

A Simple Framework for Open-Vocabulary Zero-Shot Segmentation

Thomas Stegmüller*, Tim Lebailly*, Nikola Đukić, Behzad Bozorgtabar,
Tinne Tuytelaars, Jean-Philippe Thiran

EPFL

KU Leuven

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Cross-Modality Object-level Supervision

Objective:

- Zero-shot segmentation

- Scalable training

- Efficient inference

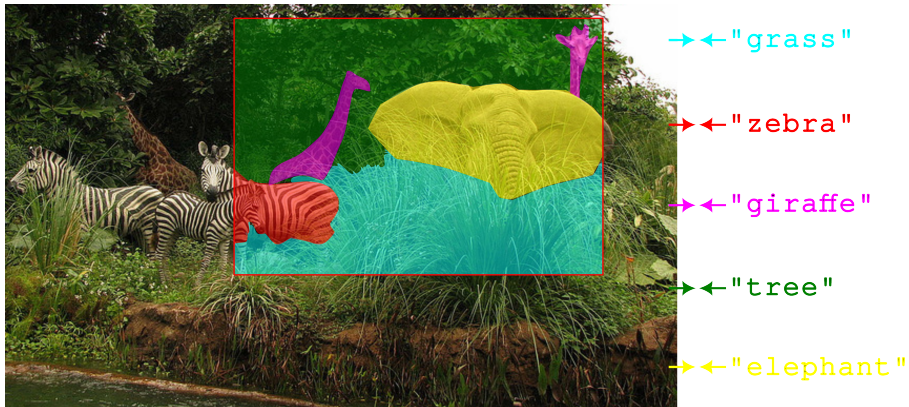


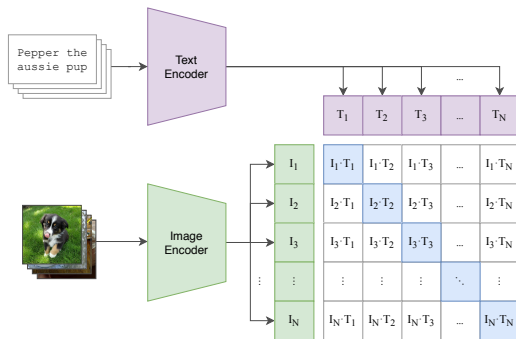
Figure: Cross-modality object-level supervision

CLIP → LiT → SimZSS

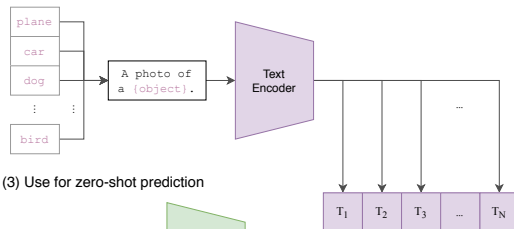
Key ingredients:

1. Freezing the vision tower *à la* LiT [13] enables spatial alignment.
2. Alignment should be at the concept level, not the caption level.

(1) Contrastive pre-training



(2) Create dataset classifier from label text



(3) Use for zero-shot prediction

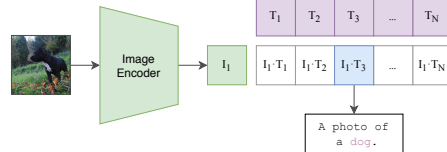


Figure: Overview of CLIP. Source: [7].

Exploiting SSL's Spatial Awareness

Semantic clustering is already present in visual representations of SSL transformers:

- Natural language supervision is suboptimal for learning visual representations [13].
- Self-supervised transformers demonstrate strong spatial awareness [1, 9].

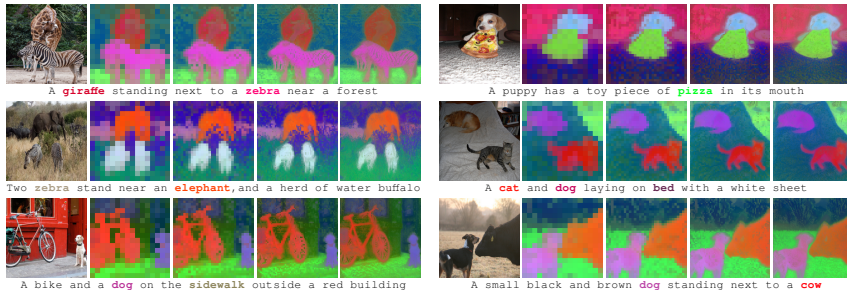


Figure: Patch-level representations and text concepts visualized in RGB space.

Obtaining Pairs of Vision-language Concept-level Representations

Concept-level text representations from part-of-speech tagger:

$$f_t(\mathbf{x}_t) = \mathbf{z}_t \quad \mathbf{c}_t^l = \frac{1}{|\mathcal{S}_l|} \sum_{i \in \mathcal{S}_l} \mathbf{z}_t^i \quad \tilde{\mathbf{c}}_t^l = g(\mathbf{c}_t^l)$$

Query the vision modality to obtain pairs:

$$f_v(\mathbf{x}_v) = \mathbf{z}_v \quad \mathbf{s} = \text{softmax}\left(\frac{\mathbf{z}_v \tilde{\mathbf{c}}_t^l}{\tau}\right) \quad \mathbf{c}_v = \mathbf{z}_v^\top \mathbf{s}$$



Figure: Vision-language alignment of text concepts and dense visual representations.

Object-level Cross-modal Alignment

Store unique concepts in the batch and keep track of the underlying represented concepts:

$$\mathbf{C}_t \in \mathbb{R}^{\tilde{b} \times d_t} \quad \mathbf{C}_v \in \mathbb{R}^{\tilde{b} \times d_v} \quad \mathbf{q} \in \{0, 1, \dots, k-1\}^{\tilde{b}}$$

Compute the weights of a linear classifier $\mathbf{h} \in \mathbb{R}^{k \times d_v}$:

$$\mathbf{h}_i = \sum_j \mathbb{1}_{\{\mathbf{q}_j=i\}} g(\mathbf{C}_t)_j \quad \mathbf{p} = \text{softmax}_k(\mathbf{C}_v \mathbf{h}^\top)$$

Cross-modality cross-entropy loss:

$$\mathcal{L}_l = \frac{1}{\tilde{b}} \sum_i \sum_j -\mathbb{1}_{\{\mathbf{q}_i=j\}} \log(\mathbf{p}_{ij})$$

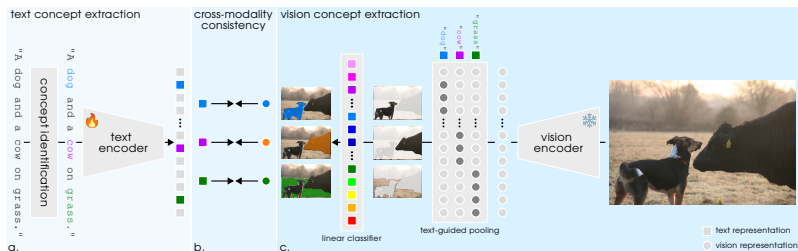




Figure: Overview of SimZSS.

Zero-shot Segmentation Results

Table: Zero-shot foreground segmentation. Pixel-wise predictions are obtained by projecting patch representations onto pre-computed text embeddings of the class names, followed by up-sampling. The mIoU scores are reported across five standard segmentation datasets. † refers to our reproduction using DINOv2 pre-trained vision backbones. The remaining results are as reported in [11].

Method	 Params	 Params	Pascal VOC	Pascal Context	COCO-Stuff	Cityscapes	ADE20K
Miscellaneous							
ReCo [8]	313M	0	57.7	22.3	14.8	21.1	11.2
GroupViT [12]	0	55M	79.7	23.4	15.3	11.1	9.2
TCL [2]	156M	21M	77.5	30.3	19.6	23.1	14.9
MaskCLIP [4]	291M	0	74.9	26.4	16.4	12.6	9.8
OVDiff [5]	1,226M	0	81.7	33.7	-	-	14.9
CLIP-DINOiser [11]	-	-	80.9	35.9	24.6	31.7	20.0
LAION-400M							
CLIP [7] (ViT-B)	94M	63M	35.1	7.7	4.2	1.8	2.0
LiT† [13] (ViT-B)	94M	63M	80.5	31.8	23.3	24.7	18.7
SimZSS (ViT-B)	94M	63M	85.1	34.2	24.9	27.8	19.6
COCO Captions							
LiT† [13] (ViT-B)	94M	63M	86.1	35.5	25.6	25.8	18.1
SimZSS (ViT-S)	21M	40M	87.2	37.3	23.8	29.2	17.9
SimZSS (ViT-B)	94M	63M	90.3	43.1	29.0	33.0	21.8

Zero-shot Classification Results

Observations:

- No trade-off between zero-shot classification and segmentation.
- Segmentation benefits more from curation than scale.

Table: Zero-shot classification. Image-level predictions are obtained by projecting the image [CLS] token onto pre-computed text embeddings of class names. Accuracy is reported for various visual pre-training and vision-language alignment methods. † refers to our reproduction using DINOv2 pre-trained vision backbones. The remaining results are as reported in [13].

Method	Visual pre-training	Backbone	Pre-training dataset	Alignment dataset	Alignment samples	Labels	ImageNet-1K	Average
LiT [13]	MoCo-v3 [3]	ViT-B/16	ImageNet-1K	CC12M+YFCC100M	-	✗	55.4	-
LiT [13]	DINOv1 [1]	ViT-B/16	ImageNet-1K	CC12M+YFCC100M	-	✗	55.5	-
LiT [13]	AugReg [10]	ViT-B/16	ImageNet-21k	CC12M+YFCC100M	-	✓	55.9	-
LiT† [13]	DINOv2 [6]	ViT-B/14	LVD-142M	COCO Captions	4M	✗	22.6	24.4
LiT† [13]	DINOv2 [6]	ViT-B/14	LVD-142M	LAION-400M	400M	✗	63.6	37.5
CLIP [7]	-	ViT-B/16	-	LAION-400M	12.8 B	✗	67.0	47.2
<i>Ours</i>								
SimZSS	DINOv2 [6]	ViT-B/14	LVD-142M	COCO Captions	4M	✗	24.3	26.1
SimZSS	DINOv2 [6]	ViT-B/14	LVD-142M	LAION-400M	400M	✗	64.1	38.9
SimZSS	DINOv2 [6]	ViT-B/14	LVD-142M	LAION-400M	1.6B	✗	69.3	41.3

Conclusion

Strengths:

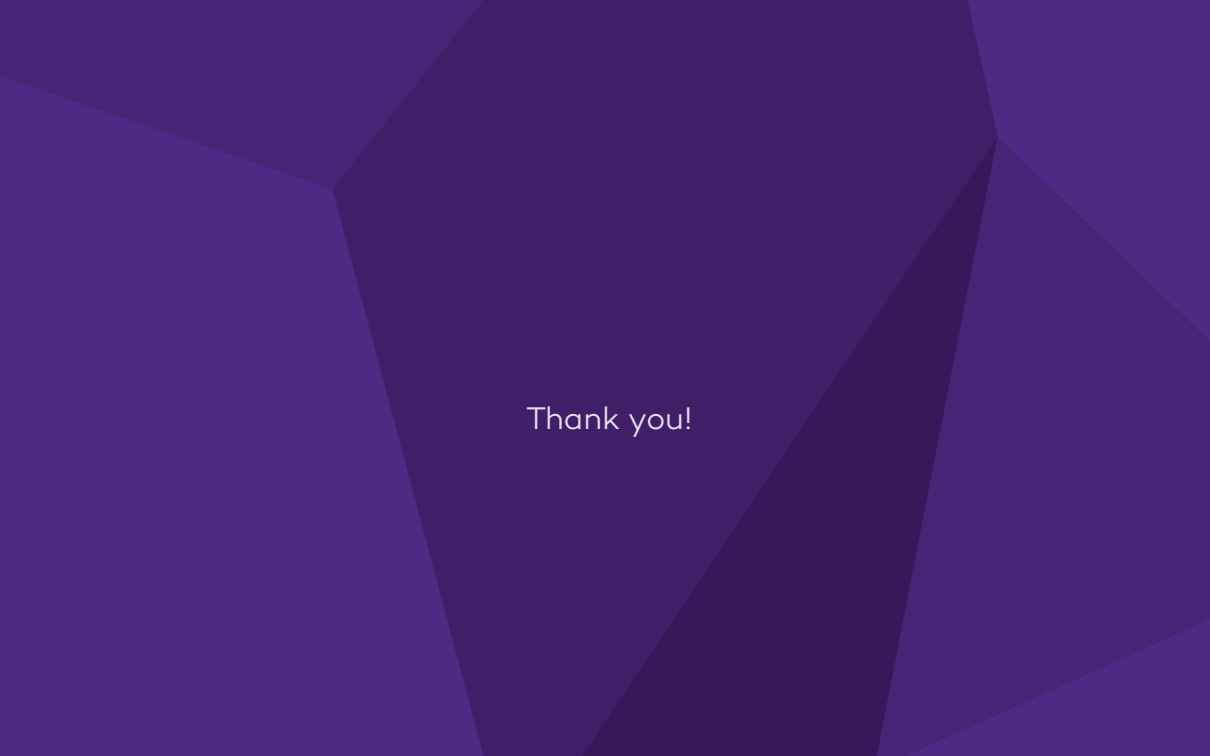
- Efficient in both data and computation.
- Maintains classification performance while enabling segmentation.
- Achieves strong accuracy without compromising inference speed.

Limitations:

- Referring segmentation remains unexplored.
- Consistency is enforced only for concepts explicitly mentioned in captions.
- Performance still lags behind the upper bound (linear segmentation).

Table: Computational and memory efficiency. The efficiency of SimZSS is compared to that of related methods, *i.e.*, LiT and CLIP. When feasible, we report results using the local training batch size; otherwise, the largest power of 2 that fits into memory is utilized. The reported values are obtained on a single node equipped with 4x AMD MI250x (2 compute die per GPU, *i.e.*, `worldsize = 8`).

Method	Batch size per compute die	Memory per compute die [GB]	Time per step [ms]	Throughput [image/s]
CLIP	256	~ 40	1196.0	1712
LiT	1024	~ 27	2049.2	3997
SimZSS	1024	~ 38	2069.8	3957



Thank you!

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