## Unified-IO 2

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## Background

- LLMs (e.g., ChatGPT) become powerful chatbots using instruction tuning
- Text-only models
- LMMs (e.g, GPT-4V) extend LLM capabilities to many modalities
- Images, videos, etc.
- Can solve tasks across many domains
- Problem: more modalities + more data = complex models



GPT-4V
Text + Images In Text + Images Out* *With DallEs

Vision

## Motivation

Generate music about this scene. (original) (1))

- Previous Models
- Used pre-trained LLMs
- Multiple models
- Lack generative capabilities
- Closed source
- Complex
- Unified Backbone
- Leverage data redundancies
- Learn shared representations
- Create an anything in, anything out assistant


Generate music about this scene. (haunted) (1))
Unified-IO is robust to many tasks and modalities

## Overview

- UNIFIED-IO 2 processes all modalities with a single, unified encoder-decoder transformer


Figure 2. UnIFIED-IO 2 architecture. Input text, images, audio, or image/audio history are encoded into sequences of embeddings which are concatenated and used as input to an encoder-decoder transformer model. The transformer outputs discrete tokens that can be decoded into text, an image, or an audio clip.

## Unified Task Representation

|  | Encode | Generate |
| :---: | :---: | :---: |
| Text, Sparse <br> Structures, and Action | Text: the byte-pair encoding (LLaMA) Sparse Structures: 1000 special tokens Robotic Action: text commands + special tokens | the byte-pair decoder |
| Images and Dense Structures | a pre-trained ViT (feature from the second and second-to-last layers) + a linear layer | VQ-GAN model with $8 \times 8$ patch size that encodes a $256 \times 256$ image into 1024 tokens with a codebook size of 16512 |
| Audio | spectrogram -> a pre-trained Audio Spectrogram Transformer (AST) + a linear layer | ViT-VQGAN with $8 \times 8$ patch size that encodes a $256 \times 128$ spectrogram into 512 tokens with a codebook size of 8196 |
| Image and Audio History | the ViT/AST + a perceiver resampler | 1 |

## Unstable Training

- Using a standard implementation following UNIFIED-IO leads to increasingly unstable training as we integrate additional modalities.


Figure 3. Left: Training loss (a) and gradient norms (b) on different modality mixtures. Right: Training loss (c) and next token prediction accuracy (d) of UIO- $2_{\text {xxL }}$ on all modalities. Results were obtained before applying the proposed architectural improvements.

## Architectural Modifications

- 2D Rotary Embedding
- QK Normalization
- Scaled Cosine Attention
- perceiver resampler


Figure 1: Implementation of Rotary Position Embedding(RoPE).

## Training Objective

- Multimodal Mixture of Denoisers
- Text
- [R] - standard span corruption
- [S] - causal language modeling
- [X] - extreme span corruption
- Image \& Audio
- [R] - masked denoising where $x \%$ of the input is masked and requires re-construction
- [S] - generate the target modality conditioned only on other input modalities.


## Training Objective

- Issue: information leak
- Autoregressive with Dynamic Masking
- Mask the token in the decoder except when predicting that token


Figure 5. Different training paradigms in masked image modeling (a) autoregressive, (b) mask auto-encoder, (c) autoregressive wit dynamic masking. Our proposed paradigms can maintain causa generation while avoiding information leaks in the decoder.

## Efficient Implementation

- Issue: Heavily multimodal data -> highly variable sequence lengths
- Solution: Packing
- Tokens of multiple examples are packed into a single sequence
- The attentions are masked to prevent cross-attending between examples
- Optimizer: Adafactor


## Multimodal Data



Figure 7. Construction of training samples from video data for the model's input and target. Given the video, we first extract the video frames and the corresponding audio spectrograms and transcript. Then, the data pass through a random selection process to determine the target modality, input modalities, training objective, input mask etc. The model's final input and target are shown in the top right.


Figure 6. Distribution of pre-training and instruction tuning data. Segments proportional to sampling rates. The inner section shows the target modality, and the outer section shows the data type. Please refer to Figure 9 and Figure 11 in the Appendix for particular datasets.

## Experimental Results

- Pre-Training Benchmarks
- Weak performance on language modeling tasks

| Method | HellaSwag $\uparrow$ | TIFA $\uparrow$ | SEED-S $\uparrow$ | SEED-T $\uparrow$ AudioCaps $\downarrow$ |  |
| :--- | :---: | :---: | :---: | :---: | :---: |
| LLaMA-7B [177] | $\mathbf{7 6 . 1}$ | - | - | - | - |
| OpenLLaMa-3Bv2 [55] | 52.1 | - | - | - | - |
| SD v1.5 [154] | - | 78.4 | - | - | - |
| OpenFlamingo-7B [9] | - | - | 34.5 | 33.1 | - |
| UIO-2 | 38.3 | 70.2 | 37.2 | 32.2 | 3.08 |
| UIO-2 | 47.6 | 77.2 | 40.9 | 34.0 | 3.10 |
| UIO-2 | xxL | 54.3 | $\mathbf{7 8 . 7}$ | $\mathbf{4 0 . 7}$ | $\mathbf{3 5 . 0}$ |

- Strong performance on text-to-image /

Zero-shot pre-training benchmarks. text-to-audio generation

- GRIT: Sparse + Dense Pixel Prediction
- New SOTA
- Unified-IO 2 is a powerful, general-purpose model for language-image taks

|  | Method | Cat. | Loc. | Vqa | Ref. | Seg. | KP | Norm. | All |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | UIO-2 ${ }_{\text {L }}$ | 70.1 | 66.1 | 67.6 | 66.6 | 53.8 | 56.8 | 44.5 | 60.8 |
|  | UIO- $2_{\text {XL }}$ | 74.2 | 69.1 | 69.0 | 71.9 | 57.3 | 68.2 | 46.7 | 65.2 |
|  | UО-2xxL | 74.9 | 70.3 | 71.3 | 75.5 | 58.2 | 72.8 | 45.2 | 66.9 |
| $\stackrel{\rightharpoonup}{6}$ | GPV-2 [89] | 55.1 | 53.6 | 63.2 | 52.1 | - |  |  | - |
|  | $\mathrm{UIO}_{\mathrm{XL}}$ [123] | 60.8 | 67.1 | 74.5 | 78.9 | 56.5 | 67.7 | 44.3 | 64.3 |
|  | UIO- $2_{\text {XXL }}$ | 75.2 | 70.2 | 71.1 | 75.5 | 58.8 | 73.2 | 44.7 | 67.0 |

# Qualitative Results 

https://unified-io-2.allenai.org/

## Natural Language



## Image Generation



## Audio Generation

## User



## Audio Generation



## Video Understanding



## Image Dense Labeling



## Embodied AI \& 3D



## And much, much more!



## Questions?

