



# Expedited Training of Visual Conditioned Language Generation via Redundancy Reduction

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\* This work is done during Yiren Jian's internship at ByteDance Inc.

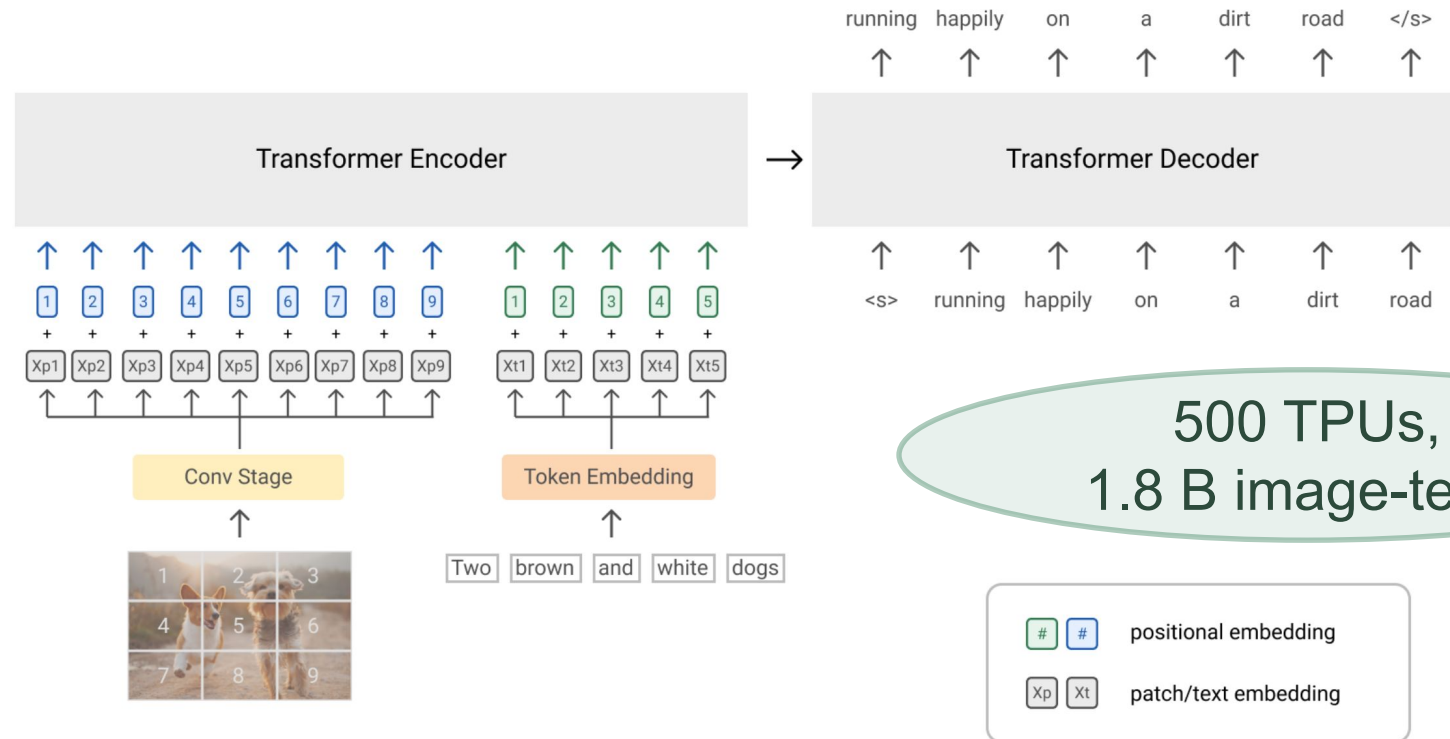
# Introduction

## • Vision-language generative learning: a growth trajectory

- SimVLM

- CoCa

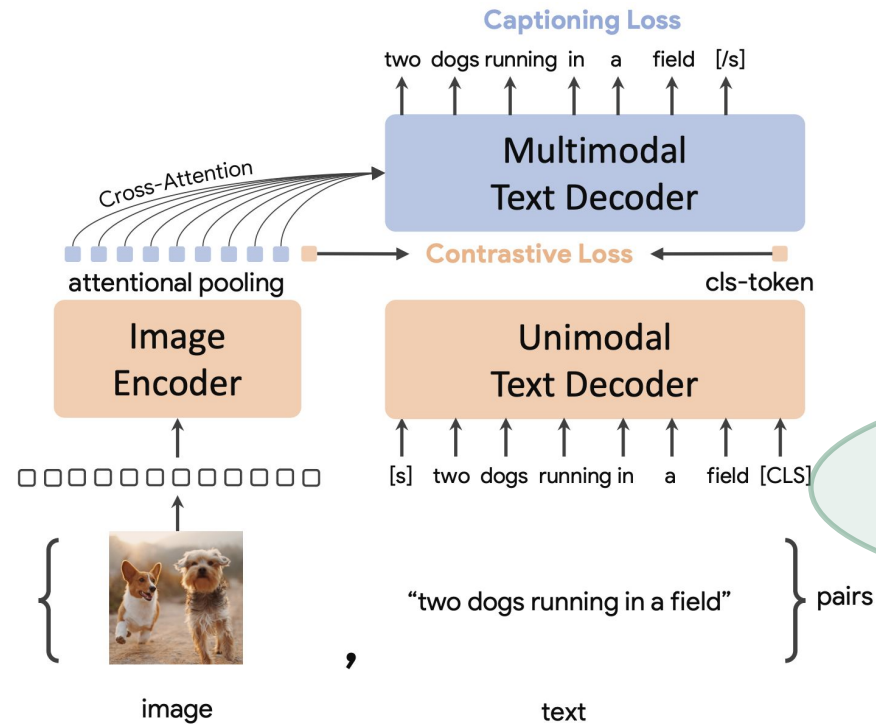
- BLIP-2



# Introduction

## • Vision-language generative learning: a growth trajectory

- SimVLM
- CoCa
- BLIP-2



2 048 TPUs,  
billion-scale data,  
5 days

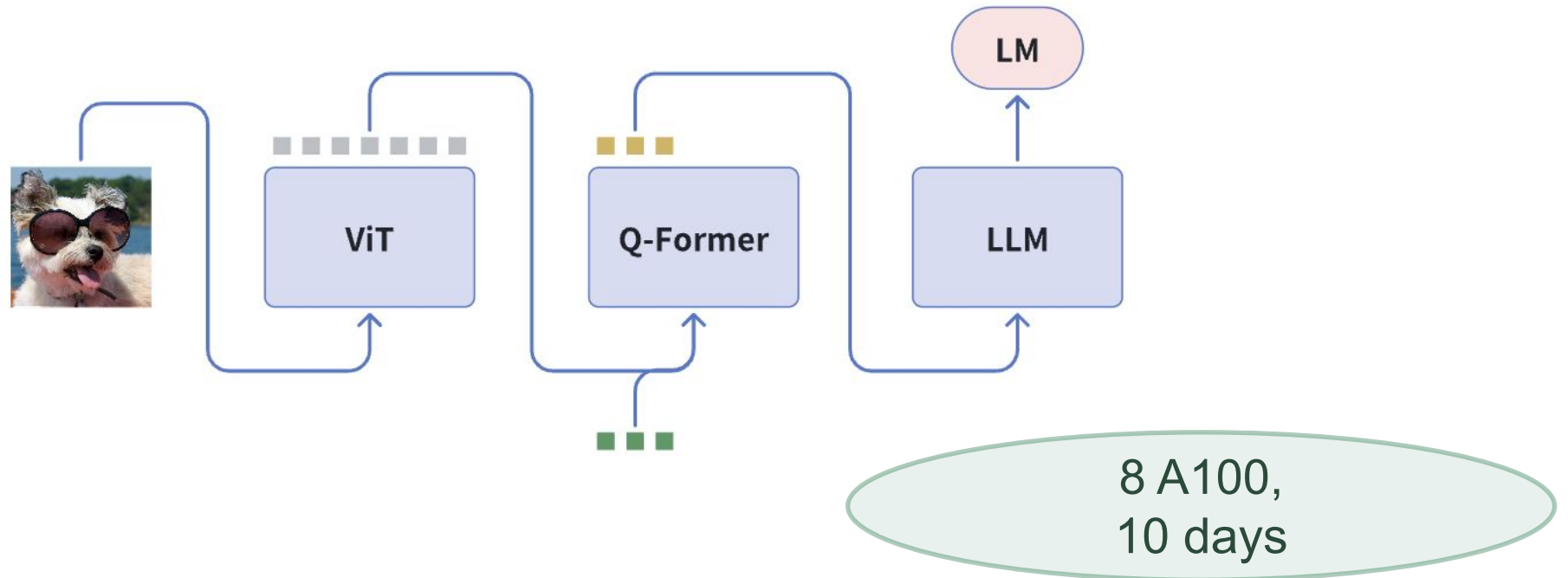
# Introduction

## • Vision-language generative learning: a growth trajectory

- SimVLM

- CoCa

- BLIP-2



# Introduction

## • Training challenges when connecting *vision-language modalities*

- SimVLM

- CoCa

As pioneers, they try to connect vision-language modalities by **training from scratch** on billion-scale image-text pairs.

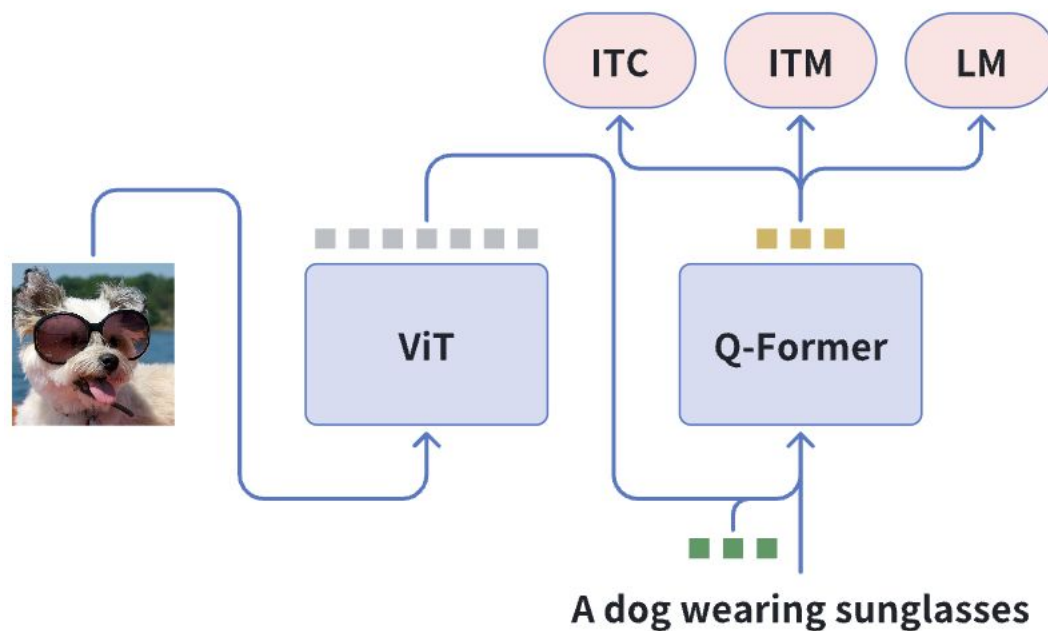
Training cost is the challenge!

- BLIP-2 → Later, BLIP-2 applies existing well-pretrained ViT<sup>①</sup> and LLM<sup>②</sup>, then align the two backbones, via a novel connector<sup>③</sup> Q-former.



# Introduction

- A closer look on BLIP-2's Q-former: demanding an extra *stage-1* training



10 days on 8x A100  
GPUs



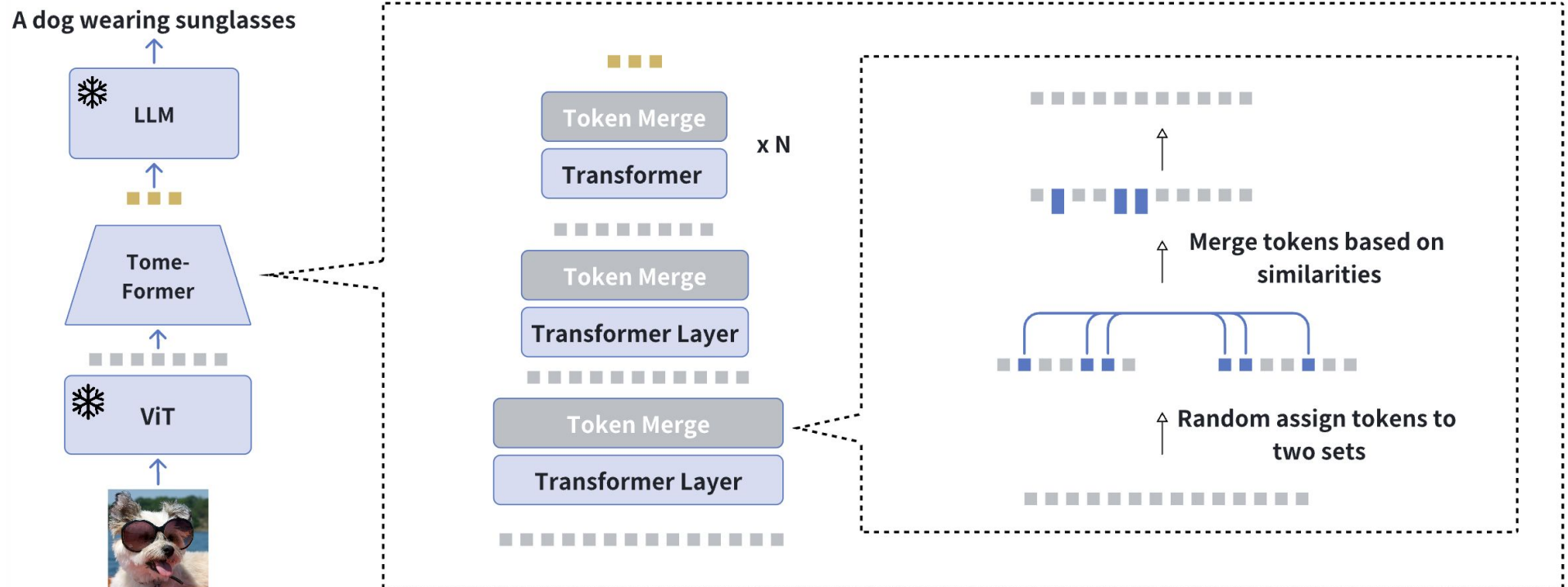
# Introduction

- Our question:

*how to replace Q-former for further efficiency?*

# EVLGen: an end-to-end multimodal alignment

## • On images

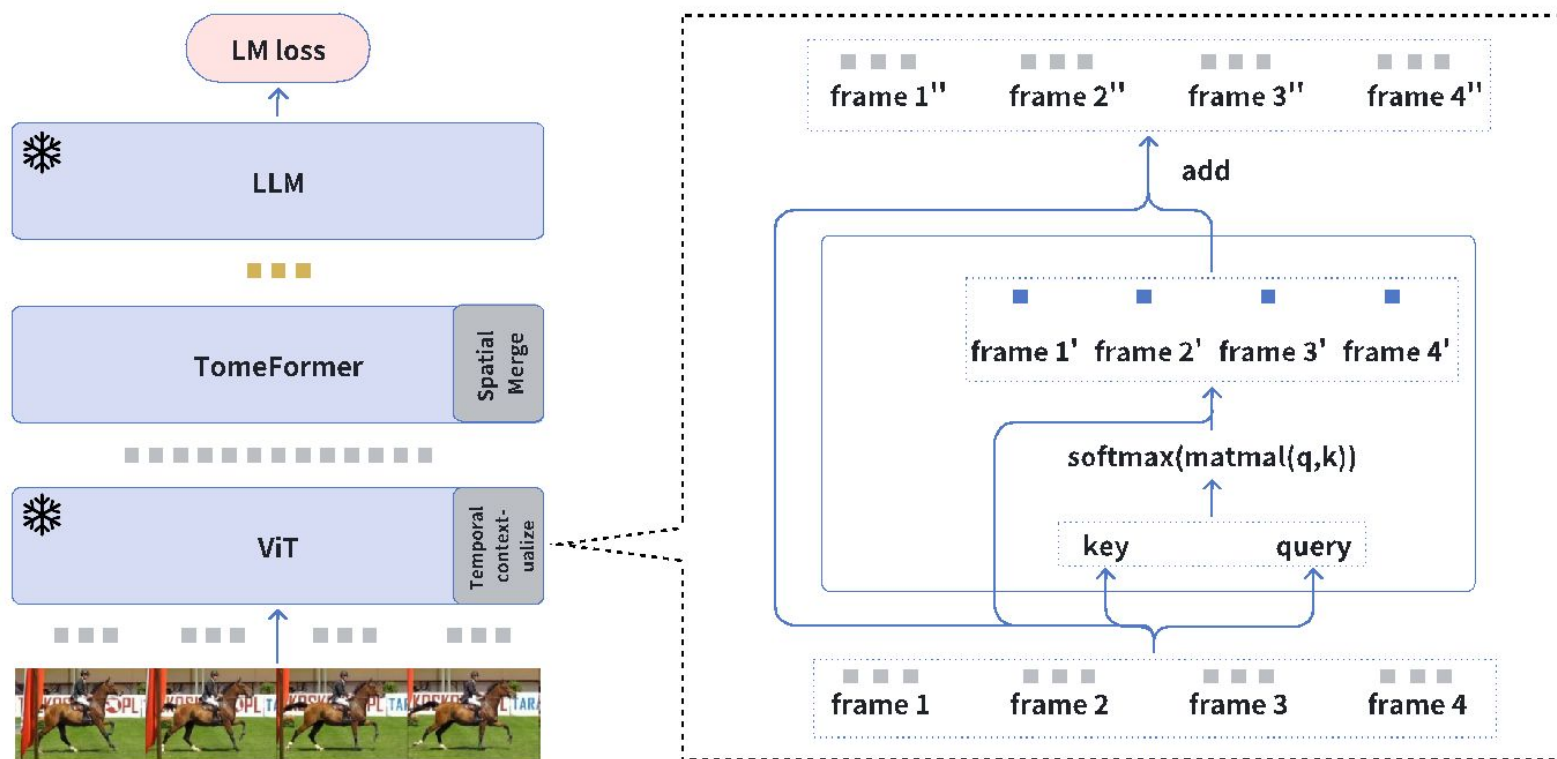


Token Merging [4] Transformer (TomeFormer) aggregates (cosine) similar visual tokens at each layer.



# EVLGen: *an end-to-end multimodal alignment*

- On videos



For more spatial redundancy, temporal contextualize can pool multiple frames, then add back to each original frame.



# EVLGen: *an end-to-end multimodal alignment*

- Summarization of EVLGen:
  - how it streamlines the pre-training?
    - Vision data (image, video...) is naturally redundant
    - Token-merging reduces learning space
    - the single-stage, single-loss training mechanism

# Experiment

- An intuitive case study on token merging



Figure 4: Pre- and post-training visualization of merged tokens in  $E_2VL_{Gen}$ . The visual features compressed via token merging exhibit semantic informativeness even prior to training. This inherent characteristic facilitates  $E_2VL_{Gen}$ 's ability to converge quickly in an end-to-end training setup.

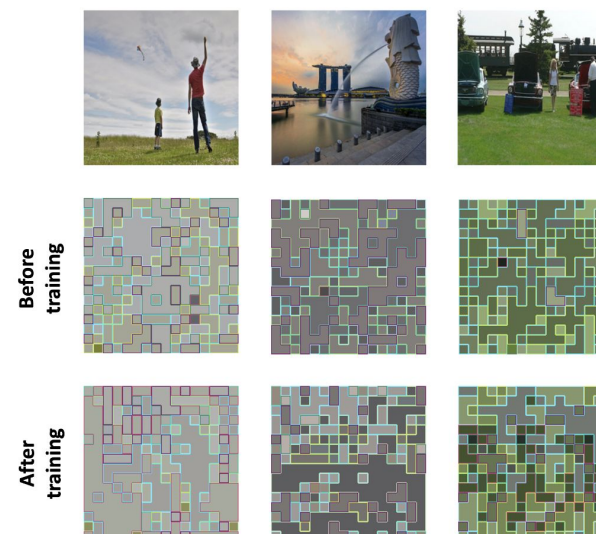


Figure 5: Additional pre- and post-training visualization of merged tokens in  $E_2VL_{Gen}$ .



# Experiment (8× A100-80G)

## •Overall Performance Comparison (1/2 image)

Models	# pre-train image-text	# trainable params	# stage-1 steps	# stage-2 steps	VQAv2 val	GQA test-dev	OK-VQA test	COCO val	Clock time
VL-T5	9.2M	224M	-	-	13.5	6.3	5.8	-	-
FewVLM	9.2M	740M	-	-	47.7	29.3	16.5	-	-
Frozen	3M	40M	-	-	29.6	-	5.9	-	-
VLKD	3M	406M	-	-	42.6	-	13.3	-	-
BLIP-2	104M <sup>†</sup>	110M+ <sup>‡</sup>	-	80k/250k*	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
BLIP-2	104M	110M+	250k	80k	44.6	30.6	26.0	137.7	234 hrs
EVL <sub>Gen</sub>	104M	55M	-	90k	45.9	30.6	25.8	134.0	47 hrs
EVL <sub>Gen</sub>	11M	110M	-	150k	46.3	30.0	23.0	135.1	80 hrs
EVL <sub>Gen</sub>	104M	110M	-	150k	46.9	30.8	24.8	137.0	80 hrs
EVL <sub>Gen</sub>	104M	110M	-	250k	<b>48.4</b>	<b>30.9</b>	<b>27.2</b>	<b>139.1</b>	133 hrs

Table 1: Comparison of methods on zero-shot VQA and MSCOCO captioning (CIDEr) tasks without additional fine-tuning. Both BLIP-2 and EVL<sub>Gen</sub> use OPT-2.7b as the LLM decoder. \*: *BLIP-2 without extensive stage-1 pre-training will collapse*. †: We were only able to download approximately 81% of LAION-115M and 78% of CCS-14M from the CapFilt dataset. ‡: BLIP-2 incorporates an additional set of 32 learnable queries, each with a dimension of 768.



# Experiment

## •Overall Performance Comparison (2/2 image)

	LLM	Model	C	B4	M	R
NoCaps	OPT	BLIP-2	112.2	44.4	29.5	59.7
		EVL <sub>Gen</sub>	<b>117.4</b>	<b>45.9</b>	<b>30.3</b>	<b>61.1</b>
	Vicuna	BLIP-2	115.6	45.3	30.3	60.6
		EVL <sub>Gen</sub>	<b>119.0</b>	<b>45.9</b>	<b>30.6</b>	<b>61.5</b>
Flickr30K	OPT	BLIP-2	77.1	28.7	23.9	51.6
		EVL <sub>Gen</sub>	<b>82.0</b>	<b>30.0</b>	<b>24.5</b>	<b>52.4</b>
	Vicuna	BLIP-2	80.0	30.1	<b>24.8</b>	52.1
		EVL <sub>Gen</sub>	<b>81.8</b>	<b>30.3</b>	24.5	<b>52.2</b>

Table 2: Comparison of different models' performance on zero-shot NoCaps and Flickr30K captioning. C→CIDEr, B4→BLEU-4, M→METEOR, R→ROUGE

# Experiment

## •Overall Performance Comparison (1/1 video)

Models	C	B4	M	R
Baseline (concat)	65.5	44.4	31.9	64.1
Baseline (mean)	67.8	47.3	32.2	65.0
EVL <sub>Gen</sub> -image	68.4	47.6	32.4	65.3
EVL <sub>Gen</sub> -video	69.8	48.3	32.6	65.8
EVL <sub>Gen</sub> -video-scst	<b>74.0</b>	<b>49.2</b>	<b>33.0</b>	<b>66.5</b>
Video-LLaMA	59.3	47.7	29.6	63.7
VideoChat	58.0	46.5	29.5	63.4
VideoCoCa (open)	63.0	48.5	31.4	64.8

Table 3: Comparison of different models' performance on MSR-VTT video captioning. Models are pre-trained using 2 million video-text pairs from WebVid dataset, except for image pre-trained EVL<sub>Gen</sub>-image.

Models	C	B4	M	R
Video-LLaMA	121.2	61.6	40.3	77.8
VideoChat	118.4	64.1	41.0	78.7
VideoCoCa (open)	150.9	67.7	45.3	81.9
EVL <sub>Gen</sub> -video	<b>158.2</b>	<b>68.4</b>	<b>46.8</b>	<b>83.1</b>

Table 4: Comparison of different models' performance on MSVD video captioning.



# Experiment (8× A100-80G)

## • Training time comparison

Models	Stage 1 (MACs)	Stage 1 steps	Stage 2 (MACs)	Stage 2 steps	Models	Stage 1 time /5k	Stage 2 time /5k	Clock time
BLIP-2	36.7G	250k	6.28G	80k	BLIP-2	3 hrs 50 min	2 hrs 40 min	234 hrs
EVL <sub>Gen</sub>	-	-	11.9G	250k	EVL <sub>Gen</sub>	-	2 hrs 45 min	133 hrs
EVL <sub>Gen</sub>	-	-	11.9G	150k	EVL <sub>Gen</sub>	-	2 hrs 45 min	80 hrs
EVL <sub>Gen55M</sub>	-	-	5.6G	90k	EVL <sub>Gen55M</sub>	-	2 hrs 35 min	47 hrs

Table 9: **Multiply-accumulate operations** (MACs) comparison of Q-Former (of BLIP-2) and TomeFormer (of EVL<sub>Gen</sub>) when utilizing OPT-2.7b as the LLM.  
 Table 10: Training time comparison of BLIP-2 and comparison of Q-Former (of BLIP-2) and TomeFormer (of EVL<sub>Gen</sub>) when utilizing OPT-2.7b as the LLM.

1/3 to 1/6 of the training budget required by BLIP-2!





# Experiment (8× A100-80G)

- How many tokens can be merged?

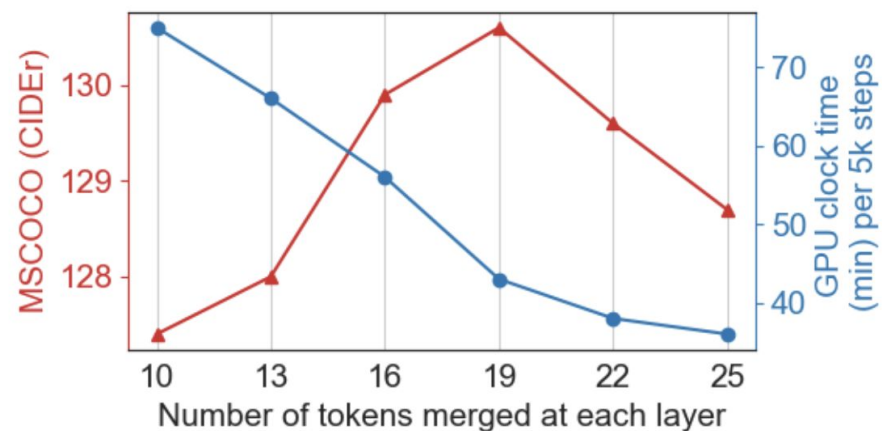


Figure 3: Trade-off between MSCOCO captioning scores (depicted in red) and GPU training time (depicted in blue) as a function of the number of tokens merged ( $r$ ) in TomeFormer.





Thank you