

# KM-BART: Knowledge Enhanced Multimodal BART for Visual Commonsense Generation

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## 1 Implementation Details

Our KM-BART is based on HuggingFace Transformers<sup>1</sup> and PyTorch<sup>2</sup>. For all our experiments, we use PyTorch built-in automatic mixed precision to speed up training. Our model has about 141 million parameters.

### 1.1 Pretraining

In pretraining, we use the AdamW optimizer with a learning rate of  $1e-5$ . We use a dropout rate of 0.1 for regularization in fully connected layers. We pre-train our model for 20 epochs under each of the pre-training settings. We conduct our pretraining on 4 Titan RTX GPUs with an effective batch size of 256. Pretraining the model with all four pretraining tasks takes around one week. For our full model, we set the loss weights  $W_{KCG}$ ,  $W_{AP}$ ,  $W_{RP}$ ,  $W_{MRM}$  to 1.0 and  $W_{MLM}$  to 5.0.

### 1.2 Finetuning

We use the same optimizer and learning rate during finetuning on the VCG dataset. We use a larger dropout rate of 0.3 as the VCG dataset is much smaller than the entire pretraining dataset. The model converges after 30 epochs. We use a single GPU with a batch size of 64. Finetuning the model takes around 40 hours.

## 2 Additional Generated Examples

Table 2 and Table 3 show additional examples from our model on the VCG validation set. All the commonsense inferences are generated by the best performed model.

\*The first three authors contribute equally to this work.

<sup>1</sup><https://huggingface.co/transformers/>

<sup>2</sup><https://pytorch.org/>

## 3 KCG Filtering Examples

Table 1 shows the average cross-entropy of our model on the generated COMET sentences. Lower cross-entropy indicates the generated inference sentences are more reasonable.

| Image   | Event   | Task   | Label                        | cross-entropy |
|---|---|--------|------------------------------|---------------|
|    | A lot of people that are at the beach                                 | after  | gets sunburned               | 2.755         |
|   |   | before | to drive to the beach        | 3.100         |
|   |   | intent | to have fun                  | 3.398         |
|   |   | intent | to be safe                   | 4.079         |
|   | Children sitting at computer stations on a long table                 | intent | to listen to the music       | 2.234         |
|   |   | before | to have a computer           | 2.847         |
|   |   | intent | to play with the little girl | 3.710         |
|   |   | after  | gets yelled at               | 4.055         |
|  | A woman is wearing a pink helmet and riding her bike through the city | intent | to get to the city           | 2.255         |
|   |   | after  | gets hit by a car            | 2.761         |
|   |   | before | to buy a bike                | 3.052         |
|   |   | after  | gets exercise                | 4.815         |
|  | A baseball player preparing to throw a pitch during a game            | intent | to win the game              | 2.241         |
|   |   | after  | gets hit by a ball           | 2.773         |
|   |   | before | to go to the stadium         | 3.222         |
|   |   | intent | to get a tan                 | 4.405         |
|  | An older woman riding a train while sitting under it's window         | before | to go to the train station   | 1.797         |
|   |   | intent | to get off the train         | 1.922         |
|   |   | intent | to go to the park            | 3.232         |
|   |   | after  | refreshed                    | 8.125         |

Table 1: Examples of commonsense descriptions generated by COMET. Examples with lower cross entropy are more reasonable. Here “Event” refers to captions in SBU and COCO dataset.

## 4 Additional Information on Human Evaluation

Figure 1 is the user interface of our human evaluation. We hire workers from Amazon Mechanical Turk. We reject examples with a submission time of less than 30 seconds. The median submission time is 182 seconds. We pay for each example 0.2 USD, which is around 10.4 USD per hour.



**Question** What is the intent of the person at present?

|                         |                             |                                  |   |
|-------------------------|-----------------------------|----------------------------------|---|
| <b>Inference pair 1</b> | be safe from someone        | have dinner                      | <u>Which one is more likely? 0 for left, 1 for rig...</u> |
| <b>Inference pair 2</b> | gather his strength         | get home before late             | <u>Which one is more likely? 0 for left, 1 for rig...</u> |
| <b>Inference pair 2</b> | gather his strength         | get home before late             | <u>Which one is more likely? 0 for left, 1 for rig...</u> |
| <b>Inference pair 3</b> | see what has been going on  | get to her destination           | <u>Which one is more likely? 0 for left, 1 for rig...</u> |
| <b>Inference pair 4</b> | see if the bus will stop    | enjoy the company of his friends | <u>Which one is more likely? 0 for left, 1 for rig...</u> |
| <b>Inference pair 5</b> | get away from the situation | get on the bus                   | <u>Which one is more likely? 0 for left, 1 for rig...</u> |

**Submit**

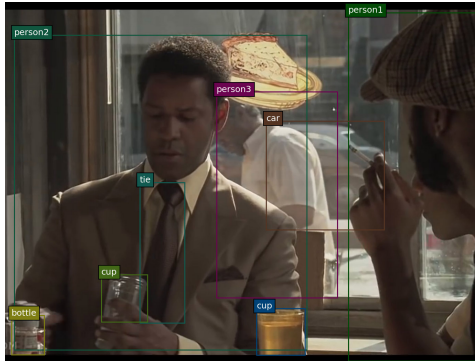
Figure 1: User interface for human evaluation.

Event: 1 is talking to 2 a doctor



| Task   | Ground Truth   | Input         | KM-BART   | VCG   |
|--------|--|---------------|---|---|
| intent | ask 2 a question<br>find out medical information   | without event | <b>go home</b><br><b>say goodbye to 2</b><br><b>hear 2's opinion</b>  | make herself felt better<br>maintain the political demeanor<br>enjoy the company of his girl friend |
|        |  | with event    | <b>hear the doctor's diagnosis</b><br><b>ask the doctor some questions</b><br><b>get her opinion on the procedure</b> | talk about her injuries<br>heal his leg<br>do her job as a nurse                                    |
| before | feel scared for her sick relative<br>follow 2 into an empty room<br>see 2 go into another room | without event | <b>take her test results</b><br><b>walk up to 2</b><br><b>enter the patient's room</b>                                | decide on an outfit for the event<br>lose a bet<br>check his schedule to see what time it is        |
|        |  | with event    | <b>meet 2 in the hospital</b><br><b>walk into the room</b><br><b>read a diagnosis</b>                                 | call 2 into his office<br>hear of a prescription taking<br>visit 2 in the hospital                  |
| after  | ask 2 how bad her condition is<br>tell 2 her loved one needs help<br>leave the hospital        | without event | <b>leave the hospital</b><br><b>walk out the door</b><br><b>introduce themselves to 2</b>                             | talk about something serious with 1<br>greet the man<br>walk away"                                  |
|        |  | with event    | <b>tell 2 her symptoms</b><br><b>get some medicine for 2</b><br><b>ask 2 some questions</b>                           | wait patiently<br>hug 2<br>listen to the response from 2  |

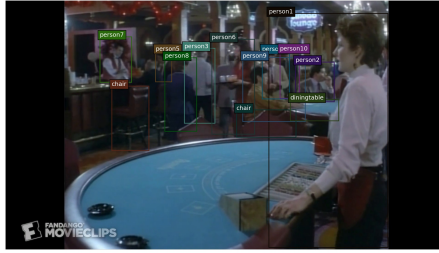
Event: 1 is sitting at the table with 2 smoking a cigarette



| Task   | Ground Truth  | Input         | KM-BART   | VCG  |
|--------|---|---------------|---|--|
| intent | smoke a cigarette<br>talk with 2 about something  | without event | <b>spend quality time with 2</b><br><b>stay at ease</b><br><b>speak to 2</b>                              | have 1 shake hands<br>nod in agreement<br>do what 1 says   |
|        |   | with event    | <b>have a smoke</b><br><b>get to know 2 better</b><br><b>get a nicotine fix</b><br><b>order the drink</b> | have lunch with 2<br>satisfy his craving for nicotine<br>light up<br>say bye to 1<br>sip the drink   |
| before | order food from the waiter<br>take a drink from their water cup<br>be seated at a table at the restaurant | without event | <b>notice 2 sitting alone at the table</b><br><b>enter a restaurant</b><br><b>take out a cigarette</b>    | look up from the food<br>have 2 meet him for dinner<br>get a cigarette from 2<br>light the cigarette |
|        |   | with event    | <b>want a light</b><br><b>have a seat at the table</b><br><b>finish their meal</b>                        | chat while she waits for her food<br>hug his friend<br>watch his partner 's reaction                 |
| after  | offer to help 2 get sugar for his coffee<br>discuss business with 2<br>watch 2 leave the restaurant       | without event | <b>tell 2 something important</b><br><b>order lunch2</b><br><b>finish his meal</b>                        | finish smoking<br>reminisce  |
|        |   | with event    | <b>continue his conversation with 2</b><br><b>blow out smoke</b>  | hand the cigarette to 2  |

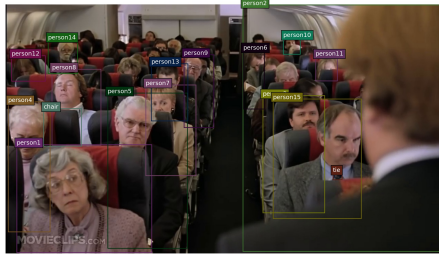
Table 2: Additional examples from the VCG validation set. Generated with nucleus sampling (top  $p = 0.9$ ). The bold texts are generated by KM-BART. We chose the KM-BART models which have the best performance, with or without event descriptions, respectively.

Event: 7 is a bartender serving a customer a drink



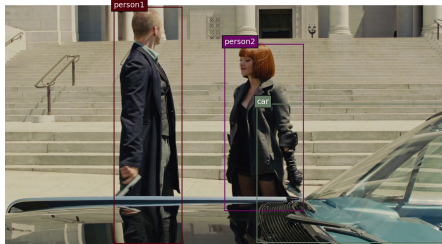
| Task   | Ground Truth   | Input         | KM-BART  | VCG                          |
|--------|--|---------------|--|------------------------------|
| intent | make the customer happy<br>enjoy serving others        | without event | <b>make sure the customers were happy</b>          | look nice for the photo      |
|        |  | with event    | <b>get a good tip</b>                              | earn a good tip              |
| before | take a customers order<br>walk out from behind the bar | without event | <b>get a job as a bartender</b>                    | be dressed in a suit         |
|        |  | with event    | <b>get behind the bar</b>                          | take the customer 's money   |
| after  | bring in the drink<br>ask the customer for payment     | without event | <b>take the drink back to the kitchen</b>          | walk away from the table     |
|        |  | with event    | <b>ask the customer if they want another drink</b> | take money from the customer |

Event: 2 stand in the front of the plane and faces the passengers



| Task   | Ground Truth  | Input         | KM-BART                                  | VCG                             |
|--------|---|---------------|--|---------------------------------|
| intent | make an announcement<br>tell the passengers about emergency exits                 | without event | <b>ask 1 a question</b>                  | see what was happening          |
|        |   | with event    | <b>give the passengers instructions</b>  | make sure everyone had a ticket |
| before | wait for the passengers to all take their seats<br>walk to the front of the cabin | without event | <b>board the plane</b>                   | walk into the room              |
|        |   | with event    | <b>walk up to the front of the plane</b> | get on the plane                |
| after  | demonstrate how the exits work<br>ask the passengers if they have questions       | without event | <b>ask 1 to sit down</b>                 | walk away from the table        |
|        |   | with event    | <b>give a speech</b>                     | give the passengers a tour      |

Event: 1 holds the gun to his side looking up at the entrance to the building



| Task   | Ground Truth   | Input         | KM-BART                        | VCG                       |
|--------|--|---------------|--------------------------------|---------------------------|
| intent | scan the area for a hostile presence<br>be armed for a confrontation exits | without event | <b>get in the car</b>          | get to the car            |
|        |  | with event    | <b>be ready to shoot</b>       | make sure no one got hurt |
| before | draw his weapon<br>drive to building to do crime                           | without event | <b>walk up to 2</b>            | walk up to the car        |
|        |  | with event    | <b>pull out his gun</b>        | get out of the car        |
| after  | search for the person he wants to shoot<br>enter building with gun         | without event | <b>walk away from 2</b>        | walk away                 |
|        |  | with event    | <b>walk up to the building</b> | shoot at the entrance     |

Table 3: Additional examples from the VCG validation set. Generated with greedy search. The bold text are generated by KM-BART. We chose the KM-BART models which have the best performance, with or without event descriptions, respectively.