

Are Visual Question Answering (VQA) Models Ready for Navigational Assistance to Blind and Low-Vision Users?

Elena Pearce¹, Md Touhidul Islam², Imran Kabir², Syed Masum Billah², and Md Alimoor Reza¹ 1. Drake University 2. The Pennsylvania State University



Motivation

 Visual Question Answering (VQA) models aim to predict an open-ended answer based on input image and a textual query about its content [1]

• VQA models are promising for blind and low-vision (BLV) users as they could benefit by interacting with the models in a dialog-style conversation to learn the image content, e.g., what objects are present, the number of occurrences of a specific object, spatial relationships of different objects, etc.

Visual Question Answering (VQA)

- The rapid advances in computer vision and natural language processing (NLP) techniques and the availability of large-scale datasets largely contributed to a growing interest in VQA eg, VilBERT, UNITER, and LXMERT
- In this work, we used two VQA models: GPV-1 and BLIP
- General Purpose Vision (GPV-1)[2]: capable of solving a variety of tasks, such as VQA, localization, image captioning, etc. This flexible and end-to-end trainable model does not require any modification to network architecture for adapting to a new task

 VQA models can also be used for navigational assistance to BLV users, who can learn about the obstacles on their pathways

Problem Statement

- Evaluated the robustness of existing VQA models by testing against human annotation
- Construct a data set comprised of several annotated key frames of video segments along with ground truth for each video segments
- Analyze the key frames with VQA models and use the ground truth tables to evaluate the accuracy of the models





• BLIP[3]: Vision language pre-training with additional noisy image-text pairs collected from the internet has been effective in boosting the performance of various vision language tasks, including VQA

Results

| | Person= | |
|-------------|---|--|
| Person With | A Disability- | |
| | Sidewalk- | |
| | Road- | |
| | White Cane- | |
| | Curb- | |
| | Building= | |
| | Vegetation= | |
| | Car = | |
| | Wall= | |
| | Pole- | |
| | Slopped Curb= | |
| | Tree= | |
| Road | iside Parking= | |
| | Reiling= | |
| | Fence = | |
| 2 | coent Paving- | |
| Parallel | Parking Spot- | |
| | Lamp Post- | |
| | Stairs- | |
| | | |
| | | |
| | Yard Naste- | |
| | Mail Box- | |
| Uncontrol | led Crossing- | |
| | Fire Hydrant - | |
| Clo | sed Sidewalk- | |
| | Fountain | |
| | Net Surface- | |
| | MARKED AND AND AND AND AND AND AND AND AND AN | |

Yard Waste White Cane Wheelchair ' Wet surface -Water Pipes Water leakage Wall -Vegetatio Jnpaved Sidewalk Unpaved Road Uneven Stairs Uncontrolled Crossing Turnstile Trash on roads -Trash bins Train Tracks Train Platform Traffic Signals Tactile Paving * Table ' Street Vendor . . . Gutter Guide dog -

Gate

Fountain

Foldout Sign Flush Door





Dataset and Taxonomy

- The dataset was created by collecting free, publicly available videos from YouTube and Vimeo
- Annotating objects with accessibility impact was done by inputing the time in which an important object appeared
- Ground truths for the videos were made by reviewing keyframes and comparing the objects present to those on the taxonomy that was compiled from the list of annotated objects

| ACCESSIBILITY-RELATED OBJECTS | |
|--|--|
| Accent Paving, Driveway (flat), Puddle, Raised Entryway, Sidewalk, | |
| Sidewalk Pits, Sloped Driveway, Tactile Paving, Brick Paving, | |
| Cobblestone Paving, Unpaved Sidewalk, Wet Surface | |
| ck Wall, Fence, Trash | |
| ilbox | |
| Closed Sidewalk, Barrier Post, Barrier Stump, Foldout Sign, Bench | |
| | |
| tion, Crosswalk, Curb, | |
| sing | |
| llel Parking Spot, | |
| | |
| cle, Road Divider | |
| ush Button, "Use the | |
| Sign | |
| Gate, Flush Door, Doorway | |
| | |





Conclusion and Future Work

- We found VQA models exhibit sequential-frame answer inconsistency, where their answers to our dataset's questions differ significantly despite the visual information across two frames remaining nearly identical. Our conclusion was VQA models are not ready for BLV users yet
- Increasing the robustness of VQA models in the future

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References

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