



Perceiver: General Perception with Iterative Attention

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Towards a Unified, Simpler Model

Multimodal Data

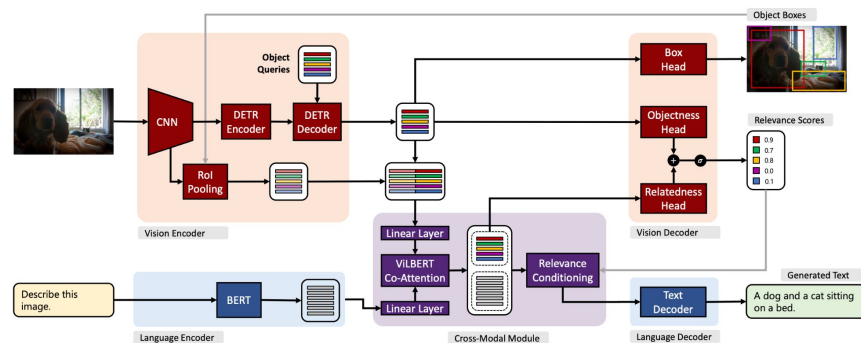
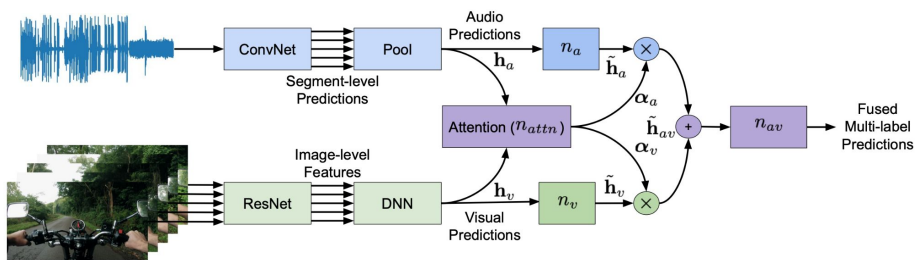


Figure 2. Architecture of GPV-1. Vision, language, and cross-modal modules are color-coded (see Sec. 3 for details).

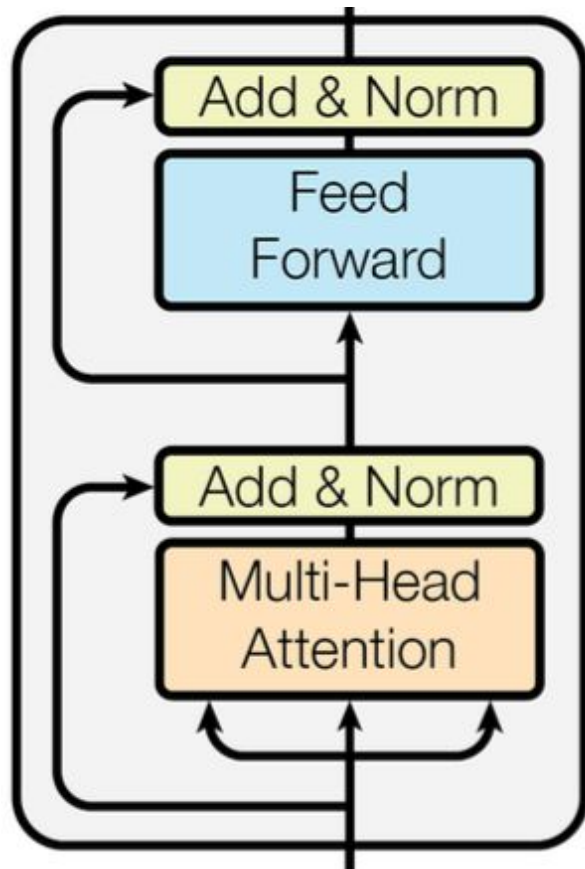
Input Dimensionality

Transformers have been a silver bullet for many tasks but limited by quadratic complexity.

Images: $M = 224 \times 224 = 50176$

1 second of audio consists of 50,000 raw audio samples.

Previous work necessitated modality-specific assumptions about the input data e.g. tokenize images.



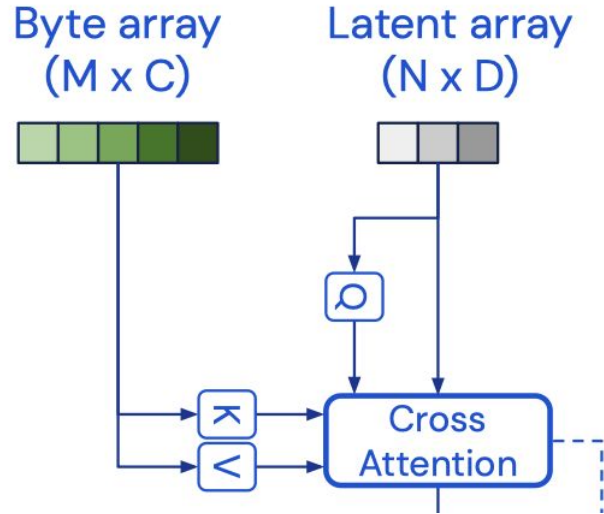
**Key Idea: Attention bottleneck to
distill Data**

Cross-Attention

Input is encoded into a Byte array

Queries come from a much smaller learnable “latent” array initialized by a truncated normal distribution.

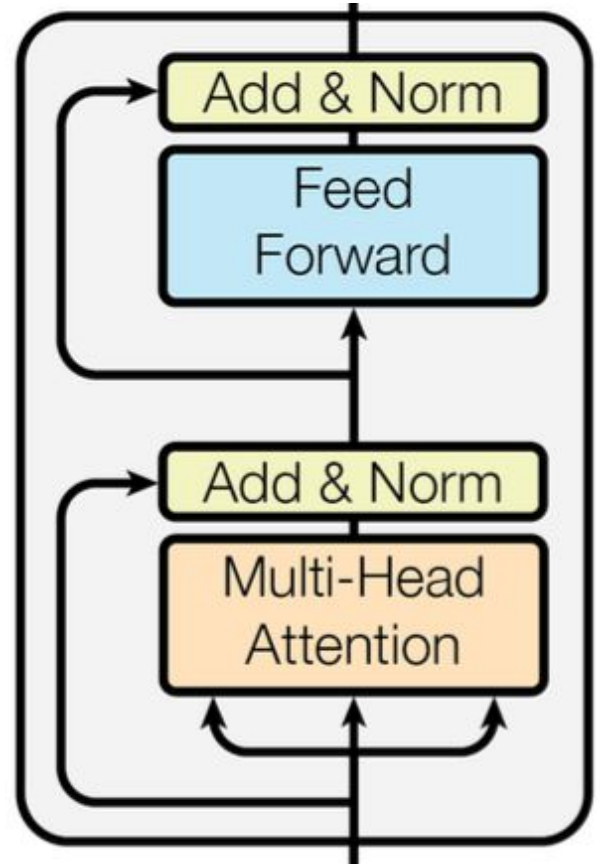
$O(M^2) \rightarrow O(MN)$ s.t. $N \ll M$



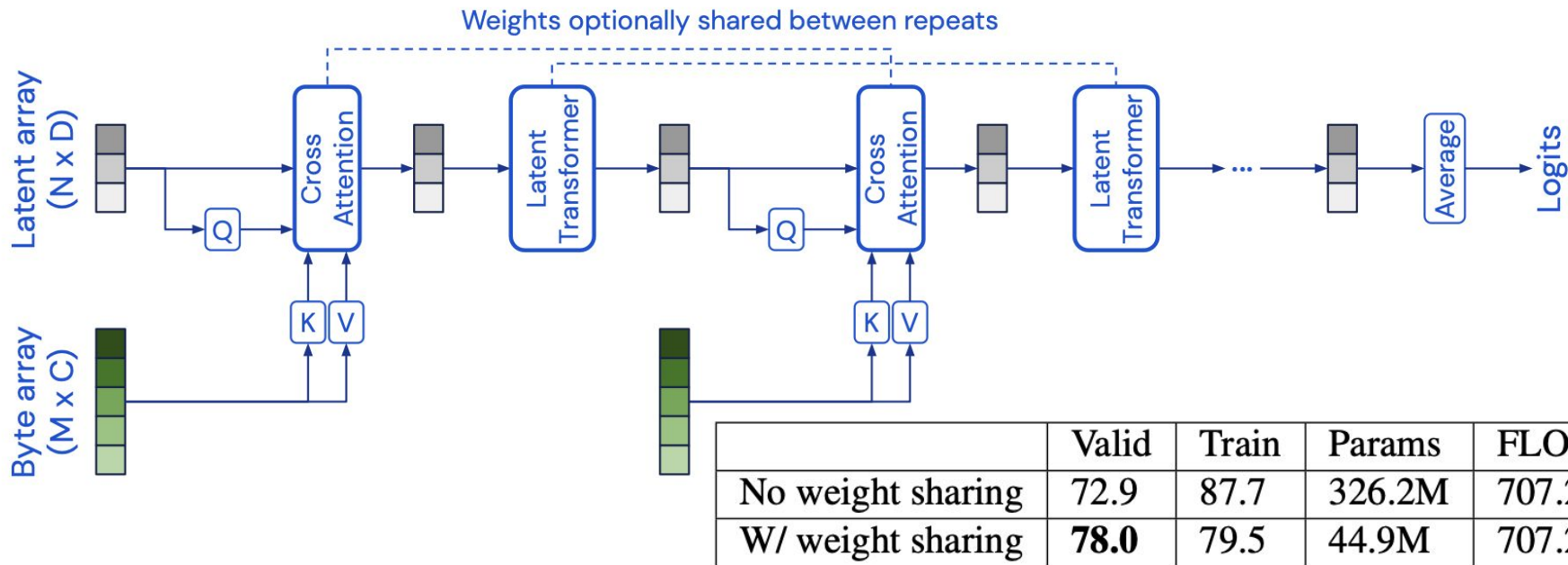
Latent Transformer Block

Just a plain old GPT-2 transformer block which is a modified vanilla transformer. LayerNorm layers are added before and after the Self-Attention blocks

Instead of each block being $O(M^2)$, the latent transformer will be $O(N^2)$ where $N \ll M$.



Iterative Cross-Attention & Weight Sharing



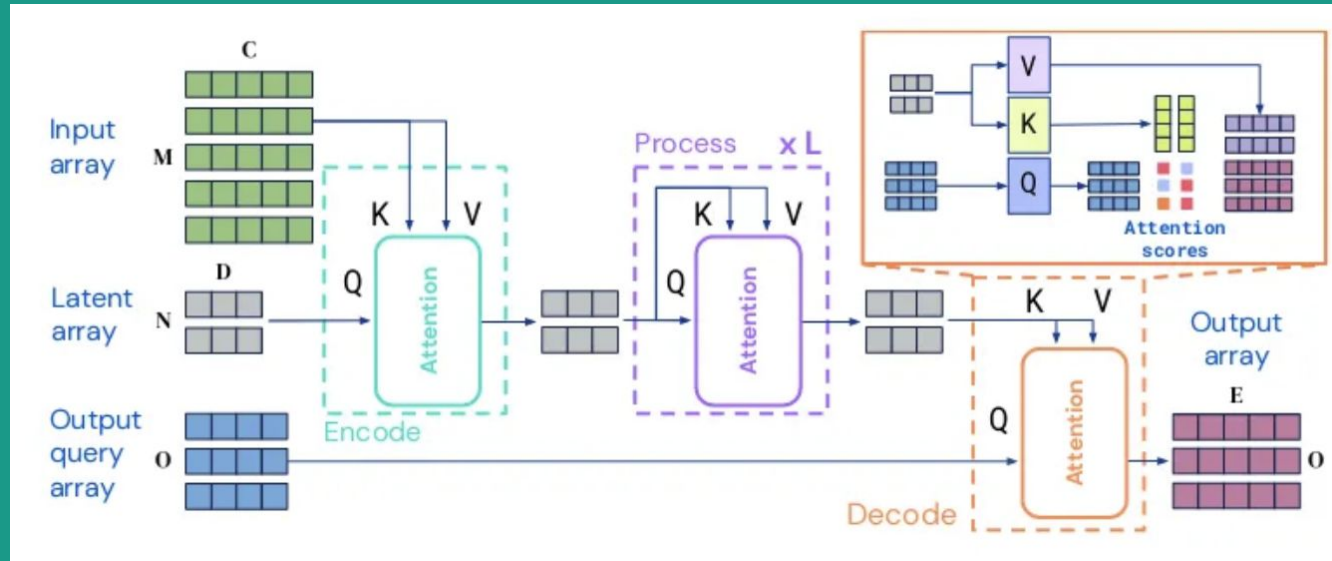
Perceiver Architecture achieves generalizability with minimal assumptions about input data structure



Fourier Positional Encodings

	Raw	Perm.	Input RF
ResNet-50 (FF)	73.5	39.4	49
ViT-B-16 (FF)	76.7	61.7	256
Transformer (64x64) (FF)	57.0	57.0	4,096
Perceiver:			
(FF)	78.0	78.0	50,176
(Learned pos.)	70.9	70.9	50,176

Perceiver IO



Experiments

Single-image classification on ImageNet

Audio event classification on AudioSet (1.7M 10s long training videos and 527 classes)

- Audio only
- Video
- Audio + video

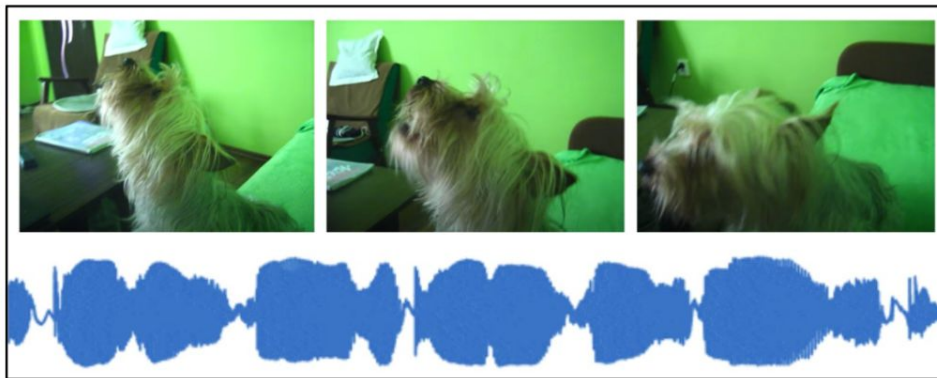
Classification on ModelNet40 (Point clouds derived from 3D meshes)



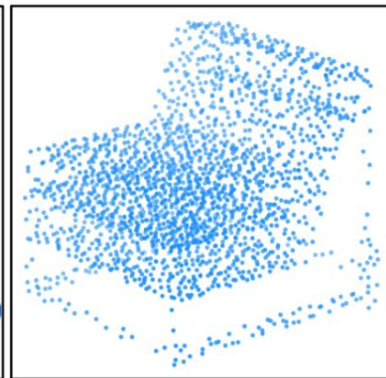
Perceiver trained on diverse range of input data



Sample from ImageNet



Video and audio from AudioSet



Point clouds from ModelNet40



Experiments on ImageNet

Compared with **ResNet-50** and **ViT** that use 2D convolutions; And **Perceiver**, **Transformer** that only use global attention

ResNet-50 (He et al., 2016)	77.6
ViT-B-16 (Dosovitskiy et al., 2021)	77.9
ResNet-50 (FF)	73.5
ViT-B-16 (FF)	76.7
Transformer (64x64, FF)	57.0
Perceiver (FF)	78.0

Top-1 validation accuracy (in %) on ImageNet



Experiments on Permuted ImageNet

Evaluate how important domain-specific assumptions about grid structure are to the performance.

While **models that only use global attention** are stable under permutation, **models that use 2D convolutions** to process local neighborhoods are not

	Raw	Perm.	Input RF
ResNet-50 (FF)	73.5	39.4	49
ViT-B-16 (FF)	76.7	61.7	256
Transformer (64x64) (FF)	57.0	57.0	4,096
Perceiver:			
(FF)	78.0	78.0	50,176
(Learned pos.)	70.9	70.9	50,176

Top-1 validation accuracy (in %) on standard and permuted ImageNet



Experiments on AudioSet

Model / Inputs	Audio	Video	A+V
Benchmark (Gemmeke et al., 2017)	31.4	-	-
Attention (Kong et al., 2018)	32.7	-	-
Multi-level Attention (Yu et al., 2018)	36.0	-	-
ResNet-50 (Ford et al., 2019)	38.0	-	-
CNN-14 (Kong et al., 2020)	43.1	-	-
CNN-14 (no balancing & no mixup) (Kong et al., 2020)	37.5	-	-
G-blend (Wang et al., 2020c)	32.4	18.8	41.8
Attention AV-fusion (Fayek & Kumar, 2020)	38.4	25.7	46.2
Perceiver (raw audio)	38.3	25.8	43.5
Perceiver (mel spectrogram)	38.4	25.8	43.2
Perceiver (mel spectrogram - tuned)	-	-	44.2

Mean average precision (mAP) on audio, video and audio+video inputs



Experiments on ModelNet

	Accuracy
PointNet++ (Qi et al., 2017)	91.9
ResNet-50 (FF)	66.3
ViT-B-2 (FF)	78.9
ViT-B-4 (FF)	73.4
ViT-B-8 (FF)	65.3
ViT-B-16 (FF)	59.6
Transformer (44x44)	82.1
Perceiver	85.7



Ablation Study

