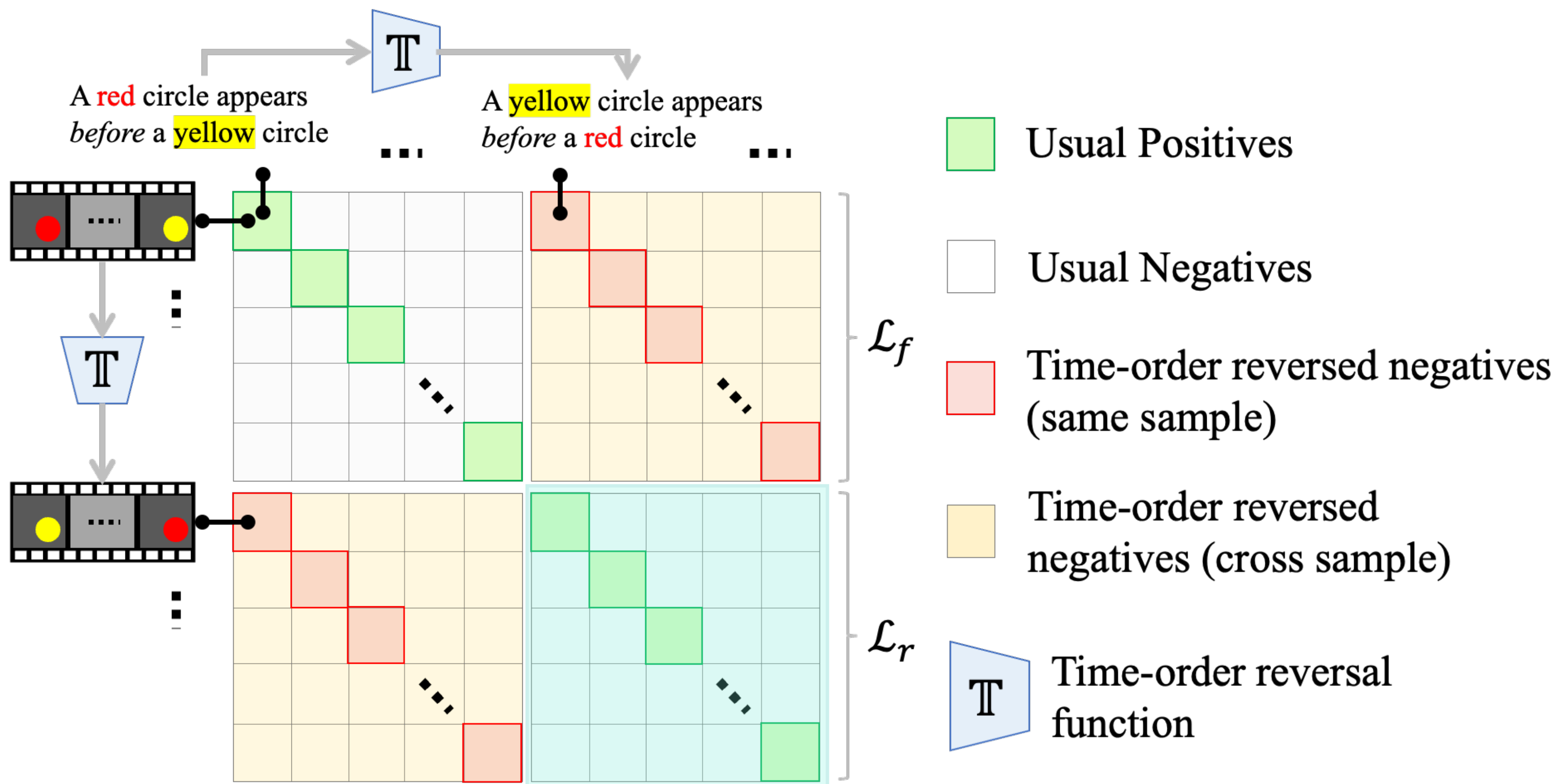
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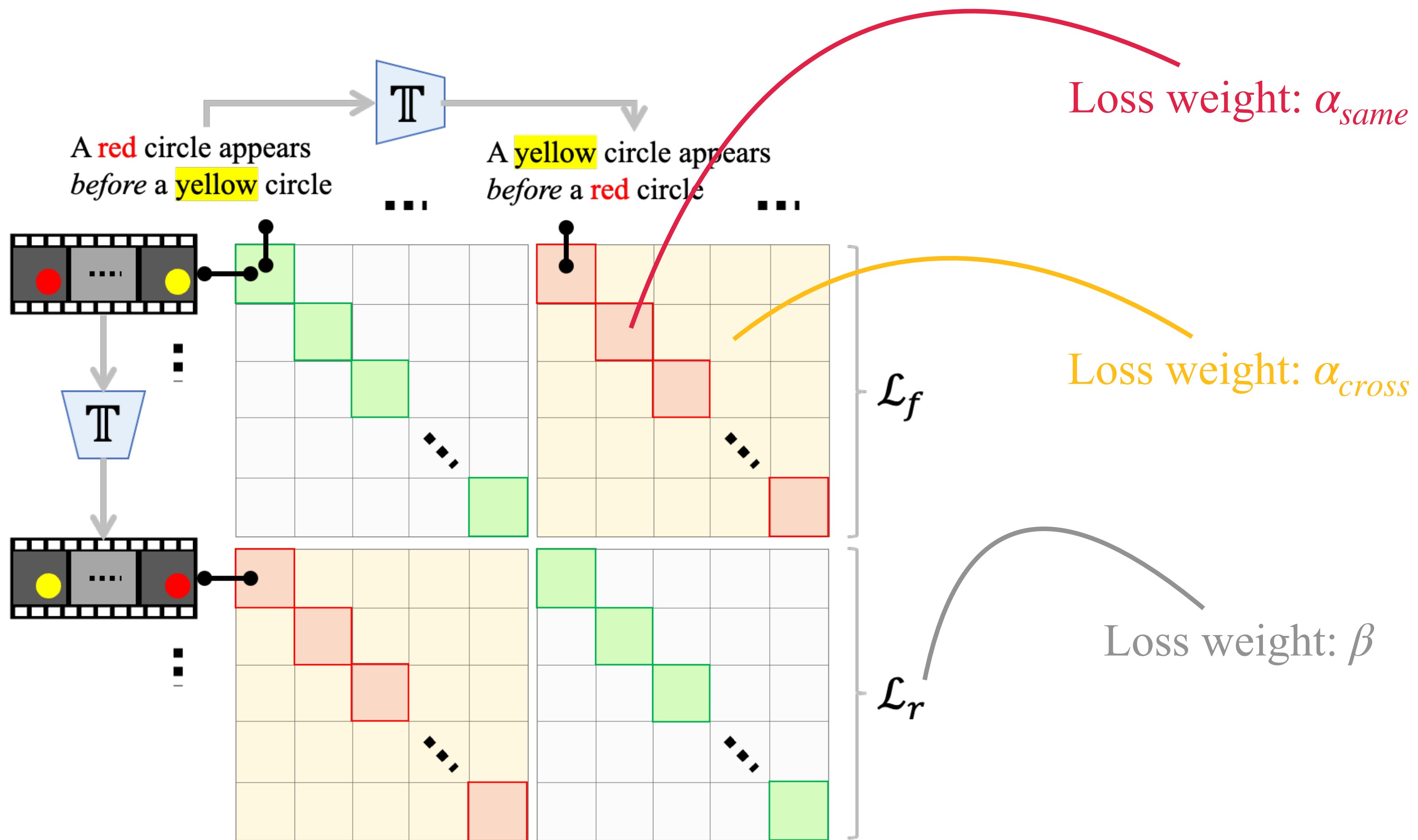
How to instil this sense of time?



How to instil this sense of time?



How to instil this sense of time?



TACT: Temporal Adaptation by Consistent Time-ordering

Experiments

Little girl eats from cup after the child walks downhill



(a) TEMPO

A woman is standing in a room holding a hula hoop before she begins to use the hula hoop



The team shakes hands with the opposing team after a team groups together holding a trophy



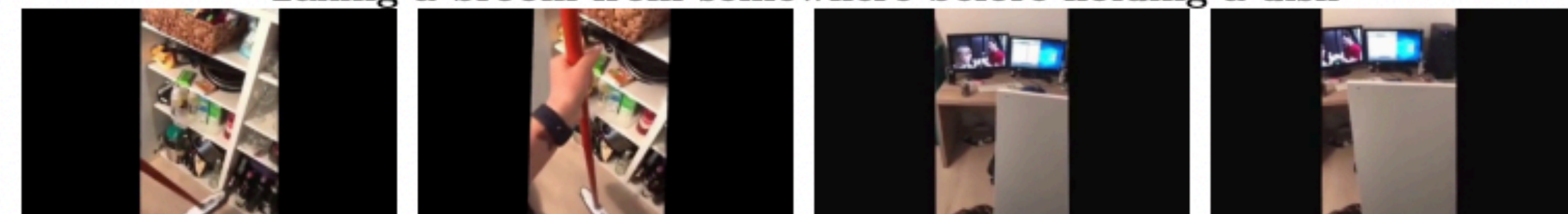
(b) ActivityNet

Putting on shoe/shoes before holding a mirror



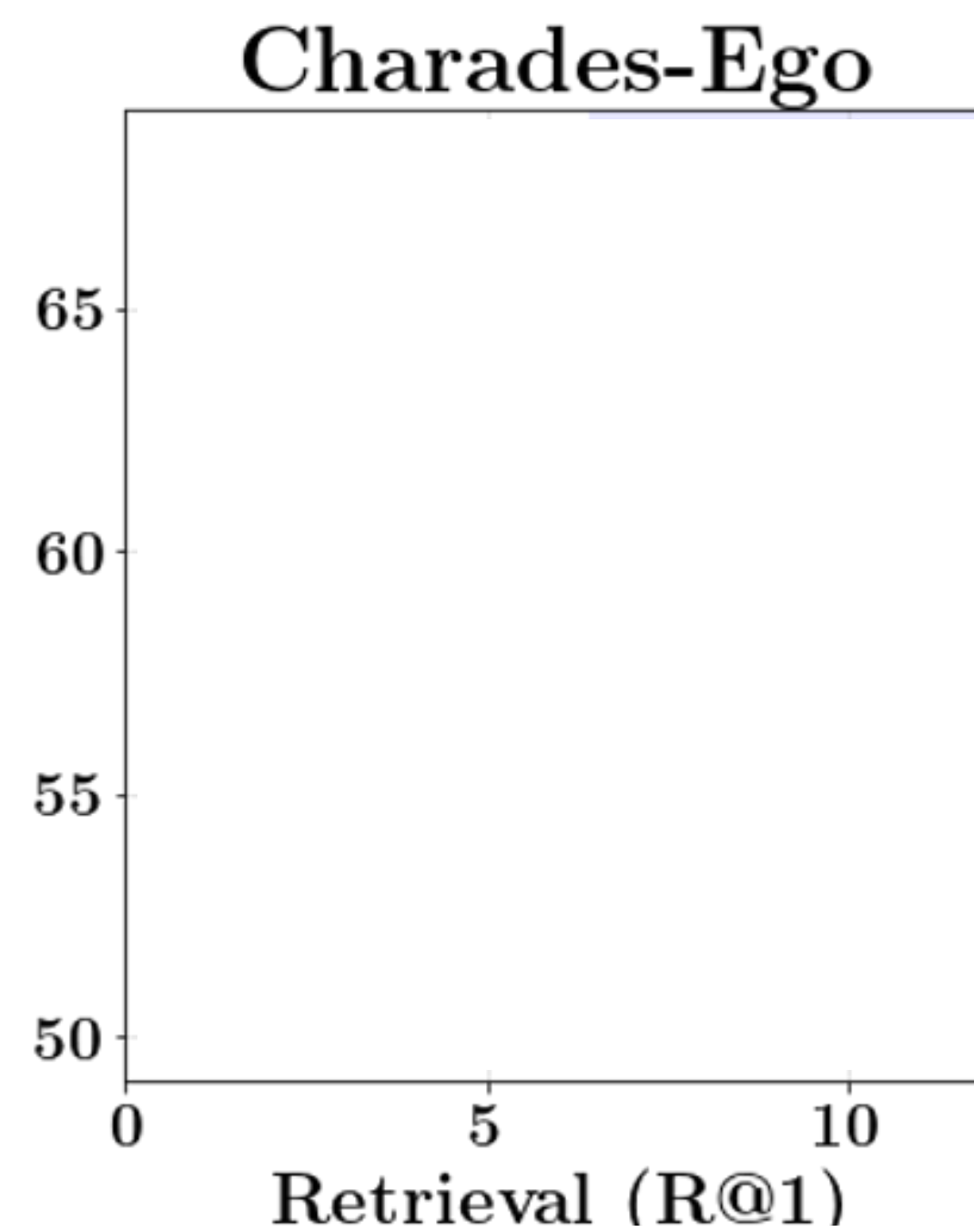
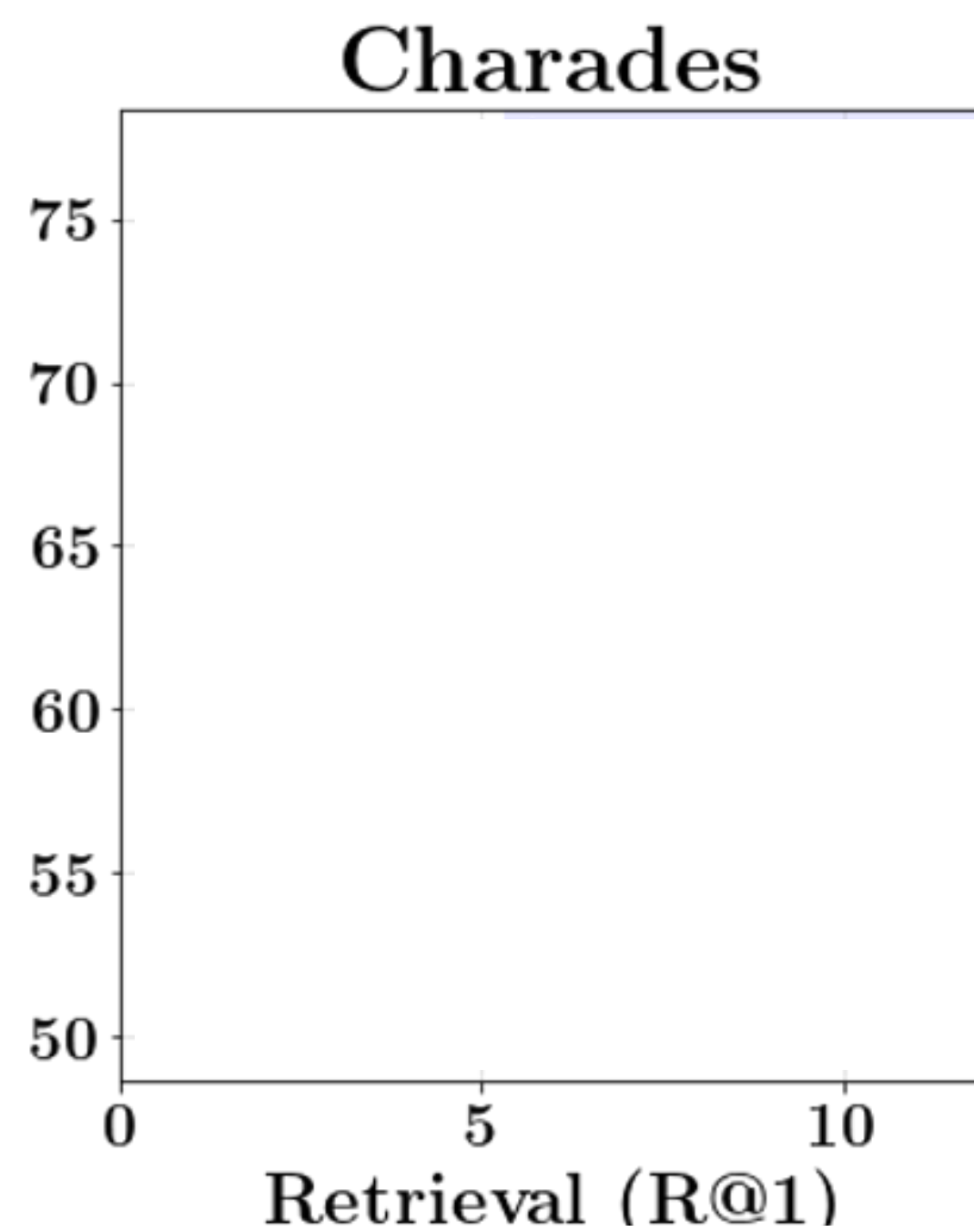
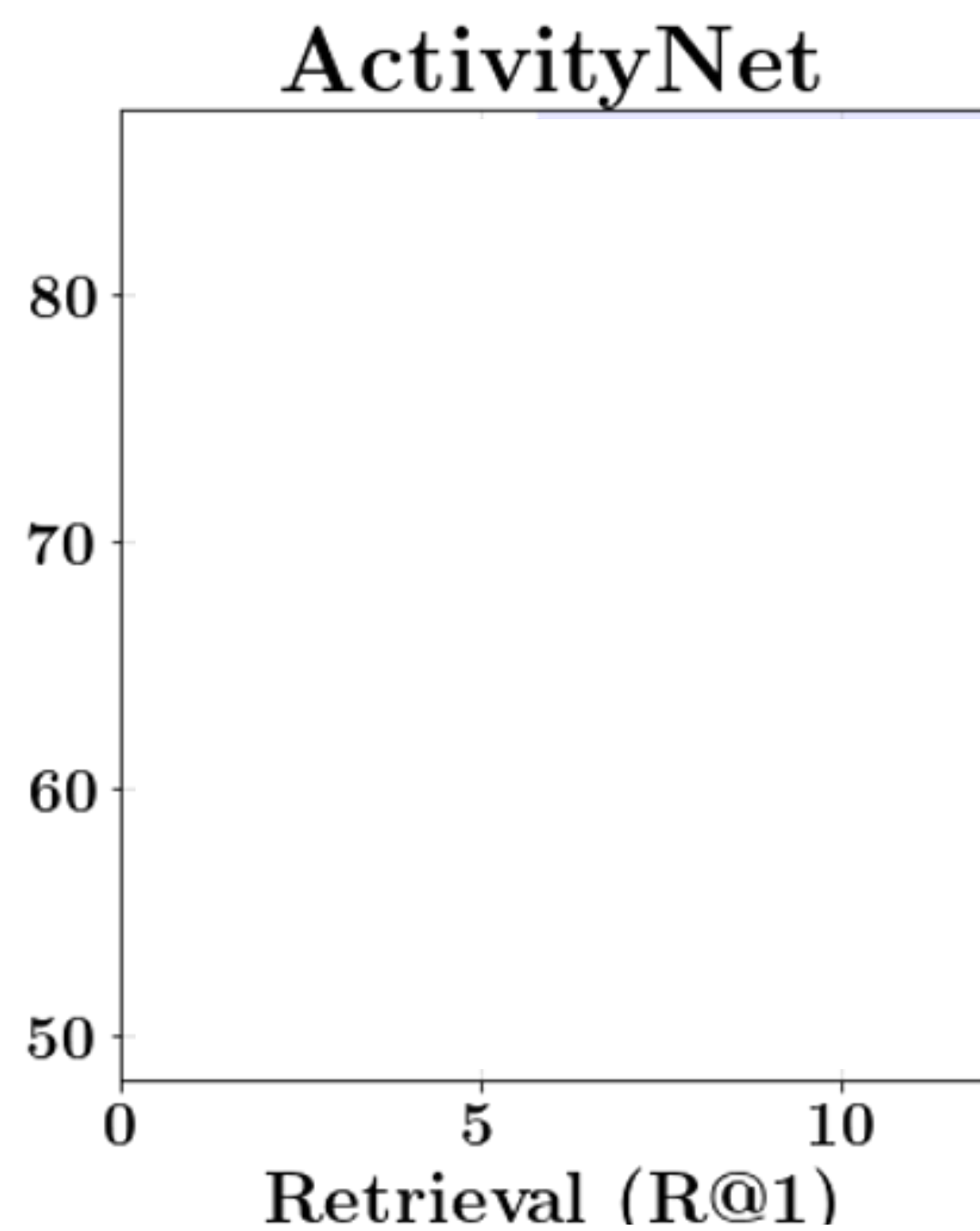
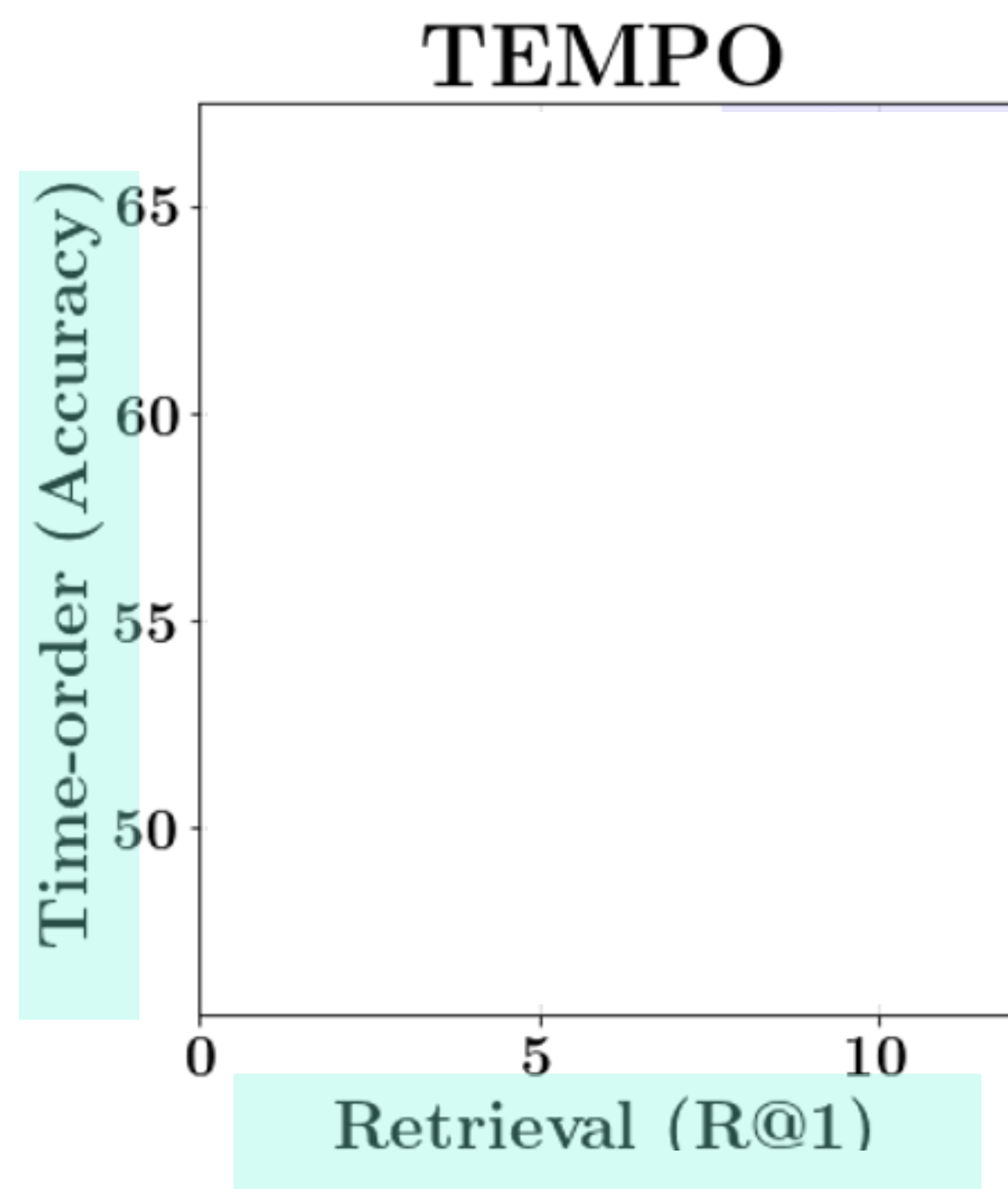
(c) Charades

Taking a broom from somewhere before holding a dish

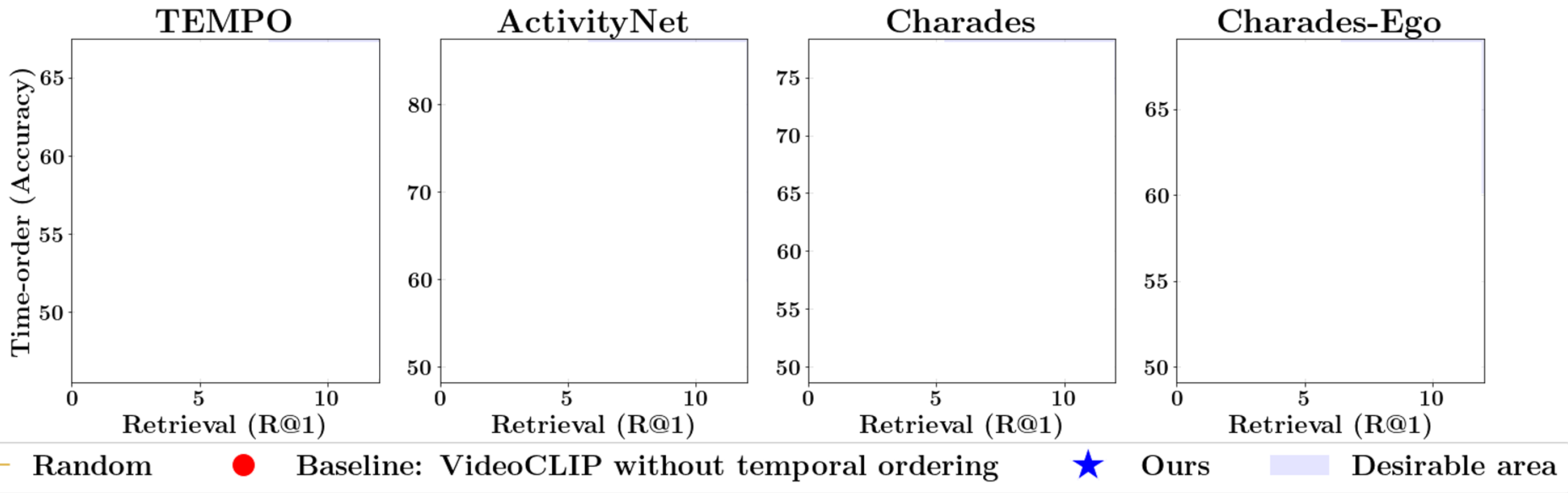


(d) Charades-Ego

Experiments

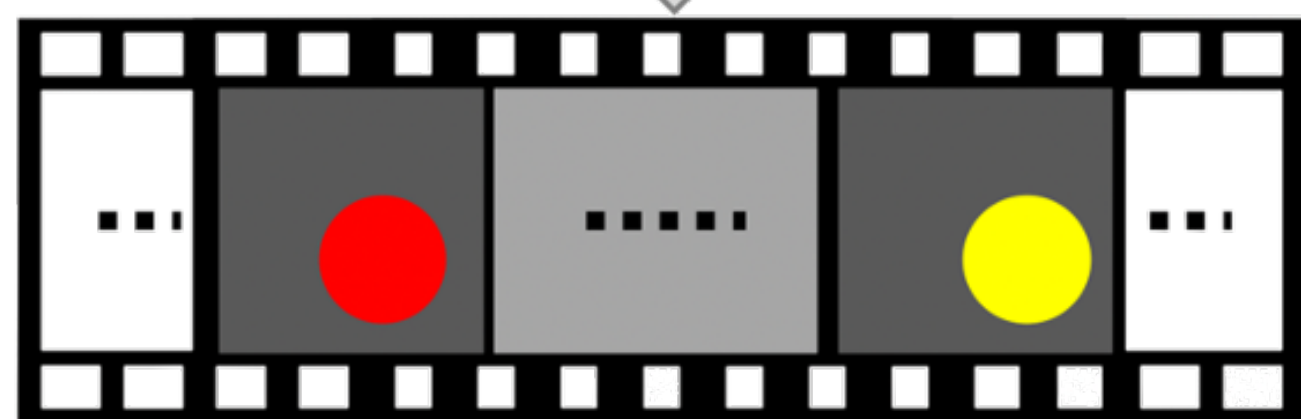


Experiments



Experiments: Synthetic benchmark

A red circle appears *before* a yellow circle



A yellow circle appears *before* a red circle

Time order task

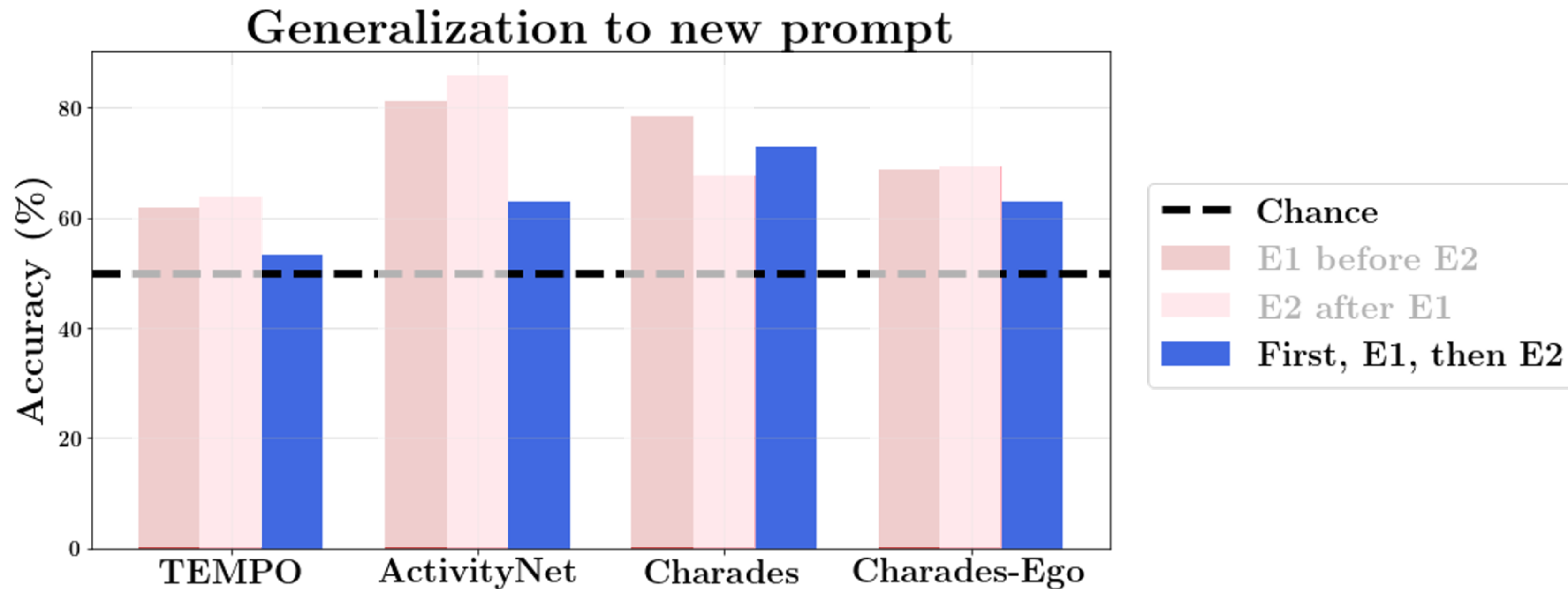
| Training Dataset | Accuracy on synthetic data |
|------------------|----------------------------|
| TEMPO | 64.4 |
| ActivityNet | 52.5 |
| Charades | 65.0 |
| Charades-Ego | 85.6 |

Does it work beyond before-after relations?

- We evaluate with sentences of the form: “First, [event 1], then, [event 2].”

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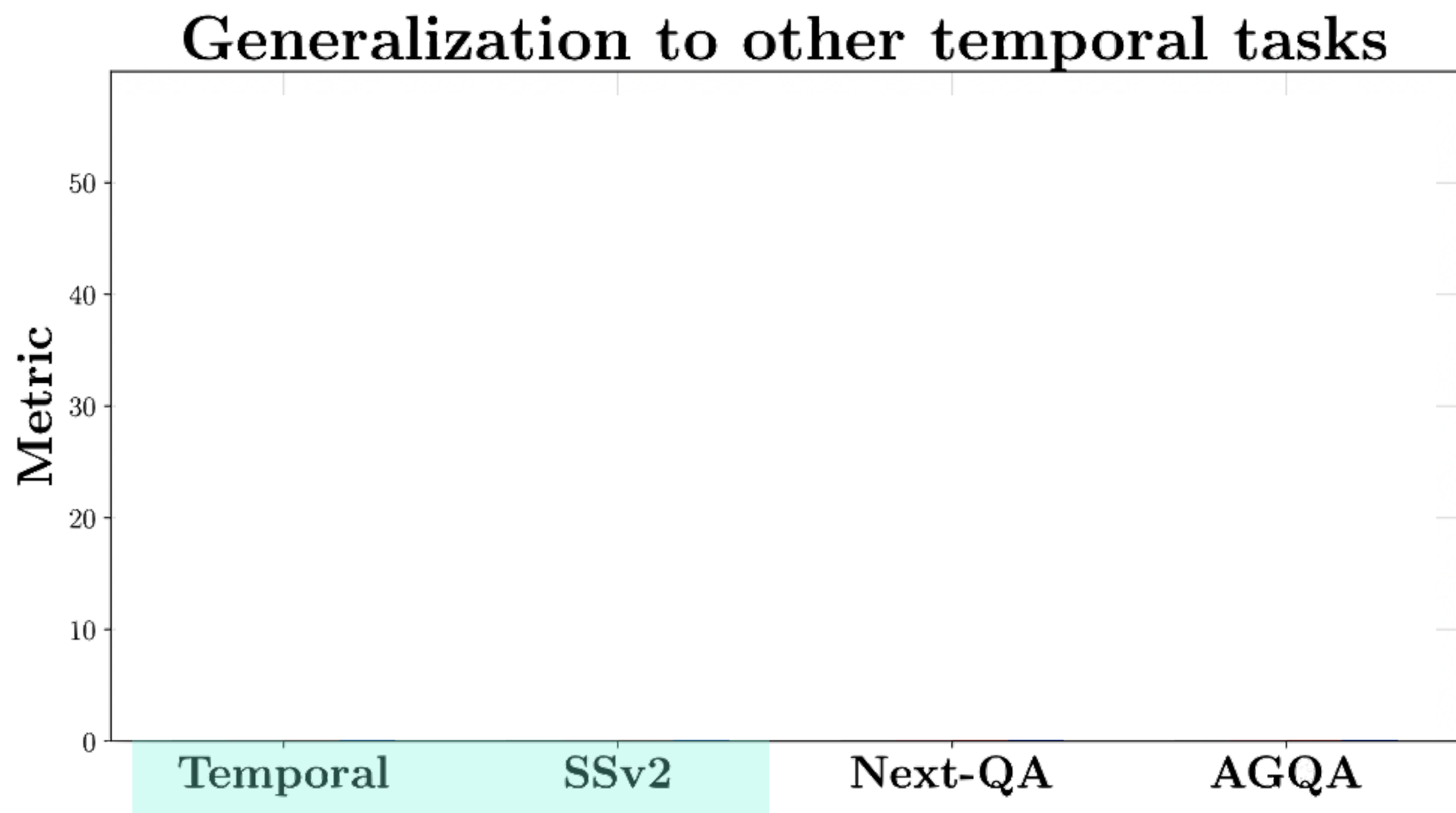


Does it work beyond this narrow sense of time?

- Does acquiring this narrow sense of time help other general temporal tasks? We find benefits on several temporal reasoning tasks.

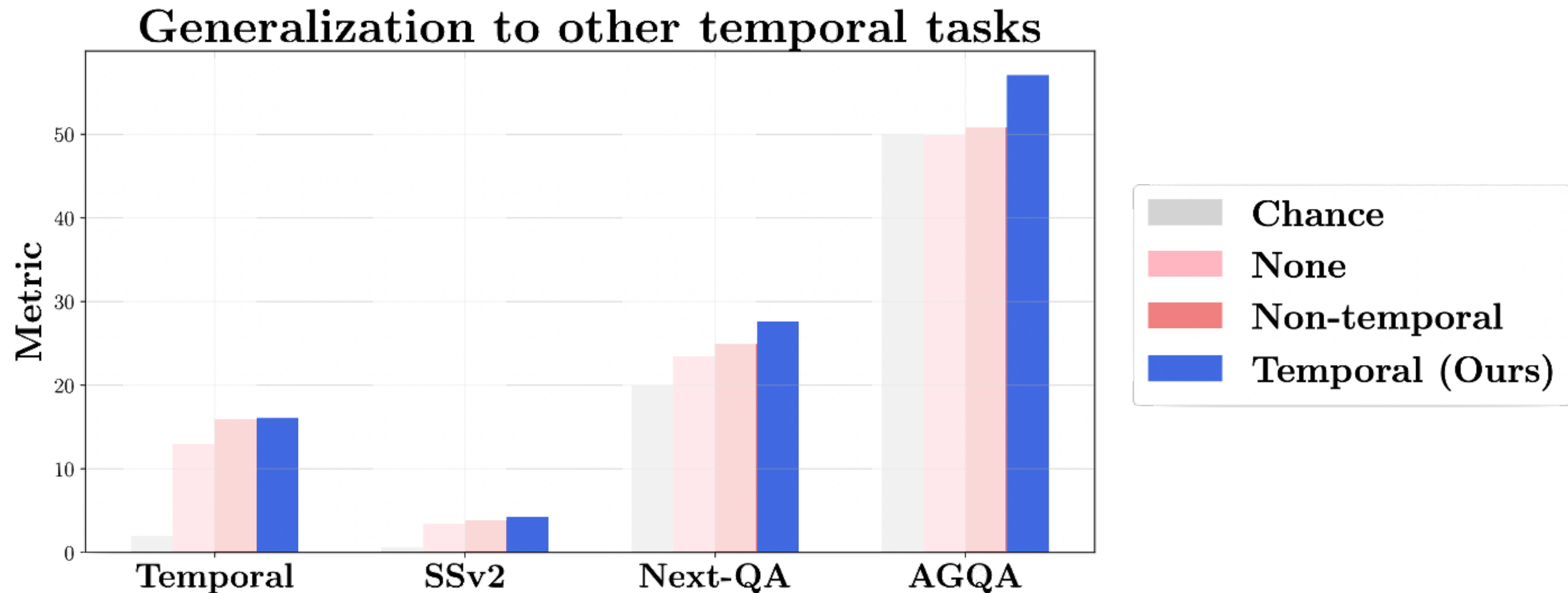
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Summary

- We propose a “**test of time**” for video-language models. We show existing models fail on this test.
- We propose a simple recipe, **TACT**, to instil this sense of time without re-training from scratch.
- We show that adapted models show promise **beyond the temporal relations** considered and to **more general temporal reasoning tasks**

Thank you!

bpiyush.github.io/testoftime-website/



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